

Notes From Meeting of 20/Apr/00ce

Open

7:00pm

Newsletter

Approved

Chancellor

First order of business. The Insurance company <CGU/North Pacific> Sent a letter to Mohr Realities. This letter consisted of an apology and a bit of crow eating. Stated Sensei. Included was a cheque for 1/3rd the amount of damages. This time though the agent, in writing states that the claim can still be continued and that there is no release attached to the cheque. Basic translation, goes as follows. The shop gets some bread now, and can go after the rest. After more negotiations of the value and status of the property damaged. Apparently there are some rates on shop stock, collectables and personal property. All of this needs to be sorted out and then we can be paid the rest of the amount. Or a goodly portion of that amount. Items replaced or ordered for replacement at this time. Lord Alberonnus A4000. This is one order. Should be here on or about friday 28/April/00ce. He could not replace his 28.8 modem. But for less than what he paid for it, he was able to gain a 56K modem. *(Editor note: As I write these words the day after the meeting. He is installing the new modem.)* Lord Ronin's 28.8 modem that was being used at the shop. Will now be installed

on the BBS. The telephone answering machine, is here and installed. It has two voice mail boxes. One is set for the shop, the other is set for the A.C.U.G. Touch tone phone users can press 1 for the shop or 2 for the A.C.U.G. Those like Lord Ronin that prefer the rotary phone style. May leave a msg at the beep.

We had more discussion of the 22nd anniversary party. Music tapes were discussed. Lord Ronin is bringing some of his Kinks and Who collection. Stated that he will try to make a mix on tape for the party. He also will make the challah bread again. Added that this time. He will make certain that the flash is at the shop for the camera. #30 is set for the soda pop, chip etc line of goodies.

Right at this time. Our work on the non profit status, is on hold. Just too many other things to finish and slate clear, before we can dedicate the time to this job. We do know where to gain the information and the forms/instructions.

Stated again for the record that the elections will be held in July at the anniversary meeting. Nominations are still open. There were no changes. Sensei added that there should be in the Text File Reader on the BBS. Located

**The
Chancellor
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in the A.C.U.G. section, the Constitution for the Group for all those that wish to view it.

Treasurer

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Commodore Librarian

Our disk for this month. Was compiled by Imperial Warlord from files gained by Lord Ronin on line. Side one has the Colour jpz viewer. Lord Alberonn adjusted some pictures for the demo on the disk. There is one of him, Lord Ronin, Sx-64, Dredd's badge and of course Judge Death from the Judge Dredd comics. The jpx is also on this side. Both sets have stock and SCPU files. The text file is also included. Side #2 has several games. Tower Toppler is one that Lord Ronin was able to return to normal. Colourful and smooth animation. The other games are in wraptor V3 <thanks again Fender & Load Star> All but Quest for Power are Text/Adventure games. Some are in BASIC for our programming friends in the group. They lean from the very basic type. Just press the direction to go, into some more advanced styles. The idea was to give an introduction into the idea of Text/Adventures. Quest for Power is a R.P.G. Where C= GFX are used for the Dungeon. More information is on the disk in the read me file. A new disk cataloguer is being tested. Looks like it will do 200 entries per file. More is needed on experimenting. Though it looks like this might do the trick.

Editor/SysOp

While doing a proof read of an article in Go64. I read about the release of the D4Creator. A prg to make games. At least that is what I understood. I grabbed the file and then converted it back to normal. Now to get my German/English dictionary. Since all the things I have seen so far are written in German. Need to make a file on things for this, after I work it out.

We are now exchanging with the C.U.G.S.L. <Commodore Users Group St. Louis> We will also be exchanging with C.E.B.U.G. <Commodore East Brunswick Users Group> They sent three copies of their newsletter to us, that arrived on the meeting day. Along with the Go64 mags. I am quite interested in the article on the laptop C=64.

Been having trouble with uploading to my home directory on Pacifier. I brought this up in the group. Since they are the ones with the shell account. Meaning that C= users can log on with them. Well the problem is that I am not getting my uploads up. I used to be able to do that and send the files as attached to my contacts. X & Y doesn't work anymore. I sent a request explaining the problem to support at Pacifier. They just told me that they can't help me as they don't support Commodore. Pity as I am online with a C=128D. Well I will figure out a reply. Since it is their unix commands that are bugged up. EX: I sent the command "sx" Their system said to tell modem to send in with "sz". Sounds strange to me and I don't think it is DesTerm in VT102.

