

NOTES FROM MEETING ON 20 SEP 07GB

OPEN: 7:00 {demo set up in progress}

NEWSLETTER: Approved

CHANCELLOR: Our Constable, A500 wanted to do her security check of everyone. As well as gain her pettings. {G} Not a lot of major things for this month. Financial problems covered in the newsletter as well as a brief health sit-rep for our LR. Who will be attending his new Dr. about a week before next meeting. We did receive a pair of newsletters.

AmiTech-Dayton GAZETTE: Eric starts off with mention that Jim Lawrence had made some of those CF adaptors available to the members at their last meeting. That is the device that allows a connection of a Compact Flash memory card to an IDE chain. So that it can be used as a Hard Drive in the Amiga PC. Eric has a couple of 2GB units that he says are inexpensive for his system. At this time he is trying to collect Amiga 3D animations. Primarily the ones that were used to demo the Amiga PC in the stores. Finding it hard to find these files. Mentions that he may make a CDROM of these for the future.

Ron the Prez, makes a report on EfiKa mother boards. Genasi cancelled that one. There is an EfiKa2 in development. Some of the EfiKa boards are at an Australia source for \$199. Not much seems to be done with this thing. As according to Ron's report, most people are waiting for applications. Others have used them in servers for Linux.

4G-0E: This one was in an envelope and when I opened it, the back page sprang out, with a full colour set of pix of a 64 breadbox. Six is playing with his new printer? Snogpitch talks a bit on the heat that they have

had over there in Cincinnati. Many days over 100, one he remembers was 119. Here it is sweltering with it hits 80. Well we are on the river next to the sea.

After talking about upcoming events that they are going to, and their items for sale. Snogpitch goes into a bit on the release GameBase v5. Reprinting some of the website page. This collection is over 3GB. He says a few things on the service eMule. I don't understand that part. Nor do I understand what I saw when I went there, that is to the website. As we talked about this in a recent IRC. I wanted to start doing some downloads of the files. Things there are very confusing for a lamer like me. I did try to go to the DL area and press on the link. Which gave me two messages. First was that I wasn't authorized to go to that section. The second was a 404 error. Along with a note about something to do with a fire wall. Has me confused, even if that is my usual state. We would like the files on CD, in the .D64 style. In order to put them on disks and the BBS. But with the dremn about the front end thing that was mentioned at the site. Lost my understanding. So Six, if you can assist us in figuring this out... Anyway you can take a look at this and maybe understand more at, <http://www.gb64.com/>

A page is given to some deal that Commodore International Corp is doing with TSS Cross Media. Must admit that the level of tech that is talked about is past our understanding. You can read about it through <http://www.commodorecorp.com>

One Village Green

<http://www.commodoreworld.com>
<http://www.commodore-gravel.com>

Steve Yockey gives his report on Slang. The language that was set up to use the SCPU for programming. NEed to pointout here that we were to do part of the original testing. But we lost the use of the system and were not that well versed in programming. Now it appears that one can use another system besides the ~~SCPU~~ and the SCPU. Steve states that in CommodoreFree issue #10 has an interview with the author and from that Steve learend 't need the SCPU. Well you need to use a programme called Xslang. He is impressed in the way it does HL. Based on his report. Be glad when we have made it to that level, and then perhaps we can use Slang on our system. <http://www.fhd2.com/fridge/slang/> <http://www.commodorefree.com/> are places where you can gain the information.

A new game has been released. Joe Gunn for the 64. You can DL it at <http://noame.c64.org/csd/RELEASES/?id=51503>. We haven't gone there ourselves. But it has the same name as one we got from Triad a while back. Colour screen shots in the newsletter look very good. A page is given over to the TPUG World of Commodore Expo. This will be held on 1/Dec/07ce. Email to woc@tpug.ca. On that note the second ECCC event will be 29/September/07ce. No email addy is given in the page we have seen. <http://marriott.com-property/propertypage/CHIP> S is the only contact that we found. I promise to not coment on the discriminatory practices of the Marriott hotel mega corp.

Next was a fast going over of our Village Green. In the section about the disk Where Mailit81 was presented. A gift from Al Jackson at 5C's. LR mentioned that he couldn't use Maverick to file copy the issue for this months Penny Farthing. Where he was trying to copy the issue of CommodoreFree from the 1581 to a 1541. Trying to have Maverick look for the "root" and partitionize. Gave nothing but a blank screen. He used Jiffy Dos to bring the files from that subpartition to the 1541 disk side. A

question was presented to LR about the modded Monster Maker programme. Simply put it was if he was going to continue with the idea of making the lists of monsters for the group and the BBS. He replied that he will, as time permits. Saame for the XP generator. Turning it into a bigger prg that will do more for the Dungeon Master. That though is limited to the skills of the group in programming.

