

Notes from the meeting of 18Jan01ce

OPEN: 7:02pm

NEWSLETTER: Approved

CHANCELLOR: First part of Sensei's report was going over the Newsletter. The counter offer from #22s father is being considered at this time. Problems exist on this point. Mostly the initial cash flow for the start up.

Next in the review and discussion was the topic of the Emulator users. A good portion of the meeting was spent on this topic. Input had been presented from many sources. Mad Max at M2K BBS had given his thoughts as well to the Emulator issue. Sensei considering all the input to date. Put up for a vote, and that was delayed for need of further refinement, letting Emulator users in the group.

At this stage of the game. The idea is met with mostly approval from the members. There is of course the fear of the group being taken over by the Emulator users and no longer being a C=/Amiga group. Steps have been taken in discussion on the

BBS and at the meeting to avoid that problem.

Emulator members can not be voting members. As they are not true C=/Amiga users. Therefore it was agreed that as they can't use all the hardware and software that we can, they couldn't hold an office. Here it was that Sensei brought up what #16 had suggested on the BBS. A representative office for the Emulator users. In this case, they would be like a S.I.G. At first the Emulator users would have an appointed representative. Appointed by the C= or Amiga Librarian. As they grow larger in the group. They could elect their own representatives.

Membership costs have been discussed at the meetings, S.I.G. meetings on the BBS and in E-Mail. A tricky question to cover. Trying to be fair to all types of members. Lord Alberonn brought up that the Amiga users are



having disks made on a case by case basis. He would do the same for the Amiga Emulator users. There is some sort of tool that he has to make the disks usable on the emulator. Regarding the C= emulators. Lord Ronin and Imperial Warlord could only offer that they would make a monthly .D64 version (provided they find that Load Star with the tool). This would then be a .D64 copy of the Penny Farthing DOTM. Both sides of the disk. These would be put up in the ACUG file area on the BBS. Each month the old one would be removed and the new one installed. Extra work for the guys. To insure that things do not become misused. The cost of the membership will contain the cost of the disk. C= Emulator users would pay a yearly membership of \$30. \$18 for the membership regularly charged. \$12 for the disk DL. Lord Ronin said that he would monitor the log usage and make a note of any misuse. Also he would return DL credits to any emulator user gaining the Penny Farthing.

This then entered into the conversation about the C= users and DLing from the BBS their copies

The
Voice
of
Green

of the files. This subject is heated and still not resolved. A request for posting to out of town members the Penny Farthing, was made prior to the meeting. This was met with a financial breakdown. 75 cents for the disk, roughly the same for postage. Based on previous postings Lord Ronin had done recently. Plus if a proper hard envelope was used. The estimated cost of that was about \$1. Making the cost of the disk at approximately \$2.50.

TREASURER: Still broke at \$5.

COMMODORE LIBRARIAN: Discussion of the work being done with files taken by Lord Ronin from the Inet.

Screen/Note writers and walkthroughs. Testing and converting them to use on the BBS. Some of the Screen writers will be appearing on the Penny Farthing. As so far there



were only three in the entire collection of the group. Walkthroughs for some of the games may show up as well, as there have been requests for the files. \$30

requested for a future disk. The rest of the files for the Bards Tale games and the Ultima character editor. That Jon Searle had sent to us. Imperial Warlord said he would try for the near future.

Discussed was this months Penny Farthing containing Micro Mud. A M.U.D. simulation. Though no dox have been found. Experimenting with the game turned out to be "fun". Explained was the fact that the disks were made one by one this month. Unzipping the master file each time. There is no directory on side \$2. A strange direct access system that we are unfamiliar, in use. Mad Max at M2k BBS did give a bit of explanation to Lord Ronin.

