

Official Voice of the A.C.U.G.

Lord Ronin from Q-Link



# The Village Green

Lord Ronin & Lord Alberonn

April 2003ce issue

C=1

# Official Voice of the A.C.U.G.

A.C.U.G.  
Officers

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary L. Dupuy

Commodore Librarian: Imperial Warlord

Amiga Librarian: Mark E. Reed

Editor/SysOp: Lord Ronin from Q-Link

Deputies: #30, *Hardcopy and disk testing. Vixen Girl Friday. WareCat things needed to remind the other officers. Scott Farley Emulator help and IBuM file testing.*

## Policy Goals

Our goal is to learn about the Commodore and Amiga PC platforms. Then to pass this information along to others that wish to learn. To achieve this we hold monthly business meetings, weekly lessons, daily if desired discussions and hands on work, a hard copy library, software library and a collection of C= & Amiga PCs for the members. We also run a BBS for our members, C= and Amiga users of the world and any others that wish to ring us up.

## Next Meeting

Thursday 17/April/2003ce at 7:00pm in Mohr Realities Games. 2894 Marine Astoria Oregon 97103. Update discussion on the last month of operations. Demo's of files, including Contiki the new web thing for the C=. Visitors and smokers welcome.

## Contact Information

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## Notes from Meeting of 20 March 2003ce

**Open:** 7:00pm

**Newsletter:** Approved

**Chancellor:** As require by the remembered constitution. Sensei went over the election of officers. As of this time, all current officers have not been freed of their positions and look well on being conscripted again for next year. <BG>

All members state that they support our men in the current war effort in Iraq. Especially our #16, Scott Farley who we understand is part of the rebuilding group.

Going over the only Newsletter that appeared, that being the one from the M.A.C.U.G. Some of the comments were good for us to consider in content in our future issues. Appreciated the comments on our issue for both the Commodore and Amiga sections. Lord Ronin stated that he will try to get a hold of Marty again about some items including more disks for the members and our library. As we are still going over the ones that Marty sent in that big box. Sensei place for the record that half of the disks that Marty sent, the unused ones, have already been passed along to A.C.U.G. members and some SysOps of other Boards in the country that were out of disks.

Because of the current war situation, Sensei agreed to a short meeting. As the group wanted to keep abreast of the situation that night.

**Treasurer:** \$6

**Commodore Librarian:** This months disk is the collection from Paul Panks. One side to be the 64 text adventure games and the other side the 128 40c game. Next month it was suggested that the disk be either the last of the clip art ones or a disk of the demo tools or a disk of tools. <Editor Note: the disk for April is Wizard on side A and Zipcode v2 on side B by request and thanks to Scratcher from Onslaught/Xenon>

**Amiga Librarian:** Lord Alberonn stated that he appreciates the help from #30 and Lord Ronin in the writing of articles for the Tally Ho! section of the Newsletter. Because of the lateness of the Village Green last month <ink problems>. The most recent Amiga information was in that issue. Lord Alberonn expects to have more in the Tally Ho! section for the April issue.

**Editor/SysOp:** Doing a mess of things <as usual>. One of the projects is making a useable meld of the Game **Gamma World**. This from the 1st and 2nd editions. Though this sounds like it should be in a R.P. G. newsletter. Rather than one for the C= & Amiga users. The tools used to work on this are C=. All of the notes are being done in Edstar II from LoadStar. Then they will be converted with Wrong is Write in Geos. Some major editing to take place. Now there are illustrations from both editions. These are just about the right size for a Handy Scanner task. Eventually in GeoPublish. I will have the lay out for the game groups own version of the game.

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Including some of the house rules. This will then be printed out through Post Print, and a handful of copies passed to the main players. Putting my love of the C= into my love of the R.P. G. <Role Playing Games>

Now then there is going to be a new feature at times in this publication. I am writing the fist ones and have named this feature, "It's new To Me". That is because there are an uncountable number of Commodore files. Most of them are "New To ME". Perhaps others are well familiar with them from the past. However, to this group most of them are new and never seen before in any form. This feature starts off taking the style of reviews from the ignert dum ork. <BG>

Still, and will continue for some time, to be testing the files from the copy party. One important thing that I have discovered. I get more files decompressed, an files that wouldn't decompress from the M2K BBS collection. When I have Jiffy Dos on in the 41 & 81. All files are tested and the notes taken become part of the uploader comments for the file on the BBS. Which is also the groups library.

