

*Official Voice of the A.V.U.G.
Logo from T.V. Show U.F.O.
Found on an Inet Fan site*

C-1



The Village Green

ΩNotes from Meeting of 16/May/2002ceΩ

Open: 7:00pm

Newsletter: Approved

Chancellor: Not a lot to report this time, was how Sensei started the meeting. A bit of an understatement. Starting off as required by the constitution. The elections for July was again announced. Same people running for the offices as before.

No newsletters had arrived by meeting time this month. Except for the *MailLink* of the MTTM <Meeting C= Users Through The Mail> Sensei went over *The Village Green*, issue for last month. Lord Ronin had discussed much in the newsletter about the problems and will speak more at the editors part on more information regarding the issue and current status. Sensei stated that the only update is that he had contacted the M.A.C.U.G. President <Marty> and agreed to the buy of the disks. They will be sent in a while and we pay for them and shipping. Given a very good offer. Perhaps we can do this again in the future.

In the *Wasteland*, which arrived just before the meeting and was not fully read before hand. Sensei had Lord Ronin contact Jean Nance regarding the few disks and magazine collection. making her an offer for the items. Again what is duplicated in our library will be offered to A.C.U.G. members before going to the shop. There was a small problem in the games review by #30. Where apparently a few paragraphs were lost. Hope he will submit more for the future issues. Lord Ronin's SHADOWLAND was published along with some other little reports he had submitted.

Sensei had Lord Ronin fill in more on why there was no installment on the Wasteland walkthrough this issue. There simply was no way at that time to access the file from the Geos partition and the A.C.U.G. sub-partition on the Hard Drive to even send it through the Inet to Lord Alberonn for conversion with the new tool from Maurice. That allows GeoWrite to be inserted/imported into some Amiga things.

This issue the installment will be inserted as we continue the series on Wasteland and the walkthrough to help the players. #30 reported that he will be working soon on more parts till we have the entire set of files published here in *The Village Green*. Still to work upon the **PET** file for the BBS.

Slight update on the OSFCI and OryCon problem. Lord RONin, Lord Alberonn and

To'Barr did receive their OSFCl membership and the proxy cards for the general meeting. But "Pizza Man" didn't gain his recognition this year. Wonder if that has to do with the fact that h is the only windrone user in our group and stood up against the windrones for the C= and Amiga people?

Treasurer: Still at \$6, as Lord Ronin is spending his cash and only using the Disk money and not touching the principle of the account.

Commodore Librarian: Imperial Warlord mentioned that there are many FD-2000 disks that Lord Ronin had used to copy files from the Mudpit BBS for preservation and later installation into our Library and the BBS. Though he added that there are over 50 of these disks and it is going to be months of testing to avoid duplications and sorting out for our categories.

Our Penny Farthing disk for this month is by request and with permission of the right holder Allan Pinkerton, Wizard's Crown. This one is the first part of the two set. Part two was released last month and is Eternal Dagger. The file used was a zipped .D64 of side one and another of side two. These were individually extracted onto each of the groups disks. Side by side. Then there is an 86 block SDA file of the Dox. This came from Project 64. Converted a while ago and SDA made by #30 for the BBS. This Dox file is on side two of the disk. As there is no directory from a "\$" on side one. You will need to run this file on a blank disk and use a SEQ reader to view the file. EdStar II from last month should do the job.

Amiga Librarian: Lord Alberonn found at the Eyetech web site that there are several dealers for the AmigaOne motherboards. Three are in the U.S. Only two of those had prices stated. Comput Quick has the motherboard alone at \$550 USD + shipping. Extreme Computing list separate AmigaOne systems starting at \$779 and up. Depending on what Hard Drives, disk drives, CD or DVD units are installed. Though all are still waiting for the OS 4.0 to be released.

Editor/SysOp: Our las issue explains the problems to date at that time. What we have found out since then is that the power supplies may have some frayed wires in the plug into the HD itself. Causing the HD itself to not spin. Which has been the problem. At this time I am working on installing Centipede as the BBS. Since we were going to test that as a comparison with Omni. The major reason for this is simply that Centipede is closer to completion than the current state of Omni. As the problems occurred on the Hard Drive in Omni while it was writing. Sorting our all of that is a longer process than finishing the Centipede set up. Omni would almost be a full reset up. I am not destroying what I have as Omni. Saving it to disks and keeping it for a back up. As I have

an older back up partition of Omni. But it is a few months out of date.

