

The Village Green



**Good News! No Dungeon Level
this time around. Bad News, a
lot of rambling on MossyCon4
instead {EG}**

**Oh yeah, these are Hany Scanner
images. The Penny Farthing symbol
from a Prisoner Book. Egyptian
art from a tattoo book.**

**Next month more on Geos
and making RPG adventures**



Officers of the A.C.U.G.

Those that didn't run fast enough

~~Chairman:~~ {Sensei} David O.E. Mohr

~~Treasurer:~~ Scott Farley {#16}

~~Commodore Librarian:~~ Imperial Warlord {#2}

~~Editor/SysOp:~~ Lord Ronin from Q-Link {#1}

~~S.J.G. sysop:~~ Amiga Scott Farley {#16}, Emulators Scott Farley {#16}, GEOS Lord Ronin,
Basic Programming Lord Ronin.

~~Dep. sysop:~~ Commodore Librarian #30, Editor/SysOp Vixen {#3} Imperial Warlord {#2}
WareCat {#23} Cracking PAL->NTSC Mad Max {#21} Linux & General Destined {#8}
WebMeister Balzabaar

A.C.U.G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is #18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form. Most often done with Post Print 3.8. Members are able to have the longest time and no U/D credit cost on the BBS {currently being rebuilt} Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponcer shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS {both options are being recreated at this moment} We consider ourselves to be the most fanatical Commodore group in the multiverse.

Contact and Next Meeting

Snail Mail: ACUG #447 623 29th St. Astoria Ore 97103
Voice/Machine: 503-325-2616
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Website <http://www.acug0447.com>

Next Meeting is 7:00pm 17/April/08ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

NOTES FROM 20 MARCH 2008 C.E. MEETING

Open: 7:00pm

NEWSLETTER Approved {see Editor/Sysop for details}

CHANCELLOR: A cold and wet night for a meeting. Shop is warm with that comfortable aroma of pipe smoke. Covering the cat box smell {G}. A500 was her attentive self in demanding her Constables attention. Making homeland security look like wimps with her own security checks.

Nothing heavy for the meeting. Everyone agreed that they had not recovered enough yet from MossyCon4 for any heavy stuff. Voted upon the idea of the Ramblings section to cover the MossyCon4 prep, and event. Rather than in the meeting notes. LR joked that it may mean the AD&D adventure would be pre-empted from this issue. That garnered groans from the others.

One newsletter arrived before the meeting. **Byte Bytes** from Kansas City. Lenard makes a retraction from his last issue. Seems that oldergames.com is no longer around. He speaks on supporting the Commodore in many ways. Including going to events. There is a correction on Mike's blog address <http://jmikencedham.dyndns.org>. Copies of the new version of The Envelope Addressor are stated to have been sent to the Fresno group. As well as to us. On that note it was agreed that after all the recovering from MossyCon4, that would be the next task for the group. Lenard does admit to feeling like "a true donkeys tail". He had not yet sent a copy to his own users group. A new version for the 128 is in the works. Here Lenard makes mention of the autoboot for the 128. LR added that he has been in light commo with Lenard and can now see if he can find one of the autoboot prgs that he has seenn around in the past on our disks. He follows with a bit on writing for the C= Including his book runstop restore. Like looking for the right market. Which was shown to him at a C= expo.

TREASURER \$31 in one cent pieces, one dollar bill, 5 dollar bil and some new one dollar coins. Thanks to the items donated to the MossyCon4 raffle. Proceedes were donated to the secret stash.

COMMODORE LIBRARIAN: There is a long story for this months disk. A lot longer than the creation of the disk. All things where on hold for MossyCon4. LR and Imperial Warlord had Wednesday and Thursday , right meeting day. To create the disk, lables and sleeves. What came out was a hastily slapped together disk. Side one has an explanation read me file. Contains Style's silver demo from December 2007, Magic Spells a word descrambler, Amazing a small maze them game and V the game.

Side #2 has another read me file to explain the files. Contains Holidaycop2 an upward scrolling shoot em up game, PAL/NTSC fixed by our own #21. Math Climbers, a fast and multilevel <has algebra> math question game. Mathsmuscles one for the kids to learn counting. Castle Belmar, a small text adventure from Paul Panks and Shamus+7 from Hokuto Force. All done in less than two days. Hunting through some of the disks that we can now access with the working FD-2000.

EDITOR/SysOp: First off the newsletter was barely approved because it was so late in going out this month. Time, transport, energy and money were all factors against the issue being out on time. Despite it was written and laid out before the 1st of the month. In fact it was photocopied and posted on the day of the meeting. Copies that are picked up locally were used for the approval of the meeting minutes. AD&D stuff was requested to continue. Though for the life of me I can't say why. Now I don't know as I write page #3 on 21/March what will be in this issue. There is the request for a detailed set of events leading up to the MossyCon4 and a bit of the afters. This can take some time as you know how I can blather on a lot. I am also hoping to have an article from Lenard Roach the editor of the Kanasa City groups newsletter, and editor for the FCUG. Reminding me that a copy of their most recent newsletter is in the mess of papers and things from MossyCon. Must dig that out for a report. Lenard is writing about his days as a SysOp for us. But the method he used, some sort of non PET, C= or Geos tool. Well first it failed to come to me. As an attached file, and now he is working on having it translated to a format that I can use to insert in the newsletter.

BBS stuff has been on hold for the MossyCon work. I still have to do something about the new mech and its directory problem. Eddie the One sent me some hardware things to test out on the HD as well as the SCPU. Must get to that as well. Though I need to copy a lot of stuff first. Before I destroy what is left on the HD. Gripe time is that I was testing a disk for the Penny Farthing. Did the swap on the HD. Damn file decided to format a data disk, and yuppers it did do that to partition #1 on the HD. Where the BBS was in process of creation. Thankfully the older HD is still here and it has most of the work still on it for the rebirth.

Been working with Charles Gutman of 8bit designs on the steps for his Centipede BBS. Have a few more msg to send now that there is time. Hope to be able to have him get it ready for his set up. There are some problems with the extraction and opening of the files.

Deputies: Decided that rather than go into all that was done in this part. Much easier and more understanding to follow the steps in the Ramblings section. Regarding the work that was done in the past week and a half.

S.I.G.S: Some work in the game creation. Using tools from Load Star. Mess of work with Geos and related items. Makes more linear sense in the Ramblings.

Demos: Files from this months disk. ~~Vince~~ scored the highest on the Math Climber.

CLUSE: Sort of around 8:30pm. Discussion was about MossyCon4 and plans for MossyCon5 in what the group can do. Plus the fact that election nominations are now open for the July meeting. Electable offices are, Treasurer, Librarian, Editor. Now is there anyone crazy enough to run for the offices? {VBG}



Yeah I am going to ramble on in this section. As things happened and as I relate the stuff, more stuff will come to my mind. Be a lot easier to just toss in the next level of the Dungeon. But smeg I knew the job was dangerous when I took it. I just have to write it, you are the ones that are reading this drivel.