As deckers on the BBS have seen. We do have a new decker from Canada. how the word is spreading about us, since we changed to Centipede is past my limited brain. I'll just say that until we started using Centipede BBS system. We didn't have as many callers from so many places in North America.

Scratcher has been giving me information on files and their creation and usage. In order that we can use the T&S editors to a better degree. Chameleon will be sending more Demo making files and some form of tutorial on Demo making, that he will be writing up for our use.

There is a new web browser type of prg for the C=. This is called Contiki. At the meeting time I had down loaded it to my home directory. my hope is that next meeting I can fire it up on the system at the shop. Without the need for a modem. At a web site that I was directed to from a msg on one of the C= lists. I found two Commodore Emulator things for the Mac. As I understand them, one is for something known as power and the other is for classic. What ever the case. They are now on the BBS for the Mac users. No I didn't get the "64view" file for the Windrones. <EG>

**Deputies:** #30 has been working on testing the disks in the disk collection of Amiga Files. These for the reviews in the Tally Ho! section. Running into some difficulties with the remote controller on the CD/TV. Learning though how to put thoughts to paper. Soon that will be thoughts to screen with EdStar II. As I intend to set up the 64c system, that I picked up and use the EdStar as a writing tool for the reviews. Help is needed from Lord Alberonn in many of the terms and how to operate the commands to make things work. #3 still delving with the notes an papers for the ox to games and utilities. #23 monitoring the games and msg base for the BBS. #16 currently preparing for the Iraq trip with his unit.

**Demo's:** The Amiga Version of Dr. Who. Paul Panks Adventure Games on both the 64 and the 128. PK2 zipping with the tool from Mad Max.

**Discussion:** Mainly after general C= and Amiga concepts for the next month. The war topic came up and created much interest in the standings of the U.S.A. and fear for out troops and more terrorist attacks in the U.S.

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**S.I.G.S:** Soldering has worked with hot irons an flowing the solder on the joints. Set up to do a simple speaker wire soldering job. Next project is repair the cords for the Hard Drive Power Supply in the shop. Demo team needs some help with images. Geos group is working with Lord Ronin on the Gamma World melding.

**Close:** 8:00 as all wanted to watch the war news on the T.V.

## The Wasteland walk through: : : #21

Translated and Edited by #30

- 6) Dismiss this last recruit to make room for your "third" clone!
- 7) Go to the clone pod (Snake Vargas) - release clone! (You'll have to give him a "new" name - anything you want.)
- 8) Remember to "equip" your new "clones" with their armor/weapons!
- 9) Since 3 Clone Pods are now "empty", go to the remaining pod and select 1) Abort Clone Incubation!
- 10) Clone the Rangers again! You'll have more "Clones" available should the "need" arise!

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Your 4 Rangers each have either a Chainsaw or a Proton Ax! ("Free" weapons found in loot.) Stop at the "Black Market" (store) in Darwin Village and buy 3 chainsaws (for your Clones). Now all your Rangers/clones should have:

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Power Armor (2 Clones just have Pseudo-chitin or Kevlar Armor), Rad Suit (Radiation Suit), Canteen, Crowbar, Chainsaw, (Proton Ax for Thrasher & Snake Vargas) Laser Weapon (Laser Rifle, Ion Beamer, Meson Cannon), Power Packs (6 or 7 each) other TOOLS/EQUIPMENT and keys carried by rangers:

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Hell Razor:

Angela Deth:

Thrasher:

Snake Vargas:

Shovel

Geiger Counter

Sledge Hammer

Pick Ax

3 Ropes

2 tnt

5 Plastic

Blackstone key

Secpass 1

Explosives

Plasma Coupler

Nova key

Secpass 3

Pulsar key

Secpass 7

Quasar key

Secpass A

Secpass B

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Base Cochise: here it is, the last stop in our "Mission to Save the World"!

\* Be sure you have 2 tnt, 5 plastic explosives, 1 Plasma Coupler, and the Blackstone, Nova, Pulsar, Quasar, and Secpass B keys! Otherwise, you'll have to get them and return to Cochise! For "easy reference" this location is divided into four parts or Areas - the "Outside", then (inside) Level 1, Level 2 and finally Level 3.

