

Notes from the Meeting of 19/ July/ 07ce

Open: 7:00pm

X Newsletter: Approved

! Chancellor Report: First

order of business was the yearly elections.

Officers are now

Chancellor: (Sensei) David O. E. Mohr
<still elected for life>

Treasurer: Scott Farley (ID #16)

Commodore Librarian: Imperial Warlord
(ID# 2)

Editor: Lord Ronin from Q-Link (ID #1)

◆◆◆◆ Deputy Appointed Officers

Webmeister: Balzabaar

Amiga Representative: Scott Farley
(ID #16)

Amiga Assistance: Destined/Weird Wolf
(ID #8)

Deputy Librarian: #30

Emulation Assistance: Scott Farley

(ID #16)

Cheaks & Pizzas: Mad Max/MHI (ID #21)

SysOp: Lord Ronin from Q-Link (ID #1)

Constable: A500 (Till she is fixed and transferred to the house)

As this is the anniversary of the A. C. U. G. business work for the meeting was short. Things such as the SIGs, and other group activities were suggested to be placed in the Ramblings. No newsletters had arrived by the meeting time, they too are to be placed in the Ramblings. Funds are still at \$23 in one cent pieces, with a few hundred more to be counted and wrapped at some time. Disk for this month contains on Side #2 the last 6 installments of the Operation Lost Cat story. Taking the count of

installments to 119. Lord Ronin hinted that the saga of Tommy & Trisha was over, even intimating that he had terminated the characters off in the last part. Using the Japanese tragic story theme. Response from members is still hostile to the end of the saga. Forcing LR to admit that there is another story planned, after the adult story in Geos that is to be released over the next few months. Side one of the Penny Farthing Disk, has the Instant Programmer's Guide. This item was found in a collection of the disks as the place is being adjusted. Being for Koala or as they call it in the manual, "KOALAPAD TOUCH TABLET". Lord Ronin made a SEQ e-text of the manual and placed that on the disk as well. As all the local members have Koala in either the tablet or other forms. Idea was to present this new to us tool for future use of all the members.

Several things darkened the festivities this year. The Mark <Sho-Yah> Reed problem, Lord Ronin's health problems and mainly that our #16 missed the anniversary by being sent back to the catbox <Iraq>. Prior to the meeting, it was decided that the usual or is that traditional KittyBox Cake, Hand and Brain molded jello, Challah bread, foods would be held off this year. Time seemed to have past too quickly in the days leading up to the event. Days that were a bit dark for everyone. Lord Ronin had been an idiot and didn't notice that one day was too hot for a man in his health situation to walk to the post office to post some bricks, and then to the bank. Around 3 miles one way. Not something he is supposed to do in close to 100 degree

The Voice of the ACUG

weather. Laid him up for days afterward. Pity is that it happened a week before the event. It was decided that next year in 2008ce. That a full blown as usual lay out party will happen. Celebrating not only the 30th year of the A.C.U.G. but also the return <we hope> of our #16. As he is due to arrive just before the event time.

Gang hang out at the shop for a while. Chips and other snacks had been laid out. As the Amiga 1200 is not fully functioning at that time. Nothing was planned for Amiga this time around. Which was fine as the few attendees were more interested in the Commodore items. Lord Ronin showed off his trick on the FD-2000. Where disks are listed as a "74 drive not ready". A thing that is seen often when the disk isn't formatted. However the disks were formatted and had data on them. His trick is a fast off and then on again. He explained that this isn't really that good for the FD-2000, but it will be a way of saving disks that otherwise one can think are bad or need reformatting. Added that on some 1581s and on the old mech in this FD-2000. Putting in a known for certain disk that is formatted and has a directory. That at times will work. Why the 81s and the FD do this, is not understood by LR.

Simple demonstration of the Video Byte II system that we gained from Robert Bernardo. Showing a bit more in how the image is brought across, than was done at a demonstration months back. Discussion that the RCA plugged cable may be adding more signal loss. Because of it's length and it is the one that is used for the C= s RF output. Lord Ronin hadn't used an Ohm Meter on that cable, as of yet to check for extra resistance. Being the only cable at hand at that time.