AMIGA LIBRARIAN: Lord Alberonn has been playing with the OS 3.9. Not much to say at this point. As many of the things are not apparent on the screen. But behind the scenes. He said that he will have more info in his Tally Ho section. <Did a demo>

EDITOR/550p: Been working on so

many different projects that I forgot what they are at the time. <BG> O.K. I have been working on over 30 note writers. Or as we learned to call



them, Screen Writers. I downloaded 10 pages of them from a site. Been unzipping, de-linxing, de-arc-ing them and testing them for BBS UL. making notes on their features. Most seem to be able to have other character sets and music installed. Seem to use the same area in each one. not that we are up to that level yet. The files

are then arc-ed in ARC250. Next they are made into a .SDA file. Put in area 11.10 in the BBS. new Data Store we made. Since the majority of members here are also gamers. Not all dice RPGers though <BG> I found a site that has walkthroughs for many games. Grabbed a few for testing. The tests were tough. Till I found out that so far all the ones that I did the data steal on where done in Amiga line feeds. Once I figured that out. The files came out fine. I copy them from the HD DL area to disk. Using the build in converter in the BBS file copy. Then the ASC2PET prg from videocam. Here I make two copies. One a straight SEQ file for the DL area. The other is broken up into 30 block parts. This one is coloured and returns installed. That way it is easy to read on the BBS in the Text File Reader option. Put up a Bards Tale, two Elvira, Might & Magic 1 & 2, guild of thieves and hitchhikers guide to the galaxy. There is some repair work to be done on older walthroughs put up last year.

A discussion on our newsletter exchanges was brought up. A decision to present them and discuss them at the meetings. Rather than in the S.I.G. was put forward and voted upon. Passed that we start to do it that way as of next meeting. Gives me time to prepare <G>

Votes are in on the drawing of Topless girls from the Tattoo book. Being used as illustrations in the Village Green. 100% of the votes are in favour. Many of the members came by and looked at the originals from the book. They saw nothing offensive.

I showed them to a very devout and conservative Christian friend. he also is a member and he found nothing wrong with the drawings. As they are not photos and not portraying real girls. That was good enough for me. <Thanx #26>



DEPUTIES: #30 is working on the disks. Slow process sorting out the files on assorted disks <G> I know! #3 is paper shuffling and complaining about Lord Ronins file system. #22 is trying to reconnect to the BBS as he is

fitting in the type in information from the books into his school schedule.

S-X-G-S ~ This is now an official part of the reports. The interests of the members has defined to groups. We have the Basic lesson group. Who admits to missing out on the home work. A GEOS group as we have a couple members into using GEOS now. BBS group and a RPG on the C= group. Admittedly members do belong to several of the same groups. But the main point is that we have advanced far enough in our learning to form interest groups.

DEMO5/DISCUSSION/CLOSE: All of that sort of happened at once and strung out at the same time. Lord Alberonn did his demo of the OS 3.9. Lord Ronin showed some BBS work and the new file areas. Imperial Warlord showed the Micro Mud game. A few groans that it was text based adventure. however when the interaction of the NPCs showed on the screen. There was a bit more interests. FWIW Imperial Warlord's character got caught in the spider web <again> When Lord Ronin tried, he was lost in the cemetery and should not have fought the enchantress. <EG> Closed without the video this month



at 8:32pm

LORD RONINS RAMBLINGS

O.K. it is late and the callers are going to wonder why they can't log onto the BBS. As it is just going to ring at them.

That is the first part of this Rambling. Wheels64 on the Hard Drive with the SCPU. Or maybe it is the second part. I should start out with why I have it on the hard drive and not using the 64c as usual.

The reason is that I became rather peeved. How is that for nice late Victorian period writing style? <G> Truth I was royally pissed. Was not able to log onto the Inet for a week. Wanted to show to our new member <Hi Tony> the C= on the Inet. But for a week now, it is "###Host Currently Unavailable###". Finally Lord Alberonn and I put Wheels on a partition and then installed Wave. So I could log on the Inet through the PPP <whatever the hell that is> After spending on Friday 26/Jan/01ce, 2 solid hours trying to log on my

account. The tech support was called and they couldn't do it even with their windrone machine. Something is wrong and they need to fix it.



