Notes from Meeting of
15/Nov/07ce

Open: 7:00pm

Newsletter. Approved (chickens, or did they not read it?)

Chancellor. Other day winds had reached 85+mph. Just about finished picking up the leaves and other flotsom before the meeting started. No leaks in the shop/GHQ. LB naturally slept though the wind and rain storm (G). Speaking of leaks LB met the contractor. Who asked about any leaks in the house. None as of yet and that was after the wind and rain storm. Seems that the man had placed a temp patch for us on the roof. As the weather is too bad this time of year to do a full and proper re-roofing. Meaning that now there will be the task of putting the 📚 books back on that long shelf, in a more proper order this time around.

Constable A500 spent most of the meeting on a lap. No longer in heat. Bummer that there aren't yet the funds to handle her situation. Still a loving kitty, in much better physical and mental health than when we first rescued her. At the time of the meeting, we have yet to receive any newsletters. Any of them that pop in the letter box. LB said he would stick in the "Ramblings" section. A fast run over our Village Green was done, a few comments about the typos that weren't caught and that LB needs to use his smegging spell checker. His reply was that he has found the original dictionary disk and preserved the files to a 1571. Only that last month with a situation at hand, he didn't have all the time that he had expected. Several points of the newsletter were to be discussed later in the discussion section.

Treasurer. Holding at the same $23. Pile of 1 cent pieces needs to be rolled and added. Sort of got spaced off, again. (G)

C= Librarian: Original idea of the group having the first copy of that 12 part beginners introduction to the users manual for the 64. Ah, didn't pan out for this month. A situation with spending several days assisting someone, cut the time for the work to almost 0. Thankfully, although O80 was also in the assistance part. He was able to put together a three disk set for us this month. Bards Tale 3 is our issue this month. Years back it was to follow in a suit of disks of that theme. We got side tracked as is most common for us. Disk set contains the boot and character sides. Both dungeon sides. But also side #5 has the code wheel and other material that we collected from project 64 a few years ago. Bummer is that it isn't formatted for 40c. Looks best when printed out in 80c. Greatfull that O80 had copies of that, since we had it on the BBS in the past. Edstar II was added for an easier time in reading. O80 included the spell books and did a bit on the character creation. Making several text files to help the beginning player. Last but not least is the Bards Tale 3 character editor programme that we found a long time past. Side #6, I couldn't leave blank. Placed the two games of Silo64 and Weird World 2 there to show off and hope to encourgae the programmes to others. Deputy report will have more information.

Editor/SysOp: Well, we spent a lot of time trying to help the son of one of our long time gamer buddies. Making it a very short explanation. Days were spent on this project, but ended in

failure. Not only for the individual. But we gave up a lot of computer time. Regular C= work as well as Inet. Bummer is that it was all for naught. Making e-mail a thing to catchup on again. But worse the BBS work was on hold.

That explained for now. BBS work started again. Found the MCI codes that I was looking for. OK I had to take an existing "hlp.*" file from the distribution files. Seems my notes from years back on the codes are missing. These codes are the ones that set the menu and screens for 40c or 80c. Found them and a long one with a lot of "A" and "B" characters. Don't remember what this one is for, any help other Centipede users or MCI guys? Starts off with the brit cit pound sterling symbol <naturally> and is the first line, before the 40c/80c code. Well I made a temp login msg. Setting it up for both 40c and 80c. Took a couple days of limited free time. Nothing pretty or fancy. Did a login with a NPC account. Smeg, not only did the screen fail to appear. After the news part of the login appeared. The HD spun down and that caused an error msg on the screen. Not a SCSI error from the HD. But an error from the prg itself. I have it set that way to show the error and the line in the prg. Still going to work upon it as time permits. Don't know what code I forgot for the screen intro. Can tear apart some other files and duplicate what they say. But that spin down of the HD for no apparent reason. That bothers me. So does the fact that I had to switch off the HD at the controller, rather than the surge protector switch box. In order for it to actually start turning the mech.

At the same time I am fighting with the BBS/HD thinggy. Charles Gutman has been asking me for help on starting a BBS. He is looking at the Centipede system for his new BBS. Funny about that, me a lamer helping a beginner.

At the time of the meeting I have made it into part #11 of the disk series on the C= and the user manual. As mentioned before this was brought about by a letter to CommodoreFree in regards to gaining information for the beginner.

