

Notes from Meeting of 21-Dec-00ce

Open 7:00

Newsletter: Approved

Chancellor: First order of biz, was the introduction of our guest, Cheryl de Boissie'ne, from the Las Vegas SC's group. Who has been visiting us at the Kibbutz for the past week. She has been helping #30 with his sprite lessons. Sensei hopes that soon we can see some of #30's experiments

on our disks. She also has done work with the Digiplayer 2.0. Which Lord Ronin placed on the club disk at the last moment this time.



Discussion on a counter proposal from #22's father on the location of the shop and also the GHQ for the A.C.U.G. Mike is willing to cut open the wall to allow the movement of the items for display. Since the street door is too small. He wants in exchange a fee that is being negotiated and first and along with a set time lease. This is under advisement at this time.

The last issue of the newsletter was reviewed. Most major topic is the allowing of Emulator users into the group. This was discussed last meeting and in they S.I.G.s and at this meeting. So far the idea is limited membership. Voting rights but not they to hold office. As that should be for true Commodore Amiga users. The constitution will need to reflect this idea, if it passes. No vote at this time. As more details regarding their membership and access to the BBS, along with how to make a disk for them, are still under discussion. A sub area in 9.00 on the BBS has been created for the discussion of this topic.

No further work done on the idea of the disk and membership mixture. More input is needed on the Amiga part and the File DL part.

Treasurer: \$5 (Lord Ronin didn't bill for the newsletter this month)

Commodore Librarian: Imperial Warlord with Lord Ronin put together the disk this month. Tools include Stereo Digiplayer 3.1. Digiplayer 2.0 with dox and a stripped file

for use in prgs. A few demos of the use of RAW with a picture and music. These from Cheryl, and Lord Ronin copied her main disk. So the full demo work is now at the Kibbutz. The new unzipv215 for both the 64 and the 128. This does the unzip PK2.04g, as well as revert to normal the .D64 files. Smooth up and some bugs removed from the prior version. This version will also revert to normal the .D71 and .D81 files.

Game side has the new release of Acid and Micro Fighter from AoD. PAL games but we have tested them at a S.I.G. a few weeks earlier. A new version of Galactic Empire for the 64. Tetrix 1.2 and now we don't do good with it at all. <BG> A SEQ file of dox for Bard's Tale. The editors for Bard's Tale 1,2,3. Maps will be converted in the future for the different art format and in current placed on future disks.

Amiga

Librarian: Lord Alberonn has received his Amiga OS 3.9.



Which he has had some good and not so good fun with these past days. Since it came in shortly before the meeting. He hasn't done a lot of work on it yet. Most of the upgrades are behind the scenes from 3.5. Comes with "a lot of drek" Quoted and cleaned up. More will be in his review in the Tally Ho section. <translation: Editor didn't understand a word of what was said -B>

Editor/SysOp: My copies of Go64 arrived. Issues 3,4 & 5. Showed some of what was in the mag, and some of the disk things. No time to have really looked it over. There is a ModPlay for the 64 on one

THE
VOICE
OF
THE
ACUG
GREEN

disk. Many things for learning GoDot. Which I want to study. As they arrived a day before the meeting. I didn't have a chance to do a thing with them, till the actual meeting. Now one thing to mention is that I have read in the Mail Lists that the WAUE will work with the MSN system. Nice little back stabbing to them I think <EG>. I also have learned that GEODOS is now PD. Something that I want to examine more closely.

Classes at the Kibbutz for the C= have been good. We are starting to make some progress. Recently, we have started some GEOS work. just the starters on using the prg. Discussion on many points of the C= have brought the group to a better understanding of where we want to go in our studies. Moving along through the lesson book. Though with the current season upon us to a bit of a slow down. As some members are not present. #30 has been gaining some direct work in SPRITES from our guest.

Now onto the topic of LOAD STAR. Many readers may already know that Fender and Judi sold Load Star. The new owner is David Moorman. Who has a history in the C= world. He also has been putting out the eLoadstar disks for emulators for the past year. After the meeting. I had learned that he has written and sold prgs to Load Star over the past several years. So this man is no stranger to the Load Star world.

Now then what this means to us at the A.C.U.G. Well in some E-Mail talks with David. I now have us doing a multi disk campaign with the "Dungeon Creator". Plus we have a few editorials to put out as well. This will be a group task and we will be talking more on this at future meetings and in our SIGs. One editorial is our local viewpoint of/in the C= world. David is very interested in bringing the aspects of C= programming and the just plain fun of the C= system to teens. As has been discussed in many places. Teens today don't have the same creative areas. That they had 10-15 years ago. One writer commented that as a teen. He programmed and played on the C=. His teen has a game boy thing.