Right now I have been able to save all my important partitions. Centipede, Geos/Wheels/Wave and most of the DL/library file area. I have repaired much of the main hard drive. But have the other one stored as a back up. As I do not trust the original one at this moment. I can now log onto the Inet and take care of responsibilities there as well as write these words in GeoWrite. Recently I fixed a small problem with the Optra printer. A certain Terror Kat knocked it down. Cat spacial problems I guess <G> I was able to print out 9 more pages of files from saved lists.

Yes I was able to also save all of the PBEM game turns that were in the Vacuum Tube message bases. These should be able to be inserted into the new message base completely for a review of the game turns and as an aid to the restart of the games. Exactly how many to install I haven't decided yet. At least the last 5 turns. More depending on the games in question.

A shop update has the painting ng almost completed. Brush touch up work in the next part. While the first run of moulding is going to be stained and put in the corners.

Deputy Librarians: #30 is still working on walthoughs and other text conversions for the BBS and our newsletter. He does deserve many thanks for giving Lord Ronin a large supply of his FD disks in the need to salvage the files. Vixen is sorting papers and questioned about the need to convert as much as possible into post print work for our records. It was decided that on any disk that has print out dox. We should try to salvage that file and convert it to post print for a hard copy.

S.I.G.s: A big slow down due to both health and the massive amount of time spent on the Hard Drive file preservation work. **PRG** group has made some progress and is chomping at the bit to move to the type in books and start to try to modify the programmes. **RPG** group is working on the Eternal Dagger game and reports that this will be a while before they are finished. **GEOS** slowed but is still in the writing part of file conversion and GeoWrite study. #30 is considering a 128 version. **GoDot** is on hold still. More information has come from Arndt and Lord Ronin needs to collect the new files.

Emulator Representative: Was unable to attend. Lord Ronin will put any updates in the Ramblings section.

Discussion & Demo: Lord Alberonn showed on his A4000. A screen shot of the prospective OS 4.0 screens. They are pretty and many menus are in a transparency. Apparently the pull down ones are not going to be used this time around. He showed a

comparison. Also stated that this is supposed to be customisable for the user.

Lord Ronin showed the "Regeneration" of directories on Centipede. This is how files put in by the SysOp are recorded. He showed some already created areas and some new areas and how quickly they are created for a directory of the files. This simple lack of understanding of the set up caused several months of delay in a Centipede testing. Now the work is going ahead quickly. Starting before the meeting by about 30 minutes and doing a bout a 15 minute demo. Lord Ronin installed all the files listed in all the created file transfer areas. He also showed how new areas can be inserted into the file transfere listing. There are about 15 more he needs to make.

Shown next was the actual file area on Centipede. Not as pretty in intro screens as Omni. That may change in the future. If this script file writing is understood more. Demonstrated was the basic commands for seeing the entire list of file major areas. Then how to see the sub areas. Select one of them and then to see the file listing. 20 files at a time are shown on the screen. There is a 38 character slot for a simple description. Lord RONin had only one done at the time of the meeting. He has to rename all the uploader comments to fit the system requirements. Also shown was the fact that up to 50 files can be selected at one time. This is called "flagging" on Centipede. He also showed how to flag a file in the text file areas. So that they may be read online. This was of interest as most of the files he showed were made on Centipede or years earlier on a SEQ writer on the 64. Yet they showed in colour on the BBS. just as they were made or later edited. Auto pause showed up so there was no over scrolling. This then started a discussion on the type of file area to be created for online reading. Files that the non C= user can buffer capture with an online reader as well as the files in compressed form for the C= users to DL. This was not fully developed and will be brought up in the High Council and s.i.g groups.

Close to 100 FD disks, no one wanted to count them, was shown as the result of the file save job of two weeks from the Mudpit BBS file areas.