We are using the 64 users manual as the start for our refresher on programming. Made sense to go with that as the start. Not only because we are using it in the group. But also because it would be the first book that anyone who bought the C=64 new would have used. These books don't always come along with the PC these days in 2nd+ hand. Even then, the concepts are hard for people to understand. Not because they are not well written. Do have some complaints on that part myself. No more because the terminology of the book, doesn't fit the mental mind mold of a user of another platform, moving to the C=. I understand that problem, but in the reverse. What I am writing is a personal look with a step by step annotated trip, going through of the manual. Talking on the different things that the user may type into the machine. Halfway through I did pause to do a long bit on different things that the C= can do in different aspects of the computer world. Since not every reader will be interested at the start in programming. I know that I wasn't, I wanted to play games. Hmm maybe I can play some games in the future (BG).

At this time I am doing the section on sprites. May not make it to the SID part for space. Besides save for older models, half of the SID stuff doesn't play on like a 128D or a 64c. Want to do a summation part in 12. This will be sent in some manner to CommodreFree for a beginners thing. But we will also have it as a club disk soon. At the same time we will be adding this to the starters disks that we shall again be presenting to new members. An idea was presented on using that Quikmenu from loadstar to make the newest version of the starters disk. Really need to figure out how that bugger works! Since it is frelling me each time I try to use it.

No promises on the printer. Still have the problem with both lights flashing. Manual tells me a couple of things, and I have tried that out. First round of tests failed. I have things as mentioned before from the mail lists. These I still need to try. But my source for using a heretic to reset the machine, well with the son failure mention above. Sort of dried up. Wonder if the linux thing will be able to see that disk? Not giving up on this one.

Fast snippets, did show up in the IRC of the 4ACUG at 7pm Monday night of the meeting week. Though there where people listed in there, a few of them at least. Appears I was alone at that time. Waited about 30 minutes, occasional posting. Then left and will try again the following Monday. Didn't announce it anywhere but here and as of Saturday chat time. Many LD members had not yet received the newsletter. More in the discussion section.

As of meeting no word back from Caricon on those books we did the paypal on, must try to find his e-mail and send a follow up on that topic. Guy out of the blue offered me and the group a 128 system. Come and get it in the Portland Metroplex area. That idea was followed with a counter offer from me. That we would cover the shipping from the Portland Metroplex area to here. I also told him about the website for a look and the possibility of MossyCon4. Didn't read his reply completely by meeting time. Impression is that he and family might just pop by and he will bring the 128 system with him. He did look at the site and made some nice comments about our Constable <A500>.

Charles Needham did send me a disk reply. Think that I blew him away with the 5 disks I sent him. Stated that he hadn't looked at all of them yet. Envelope had some printed material, the disk and a button. One that says "Do you Floppy?" has the *C= logo and a 1541 disk on it, and is currently on my old hippy floppy hat. Disk contains more of his work with Computer Eyes. Pulling images from his vid camera. Not all of them are that great. One that was impossible to see was a statue/fountain at night. He sent the actual photo to me. That one looked like a very white and black shot of the nose of the space shuttle over the earth. Rest of the images are great. The fairies are fantastic. A shot of a 5 decker side wheeler. Called the Island Queen is fine from picture to screen. Must say that it is passing under a bridge and looks at first glance like the ones that show up here in Astoria under our 4+ mile long bridge to Washington. Fairy girl copy he included,

looks as if it was a charcoal job done on a poster board. Hey had a Girl Friend that did similiar. Grey scale came out very well on the screen. Charles also sent a prg that makes a line of text bounce on the screen. Came from the 1990 April issue of RUN mag. Added that Snogpitch and Roger at the 4C=er group helped him in making it work. Want to make a counter so it will load up a prg and use it for intro on our disks (SEG). Disk of files will be shown at the demo section.

IRC had several people asking about MossyCon4. One of them sent me e-mail on the topic. At this time I can't say much except we will be at the shop or at the FlagRoom at the library. Depending on the number of people that want to attend. But right now, we don't know when we may be able to hold the event. Waiting for Robert to set the date for us. Making it fit his schedule and then we bodge it into ours. <G>

Deputy Librarian: O30 stepped in to cover the time problem with the disk. As Imperial Warlord was stuck in the assistance situation. Eating up the time for LR and he to make the disk. First attempts where to do Ultima 2 & 3. But these failed for him. Reasons unknown, even with Maverick they failed and he didn't find a parameter for either of them. Hunting though his 10+ year collection of club disks, he saw that we hadn't made the Bards Tale 3 disk set. Though it was intended in the past. Taking his master copy, he nibbled the disks for the copies. Want to add here that he did some track & sector work to see if he could make the other disks function. Not bad for someone that the sho-vah has termed "Lord Ronin's mindless clone." Since O30 only has a limited understanding of the use of a T&S editor. He did give it a try on his own. Suffice to say that his dedication to this task had him up to past 3am on several days. 4:30am on the day of the meeting. As at that time he was writing the text parts for side #5 of the three disk set. Even got LR up early to go to the shop. Made it at the normal time of noon, rather than the 2pm time that the sho-vah event has forced us into. There the sleeves where created and printed, as well as the lables, in GeoPaint. HdStar II was installed on side #5 with a

short intro note. Disk name was changed as well as ID code. Changed side #6 as well in name and ID. Added the two games, and we where ready three hours before the meeting. Thankfully O30 had spent long nights in making the disks. In fact he made all the copies for the group. Except for the final two sides. A great many of thanks go to O30 for his unselfish work on saving the disk and the group. Next month is uncertain, work on both the text files for the disk and back on the special 128 disk.