Deputies: #30 has been working on the

disk sorting. As well as testing some of the GEOS files from the BBS. Found a few problems there that hopefully will be corrected soon. #22 is working on type in prgs and information out of a few books he found, for his collection. These will appear on upcoming Penny Farthings. #3 is still paper sorting grumbling. Poor Vixen <BG>

Demos: Because of time limits. A fast look at the Go64 disks was shown. Along with an overview of the the files from this months disk. The the last part of the Video from the Chicago Expo.



I am not certain. I think one of the people was Steve Judd in this first section. Where the discussion of a new music creator/editor was given. Being said that it would work from a BASIC prg.

Next up was from the same two men a demo of a 3D object prg. Many things were said understood very little. My lack of knowledge on the subject. There is some for of 4 view part that allows editing. The ability to some sort of texturing and what was very impressing. The ability to rotate the object on screen. Be great for some game con I would say.

Next up was a long segment with Jeri Ellsworth <Hi Jeri> Here it was that she showed off her 24/12 bit colour card for the C=64. I wrote down fast notes while the vid was playing. But now in review of these notes. I won't even try to explain what she said. Let me just state that this is amazing a 24 our system for the 64 giving 16.7million colours. She showed her work and a very in depth techy talk with others at the show. Her demo of the 12 bit one with the 4096 was impressive to all present. Sad to relate that a video of a vid do much for the images of scan line things on the screen for us to see the colours. She also presented the theory of putting on one chip. That would run at 166 Mcps <Mhz for the new people>. The theory was also met with a grand response. Someone more up on the tech side of our PC can job reporting what she said my comment is that simply put. Way to go

Girl, keep up the great work. This is what the C= world needs today. Just as Dale on the vid pointed out.

Discussion: Much was said on the new files that I have found for the group and the BBS. Compliments to the deputies for putting up with me, err I mean working on the projects. ;-? Regarding the vid But none of us are into the hardware part. At least at this time. I think it best to say the in awe of what this PC can do these days. Some discussion on the Dungeon game for Load Star. Nothing completed, till the SIG can make a report.

Close: 9:10pm for a game of 2300 A.D.

Lord Ronin's Ramblings

First off you may notice a departure from the prior fonts of the past newsletter. This time I am using older fonts from GEOS. These being PICA at 9 points and Agatha at different point sizes. Only time and the perfect print system will show if they work out for us. As this is just another in a line of experiments.

Next, is the new address for our exchanges. Almost all of the coming to the new one. But a few are still going to the old location for mailings. Change of address cards were sent. But we all know what the November through January mail is like. <Groan> So for the record. The correct mailing address **ACUG #447 623 29th St. Astoria Ore. 97103** The P.O. will only forward for a short period of time.

Next is the use of and the most recent gfx images in the newsletter. Right off, I got a very big and positive response from the regular members here at the group. So O.K. I'll continue to put in gfx. Yes gang it is possible for me <with more experience> to convert them to different art forms prgs for you and to put them on the BBS for DL. Maybe we can do that as a lesson project? The ones from the last issue and this one as well. Came from using the Handy Scanner on images from a catalogue entitled Spaulding Rogers Tattoo Supplies. These are about 1/2" or smaller in the book. Just B&W images. But rather hard to make things on the scanner fit each of the scans. Took several attempts for each one. Hey I did it sober, so what can you

expect? <LOL> I will be doing a new set for this issue. Some of you have seen the book. Yes there are many nudes and topless ones. Though I find nothing wrong in that as an art form. I have not put any in these issues. These can be added if I hear an O.K. from the members. Or a no-go from the members. He who speaks shall be heard. He who doesn't, that is your choice.

Just recently I have been reading online about this thing called IDE64. Now I know that Mad Max has a few of them. <Hi MHI> What I have been reading tells me that I want one. The cost is less than a CMD SCSI unit. The unit will run a CD system for us. So that when we have CDs of non .D64 or zipped C= files. They'll directly load off of the CD and into the C=. Without the use of the CD Commander. There are many other features, such as 8GB partitions. Yeah that was a GB! Plus quite a few others that I will be writing about in the March issue of the C.M.L. Drawback at this time is that it is not for the 128. Only for the 64. Nor do I know if it will work with GEOS or Wheels. I am reading and taking notes from their FAQ on the web site.