Disclaimer out of the way. Lets get to the story of MossyCon4. All the ups and downs of the lot. Started this a-way. Communications where lost between Robert and I. I was waiting for him to let me know a more set time frame for his arrival. As I understand he was waiting for about the same from me. So the creation happened about the last minute. Bummer to this was that one of our members, who wanted to attend. Was not completely aware of what was happening. Sadly his time frame was not included in the arrangements and he was not able to attend. Mainly because we flubbed the scheduling. Mut be more exact on the list for this in the future.

Because of space and to some the smoking issue, the shop was ruled out for this year. I had attempted to contact the Library. Where back in the 90s we had ACUG meetings and paid \$5 for the night. Ah that changed to \$35/hour. Way out of the reach of our budget. In an IRC between several of us. The idea of checking out the Pizza place was presented. Some groups meet at a Pizza parlour and the idea was agreed upon. Robert did the set up for us, as he is much better in PR work than the freaky ones here locally.

However the date was farther ahead that my memory has it for MossyCon3. Which I remember with my befuddled mind as being in late April of 2007ce. This time it was middle of March. Low on time for us to think of what to do for the con.

We don't yet programme worth mention. My XP calculator for 1st ed AD&D is a little thing and not really worth a presentation. OK we don't think that anything we can do is worth a presentation. In the last issue I had stated some of the ideas. This was a couple of weeks before the event. Now then this is what happened to and for us. Filling in gaps in the meeting notes.

Original idea was to simply present some of the Geos work that we do for the Game group through the users group. I wanted to present the AD&D adventure that I had made as a pass around. Ah man that idea failed. Over shot the limit for GeoWrite in page count. Laid it out in Post Print for a booklet, adding pages to keep the count right for the pages. That worked sort of, but looking at 25 or so sheets of paper that printed out, and wanting to have them made into a booklet adventure. Coast and other factors sort of killed that idea. What could we do for some sort of presentation? To scared to take the 128 system with HD and SCPU. As we don't have our own transport. Didn't want to make another 1541 disk of weird stuff in a slide show as last year. Wanted to show some sort of improvement. But what has been going on in the group for the last year and that we could at least present to show we are active?

Shortening this down a bit. We came to the conclusion of presenting the writings that I have done for the group. These where on disks already and some outside of the local area had received part of the work. Can't put it on disks. Too many to pass out and then again the trip is that most of the work is in Geos. Unfair to expect everyone to use Geos [800 blocks deleted on fanatical Geos support]. OK lets try a Geos experiment. Is it possible to make a disk file in PostPrint that can be read by others? I didn't know, and the sho-vah who was to work on this idea several years back, never did a thing on his end. Like get the post script programme for his Amiga. Well in short I made some test files. Post Print has the options in making the post script file for disk as well as other output sources. Disk is what I have to use to make the file of the newsletter in order to insert the Village font. In this case I wanted a disk file to send as an experiment. Well there is a dialogue box <DB> that has different options for files. Normal Geos, ascii in mac, unix, linux, ms-dos and windows. This was fun as I didn't know what to select. So one by one I selected the options with the same file for a comparison. Using the original GeoWrite one as the control.

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Well it does make a post script file. Which can be sent to others. I sent several copies to our #8 for testing. Since he runs the same linux distro as I. Well he installed it for me. Yes he was able to see the post script file. Just one page of it, as did I on my linux system. However when he converted it to a .pdf file. All the pages are there along with the Geos Fonts. Took a bit of time. But he taught me how to convert the files from post script to .pdf.

OK now what? Well the idea slowly emerged between us to make a CD of our work. OK I can give that a try. Still dealing with the "what to put on the disk" question. Some of what I wanted was not practical in the limited time of 10 days. First up was the AD&D Adventure. Decided that well we are Gamers, we have played this adventure in the game guild. All of it was done on the C=. I mean from the writing of the text, into the maps, as well as some Q-Link tools for Dungeon creation and colour. All done on/with the C=. First is to redo the layout as booklet was too small to be easily read. Besides it wasn't going to be printed but read on screen. Relay the pages one by one. Hey did you know that as a Geos file with the fonts, it will fit on a 1581. As a post script file it became 1.27MB. But as a ms-dos file it wouldn't fit on the disk at all? Hey the linux post script file became 7.7MB. Now that is a big inflation. Sent that to our #8 and later to our #16 in Iraq. Wonder what the censors thought of that one {SEG}. Anyway we started a MossyCon4 file on the linux machine. Thinking to burn a CD for MossyCon4.

But one 7.7MB file isn't enough for a CD. What next? The entire Operation Red Cat story. that was another thing that we did. I mean yeah I wrote it by request like the Dungeon for LoadStar. #30 worked with me on the spell checking and proof reading originally. OK grab his disk collection and then do what? Well lets figure this out. The stories were written with EdStar II on a 64c. Converted to GeoWrite with wrong is write 8.1 for the spell checking. Put back on 1541 disks as normal PET. Then there was some re-editing for the lines. 48 instalments, counting the three bit alternative ending written by request of the local members. Must do 99% of the work on the C= or it doesn't count, IMNSHO. Lets use the Pasi tools and make Zipped .D64s of the disks. So there are 8 of them on the CD. Still not enough to present. #30 and to a lesser degree #8 presented the fact that I do a lot of writing and that it is done on the C=. Why not show that this is my only writing computer? Well I had and still have reservations on this, I mean Operation Red Cat is mature. The other work is written for the local members. I know their tastes and gave them what they asked for in content. Or less politely, the other stuff runs all the way into "X" rated written material. Still with the suggested part from #8 to make certain there is a warning on the CD case. They got me to go ahead and say OK to the other writings.

Well now there is a very adult story called 2020. That one was written because of an idea that came to me. While teaching a new DM on how to start a game and all the difficulties that can creep into the game. Wrote it in three parts that almost fill up a 1541 side. That is after it was run through convert 2.5. Since it was all done in, yppers Geos. Fonts used were also converted and placed on the first disk. That was a bit easy to work with, though I am not certain it was ever spell checked. Lay it out, and it is around 60 pages total. Placed it in post print as three separate chapters. Made it into the post script file and later to the .pdf.

#30 thought that the second story, or the sequel for the Operation Red Cat. Called Operation Lost Cat. Would be good for the CD. Well it too is more adult orientated than the original. that is by the request of the readers, locally. Thinking it over and spending a day weighing the options. I agreed and then it was the task of **converting the file from PET. Since the story was originally written in EdStar II. Decided,**

rightly or wrongly that it would be placed into Geos and made eventually into a .pdf. Never been spell checked or a final proof reading. In fact to keep the members locally happy. A lot of the 148 installments were finished the day the disk was created for the meeting. Each disk contained around 5-6 installments. As the average size is 95-100 blocks. EdStar II has a 760 line max.