S.I.G.S. Geos has been more on the creation of the things used in the group, along with the shop and the game group. Making a convert 2.5 file and then the pasi system to zip it, was the most recent work. Then that was compared to the GeoZip programme that LR uses on the Wheels system. Part of that was because of an e-mail from George Jakenta a MTTM member. Who received many zipped Geos files from LR. But wasn't completely sure on the way to open and use them. Not having the zip/unzip tools at that time. Those files where sent along with the Geos files.

As to Programming that has started very well. Though slow with a lot of discussion and intentionally going slow. Still on the main users manual at this time. Things are making sense to us on the programming. LR almost understands the memory location thing, finally. That was/is his biggest problem with the programming things in Basic and the major hold up to moving to ML/ASSM. Might have that now removed. Adding the Prg Ref. Guide has helped a bit in cross referencing information. Ideas are flying heavily with us as finally things are snapping into place in the minds of the members. In fact Wednesday has been selected for a second weekly programming S.I.G. day. Giving us two days a week to study and practice.

Discussion: Many things were talked about at this point. Starting with a full briefing of the situation that smegged up the work this

past couple of weeks. Not to be related here though. Things learned and suspected in the programming group. Status of the BBS and Printer wars with LR.

IRC thing was discussed at the meeting. Has been discussed between O8 & LR. This done in sporadic e-mails in the past week. Besides a weekly or monthly meeting for the LD members in the chat. Topics of interest that were presented is a Basic night, Hardware night, software night and a few others. We need more input before we start on a solid basis for the action. One thing is for certain, it was decided that the owner (LR) along with the moderators, Roadnoise and our own O8. Will not tolerate any bashing or flaming. Not of other members of the chat. LR did state that windrone bashing, micro$oft bashing and bashing of all AD&D past first edition is acceptable. (VBG) Stated also that the group needs a way to communicate. Besides this rag. IRC is a way to get us together. Times and dates are not solidified. schedule arrangements in and out of the A.C.U.G. need to be made before we can do more on this topic.

Demo: Start up of the Bards Tale 3 disk. Pressing "U" at the menu for other options. Such as bringing in characters from other games, including Ultima. The code wheel file and the problem of trying to read it on the 40c screen. LR remembered that he had translated it to normal PET from ascii. But this copy was not converted to the 40c screen. Saw the text files for the game in the disks copy of Edstarr II. This included the surprise intro and thank you note from LR to let the future users of this disk set, know the work that our O30 had done for us. Fast show of the Silo64 game. Where the testors where eliminated before the bridge. Only way we knew that there was a bridge, was that LR had played the game a few times before and made it just to the bridge. Weird World 2 made several wonder about if there was a game called Weird World 1. As a text game it isn't as hard as others. Still trying to figure out the words for the proper actions is a bit difficult for us.

Charles's disk to LR was then shown. First side

has the stereo SID player. A colection of songs, some have words as well. Charles had added his art work for the pictures. Very impressive and we want to know how that was all done. Side #2 contains a thank you note to LR. Charles mentions in there a demo tool prg that he received from a supplier, sorry can't read what I wrote, tis a J something for another two characters. After that there is the "title bounce" programme, with the Cincinnati group name. Following that is the same prg but it is a blank one. We played a bit with that, and Charles even sent a copy of the type in prg for us to play with as well. Past that are 4 prgs that are the pictures mentioned earlier in this report. Each one loads fine, they go from 22 blocks to the largest at 30 blocks. Like to know the prg that did them and how to link them together. So much more for us to learn about this wonderful machine that allows us to create our own things.

Close: 8:30pm <VCR was set to record Smallville and Supernatural> Game time was late and we still talked for a bit longer on the ⌨ before game really started.

Lord Ronin's Ramblings

Let some time pass since I last wrote, expecting a few things to happen. Ah there have been more than a few things. That man in Portland with the 128. Well that msg I didn't read at meeting time. States that he is interested in meeting with us. Liked the A500, as from his msg it appears he did go to the web site for a look se at the group. Interested also in seeing the rotary C= telephone. In fact said that he would be coming by with his lady for a trip, and will bring the 128 system with him. Though he isn't a C= user. I understand that it may have been his fathers system.

