NOTES FROM 18
OCT.07CE MEETING

OPEN: 7:00pm

NEWSLETTER: Approved

CHANCELLOR REPORT:
A500 didn't like the wind/rain storm. Did her halloween cat impression and bit a couple people. Then hid under the 64c desk. Having a heavy rainstorm and gale winds of gusts at 65+mph. Sensei didn't expcect anyone to arrive. Save for the die hard smeg heads. He was proven right. Meeting was compressed for an early game start in a warm. If not so dry house. Leaks had formed in the ceiling and before the meeting. LR and O30 had been moving the hardcopy library, from the shelf. Boxing them up before the rain could destroy them. Manager and LandLord have been informed of the leak. Bummer is that the roof was patched just a few months ago. At the time of the meeting. Shop or for this missive terminology, the A.C.U.G. GHQ has not flooded <yet>. Been several thunder storms as well. Generally this is a bit colder and more windy October than usual.

Sensei announced that Bryan Pope has renewed for another year. We all hope that this upcoming one will show improvement for the group as ee try to return to the level we once had, in things.

Two newsletters arrived before the meeting. Being the September and October issues of Ryte Bytes. The newsletter from the "Commodore Users Group of Kansas City". LR wanted to make certain to announce the newsletters arrived in an envelope, a window envelope. Address and return showing nicely in the windows. This page was done with the TEA tool from Lenard Roach the editor of the Ryte Bytes.

In the September issue Lenard talks a bit on how he has been using the winvice C= emulator for his work. Making a .D81, sending that to his email account. Something awbout converting the text witha tool. Going through some other things till eventually his 128 prints the documents. He mentiones that winvice locks up when he tried to programme in it. Going on a new topic he stats the their member Jack Kincaid is celebrating his 18th year in the users group. Reminding some memebers here as to their time in grade. LR & Vixen for around 15-16 years. O30 now for just a tad bit over 11 years. (*Has has it really been that long?*) Lenard intends to demo at the meeting the games from CommVex, Silo64 and Weird War II. Like to read that demo for us, as we haven't done/played those games yet. But did receive a gift of the games. After a bit on the different groups and newsletters keeping up as much as possible with the world of Commodore. Jack makes a bit, where he corrects his email addy. jackkincaid@sbcglobal.net. He has many a C=item for sale. Those interested with a few bits of "loose change" should feel free to contact him. Issue finishes of with the officers, financial report and a listing of BBS's.

Moving along to the October Issue. Lenard got hit with the issue sooner than he thought. While working on plays for christmas and easter. He suddenly discoverd that it was time for the newsletter. Aside to Lenard, we know just what you mean (BG). States that he needs to reink the ribbon for the printer. Says something also about hawving to print approx. 100 sheets to distribute the ink. This seems a bit

off to us. Yet we haven't scored up the re-inker stuff for our last new ribbon. He goes on with things that were suggested to improve that portable SX64 project. Things like a fuse on the power PAK. Deciding to go with the lead acid sealed system. Their current President has decided to step down from the office. { *our fearless leader was elected for life*} Jack says that he has over 300 items for sale. We should check into that for building up the group here.

TREASURER:
holding at the secreted away one cent bits of $23. LB is trying to remember to keep the receipts for OIB, for the newletter. That way he can try to make sense of things for the report on his return.

COMMODORE LIBRARIAN:
Yeah I agree we need another title for this position. Something a bit more task descriptive. After 12 years of this job. The title doesn't really fit the work. Anyway for this month we have one side #1 of the Penny Farthing. Issue #5 of CommodoreFree disk mag. The well made work of Al Jackson at 5C's. Who takes the information from the paper form and presents it in a format that can be read on the *C=*. Special note for this issue is the interview with Brian Bagnall on his book "On The Edge". How he came to write it and some of the missing chapters. "B" side has the last installment of the 2020 Zombie <exceptionally Adult> story. This is 649 blocks in GeoWrite and in .CVT format. Fonts where on the first installment. Next month is wide open at this time. Might finish a special 128 disk. As some more files where found in the sorting. Request for more Tommy & Trisha as well as a part #4 to 2020 have been presented.