TREASURER: Holding at those rolls of 1 cent pieces, hidden in the shop at the level of 523.

COMMODORE LIBRARIAN: Thanks go to Al Jackson at 5C'S for the disks with the CommodoreFree issues that we were missing. Took a little bit to copy issue #3 to the disk from the 1581. Suggest that you ve the editors part a read first. Nigel explains many things about this disk. Our impression is that it is the first one converted to a disk magazine. He talks on the tools from loadstar that he used. We have these tools, again thanks go to Al for them. Just haven't gottent hem to work for us at this time. Side #2 of the disk is the second part of the adult Zombie survival story 2020. This is in GeoWrite. Fonts were presented on the disk with part #1. We didn't zip it, instead we made it into a .cvt, using convert 2.5. About 35 blocks free on that disk side.

EDITOR/SYSOP: Well now if all works out well. Then by the time this is in your hands. I will have gotten the parts needed for the new Optra, and paid Ron the money. Creating the first booklet issue since December of 06ce. Tests show that it does print. Although in colour and weak in the yellow. Nothing else showed on the page. When we used the self print test. As of meeting time, we found in a bag, what we suspect to be an unsued black ink cart. Though it is many years old and may be like the others, dried out. We hope to squeak out the bread to buy a new ink cart. As we have two colour refills left. But not a single black one. Time and finances will tell the tale. BBS has had a little work, by that I mean at least the HD testing. More on the recent results in the

Ramblings. As health has deteriorated. Causing less work to be done than expected Especially in the note taking for experiments, that were sent by Eddie the One. Although more disks have been uncovered that were used for file transfers. We also have ready for a burn, more of the releases from the MHI crew, and Triad releases. Making things a bit speedier when the board is correctly set up.

DEPUTIES: GBO scored up a stack of fan fold paper for our work in printing out the newsletter and the disk labels/sleeves. Found some disks that we needed for the different semi finished projects. Bringing them out of his own collection for use. These include the year of missing disks from our own library. Even while he is still hunting for that missing disk box. Some disk testing also done. Finding that our copy of Phantasy III is dead. He does have a copy that we can use as a replacement. In addition to his usual sorting work of the papers scattered about.

S.I.G.S: Programming slumped again this month. After a rise last month. Schedule has yet to be worked out. Mainly because of so many things that have to be done, in relationship to what the sho-vaah has done and is doing to us. That though doesn't need to be related in depth at this time. Just know that the situation is not resolved and because of that there is much that has to be done in the catch up aspect, rather than in the forge ahead desires.

Geos has been a bit more active. Thanks to a gift from GBO of a box of carbon based triplicate fan fold paper. Geos sig is working on a way to create and print out several copies of a Consignment sales form, and a form for pre-orders for the shop. This in addition to testing out some new to us files and tools. Plus the usual RPG work.

DEMO: Super Snapshot v5. This was found last month in the purge of sections of the shop. A suggestion that LR write a review on it for both CommodoreFree and 5C's. Was presented

during the demo. All that was shown was how to plug it in, then use the F8 key to dissable the cart. At least from the computers aspect. Followed by several screen captures of images of disks. That were saved to a disk. Some in Doodle, and others in Koala. There are several formats that these images can be saved as on disk. As these are being made for Charles at the Cincinnati group and for George, a member of the MITM. The simplest forms where selected. Nothing fancy, only samples that where laying around on disks, scattered on the desk. So that these guys have something more to play with on their systems. Other work with the SSv5 is slated for later as it has been many a year since LR has used the system.

DISCUSSION: How the SSv5 can be used for intro screens. Using that simple intro screen maker that LR and Warlord have done in the past. Slide shows with another tool that came to us from Al at 5C's. Are now considered upcoming projects for the group. 2020 story and can there be more. Main question was will she make it to her Professor on the west coast. LR says he will consider working on more installments. Reminding those interested that this will delay the next Tommy & Trisha story. Group seems to enjoy the stories and wants both. {silly sods to like my work} Talk about the HD and the BBS. What plans are there for the rebirth of the newsletter and the BBS. Along with apologies to LR for pushing so hard to have things returned to as close to normal, as fast as possible. Hope that the sho-vaah will fix the evil that he has done. Followed by {editor blushes} tones of compliments for keeping things alive during the time of tribulations. Not letting the sho-vaah get his way and close the users group.

CLOSE: 8:45, officially. But more was said and done till the game started at 10pm

Lord Ronin's Ramblings

Been a few days since the above. Some good things have happened. Sorry no, the sho-vaah has

not stopped his attacks on us. Nope, I attacked the HD the other night. Not expecting anything to happen in a positive nature. Naturally it had to smegger frell me. By that I mean it worked!