In the post I received another disk, button and paper letter from Charles in Cincinnati. He sent more music with the stereo SID player. But it

seems that for some reason that became corrupted. Oh the thing works right. But there is a corruption for the commands, in the text on screen. Good thing I remembered most of the commands. Here he presents two more pieces of music, with the additive of his work with computer eyes. A couple of people that have been of assistance to him are preserved on this new project. His letter speaks more on Jane from JMV gfx. Who has been a great help to him with some demo work programmes. I must contact her and see what she has to offer. Seen some of her work in the CML. Want some of her programmes for our work here! Oh yes #30 now wears a C= "Do You Floppy" button on his coat.

Been busy online. Finally figured out the problem with the login name and password for yahoogroups. Since they frell things up when you go in there with a text browser. I stopped going to the area. Sho-vah was the one in charge of our online mail list. Well he is gone for the time being. And we started getting spammers. Our #8(Destined) is not as able as before to work the list for us. I took it upon myself to go in there and see what I could do for the list members. Man is it smegged up! OK I gave more power to the moderators. Changed the name of the list to "Anything Commodore Users Group". Stuck up a photo. OK it is an aerial view of "The Village". Checked most of what I could see at the time. Did some work in the file area. Scared about that one. Made the announcement again for the regular monthly F2F meeting. Funning but the email addy on the owners view, wasn't the sho-vah. No idea who it was, but I hope with redoing it that it will appear as it once did for the list. Made a test of an IRC meeting, and that did appear at the scheduled time. I have more tweaking to do in that mail list for us. Work on the file section. More importantly is the fact that we are at this time considering going to a pending membership. Though all the votes are not in as the time limit isn't reached at this writing point. 100% of all replies has been for going to a pending membership. As we have been hit with spammers. Just have a bit more for me to learn as I repair and restore the acug0447@yahoogroups.com mail list

At the time I write this, we have had two

newsletters arrive. 4C-CG from the Cincinnati group. Opening it up from the envelope. I was hit with the sight of a reprint of an old advert from CBM. Announcing the C=128. OK to be exact from the advert "The new Commodore 128PC". Nice to know that I am not the only or first one to know that the C= is a PC. Big headline says "Bad news for IBM and Apple". There is a flat 128 on the page with a bowler hat and an apple with a bite out of it and an arrow through it. Took a bit of questioning others to learn about the advert symbols of that time period for these other two platforms. Going to page #1. We find a cartoon of an evil computer. Comes from a computer shop and also has a PET drawing at the bottom right corner. Snogpitch starts off on a drive he was taking and xmas music showing up on the radio. Before Turkey day week. Snogpitch, we had xmas stuff in the local Fred Meyers department store, at least two weeks before halloween. He continues with a change of meeting location for the group. Speaks a bit on the C=4 event for next year. Adds a bit on the TPUG event in December. *Additive*: as of Saturday night the 24th of Nov. There was some mix up at the hotel. Registration didn't have the event listed and was charging full rate for the hotel rooms. This matter was going to be looked into by TPUG people.

Roger announces the said news of the passing of a charter member of their group. Steve Winkle died in an ATV accident on 20th October 2007ce. Steve would bring his tools and SX64 to meetings. Helping others and fixing hardware. Also gave storage space to the group for all the donated equipment.

There follows a bit by Brian Bagnall that was posted on Lemon64. Dealing with the 25th anniversary of the C64, which will have Jack Tramiel. Event information and a video webcast informaition can be found at http://www.computerhistory.org/events/

Page #3 has a "time Capsule" article that first appeared in the New York Times 10/Nov/87ce. Author goes into the 128 with the pros and cons

of the system. Dealing with Geos for the 64 and now Geos 128. After reading the article. I would think that it was a fair write from the time. Also it appears the author is at the time a C= fan.

Reprinted from the register.co.uk is a look at the PET 2001. Starts off with some things that I have said to customers in the shop. About how lame all the current stuff is in regards to letting you the user think. Gives some stats on the PET, like release date of 1977ce, memory, 9" display with 40x25 text. Now why does that sound familiar? (G) Model has a built in cassette drive. There is a small picture on the page. Looks to me as if the drive is on the left side of the keyboard. A nice thing for us lefties. Author states that this model is often regarded as the first all in one computer. Does state about the KIM-1 being CBMs first entry. A little bit on Chuck Peddle, and MOS. Spate on the "chicklet keyboard". Where there is a diagram layout. Weird looking to me, yet there are some of our familiar gfx symbols. Nice to have seen and read this, as I have never seen a 2001 before, even in a picture that was this detailed. This page is followed by a page for the TPUG World of Commodore Expo. Send email to woc@tpug.ca Though I admit that by the time you receive this the 1/Dec/07ce event will have passed.

