

## Notes from meeting of 17/Aug/00ce

Open: 7:35

Newsletter: Approved

**Chancellor:** Sensei apologized for the late opening. Late arrivals and work on the BBS. Not to mention making the dinner for the kibbutz. Delayed the entire operation. We had a visitor Miss Jeri Ellsworth. Who is both a C= and an Amiga enthusiast. She also has great knowledge on and of the systems. Having her show up to the kibbutz for the meeting was a treat. Having her join the ACUG is an honour. #16 turned her onto this militant C=/Amiga group.

After going over the newsletter. Several ideas and concepts were discussed. Lightly was the topic of the Dungeon Creation disks for Load Star. This is too again be covered at the September meeting. As the members have time to think about the ideas of the Mega Dungeon to be made for Fender at Load Star. Lord Ronin has the basic frame work ideas for the outline. Sensei came up with an idea that is to be talked over again at the September meeting. This is the idea of adding the cost of the monthly ACUG disks to the regular membership fee. Those that desire to collect the disk sides through the BBS can do so, or come to the meeting and collect the actual physical disk. As of this meeting. The yearly cost would be approx. \$27. The idea was presented and will be voted upon at the September meeting.

This was also the first meeting of our

new member Geddy. ID #22 on the BBS. Geddy now has a 128D. Needs a monitor. 1702 is nice. But a good 40/80 would help him in both the BBS and the Inet work. Jeri kindly said that she had one she would bring by. Jeri also looked over #16's A1200 for him. Sensei didn't get the final result of that at the time.

While we are looking for a new place for both the shop and the ACUG. Things will be running along as close to normal as possible at the kibbutz. Lessons are still set for Saturday. Lord Ronin will cover more in his section.

Treasurer: \$38

**Commodore Librarian:** Disk boxes fill shelves and under the window in the BBS room. Many to sort over time. Seems that this is an ongoing project. Over 100 disks arrived from a man moving from Portland. He had contacted Lord Ronin on the Inet. These disks are in the sort pile. So far they all seem to be B/U and "arkhive" copies. Slowly a sort of order is being found with the disks. Three boxes of just games have been made and one of tools. Doesn't look like a dent has been put in the stack. A few lost ACUG disks have been found and placed in the library boxes. Imperial Warlord said it is like a treasure hunt. This months disk has some .SDA files and

# The Village Green

games. To be shown at the demo part of the meeting.

**Amiga Librarian:** A more indepth report is expected in the Tally Ho section. Lord Alberonn has been working on the ACUG mail list. Continuing work on the Web Site. As well as increasing his levels of understanding on several Amiga programmes and keeping up on the new Amiga developments. Lots of time spent on the Amiga and the Inet. Grabbing and studying Amiga items. Sadly the editor is lost on the terms and missed much of what Lord Alberonn reported at the meeting.

**Editor-SysOp:** First off Lord Alberonn saved a lot of behind scenes stuff for me. he was able to redo a lot of the formatted areas on the HD for the BBS. Frying his mind on Hex/Dec work in hundreds of T&S areas on the HD. Though the BBS was not up at the time of the meeting. His effort saved a lot of problems and extra Nitro tabs for me. If it wasn't for his last refill. The Newsletter may not have been printed at all last month. Since my cart ran dry. #4 filled it as much as possible with the last of his refill kit.

A website was mentioned that I went to and grabbed some GEOS Perfect Print font files. Hope to try them out in this newsletter. Along with those fonts. I found the dox for making the GeoCable. It is in HTML and I can't read it. But in a reply to my msg. The site operator. Told me how to do it in LYNX and how to save the screens. This should, when built, speed up the print out of the newsletter and other printing.

The BBS/Computer room is being setup for the ACUG. Naturally there are

some problems. Space being one of them. In the end I hope to have the 1702 monitor set up with the SX-64. Making 4 computers in the room. The BBS 128D, The 64c, The SX system and the A1200. Must turn that on some day. Been about a year now.

A group of BBS SysOps is forming through the Inet. This is in it's infancy right now. Naturally it is just C= boards. I have been helping in some of the work. Hope to have more in the "Ramblings" section.

"Commodore Familiarity" lessons are going on at the kibbutz. Beats the name Computer programming. As not all of our members are interested in programming. But want to learn what they can with the computer. More on this in the "Ramblings" section. However if you want to know more on the C- or the Amiga pc. This is the place to learn how and what. From BBSing through Inet into GEOS and just everything that we are involved in with our pc.