So today <Saturday 27/Jan/01ce> I tried to use Wheels on the HD. That drop out problem when the screen changes position is not here anymore. No more

in GeoSpell trying to figure out how the entire sentence was lost and what it really was saying. Now with the SCPU hooked up. The screen scrolls to the right with out any missing parts. Even when it jumps to the next line. This saves me time and nitro pills. I wrote a letter to a CML member in reply. This I used as a test for the printer. In regular print out. The page moved a but faster than before. In Perfect Print in GeoWrite. It took 14 minutes to print a full 80 wide page. About 60% of the time it took

before, on the 64c. Using the RAM in the SCPU also increase the speed of the work. Down side is that I am on the BBS 128. So callers will find the phone ringing and then my voice saying that the board is down temporarily. Unless I just leave the phone of the hook <EG> End result is that this will make things faster and I need to get GEOS 128 and Wheels 128. BTW: the test printouts looked a little better than when run through the 64c system.

Right now, then there is the installation process to put the lot on the HD. Scary thought. You can do it on a FD as well if you like. I used the make sys file. After making a large native mode partition. Followed Maurice's manual step by step and the prompts on the screen. I was done in under 15 minutes. Yes i did it slow as well. Copied over my main files from the 1581 disks, and I was in biz. Set up the RAM in the SCPU for max and thought things were great. That is until Wave.



The screen looks nice with 4 "drives". One is the HD, another is the FD, another is the 71 in the 128D and the last is the RAM in the SCPU. But I needed Wave there to go online. The files are on the BBS and should be uploaded to the specific areas by the time you read this. So I took the Wave64 for non 1541 drives. Opened it up and put it in the partition. Ran the installation part and found out



in the dox that I needed a larger space in the SCPU RAM than I had allocated <IIRC it is a min of 380Kb> So remake that part. I selected the preset 1581 setting. In fact that is what this is being written in at this moment. The entire Village Green will be created in that area. Since

before I was only using the Super Clone 1750 REU at 512Kb. Lots more space for me to fill up. <BG>

So now to the Wave. How to install? Click on the Ave install icon and sit back. The actual file comes out from unzipping to over 1000 blocks. Out of that the install prg is very small. One thing that I liked is that it updated my tool box and mouse drivers. I use the 1351 mouse till my Smart Mouse is repaired. Wave up dated my 1351DR driver. This is the one for left handed users.



Actual setting up for going on line is not that easy. No discredit to Maurice and his work. he does tell you that there are some numbers that you need from the ISP people. Fortunately we had gotten them already. So I was online in less than an hour. But if you don't have the numbers. You will need to get them from the ISP. What to ask for is in the dox. How to make my LYNX bookmark HTML file to work in the web browser is not! Well it is if you understand HTML and convert files and a lot of stuff that I don't understand or know. Lord Alberonn does and will fix my file for me.

Now I telenet to my server. This causes a lag time in PINE. Which I will get used to in the future. Irritating at this point. Since I am using the 64 version. PINE is in a faked out 80 column on screen. I am used to that from the days of NovaTerm and IBuM spitfire BBSs. But I still want the 128 version <G> Biggest problem? There are over 1000 bits of mail for me to read and handle. Since I have been out of touch for over a week. Lots of time online to fix these things. Oh yeah and that doesn't count the three CBM newsgroups I am in at the moment. More fun there. Final report on Wave and Wheels with the SCPU is not ready. This report is based on three log ins and a day of writing. I am pleasantly impressed with the power and smoothness of this system. Hopefully I will have a much better review for you next issue as I learn more about

The Tally Ho!

*The ACUG
Amiga Section
& Comics !*

Issue 18-February, 2001ce

**Bill McEwen - February 06, 2001
Executive Update - St. Louis and
Beyond**

Greetings to the Amiga Family:

In Melbourne this last year, I was able to surprise many of you with several announcements that were unexpected, and we delivered on each of those.

Now we have a new show coming up in St. Louis. In a few weeks we will all learn...