Lots of work on the BBS recently. Over 50 files have been added. The Art Draw area is now open with several paint and C/G animation files. More Demo items are in that area. Productivity area is open with just two files for Data Mgt. Thanks to Mad Max and Warecat for the

Recipebox file. Andy Capp the arcade game is now up on the BBS in 2.02. More files to test and put up. Hours spent behind the scenes, adjustments and clean up. All text files have been removed from the BBS. Save for the ones in Tomes & Scrolls 1.4. The Amiga text files. Those wishing to have the files. Who are not using a C=64/128. As the text files are now all C= SEQ files. Should go to the Text File Reader. There the file is translated for them and can be buffer captured at no credit cost. New entry screens and menus are being made for areas. Both standard C/G and for Ansi.

Amiga Librarian

Lord Alberonn is jumping for Joy (She keeps evading him -BG-) As it was decided that the first priority of replacement was his new A4000. This is a converted into a Tower. A 4.5 GB HD, 40x CD unit. The 0/40 and 18Megs of memory are what he had before. So he will be gaining some and maintaining what was lost. Though the 40x is faster. The CD unit that was lost. Held 6 disks. This unit will come with WB 3.1. Good thing he has his WB 3.5 disk. Ships on the 21st and should be here around friday the 28th of April. Hope to have a review in he Amiga Section. A few weeks will be spent transferring information from the hard drive and disks. As well as learning the system.

Deputy Librarians

(hey I got the right one in here this time) #30 has finished another year of Compute Gazette. 1988ce is next for

indexing. The file was backed up to the master 1581 disk. Vixen found papers on several games and a printout on the Kracker Jax disks. These and other papers. Need to be sorted and preserved. New sleeves and binders will be gained shortly.

Deputy Librarians

The unwrapped games were shown. As was Tower Toppler. The colour jpz pictures were also shown. On the 1702 monitor and across the area. The originals on the Amiga for comparison. Made them look even better that way on the C=. The Seduction Demo shown and the Cruise slide show was also shown. Giving the ideas of the art work that can be done on the C=. Discussion was mostly on the new files being tested for the BBS and the users group disk. Especially the D4 Creator. Lord Ronin promised an update on the BBS on what he has found and done. This will be in the A.C.U.G. access news at main menu. **CLOSED: 7:45**

Lord Ronin's Ramblings

The following is an editorial on the Concept of old and current Piracy. I do not condone Piracy unless it is the only way to put the product into the hands of the user. If the powers that be, have abandoned the game, system, platform. Then it is fair game.

YO HO HO

Lord Ronin here with Greetz to Eagle Soft - Ikarii Warriors - Mad Max - Beasty Bros The Judges... How many

times have you seen an intro screen like that to a game? I think these are called "crew screens". But I don't know if that is the real name or not. In regards to this editorial, it doesn't matter. What you see is a crack, a hack or some call it a phreak. Made by some one or a group of people. A game that has been pirated, adjusted and released. Generally I understand this was done on "underground" BBS's. Now as I understand it, this was illegal and to some immoral. A real bummer to the game creators and the companies that tried to market and make money on the game. A lot has been said on the subject over the years. Many Newsletters we receive have statements about not accepting and or condoning the Pirating of copyrighted material. My understanding is that this was a very large problem in the 80s to all computer platforms. In fact in the opinion of one of our own ex-members and a cracker. A game had maybe a month before it was cracked and passed around.

Well I can't crack games. Maybe T&S edit the characters on a few, and that on a good day. But I wasn't around in the 80s in the C= scene, in fact 90+% of the members of our users group, wasn't into computers in the 80s. I am not going to say that the cracking or hacking of the games was good in the 80s. But it is good in the year 2000ce. Now before the lynch mob shows up at my door. (take a number guys the 2nd Ed AD&D group and the Anti RPG church and the IBuM group is ahead of you) I want to explain my self and our stand.