This needs a bit of explanation for the casual reader. Ok the one or two of the people that read this, before lining the kitty with it (BG) Thanks go to Eddie the One for the HD mech. that replaces the one that went tits up. As I remember when he tested that one. Using some tool, it said that around 25% of it was bad. He replaced the 4gb mech for me. As stated in a prior issue. Well I hooked it up, and was going to transfer the files to the traditional, for me, partitions. Using Fcopy+ as the copy tool. Ah it didn't like me at that time. I could set the source and target devices. but once I tried to set the partition. Locked up and gave me a SCSI error. I was able to move the saved by Eddie, Wheels main files to the traditional location. Doing it through the Geos copy thinggy of one file at a time, to Ram and then to the selected partition.

Because of that problem with Fcopy+, I was understandable a bit distraught. Love to tell you that I tried it in my usual state of drunkenness. But don't have the bread for that at this time. <S> Monday 24/Sept/07ce was an interesting day. Not much happened at all at the shop. Finished the notes and files for the disks for Charles at Cincinnati U. G. and the ones for George Jakenta in/of the MTIM group. Wrote for the CHL online that is to add, my memories of Q-Link. As there is a discussion that is going on semi on the list with peoples memories, and I was asked to present mine. For a lark I decided to do some testing on the HD. Thinking that perhaps I could get something done. Even if I had to use the Geos one at a time file copy from partition to ram to the selected partiton. After some work in moving subdirectories from Geos areas to ram and then to the selected partition. I felt that I would give Fcopy+ another chance. Don't ask why, it just seemed to be the thing to do at the time. Smegger worked this time. Device and partitions where no prob in being selected. Not a single error of any kind. Now it didn't see the sub directories. Those had to be

created on the partition, and then opened up on the source area, finally the copy attempt. That worked this time around. I had never dealt with nested subdirectories before, that is the subdirectory in a subdirectory in a subdirectory. OSO had me try the same command that he uses on his Amiga to access the nested subdirectories. FWIW the idea worked and I didn't have to hunt up the HD manual. Long story short as of today, that being Tuesday 25/Sept/07c.e. The BBS has been moved from the nested subpartition to it's traditional location. Along with the three subdirectories. Next is to test how it survived the transfer. Still have a lot to open up and install. Not to mention the account set up, and all the fiddling little bits that are a part of the set up work. Bottom line is that we are back on the track for the BBS!!!

Back to the Geos part, well to be accurate, Wheels 128. I hadn't finished the copy work, one file at a time of the subdirectories. I have then set up for GeoWrite, GeoPaint, Fonts, Post Print, A.C.U.G. things and stuff like that for my ease of work. Well, I got a bit tired of doing the one file at a time from one partition to the ram. Then to the Wheels partition in the subdirectory. So I thought that I could just use the move one icon to another and when asked if I wanted to copy or exchange. Tell it to copy. Great idea, in theory. I mean have the subdirectory opened in the Ram and the same one opened in the main partition. Wheels would just copy that subpartition over, and I wouldn't have to do the one at a time method. Sounds nice doesn't it? Well that isn't what it does. Bugger copies the entire contents of the Ram to the partition. Yappers it does overwrite everything in the partition.

So there I am seeing the copy take longer than it should. At least for about 50 fonts, as that was what I was doing at the time. So I hit the stop key, aborting the process. Hmm Why is it asking for the Wheels 128 disk? That is supposed to be the first files in the partition. Clicking on the desktop pages. Oh that is a good reason, it isn't there anymore. That is how I learned the use of that tool today. Thankfully, Eddie had stored all the Geos/Wheel files from the partition on the other HD. Placing them on a partition on this new

HD. Where I was trying to do the single file copy work. He had told me to try out Mcopy for full directories. If it will find them nestled in sub directories it would have been great. But I don't know how to do that task. Irritated at the moment, thinking that I would have to open up from the saved partition and do a file by file copy again. I, for some unknown reason, maybe too early in the day. After all this was before 1pm, and that is early for me. Or it was the lack of coffee or is that the lack of beer? Anyway, I decided to try an experiment. Would Mcopy do the task? I wasn't certain, as the files are in Geos USB format. Have had loads of "fun" with doing copy work outside of Geos on those USB files. A full disk of important files was sent to me once by a member of the MTTM. He sent these to me for use in the CML <newsletter>. But he used a non Geos system to copy the files. There was nothing there save a 1 block listing for each of the files on the directory. No he wasn't a Geos user.

Funny thing is, Mcopy did work and brought over all the files and the subdirectories to the traditional partition. What I found to be even stranger, I had hit the reset button on not only the 128D, but on the SCPU. Figuring that I would lose all the data in the RAM. Well that is what happened before. Smegging thing is, the data is still there, and this was all done before coffee and heading to the shop today. Things are moving ahead finally. Now to finish the Wheels stuff, reinstall the copy and add the updates. Test out the printer through Post Print. See if the black ink is really dead. Work on setting up the BBS. Why if things keep on like this, maybe the sho-vaah will stop his attacks, return our things, pay up the bread he owes members and the other things he needs to do. Well it would be nice if everything was restored to the way it was a couple years ago. But a certain sho-vaah and Maurice do need to get off their tails and fix things. In order for that to happen.