A copy of the Penny Farthing was left incomplete. Giving a demo on how it is copied with Maverick, through the creation of the labels, and the sleeve, which we have a form for in our collection, all done in GeoPaint. Then into the printing on the Seikosha mp-1300ai #30 demonstrated the cutting, folding and the

glueing of the disk sleeve as well as the application of the label. Members saw the time it takes to create the disk, save for the file searching aspect. <G>

DreamCast was used for the CD player. Brandenburg Concertos was our background music for this year. Long time readers may remember that it is usually either Kinks or Who that is played. Although not C=, Lord Ronin showed some of the items he has collected recently for the DreamCast. Stating that he is hoping to find a CD that he had been told about which makes the DreamCast into a C=. In the hopes of making this happen, he was able to find a DreamCast keyboard. That led into a discussion of older games and game system versus the current crop. Not just things like the DreamCast or the Sega Genesis <both in the shop> But more to the C=. A discussion that has happened many a time. Games may have more sound and colour. But they don't seem to have the "meat". That is the usual consensus of the discussion and this one was no different. Save it was mentioned that girl characters in the games, are usually more balanced and more feminine in the older games than of today. Lord Ronin had noted that in non C= BBS doorgames, the part about the girl character being more balanced when that sex was selected by the player. Discussion went to games that allow the sex of a character to be selected in C= games. There weren't very many and that brought up a desire to hunt for them. In order to prove the above thoughts and theory.

A few of the older Penny Farthings had been laid out. These had some games on them for people to give a try out. Caverns, from the Cavern Construction Set, was one of the games played. Lord Ronin had issued the construction disk a couple years ago with an entire side of caverns he had made for the disk. Pinball, and there are many of those games. However this one has the screen scroll up and down with the ball. Anyway this older release was a good hit with the members.

All in all with things being depressive this year. Those few that were able to attend stated that they

had a good time and the official part didn't close till 9:10pm. Where the gamer members went to the kibbutz. Spent more time talking about the C= and Amiga, with the leaning to what we want to do in the next year. M.S.P.E. was the game for the night, and before that started more was talked about the character generator idea that #30 had started upon a few months back. Game ended at 3am.

LORD RONIN'S RAMBLINGS

Yeah I know that the report on the party for our 29th year is a bit depressive sounding. Things didn't work out as we had desired. But that shouldn't sound as if we are tired and worn out of the C=. Or that the entire event was a flop.

Those that attended had a fairly good time, not as great as before, I must admit next year we will have more to celebrate with the return of #16 and hopefully by that time the BBS will be in operation as well as a working post script printer. Now before I move us into the up lifting stuff. Assuming that A500 will stop licking my hands and sit down on my lap for a while. One last bit of depressive theme news. Day of the meeting we received a card in the mail. This one comes from the Canadian Cancer Society. Our copy of the fact that we made a donation to that society for Jim Butterfield. In the name of the A.C.U.G. I had gone and signed the remembrance book online. Then sent a small donation to the society for Jim. I have the card on display in the shop.

AmiTech-Dayton Gazette: Arrived a day after the meeting. Eric starts off some more about his restoration of his Amiga 4000T. Adding a heat sink and fan to the 68060 cpu. Mentions that the new fan glows blue when in operation. Says that they are simple to install and that it is "Pretty neat to see that soft blue glow..." Reminded me of talk on the Homestead list about fans for the SCPU. Wonder about finding one of these "hot rod mod" fans and put it in the SCPU, and if it is the right size, how about in the 128D? Eric goes on with hiding under a rock, if you don't know about the

iPhone from Apple. Ah Eric, no not under a rock. Under a mess of C= and Amiga stuff. But not a rock. OK I switch stations when a commercial comes on, so I intentionally miss a lot of them. Meaning nope I didn't know of this new phone. Anyway he talks a bit about the phone. Mentioning that he had seen someone wearing one and using it as an identification badge. No Eric didn't buy one, he states that he did buy one of the cheapest cell phones and some minutes. Makes a comment about annoying cellphone guys. For the record, our resident C= fanatic still uses his Commodore rotary dial phone. Like about once every couple of months. For the meeting Eric intends to be helping with CD-32 setup and OS installation. Perhaps we should ask him for help with the Amiga 1200?

President Ron talks about picking up some wireless mice. One won't work on either the Amiga or his Mac. The other one wouldn't work on the Amiga but on his Mac, till the batteries ran out, and then after replacing the batteries it failed to work again.

Ed Vishoot has a large bit on something called "folding@home". I really don't fully understand the article. He writes that it is "distributed computing". I'll bypass the other techy stuff for you. In order to participate you need to install some software on your system. Ed presents a list of different platform units that were recorded at a time. This time is not to be considered etched in stone, as things change regularly. Bummer is that there doesn't appear to be anything for the Amiga, or the C=. Heretic, couple of Mac styles, Linux a thing called GPU <?> and the one that started off his article the PlayStation3. Yuppers apparently that system can do this shared processing theme stuff. IMNSHO finally there is something that this over priced hunk of junk can do. Yeah I'm not a fan of the PS3. Anyway for more information you can contact <http://folding.stanford.edu/> to learn more on this topic.