EDITOR-SYSOP:
Last newsletter didn't go the way that I wanted. Besides missing some typos in proof reading. Really I did proof read the last one a couple of times. Was even sober when I did the reading. OK maybe I should have worn my glasses at the time. But it obviously didn't come out on the inkjet. Those smegging flashing lights. Since I

last wrote about that in the last few lines of the October issue. There has been several things sent on the COPS list at videocam. Theme seems to be that for some reason the printer has moved from normal post script mode into the demo mode. A few ways to fix that have been offered. Including sending it to someone that has a heretic machine. along with the CD that came with it, and they can reset it. May have to do that if other ideas don't work. Now I have found the CD. In fact I found my original manual for the Optra-40, when we were rapidly moving the books from the leak. Perhaps I can find some further information. New ink cart works. FWIW myinks.com no longer has the refill kits for the cart. They said it was difficult to get them. Did a web search and found many a place that had them. Looks like I will be changing my vender for the printer. Recaping, the ink cart works fine. In fact there is no fade out lines. As we had with the previous one. Colour ink is out of yellow. We have a couple of refills for that in the stacks. Just need to get it to print something besides the copy sheet. Still hopefull that this issue will be in booklet <fingers crossed>

BBS situation is not good. Neither the original 28.8 Zoom or the untested 26k USRobotics are working. On the Zoom the "CS" & "MR" lights are constantly on. For the USRobotic "CS" is on, there is no "MR" light. On the Zoom, the wait 4call screen starts acting as if a call has come in. While with the USRobotics one, that screen just locks. In neither case will a key press do anything. Attempting to try The Wave in calling out with the system. Both the Zoom and the USRobotics do nothing. I can hear the regular click as if it is picking up. But no dial tone. Message in the Dialogue Box <DB> says resetting and then it goes straight to disconnect. My next test is swapping the borrowed Turbo232 for my original SwiftLink. Thinking that perhaps the cart was damaged when the SCPU fell out under power. The other idea is that there is something to do with modem setting. Some sort of sending codes to the modem memory. This I don't know a smegging thing about. Sho-vah always did it and wouldn't teach anyone else how this was done. Received a feedback form CyberJank, who runs a Centipede telnet board. He is willing to help. Sent a msg back to him and a status report to Eddie the One. That is the

roadblock at this time. Since I can not enter the
SysOp mode on the BBS to finish the creation
of the other aspects. Good news is that there
will be a nice collection of files sorted out
before the board is open to the public. Only a
hundred or so, just to start the areas. But at
least a something. The testing part has been
done. Just the rest of the alreawdy mentioned
long process to be done, and a BBS to place
them upon. Now there is also a PS question
after a couple of weeks, the original PS sent to
me by Eddie the one may be failing. Unit
started to do the slow down, speed up with
klack sound. I had to shut it all off. Pending
some tests. Not giving up!!!

Disk was sent to Al at 5C's, and he sent me a
nice thank you e-mail msg. Working on the
other one that is to be sent for submissions. On
that note have sent a few to Nigel at
CommodoreFree, that may see the light of
publication. These though have to be written
online/live. Working on a series of submissions
for the absolute rank amature beginner to the
&= . A pair of disks made their way to George
in Penn. Owed him a copy of that Koala
programmer thing. Included some doodle and
koala art that I saved with the Super Snapshot
v5.22. Sent 5 disks to Charles of the Cincinati
group. Owed him for many a month a disk
letter. Gave him some screen writers that I
found on the disks. Along with Geos Games for
his lady. Some tools that were on past Penny
Farthings for Geos and other items. Building
up his collection. Perhaps some of this will be
of interest and use to the guys. Got them out a
lot later than I expected. Can only blame it on
the health problem, which is worsened by the
sho-vah's atacks.

DEPUTIES: Same things in disk
hunting and clean up by O3O. Bad weather and
other obligations have slowed things down.

SIGS: Dissatisfaction at the current state
of affairs led to a discussion on what to do.
The desire to work in the projects is now much
higher than before, yet things are unstructured.
Those interested in *programming* agreed to

return to a Saturday in the shop lesson session.
Deciding that they would go back to the absolute
beginning, the users manual, and start over again.
O3O prepared the 64c area for that event during the
short meeting. *Geos* users didn't have a specific
thing to study. Wanting to play with as many
aspects as possible. LR said that as there is so
much to Geos, that they need to find what they are
interested in and then the group can work on each
component. Requests on the use of GeoWrite and
GeoPaint were presented. Followed by GeoWrite.
As LR has recently done reviews on a part of the
Geos manual and a rare Geos book. He suggested
that those interested should work from the main
manual first. Knowing that he, himslef has missed
or forgotten much. Then the rare book. Though it
is for an older version of Geos. Many points are
still excellent in layout and in general ideas.
Following that we have that Geos Tutorial bound
and with disks from Bruce Thomas. Should be
getting a programmer book as well in a few weeks.
That idea passed with the group. Since it has just
been how to do game maps and stories in Geos for
the lessons, many a hole in understanding was
found during that time. Including in what is left of
LR's mind.