This sounded better at the time than doing a conversion and a spell check and re-converting again. Since a bit worry was pushing the line count past the limit and therefore losing story parts. We decided to convert the text to GeoWrite, spell check it and at the same time proof read it, great idea and it failed. You see EdStar II writes in 40c. We wanted it in 80dpi GeoWrite. Ah well the converting worked fine. But there is no global reformatting from a **C=** text <there is even a little chicken head at the start of the converted text> 40c to the 80dpi GeoWrite page. #30 as deputy librarian did all the converting and then the reformatting. This means that line by line he had to place the cursor, and then hit the delete key to make the lines format correctly. Takes him by the time he completed the task 25-30 minutes to do one installment. He started on Friday the week before MossyCon4. Spent more than one all nighter doing this work. Finally completing it on the following Friday. Meanwhile I would do the spell checking. Missed a few because of the time pressure. Saw things that needed to be fixed in spell checking. Typos with my crippled hands. That usual dropped letter that is under the left index finger. We tried once to use the SCPU in the shop for the spell checking. While #30 used his 128 Geos system to do the reformatting. That lasted less than a day. Since on the SCPU it takes around half an hour to do one installment. Took him over 4 hours to do 2 of them on his system.

I also had to lay out the pages after the spell check attempt. I did these in groups of 10 installments. Making an average of 60 pages in GeoWrite for 10 installments. Got a real bad paranoia that in the rush. I just may have placed the wrong page in some of the chapters. Then it was make them into the post script file. There are around 670 pages to that story. Been suggested locally that I go over the story. Page by page to fix the errors. Then release it again as a collection of GeoWrite files for the monthly disk. Yeah I'll think about it gang.

So long hours, little to no sleep. Coffee, pepsi and beer to keep us going. But there is a question as to how did I get the disks with the files on them from the **C=** to the linux system in order to convert the post script files to .pdf. Let alone put them in the folder. Simple, I used GeoDos. Learned a lot about it, though I have no idea of the stuff that is shown on the non **C=** disk directory and what the smeg a FAT is with all the other dremn that is presented. Saying that this is the first time that I ever formatted DD or HD disks on - with GeoDos. All I had done with it before was just pull some files off a photo floppy and from some floppies that #8 had created with things like Sabrina online strips. Now I make heretic formatted disks. Put things on them as well as pull things off of them. Man oh man is the **C=** style faster and overall better. But that is a long bitch story. Eventually the disk goes into the pocket and up to the commune. Where it is put in the linux system. I don't want to get into the bitch about mounting and unmounting. Wrong connotations after working on those stories for the CD. Plus it seems just so complicated compared to using a 1581 or FD-2000. In fact it took a period of time for #8 to teach me how to install the icon. Which was done during an IRC chat the Saturday a week before the con.

Took 30 minutes +/- 10% for #30 to do the reformatting for one installment. Took me about 2.90 hours to fast spell check, lay out, make the post script file and put it on a disk. A group of 10 installments. 128 was going literally day and night. While #30 was working on the reformatting. I still wanted more on the disk.

Found QuestWriter on LoadStar #77. Looked like a simple and easy text adventure writer. Maybe if I understood some of the dox better, wasn't as rushed and didn't try to make something that was too large for the programme it would be simple and easy. Had to eliminate the first 6 days of work. Because I over ran the programme. In the end I created three text adventures that should be easy for those that are used to simple dungeon crawls. Fight, grab, look, use everything. Tested things level by level and won. So I suspect it works, though not really that great of a set of adventures. One is a traditional D&D themed 4 level game. I based another on the High Colonies Sci-fi game and the other is based on the All Flesh Must Be Eaten Zombie game. This was made into a zipped .D64 for the CD. Made another side and that is the Modded Monster Maker. A file that I saved from Q-Link called Monster Maker. We adjusted it a little as we learn how to programme. Put that on the other side as a show of what we are learning. At the same time I did a few files of Monsters from some books and a few out of my depraved and demented mind. Both sides have a read me file done with an old screen writer. Explaining what had been done and giving hints/tips. Both sides were converted to zipped .D64 files and put on the disk. I also make a few 1541 copies to hand out at the con.

All done right? Nope not at all. Originally we expected #8 to arrive on the 15th, the night before the con. He was to assist in the creation of the CDs. Since I couldn't figure out how to do it at all. Bummer to late buses and him getting smegged with the transport system. He was not able to make the trip. Instead we spent time in IRC and on the phone. Step by step he talked us through the way to make the CDs. Like having to replace the CD burner with the older one. Eventually the 11 CDs were created. Each one was checked to see if the folder was there and would open up. Between the IRC and the phone, and I think we ran him out of minutes. I do remember that he had to recharge the phone. Hey if it wasn't for the C- would I be on a phone? Was about 3:15am on the day of the con. That we were finished. I had already picked up 10 jewel cases. Made a label for the CD in GeoPaint, as well as in GeoPub a label for the inside of the jewel case. Yupper more stuff done on the C-. The horror story is completed on what we did for the con. Oh the disk is about 107MB with all we put on it, still not enough IMNSHO.

Set up was to be 10am at the Pizza place. I was up at 9:30am. Having a great time. Ear infection from sinus condition. Had me deaf in the right ear. Pressure was too great and I spent most of the day seeing only out of my right eye. Bummer to this is that I am left eyed dominate, being left handed. Coffee on the boil, Cats fed and then I yelled up to the loft in the commune for #30. Spent a little time cleaning out the spam on the account. Headed to the shop around 10:15am to pack up items. Needed a couple of power strips. Had the CDs and the floppies to pack. Placed the print outs of the AD&D adventure in the bag. All the items that we could relocate from that mistake with the Amiga items for Robert. Ready to go, and then the waiting. Can't walk that far as it is past my health. Only about 5 or so miles one way. Even if I could make the trip. Was going to take the SX with me. Since that is past my weight limit. #30 would have had to carry it all that way. Not a happening thing, and we were really waiting for Robert. At 12:10pm I actually used that evil ringing thing to call the pizza place to see if the event was actually happening. Was going to talk to Robert if he was there, got Gene Woods instead. Robert was on his way to collect us.