Follow these directions to kill the robots outside, if you did not use the Helicopter to get here! All the Robots (except "Chopters") can be killed with the Chainsaws and Proton Axes! Laser Rifle/Carbine, Beamer, & Cannon fire is best against the "Chopters" (any Rockets are over-kill!)

Many of the initial "groups" of Robots (usually 3 or 4 in a "group") will appear at some distance 40-90 feet. Although the use of Laser Rifles, Meson Cannon, and Ion Beamer is the safest way to handle these, you may be able to find another approach route to shorten the distance and use the other weapons! There also are 4 "groups" of Robots on the roof of the Base! The "Chopters" appear at a distance and come running after you - they don't inflict any damage until they get beside you. Fire in bursts (Laser Rifles/Carbines) at small groups (5 or less), fire full auto at large groups (6 or more).

Just fire the Meson Cannons single or bursts at them! Even as the "original" groups of Robots are killed, more will appear! The additional Robots are not as "brutal" as the originals, but they'll inflict a lot of damage, especially any groups of 7 or more! After the area "outside" the Base has been cleared, you can always "lead" groups of "Chopters" into one of the corners (north-west, north-east, south-west or south-east) and just step back into the "Desert" when they reach you (leaving them "stranded" and "out-of-your-way") to conserve Ammo/Power Packs! The "Pseudo-chitin Armor" isn't going to protect your 2 Recruits very much (more like a Bullet-proof shirt in Las Vegas), so you'll have to watch their "Con" more closely for a while.

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Whenever you "enter" the "location", you'll be at the center of the southern border - the Main Gates are due north, straight ahead. Base Cochise - Outside Area:

4 more parts left. The fun continues as does the walk through. :-)

## Lord Ronin's Ramblings

Some of the things I found on the Inet. c-oneperipherals-subscribe@yahoo.com This is a new list for discussions of the Commodore One. I read that the Commodore One in it's current form will quite possibly be at the May Expo with Jeri and Jens. I did learn that Jens is the one that made the CatWeasel for the Amiga. He is also working with Jeri on the C-1.

Weird World, a new game if I caught the information correctly, for the C=64 is being released at Classical Games. <http://www.oldergames.com/> I haven't looked into this one at this time.

This past month I have not been as active as I would have liked. There just have been obstacles in the way of things. Now not to try to rain on the parade. Hey we live in Astoria, it rains just about all the time anyway. <BG> However there was a broken pipe in the laundry next to the shop. Gave

## Editorial by #30

Unfortunately I was only able to write one article this month due to difficulties testing out the Amiga 2000HD that came in on consignment. That I will leave up to the Amiga librarian to comment upon if he wishes to. Besides he knows more about Amiga computers than I do. Once again I'd like to ask that others please send in articles for the TallyHo! as that will be helpful. It doesn't have to be large, you can send it in ASCII or PETASCII. Just tell us what you do with your Amiga computer, or why you have one. Unfortunately mine isn't usable due to the fact I need to buy an adaptor for the Commodore 1942 monitor. Although I still have to buy a new mother board as I don't trust the one I have since the battery acid has leaked onto it. The testing of the CD/TV has been put on hold as we have started testing the A2000HD system. If I can come up with enough money each month to make a payment I will. Although whether it will be around long enough for me to do so is unknown at this time. Only time can tell. A price has been quoted, but not yet set in stone. So far this job has gotten slightly easier although I still don't really have the skills to be a writer yet. But as you may be able to see I've started learning how to say more and be more to the point for the most part. Now if only I could learn how ramble on like this in the articles. Oh well... someday maybe. But at least I'm learning, slowly, but it's better than not at all. Many of the programmes I've tested haven't worked. I'll make a list of things that didn't function on the CD/TV system and either why it didn't work or my guess as to why. That will show up next month though. Many more programmes to test out on the CD/TV system that I haven't had the time to test yet. But eventually I'll get them all tested out. Many new things for me to learn about the Amiga and eventually I'll learn them. Although I'm still a lamer when it comes to the Amiga systems. I know more about the Commodore than the Amiga, but I own two Amigas, and 8 Commodore systems. I enjoy both and want to learn all I can about both of them. So much to learn and so little time to do in. But that seems normal to me. Who knows, one of these days I might even have my own programmes out there in the C=/Amiga world. ;-) That is one of my goals. Whether or not it happens remains to be seen though. The Amiga computer is a powerful thing and still holds many mysteries. I wonder if like the Commodore systems the Amiga has hidden things from even those who invented it? I wouldn't be surprised by that if it was discovered to be so. May the glory of the Commodore and Amiga computers shed light on those who use and enjoy them.