DISCUSSION: Self incrimination on
how for the last month, not much has been done to
expand our understanding. Members having been
sidetracked in their pursuits. Swift kick in the
collective local rear to move back on track. All the
result of the sho-vah's attacks and the great
depression that is felt in the group. LR will be
doing more lesson work in mutual study with those
that arrive on the selected days. Part of that is the
concept of starting a weekly ACUG meeting on
IRC. Monday night at 7pm west coast time. Idea
was accepted for a test, trial period. Had been
discussed before as a possibility. More thought
was given and the idea may be a way to bring in
the L. D. members closer to what is happening
here. Plus it is a way to exchange information. LR
agreed to slowly start on this by hanging out in the
chat as well as announcing the idea here and in the
mail list.

Because of the horrible weather. Heavy rain,
thunder and high winds. Decided to forego the

demo and much of the discussion of things.

CLOSE: 7:45pm

LORD RONINS RAMBLINGS

Door almost blew in with one of the gusts during the meeting. A500 freaked and hid again under the 64c desk. Behind several boxes. She didn't want to come out even for lap time. Rain came faster than the drain in front of the shop could handle it, good thing we have the stepping stones there in the walkway. All of that sort of explains the short meeting along with the mood of the group.

Many a day has passed since the above was written shortly after the meeting. There have been several developements in the group and 🖳 world. Now then as I do my best at increasing the word count, and page count. Lets move into the things that have happened. Like in no particular order either.

That part isn't exactly true. In one specific order to explain the events and lateness of things. Health went down the tubes for a couple of weeks for me. My already weakened state was hit by a bug floating around. Hit a lot of people, and always targeted their weak spot. Made it to the shop, take care of A500, try to work on a few things. Back to the house. Thankfully it isn't that far away, wellllll it is on the same bit of property around 20 to 30 feet from the shop. Maybe eat a something and spend the night trying to game with the others. Then veggatating out with the idiot box. Caught up on some movies that had been loaned to me. Didn't do much on anything else. You know it was bad, when I didn't even want beer! (BG)

Lets go over the local things that have happened for us. which reminds me to bug the LONG DISTANCE MEMBERS. Hey guys you too can write some things for this rag, or at

least give out what you are doing with the 🖳 , machine, plans etc. Don't let the others here think that I am a great writer by your lack of input. Remember that here "lack of data = acceptance of data!"

At the moment our Constable A500 is explaining that she is in heat again. I wonder if I can use the Covox Voice Master to record some of her nosies for a project. Just think of an intro to one of our disks with her different types of cat noises, rather than a SID song (YBESG). OK maybe that fever was a bit higher and a bit longer that I thought and a few brain cells where burned out. Right what brain cells? (G)

Actually that is a cheap way of indicating that we are starting to look into things again in our interests. Not to say that the problems caused by the daily assault of the sho-vah has stopped. In military terms we are rebuilding and resupplying. Yeah that sounds good for an analogy. Although not ready to return to the Covox system. Since there is a stigmatisim with the sho-vah attached to it, still and that is a long story. We have picked up programming again.

Though with my illness it has not been as great as it could have been. Nor as fast as it could be, or should that be once was. This is really a better thing in the long run I suspect. As stated earlier <really should have read what I had previously written> We started again with the users manual for the 64. Really better this time. I mean by that statement we are seeing the basic things. Now that we have gone past it, stuff is making sense to us now.

Here is a prime example. If you have a copy of the 64 users manual at hand. Take a look at page 243. Right that is the one that makes the ball bounce back and foth accross the screen. What is wrong with this prg? OK programmers, what is wrong with this line 25 for z = 1 to 10: print "<crsr/down>": next Being the line from the prg. No not the fact that there are spaces between the characters. We do compress that for memory space per line. Read that in another book. No that isn't it, book says that the action will take place in the

middle of the screen. Well now, if you type it in from the book as above. That ball goes to line 20 approximately. Notine 10, as expected from the line in the book. Problem = that they forgot to make the line read after the cursor down command as a [;next] Making that for next loop drop down not one but two lines.

Next problem is in line 30 as 30forbl=1 to40. Same as for line 80 that reads 80 forbl=40to1 step-1. IF you have ever run this type in prg. You may have seen that it went to around row 20 on the screen. Think I counted it at line 21. You msay also have seen that when the ball moves across the screen, why there is a fast ball one line above and one line below. OK it helps if you make the ball white and the screen black, to see this effect easier. And if you are playing and make the screen white and the left to right ball a black spade. At the same time making it a right to left red diamond. This effect is much easier to see. Why does it do that? Well it says in the line to make BL 1 to 40. But we count starting at 0 remember. We fixed that line to read 1 to 39, and 39 to 1. Works fine after that little debugging.