Close: 8:30

The Wasteland walk through: part 33

It's time for a "final" review of our "recruits":

"free skill points" (Skp)		(Max) (Strength)	
6	Ace	30	17 / 5 fight skills
3	Christina	30	17 / 7 fight skills
5	Mort	31	14 / 1 fight skills

Sorry, Mort's not going to be much of a "fighter" for awhile, he'll acquire some basic fight skills, and improve with experience, but he'll be the next one we dismiss. At least his higher "Max" is some improvement! Since Mort came to us "unequipped", just "trade" the "extra" supplies he needs from Ace! Give Mort - bullet-proof shirt, canteen, axe, knife, crowbar, pistol & submachine gun, 4 clips of ammo. Give Christina - supplies she lacks - axe, knife, crowbar, and 3 Ammo clips!

Change her weapon to knife or axe! Trade Christina's Geiger Counter to Angela Deth and her Rad suit to Hell Razor. Trade his Kevlar vest back to Christina. Equip each with their new Armor! Angela Deth should have an "extra" Kevlar vest (since we used the Rad suit from Thrasher for her armor)! Trade the Kevlar vest to "Ace" and equip him with it!

Reorganize all Rangers & recruits supplies: armor (Rad or Kevlar suits. Best Recruits - Kevlar vests), Canteen, axe, Knife, Crowbar, any tool (shovel, geiger counter, sledge hammer or rope) pistol, smg (submachine gun), A/R (assault rifle) if they have one! Ammo for their weapons! Trade all of the "extra" supplies to one recruit! (Mort!)

Have you noticed occasional messages when trading?"... doesn't want to trade." But, tried again and completed the trade! It gets worse, especially with better "recruits" and better equipment! You'll also see messages "... disobeys." instructions. These "traits" can be very frustrating as you may have to try several times!

The "extras" should be: (at least) 2 bullet-proof shirts, 1 canteen, 1 throwing knife, 1 snake squeezin. Go to Lerov's place ("store") and sell these supplies! But, don't buy anything! Go to the "Library" in Needles and acquire the basic skills the "new recruits" lack/need! Ace - knife fight, assault rifle, & perception. Christina - knife fight & swim. Mort - knife fight, assault rifle, smg, & swim. (But no climb skill!)

* I haven't forgotten Las Vegas! Have you? But first, there's one location in the Desert that seems to be there just waiting for our "curiosity" to get the "best of us!" It's there, in the mountains south of Quartz, by one of the bridges across the river... impossible to "miss"!

Mine Shaft: This place is "deceptively" simple. Meant to be "explored" early in the game by "weaker" Rangers/recruits protected only by very "weak Armor"- leather jackets. Now, it's a "piece of cake". There are four subtle "features" to the Mine Shaft:

1) The "visible creature figures" - kill them and be tempted to leave the "junk loot" (clay pots & hand mirrors) behind. Don't, - take it and more creatures appear. Kill these to get pistols, ammo, and cash!

2) The "half eaten remains of humans. Gear is scattered all around." Use the "perception" skill on the "remains/gear" to find more loot! There's loot at all "5" figures, however, in the beginning - you get some "nothing of value here" messages if using Ranger with a level 1 "perception" skill.

3) Two places in the Mine have "rubble on the floor... someone has been chipping at the wall. Rocks look strange." Just step back, use the "metallurgy" skill to discover a "vein of silver". Step back again and use a pickaxe to chip off a bit of silver and get some cash. (The north-west corner & East, by "remains" near the Mine entrance.)

AmigaOne Update

30 May 2002ce

The AmigaOneG3-SE

The first model in our AmigaOne range is the AmigaOneG3-SE. This is in effect a 600Mhz G3 Amiga accelerator with built in 10/100 ethernet, USB, PCI/AGP interface and memory slots for up to 2GB of SDRAM. As well as being many times more powerful and at (UKP350/USD500/Euro600*) around half the price of the previously most powerful Amiga PPC accelerator (the phase 5 Cyberstorm PPC 604 240MHz).

In fact you can regard the AmigaOneG3-SE as a high performance accelerator that comes with a free, built in computer! This means that you no longer need an attached A1200 or special tower case if you only intend to run retargetable Amiga applications. (For hardware-hitting applications an interface card to connect an Amiga 1200 motherboard to the A1G3-SE a PCI card interface will be available from Escena). The A1G3-SE also comes with a full range of legacy peripherals, and will run PPC Linux (and PPC UAE) in addition to running the new PPC-only OS4 natively.