Well it is an alien town. Robert hadn't been on that side of the hill before and he got a tad bit lost. So he was late it arriving at the Pizza place. A bit of miscommunication happened. SMJ had said the night before that he was going to arrive from the Seattle metroplex, early. He did, but as I remember it being said. He was in the front, and the con was in the back of the Pizza Palour. Didn't see each other for a while. Ah the best laid plans of mice, men and machines. Things at this point get chaotic. Lack of decent sleep for several days for us not

with standing. Showed Robert the Amiga items. Most they already have and he allowed us to keep the books that were of interest to us in recreating the library of Amiga stuff. Later on a good portion of the hardware is gifted to us as well. I didn't need the SX. Robert had his with the FD-4000 installed in the second drive bay. I was going to use mine as a comparison to SMJ's tricked out SX stereo unit. Did need the power supply for a FD-2000. #30 brought his. Robert had a copy of Metal Dust to show off and that needed the SCPU. Shut down the system and pulled out my SCPU for the event.

Piled into the big car of Robert's. Still too small for 6'2" me and 6'9" #30. Showed Robert the back way to the place. Avoiding the traffic, the roundabout and a few extra miles. As well as the stop lights. Brought our things in at the back door and there we saw a mess of things. Too much to take in all at once. Now a flurry of things happened. We are unpacking the two bags. Getting to the strip boxes for the set up. Looking at the display of systems that Robert brought. Pulling out the 7 1541 disks and the 10 CDs that we had made. While meeting this young looking Red headed guy. Who turns out to not be as young as he looks and is SMJ from the IRC weekly chats. Another tall man is there with short hair and a nice accent that I couldn't place. Nightlord, originally from Trukey. He and I got into C- and RPG talk for a while. Gene Woods was there and for a time I didn't have the ability to do more than greet him.

Bustle of bodies, words and cords going on for a while. The one eyed, half deaf, sleepy, top hat wearing hippy freak was looking at everything and talking to those around him. The ones that couldn't escape. Robert though had brought things that we had never seen before. First off and closest to the back door was a real PET 2001. Neither #30 or I had ever seen one in real life. I now understand the comments about the keyboard. Nice that the cassette machine is on the left hand side for left handers. But it was guarded well and I couldn't figure a way to add it to the collection. Even when a pair of deer walked past the window. Now if I had my old VW micro bus <S>. Sadly that PET was on its way to Ray for a repair job. Never did get it opened to look at the insides. Things just sort of pushed that demo away.

Robert had also brought a few machines that had been autographed. Some by the engineers. One breadbox has Jack Trameils autograph. Tried not to drool on it {G}. A very nice collage of photos of the late Jim Butterfield. Set behind glass in a large frame. Another similar display was a sheet of stamps. These he explained later, but he was able to find a place that will take an image and then make that into a real USPS postage stamp. 20 per sheet. He found a pic of Jeri Ellsworth holding the CDTV. Which reminds me he had two of those in the boxes as well. Both I understand were PAL. One had some mods done to it, and was expecting more later on. Caught my eye because it was in what looked like an octagon plastic box. He later demoed the differences between the lay out of buttons and the like between the two models. Oh yeah I had written in this cat box liner about the stamp. Having seen it on an envelope in the past few months. Robert donated one sheet to the raffle and I understand that for another event. He has another sheet of stamps for their raffle.

There was also a working with extras Lt. Kernal hard drive. During his presentation. I did mention that with the networking card and on Centipede, it is possible to have a multinode BBS on the C-. He also had a working Vic-20. Where he showed off a new game cart with over 100 games installed. Reminds me that I must find that old Vic cart so he can gut it for this new cart. Since it is just the PCB. Another demo he had was not showable because a little micro switch level broke off the PCB. This was IIRC 38K of RAM for the Vic-20. Must add that in the hands on part of his demo. Well the Vic games beat the players.

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In the actual run of the events. Robert did the last one. I present it here in this order because he had so many items that were right beside me at the start. Nighlord, who's mundane name I am not going to try to spell. Did it wrong in the mail list. He was the first to present his demo. Hard to say exactly when the demo or presentations actually started. There was pop, beer and pizza along the way. At the start it was not really scheduled on any form or paper. More getting to know each other for the first time. I watched on a laptop some PAL demos that Nighlord had worked up. One had a digital image of a girl. He was explaining how it looks better on a real **C-**. Things to do with the pixels on the monitor creating with almost a bleedover of colours to be cleaner than the image that we saw on the flat screen. One that I saw ran smoothly with rotations of the object. He explained a bit on how it is done. I caught the part about using the memory and the microprocessor of the 1541 drive for some of the work. While the main computer is doing work. When he said it, I suddenly almost understood the concept.

Nighlord's {Bilgem} main demo was his C++ compiler for the Commodore. Though at this time it doesn't run on a real **C-** just in emulation, as I understand things. The product can be placed on **C-** disks and played. I really didn't follow all the gear head stuff. Just sat there being impressed. Especially when he showed his demo of a tetris clone. I may not understand the things, that were said. I do understand that this is a tool that will make some great games.

Next in the order of things. I'll leave to last. SMJ had a SX-64, some amplified external speakers, a few control boxes that I didn't follow on their operations. Plus a box with a label that said <looked like Geos font Celtic> "prophet 64". First he flipped up the screen on his laptop. There he had several pictures to illustrate his talk on how he modded the SX into a stereo system. Along with the extras that he had installed. After some questions, which showed me that SMJ is a musician as well as a **C-** hardware hacker/designer. Sounds started to emanate from those speakers. OK they were synthesizer sounds. But the range and quality of his device is staggering. I thought that for a moment I would be hearing Van Gellis. Oxygene or something on that level. No way can I describe the sounds that came out of that SX. This is something that you have to hear to believe. At the same time there where things on the screen. Techy things. But from my old days in Radio and TV. I could follow wave patterns and the like. Another impressive thing for MossyCon4.

One thing that I didn't mention in Robert's presentation. He had a couple of tiny devices. The names of which I forget. Much of the discussion used words and terms that are too advanced for me. That is till it was explained that one of the items had a micro card that was removeable. Around 1GB in size. This will hold how many 1541 disks? That is what it is for a 1541 sort of non moving parts drive. I may not understand it, but I want one. This presentation was incomplete because the power supply was missing.

Our presentation, which I feel pales in comparison with all the fantastic and high level hardware and software demonstrations. Came as the second in the string. Seated comfortable, one beer in me, but no pipe. I explained what we had brought and a bit on how it was created with **C-** tools. There were some questions as to our work in programming actual games. My explanation was that we have the desire and the stories. But lack the skills. This went into a bit of a converse on the power of the story and how it must hold together, over mechanics. More on the topic was discussed after the presentations. Couple of the attendees expressed some interest in doing work on this topic. Making RPGs and tools for RPGs. Just like was done in the 80s and put on Q-Link.

Great talk with great people. I think that perhaps we inspired each other a bit more on the C-64. I know that I am, and want to do more. Robert had some boxed Amiga games for us to put in the library. Very gratefull for that as we start to slowly rebuild. I mean that the local members are more C-64 orientated. But we all have at least one model of the Amiga. Not that we know how to use any of them. Of course a couple of us are going to have to try out those disks that Robert gifted to us.