AmiTech-Dayton Gazette is the second one that we received, so far. Eric's editorial is on many Amiga things. As we are Amiga ignorant at this time. I can only present some of the information. Not understanding what I am reading. Ah perhaps someday we can have our Amigas running again. Apepars that a man called Chris Hodges has dropped out of something called Posiedon USB stack. If he returns his website is www.platon42.de. Eric reports the passing of Dave Morse, one of the original pioneers and cofounder of Amiga. OS4 for the classic Amigas is the release. Eric says this is Amiga systems with PowerPC accelerator cards. No idea what that is or if my 1200 has it. Remember we are stuck at trying to install OS 3.9 on my 1200. X-Amiga is some linux distribution, to be used in emulating Amiga via "E-UAE". No idea as to what this may be for my kubuntu system. As I have failed in finding Amiga emulators, or understand what I am looking

at when I am directed to them.

Ron mentions that at this meeting, for November, there are the officers to be considered and their yearly xmas party. Honestly, I have to admit that Ron speaks heavily on Amiga things that he has found on the web. But I am so ignorant of the happenings. That I feel any attempt to repeat it here would give the wrong impression <thanks a lot sho-vah for making us Amiga illiterate> My impression is that there are things coming out that make Amiga things able to be used on other platforms. Past that I am uncertain of what to say and how to report the information. Newsletter will be on file in the shop for those interested.

JL has more to say on his AROS thing that was a frell up in a previous article. He seems to have written his article after having problems with a "tainted" version of the programme. Next day he gained a clean version. He talks about running the programme or what ever it might be, on what seems to be a non Amiga system. Such as a laptop. He will be showing how to install it at the meeting. Hmm, wonder if our Q1G would be interested with this thing for his heretic laptops. He goes on with a collection of terms and phrases that I don't understand. Ghostscript, AROS MAX, AROSTCP, QEMU as examples. His last paragraph is the fact that he scored up a C-1. JL there is a mail list for the C-1, just don't expect to find Jeri there at all. He may be bringing it to a meeting in the future. I wonder if he also has found a 64DTV and experimented with it, or that hummer toy thing from the Shack. Where the 64 is on a chip.

If more newsletters arrive before this goes into the printer. I'll add as much as I can. All newsletters are saved and can be read later. Once we finish all the sorting of them. Been in storage for some time and the work is slow.

OK now it is time to return to the things that are happening around and in the local group. In the meeting notes, I mentioned some of what

we are doing in the programming S.I.G. [why is it that when I see those letters I want to say "Spectrum Is Green"? Too many Gerry Anderson puppet shows?] Well at this time we have completed the users manual for the 64. Spent the entire Wednesday time on working out the idea of the arrays and dimentional arrays. Problem isn't the idea of them. No the problem was being able to see them in the light of our interests. Examples in the book are way to generic for interests. Mind now that is the way they are supposed to be for their time and place.

We wanted to make a two dimentional array. One that would handle both text strings and integers. Basically making a list of Shadowrun spells, the type of the spell and the level of the spell. But how is that to be done, was the question. You can see that we went into an RPG thing to stimulate our interests. Half an hour of experiments went by and the task started to come together. But there was a flop. We had just been testing on screen, not in a programme. When we tried to install the existing arrays, into a prg. We lost them. So we started again. Did get the screen to print things out correctly. Well sort of, we did have to make some alterations to make the words show up under the correct catagories. After that we worked on a colour underline for the lables of the catagories. Then colouring the words in a sort of catagory system. I want to state at this time, that it was 030, who found the way to make the dim array take both text and integers. I was beating my head in the attempt and doing it entirely backwards to the actual method.

Now this isn't the prgoramme that we want to make. That being the M.S.P.E. character generator. But it is a gigantic step forward in understanding and working to create the char. gen. Our desires are rather large. I want to make a new font, and have a sprite intro, a rasberry sound if you try to do things that are not allowed in the generation. 030 wants to have a menu that you use the cursor controls on that the reverse video pops in there indicating your position. Well we have an idea on how to do the sprite, how to make a new font <not install it yet> and the rasberry sound I have on a disk of sound effects, and it is listed in