Other new items that I have just encountered. JOS and CLiPs <no that isn't a typo, that is the way I have seen it written> These are some multi tasking prg work with the IDE64 system. I just discovered their web addy, and gave a fast scan I'll know more later as I read it in depth. Here is another new one that I heard about. Wheels SC. What I have heard is that this is like JOS and CLiPs. Another prg for users of the SCPU. I

read that it will use the 16bit part of the SCPU and if it has it <like mine> the full 16MB RAM. I am asking for more information on this one.

As of this writing <29/Dec/00ce> I joined the comp.binaries.cbm newsgroup. There they post in uuencode many programmes. I have yet to grab any. But I am the 5 part 128 Unix system that is currently up there at this time. I'll have to grab them to a folder, then export to home directory and DL them for my use. After that I'll need to run the converter to return them to a working prg. More experience for me to play with and learn.



More Stuff from the Matrix:

Returning to the JOS and the CLiPs theme. I won't even try to pass on that I am up on the terms and the tech level of what I read. Those of you that are able to jack into the Inet can go to the sites. The following I took from the main page at the JOS site.

<http://www.sweetcherrie.com/jolz64/joz/main.html> Jos uses a 16bit micro kernel. This is some sort of cut down multitasking kernal. Obviously this is for use with the SCPU. Multitasking and Multi Threading are possible. Has Dynamically linked shared libraries. A term that is semi explained at the site. Sadly, I was not able to follow the terms. Ansi "C" compiled partial Unix System. TCP/IP SLIP and PPP. GUI drivers for a Windows, Vic-II, input, widget shared library and many others. There was a small bit on how it is used part time in Australia as a web server. IDE64 support as well. Amiga Mod Player installed. There are many more things that it will do for our C= and the SCPU. This product according to the site is 95% completed.

CLiPs found at



<http://www.clips64.de> / is another programme for the C= and the SCPU. This one AFAIK is like but is not related to GEOS. According to the site it is a new Graphical OS. Features WDC65816 16bit native code kernel. Preemptive Multitasking. This is similar to that on the Amiga IIRC. Auto detection of CBM/CMD devices. No resource limitations. Here I am

quoting and don't know what they mean. Plus there is much more. The minimum requirements are a C=64/128 <PAL/NTSC> SCPU with 1MB RAM. 1541 drive and a joystick. This one will also work with the RamLink, CMD HD, Smart Mouse or 1351 mouse, Swiftlink or Turbo 232 and the FD-2000. Another new toy for us that uses the CMD SCPU. How fast and how much power does that us now?

I gained all of the above info from being on the newsgroups for the CBM. I asked a question there about MUD's. Gained a few answers. One of them had a web addy for a place that lists MUDs. <Multiple User Dungeons A.K.A. Multiple user Doors> Another gave me a site to find file called

micromud.zip. Which I have and hope to make a disk for us of the simulation. I haven't been on a MUD. Though there are some that interest me. What I have been told, is that they are like playing a RPG through the computer. Having the world, a DM and many other players. Beyond this explanation I am in the dark.



The site is <http://www.gamabase64.com/rare.htm>. I was given the main section. And you can go there from the above listing. Just that I found it hard to navigate to find the files. So I was given this addy.

Another point for the friendliness of the C= world. This is where I found the micromud.zip. I also found many other games. Rare US or English versions of Euro games. There are 23 pages of them all with a good uploaders comment. As an example, the rare Gem Stone Healer. Which is the sequel to Gem Stone Warrior. Another rarity is Rocky Horror Show. Why is this rare? Well it isn't the RHPS game for the 64. This one is a rare commercial game for the 128. You can bet I will be there doing a big Data Steal for us.

Tech stuff now. Last month I gave us the unzip64v215 as well as the 128 version. This png from Errol Smith now has an update. This version allows upper case to be used in file names. But some users liked er lower case only system. So here is Errol's update for you. **Load"unzip64v215",X POKE4646,0:POKE4810,0 SAVE"give it a new file name",X** For the 128 version the change is **POKE9838,0:POKE10002,0**. This will put it back in just lower case file names.

Why can't the C=64/128 burn CDs? Because we can't send the information fast enough to the burner. Hey it seems that on the Pee Seas they have the same problem when multi tasking. So some company has developed a system to allow the burner to accept the burn speed at what ever the computer sends. This could make it so we CAN burn our own CDs. I found this trinket in a C= mail list. Where Dale Sidebottom is quoting Roger Lawhorn. I hope to see more on this in the future.

version of AmigaAMP. It runs pretty good on my `040-25mHz system, but I'm still limited to mono output using AHI. But it doesn't have the clipping that I noticed with AmigaAMP.