Around 6ish, Nightlord and Gene had to start back on their trip to the Seattle metroplex. Nightlord spent a few moments talking more to me on the game idea, an idea for an engine to create the games. I told him about that 3D dungeon demo that came out years ago and was never finished. Perhaps we can do some jamming on game ideas. We talked on how all computer and console games are based off of real dice RPGs.

Was close to 8pm after a little more beer and a couple more Pizzas. That we started to close up. They let us stay way past the 3pm cut off time. Robert piled our items along with us, and Wildstar who had arrived later than us, by walking. All into his car. Dropped of Wildstar and then to our place. Got here around 8:15pm. Took a yelling from A500 in the shop. Locked up the laundry. Back to the commune and sat at the computer for a bit to do some email. About 9:15 the gamer arrived. He had to work late that night. Which was good as we were 5 hours or so late in returning ourselves. Didn't get much of a game going. He had to leave at 10pm. Around 9:35 Robert and SMJ popped by. I found this to be very surprising. As from what I understand. SMJ doesn't go around smoking areas. Like I don't go around non smoking areas. Well it was so close to end game time. That the gamer greeted everyone. But took his leave. Get the full time in, if work allows this weekend. He had met Robert several times before.

Talk was on many things. Robert had several VCD and DVD disks that he brought to show. Sad to say that there was so much our MossyCon would go on for a week with all the great things that Robert had to view. I did see on his laptop <a Mac not a heretic> a Vcd of a German promo of Commodore. Over 40 minutes of colour and professionally made images. Looks like it was in the 82-84 range. As there were Vic-20s, and C=64s. Couldn't translate all of the words. About 1 in 50. Just enough to follow what was going on in the explanation of the places that where shown. Big bit on the making of the design for the chips. Thanks to my mostly forgotten German and reading that book "On the Edge". I was able to understand that much of the scene.

SMJ had once played RPGS and as I understand in his last game there was a bit of violence that put him off. He did take a look at the game collection, and I am honoured that he came by to the pipe smoke filled place. We talked Games and C-64, in general for both. He did see the collection in the commune of the disk boxes. Even those crates in another room. Where we are storing more software for the eventual roof repair event. He spoke heavily on preserving the files in like a .D64. I related a bit on the Zip Drive situation and how the BBS files would have been saved if the parts arrived in time from Maurice. How we intend to make CDs of the files in a .D64 format. Once we have the two computers connected on the big desk. Talked on ways of doing that and all I can remember is that I wanted to use colour coded jewel cases. Though the current method of disk swapping from the C-64 to the linux system. Conversation went into non RPG and C-64 things. Ah but then the kitty box cat was brought out. SMJ had some comments about the realistic appearance. Some pic where taken of the cake. Along with some of the Kitties and that C-64 phone I scored on ebay.

Then it was down to the shop. Where SMJ had already spent a few minutes. He had taken #30 back to the shop during MossyCon4. As the PS for the Vic-20 wnet out and a replacement was needed for the demo.

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Again he met A500 who, as I understand was a lot more friendlier than on his first trip that day. Robert was making copies of CDs for us. I did get to see a vid online of Warp 11 and the girl looks good in the red Star Trek theme dress. Robert found an Amiga game that he was interested in, wish I could have given it to him. However with zero sales for the first three months of the year. I could only increase the ACUG discount. SMJ and I talked about different things in reagrds to the **C-** and to the games. My impression is that he saw from me a new viewpoint to the games. But I can be wrong on this. Did pick up a few **C-** disks at a better than normal ACUG discount. Along with a set of copper clad dice at 16mm IIRC is the size. Was interested in the big 35mm full metal D20. But what it can be used for is another story. I don't and have not even collected a set of the 35mm dice. Hard for me to say exactly what happened. Being a few days later and at the time I was so tired from the lack of sleep and the stress. But also so much was happening all around me at that time.

All good things must come to an end, or so it is said. Was around 2:15am Monday morning that we said our goodbyes. Robert was to pop by the following morning on his was to see Ray for a repair drop off. Laying on us the Amiga hardware that he didn't need from that collection. SMJ I believe was interested in coming back again sometime in the future. I may have misunderstood what he said at the time. More than welcome to come around the kibbutz. Like to pick his brains as well on programming the **C-**. Robert did pop by, but not as early as he had expected. Left us some CD things. But in the lateness of things. He forgot all about the hardware in the back of his car. Which he found when he pulled things out at Rays. Not worth the cost in gas or time to swing back my way. At least that is my opinion. He will be in the general area in a few months. Besides his car was starting to act up. Those CDs are full of things. Next to me for testing on the PlayStation/2 is that German MPEG to review. Others are a multi disk set of Roberts own recording of Jack Tramiel at the CHM event in December last year. Plus more that I have yet to place in protective cases let alone view. Great additives to our library.

The Afters

OK it is Saturday. Did the last couple of paragraphs today. Some things to add to all of the previous drivel from my fingers. We have a couple new members to the Mail List. one called c64geezer, is actually about 3 years younger than me and was a minister. He asked for and will receive the only spare copy of the March issue of the newsletter. Just getting back into the world of the **C-**. Want to thank Balzabaar for connecting him up with us. Been doing a lot of private e-mail with c64geezer. Sort of updating him on the **C-** world.

Second new member to the list as of today is Bilgen {Nightlord}. I approved his list application today and received a nice msg from him. He does want to pop by more than just MossyCon and learn more on RPGs. As well as work on the game project ideas for the **C-**. I welcome this as he has the skills to present what we want on the disk. All I have is the ideas and the story plots.

Robert announced that he has finished the first disk of the vid of MossyCon4. A copy is coming to me and to Balzabaar. I am not sure as to the full effect of the following. But Balzabaar explained to me that it is possible to make a link at our website. This link will take the viewer to either blip or youtube to view this vid online. Oh man the poor viewers. Get to see the great work of Nighlord and SMJ. Then my little speil. Now they not only get to see the old hippy. But hear his poor diction and intonations. They are gonna wonder what they did wrong in a past life to deserve that punishment.

Thought you would Escape it?

Well before I go into the stuff you wanna miss on RPG stuff. A little extra point. March Penny Farthing master copy has an additive, one that isn't on the distribution disks. The GeoZip file of the sleeve and the label. I intend to make a set of .D64s in zipped format and send as a test this copy out to a few of the members. A test to see if this is going to work for us as a way to return to sending out disk copies to members.

GeoDos: A little bit more before we go to the RPG stuff. ~~#8~~ will be getting a hands on Demo of GeoDos. We need a little discussion on what this tool is and does for the **C-**. Spoke a little on it earlier. In fact I can't tell you where I scored the disk. Came from someone on one of the lists. As it has Post Print 2 and a collection of tools, including GeoDos, on the 1581 disk. In IRC Snogpitch found the SWARP website with this and other tools. Can tell you that I remember it as being a German made tool. Got it originally because it was for Geos. Let it sit for a long time. Started to use it several years ago to transfere kitty pictures from a floppy photo disk to the SCPU ram. Which after a grey scale change. We put them in the newsletter as an illustration of what can be done with the **C-**.