General Happenings: Cute title for the what we have done in the past month section. I'm still learning more about the linux system with

#8s help. Slow process as I absorb the knowledge at that level of speed. Working up to ways of direct communication to the 128D. Grabbed some more files for the BBS. More art stuff for the art department in jpg for the viewer prg. Way behind in e-mail. Spam stuff is a bummer, and I am on a limited amount of hours per month. #8 is sending info to me on several subjects. There is a man recently that sent me a list of the books that he has for the C=, that he is willing to sell. I have received a list from Ken, man that does the Commodore MailLink on disk, of Craig Chamberlains SID book on Amazon. Be a good addition to our library. Beeman has some Mega Patch things he wishes to send me for the Geos work. Ron, the man from whom I am buying another optra 40, apologised. He has a new job and hasn't been able to make it to the post office for the shipping costs. That is fine as I write this I'm bust till the first of Sept <\$>. Eddie the one contacted me about the mech. I may be sending it back to him for his examination. Perhaps something can be done for the BBS things.

That sort of covers the basics of the e-mail things, that are stacking up. On the local side of things. Finally finished the Operation Lost Cat saga. 119 installments at an average of 100 blocks each. Didn't think that it would go past 50. Those {few} that have read the story up to now, are demanding a continuation of the stories of the characters. Ah, rather dramatically I have to add. So yeah there is the next book in the series. Guess that is the best way to describe this sort of wannabe hack stuff that I write. However as stated in other reports. A story based on the RPG <Role Playing Game> All Flesh Must Be Eaten, is the next thing coming out. Funny I remember that I put out the original story, Operation Red Cat, as a filler and have something for pretty much the first time on the disks, that was created by a group member. Did I create a monster, or is what is commercially produced that dull to readers? Cause gang I am not a writer.

Most of my C= activities this last month has been in disk sorting. Working more on those

1581 and FD-2000 disks that I have uncovered in the piles. Some gems have been found, or so I hope. Best that I have been doing is after a directory test. Maybe try out a prg that I find that looks interesting. Most of these disks are not ones I made. They come from buys of others collections. One problem that I have is the need to find that information for a software device change. My #8 is the internal 71 on this 128D in the shop. My 1581 is #9 and the FD-2000 is #10. Well, as we know a lot of prgs only want to run off of #8. At this point, I don't have the time to copy off to a 1541, and then test. Won't bore you with the reasons for that problem at this time.

Written in these pages in the recent past about doing this sorting. First time through I found a couple hundred Geos disks. This last time, I found around 30 that I hadn't identified the first time. At this moment there are six 1581 disk boxes that have disks, and mostly full. One is my collection of LoadStar on 1581. Couple contain the FD disks of what I copied off of the mudpit BBS HD. Rest are assorted ones that all have a sticky pad lable on the them for the major files themes found. On this desk I have a box with those Geos disks and one of blanks <I think that they are blank, that is the reason for that demo I did with the FD> Those Geos ones have to be resorted. With probably some file transfers, as I try to clean up the disks in specific catagories. Oh yeah there are close to 200 disks sitting on the desk as well. Untill I can find some sort of box to place them. Haven't made it to any of the 5 1/4" disks yet. Also there is a large amount of disks both 1541/1571 and 1581 that Mad Max left us, which I haven't touched yet. Won't be the same files for the board, exactly. We will have files for our board and the group again. Just that this is going to be a long process to do it right. Last time every file that was put up was tested and classified for our style. What I didn't do is make backups. Thinking that the CD thing with the sho-vah would happen at anytime. Mad Max would fix a file or train it or whatever, and put that on a disk. I would test it out for the board area. Place it up, make the UL comment and hand him back the disk. Which he would then reuse. Ah, the if I knew then what I know now problem.

This time around I intend to make backups regularly. By copying the partitions of the BBS HD, when we have a working one, to the linux <kajira> system and then burning CDs of the files. So that when, note I don't say if, the C=HD goes bad, I can reinstall things in just a few days. May take 20-30 minutes for the transfere of each partition. Based on some recent information I received. That isn't so bad for me. Mcopy took around that when I was doing partition copy work from Mad Max's Jaz drive. Most of the above is familiar to the readers of this cat box liner. Presented here as the "what is going part". Still going on with the disk sorting. This will allow me to fill areas on the BBS a bit faster when a working mech is installed. Rather than the older way of, here is the file, test it and figure out where it will go. Still means a lot of handwriting for me when I move to the notes for the files and making the zipped .D64 files, placing them on 81s and FDs. Not going to erase the original "arkhive" disks this time around!!

5C⁰ 5C² Day started out rather bad. Down to one eye. Other one is swollen shut with sinus pressure. Makes it had to do anything with the pain and my already bad vision. Yet the day also has a good part to it. In the post was the envelope with July and August 5C's disks. Got to spend most of the day going over the disks. What follows is a report on the disks, interspaced with some personal editorial, can't keep my mouth shut, comments.