The AmigaOneG3-SE will not be shipped to end users until OS4 is ready, but boards for OS4 developers and beta testers are already out in the field.

Amiga Inc, Hyperion and ourselves have also decided to bundle OS4 directly with the boards which we ship to dealers, mainly to reduce shipping and handling costs - and that has resulted in a small overall price reduction to end users of the A1G3-SE + OS4 bundle to ukp 382.94*. There will be equivalent reductions on the dollar and euro prices of the bundle to usd550* and euro652.50*.

Finally it is important to note that the AmigaOneG3-SE is fully quality-validated and licensed by Amiga Inc to run OS4, with all licence fees/royalties paid. AI's licence terms also stipulate that all boards capable of running OS4 must ship with an OEM version of OS4 and must have built-in hardware protection to keep OS4 piracy to a minimum, and this has been built into the AmigaOneG3-SE from the outset.

A list of dealers who have already ordered demonstration / familiarisation boards is posted on our web site (www.eyetech.co.uk/amigaone/dealers.php). Don't worry if your favourite dealer is not listed - several have either missed the ordering window or decided to wait until the end user boards and OS4 is shipping. These dealers will be added to the list on our website at the time they order end user boards from us.

Although we are advertising the A1G3-SE as an entry-level machine, have no doubt with OS4 installed it will really fly. The 600Mhz 750Cxe cpu that is

Eric Schwartz's Sabrina Online - Episodes 226-228

Sabrina Online by *Eric W. Schwartz* ©2002



Sabrina Online by *Eric W. Schwartz* ©2002



Sabrina Online by *Eric W. Schwartz* ©2002



<http://www.sabrina-online.com>



Pic I found on the web somewhere...

shipped with it is effectively that fastest G3 cpu generally available and some PPC experts reckon it is likely to deliver several hundred times the performance of an '030/50 with many applications.

Planning for the next AmigaOne - the AmigaOne-XE

We have always said that the AmigaOneG3-SE was to be the first, entry level, board in a range of AmigaOne boards which we have planned to produce. Many people have asked us to give some outline details of what we have planned for later boards in the series. So here is a taster.

The next AmigaOne board we have planned is for an up-market (read more flexible but more expensive) addition to the range. Further details will be published here and on the AmigaOne mailing list at Yahoogroups at the appropriate time (but not before!).

One of the prime requirements is to provide a socketed cpu module so that user-upgradable performance enhancements can be made as and when faster and more complex chips - and operating system enhancements that use them - become available. Our engineers do not believe that the Intel Slot-1 socket (as planned for the original AmigaOne-1200) is really suitable because of the need to minimise trace lengths between cpu and SDRAM memory at higher clock speeds. In addition both the Intel Slot-1 socket and the Apple ZIF cpu socket are now obsolete and therefore not a sensible choice for a new product not yet launched.

So for the next version of the AmigaOne, the AmigaOne-XE, we have borrowed the latest cpu socket technology from Apple in the form of the purpose-designed 'Megarray' socket. This means that we can make low cost, tightly coupled cpu modules using either G3, G4, dual G4, (and possibly G5 - but information on the G5 is still very sparse) technology - for use on the same AmigaOne-XE motherboard. Upgrading cpu power therefore only needs a simple module exchange. The prototype socketed AmigaOne-XE board and the associated plug-in G3 and G4 modules have already been built and tested.

But before you rush off and cancel your pending AmigaOneG3-SE orders to buy the AmigaOne-XE instead, bear in mind that this extra flexibility will come at a price, and until OS4 supports the G4's AltiVec coprocessor, without much performance benefit either. And at the moment, unless you are Apple, G4 cpu's are on very tight allocation, which means that it will be several months before they are available to anyone other than Apple at a reasonable price. At the moment the target price for the AmigaOne-XE board with the single G4 700MHz cpu module is around UKP200/USD300/Euro350* more than the AmigaOneG3-SE - and possibly less if Apple's demand for these cpu's drops significantly when the G5 starts shipping.

So does this mean you should cancel your existing AmigaOne-G3 order and wait a few more months? Not at all. We anticipate a high private resale value of used AmigaOneG3-SE boards, but to take the uncertainty out of the process, we, and the majority of other AmigaOne dealers, will underwrite a trade-in value of your AmigaOneG3-SE during a period of 6 and 12 months after its purchase against the purchase of a new AmigaOne-XE with single G4 cpu module. (You

are of course still at liberty to sell the board privately for a higher price!).