Where is the AmigaOne? Will Cringley finally eat his words about a new Amiga? What about AmigaDE on PDA's, Set Top Boxes, Internet Appliances, or even desktops? Will Tom and Nicole stay together or is it over? Is there life for the AmigaOS after 3.9?

Contrary to the rumors and what many people are saying about our demise, or that we are going to have the same fate of the others before us, we have a big surprise for all of them.

I look forward to visiting with all of you in St. Louis, and I look forward to taking over the Hotel, and the surrounding area with the Amiga Spirit, and Community.

I hope to see many of you there.

There is still time, and in 6 weeks, it will all be known.

Bill McEwen, and the rest of the
Amiga Team

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**Debate about emulator users in
the ACUG**

The Amiga Librarian's take on the subject

If you have been on the Vacuum Tube BBS' message bases, you will have been party to the debate we have been having about letting emulator users into the ACUG. This has also been a hot topic in the last few meetings we have been having as well. If you have missed out on this, we have been asking a very important question: Should we let emulator users into the group? If so, what are the terms?

As to keeping them out of the group, the general consensus is we should let them in. Perhaps by letting them get a feel with the emulator, they may be more interested in getting the actual machines. Some people also don't have the room for another computer setup, but still remember the joys of the Commodore and/or the Amiga. Some people will need help as they play with a system that is new to them, one that works much differently then the Microsloth systems they are used to working with. The reasons go on and on.

While we would hope that they would work with the actual hardware, time will take it's toll on even the hardiest of systems. Eventually it may be the only way we can enjoy the classic programs in the future. (But that is a long ways off, I hope.)

The next thing we are still working on is the concept of offices. We have determined that for the librarian's positions, those would have to go to users of the actual hardware. Without special

hardware, the different systems cannot write proper Commodore or Amiga formatted disks. This could cause serious problems for the users who are using the actual hardware. This would also prevent the testing of the different software to help insure that it would run properly on the Amiga or Commodore. There is also the issue of some programs just won't run well on the current emulators.

The librarians are also expected to give what technical support they can dealing with the hardware systems. Sure we have gaps in our knowledge, but we have our hand on the systems and that gives us some ability and experience.

We are considering that users that are "emulator-only" may not have major voting offices. However, I'll leave the rest of that discussion to the head editor, who's job it has been to discuss what's been going on in the meetings.

One thing we have put forward is the idea of emulator SIG leaders. Ones who are running the emulators and can be helpful to other emulator users. As Amiga Librarian, the Amiga Emulator "Librarian" would be appointed by me as soon as we have a suitable candidate. This is not a high council voting position, but an important aid as I'm not running anything that I could run an Amiga emulator on. (There isn't one for the C128, and it's rather redundant on the A4000.)

One big issue we have is with

piracy. As the Chancellor was not too aware of Amiga emulators, I was able to cover some important details for him.

First of all there are Amiga emulators out there. For the Windows users, one of the most popular is WinUAE, a Windows port of a Unix Amiga Emulator.

Second of all the AmigaOS Software and Kickstart ROMs are still copywrited by Amiga Incorporated. This does include Kickstart ROM images. If you have the hardware, you can copy the ROM for your own use, but if you sell the Amiga, you gotta dump the ROM. (But don't quote me on this.)

Third is that there are sites online where you can get illegal Amiga software and Kickstart ROM image files. This takes away money from Amiga programmers and does much to hurt the Amiga community in general. The money lost could have been used to further development of the Amiga and Amiga software. Piracy hurts the user as more people are less willing to put the effort into something that's gonna be ripped off. As we have fewer Amiga developers around nowadays, this could be a mortal blow to the Amiga.

There is a legal place to get the ROMs for the Amiga emulators. Point your browsers to amigaforever.com and you'll be able to get more information about the Amiga Forever CD. It has a few Amiga emulators, several ROM versions (I believe that they have the Kickstart 1.0 to 3.1 ROMs.) There is a few

Eric Schwartz's Sabrina Online Marathon - Episodes 111-120

Sabrina Online by *Eric W. Schwartz* ©1999

"Such a mouth on that girl!"