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## Teenage Mutant Ninja Turtles

Review by #30

This was tested on the CD/TV system and as usual had difficulties with the remote control unit. The game works though. If you have played an NES (Nintendo Entertainment System) game with the same name, you will recognize this one. It seems to be the same one, only for the Amiga this time. In the Amiga version you push the fire button to jump, in the NES version you pushed the control pad in the up direction.

# Eric Schwartz's Sabrina Online - Episodes 259-261

**Sabrina** Online by *Eric W. Schwartz* ©2003

"Isn't it fun to discuss porn stars with your dad?"



**Sabrina** Online by *Eric W. Schwartz* ©2003

"How much for the peep show?"



**Sabrina** Online by *Eric W. Schwartz* ©2003

"Just a few words too many"



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

# WACUG

The game is more than likely based on the cartoon series from the 1980's as the characters look like the ones from the cartoon. You can find secondary weapons like throwing stars, triple throwing stars, boomerangs, and a sonic scream. The secondary weapons only take up one use at a time, even the triple throwing stars even though you throw three throwing stars at once. You will be able to find rope, and missiles for the turtle van at times. You can even drive around it as well at certain points in the game. The missiles are used to get rid of enemy vehicles and obstructions that the turtles can't destroy themselves.

There are many enemies, among them are the foot soldiers (android ninjas), Mousers (android mice), Fire creatures, an enemy that looks surprisingly like the guy out of the Friday the 13th movies complete with chainsaw, two mutants. One a mutant warthog (Beebop), and the other a mutant rhinoceros (Rocksteady). All are minions of the evil shredder who also happens to be your archenemy (I know shredder, sounds like a kitchen utensil ;->).

There are several levels in this game. I don't know how many for sure, but I think it's 15. I can't guarantee that though at this point in time as I haven't gotten that far yet. Someday maybe. Usually there will be a foot soldier or two or three on the overland screen. Only in a few areas will you find an enemy vehicle. Yes the turtles can destroy these on their own, but you will take damage as well. :-< Enemies are always present in the sewers though. To enter the sewers just walk up to the open manhole and the rest is automatic. Running jumps are possible but likely to seed best over short gaps. You can jump onto ledges from beneath that seem impossible to reach, although it is difficult at times to stand in the correct spot and push the button hard enough to jump the required distance. Most of the time the only way to proceed through the game is to go through the sewers. Although you can enter a few buildings as well.

Sometimes you may need to go through a certain sewer many times in order to get through it, or pick up certain items you need like rope, missiles for the turtle van, secondary weapons, or pizza which heals turtles. Regarding pizza, a quarter pizza heals one quarter of your health. A half pizza heals on half of your health. A full pizza..... well you should have the idea by now. ;-> If one of the turtles get captured (defeated) you can always rescue them at a later point in the game, well you could in the NES version any way. From what I've seen of the Amiga version there isn't any reason to believe you can't do that on this version as well. Even the instruction manual looks the same as the NES version, only much bigger as far as height, width, and point size.

In one of the levels you spend a good amount of time under water. Although once the characters are turtles you won't drown. You must disarm around 15 bombs to keep the damn from blowing up. Did I forget to mention the time limit you have? I don't know how long it is, but on the NES it was 15 minutes or so.

The first objective is to rescue April O'Neil as she has been captured by the Shredder and his goons. After rescuing her, you will go through the dam itself, than have fun swimming disarming bombs with little time to spare. Once the dam is saved, you discover that the Shredder has kidnapped master Splinter (your sensei/teacher).

What happens at that point I don't know as I hadn't gotten that far on the NES version either. The game is even more difficult on the Amiga then it is one the NES. I have noticed some annoying (bugs?) things that happen in the game. If the weapon of the turtle you are controlling touches an open sewer (manhole cover) you enter the sewer. The same if you attack an enemy anywhere near a manhole cover. I've been wondering where the hooks are on the weapons for the characters as is the only way I can see for the weapons to drag you into the sewer. I found this to be frustrating and upsetting.