July issue has the regular features on side #1 and Commodore Free #8 on side #2. Starting off with side #1. There is a string of articles called "Little Bits" numbering from 1-4. These are a compilation of tips and comments about the Commodore. Compliled I believe from what I read, by Jack Vanderwhite. Way too many to present in detail here, so this is just a selection of those that caught my attention in reading the four chatpers. Explaing what is "SUB0". From a question about the RTC a discourse on extreme temperatures on the crystal that keeps time. Including a couple of experiments using a cheap digital watch. report on a videotitler prg on the

April edition of Computer Gazetter in 93. A prg that was not in the magazine. Article on why a man rid himself of his A500 and increased his C=128D collection. Showing at points the superiority of the 128 system with named programmes against the 500 with named similair programmes. OK I started Amiga with a 500, internal disk drive and WB 1.3. I can relate to the commentators statements that it is faster to load and use similar programmes on the 128. OK I think that Geos is easier to use than some of the Amiga WF prgs that I have used in the past. At least for me. Man closes the story with the point that he is picking up a flash thing. Something that I don't know about, but understand from the article that it makes the C= faster in Geos.

In reply to a comment a man states that there is a prg at funet, written by Richard Hable that will read and write MFM disks on our GCR 1541. 3X64 problems and trouble shooting for a specific problem. Different chips are explained for the man's problem. Something on two programmes, one called Power C and the other Super C. Didn't really follow much of that one. A man writes about the type of demos that he likes. Mentions several styles based on ones that he has seen. One that he mentions is a man that moves the C=64 screen out of the way. FWIW that is the only one that I recognised, IRC the name is Transputerman. Released in on a disk 10 or so years ago for the group. Think I saw it later on a Load Star disk as well. Jack himself mentions some closures of disk distributors and manufacturers for disks that we use. Editorialises on how the mega corps are forcing we the users to upgrade, when there is neither the need or the want from the users. only the need for the mega corps to make more bread off of us. {Lord Ronin's rant deleted} Small bit about NTSC fixing and the chip and time factors. Web addy given for more information.

Last one in this series is called oddbits. Bit a "bug" that is found with jiffy dos when using mailit31. Ah, this is a good bug actually. More items including that the C=264 is actually the plus/4. Last article on this side is Mailit31. More

of the tutorial and dox for the tool than an article. Al released it in June of this year. I don't have any credit for the article. My instinct tells me it was Al. In any case it explains a lot about the system, answered a couple of questions that I had, since Al kindly gifted us with the tool and several issues of Commodore Free disk edition in the partitions that the tool makes. Said it before and I will repeat it here, thanks Al, that tool save a lot of work on partitioning the 581 disk. I did it once when I gained my first 1581. So difficult that I never did it again. Untill I tried out this tool.

Now I mustn't forget the programmes on side #1. That statement is a clear cut clew that I did and am re-editing and re-writing a section of this newsletter. {BG} There are 5 programmes on side #1. Starting out with Dabbler. Stated to be a sort of cross between scrabble and a word jumble style puzzle. This educational game has basic onscreen dox. After selecting your level <I picked easy>. There is a set of areas created on the screen. Top area has the definition of the word, next section has the letters, next is where your entries are placed, and at the bottom is the actual word in a sentence. Must add that the authors viewpoint of easy words and mine are quite different. In any event, I did score just below ALJ on the high score part. You are to try to figure out the word from the definition in the top part. Using the letters in the second part. Which have more then are needed for the work. A reverse video right or wrong shows up on the right hand side of the screen by the guess section. After a mess of frustration, pressing the F1 key will give you the answer and present the word in a sentence. Tested not my exceptionally limited vocabulary, but my understanding of the one definition that they gave, and yeah my spelling was a problem as well {G}. Good game for teaching and will be on our board in the future.

Star Locator is the next one in the list. Takes a little bit to set up. Not just in the information you need to present. Naturally you need to insert the time and date that you wish to view the start. You also need to know your latitude and

longitude. Something that I just don't have off the top of my head. So tossing in some numbers, I let it do its thing. After a bit, upon the screen was the start of a list of visible stars. Ones that you could see at that time of day on that day. Gives the "ALT DEG" and the "AZM DEG". Usefull, but more indepth that I can remember from my star gazing days 40 years ago.

Draw Poker is a simple game. Doesn't give you a lot of information. But it is a fun play. Cards fronts and backs look good on the screen. Even though they are C= gfx. Rather than give an image of the face cards. Merely states the name of the card. While things like the 10 of diamonds looks like a ten of diamonds with the layout of the diamonds on the card. Play is standard 5 card draw. Rather than tell you how addictive it is to play or how the hands work besides the raise, call, or fold parts. Lets just say it took Leiko a few hours but she broke the C=64 bank in the game. {YBG}

Genealogy is saved for the meeting. Makes a file on the disk, and we will transfer the file to demo it at the meeting.