Basic. No idea how to do that reverse video thing for a menu. Have a feeling that the prg is going to be large with the things that we want to do with it, like having the information appear on screen for the character. OK I know that is variables and just placement on the screen. Also want to have the same printed out on paper. General idea on how to do that part. Working out the part where the player can not access the skills that are higher than his IQ level and how to not let him spend more points than he has. Those are on the tough part. Also is the part where the skills are deliniated on screen in some form. Seen it done, in fact the idea comes from the Wasteland game. OK I'll admit it, Mike Stackpole who was one of the guys that created the Wasteland game, is also the author of the M.S.P.E. Role Playing Game. So it can be done, it will be done, and be a project that we work upon as we learn more on programming. On that note, we are going to find the Modded Monster Maker prg that I did a few years ago. Tear it apart for some of the bits of information for storing the data to a disk as well as having it print out and be retrieved from the disk to the proper areas on the screen. Also going to look at the examples of things in the PRG Ref book. Before we go to some type in books. Main point is that we are learning, finally!!!

Eddie sent me a present of some bread to send the CMD controller and the HD mech to him for a replacement. Guessing that my intial idea of the sleep thing being in the PSU is wrong. Since as I reported before, it happened again with the original PSU that he had sent me the first time around. Now this may take a couple of weeks, as I have to transfer the paypal to my bank account. Then have a ride to the store. Where I am picking up a proper box. As I am sending the controller, in park!, a PSU and the mech of course. Also a few thinggies for Eddie, like a collection of serial cords. I like him so I won't send him the Operation Red Cat stories. (G) On that note I must state that our OB survived the entire Red Cat set and if I am reading the msg correctly. Wants to see the Lost Cat series. What did I do wrong? Anyway,

I will box up the afore mentioned, wait for another town trip, which happens weekly, to deposit the box at the post office. At least I think I now have the zipper code right for him. As he will be copying the data from the HD to a new one, I have a few more things to experiment upon first. Like trying to set the modem correctly. Plus test some of the files I am making for the board and other minor things.

Did a message to Charles Gutman of 8-bit designs about his BBS work. Took a fast look at the e-mail this morning. Mainly chopping the spam that I don't sign up for but a certain "someone" is! Anyway there was a brief msg from Charles on his BBS situation. I will see if I can help him a bit more on the troubles. Sort of feel that I am able to understand where he is at this current moment. Was there myself when I first started.

Now then I don't know how much of this is of importance. On last nights IRC chats in #ACUG. PhotoJim was talking with our OB about connecting the kajira <linux box> to the sacred 128D. IF and that is a big if. I understand the slightest of what I watched in the conversation. New input has been presented to OB on how to connect the two systems for 2 way communication. Actually started out with me talking to PhotoJim about his lantronix uds-10 situation. Learning from a man that is acutally doing a project with this dsl for the ☞ device. Not a thing that we need at this time. Since the Kajira will do the work and then some that the lantronix thing does. Just nice to know that I wasn't wrong in what I thought the thing would do for the ☞.

08/Dec/07cc 15:14 hours. A500 is demanding her attention, purring not unlike a chopper. She deserves her attention. After what she went through this week. 2-3 of Dec. well lets say we just had 125mph winds, a couple of fatalities, flooding, bit cold and no power till late on the 7th of the month. Big storm came in and here at the A.C.U.G. GHQ, we were out of power and flooded. A500 was not injured. Oregon Govenor declared Clatsop county a state of emergency and we may even become an disaster zone with the feds. Although A500 was without

heat, she had some nice kitty caves we made for her. Almost took her to the house, even though that would have been a bad idea. At the house/kibbutz, we at least had the ability to cook on the gas heater. Some candles and kerosene lanterns. Beat many others in the several counties that got hit with the storm. Both in Oregon as well as Washington. Most in the area are all electric houses. Glad to know that Robert {C1 0} made it back to his area in Calif before the storm. Parts of Interstate 5 were under 10' of water. Can't tell you what happened in the rest of the areas. We were isolated. All roads in and out closed. Land lines couldn't connect to any different exchanges. I mean that with our 325 exchage, we couldn't call 738 in Seaside, 861 in Warrenton, 458 in Knappa, or even the 338 other exchange in Astoria. Hell <cell> phone towers where down as well. 100' high tension tower went down for the power. Oh yeah and the 911 in at least two counties went out as well. Word is that there is another storm on its way. But that could just be a latrine-o-gram. Point of all this report is that none of us here have been able to go online or do any ⌀ work for around 6 days. Have a lot to catch up upon. Disk is created, sleeves have to be printed. Newsletter needs to be finished, printed, photocopied and posted. Books are not going back on the shelf. We lost a good portion of the roof shingles. Well not really lost, they are about 80 feet away near the street. Worse news is going through ⌀ withdraws. 2nd worse news is no Coffee since Sunday the 2nd. Well did have beer and the nightly games. {BG}

Now back to the updates for the newsletter on what is shaking in the ⌀ stuff around here. Did get to thank Caricon in IRC on the 1st. Received some feedback on the A.C.U.G. chat on IRC. Looking good at this time. Made it late arriving to the IRC that night. As the programming class ran over time. We had found the original file of C3C for his M.S.P.E. character generator [char gen]. Copied that a few times for us. Then started to work. We had already worked a bit with the modded monster maker. Traced much of the programme out for

information. Author did it in ways that are not understandable to us. Yet we could follow most of the information. There are a few spots that leave us scratching our head on what it means. Pulled out the programmers ref guide and finally a 1571 manual. Between those books and the modded monster programme. We were able to finally make a SEQ write to the disk.