**Deputies:** Not much in the way of indexing for #30. As the magazines are in storage. The SX system is to be set up and then we will bring out stacks for sorting, in rotation. However he is working on play testing Wasteland and a few other projects for the group and the BBS. Vixen is still messing with the papers and trying to sort out the Dox files.

**Demo-Discussion-Close:** As to the discussion. This was the most lively and animated meeting this year. Groups broke off and covered many different subjects. I'll make no attempt to cover the groups. There was some Amiga discussions about Inet and surfing. Problems with #16's

A1200, and #30's A4000. Some history talk and general information on the C=. The Demo of the Amiga S.D.K. was not able to be presented. Because of some sort of code vs. system problem. I didn't understand what was being said. The disk was discussed. Side #1 has several text files from a C= disk magazine. That were made into SDA files for easier usage. But there are some UUENCODE files. That must be edited from the text. Plus if separated in different files. Then they must be rejoined. This was discussed with the use of some jiffy dos commands.

Problems plagued the disk demo. I had brought out the SX and a 1702 monitor. Nicely hooked up. However the disk drive didn't want to function. Been sitting for a while without use. We know how cranky it can get. When it is left alone. <BG> Some of the demo had to be done on #4s 1581 in the main room. Other parts in the Computer room on the 64c. As some of the games were DV #8 specific. Games where Paperboy. Which #5 played and got a very good score. However, #22 seemed to hit those boxes better than the rest of us. Revenge of Defender. This one got some play. Good gfx for its age and it is trained. War Play is a 1-2 player game. No dox. But after a we figured out a lot of the keyboard and joystick commands. Not as easy as I thought when I selected it from the BBS files. Amazed a few people how an antique computer game could be so challenging. Eventually this died down enough to call the meeting closed at 9:50pm. While move computer work and discussion continued for a while later. FWIW we did get a game of MSPE in that night. <BG>

## LORD RONIN'S RAMBLINGS

Well if this turns out right. The above title should be in 24 point LQ MASH. All the department listings should be in LQ Oblong at 18 point and the meeting label was made in LQ paintbrush at 22 point. But I have had trouble in the past with different fonts and point sizes in GeoPublish. Won't know till I do the lay out this time around. But if this works. Then I should let you know it is an experiment with fonts for Perfect Print that I grabbed from an Inet site as reported in the meeting notes.

First up now is the fact that this is again late. There are plentiful amount of reasons. Heat wave, health, technical difficulties and just plain getting side tracked. Funny I read about this in other publications as well.

Now then I hope to be at the meeting. But to be truthful. I don't know if I will be there this time. Yeah that sounds funny as it is at my Kibbutz again this month. However I am in Portland on Wednesday before the meeting. Seeing a heart specialist and apparently there is a mess of tests to run. Hope that I won't be admitted to the hospital.

Most of you in the local area are aware that the BBS is back on again. A few minor bugs that I am trying to work out. But all of the games save one is functioning. A little mess up on the new deckers in the msg bases on their first call. Speaking of that we have some new deckers. One is from Penn. and is also a member of the CML.

I just joined two newsgroups on the Inet. comp.sys.cbm and alt.c64. To my readers on the exchanges. I'll learn what to do soon. Tons of msg about our sacred machine. This should give me more information for our group.

Right now the group of C= BBS SysOps that are meeting through the Inet. Have not worked out all the details on how to network between the different board systems. Mad Max has said that he will try to make a method to connect Omni with Centipede. I also received a msg from him to the effect of his attempt to become the new Host Node for the Omni Echonet.

Recently I grabbed a collection of files from Mad Max's BBS. I hope to have at least one of the games on this months disk. Though I am sorely tested to have a double sided game put on the disk. A war/strategy game that makes Risk look tame. In this data steal I also grabbed Elvira, multi file game dl. and Champions of Krynn. These I trust to be good. As they are from M2K and MM owns the rights. Besides he has the copyprotection removed. Like for the code wheels. Also many have the dox in an e-text. But not all.

These and a lot more will eventually be on the BBS as well. But not for a while. I have a lot of work to do, in moving files to make space. The one 65,216 block partition has about 1,000 blocks free. I have to move all files from that game partition to the one of the other two that I created. Leaving the original just for arcade games. At least till I fill up the rest of the third data store of of arcade games. FWIW this is a mess of file transferes and file names in the OS section of the BBS.