Sabrina Online by *Eric W. Schwartz* ©1999

"Hostility on I-71"



Sabrina Online by *Eric W. Schwartz* ©1999

"Meanwhile, back at the ranch"



Sabrina Online by *Eric W. Schwartz* ©1999

"I knew we'd forgotten something"



Sabrina Online by *Eric W. Schwartz* ©1999

"Memories of Night Court"



Sabrina Online by Eric W. Schwartz ©1999

"View of destiny"



Sabrina Online by Eric W. Schwartz ©1999

"Pain thresholds"



Sabrina Online by Eric W. Schwartz ©1999

"Motherhood means pain-killers"



Sabrina Online by Eric W. Schwartz ©1999

"My only joke on the subject"



Sabrina Online by Eric W. Schwartz ©1999

"Self and sensitivity"



different AmigaOS revision and extras goodies/programs on the CD as well. One of our users is interested in picking it up and has promised to give us a more in depth review later.

You also have the option of just downloading all the files to your computer after an online payment.

By paying, you help insure the continuation of Amiga support. And you miss out on some really bad karma. ;^)

One thing we have been firm on is the fact that if you are using an emulator, you must have legal ROMs/Software. With the Amiga Forever CD, it is a matter of showing us the factory copy. As for the one who purchased the downloadable version online, I have contacted Cloanto, the company that put out the Amiga Forever CD, for information on how we can confirm that a user is legal. I am awaiting for a reply, but I have just sent the request and hope to have answer by next meeting or newsletter.

Now this may come across as rather harsh, but the constitution of the ACUG has some very harsh language dealing with piracy. We love our systems and would like to keep them alive and still supported as much as possible. Let us not kill that which we love.

The discussion still goes on and we have many decision yet to make. However one thing is clear: we are going to do our best in promoting and supporting the Commodore and Amiga as long as we can. We are still using and loving our machines, and the

people who put their time and effort in order to continue the support of our so-called "dead platforms". (If the Commodore and Amiga are dead, why do they want to emulate them in the first place?)

☆☆☆☆☆☆☆☆☆☆☆☆☆☆

Amiga Editor's Ramblings

I must admit that I've been pretty much goofing off this month. Since the first of February was actually on a Thursday, it sort of put a heavy deadline crunch on us all. (I'm used to having a bit more time to crank this out.)

I have been waiting patiently for the release of the new AmigaDE as well as the promised AmigaOne 4000. I still have to save up for the sucker, but I'm happy that I was lucky enough to have a supported motherboard and tower combo for this new system.

The new AmigaDE is supposed to come out sometime around July of this year. (If I'm remember what I read last correctly.) This is supposed to be the first commercial user release of

the new OS. Amiga was on time with the release of AmigaOS 3.9, (thought there was some things missing due to their time crunch,) so I believe that we should see or hear something by that time.

I am not sure of the exact release date for the AmigaOne other then sometime in the first quarter of this year. We probabally won't be really able to play with it's full potential until the AmigaDE is out, but at least we'll have a fast accelerator if the software is not out by the release date of this hardware.

I have been helping out our Chancellor with his experimentation with the Wave browser on his Commodore 128. He's still trying to understand the whole PPP concept as well as when he Telnets, why does he have to connect to Pacifier and then run another program and tell it to connect to Pacifier as well. In time he'll be wizzing along and wondering why he had so much trouble in the first place.

I think we have a lot to learn from the Commodore 8-bitters. They have had to work so hard to keep their systems alive with even less support then the Amiga community. They have made a heroic effort to keep a system alive that a lot of the unwashed computer users would say is junk. (We all know better then that.)

Every time I see some new program or piece of hardware for the C64/128, we jokingly repeat the mantra of "You just cannot do that on a Commodore C64/128." This is usually said when we are watching the C64/128 do what it isn't supposed to be able to do.

We are lucky to have a company that is now supporting us, but the Commodore 64/128 can teach us a pathway for survival if G-d forbid, Amiga Inc. were to fail us.