I won't take games or any other file onto my BBS or in the users group. That is currently supported. O.K. that means no NovaTerm 9.6. No Wheels 64/128, No GEOS prgs that can be

bought from CMD. Like GEOS or GeoPub etc. No Load Star stuff. Unless it is one of the pass around disks or Fender gave me permission. You get the idea. If the game or file is no longer supported. No longer produced. Man that is the only way my people are going to get it. I have called Sega and asked about a game. I went through three people. Before finding anyone that knew Sega had made Commodore and Amiga games. Their viewpoint was simple. So long as I don't mass produce the games and the dox. They don't care, as no one really uses a Commodore. Now for some reason I didn't go onto my Commodore soap box and preach the word of the chicken head. <EG> Electronic Arts "swears" that if I send them the disk and a photocopy of the box cover or the front page of the dox. Along with \$10. They will replace my disk. Right? replace it with what? Since they also seem to have forgotten that they made C= games. At OryCon 20 & 21. I met members of Wizards of the Coast. Sorry need to explain a bit here first. T&R (a.k.a. TSR) Allowed SSI to release some 1st ed AD&D games on the C=64 platform. Word is that T&R bought SSI. Wizards of the Coast in 97ce bought T&R. Recently WOTC was bought by Hasbro (G.I. Joe and Elves?) O.K. now then the people from WOTC, knew nothing about C= games. They also didn't care about them. Just so long as I don't copy any of the 2nd Ed revised AD&D Windows games. It is a bloody good thing I know the man that bought up a large amount of the C=64/128 game rights.

There are files that I can pass around for my gamers. The work that was found on Q-Link by Krenath Sunfire and the Archmage stand out in my mind. Now what about the D.M. assit vol. 1 & 2? Both by T&R through SSI. I have factory copies. Well the T&R people I met don't care. To them everybody plays 2nd Ed

The Talley Ho!

The ACUG
Amiga Section
& Comics!

Issue 9 - May 2000ce

News from the Official Amiga Inc. Website

Amiga Announces Plans to Embrace Sun's Java Technology as the software platform for forthcoming New Amiga products

Amiga is the home of a large number of the world's leading edge multimedia developers, artists and users.

Historically, the Amiga platform has targeted providing the most compelling multimedia content to desktop systems, the new Amiga platform will continue that tradition on desktops and address connected, multimedia digital appliances such as webphones, digital TVs, and web pads. Now the world's most creative multimedia engineers can leverage the Java platform to target a vast array of new products and solutions.

The underlying technology used in the Amiga system is a Sun Java branded version of PersonalJava developed by the Tao Group. Tao's software is a media-rich environment that was designed from the ground up to run on a wide range of low cost, processor and memory constrained consumer devices that offer a wide range of multimedia capabilities.

Within Amiga's new target markets, several key standards groups are adopting Java technology; HAVi, OSGi and DVB are three examples. Amiga is adopting the popular Java platform for developers creating new generation content and applications that could also be used on industry standard devices such as in home networking and digital television. The millions of Java technology developers will be able to deploy their innovative content on a wide range of new products that will excite consumers.

"We are excited to see a longtime favorite of the multimedia developer community turn to Java technology as their programming platform of choice. The deeply loyal Amiga developer community will be able to leverage the wealth of Java development tools and support to build new, highly innovative and fun applications. We are also pleased that Amiga will work with the Tao Group,

a company dedicated to compatible implementations with media rich capabilities," said Curtis Sasaki, Director of Product Marketing, Consumer Technologies, Sun Microsystems, Inc.

"The New Amiga is a breath of fresh air for the industry, and has a talent pool of developers who continue to lead the way in the creation of dynamic software products," commented Bill McEwen, President and CEO, Amiga. "Sun and the Java platform provide us with great tools, a large number of potentially new developers, and a well supported platform, and experience in emerging markets. The Tao intent implementation is unique in being able to provide the key system requirements needed to run the Java platform in mobile and consumer products."

Francis Charig, Chairman of Tao Group says, "Combining the world's most advanced community of multimedia artists and engineers with the new industry standard software [Java] is the next natural step forward. It is wholly appropriate that Sun, Tao and Amiga work closely together and the result shall be a wealth of Java technology-based media content for the consumer and other markets."

About Amiga

Amiga Incorporated is dedicated to the development, design, and implementation of components, services, and models that support the digital experience of tomorrow. Amiga lead the world into the multimedia experience in the early 80's, and will lead it into the Digital content universe of the future.

About Tao

Tao Group is an intellectual property generator and software company specializing in technologies for home and mobile networks. Incorporated in 1992, the company provides leading edge products for the emerging markets of intelligent consumer devices. The company's philosophy is based on providing powerful frameworks for use right across the range of networked appliances from smart phones to digital televisions, into which Tao's clients can build in their own branding and

incorporate their own added value. Tao's clients include blue chip technology corporations in the United States, Japan and Europe. Motorola and Sony are investors in Tao Group. Tao is headquartered in Reading, United Kingdom, with representation in Japan and the US, and its staff includes more than fifty world-class software engineers. Tao is a Deloitte & Touche Fast 50 Winner and has won a series of innovation awards for its operating system and Java-based engine.