That may seem a small advancement. Haven't done it before and it was tough. You see C3C had written this nice routine with the GET statement. Allowing the characters of the character name <N$> to be printed out as they where typed. What was recorded with all the adjustments we tried to make was a name that would be around 29 characters, well not exactly. Spaces between the quotes became about 29 characters. Though the name it self was correct. This required the use of @t:filename* in Jiffy Dos to read. Depending on the work we were doing, either there was nothing in the 1 block file or the stats where correct. But the file could not be normally read. Took out that nice GET thing and we were able to save the file correctly and read it easily. Not sure what happened or why for the spaces, that extended the file name. The next problem was in one of the stats coming out as 0. That made absolutely no sense at all. C3C had modified the prg that day to reflect the "house rules" of no stat lower than 9. Ah this is done on a 3D6 roll. He had already done a large section on the prospect of triplets for a reroll and added to the base number rolled. Stat that came out wrong was the <S>trength one. Did a load of hunting. I had the feeling that there was a something that was wiping out the stat, as rolled. Turns out that I was correct. What we had done was copy out the lines from the modded monster maker file for the sent to the disk. All that open stuff. One line that we copied over was uncertain to me as to what it meant, input#15,e,e$,t,s. Found out by book pounding it was the error channel thing. Well the "s" part, for sector was taking out the <s>trength stat. We pulled that line to see if we were correct. Yuppers that was the problem. Recently I found a line from Jim Butterfield that does the same but is written differently. Taking out the "s" problem for us, and that will be installed soon. Next we want to make it

so the file can be recovered to the screen and also to a print out. We missed out on two lesson days because of the storm and doing a catch up of things like the newsletter. Should be back to normalish in a week or so, I hope. At the moment this is all plug in as can, meaning that a full rewrite in a more stream lined manner will have to be done in the near future. But point is that we did it and are learning to programme in Basic!

Running low on space at this time. Do want to say something about the disks from 5C"S. We received them just before the storm. Didn't have a good look till the 7th. When the shop got power around 2pm. House didn't get power for a few more hours. <Did get to see the Horror of Fang Rock Dr. Who DVD finally> If possible I will review both issues in here, but there is just so much I may have to wait till Jan issue for the December 5C"S disk. Let's dig into the issue. In the collection of articles there is Top Tips: by Tim Welsh. Who worked with the C= for several years in helping people. He gives a list of "Do's & Dont's" to follow in order to gain more enjoyment from the C=. Following that one is a piece called Hard Tips and is done by Mark Fellows. Like the first one it is reprinted from CommodoreWorld. Mark talks long about the cartridge port problems that crop up. Where it isn't your cart, but something wrong with the port itself. He gives several solutions for trouble shooting and repair. Wedge: by Jim Butterfield is the next one along the list. Long one and in short he talks on the different wedge things, what a edge is, and thanks to that I know what the word means. Speaks on the Channel 15 access and the use of "0" as the device in writing your lines. OK then there is Basic Bugs by Robert Baker. He speaks on many things about the Vic-20. But also one that shows up in the 64. Something about the open/print with a spc or a tab before the name. as well as how to fix that problem. Since we are doing Basic at this time. Found some interesting bits in this one. Last one is called Chapter 10, by Lord Ronin. A bit on the 10th chapter in the Geos Manual and the print drivers for use in GeoPaint

Have about five files to run on side #1. Cat Nabber is one that bugs me. We had this on a disk several years ago. I barely made it deep into the first level. O30 was almost into the third level. <S> Well in this game the object is to collect the yellow kitties from the haunted house. Grab just one at a time and make it out the front door. Hide or run if possible from the ghosts and other nasty spirits. You lose the kitty if they get you. Sounds easy, and it may be for O30, I just had trouble moving about as usual. <G> Now 3 hole pool is a bit difficult. There are some on screen dox. That take a read and then some experimentation with the game. I tried and couldn't sink one ball in any of the three holes. Forest Fire is a CBM edu game. There are dox on screen. A 9x9 grid and you must put out the fires as they spring up. Can use a chem drop of a backfire. Another CBM edu game is a quiz game on the 64. Has dox and a section on modifying the prg. Gives you 10 bits of information and then the quiz. Took it and though I knew the answers, the short hand that is required to have the correct answer I didn't use. Handyman is an interesting utility. Contains a sleeve print out, change disk name, id check, ml address finder, no word wrap seq writer, bunch more including a sprite grid print out.