To all of the Commodore 8-bitters, I have this to say: "Keep on Truckin'!"

Until Next month...

Sabrina Online XMas '99: Next month's the start of the 2000ce Strips!

At ten strips per month here, we are getting close to catching up to Eric's five strips per month. When we catch up to the current strips, we'll be looking for Amiga made/related stuff at that time. We will be showing the current Sabrina's as well...

Sabrina Online by *Eric W. Schwartz* ©1999

"Isn't he a motorcycle now?"



the system. So far it is great to be able to do this writing faster and smoother, plus be able to log on the Inet again.

Tech stuff on this issue. You have what it was written on. The images <I have to scan them still> are from the same Tattoo book. They are by request of the members. This issue I selected Caveman font for the department areas in the notes. Sepulchral for the main header. Shotgun for the Ramblings part and PICA 9 point again for the main body text. This time in all bold face. As a few people had trouble reading the text before and suggested it this

way. Won't know till it is photocopied how it turns out. Think I will use it non bold for the March issue of the Commodore Mail Link.

Now the good news. As of Saturday 20/Jan/01ce. We have a new member. A man I met at OryCon and talked his ear of for three days about the Commodore. Came by and in a long story short. After a lot of discussion, demos and testing the selected items. He left with a 128 system a 1702 monitor, three drives and a printer. Along with a 2400bps new modem and a few disks <not enough> and books. Plus joining the group. now to get him on the BBS so he can have his number <LOL> Welcome to the world of the C= and the ACUG to Tony <Skippy's Evil Twin> Walda in Vancouver Wash. though he once had a C= years ago. he has learned the advancements we have had in the past few years. Oh and Tony, I did find finally that demo I wanted to show you. I like him cause he admits at the start that he wants to play games on the C=. Most people try to do the "Educational" stuff as a line on me. Desk Top publishing is another interest of his. need to get him set up with GEOS and GEOPublish. So he can also do the Word Processing. That and his interest in the BBSing and the Inet. Think we can help him with the group. Remember that our PC is upgradeable and backwards compatible. The heretics

aren't <SEG>. Welcome to the C= world Tony.

Stuff from the matrix is slow this month. I wanted to make a regular section on that, but with the above mentioned problems. Well there is just a lot out there and I haven't gotten to it yet. O.K. the trailer for the new Lord Of The Rings Movie is good. The D&D movie is drek, if you listen to some of the mail lists. Not that, that has a thing to do with the C=. just what is on the E. Gary Gyga list. Hey remember most of us are R.P.G.ers <BG>. There is talk on using different Post Script printers in the COPS and Homestead lists. How to load and print a JPEG picture in colour. Problems in converting things and of course since I don't have that yet. if I did this would be prettier and in colour like the Lucky Report. I truthfully can't say what it is all about. Won't pretend to Guru this one.

Biggest two points is Project 64 site and comp.binariaies.cbm use group. Interest has opened up again in these two sections. There was a big of a hub bub on the Project 64. Where Dean wasn't getting his E-Mail and uploads. The site was given to Forrest and when things were worked out. Forrest kindly returned it to Dean. With whom I am in communication on the E-Mail. Project 64 is a site to preserve C= "things". I have given it a LYNX test for availability for Dean. As well as a fast scan. Too much to list before I do in depth work on the site for Data Steals. Comp.binaries.cbm, has been quite for a few months. Up loads are again being sent. I need the 5 part Unix128 files. This are has PD files in uunecode as it is a use group list. I take the files and save to a folder. Then to my home directory. DL to disk and run the uudecoder on them. more for our collection. Well now that is the lot for this time. Confused and scattered as always. See you at the meeting or in the matrix chummers.

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Ultima V
font

Created for
us by
#30. On BBS
soon

Next Meeting 7:00pm at the kibbutz Smokers Demos and Visitors welcome Got
Coffee

Chancellor: Sensei David Mohr
Treasurer: Gary Dupuy
C Librarian: Imperial Warlord
Amiga Librarian: Mark Reed
Editor: Lord Ronin from QLink
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