Just got a message from OSO. He has recreated his work on that All Flesh Must Be Eaten dice roller. The one that he had done earlier, and thought the SX had saved it, well it

said it had, and it didn't. He wants to work with me on that later in the day. Has it calculating numbers into the negatives now for the dice rolls. Ultimate goal is to make it do the dice rolls, when the modifiers are install for range, attribute and skill levels of the character. Looks like another part of the group has started to take off again. Perhaps we are turning a corner at this moment?

Received a recent E-Mail from OSO. Currently as of that E-Mail he is in Kuwait. Still in the dark about what is going on for him. Wants me to do a PBEM with him with his characters in the games. Keep him informed about what is happening in the U.G. as well as the shop. Really need to reply to that one soon. Speaking of replies, yeah I am behind in my E-Mail. Did a few reports for Nigel at Commodore Free mag. Problem on this is that I have an average of 2 hours perday for online work. This is both because of other commitments, and the limited account that I have with my ISP. Since we have not learned how to do a writing project in linux, and then find it to attach it as an E-Mail thing. I have to do the work online, live and that takes up the time online. Have quite a few missives to send to our OSO. Along with others that I owe E-Mail and promised projects. Getting there even if it is slow. Current couple day a week project is collecting files from gamefaq.com. I've written about them before, in different places. If you go there, and hit the platform button, ah not the one at the top, the one at the right of the screen. Select full list. That is the last entry on the list. Then you can go to a selection of different platforms. Under the "C" section is, yappers you guessed it Commodore64. Loads of games are listed. But not a lot is in them. They have FAQs. Those are Walkthroughs for the games. Codes, are the cheats and secrets. Reviews are comments and copy sheet things. Little vague on this part as I don't look that often at them. Boards are like a message board for the game. Well, that all said, I have been grabbing the Walkthroughs and the codes for the games that have them. Made it up to "D" in the alphabet at this time. Oh this isn't the first time. I had most of the Walkthroughs before, doing them through lynx. So they came to me as text files in ascii. Codes were all html in that form of DLing. Doing it with the linux system

<kajira> is a bit faster. I can see the things, even the coloured maps in gif format. But the text will have to be converted in some text editor from what I screen capture with the kajira. Then cleaned up to be just text in ascii <somehow> then converted to stock PET for use in the group and the BBS. Oh yeah and I get two files for every one that I DL with the Kajira. The text stuff and a folder with all the dremm of the adverts on the page. Making clean up of my desktop a bit lower before I can folder the mess. But we are getting it for our ~~CD~~ burn of a CD.

Wednesday now, the 25th of Sept. Hmm, this is sounding like a journal or a blog (G). Well it is the second day in a row that I made it up and semi awake before noon. OK in truth before 11 am. After the morning ablutions, including the starving <ask them> kitty feeding time. Right over to the C=128D and lovingly stroking it for a days, well a few hours of work. Today it was test some Geos Files, test the printers and work on the BBS.

Smeg I have to find my original 128 Geos disks to install the GeoWrite 128 file. Think that I know their location. Anyway that is the mag that popped up on the Wheels screen. I had forgotten that I had started to re-install Wave a while back. Things are on hold for that at this moment. O.K. next it was test the printer(s). This was a freak out, still is to a degree. I made a small little test page in GeoPub. Used Gothic 27. Raised the size to 76 point for the test. Hmm the Optra started to flash the 2 green lights. Years ago I had seen that after the sho-vah had done a refill or something of that order. I don't remember how I fixed it today. I did get the copy sheet to print. Well sort of, as it has red ink, little blue no yellow and no black. We do have a colour refill kit. But looks like we need a new black cart and shortly thereafter a refill kit for black. At this time, I can't get it to print anything from the Post Print system. Yeah I did install the 16MB ram board in the printer. Perhaps I can stumble on that trick I did before. There was a wheel that was out of place. Where the paper comes out of the printer. I did repair that one.

Now the laser printer. Ah, that is another story. Keeps saying that there isn't any paper. Yet there are several sheets in the drawer. What I think is that it just isn't in correctly. As it sits on the little stool. The drawer may not be aligned properly. So then with the paper light flashing, I can't test it, perhaps tonight.

To the BBS, now then I had a great fear at one point. You see in the attempt at putting in the cable for the printer to the GeoCable II. The cord not only pulled out the SCPU, while it was on, but in all the ruckus. Things from the top of the monitor started to fall. Hands aren't great for much these days. But they are great for blocking these things from hitting the Key Board and other sacred ~~CD~~ things. Well for a time period I was not a happy camper. Long story short, the SCPU was not registering. This freaked out the HD, as well as me when there wasn't any Jiffy Dos commands. At the least the stock Dos commands worked. After several attempts. I remembered that little problem that the SCPU has, that being it is a real smegger to stick in the slot. O.K. a few attempts and thanks be to the ~~CD~~ headed goddess. I was blessed with the start up screen of the SCPU.