Really have little memory of this being heavily discussed on the mail lists in the past and most assuredly recently. Covering that part, what is GeoDos and what does it do for your work, is the big question and premise for this bit.

From what I have said earlier. GeoDos can bring over a file from a heretic formatted floppy. That is what I wanted it for in the first and at that time only place. Does a lot more and I am still learning how it functions. Don't have any dox for it at this time. Starting off it is first of all in 40c. There is no DB to tell you to switch to 40c from 80c. Several files must be on the same disk, partition, or reu. One of these contains the word balloons. I remember that there is German and English. My current copy only has the English ones. Icon lovers will be in heaven for this system. I have trouble in reading Icons. Great news is those word balloons pop up over the Icon when the cursor is placed on the Icon.

Many and I mean many tools are there to use. One that I found is even setting the clock. Great, it does that on the HD. Need to find a way to fix the SmartMouse clock. As I had installed that first. May have to re-install all of the Wheels just to go back to using the HD clock. Anyway, there is a verticle line of white boxes with letters in them along the left side of the screen. At the top of that is what is to be a semi opened door. That is your exit tool. Now I am not going to fire it up and jump back and forth between the two programmes of GeoDos and GeoWrite. Just going to use my faded, jaded and paraded memory. Lets start with the options that I did most recently. Making a heretic formatted disk on the **C-**. You know I never tried to use the 1571 for that work. Wonder if it can, like with Big Blue Reader? I made mostly HD disks and a couple of DD disks on the FD-2000. Not going to discuss the difficulties with formatting MeSsy-Dos disks with the write protect removed.

Clicking on the "PC" box. There are two bars of icons. Top bar has things like formatting, view directory, change disk name, remove files and that sort of thing. Think I saw a print directory as well. Disks I have where given to me. I am having loads of sadistic fun destroying word perfect disks. So that they will serve the **C-** faction. Formatting is what I did first. Till the MossyCon4 project I never really knew if it could be done. Oh it can and it is a long and crazy process. When compared to doing a **C-** disk. I don't understand

what it says afterwards with the report. Just doesn't make sense to me. Nor does the fact that the last thing one does is name the disk. Defaults as something along the lines of "geos_msdos". One can change that of course. Took me a few attempts to understand the Icons. No word balloon on them. Viewed a lot of directories, sat a lot of fat errors and sync errors. Which mean not a thing to me. But did make a few disks to use. ~~#30~~ **also learned to use the GeoDos to help in the disk creation. Main thing that we used was the COPY part. This is on the box for copy. Here you select the way to go for the file. I mean and this is confusing for me. Dos to CBM, Dos to Geos, and the reverse. I selected the 1:1 for text files. Not sure if that is what I should use. But man it did work. Should I add that it is slower to copy heretic formatted disks than it is to copy C= disks?** Selection is a bit odd, but nice looking at the start. After one picks the option for the copy syle. A new screen arrives. Your installed drives are in Icons along the top and bottom of what I like to think of and am in error on it, a C=. Lines are from one to the "box" and to the Icons on the bottom. Fairly easy to read the Icons. But some of them do have text on them. So you just click on the source. In our case it was the SCPU ram. Then to the destination drive. Being the FD-2000. Black trace line moves to that set up and you have the confirmation buttons on the right hand side. Side note is that for a couple of files. Like the Pasi Zip tools and the Style Demo Silver. I did do the reverse copy. From the heretic disk to the SCPU ram.

Loads of copy work was does this way for the MossyCon4 CD. Being what we have done the most of at this time. I did try to reformat a 1581 disk in GeoDos. Disk was formatted in the heretic style. GeoDos failed to format the disk. Gave a 32 sync error. Tried in Geos itself and it gave a \$21 error. But in the regular black 80c 128 screen. Formatted without a hitch. Just a little tip to pass along. Said that that there are many tools in GeoDos. Only spent some time on the ability to copy from normal C= to the heretic disks. In the past I have pulled things off of heretic formatted disks. Not just the photo one already mentioned. But some files for Wheels and Wave that #16 downloaded for me, along with Sabrina online comic strips in gif.

As to the other tools. The ones that are not for cross platform work. We haven't been brave enough to test them. I read the word balloons and with my limited understanding. Looks like there are things to do bits to the partitions as well as the disks. Call this at least some disk managment. Get a bit nervous about messing with the partitions on the HD at the moment. That work for experiments will be held till I have saved all I can from the HD. This is one that I can update as we experiment more.

THAT TIME CHUMMERS

No way to hide it, I am a gamer. Like this is some sort of strange news to everyone. {VBG} Some do not see the connection between RPGs and the C=. A look in the Q-Link catalogue or the list of games by theme. Gives one the idea that RPGs are rather important to the C=. Now we want to make RPGs, no secret here on that one. Others did it, so why can't we and make bigger and better? But here is the thing. What is a RPG and its relationship to today and the C=. Have a few pages left to go into this concept.

As I write these lines. There is a big and long discussion on "common file formats" on the Traveller Mail List. Discussing things that are way past me. This discussiong deals with computer file formats in and out of the RPG itself. One of the things that they are talking about are tools for this game that came out 31 years ago. Character Generators, starship creation and subsector mapping. Going into different languages for computers and things that I have no comprehension about. They are talking about doing this stuff on todays computers for a 31 year old game. Hey guess what?? I have a couple of world generators, a sector generator for

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mapping, ship creator and yeah a character generator. Made in the 80s, saved from Q-Link and that does mean they are for the C-.

This is something that I want us to do, make new and better ones. Basics were done 20 years ago. We can do better now, make the generators etc. more complete than what was done in the past. We have people with more skills, more tricks in programming and yeah we have better tools than in those days. This is one of the projects that I want to do, and for programmers. All of that is done with D6 matrixes.

TOP SECRET: An espionage game that started in 1978ce. Mail list for that as well. Been some talk and work on non C- systems for character generators. Guess what again? Sargon back in 1988ce make one for the C- . Another that I scored from Q-Link. Bugger blitzed it. But Mad Max was able to open it up and it is all in Basic. Needs adjustment to fix a couple of problems in a selection part. Ultra sensitive at that point and it jumps ahead, selecting things that you should be able to select. Also it doesn't have the later Top Secret Companion included. Giving a few more statistics and skill options. Programmers this one would work off of a D10 matrix.