Some of what I've mentioned is based on the NES version of the game.



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us over an inch of water. While they had closer to 2 1/2". We did make some good walls. Spent the day sucking up the water in a little shop vac and sweeping it to the rain. That had to take that time to be clogged. The next couple of days was drying things out from the humidity, heaters on and the door open.

My major task of testing files. That sort of stopped for a bit. The disk that I use to hold the tested and compressed, ready for UL to the BBS. A nice 1581 disk. Bang it suddenly decided to frell up on tack 40. Lost all the files on that disk. Good news is that they are still in original form on the Hard Drive. Bad news I sort of lost interest in the project for a time. Members told me that it is a good thing. As I have been working too hard on that part, to the exclusion of other things for the group and the game guild. Kitties said I didn't pet them enough either. <VBG>

Recently I have been working to help the Tally Ho! section. Doing some "Dum Ork" testing of files and making reports on them. These will appear as needed in that section of the Village Green. One of the reasons for doing this task. That being the fact I have a A2000HD in the shop on consignment. This requires testing and adjustments with some added files to the HD. just to pretty things up. I don't know anything to speak of in depth on the system. So I just tested some games an wrote about them. I am now playing my Dungeon Master Game. Making a serialized review of that for the Amiga section. But not to forget the C=. Several articles on files I have tested, where written for the newsletter as well.

These area part of that new feature that I am starting. All of this work has been assisted with #30 and #3. Who have been working with me on the notes and planning a passage through the dungeon. Now to convince them to also write Commodore things for the newsletter.

Major reason to do all of this is the simple fact that there is/was to be repairs done to the bathroom. Fixing the toilet setting. Redoing the floor. Plus work on retiling the hall and kitchen. My health doesn't allow me to move the heavy objects. In fact I tried the other day and still have back pains. Making me be in the shop each day for around three weeks. Not allowing me to work on the BBS the newsletter or the Inet. Have a lot to catch up on, as the workmen didn't show up on time an have yet to finish the jobs.

That is why I am a bit lite on things this month. Yet there is the articles that I did for the new feature. That I want to explain how it was done first. My desire was to bring forth more C= information. We have a large amount of it in different forms. Though no understanding of how to put it together at this time. My thoughts became the idea of just writing about the files that come my way and the books that I look over. This helps us to learn more and presents things that other and more experienced users can see in a new light. Perhaps we will find a file that others don't yet know.

Two things for this issue that are different. One is the photos. These take a moment to explain. Both of them are from the visit of Mad Max of M2K BBS and the M.H.I. group. He took these two with a digital camera, when he was here at the turn of the new year. Then he sent them to Lord Alberonn via e-mail. Lord Alberonn had to open a large zipped file of things to send these to the BBS. I selected these two pix for a test. Lord Alberonn converted them to grey scale for easier printing an photocopying. I am installing them in this issue as one of the first tests of the jpg in the issue. You see, I have that disk of experimental photos I took. That were converted from film to floppy. I have one a little testing with them. But that is in

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the following article.

OK then, the second difference is the new font. The village font didn't come across at all. Even with Sunfish's help. We suspect that the file itself didn't translate from the form to the post script style in the first place. However in a sample task an with a lot of help in explaining things to me by Lord Alberonn. i printed a test page of a font from the Sunfish Geos CD. I hope to write more about that in the future after more experiments. Now to a new article.

*L.R. and GeoDos  
Lord Ronin from Q-Link*

This I write after a fast and simple test of the GeoDos programme. Meaning if I can achieve results this easily. So can others, who are much more knowledgeable than I.

No sales pitch in the above last line. Regular readers know that I am rather dense when it comes to computer understanding and fake it a large amount of the time.

However, even with the dox in German. I was able to do a test that may have been complicated. On that, you the reader will need to judge.

What I wanted to do, simply, was to take photographs on the 20 year old cheapy 35mm camera my late mother gave me. Then have those images, somehow put into Wheels to be used in Post Print. GeoDos, based on what I have read. Should do the job for me. Naturally this means that I have to have the images on a IBuM formatted disk. Supposedly the FD-2000 will in some manner read those disks.