Yahtzee is the last one on the side. The dice are probably sprites, and they sit at the top of the screen and change with the Layout is very nice with colour use. gave it a try, ah but there is a slight problem. There are no dox and I don't know how to play this game. That being said, game is pretty to look at as it functions.

Side #2 is Commodore Free #8. Several articles on on this side. Starting out with the editorial. There is a new util disk that is in D1 format on the Commodore Free website. Must try to score that up when the C= is working or when we have the transfere system worked out. Nigel suggests that if we have disks of utils and tools that we like. We could use the disk mag maker from Load Star and set them up perhaps sending them to him for use? Fast highlights of some of the many and good articles on this issue. Hmm well there is an announcement from protovision about a release. Cottonwood BBS going telnet and the instructions on how to log in via that system. Magazine Total

Amiga closes. Another article covers more of that and the German mag that will be taking over the issues. Bit on BIT, ah that isn't British Imperial Traveller for the Classic Traveller players in the reading audience. Though they do make things for the game. Nope this is about a Back In Time concert theme thing, but also about things that they have on their website for DL. RevDave has the "Basic Bible", this isn't a religious article as I first thought. Nope it is a listing of Basic 2.0 commands. Guess that despite somethings I have heard from the inet. There are others like us trying to learn Basic. On that topic there is the 1st prg part ii. RevDave goes into another batch of the commands and what they do, now I have to restudy the first one to understand this one better. Another installment in hexfiles. Which means I need to look over the previous installments to gain more information and perhaps a glimmer of understanding will spark in this old embalmed mind. As honestly it looks simple, until I try to do anything. Also there is a nice interview with Jeff Ledger, with a bit about the petascii.com and related forums. After reading about some family illness, we here at the A.C.U.G. wish the best for his children. Update on the C= adaptor, also a listing of the C= BBS's. Plus several more articles to read and learn. I really have to find a way to submit to Nigel for the mag as he has asked in the past.

This takes us to the July issue. Where on side #2 we have a few articles. First one is a long piece about connecting several TVs or monitors to a single C= <CGA output only>. John [can't read my penmanship for the last name] wrote this article and it was reprinted from the <WAC> Washington Area Commodore Users Group. Keeping this report short, the hub is the distribution amp. Cheapest method is to use TVs. As the amp at Radio Shack <at the time the article was written> was about \$14, cat #15-119 is what it was at that time. A RF Distribution Amp for a better term. F connectors and RF coax cable is also needed. More expensive way is for the use of the 1702. OK they are better than a TV anyway for the C=. Great too for watching movies, TV and playing vid games. That is what I am using at the

kibbutz. Anyway the Radio Shack cat # is 15-1263 <at the time of the article> Runs about \$72 at that time. Called an AV Distribution Amp. Need the cables and connectors as well. Author gives a list for trouble shooting both methods. He also states that this is how they are able to put on demos and the like for several monitors at the WAC meetings. Like to give this a try out at the ACUG. Since we have a weird spacial layout. Ending parts on this one ar dealing with a YCR in this setup, as well as the use of a vid camera. I'm interested.

Jeff Goodrum give us some "Diagnostic Tips". Also from WAC's Cursor newsletter. A short article on simple problems and where the problem may lay with some repair tips. John Rigal gives some history and tips on "Connecting", that is going on line. Explains several terms and gives some modem suggestions.

There is a two part piece called "128 bits". Appears to be some conversations from lists. Yet the information is great. Things like how to extend the keyboard cable on the 128Dcr, and even one guys report on how he replaced that cable. Something on accessing some memory bank. Dealing with CP/M, Programmes for C ah here I got really confused. Some prg that will do 4bit, raw and pcr, something on the 128 arc prg, long listing of errors in the "Mapping the 128" book, Desterm & high speed modems a bit on Dialogue 2.2d and many more of interest to us now and in the future.