True this is a small thing to present. Almost not worth it, and some readers will ask why it is mentioned in the newsletter. Naturally we are not the first to have found the bug in the programme. Nor the first to fix it for our lessons. Why should this be of any noteworthy point to be included? Because we never bothered before when any member past or current has gone through the book. Never considered anything other than blind acceptance of what was written in the book. Now with a bit more, and assumed to have been forgotten knowledge. We have proven to ourselves that we have actually learned a something. Even with the down time that the sho-vah created for us. We did learn and that shows us that we can learn. Sure seeing the little bugs is not saying we can programme a big game or anything like that. But it does show us that we will be able to do some of the dead end projects that fell to the wayside because of the sho-vah and our feelings that we weren't learning anything. At present the desire to study more has increased.

Old project ideas are now being dusted off as a great possibility for us to create. Road blocks exist of course. Such as in the M.S.P.E. chargen. As well as in the AD&D random treasure generator. Along with other game related programmes. The energy is back again. In fact we had double Basic lessons one week. Still not through with the users book. Because we are discussing each part and not moving ahead till we feel that we really comprehend the part. This time around we are also adding the information from the Programmers Ref. book to increase the ability to understand what is in the users manual. Think we are making it this time around.

Fast notes of interest to some. Sent the money for the books to Caricon. These are to be a gift for O16 when he returns from the catbox <Iraq>. Haven't seen them as of yet. did the paypal payment. Should do a follow up note to Caricon about that, didn't seem him in the IRC on Saturday recently.

Recently there was a small problem at the kibbutz. Wind and rain! Ceiling in the game/computer room decided to leak. Right over the arewa where I have my bow, rifle, sword, and oh yeah the hardcopy library of ⬡ related material. O90 and I spent a fast few minutes yaking the books etc. from the shelf. Stacking them on the chairs. Putting out buckets <old coffee cans> for the drips. Well now this was reported, manager popped by and though this has been a couple of weeks. End result is that it appears we area going to have eventually a new roof. But at the same time, and I grumble about this to this day. Some great forgotten gems showed up. One is the Turbo Load & Save manual. Couldn't find this bugger when I needed it to make the etext for beeman. Now I have it by the computer and will be tryping it up for him. Also found the Optra 40 manual. The one that came with my original one from Dale Sidebottom. There are some things in there that sort of are tips and tricks to try when the printer is not working right. Ah, they didn't work for certain. Didn't test all of them. But the ones that I did test, well they failed to work. So we are back on the dot matrix system. Nor have I found where I statshed the Perfect Print

disks and manual. That bug sort i did was just on the 1581/FD disks. Not the 41/71 disks. But then again I am optimistic that we will find the correct way and have that printer working, printing out the booklet for the newsletter.

BBS: As reported earlier in the newsletter(s), online and elsewhere. There is a modem problem. Or sort of, I kinda think, it may be modem. Hate to think the other possibilities, like SCPU and 0808 Turbo232 as being the bad elements.

There is an update to this situation. As I reported earlier on, a while back, ok probably last issue. Cord pulled out the SCPU with the Turbo in it while the 128D was turned on. After that the modem failed to function correctly. I sent out a help request to Eddie the One. which he tried to send a reply to me three times. Got the third one, can't find the other two in my stack. Side note here a similar problem happened for Charles Gutman and a msg he tried to send me. I also sent a help request to CyberJank. Haven't looked at his reply yet.

Eddie has some detailed information for me. Regarding the modem setings. This is the thing that the sho-vah always did and never taught anyone else. Making it a negative feeling experience. However it must be done. Thanks to Eddie the basic idea and set up are explained and I think that I can give it a try out.

Currently this is what has gone on with the BBS. Besides me not doing a thing for a couple of weeks thanks to that bug. Really should have moved the SX to the bathroom (YBG) OK what I did at first is switch from the Turbo 232 to the SwiftLink. Returned to the Zoom 28k modem. Last test was done with the 36k USRobotics. The one that I never used before, came in with an A500 system. Tightened, pressed, shoved, wanted to get the 10# ballpine hammer for the connections. SCPU in tight, Swiftlink the same. Cable from SwiftLink to modem slammed, crammed and jammed. OK that means in tight and screwed down. Expecting the worse to happen. That being the

same thing as before. i went to partition 54. Where I have Geos/Wheels/Wave. Had a few things there to do anyway. Might as well test the modem with Wave. Didn't work the last time. Just said resetting and then it disconnected.