This trade-in will be at 75% of the current retail price of an A1G3-SE 6 months after its purchase falling by 1% per month (to 69%) at 12 months after its purchase. The board must be traded in to the original dealer where it was purchased, by the original purchaser, be in full working condition and be used as part payment against an AmigaOne-XE with a single G4 cpu module. Individual dealers may also opt to have their own trade-up scheme instead, so please check with them when making your original purchase. Finally this offer does not apply in conjunction with any other discount offer, such as that applied to the A1G3-SE developer boards.

If you've been sitting on the fence wondering whether to buy an A1G3-SE or to wait until an upgradable G4 AmigaOne is available, you can now have the best of both worlds. Order a new, low cost AmigaOneG3-SE now and upgrade within 12 months. What are you waiting for?

** Prices quoted exclude local taxes and shipping charges.*

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The Amiga editor rambles on and on...

As I was sorting through my old post I came across a post talking about a problem that I have been seeing more and more of; that of the problem of the internet becoming less and less accessible to non-Windows users. It seems that one big part of the problem is the Windows based servers not being very friendly to non Windows systems. *[SARCASM MODE ON]* Wow! What a big surprise! *[SARCASM MODE OFF]* In a reply that came from the same guy I got this post on the list: *[QUOTE MODE ON]*

To: amiga-c@yahoogroups.com

From: "Arthur Bonello" <bigbud@dandy.net>

Subject: [amiga-c] Good news on survival

Finally some good news, titled,="20 "Rivals queue up to take on Microsoft", was found on AMI.ORG or can be found directly @

http://news.bbc.co.uk/hi/english/sci/tech/newsid_1646000/1646693.stm

The very enlightening article covers Microsoft's apparent plot to control the Internet etc. and the coalition forming to thwart it. Many organizations are listed, where you might contribute your 2 cents to help with their efforts.

Please read it, since it concerns, not only Amigans, but almost everyone on the net and its future..="20="20

It appears that I am not the only moronic lunatic, who thinks he sees Bill Gates lurking in ambush behind every tree.

To avoid clogging other lists with this topic of survival, please refer posts and threads to: <http://groups.yahoo.com/group/aminetsurvival>

Good luck! Help may be on the way.

Budb

[QUOTE MODE OFF] Well the article required me to read it a couple of times through to see how MS plans on monopolize it's poor deluded users...

4) The passageway along the east wall is completely safe. The roof of the "tunnel" to the west "collapses" as you go through. A Ranger with the "demolition" skill can use "tnt" to blast away the rubble and "reopen" the tunnel! Someone without the "demolition" skill will usually cause more of the ceiling to fall, permanently sealing the tunnel "closed"!

Enter the Mine Shaft, use the "picklock" skill on the door to the small room inside, kill the "scavs" that appear, just take 1 "pickaxe", use the "picklock" skill to open the locked chest, leave everything (we never need gas masks), find a rope in the south-east corner, leave it there! Proceed into the Mine along the East wall, stay out of the other passage for now. Just explore the Mine to find and kill all of the "visible creature figures", take all the loot (even the "junk!"), kill the creatures that immediately appear. but for now just leave the loot!

After you've been through the entire Mine and they're all dead - Go to the five "human figures", use the "perception" skill on the "remains/gear" to find loot! Just take 1 "axe" (for Mort) and 1 "tnt" for Angela Deth when you find them! Leave all the other loot behind! Find two places where "the Rocks look strange" (in the north-west corner and east by the "remains just north of entrance). Use the "metallurgy" skill to discover a vein of silver, then use a pickaxe to get loot (cash, but not much). Finally, go through the tunnel/passageway to the west. The ceiling "collapses" on you.

Walk into the "rubble" to learn that you need "explosives" to clear away the rubble. A Ranger with the "demolition" skill uses the "tnt" to reopen the tunnel/passage! That's it for the Mine Shaft! Comeplete!

Las Vegas: I really hate to say anything about this place. Remember what Ace said when we rescued him - "There's more than just outlaws roaming the desert." From our experience at the "Temple of Blood" we know the "Robots" exist, too.