This takes me to the programmes on this side. SKI FOLLY is the first on the list. Reminds me of one that was placed on the ACUG disks before I joined called Downhill skier [Seemed to be released every other month] In this one after a little story, you control the skier in Joy Stick Port #1. Going sort of up the screen. Well you are at the bottom and the screen scrolls down towards you. Basically you are to avoid the trees. Shades of George of the Jungle {BG} Well the farther along you go, the faster the screen moves. Nice msg pops up on the screen telling you that the slope is steeper. Let you know that I can find those trees very easily. If they score you for

hitting the trees, I'm the champ. Next in line is CRABFIGHT. Nice images and not much in dox at all. Use JoyStick Port #1. You can play against the C= or another player and select the level of play. Well it is sort of like a volley ball game, in my impression. You toss this ball like thing, sort of one of the octapi that you have in the back line. Looks simple and unimpressive. Be warned it is addictive. Even playing at the easiest level against the C=!! {G}

APPRENTICE follows, this has some dox to the game. Bit simple as a text game. Where you are answering a Y/N sort of response. Object is to make and hide gold, clean the place up before the alchemist returns. There are several things that can happen to interrupt your work. Besides not doing it correctly. Lets see, there where some deliveries, and oh yeah transmuting yourself into different animals, now that tiger that appeared was a bit hungry looking. Once you make the gold and that is up to 10 units. You can continue or not. I found it a fun passtime for about half an hour. Then noticed it was closing time. Where did the time go at the shop? ORBITS is one that I can use for some of my Sci-Fi RPGs. Ah, once I learn some more information. This one will work in 40c on 64 or 128. Or in 80c on the 128. that is the mode that I chose to test it out. Select from the menu the orbit you want. There are all 9 planets <no I don't agree with the current status of pluto> along with Luna <the moon>. Now select period of orbit, well that is what I selected there is also velocity and altitude of orbit. Need to put in a few pieces of data, and that wasn't in my mind anymore. So I gave a fast number insert and gained a good amount of data. For star watchers and others interested in this part of space science. A good tool for your use. My leanings aren't there anymore. But it is a great help for more realistic aspects of parts in my RPGs for the players. Last one is STAN & OLLIE. A trivia about the comic dual and their films. Around 19 questions IIRC. Screen colours and the use of reverse video is quite nice in this one. A multiple guess style trivia. Now it has been a long time since I have been involved in these classic films. Lets just say that I scored "fair" on the test. {BG}

Side #2 is Commodore Free issue #9. Quite a few articles and interviews on this side. I'll be brief as I don't want to spoil it, just entice you to grab the disk mag or the paper version on line.

So to start in the editorials. Nigel has been ill, he also explains that the page count is going to stay at the level and not go larger as then the disk version wouldn't fit on a .D64 for a 1541 user. Not everyone has a 71 or an 81. Worldlam is mentioned as he is interested in buying CMD. Nigel makes mention of the fact that there is an interview with him. OK I had to go to that and see what is going on. He lives around Bend IRC here in Oregon. I only know him from bad press on the lists for buying up at gigantic prices C= items from ebay. Apparently he is a collector and he does have the knowhow and the bread to buy and operate CMD from Maurice. Who has yet to reply to anything that Worldlam < a contraction of his buisness I learned> has written in email. Got a bit of insight into him from the interview. Like to contact him privately for some further information about his old users groups.

A bit on protovision updates etc. MMC64 is mentioned and honestly I haven't a clew as to anything that I read there as being for the C= directly. Was way over my head. But updates and releases are mentioned with urls for DLing and or reading. This section also mentions Lief Bloomquist's update on his network artillery duel v0.06 Much more in there that I didn't understand. A thing on a new project, that went a bit too techy for me. However the basic premise is that it will allow around 255 8K vic-20 rom games onto one cartridge. As I read in an example. An intro to various emulation formats. This gave a listing of the differnt ones. Many I had seen before and quite a few I hadn't. Terms, gives a basic difinition for many terms used in primarily the C= field, along with some of the cross over useage in the heretic field. Personally gained a little more understanding from that one. There is an interview with Toni Westbrook, who is developing the Shredz64. Which is also discussed in this issue <teaser>. Hex files 4 has more on doing ML. Must say that the approach still has me wanting to look at the first one and work my way

through them. Perhaps understanding this strange alien thing of ML. OK there are several interviews that I am not reporting specifically for this report. They are all worth the reading. Save for the one with Lars. No not because it is dull or boring. But when I tried to read it, all I got was a "g" at the top left of the screen. A directory search showed me that the file is just one block long. There isn't anything there to read. Don't know if it is disk media or there is something wrong in the original. In any case, this issue will find itself on the Penny Farthing in the near future. Also all the urls for things in the articles, these are available on the disk at the shop for those interested in collecting that information.