Action is the AVI/MOV/QT move player. It is actually a renamed version of MooVid. It doesn't support the Indeo Codec, (probably due to licencing issues,) but it is a very functional movie player.

The included CD player is a fairly simple control panel with a cute little animation of the door opening anytime you eject a CD using the panel. Pretty straight forward and simple to use.

One thing I have to comment on here is the fact that the CD does have an audion track and directories with movies and MP3 songs to test out these new features. The movies were movie previews with the exception of the one preview of Nightlong from ClickBoom.

Web browser AWEB 3.4 SE (new version)

GENESIS

(full Internet and network access)

[Ed Note] This is missing a MCC (MUI Custom Class) needed for the configuration, IIRC. The reaction version of this was not available for release and is supposed to be on the first update for the CD. The missing MCC can be found in the Genesis demo on the Aminet, or I do have it available as well. Genesis does require you to have to do a bit of manual configuration, (unlike Miami, who's setup program seem to do almost everything on it's own.) But functions quite well and doesn't have any sort of time limit. (Unlike the unregistered version of Miami on the OS 3.5 CD.) Personally, I have registered Miami and I'm sticking with it. However, I don't find anything wrong with those

Eric Schwartz's Sabrina Online Marathon - Episodes 101 - 110

Sabrina Online by Eric W. Schwartz ©1999

"The brick"



Sabrina Online by Eric W. Schwartz ©1999

"Ladylike vulgarity"



Sabrina Online by Eric W. Schwartz ©1999

"Packing the car"



Sabrina Online by Eric W. Schwartz ©1999

"Where many jokes died for the good of the story"



Sabrina Online by Eric W. Schwartz ©1999

"One long wait in the registration line later"



Sabrina Online by *Eric W. Schwartz* ©1999

"You know what they say about big hands"



Sabrina Online by *Eric W. Schwartz* ©1999

"It's about damn time!"



Sabrina Online by *Eric W. Schwartz* ©1999

"Count your blessings"



Sabrina Online by *Eric W. Schwartz* ©1999

"Return of a legend"



Sabrina Online by *Eric W. Schwartz* ©1999

"One more long-anticipated moment"



who rather stick with Genesis. It is just a matter of taste.

AmiDOCK

(new program start bar)
[Ed. Note] Like several of the additives, this is a special registered version of a popular shareware program. Most of these seemed to have been rewritten a bit for OS3.9. This is a nice toy I'm using to clean up my workbench a bit. It allows me to drop an icon of a program onto the bar, and by clicking on the icon, you run the program. It sounds pretty simple, but you can have multiple bars on the screen or a little menu that allows you to organize what program you have by categories. I have a couple set up for the one bar. One is "Internet", where I have my major internet software set up for easy access. The other is for some of the tools I'm using. Using the little menu, I can select which set of icons are showing up at a particular time. Very handy to get easy access to software buried in the depths of a harddrive.

WarpOS 5.0

(new version)
[Ed. Note] I believe that this is for PPC-equipped systems, so I have not really looked at this yet.

OmegaTools

(for Zip and Jazz)
[Ed. Note] I don't have a ZIP or Jazz drive, but the inclusion of these tools are a good idea.

new powerful Shell

(with extensive prefs)
[Ed. Note] I have not got to checking this out yet.

automatic datatype recognition

(powerful and very flexible)
[Ed. Note] DefIcons seem to be part of this. If a file is of a type set up to be recognized by the system and it doesn't have its own icon, you can still double

click on it and have it come up if you have things configured correctly. As an example, I have the Koala datatype installed so I can look at Commodore 64 Koala pictures. I added the information so it can be recognized by the Amiga. Now when I double click on an icon for a Koala picture, (using the workbench option to view all files,) it will automatically open up MultiView and display the picture.

integrated unpacker

(lha, lzx, dms, zip...)
[Ed. Note] This is a very handy program. Just select the archive and then where you want to extract it. Simple at that.

fast search

(search for, and in, files)
[Ed. Note] I have yet to play with this toy.

new picture datatype

(PPC-optimized)
[Ed. Note] I don't have a PowerPC CPU in my system, so no comment here.

many new Tools

(ASLPrefs, new Info requester, new watch, font cache, new color wheel, etc.)
[Ed. Note] Yes, there are lots of new thing to play with here. I like the new Info requester. With a press of a button, it will look up the version information of a file (if available).