Over the course of a few months. I picked up the film. Shot a roll of it and took it to the Fred Meyers photo section. I had been told that they could have the pics transferred to a disk. First problem was in that the salesgirl didn't know that it could be done. She had to look it all up. Then didn't know the difference in the term "disk" between the photo CD and a floppy. Once that was corrected. I waited a week for my next ride to the store. Cost was \$9 for the negatives prints and the disk.

Next on the list was to find the GeoDos prg. Then the English translated dox. But with deadlines, shop, game guild and A.C.U.G. extra work. Time slipped away from me.

Eventually I made the time and to my horror. Discovered that I had lost the GeoDos file that I had DL-ed from a website. O.K. I thought, it will be on my home directory. Wasn't there either. Nor could I find the Commodore Scene disk with it and other Geos tools. A frantic search of the room lead to nothing but a bigger mess.

Trying my luck at different bookmarked websites. I found a link and regained GeoDos. Still had the .LNX of the English Dox.

More time passed before I could remember to DL the file from my Home Directory to the SCPU RAM. Finally did that and un-zipped the file. Tried to read things and it was all in German.

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Well I haven't spoken my Father's tongue for over 30 years. just looked familiar to me. But couldn't read it any more. Opened up the English Dox. I used Bo's GeoBeap for that and the GeoZip for the main programme.

At this point I had less than 30 minutes before having to open the shop. A very fast read was all I could do at the moment. I did see that they were renamed for the main GeoDos prg. So that they would be in English from the help screens.

Now before I go any farther. The only time I saw or had first heard of GeoDos was when a man demonstrated it at the 2001 expo. On the Video Tape that Robert Bernardo sent our group. That is how I first knew it was supposed to copy from a 1.44Mb disk.

Luckily I clicked on the correct icon for it to work the first time. Bang comes up this very pretty and colourful screen. Right then, I am ready to start. Go to the work menus. Icons, which I can't read. I'm to literal with Icons. But hey there are little word balloons when you slide over them. That helped a bit. I was confused for a while. Time is running out. I figured I'd go for the help key. OOOPPS!

Apparently I hadn't installed in some manner lost to my mind the English Dox. All that came up where the German ones.

Panic time, and I don't care what it says on the cover of the Hitchhikers Guide to the Galaxy game. I was panicing. Time short, and I have to reset the 128 for the BBS before going to the shop.

Suddenly I get a brain storm. Or it was the fact that I had coffee finally. I attempted the DOS->CBM area. Now it is saying to me "text". What I want to transfer isn't text. But I give it a try. First attempt was a failure. Not the prg or my fault. The drenn of a 1351 mouse I am using till Maurice fixes my SmartMouse. Good thing I was watching the screen. Or I wouldn't have seen the diagram of the devices and the route for copy flash. Tried again and this time the screen stayed. I set it for FD as the IBuM formatted. Sending it to the SCPU RAM.

I am then given this screen. Has weird words in the scroll box to me. Remember that I use the C=. Rarely my Amiga 1200 or CD/TV and never the other platform. But one word caught my eye. "PICTURES". OK I highlighted that one. Thinking it would send all 24 pictures to the RAM. No it was just a folder. Inside were other programmes that I suspect are for use in viewing on the other system. Gaining confidence. I selected the first 7 images. That is what they are titled. "image02.jpg" These I copied quickly to the RAM. They are what I believe are called thumbnails at up to 38Kb each.

Close out of GeoDos. Right to Post Print and do a new file. I took the images and placed them in 2" x 2 squares on the page. Quickly sent the page to be printed. Took time to load it up. Didn't take long to print it out in colour.

Results were not that great. No the prg as far as I can tell is fine. My colour ink cart is very low. Shingles appeared on the pictures. Which by the above layout dimensions were not scaled right. They are also hideous pictures of the interior of the shop. Bad light and all of that sort of stuff.

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Then I had to set up the BBS and run to the shop. though I enjoyed showing the members of the A.C.U.G. that came by and others. What I had slapped out that morning.

In the near future I intend to do more work on this project. Some of it will require Lord Alberonn's Amiga 4000 Power Tower to grey scale and crop images. Unless I can find a way to grey scale the jpg images through the C=. Perhaps in the future with GoDot? Anyway I intend to use the images in the Village Green newsletter. Also our in shop/group money, called "CatMarks".