O.K. the big news. Mad Max finished his PK2.04g zip file. This is the one that will make the above zip compressed files on the C=64/128. I have a beta test copy. If everything goes right. <That would be a welcome change> I will be able to demo it at the meeting and if very lucky.

Have it on this months disk. He also sent me a couple de .d64 versions of his tools. So I have a few to play with and then pass along to our members.

The lessons on the C=. We tried the idea of just a programming lesson group. But not every one is interested in that area of the the C=. Our new approach is one of general C= [ side bar note at this point. The C= stuff is from me. Those interested in Amiga understanding. Need to contact Lord Alberonn] interest. At this time we are still doing programming lessons. Using the three book series that was used at Space Camp. As I write this, I made it through element 7, out of 15 in the first book. This will be a major source of lessons for programming in the future. BTW: I'm ahead of the other students in the lessons. <BG>

But what about learning GEOS? I have ordered some used copies that I will sell to members. Buying these from a fellow CML member. In the CML these past two issues there has been a great series on setting up and starting GEOS for the beginner. These articles and some from Load Star. Along with what I have learned are the facets of lessons.

Interest has been shown in not only the Dungeon Creator. But also in such things as the Pinball Construction Set. The Adventure Construction Set and several other game creation programmes that I have collected. These to shall be part of the C= familiarity lessons.

BBSing and Inet with the C64/128 was also expressed to me. That too shall be covered. Other interests where in making things that in truth. I haven't tried but know they can be made. So as you learn more about this great machine. So do I! A sort of selfish set up. But then we will gain more enjoyment from our system.



# Eric Schwartz's Sabrina Online Marathon - Episodes 76-80

**Sabrina Online** by *Eric W. Schwartz* ©1999

"The initials do not read as F.L.A."



**Sabrina Online** by *Eric W. Schwartz* ©1999

"Monologue or dialogue?"



**Sabrina Online** by *Eric W. Schwartz* ©1999

"Recap"



**Sabrina Online** by *Eric W. Schwartz* ©1999

"The Mutual Deception Society"



**Sabrina Online** by *Eric W. Schwartz* ©1999

"A very scary new beginning"



Bag 2 (BB2) upgrade for AmigaOS 3.5. Due to non-disclosure agreements, all we are getting is that it's supposedly out soon. The new upgrade is supposed to fix some serious bugs in OS 3.5 and BB1.

On that same subject, it may be the last update for AmigaOS 3.5 and perhaps for the Classic Amiga. Sales have reportedly not been all that great and unless BB2 can spur more sales, the future of continued development of the Classic Amiga OS may be in doubt. Note that this is hearsay, but it's a likely prospect as Amiga Inc. seems more concerned with the upcoming AmigaDE.

On a personal note, I have been getting more martial arts practice in and I've been having to write my own manual. (All of us students have to write down most of the arts, it part of the grading needed for advancing to the next belt.) I've been doing my stuff on PageStream 3 (what I'm using for the Tally Ho!), and I've been happy with what's coming out.

I also drew up our school logo with Art Expression for use on different projects which includes getting school patches made up. I managed to make up an outline version and a colour version. I'm getting the confidence needed in order to try making an Encapsulated PostScript version (EPS) of the ACUG logo. The colour may be the tricky part, but I'm getting better at playing with AE.



Fig 1: Our martial arts school patch.

Anyhow, I have a lot of stuff I'm trying to catch up on and stuff is slowly progressing.

I would also like to remind our members that I'm here to help you get stuff together for your Amiga. Due to the difference in hardware and software between our users, I have always been here in order to try to customize disks for you, our Amiga users.





Next Meeting: 21/Sept/00ce  
at 7pm. The Kibbutz at  
623 29th St. is the meeting site.  
Smoker, visitors, and demos welcome.  
Coffee is in the pot.

Chancellor: Sensei David Mohr  
Treasurer: Gary Dupuy  
Librarian: Imperial Warlord  
Amiga Librarian: Mark Reed  
Editor: Lord Ronin from O-Linh  
Deputies: #30 E. Uihem  
SysOp: Lord Ronin from O-Linh  
BBS: Vacuum Tube 503-325-2905  
Web Master: Lord Alberonn  
Website:  
[http://home.pacific.com/~Ealberonn/  
acug.html](http://home.pacific.com/~Ealberonn/acug.html)

ACUG 0447  
623 29th St.  
Astoria Ore. 97103