Sadly my base assumption, did as it always does, turned out wrong. Suddenly I am connecting to vcsweb.com. Log in there and go look at the stack of mail. Lets bypass the long drawn out part about geting spam that say I signed up from an ISP. One that doesn't match mine. But sure looks a lot like the sho-vahs. Well I did a fast thing on a mail list. Tried to answer some mail. faced 5-7 minute lag times. So I left that and went to the kajira. Well that didn't help too much on the lag. Just cut it back a lot. At the same time I was having the BBS start up. Wow this time there isn't a connecting msg or complete lock up. I was able to install the fade screen saver. that is a thing that makes the name of the BBS or anything typed in the line, as a name that pops up randomly on the screen. Fading in and out at the different locations. Changed the colours a few times, and the speed. Guess it isn't designed to run at 20Mcps. (G)

So now I attempt to log in as one of the remaining 29 accounts. You see I am still going to give every old timer that I remember their original account number. But I can't just go in and edit an account that doesn't exist. Meaning that I have to go into the BBS, as a caller on local call. Then do the sign in and application form. Hmm, reminds me to rewrite that form again. Did it for the last board. After I do that part, then as SysOp I go in and make the adjustments to level, access areas, credits and the lot. Yeah it is a one by one thing. Oh yeah #2, #3, #5, #9, #11, #13, #16, #18, #21, #23, #26, #30. Your acounts are made. Contact me for your temp PW. <Imperial Warlord, Vixen, Melody Angel, Destined, Neon Samuarai, Ator, Daniel, Lara Croft, Mad Max, Ware Cat, MahtZoid, and #30 as #30.>

There is much more work to be done before the board opens. Games to open up and install. Rewrite menus, and create some others. As I remember Vixen and I spent off and on about 4 months before we had the Centipede board running. Mainly understanding how to install files

in the U/D area, as we had a couple thousand from the old Omni board. In all honesty, U/D areas will be the last bit of things to work upon. I doubt that save for the "1 A" file, there will be little if anything else in the file areas when the board opens up. Oh yeah that 1 A file is the desription of the file area. Telling in detail the style and type of file for the area. Someday I hope to be able to find a way to programme a screen to show up with that information, when one selects a major and subarea for the files. Had that on Omni, and the same thing for the message bases. Thanks to Eddie, if I didn't lose it in a HD problem. I have the asm source codes for Centipede. Eventually have to regain the prg book from the site. So when the day arrives that we understand that level of programming. o more for the board. Watch out, we may even make some games [SEG].

Do you know how hard it is to type with a cat wanting attention when she is in heat? Or the difficulty when her purring sounds as loud as a shovel head Harley? Ah the problems one faces in this job.

Anyway I can not give a starting time for the BBS. There is much that I have to do before hand as previously stated. Reset the modem as Eddie explained. That is a big one. As right now the lights are on the modem. I do a local log in as stated above. Modem picks up, as if it was accepting a call or sending one out. Doesn't hang up again till the switch is pressed or I do a log out. This I believe has something todo with the off hook command and a statement in the manual about a different init string to be used. At this time I haven't done task. I hope that I can adjust this and that the only problem is in the initiation and other things regarding having the prg talk to the modem. When that works out I will try the Turbo 232. Now it did work for many months as my only way to connect to the Inet and www. I am hoping that things where not as tight as I thought and not a damaged 232. Because that means I have to get a new one for 030. We know how hard and Xpensive that will be. So till things are set just right for a

start BBS. We are off line. However as you can see we jumped a big set of steps. At least now we can continue the work. Then the life time of creating, testing and uploading files.

As I said earlier I have sent off the disk to Al at 5C's. Two disks to George Jakenta a member of the MTTM. 5 disks to Charles Needham in the Cincinnati Commodore Computer Club. Al sent a nice thank you, and I wrote back about the next disk I have been working upon for him. Did mention that soon I will have a list of questions on how to use their menu system as well as the Quikmenu from LoadStar. Since I ran into problems with them. George, to whom I was very tardy in any e-mail replies, sent a nice thank you for his disks. I need to create one with Autograph and Doodle. George at 70+ likes playing with Koala and art programmes. Not heard from Charles as of this writing. He isn't wired to the inet Anything is sent via snail mail. Hoping that I didn't offend him with the lateness of several months on my reply, as well as the promised disks. Also hope now that I put enough postage on the envelope. Hasn't been returned for postage due to me. But then again we know how fast the snail mail works.

On the topic of disks, therefore writing them. I have not finished the second set for Al. Besides the sickness I wrote a few things for Nigel at CommodoreFree. Need to explain here that this has to be done online at this time. So then with 2 hours a day for online time. That eats into the web stuff and answering the e-mail. In part the articales and email with Nigel moved into a thing about the lack of information or assistance for the first timers to the ⌘. Told Nigel that I would write a something for that, and I have done most of that. Writing at this point in time, a light, at times silly. Collection of pieces on using the Commodore. Going from set up and into the programming things in the users manual. A large bit on software types for people. Those that just want to use the machine and not programme. Personal, and it is stated to be from a personal perspective. One side is completed. Working on the second side of the disk. Not sure how it can be used for the mag. As I am writing it in standard PET on EdStar II. No way at

this time to tit. it, so may have to have it snail mailed to the U.K. for Nigel. Maybe if things work out right, on an upcoming project. I can convert the articles in Geos to ascii. Then through a way yet unknown to me. Send them to Nigel in an attachment.