DUNGEONS & DRAGONS: Basic or Advanced. A couple of factory C- things where made by SSI and T&R in the late 80s. Two volume set of Dungeon Masters Assistant. OK but they wasted disk space. I have seen better work from Q-Link in specific files. that could be rewritten and placed on a disk or two. Giving the user a lot more to access. This game seemed to be the most created for on Q-Link. Dice rollers, Print out Character Record Sheets. Tools to roll up a dungeon. Based on what is in the main book. Treasure creation, and yeah that Monster Maker we modded and put on the disk for MossyCon4. These can be made better.

Games For The Commodore: Programming is the thing that is needed. Ideas run rampant. But what is a RPG? Dice, or C- . Been a lot of talk over the years on this subject. Here I am going to cut through all the pretty talk and give the basics. In either case, you the player will need to create a character. Named a Player Character. This is done in different ways, based on the game in question. Dice rolling or point buying. Don't worry about that at this time. This character, alter ego, puppet, avatar and other names. Enters the fantasy world and will engage in high risk situations for some sort of reward. Save the princess from the Dragon. Save the Dragon from the Princess. Stop some sort of evil. Find lost treasures, and you can see I could bore you to death with the plot lines. Rewards are based on the game. Players like to gain things for the character. Special, rare items for the character to use in the next adventure. In fantasy games, things like new magic spells, magical weapons and the like. There is also the money of the game. Used to buy things, like new weapons, or a place to rest for the night and a meal. Most games will have a form of XP <eXperience Points>. These are used over time and when there are enough. In order to improve the character's abilities. From basic things like Strength or Wisdom. All the way in some games to the increase in a specific skill. A wide variety of this exists. Still when the character improves, the player himself also advances in his ability to play in the game. Dice or C- .

This means that a way to create a character needs to be created for a C- game. This is already done in the game that would be the base for the computer game. All the skills and the like would be there as well. So we must now go to the "high risk situation" part. Or more simply stated, the story and the game play area. First what I think is the most important. The Story, the what reason should my character risk his electronic or paper life for in the world. Kill monsters and grab treasure is just dull and boring after a few sessions. No matter

how pretty the gfx can be on the screen. There has to be more, slowly evolving secrets of the adventure. Problems and puzzles that the player and character must figure out and put together. OK I don't mean things like in some console games. Where the player runs from room to room. Collecting weird items to open a locked door. you know the type? Where the regular employee or resident would have to do the same thing each time he needed to go to the bathroom. More absurd than me IMNSHO. Now I mean plot problems in the story and puzzles such as why did the fill in the blank leave this behind. What does it all mean story line. Where the character and player learn more as they advance.

Game play area, can not be recreated from the mind to a computer programme. Traveller is the best way to show this point. Game map goes as follows, a sector is made up of 16 subsectors. A subsector is made up of around 80 hexes. Each hex is a parsec. approx 3.26 light years. In each of those there may be a solar system. Which in the dice game the DM rolls up every planet, ring, moon and the sun(s). I have controlled 4 entire sectors for over 20 years and still have not mapped them all out. We are limited by the computer and our skills. Yet a big play area can be done, and even on one disk. Take Wasteland for example. Never have finished that game. Big play area, overland encounters as well as in the towns and mines are encounters. Done on one disk. In fact a couple of the authors also wrote dice RPGs.

Engine, is something that was talked about at the con. Something that would allow me or others to fill in the blanks to create the adventure. Most of these games that I have seen on the C- and the Amiga of this vein. Have in similarity the following. Main screen is set in three parts. An area that shows your travel. A chart of your character stats and any others in your party. Then a place where text information is displayed. Such as what you see or the conversations from the people that you meet. Pretty much the same from Pool of Radiance into Dungeon Master on the Amiga. There is nothing wrong with this basic layout. Where things are placed changes. Some will have a full screen of an encounter area. When in a specific place. Can this be created for our ideas? Well obviously it has been already. Just that we need the skills to programme it.

Here though in the use of the engine is the difficulty in my mind. A large amount of these games are of course some variation on the Dungeons & Dragons concept. Fantasy middle ages sword and sorcery. Wasteland is different as it is a PA <Post Apocalyptic> game. Pirates is different in that it is a old fashioned dailing ship game. Yet the engine layout is generally the same theme. So then what are or is the major difference between the games? Graphics is the answer. No not the characters, ships, dragons, mutants and the like that are presented. No I mean the main play use screen. Sure it is great to have that screen look like the game. Crossed swords, skulls with glowing red eyes and the like as the borders for a Sword & Sorcery Game. But it isn't that great if one is running an Espionage game, or a Sci-Fi game. Hey a skull of some strange creature with red eyes and curving horns is great for Shadowrun. Was one of their logos. But you see my point on this, for an engine we can use. Then we need to have different play screens with images that will reflect the concept of the game. I suspect that it isn't that hard to create. At least from what I have been told and understand.

Game play area is really just a maze that is populated with monsters. Define that word for non gamers. A monster is anything that will oppose the party. Creature, robot, Orc, wizard, mummy, trap, KGB agent and all of that, up to and including the locked door. Which can be a really bad trap if the characters are being persued. This maze consists of hallways and doors that lead into rooms. That is all there is for the set. Can be the ancient temple of the C- headed goddess that the adventures are exploring. Lovely Egyptian rock work. A cavern with great Dwarven stone work. Inside of an office building looking for the micro chip that was

stolen. The corridors of a starship. One game I played was all on a Soviet Submarine. Still it is all a confusing mess of paths, doors and rooms. Each step can bring rewards, death, horror and terror, or all of the above {G}. The DMs job be it in a F2F <face to Face> game or as the story writer for the computer game. His job is to paint the word picture and present the environment for the player. Then the player interacts with that environment. Really simple to say, and hard to do in practice. I have had 30 years of doing it and still bugger it from time to time.

Last question on this part is a small one to my mind. Small because doing it and playing it is what is important to me. But the question is this, is there a market for the games we can make? Can't completely answer that one for us. I say that there is a market of some sort. One that we can exploit on the emulator users. New games for the C- for emulators as well as true users. That is something that doesn't happen everyday. Do I think there is a market for these games in pretty colourful boxes on the shelf in a store? Be nice, and maybe in my shop. But no further than that <pause while tears fall on the key board> Perhaps they could be sold on ebay. Or better yet just given out to the C- world. That is something that is a future discussion. Even the idea of shareware and maybe get smoke and beer money. I lean to just making them and giving them out to the people.