BACK TO THE RADBLINGS: Ah the things that are going on at this time. Sort of all jumped on me at once. Now in no particular order... A box arrived to me today (28/July07ce) from Beeman, our newest member. Two jars of great honey from his bees, and several disks for me to look over. Thanks Beeman, I'll try them out shortly. Interested in the game that you play. Now he also included some polaroids of his C= collection. Think that he may have more drives set up than I do (BG). Though from the pictures I do have more disk boxes. I'm just not used to seeing clean computers. You know, the ones that don't have the tar on the keys and other assorted stain from long hours of use by a pipe smoker. Also didn't see any kitty fur. Mustn't show those pix to the kitties here. They would feel upset (LOL). Beeman has a great collection of hardware set up. I think that I see a VCR connect, but not certain. Had that done for a while myself when I thought I was going to do some movie work with a programme. Reminds me that I have about 4 VCRs in the shed for repair someday. What I see in the photos that I don't understand is what appears to be a switch box of some sort. Hope to hear more about that in IRC and learn what that does for the C= setup. Thanks for the pix as well Beeman, looks good and everything is at hand for you. Lot cleaner and more organised than the piles around me here in the shop and at the kibbutz of C= things (G)

Been trying to catch up on the e-mail. Health problems are the major delay factor for me, coupling that with being slower, things sort of are stacking up on me. But I have done some replies for our #8. Although he is about 43 ahead of me at this time. Have sent a reply to Eddie the One, regarding the HD situation. Shall be sending him the mech for replacement in august, well if all works out a bit OK. Sort of went over budget and am overdraft at the bank. Third time in oh about 20 years. Too many ebay buys for the shop. My fault I didn't do the numbers correctly. Hoping it isn't too bad. But if all works out right I'll have the mech to him in August and sometime after that a replacement 4gb unit. Which will go into the controller and restart the BBS work again. You know I just can't leave that alone! Besides will have some large files coming in soon from #21 who has been fixing files for us. Need to have them on the BBS. This also brings me to the printer from Ron Bain. Hoping that I have enough to pay him in August. Though as reported earlier he hasn't had the opportunity to find out the shipping cost.

So then what has gone around here locally with the C=? I mean that is the purpose of this section at times (G) In some aspects a lot and in others, well we have slipped. One of these slipped areas is in Basic programming lessons. Shan't go into much detail here, suffice to say that at the present time, we have desires to make things. But we don't have the skill, knowledge or understanding to make the things. Granted we have books with information. Just no one to translate the information to us in a comprehensible manner. Sad to relate, I received information that the reason that I wasn't getting the information at a certain place, where there are people that know how to do this sort of thing. But apparently Basic has been cast aside and at this place, well they aren't interested in helping out the beginners in Basic. Making it a very difficult task to gain an understanding of the data in the books. Might be other chats and lists to locate where we can find the help that we need to progress. Have to try to search some how for them.

Personally, I have been on the 128D in the shop

daily. Writing in Geos the newsletter parts. Making labels and sleeves for some disks that are going out to members. Doing the story writing for the group on EdStar II. Knocking out a few articles for AI at 5C's. Placing them on the disk that I will send a bit later than expected. Add to that the disk testing and first level sorting. That is going to make the UL of the files on the BBS easier for a bulk upload. Considering a way to create the UL comments. OK I was just asked to explain exactly what is an UL comment for the BBS. Short explanation is that it is the file of text that shows up on the screen in the U/D area. Decker finds a file that he likes the name and teaser description and decides to look at the file. Naturally it doesn't operate on line. What the decker will see is a description of the file. Here is where I rant a bit. When I was on Q-Link, I could read a large amount of information about the file in question. Also read a collection of the reviews by those that had DLED the file. In fact these text files was one of we were to save when we were doing a data steal in the last days of Q-Link. As updates and corrections could be found in these files. On non C= boards that I was a minor SysOp in games and C= file areas. Two 40 character lines were all the uploader had for his information. Smeag, we have half that amount for just the file short description on the list of files. So I like to have a bit of information on the file in the U/D area for each file. At 1000 lines, well I can get a tad bit wordy in the file description. Do like to state if there are any other connected files. Used to have a few games that ran that way. For Geos Fonts, besides the editorial on what they look good for in use from our perspective. Like to add the point sizes and if they have upper and lower case, punctuation and numerals. Not all do in the point size or they may redesign the font for a specific gfx character. Some of the cad fonts have that one. I also state that the fonts are GeoZipped.

I used to hand write on paper this information. At this time I am considering making some rearrangements with the computer desk set up. Where I will attempt to set up the SX-64 with