Event that I alluded too above is that Destined/Weirdwolf. Has plans to pop over agin. Not sure when that will happen. He intends to work on the printer part. Screen capture lessons. As well as the attempt to connect the 128D to the Kajira. So that there may be some file transfer work between the two systems. I have pretty much everything he wanted set up at this time. A few little things to fiddle with before he arrives. Hope that all of it works out for us. Now I want to also add that it looks like the operations were a success. Foot has healed and his eye is OK. Gonna be strange, in a good sense, to see him without that moonboot thing.

Hard Drive situation. I had that problem with the big fan encased one that Eddie sent me. Maybe that was the problem. Or the source of the problem. OK the problem is that the power to the mech in the CMD controller would stop after a time. This may be OK for other systems thaat will spin up again when a key is pressed or a mouse clicks. Doesn't happen that way for me. Wrote about this in several places. I remember reading in some publication or list that there is a sleep mode on some power supplies. I think that is what I read at the time. Guys wrote back to me that there are some mechs that will do something of that sort as well. Eddie wondered if it was the mech and not the PS he sent. Well stubborn me, I switched to the first PS he sent along. Was having it and the HD do a basic smoke test for a few days. After about 3 days to a week. Not sure at this time. Started to hear a slow down and a speed up. Shut everythng down. My intention was to come back the next day, when there was a bit more time. Tighten all connections. Thinking that with the plug and unplug of things. Power cable could have come loose. Got hit with the bug thing and did nothing for a couple of weeks. So back to

ground zero on this experiment. Once I learn more, then I can reply on that to Eddie, who has offered help on mech and PS. Evil stubborn man that I am. But then he may find the controller and mech in the box with his aerial cable collection. Want to thank Eddie for all his assistance.

Snogpitch and I had been talking about the gamebase v5 thing. So much to understand and I don't understand any of it at the site. Wanted to DL the files for the group and BBS. Snogpitch tried to explain the ways and means to me. But I am too far in the past to comprehend everything. He told me that he would cut a copy of it and post it along. Couple of IRC chats and he explained that work and things had slowed this idea down. I know quite well how that goes. Well on the first of November 2007ce. I saw a package in the letter box. Took a moment to figure out from whom it originated. More used to seeing his handle than his mundane world name. Opened it up and there was the CD. He used one of those big clear plastic aol disk mailers. I do the same, in fact my Action Replay disk is in one. (EG) There hasn't been a lot of time for me to look at the disk. Have it right by the kajira to give a look see, and have vice ready as well. Just trying to catch up after the illness as I recover. Loads of things for me to work upon and short times for it to be down. Still going over the disk that Destined sent me. Many things to do with it as well. Thankfull the information is preserved. Thank you Snogpitch for that CD.

A thing that really warms me is the reection of the IRC people. So sick one Saturday night, that I just couldn't do any computer work. Not even go into the regular weekly IRC. Just crash out for a few hours. Then try to run the game for the guys that night. Woke up a little after 8pm. Phone in the hall was recording a msg. Gamers where due by at any thime as well. Message was from Destined. Simply put, it appears that there some people worried about me. So he was the one to call up and do a check in. Later I did an e-mail thanking him for the concern. Appears that there were around 14 people on the list concerend. Nope the sho-vah hasn't finished me off yet. Well when I went on last night, that would be Saturday 3/Nov/07ce. Got a lot of welcomes and what happened type of

statements. Feels good that there are people who are concerned about me.

Been talking privately, here and on some e-mail about the #acug IRC chat. We have come up with some ideas. Mine is to hold a meeting there for the long distance members. Not sure if time and events would allow ☺ in the cat box to attend. But the others scattered accross the country might be able to meet there for ACUG and C= discussions. Ideas on the lines of Geos and programming talks have also been suggested. As well as a few more on the same lines. Interest looks good at this time. Things need to be roughed out more before time, date and topics can be presented. If this works, then an added bit to our website can be placed. Letting people know of the chat and its schedule. May grab some new members, or at least those interested in the ☺. One thing we have set in stone is some basic rules. Nothing that isn't common sense. badgering, flames, disruptive comments and the like will get some one kicked and possibly banned. Operators and the Owner <hi there> will not tolerate some things that go on in other chats. Work on this still needs refinement. OK that means this dum ork has to learn more and at the moment isn't able to attend any of the weekly classes offered. Not till time and projects are a bit more caught up.