Now it is time to look over the partition where I had placed the BBS <#1>. Going into the start up file. I first checked, for no conscious reason, the file locations. This is where all the sub areas are placed for the system to recognise. Hmm, there where 4 of them missing. I had a feeling that not everything was saved from the corrupt HD. So into Fcopy+, as I don't remember the commands to make a subpartition, I used Fcopy+ for that trick. Piece of cake and the replacement areas are made. What goes into them has to be replaced of course. All the sub directories have to be checked over, a lot of copy work needs to be done at this time. Next I checked the area that gave us the most problems in the past. The UID areas. Hey they are all there, O.K. I still can't make #15 active, but I couldn't on the original system either. Note taking time now for the proper partitions. That way I can start on creating a few of the subdirectories. Where the files will be stored for the board and the U.C. Next it is create them, whoops, here we

have a problem. Eddie the One placed some nice files for me, as well as the saved files for me in these partitions. Right time to move them.

Freak out time <again>. Well I moved some things with Mcopy. Not an easy to me task in opening up that file. As it was hidden in nested directories. But I moved the tools that I had and the ones that Eddie added from one partition to another. Then did the directory check in Mcopy. Freak time is that there was a SCSI error for that destination partition. Man I was worried, here is another error. Ah, but now when I try to format the partition. One that I had made, not Eddie. Nothing happened, and with the error light flashing upon the HD. I press the "Q" key and find that same error again. Well going down the list of things to do, automatically. I pressed the reset on the HD. Suddenly the sound of the mech starting up blasted my ears. OK just the one that works. Suddenly with a F1 keystroke. There I find in the directory all the files that were supposed to be copied. Trusting sole that I am. I did another Mcopy job, which is running at the kibbutz as I write these lines. Using the Mcopy tool from the destination partition. Now I can set up the partitions, by deleting the existing files, since they are saved, and making the subpartitions. Less than three months is what I told balzabaar for the restart of the board. I will have something up at that time for us. But it will be a constant labour of love getting it back near where it was before. Smeg that makes me feel a bit better.

Another thing I did was last night. I got another thing for that search engine "blingo". Tired, and sober, I gave it a shot. As many readers know, I have trouble with search engines and the way they want the words. Since I am doing a thing for Charles at Cincinnati group, dealing with his collecting of notes/screen writers. BTW: I wonder what name is proper, seem both. Thought that I would crash the system with "commodore 64 note writers". Ah, well, I grabbed a few from one of the sites that popped up. They are now in the folder on the kajira for the @= CD burn experiment. Counting a few games, walkthroughs and codes.

This collection broke the 30mb level. Hmm, can I find another 600mb? {SEG} Despite this sounding like a log book. I'll update on these rather important projects more as things develop. Now I have to run back to the kibbutz and see if the copy process is finished and if it worked correctly.

several days later

I was going to leave of this journal for a bit, and do the newsletter disks that arrived the other day from 5C's. However a few things should be reported at this moment. {Why, that sounded almost professional} Trip is this, found a pair of files in .lbr. Called "centasm lbr" <1 & 2>. Opened one of them and found a collection of things that almost seem like they should go to the BBS. But the how and where is past me. Could not find data on them at this time in the printed manual. So there is a lot for me to look up. As I have no memory of these two library files from years ago. However with things like "ansi", "punter" and other words I recognise. This must have some proper place in the system. Or I should delete the entire thing. Pull out the big zip file @E scored for me and start from absolute scratch ground breaking. Instead of trying to preserve what was already and limitedly done last attempt. Not sure yet what to do on this part. Reason for that is the next part. Mech won't stay on!!! No I don't mean on in the sense that it doesn't stay mounted on the table. I mean on, as the 12v isn't constant to the physical motor part of the mech. Little red light <I'm still looking for the girl to be by the red light, or the party meeting> stays on, so the 5v is there, motor isn't turning. That is until the reset is pressed twice. I am wondering if there is some sort of "sleep mode" to the power supply that Eddie the one gifted to me. As it takes a few hours but then there is no motor turning in the controller box. Have to find out about this, as it is a real bummer for the Z4/7 BBS if it cuts out after an hour or so.

5C's: September and October disks arrived just the other day. Both issues will be displayed and demoed at the meeting. Lets start with September. Didn't know that in Vegas the ATM asks if you want double or nothing. As said on the opening

screen. Joke is funnier when you remember that 5C is from Las Vegas. Anyway my attempt at replaying Al's better humour aside. Side #1 has articles and games. Along with the regular club information. Like contacting them for a reinker. Side #2 is CommodoreFree issue #10. More on that later. Lets head into the fast review of the articles.