Summation of this long piece. Quite simple this is a tool that at least will take jpg images from an IBuM formatted disk. Put them on a C= disk. Even if you are not going to use the Post Print system. By the use of the JPG viewer we have. You can still look at the images you take or are sent to you this way, on the C=64. Mind now GeoDos will do much more and I have a lot to learn and experiment upon.

ARC-SDA  
Lord Ronin from O-Link

Arc-Sda 5.1 By B. Mark Rhodes Copyright 1988. This is the topic of for this article.

All started out with this Dum Ork trying to compress files. Wraptor v3 worked some times. But big disks didn't do well at all. Some files became larger than the original.

ARC-250 was a tool that I found long ago. Learning to use letters rather than device numbers was and still is confusing. But that is another article.

But I knew that these files could be made to open up on their own. Without the need for the arc programme or Omega-Q II. The one that I used the most is Omega-Q II.

Finding some files that purported to be able to make a self de-arc'ing file out of an arc. I then made some small arc files. Made a pretty intro screen in the arc creator <230 IIRC>. Being the Dum Ork that I am, well it didn't work. Although I would swear that I did things correctly.

Enter Herman from the 5C's group and a member of the MTTM. He sent me a copy of Arc-Sda v4.6 The file had some documentation with it to help me.

Suddenly I am able to make the sda files from my Arc's. Very simple to operate and even I was doing it on the first attempt.

However on my system. Jiffy Dos installed 1581, 1571 and C=64c. The programme wanted a Pound Sterling load and the memory flushed by turning it off and back on, reset button didn't work for a clear.

That was minor for what I could do with the tool. Made many sda files for our A.C.U.G. <Amiga & Commodore Users Group> More for the BBS, The Village Green. Only a few failed on the open test. Usually using a cleaner disk solved that problem.

Next part in the saga is the copy party with Mad Max of M2K BBS. Where we spent a week

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copying his files to my HD and my files to his Jaz Drive. Weeks have past as I select files to test from over 7,000 sitting on my HD.

One of these files is called "arc2sdav5.1" Eventually I gave it a try just to see if it was a newer version or wrongly named.

Became a newer version when I opened it up. What though was different? First it takes in Jiffy Dos the up arrow load. Next I don't have to turn off the machine to be able to load the programme.

Right then, this is what the prg has for tools. Load and Display the directory. This one when the directory is presented, gives you the type and the track & sector for the prg. Browse, pick a file, follow a file, a block BAM display, verify, convert ARC to SDA. Make SDA into an ARC. Whittle an ARC to smaller sizes for SDA work, Scratch, Analyze, use DOS CMD and of course end the prg.

The Track and Sector work as well as the BAM and that related material is new to me. Helped me to understand a bit more on how the 41 writes to a disk. I have used most of these tools. Albeit hesitently at times.

The major ones that I use are the "C"onvert arc to sda. After making an arc of 200 or less blocks. I then run the arc to sda prg. Converting is all simple for me. Meaning it is very simple to do. Pressing the "C" on the menu, or cursor to it and press return. I know see a list of commands to move about the directory. Press spacebar and I go to the directory. There I see the block size the name they type of file and the Track & sector start.

Cursor and highlight the arc file and press return. There are several times that you can abort the action. You can also rename the file. This happens during the process between the prompts to make certain that you are doing what you wanted in the first place. I use the rename to game the full 16 characters for a file name.

At the end of the process. You can even turn it back into an ARC file. The Whittle command will cut a too large ARC file into smaller bits. SDA the first part. You have to manually go in and do the job on the second part. I have experimented with this tool and use it rarely. The Block/BAM map takes a little bit of time to load. There is information on what the symbols mean on the bottom of the screen. A basic T&S listing of what areas are full and empty. My attempt with Analyze came up with something similar to a BAM.

For my useages this tool is a frequent guest in the 41 drive. As the premise for the files in the Data Stores on the BBS and our A.C.U.G. library. Simply is to be able for a two 1541 disk drive owner to DL the files and open them up as easily and simply as possible. Using only one tool if even that much. Personally I thank Mark for making the tool/utility and Hernan for turning me onto it in the first place.

*See you at the meeting or in the Matrix*

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