Can tell you that #ACUG has been used in some trials during the week. Trials that I haven't been in at this time. Saturday I find that there is at times a lot of chat going on there as well as in the #c64friends chat. Some but not all are in both. I have been doing a contact thing to basically test the waters for our ideas. Looking good, but this is not something that I can or will be doing alone.

Mentioned earlier that Charles Gutman had tried to send me a msg. Took three times before I got it in the stack. Replied as best as I could. Besides a theological question. We talked about the misunderstanding that ended with the AUG having the shipment of Amiga things. Still need to refine the end to that a bit more. Thankfully no blame is placed on anyone from Charles. That eases the worry. Anyway he is wanting to set up a BBS. We have been talking about the type to use. I suggested Centipede. In an earlier msg he had told me that he had collected Centipede, but that it failed to work for him.

This had me wondering. Fortunately, Destined had scored up the entire set at close to 2 megs, zipped. That is still sitting at my home directory. Along with the CD he made for me. I Charles needed it, I could send him that copy. Direct from the web site to me and to him. Turns out though that what had him buffaloed was that the files are in .lbr format. A style that he had not experienced before. I forget who explained that they were in .lbr files. I did go over the way that I use the enclosed lbr tool in the distribution packet.

Basically Fcopy+ the file to the work area. Then since I don't know how to set the lbr tool to go to a partition on drive 8. I just dissolve the file there, in the work partition. Then based on what the manual states. I will Fcopy+ the files to my BBS partition, and if needed to the correct subpartition. Explained that to him. Then a little on the menu making, games and set up of the msg and file areas. I expect that he has more questions for me. You know how I can wax on things ☺ (VBG). He does have a few other resources to ask. IIRC a couple of them are our own Balzabaar and Eddie the One. I don't know for certain if he intends to go dial up or go telnet. Either way it will be great to have another ☺ BBS up and running. That reminds me. He asked me about The Village. He was a regular caller when we where up and running last time. Told him basically the same as I reported here for us. He did have one major question. That being if I was going to be "pure", and run the BBS on real ☺ and related stuff. Right the answer is a 128D with Jiffy Dos, CMD HD with a 4GB mech, FD-2000, SCPU and at the moment a SwiftLink and a Zoom 28.8 modem. OK and blood, sweat, coffee, beer, pipe loads, and of course cats that get in the way. I'll get that board running again if it is the last thing that I do, living or undead! (VBG)

Now before I forget and run things on and on in the attempt to finish this in time. Have a couple of

newsletters that recently arrived. Starting off with The 4C=CT from the Cincinnati Commodore Computer Club, October 2007ce issue. Have about half a page here with an image from some source. Nice picture of a 64, 1541, a pair of joysticks. Can't remember their names. Black base, tall red handle. They did have some different types handles/grips that one could use. Mostly and as in the picture, it is the tapered stick. Not going to say what it looks like. We do want to keep this semi clean. There is also what appears to be the back cover of an album cased programme. Hard to read the words. I think it may be M. U. L. E.

Snogpitch starts out with the fact that their inventory project was earlier this month of October. (someday we need to do one of those) Had a pair of grills and good food. Goes on to tell about the Chcago Expo, where they did make a little money for the club. They are planning for C=4 Expo in 2008ce. Looks like it will be in June. More information to follow as time passes. He ends with the point about having the Gamebase64 files for a demo at the meeting. As I understand this is the same that he sent to us.

Following a bit on submissions to the newsletter. Two memorials for Don Parrish a member and officer of the club. Who passed on in September this year. Oliver and Roger make their testimonials. I never met the man or communicted with him in any form. Based on what these men write about him. I wish that I had, he sounds like a rewl good man as well as a C=user.

Next three pages cover a short article with a load of pictures from the ECCC 2007ce Expo. I still can't ID a pic to a face. Unless I have already met the people. Looks to me as if the time was great and there were many C= users. Leif set up the Net Artillery Duel game. Snogpitch did Q-Link as well as reporting to the IRC what has happening. Jeri was given a present. A letter and a gift from Jim Butterfield. Though Jim as we know passed on a few months back. There is a picture here of

Jeri and well it looks like she is almost ready to cry. She received a HP calculator with engineering features, that Jim thought she would like. Someday the long haired, bearded, pipe smoking freak must make an attendance to one of these events.