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Official Amiga Inc.

"Publication" Available Online

Just off of Amiga.com.

Amiga Inc. now has an official news organ, *Amiga World*, available online. (No, it's not the old print magazine.) With some of the original writers from such publications as *Amazing Computing*, *Amiga Format*, and the *Amiga Informer*, this promises to have quality content. According to the official Amiga Inc. website, this online publication is the official source of Amiga news.

Amiga World is available in HTML and PDF formats at:

<http://www.amiga.com/press/zine>

The site lists a downloadable HTML version, but I couldn't find it in the short time before writing this article. I do not know if this is a typo or they have yet to put it up. However, the HTML version is readable off of their website. At the "front page" there are links to both Amiga and "the other platform" PDF readers.

The Amiga reader is APDF, a program which I have myself. It requires:

- ✓ AmigaOS 3.0 or higher
- ✓ a 68020 or better processor
- ✓ MUI v3.8
- ✓ gzip 1.2.4 or something equivalent to the Unix "uncompress" command
- ✓ For the PPC version you'll need ppc.library 46 or WarpUp with Frank Wille's ppc.library emulation.
- ✓ Enough RAM (Some PDF Files can be huge.)

I know that Voyager users can read the PDF version online with APDF and

AD&D (3rd ed comes out in August 2000ce) And everybody uses micro slut. I won't correct them.

Want to play Maniac Mansion? Well, if you don't have the game. What do you do? Wait till you find it for sale in a garage sale or flea market? Hunt through Internet places? Look at catalogues from companies? (Vintage is very good and their quality is excellent) Or do you find the Eagle Soft crack and play it? I play the crack! Because I have it and I don't have a factory disk. I can't find a factory disk. Remember Lord Britain and the Ultima series? I have a few for sale in the shop. Factory disks with dox. I also have 1-5 in my own collection. I don't have any cracked versions. But I have at least half a dozen Ultima #1 copies. Made I think with a Maverick version. Is this bad or wrong?

That is the point of this editorial. Back in the 80s I would say that it was very wrong to pass around "arkhive" copies and/or hacks. Today in this time of low Commodore software releases. I say that it is all right. There are some that are going to argue this point. In most cases they have what they want. they got grey in the use of the Commodore. Fine for them. But I point out that my entire users group is new or as I term us, Second Generation users. All of us got into the Commodore after CBM died. We got our machines all used, at swap meets, jumble sales, or as free gifts. We never went to store and bought a just released in the box new game. But we want the games and files. So how do we get them? By the work that these crews did 10-18 years ago. Simply because their hacks are around and the originals aren't.

My knowledge of programming is

very limited. Just enough to marvel and be amazed at what I see on my 1702. The work that the creators did, like the 8 disk sides of Pool of Radiance, and the whole series of AD&D games. Or the multi disk Project Firestart. How many hours of these men's lives were spent to make these games? I won't even go into the test of time vs. the current crop of IBuM games. Then the hackers and the time they spent to open the games up. Yeah it was illegal. Still it was work and I suspect, from reading the crew screens. A labour of love, in some respects. All of this work, all of those hours and energy being chucked into the land fill! Sorry to the purists. But I find idea highly offensive.

Here is something funny on the Pirate subject. I have been using CD Commander 128 to convert files from an Amiga CD back to normal. So far over 30% have been cracks. On some CDs for the Amiga itself. The files are from crews. As it was the only way to put the Amiga file onto the CD. This coming from the people that bought the game rights to use on the CD. The cracks are outlasting the originals.

There is no point in not mentioning that the crews killed small software companies. Burned programmers on creating anything for the computer. Because of the loss of sales. Yes they hurt the industry in the 80s. Now 20 years later. Their work is what is being used. Today they are the ones that preserved our platform. Since their cracks are still around. No I don't condone or support the original crime of Piracy that they did. I will buy factory copies. When I can find them. Just to have them. I will also go to sites and DL files for the group, the BBS and my own collection. How else can we get them anymore? I heard a rumour that some old

crew members are fixing games to work with SCPU, the HD and other CMD devices. Don't know if it is true. But it sounds like a good thing. BTW: your feed back is welcome on this editorial.
<ronin@pacifier.com>



Next Meeting 18 May 2000
At 7:00pm in Mohr Residence
Demos, Questions & Smokes Welcome

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