REU STUFF: starts off the list of articles. I think that this is a compilation of things that Al put together. There isn't any author credit. Some are from the FIDO list. Russell Prater is listed as one of the informers. Simply stated thbit on tips and tricks for the REU. Such as how to expand a 1764 to 512kb. Bit on the different jumpers on the two models to adjust Mounting the socket versus soldering. Changing the device number, even things about power supplies. Bit on a REU with a fast load cart. Sort of answered why that port expander didn't work with the clone 1750 and my old turbo load and save cart.

FLOPPIES: From Hack's newsletter out of Omaha Nebraska. Written by Mrs. Alma Peterson. She reports on her tests to destroy the data on floppies. Sort of inspired by the urban legend about the disk in the hot car. Funny thing is, that most of the tests may have damaged the jacket. But she found the data to be still there, well except for the microwave test.

SPREAD SHEETS: Jim McFarland, 4 and a couple sentences on screen #5. Yeth this one as small as it is, did tell me, finally, what is-are spreadsheets. Personally I reflect most of the local members. A mental forcefield pops into place at the mere mention of spreadsheets. Never having anything to do with that sort of thing in school or afterwards. All the business and accounting terms, well frankly were and still are a big turn off. Jim doesn't explain it as a buisness thing. His removal of the terms that we don't understand and explanation of the componet parts. Made the subject understandable. How to use the matrix for AD&D to hit charts is now an idea for the group.

TWS STUFF: Mike O'Neal of the CCCC in Tucson Arizona. Around three screens on the Mail Merge feature in The Write Stuff. Based on the article, I take it that this was on a disk newsitter at one time. As the author mentions files for testing and experimenting on the disk. At first I thought it was just an explanation. But a little directory testing and these files are on this edition of the 5C's newsletter. Problem here is that although we have several copies of TWS floating around. Including some from the Commodore MailLink files. We have not used TWS, preferring GEOS. May just fire TWS up for an experiment and a report.

NOVEMBER VIRUS: Dated a bit from a previous election year. This one lists the primary candidates for president at that time. Making their actions into different Computer virus forms. Thanks Al, we had lost this one on the HD that is with Maurice. Now you replaced it for us.

Programmes: *little scope* There are some onscreen instructions. Change the speed and complexity as well as from 16 colours to Black & White. As well as others that effect the display. At first it didn't seem interesting to us. As to why we spent many minutes staring at the screen watching the patterns and the colours change is past me <BG> *sing-a-long* Like Al I think it should have been called name that tune. As I have no idea what is happening with this one. Listing the basic prg gives the full name of "summer sing-a-long". Plays the same short SID piece over and over again. While "*" and "." in different colours pop on the screen randomly. *Hidden maze* Use port #2 for this one. There is on screen instructions. Also 9 levels of difficulty. Objective is to move the red ball <shifted Q> from the upper left, to the line of white small lined up boxes on the right had side of the screen. So far so good right? Well there are dark blue squares that form the maze. Not so hard? Well unless you press fire, you can't see the squares. Yuppers they are invisible. Since this is a timed run. Seeing the glimpse of the maze costs you time. I and Leiko tested all 9 of the difficulty levels. Larger the dificulty, the more squares on the screen. Trick we found is to keep going in as much as possible, a diagonal pathway. Best time

was 7 seconds at difficulty level 7. Well the absolute best was 2 seconds. But that is because the joystick was loose and that caused the red dot to wrap around from the start position to the end position. <BG> *stunt rider* Port #1 for this game. Good use of simple sprite work. There 5 screens, that make up a lap. You are to ride the bike across the screen. Jump obstacles to complete one screen and go to the next. Only three bikes total. At the end or when you run out of bikes. There is a numerical score and a verbal rating. Ah, we didn't get past screen #3. *game music* 5 Al states that it doesn't load from the disk menu. I found that to be true on my system. On screen information about the programme. Which has 20 SID pieces ripped from different games. Pressing 0-9 and a-j will select the music. Add here that the 21s is "k" and that is music from Transformers. Why this is special I don't know. Border is colourfull and sort of acts like a colour organ. Screen is nicely done with the TMC logo and the 1991 date. Music is nice, and I would like to see if it can be ripped from this prg with some of the tools we found. Guys must like the orange spectrum. Since they use that colour heavily.