At the beginning of the game, we came to the Las Vegas "library" for "knife fight" skills. At that time we didn't even have leather jackets for protection. Look at your Armor now! Would you believe that we're going to try to conquer most of this place with axes & knives, saving the assault rifles only for the absolute worst "things" here? Anyway, the Bishop at the Servants' Church in Needles thanked us for returning the Bloodstaff and told us that there was trouble in Las Vegas, so here we go.....

* On our way to Las Vegas from the Mine Shaft, stop by a "store" in Quartz or Needles and sell the "junk" (hand mirrors, clay pots) we just picked-up in the Mine Shaft!

* Arrive at the south-east corner of Las Vegas. First, enter the "library" and acquire the "energy weapon" skill for each of the Rangers - this skill requires 3 "skill points" and an I.Q. of at least "23"! (All the Rangers should be ready for this now, or come back later!) Also, acquire the "doctor" skill for Thrasher (if he doesn't have it yet) and "forgery" skill for Angela Deth. Exit the "library" (you're standing on Tropicana Avenue) just go east and west, from one end of town to the other a few times, to "get a feel" for what's in store for us here!

Okay, we've encountered small bands of Scavengers and Thugs, but these people pose no threat. We've also encountered some "robots" on the street and can see more "deeper" in the town. The Chopters, Sniperdroids, and Slicerdicers are progressively tougher. They all appear, seemingly "out of nowhere", quite unexpectedly, but again we have been able to handle these small groups quite easily. (Groups of 10 inflict much damage.) So far there have also been Warriod Mark I's and even a Warriod Mark II. These "robots"

appear in the distance, and we're taking some "hits" just getting close enough to fight them.

Next month Las Vegas continues. Still not half way yet either. <VBESG>

ΨLord Ronin's RamblingsΨ

Starting this off right after the meeting. There is always things that didn't get said and were forgotten. Trouble is I have forgotten what they were anyway. <BG>

Now it is a space on the page a couple of weeks later. Events for now and upcoming. Well for the record and what ever it is worth. On the 7th of June I turn 52. Still a kid and won't grow up! <LOL>

Bad news time: The Terror Kat knocked down the Optra Printer. Only fell less than a foot. But I had trouble with it before the Hard Drive problems. Well now it printed out one page of U.F.O. show images for me. Then when I tried a few days later. nothing but the copy sheet inside the machine. Went through an entire hopper of paper. Have a nice pile of scratch paper for notes. But nothing to print out. The lights just flash on the top. We changed the interface. Adjusted cables even changed the power supply cord and still it is bugged up. So if this works out right. I will have it printed through the Amiga. As we are going to try the Post Script test of making a file and sending it to the other system. Hope it works.

THE VACUUM BBS: I could tell you that it is not working. But that would be a lie. As we have the skeleton of it up at this time. Yes it is Y2K compliant. Now I won't tell you it is all pretty and nice like the Vacuum Tube BBS was before. Nope not yet. There is a lot for us to learn and we are slowly building it up as time passes. Our decisions was to open the BBS up at this low created level. Because quite simply our regular deckers wanted it back. Now it is back and the fun of learning the new system is being passed along amongst the SysOps and the deckers.

What do I mean by that? Ahh simply that the Centipede BBS system has more for us than the Omni one had. This could be good or bad. Only a smoke test with the deckers is going to tell.

Take for example the e-mail. There are many commands that the deckers are not familiar with from the Vacuum Tube. Examples start with just the writing mode. There are two types. The familiar to all prior callers, the

line edit. Where we write line by line and go through some editing things by doing them on the first space of a blank line. Like /s to save. O.K. that is easy. The ? key press brings you to a help list. nice list where it tells you about moving to the top of the message. Putting in an autograph, inserting a prepared text, QUOTING the previous message, another menu after that tells you about the control keys and things like rainbow on and off. Plus a lot more that I won't list here, and I should say I have to edit these command menus. There are several commands in the manual, like the underline and the flash on/off, that are not in the help menu.