Side #2 has Commodorefree issue #12. Much of the disk mag is devoted to the 8OASC thing. An automated recording thing for the SID music. I have to say here that I read as much as I could on the project. Yet I am very weak on what is happening. There is a multi part interview with the author, two FAQ articles, basic release announcement, and that sort of thing. I believe that it isn't a thing that will let you play the SID on your real C= but as a MP3 file on the non CBM machines or other sorts of players. Since I don't know the MP3 thing or the other stuff mentioned. OK the only music thing I did on the kajira was a rip and that was at the default OGG. Which the author talks about why he didn't choose that format in the interviews. What I do understand is that there are 97508 MP3 files around 300GB of SID music. Also that this was done with the HVSC sid collection. http://www6581-8589.com/index.htm is the web site to gain more information. One thing that I am certain about. This music will sound as

close as possible to what it sounds like on a real ☞PC.

Bits and pieces from the disk mag are wan Amiga emulator released for the heretic system. Vice 1.22 has been released. Part 7 on hex files. Programmers Library is a collection of things from a professional long time writer on the sacred ☞ see http://home.comcast.net/c64prglib/ I didn't understand all about the format, save that there are some .D64 and .D71 files. MMC64 has some new things and the article covers some of the use. Minimig is a frga Amiga <A500 I think> see http://home.hetnet.nl for more info. Reprinted from an article a few years old is a history of music things and SID. One part states that there is sidplayer music at www.c64mucis.co.uk. I haven't had the chance to check out any of the web sites. I did find this article very interesting and much so when Rick Wakeman was mentioned <journey to the Center of the Earth album> OK that is the issue in brief. On page 10 in GeoWrite so must be about halfway on page 11 in GeoPub. Not enough space for Issue #13 of CommodoreFree. I'll fluff the ending here with all new things that pop up in the group and to/for the group. Nope at last sho-vah sighting he hasn't done anything to rectify what he has damaged and destroyed, not yet at least, we are still waiting.

Fluff time: No real programming lesson this week with doing the catch up work on everything. Want to have newsletter in the post on the 17th. Mail is going to be a snail in granny low at this time of the year. Heard that the 17th will be the worst day of the year for posting.

Received a third disk mailing from Charles. Colection of his computer eye work along with sidpic and a nice intro he did with his computer eyes. Although it was xmas stuff, the thought was very nice. Should send him some of the Channukha things that came to me in the past. Even that nice dreidle game. Along with the menorah that lights up. Have to work on a disk for him. After wll of this drenn of the holiday

season. Only for the sake of sending it in a time that is safer for computer disks to be posted in the system. We know how things are damaged at this time of year with all the packages and rush at the last minute. (G)

Not a lot happened on the IRC of the 8th of this month. Snogpitch gave me some urls to go to grab some sid programmes, including the editor. I grabbed them and put them in the folder for the ☞ CD that we are going to make for our group. Might in the future be able to transpose sheet music for SID and just maybe compose some tunes for our own disk. Spent the majority of the time in the #ACUG chat, talking with Wildstar. About the damage that we experienced with the storm.

Speaking of the #ACUG chat. Saw a msg appear in the mail list that tells about the meeting for the 17th. Well that is the third monday and I am testing this out as a way to have a monthly meeting for all the wired members. Wasn't sure that this would happen. The fact that the announcement would appear. Not exactly worded as I would like. Nor is the second one that I saw. Which announces the monthly F2F meeting. But I did get the calendar thing to work. Presenting the announcement a week before the actual event. Should also present it 12 hours before the event. Scary I actually succeeded in some form to rebuild the things for our mail list. Still need to take some of the IRC classes that are offered. On the list of things to do, just not at this present time.

On a not fully ☞ topic. Our C8 Destined WeirdWolf is moving and will be selling a part of his ☞ horde. Some of this will be on ebay. If you pick some of that up, you will be helping one of our members. A good thing to report is that the operation appears to be a success. His foot seems to have now healed.

That disk on the ☞ is completed. Nigel at CommodoreFree is interested at this time. Have to see if Al at 5☞°8 can lend a hand in shipping it to him. Still not able to UL at this time. Going to be this months disk. Then placed as one of the starters disks for new members. And now Happy Holidays to all of the world.

Happy Holidays
for all

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