Last page has another thing for the 11dec07ce Toronto World of Commodore Expo. There will be demos of hardware and software projects on the Commoodre. Yenders of course, there will be the free table <I have to stop drooling now> Commodore video screenings and more. Contact on this page for information is email to woc@tpug.ca

Other newsletter is the AmiTech-Dayton Gazette for October. Little larger this time with 6 pages. Counting the cover and wrapper. Eric starts his editorial with how hard it is to be an Amiga loyalist today. Stating how Amiga users have either dropped or have added other platforms. He has a Mac, and here we have a Linux system. He goes into where the AMiga had the video aspect in the beginning of the era. There is much that he mentions of Amiga things that I don't really understand for the reasons he remarks about for other things. Being out of the loop and into another field. He mentions the 8bit C=64 crowd and the things that they are doing. My feeling is on his point, that we are doing more with the old system than the Amiga people. I do agree with his statements about how the older systems, Amiga as well as the C= in the power is in our hands Rather than in the system that does everything for you <pop you zits and wipe your backside? Not yet but give it time>

Ron the Prez speaks about the group he visits, and dating groups. A knee problem that required surgery. Possibility of a dating column in the newsletter with changing authorship. Ending with the fact, that although stuck at home recovering. He hasn't done much on either of his computers.

James Lawrence talks about his networking problem with Amigas and Linux. That sounds real familair here with the linux and 128D situation. Mentions a laptop project that will run an Amiga(ish) thing. Speaks on installing a flavour of linux as well. Not being into Amiga, past playing a

game of Dungeon Master. I get lost easily with the terms that are alien to me. Aros and the other stuff. I think that he is talking about in one part some sort of emulator to run Amiga on a linux system. Like to know more about that, but I can't understand the words and their meaning.

That covers the newsletters at the time of this writing. Shortly I must jump up to the kibbutz. OK limp my way there, and then run this through the 128D and Wheels. Doing the GeoPub layout. That reminds me that there is a guy on line that Gaelyne routed to me months ago. He needed to know how to grab his files from his home directory and then print them out in wheels. Don't know his age or much about him. Thought that he had forgotten the msg I sent him or it didn't reach him. Not the case, been in commo with him. Talking about doing Geos and wheels work. Might send him a newsletter in the future. He sadly is going back into hospital for a time. But he was able to do the DL of his e-mail and print it out. I actually did help some one, after all. World must be changing.

Trying to end this all up before I run out of time and space. So here is a summation. Before I add a mess of other things for filler.

We are doing better with the programming part. Actually understanding the begining parts. Work is going on with the understanding on certain game related projects in programming. Optra is still frelled. HD is questionable. BBS is looking better and needs a mega ton of work before it can be opened to the public. At least we are able to now do work on the BBS. Inet work has started again. IRC is a something to develope. Geos/Wheels/Wave is going on, but not at the level we want at this moment. Still have many game related tasks to finish. Time has not been great for that right now. More maps for the gamers need to be made. Some new fonts found that will help O3O do his work for his game lessons. Did try that Silo64 game and the Weird World2 game, again. Didn't get as far as before. But I am thinking

they or the beginners lessons should be this months disk. Nor really certain at this moment what we willput on the disk. If we are lucky, then that 128 disk will also be finished for this month.

Should add that O3O has again been proof reading the back issue of Operation Lost Cat. Besides refreshing himself for the prospect of the third book in the seires. OK set of stories on the disks. He is checking for the spelling errors that are common with my busted up fingers. There is a lot more of them than I anticipated. So before that one can go out to others. Even though it was released to the group. I have to enter it and correct the errors. Now one thing that we had been waiting for was the original personal dictionary. That I had sent to Robert with the GeoDict and Spell cheker. we have that now (I copied it someplace). So all the parts can be converted to GeoWrite. Spell checked and broguht back to staock PET. where there will be some editing needed for the disk issues. Happened last time with things not formatting right. Words cut and gfx used for the title box, not in the right gfx. We still want to have at least one printed booklet copy of the stories. Done on the ☺ and printed with Post Print. Each installment to be printed, foled and eventually each story would become a little trade paperback looking thing. Well that is the idea for us and has been around for some time. sadly the printer problem has stopped that task for the moment. Still it means that we need to do the spell checking and proof reading of the issues of Lost Cat. Before it is ready to pass around outside of the group.

There is no need to do the convertig work on the 2020 ADULT story. since it is already in GeoWrite. But perhaps a good proof reading and a spell check is needed? <No bloody perhaps about it> Anyway this whole part was prompted by requests given to me today for more installments on the stories for both the Cat line and the 2020 line. All I can say on that is that we shall see if anything advances on that line of thought. There is much that must be done with the Game material that is left behind. we want all the maps etc. created and ready to be handed out. When we start the main All Flesh Must Be Eaten Game. Next year when O1O returns. Many ☺ projects!!

#21