Edstar II running. In that manner I could write the notes down for the file U/D comment. By that I mean test the file on the 128Dcr and turn the chair, write the comment description and save it to disk with the correct indicator symbol, and the right name. <long horror story of renaming a few thousand files from one BBS system to another in U/D comments> In this idea, I could then copy the file to the proper place in the UD area, then copy the comment file. Rather than writing it online. An idea that needs some testing first. Besides I can't read my handwriting most of the time. {BG} Back on topic again. This process of disk sorting at this first level is to clear up some of the unlabeled 3 1/2" disks by finding out what is on them by a directory search and put upon the disk a little sticky note. Then for the board, it will be file by file testing. Note writing in some form for the UL comments. However rather than just grabbing a random unclassified disk. this time around I will be able to work with disks in more specific categories of programmes for the board. Allowing me to put several files into the re-start of an area {Called a data store on the board} Speeds things up a bit faster, although make no mistake that this is going to be a very long process. I mean to say that after 12 years of the other boards. We never did have all the files from the disks in the collection sorted, tested and placed on the board. Lucky to get 5 done a day correctly. File has to be opened first. Tested, seeing if it works for the most part, classify it for the data stores on the board, write comments and then compress the file, placing it on a FD or 1581 disk. Then for security reasons, like fiddled media of the disks. File is then decompressed and rechecked. Before it goes to the BBS data stores. Thanks to Balzabaar for the disks from Commie Kasi <sp?> and one from Mars Den. Plus another and somewhat different one from the SysOp of Mars Den. Now mustn't forget WeindWolf <nee' Destined> our #8, who is teaching me how to access the .D64 files from these CDs. My work will be a bit faster. Mainly because those files are in a sort of classification already. Not just random files found on floppies. Of course there is the difference of opinion on where the files should go in data stores. I remember finding on the salvaged files from the TSBBBS. A file in the

data management area. One that I had grabbed off of Q-Link that was in the RPG aide area. File is a RPG sword & sorcery store. On The Village BBS it was placed in the RPG AIDE data store in the C=64 Games node. Personal choice and opinion as to what fits for the theme of the board. Loads of work, but it will be fun. Especially when we have the hajira <linux system> connected for the file transfers with the Commie. Preserving the files on CDs.

Past that I did the etext in EdStar II of the Koala Instant Programmers Guide. Not an easy task as that was my first attempt doing an etext thing. A500 decided that she had to be my editor. Sitting in my lap as I tried to read and type. How can one get mad at a loving purry kitty with such an innocent face? {YBG} Slowly things are starting to almost make sense in the attempts to organize the things in the shop in our C= area. Found my Geos manual and found copies of the 128Dcr manual. Also found a 128 tutorial disk. now to work a bit more on those for a simple report. Most of my 128 learning has been through the programmes that I run on it, such as Geos and the BBS. Project that is slated for this month of August is to copy all the walkthroughs and tips from a game code site that deal with the C=. Had half of them and had filed permission emails from the walkthrough authors on the BBS. Must redo that task again. Along with many others. Well it keeps me and the others busy {BG}

Did get a fast e-mail from our #16. Nothing about the sho-wah situation. Though in an earlier one posted to the ACUG list he stated that the sho-wah was willing to return the Amiga stuff he stole. This msg was strictly about the Shadowrun RPG that he is in at this time. Keeping him updated and he gives replies as often as he can.

Balzabaar is expecting to make a fast trip here around the 20th of August. Wants to know if there is any C= things he may have that we want. All of it of course is my answer {VBESG}.

The HD was posted to Eddie the one on the 2nd of August. He should receive it in 8 or so days.

After that it is then his look over, and another one sent to me. From there the long process of starting and rebuilding the BBS. Some of which I have already described this issue. Going to eat into my e-mail and I net time. But the board will be up again.

Speaking of the email. Got a msg from Gaelyne, asking if icould help a guy with a DL of files of email problem with Wave. Did so and sent her a note about the folders in Squirrel Mail. The system that pops up with the linux login of their site. She gave me a reply that will be a help in a quicker way of working with my email when in linux.

Well in a non SCPU equipped 28Dcr. Takes time for the pages in GeoPub to ripple. So I used that time to look at some 10 year old newsletters that I found in the clean up work. Extra copies that at one time were for sale to the general public. Interesting to see the energy and plans that we had then. nice to see that although many of the projects we were going to do, had been spaced off. We are still that energised about the C= and therefore still doing things. Wonder if I should go through the back issues, as they are being sorted from the storage bags, and make a list <very long I suspect> of all the projects that we had in mind and see if we can finish them. Scary what that might lead us too for the future.

OK as I fill up space with non adverts for this issue. A little bit on the August Penny Farthing. Side one has yet to be created. Thinking of some small games and a menu. Side two has been created and is the frist chapter of the "2020" story. This is the one that i explained a few issues ago on how it was inspried and that it is [very] ADULT in nature. Presented on the disk in GeoWrite, with the fonts. All in CVT and or GeoZip. This will give me time to work on other writings. Since there are some members that want to read my stories, for some unknown reason. Question is will the stories continue in SEQ normal PET. Or will they go into just GeoWrite? A question for the readers. Till later on RCNU

Next Meeting
16 / August / 2007 ce
7pm at Mohr Realities
info: 503-325-2616
<machines>

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