Copyright question came up. Gygax isn't going to sue us for doing a 1st ed AD&D game. <A> he hasn't been a part of the company since 1986ce. he died 4/March/08ce. Will T&R through Hasbro sue us for the game? I doubt it, because they haven't supported the game in 20 years and no longer support electronic games for either the C- or the Amiga. Will anyone sue us for making the games? Hard to answer that one. Over the years that I have wanted to do this task. Did a bit of research. Goes like this, as long as we don't use copyrighted trademarks and state that it is unofficial and basically a fan based creation. We are pretty much safe for the C- platform. Saying that the game is "inspired by" is one of the best ways. Most of the games that we would use for the releases have been out of print for 20 or so years. Some of the companies no longer exist. Besides I am not doing it for money. In fact I suspect that a good number of the players would not even know of the original based game. Since they are younger than the game. OK I live on disability and they can't get a thing from me anyway {SEG}. No I don't think they would sue. At the worse just ask us not to distribute the game. So a few name changes and the game is back out again. Or in some cases it just might stimulate reprints of the older game. Well it is a farfetched hope I know.

Pretty much there is the ideas with some explanation. Less than I wanted but this isn't to be a primar on RPGs for either Dice or C-. Know that not all the readers are keen on this sort of game in any aspect. My point of this dissertation is that there is a group that is not just interested in the idea of making games for the C-. But chomps at the bit to do the task. Proving that there is still more life in the sacred and most holy Commodore and its users.

Addendum to the Electronic Copy

Since you are reading this, nothing bad happened. If you are not reading this, then you have no concepet that these lines were ever written {G}

Curently I am in Post Print 3.8, in lay out and in the editing mode. Took me to the document in GeoWrite. Here I have done some proof reading and have spent a bit of time removing the bold face style from the text.

Yet trying to keep the under line, outline and italic style that I use for coding things in the text. Well from the total of 20 pages. Which this was originally laid out in for the printing. I seem to have run out of text on the 17th page. Yeah right where I start this addendum.

So rather than have you look at blank pages. I have to at the last moment before sending this off to the members who requested it, fill in the blank, and pray that it doesn't screw up the page work in post print. So you get to help me in this experiment.

Why this electronic format? Also why so late? Answer to that is the same. Frelling yotz of a printer went out. First it was the ink. Got a refill kit and that didn't work. Cart dried out. Then as we tried the clean out methods. The carriage that moves the tray of ink carts doesn't move. This is because the paper isn't going into the bugger at all. Just starts and then it stops. Barely even taking the paper. Acts like a paper jam. Well #8 was kind enough to send us a new ink cart. I contacted a guy from the COPS list. Who scored up another printer on ebay. He offered it on the COPS list a few weeks ago. He still has it and will test it soon. Offered it to me for free, just send him the now defunct one. This is because he wants us up and running, and he sold me the printer that has just failed. Wants to try to fix it. So till these things are all together and installed. I can't make the newsletter in print form. OK guys stop the cheering, you paid for it remember.

This experiment is done to present the information in an alternative form. Suggested by #8 some time ago. So yeah #8, you get to be the first test subject. {VBESG} We have learned a lot on how to make these as pdf file things. Still this additive to the existing layout, I mean these couple pages in the after the fact, are the big test for this experiment. Anyway if it works, a version in electronic format can also be posted to members. Though why anyone would want to read my drivel is past my understanding.

Last day of April that I write this work. Yeah I already started on the issue for next month. Well at least if this works out, I can include colour images in this form of the newsletter. Already did an experiment with that one. But here is a bit of an update and a head start for the next issue. As these pages will not be in the print version.

Been asked to write a series on Geos for Commodore Free mag. Doing so and at this time trying to keep the pages low in count. However past all of the mega amount of Geos Stuff that there is to talk about just from the manual. I am making these in Geos, with some fonts. Then like this is will be made into a pdf things and sent to Nigel at Commodore Free. Yes he knows it is coming to him that way.

Have more to write for Al at 5C's. Now that I can file transfer in a crude way. I can make the zipped .D64 disks again for him and then send them as an e-mail attachment. Hope this time to send the checked disk of submissions and not the work disk with all the errors as I did last time. And that was a snail mail send.

Six of Style the editor and vice prez of the Cincinnati group 4C's. Asked me in a public IRC to send articles. He says in his request in also the newsletter to send them in basically the format of ones choice. I wrote several to be sent soon, all in Geos. Shall GeoZip them for attached file. OK I'll be nice and include the fonts used as well. {BG}

Operation Lost Cat in Geos, spell checked and proof read <sort of> along with a bit of editing some things that don't make sense even to the author. Is being laid out and made in 10 installments as a pdf file. Couple people have already asked for copies. The first 10 installments have been sent to them. As expected by the time that I write this, not a single reply has come back. Let alone a request for the next group of 10 installments.

However saying that Operation Lost Cat is being placed on the Penny Farthing disk as a side #2 item. Yeah we did the originals in PET before. Now it is the edited, spell checked ones that #30 did so much work on to make for MossyCon4. After that, there may be starting in February of 2009ce, assuming that the sho-vah hasn't killed me by then, directly or indirectly. Operation Wandering Cat will be presented. Ah in GeoWrite and the files will be GeoZipped this time. Averaging around 32 pages each installment. Right that means I have already started on them. Because a couple want me to write them, and no one has countered that request.

Rumour mill has it that our #16 has returned from his time in the cat box again. If that is true, we have not heard from him. either in F2F or in e-mail. Another rumour is that the sho-vah and related things, as he is the moderator/negotiator. May have put him off of the entire lot. This one like the previous one are both unsubstantiated. But do have a possibility. Based on semi related information.

However off the negative things. Since the meeting in April. There have been a couple of requests about the A.C.U.G. Regarding joining, or at least what we are doing. One man though is Amiga orientated and thanks to the sho-vah, we don't have Amiga anything till #16 can return as the Amiga S.I.G. guy. But remember that he is just starting out. Was working on trying to mount the CD unit to my 1200 after we put in the new HD, and started to try to install OS3.9. Which needs the CD unit. Already have the chip installed.

#8 has some plans for connecting in a better way the C= and the Kajira. Honestly I lose a lot of what is being said, as the terms and meanings are alien to me. But it sounds as it there will be a system in the shop. Connected to the 128 with the SCPU, that was used for the BBS. This is some form with the TSCPER thinggy, be connected so that I can do file transfers. Then in some wireless controller way. The non C= linux thinggy in the shop, will be connected to the Kajira in the house several feet away, OK like maybe 50 feet or so. Allowing me access to the web and I net from being in the shop. As I understand and probably wrong, I can use The Wave that way and be on DSL. Or at least this is my impression and interpretation of what is beind discussed.

Now there was just reported to me a sighting of the unrepented sho-vah in the area, like 30' from the shop. I'll go into my depression and leave the rest of this blank. Besides you don't really want to read more of my fill in the blank pages. Of course we can discuss Role Playing Games in depth. But well that would take this way over the page count that was already laid out, and put the insomniacs to sleep better than what I have already written.

In a month or two if all works correctly. We will be puting out the paper copy again. I hope, as with no newsletter, well that sort of closes the ACUG, by the original constituion laws. We voted on the idea in a High Council meeting to use electronic format as a temp solutions to keep the group going. Not letting the sho-vah win that easily.

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