Now then there is one command in the help menu that needs more information. This is done with a /e. That will take you to another help menu. This help menu has some of the same commands. But one different one that changes a lot of stuff. The "-" option, this allows full screen editing. There are more commands in this section. Right! Let me tell you that some effects you have done in line edit will not translate back and forth. But at the least in this mode you can simply move about and correct errors in typing. The likes of which I am famous. Did I forget to mention that there is also a find and replace? <G>

Also I should mention that it is possible to upload or call it merge a text file to a msg. There is also a forward feature. That allows, yup you guessed it, the ability to forward the e-mail to another decker on the BBS. This feature is under testing right now. You can also download the message for later you can in addition download and *Attached File* . Of course this means that you can also therefore *Attach a File to a message*. Ah well you could if I edit the menu to tell your the proper command. This is being tested by the **A.C.U.G.** officers at this moment. Anyway you get the idea that in just the e-mail there is a lot that can be done. Well hang on there is one more point that is being tested. The change the rainbow colours. This is great for the non C=64/128 users. We have tested it in Ansi and by using the rainbow change and a little test and change. The Ansi user can do C= theme colours from our 8 colour rainbow section.

FILES: This is a long job for us on the BBS. I have spoken about it at length before and will do so as simply as I can right now. File area maximum on The Village is 14 Nodes. Each Node can hold 26 Data Stores. Each Data Store can hold 300 files. That is a lot of files for us. Close to 110,000 files. Space is the problem on the HD. <BG>

The problem we have is the long job of sorting out the partition of files and the original uploader comments. I copied the files to Geos, converted from PET to GeoWrite each of these files, that are the area contents from The Vacuum Tube. Next was making the subpartitions, re-organizing the groupings and then FCopy+ the files to the right areas. Very easy to actually make them show up. The command is called regenerate directory. Works rather fast and puts the files in alphabetical order. A new feature is the uploaders comments. First though understand that these are separate files in the subpartition. The Vacuum Tube used the brit cit pound symbol for the indicator to the computer. While The Village uses the at symbol. Yupper that means lots of manual renaming of the files. @r0:newname=oldname. At this point in time this job isn't completed. About 68% of the files are in place and the ul comments adjusted. As there is also what is called the short view. Where up to 38 characters can be written in for a "short" file description. I'll explain in a later issue about how this area works. A little more to it than The Vacuum Tube. I'll hint that up to 50 files can be DL-ed at one time.

Games: There are a mess of them in the files for this BBS. They are not all tested or put up yet. The menus are only temporary for the few that are up. There are ten right now in the Empire theme and they are having the most play. A few in adventure style that are being playtested online. Yes there is the C= version of 2112 Trade Wars. A few others are up but not listed in a menu. As they are either direct Centipede games. Or they are converted from Color64 and V-128 BBS. There is a tool for that in Centipede. However most of the time some manual work must be done. The man that did the converting didn't complete the job. Some games are not going to run right and will be shelved till we learn more about the operations. At least we do have the Manual, Programmers Manual and the source code. How to use them is something else. <G> Anyway this is an ongoing thing and more along with new menus and screens will be added as time passes.

P.B.E.M.: Yes the Play By Electronic Mail games have just started. SLOW of course as the games have been on hold for some time. Add to that the fact of the new msg base commands. However all in all we are back up and the limited form is going to grow over the next few months.

Time to jack out of this, run the spell checker, do the GeoPub part. Then make the Post Script files, copy to an 81 disks and pass it over to Lord Alberonn and hope that all works according to plan. But as we say in Shadowrun "The best laid plans of Mice, Men and Machines"

Time for some late information and other great things to fill some space.

I received from Marty at the M.A.C.U.G. group in Madison. Five boxes of ten count each DS/DD never used disks to build up our library of blank disks. If I can find more we would like them as well.

Also a box arrived of a couple of 1541s and a C=64 from Harold Zappia. These haven't been tested as of yet. But when they are, they will be up for members adopt for a good home.

On the day that I started putting this together. 1/11 for the record. A parcel arrived from Jean Nance. More disks of Go64 and even Bobs Term for both the 64 & 128. #30 has the Go64 and Maverick disks. The rest are library

Bo Zimmerman has released GeoBeapv2.0a This is a updated version and he mentions some future planned upgrades. However I was unable to DL the shareware copy from his site. Sorry no review yet.

Word on a C= forum is that there is now going to be 4th Metal Warrior game. Permission was granted to reprint anything from that forum.

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The Village Green

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