Commodore Free Ride: Loads of information in here and I am not spending our entire issue on just one edition. Even if that would be the only way to give it credit. First, Al has placed the Lars interview on this issue. There wasn't the space for it on issue #9, where it was originally put for the paper production. We have here a large mention of the passing of Jim Butterfield. Readers response to the interview with Worldlam about his buying up ~~SE~~ items on ebay and his attempt to buy CMD from Maurice. Who also is discussed a bit about taking money and delivering product. Side note, as of the irc on 29/Sept/07ce his website was down. Bit from Rod and Gaelyne about the TIFCU being in two different .pdf formats for sale at the Commodore Store region at vcsweb.com, and a bit about what is happening at the online store. 7/June/07 <me birthday> release statement about the High Voltage SID collection. Including the updates and somethings about players. I didn't understand what is being

said. Since it doesn't appear to be for the ~~SE~~. Note that the Commodore Scene vga project has been terminated. However Allan is picking up the pieces, almost literally and will attempt to make something. All pre-order monies will be returned. RevDave does more on programming. This installment more of a history on Basic. Interviews are with codebase, <had to read that one from the directory with F4, as it sent the programme to quit option when selected.> Interview with Nick Coplan of HDD64. One with Mario Mistic of the big book of Amiga Hardware. Potrace creator Peter Selinger, a non ~~SE~~ thing, interview. The one for Steve Judd the creator of Slang. That one on disk was actually the Jim Butterfield interview. Which is also on the disk. There is also a two part bit on Slang and a tutorial. This might be of help to us. Though we aren't really at that level of programming skill. Great information for us as we can read and understand it in our learning.

October: Opening screen has the line of "Ignore your health, it will go away". How true that one. Now to the articles that are on side #1. A two part one by Lenard Roach. This is a reprint of what he wrote for his U.G. in Kansas City. Still a good read about his travell and experiences at CommVex. An article on thr #c64friends IRC on Saturday nights. Written by that ignert dum ork guy. You know our Editor and SysOp. There is a two parter on Serial Bus, by Jim Butterfield from July of 1983ce. Not something one can understand in a fast read. Yet Jim does his usual way of presenting the high level techy stuff in a simple down to earth way. I understood a good part of what he was saying. Programmes on this disk are just two. One of them is 1581 Dos. We were not able to run this one. Mainly because it wants the 1581 to be #8. Doc file for this one is from Gordon Jenness and listed as being from 1993ce. Talks on the new Dos and many features. Most of which I have not had to worry about in the past. When we can set up a system with a 1581 as #8. This should be given a test. Other programme is a text file reader. Released in 1983ce. When fired up, it reads the disk directory. Marking each SEQ file. Then you have a screen, which is black with white text and coloured information. That lists all the SEQ files. Wanted to test an idea, so I used

the 5C's disk. Yes if you need another screen of files, just press return. Files are listed in two columns. Type in the number and press return. Screen clears and there is the options. Either <S> for screen or <P> for printer. Doing the screen one. I watched my own article appear. Slowly being printed across the screen. Might be my coffeeless and blown mind. But it looked as if the article was reformatted a few spaces to the right. OK it is slow to present to the screen. But I like this one. Press any key to pause the printout. A prompt line in reverse cyan appears. Choices are <M>-end and <C>-continue.

CommodoreFree #11: One of the things that fills up this issue is a 4 part interview taken from an Amiga mag with a few extras from CommodoreFree mag, with Jens Schoenfeld. Other items are the fact that VCIE now runs on a PPC version of Amiga OS with warpx and warpip. Right I don't understand what that means. Does it mean it will or will not work on the 1200 etc. I see that it are putting together in the shop? There is a Plus/4 3d demo now out. A new DTV hack. Retro Replay is back again. Runs about 50 Euros. Release of an adaptor that will allow one to use a regular 64 joystick on the Plus/4. That would be something that I y Plus/4. Have me even pull it out of the storage shed. Update on Newcomer. 11 41 disks is one option. Also 1581, FD2000 and 4000, also a bit on the IDE64 ability. NTEC and English are apparently fixed, in the problems that were there in the past. I'm interested in this one now. A letter from a technical in another platform, by the name of Lee. This one sparks a bit on my editorial comments. In short Lee is entering the world of \mathbb{E} but is finding that there is really nothing to deal with or help for the absolute beginner. Or more simply put for the long time readers. He is 2nd generation and not getting the help that he needs. Even though he has a good tech background, in other things and platforms. Somehow it doesn't translate to the \mathbb{E} -from what I interpret. This has caused me to comment directly to Nigel at CommodoreFree and offer to write a series on the beginning beginners guide to the \mathbb{E} .