Lots a small, but really nice touches here and there that I have yet to fully explore.

extensive HTML documentation (in English and German)

[Ed. Note] Just gave these a fast look. Very much like the docs on the OS 3.5 CD.

There are some indications that OS 3.9 was rather rushed. For instance, the version of the SetPatch command installed with OS 3.9 is not the most current. However it is

on the OS 3.9 CD in the following directory:

AmigaOS3.9:OSVersion3.9/
Emergency-Disk/C/SetPatch

The version command should report version 44.16 (15.09.00). According to the FAQ, you should always use the latest version of SetPatch available for your system.

Another issue is with the FastFileSystem. Normally it sits in your L: directory, but it is not copied during installation. Again there are several version on the CD.

Look for the newest version in:
AmigaOS3.9:OSVersion3.9/L/
FastFileSystem

The version command should report version 45.9 (09.03.00)

You'll still have to manually update your Hard Drive partitions manually with the new FFS. I have the information on how to do this or you can read the FAQ and see how it's done.

Another quibble is that the printer drivers have not been updated yet. Again, there are two sets of drivers. The drivers in: AmigaOS3.9:Emergency-Boot/Devs/Printers/ are the original drivers from the OS 3.5 CD, and should work fine.

The drivers in:
AmigaOS3.9:OS-Version3.9/
Workbench3.9/Storage/Printers/ are from Boing Bag 1, and are known to be buggy. Avoid them at all costs.

Should you buy OS 3.9? Well for starters, you'll be supporting the Classic Amiga. By doing so, you send a message to Amiga Inc. that it may pay off to give us older users some support. If you're upgrading your Amiga from OS 3.1 or earlier, OS 3.9 is less expensive, and you don't have to get the two BoingBag

updates to fix the bugs that 3.5 has. If you already have OS 3.5, I moved up from that myself and I've not been too unhappy with the improvements. A lot of stuff is not so obvious to those of us who were using 3.5, but there's something going on "under the hood".

In the end it up to you to decide. While not 100% perfect, I do not feel that my \$40+ shipping was wasted. I do recommend this upgrade if you have the hardware to run it.

For those of you who need more help and have questions regarding OS 3.9, Gregory Donner is providing his 3.9 FAQ pages at <http://www.gregdonner.org/os39faq/os39faq.html>.

□□□□□□□□□□□□□□□□□□

Amiga Editor's Ramblings

Well, I'm going a second month in a row with the testing of the newer four-page layout. This was originally intended to be temporary due to the information I had to get out last month. I don't know if I'll continue this, but it does let me try to get out more information at an easier to read point-size.

Those of you who are the Sabrina Online fans in our group are enjoying the additional 5 strips that this new format allows. I'm sorry that the strips are still fairly small, but it's the best I can do. If you want larger, the number of strips will go down. This will not be a real problem once we catch up to current. Eleven more and we'll be starting the year 2000ce strips.

I also hope that I've been answering the requests for more information for our Amiga users. I never said I was a real writer. I'm just muddling through. :^)

Until next month...

I mentioned before about making a Zip Drive for the C=. We saw it on the Video tape of the Chicago show. On the mail lists, there has been a lot of talk on this subject. Apparently it is possible to connect the Zip unit to the SCSI controller of the CMD HD. But this seems to make the partition list tied into the already existing list. As far as I can tell. The best way is a separate CMD HD controller. Which you can buy from

CMD for about \$250. Then install the ZIP unit. An internal one IIRC. These cost around \$100. If you use the same format, and the CMD tools/Utils disk has the formatter. The system should run fine. I priced a packet of Zip at the local COSTCO store. In the pack they ran a little over \$7 each. In comparison. That is a cheap 100MB or if my math is right 407,600 blocks

for use. I'm interested, wonder if the larger will also work?

OK that is the lot for now. More reviews and things at the meeting. Plus in future issues of the Village Green. Time for me to slot and run from here and go scan some more images for the news letter. See you in the matrix and at the meeting.

Lord Ronin from Q-Link 01/01/01ce



Here are some more samples from the scans out of the tattoo book. They are now on a GeoPaint file of clip art. Soon to be put on the BBS.



Next Meeting 18/01/01ce
7:00pm at the Kibbutz
Visitors, Smokers, Demos
Welcome. Got Coffee too.



Chairman: Gerald David O.E. Mohr
Treasurer: Gary L. Dupuy
C- Librarian: Imperial Warlord
Arny's Librarian: Lord Alberman I
Editor: Lord Robin from Q Link
Deputies: #30, #3, #22

A.C.U.G #447
623 29th St.
Astoria Ore. 97103