Nigel does a review on the first English edition of Amiga Future Mag. This is a replacement for one that has recently died. As reported in another issue of CommodoreFree and this cat box liner. One point he makes is the grammar problem of the translators. Personally I know this one well. Old Timers will remember that I was one of the proof readers for the English version of Go64. As well as one of the English Editors, before it all went sour. Part #6 of the hexfiles series. RGCD a new CD ROM DL mag. There is also an interview with the headman of this, Mr. James Monkman. Glen Holmes has an interview and speaks on his C thing for the C-. I know him better from the IRC as shadowm. His library of things and "widgets" is included in this issue as swi Library for C Compiler. After last mention on the end of the C- to VGA project. New news on this has come about. Apparently there is a sort of thing for this feat. A listing of parts and a price list is in this issue of CommodoreFree as is some contact information. Frank is interviews on his project and website of "Games That Weren't". A project on finding and releasing games that didn't make it to full publication/release. Vince Briel speaks on his kit project of a micro kim-1. Costing the small amount of \$99.

Smeg things are just not working out well. OK the sho-vaah stress situation. Working on the BBS and HD, along with all the other tasks that I now alone must tackle. That and the month starting out so early with the Thursdays. That is what makes this issue late, and guess who had to arise early in the morning to put it out? <insert sleepy grumbles as the coffee hasn't kicked in yet >

Trivia thing is that to save time I am doing this up in the kibbutz. Using the SCPU 126D. Makes all the work faster. Like just hitting the "T" for text in GeoPub with the double click button. Bang there it is on the screen in this column. Does the page creation and all that sorting type of stuff faster than a regular 128.

That all aside, what has been going on these past few days that would keep me from knowing the correct day for the meeting? Well tonnes of things actually.

There is the game lessons for a newbie in the shop, who is also slowly putting together a 64 system. Used to play Lords and Ladies. Wants to do that again. OK, he also needs it in order to take martial arts classes from me. (SEG) That has been an almost daily task. When there was time, I have been working on the second disk for AI at 5C's. Though for reasons soon to be apparent, I haven't sent off the first disk to him, or the other disks that I owe people. As to the most recent writings. There is a three part one on the set up of a BBS. Liberally laced with personal notes and experiences. A bit on that 5 character ID changer, along with the actual programme. Yeah, the article is longer than the programme (G).

Trying also to catch up on the e-mail. Recently I was in contact with QuickSilver. Well Bryce just sent me the addy to DL the collection of that Geos Magazine he made years ago. All in a big zip file. But I grabbed a copy and put it in the folder for the C= burn. Grabbed another one and left it in the home directory at vcsweb. A sort of back up idea.

BBS story is one that is very painful. Not as painful physically as the work for the newsletter and the printer problems. But that is a bit farther down in this missive. Current status of the BBS as of the day before the monthly meeting. Ah we got us some problems there boy.

Got the power one fixed for now. The original little black power supply that Eddie sent me is now attached to the HD. That sleep thing has not reoccurred. Taking the idea that it is the mech out of the equation. Rebuilt the Geos area. Even with the subpartitions. But for the BBS. Well there is a problem. A big problem and one that I don't understand. Lets go over this a bit and perhaps a reader can offer some insight. Had to recreate some of the subdirectories. Like email, message bases, systems, that sort of thing. They were not in the main area that was copied to the traditional partition. Not a hbig deal, used Fcopy+ again for that task. Put the lbr files in a work partition. Opened them up and then Fcopy

them to the correct area in the BBS partition. All fine so far.

So lets turn on the BBS and install from the SysOp local menu the fade, screen saver. Never used that one before. OK the first time I did that is how I found that the message bases were missing. When the prg tried to regenerate them. So after making them. Time to try it over again. Hmm did the midnight reset and all worked well. I was happy. Suddenly there is the message of connecting to a centipede bbs. Now that shows up when there is an incoming call. Not sure what is happening, I watched and it then wanted a return pres. OK, I do that to make the system happy. But nothing happens. Says return again and then starts putting +++ symbols up in groups of three. Meanwhile my trusty Zoom modem has the CS and MR lights on. No idea what they mean. OK, shut it down and suspect that there is corruption from the other mech on the files. I am ready to delete the partition information and start from scratch. Meaning I DL the almost 2megs of zip file that OO destined - weird wolf scored for me. Intending to decompress it and work from scratch. This of course means that I have to use Wave to log on and grab the file from my home directory at vcs. Grrr, those lights stay on and Wave won't connect. Does a reset, or that is what it says on screen. Then disconnects me and there is no connection. Right then, picked up an untested USRobotics 36k modem. Plug that in and the CS light is on, there is no MR light. Same results for Wave. For the BBS, the wait4 call screen locks. That is where we are at this time. I need some help.

Printer was tested. Also paid for, and the ink cart arrived. I was waiting for that. OK it prints now, sort of. Both green lights flash. Pushing buttons makes the colour copy sheet print. I admit in frustrated anger. The printer got a nice shute hand. Breaking some little white plastic and a spring. But still no printing the newsletter, only the copy sheet. Any ideas, as I am lost. And really stressed out, as I originally thought that this was the meeting week, with all the stress. Not a week ahead. Could really use some techy assist on these problems.

Next Meeting 18/Oct/07ce
7pm Mohr Reading Games.

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