

Clip art from the
collections on the BBS

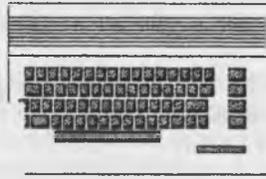
The Village Green

C=128

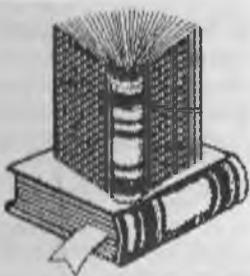
C=64



COMMODORE 128



COMMODORE 64C



Officers of the A.C.U.G.

Chancellor: <Sense> David O.E. Mohr

Treasurer: Gary L. Dupuy <ID #5>

C: Librarian: Imperial Warlord <ID #2>

Amiga Librarian: Mark E. Reed <ID #4>

Editor/SysOp: Lord Ronin from Q-Link <ID #1>

Deputies: #30 - C: & Amiga files. #3 - BBS files & hardcopy. #23 - BBS online games & general. #16 - C: & Amiga Emulation

A.C.U.G.

Founded in 1978 as a PET group. The current membership are interested in the use, understanding and preservation of the Commodore 8bit and Amiga Personal Computer platforms. For many these are the primary computers used.

In order to do this, we collect hardware, software and hardcopy. Operate a BBS and hold regular meetings, both the monthly business and weekly s.i.g.s and get together. All of this is open to the members. While the BBS is open to all.

Membership is open to all. Users of the C: and the Amiga and those that use Emulators. Fee is \$18 USD per year. This gives access to the items at the shop for members. The libraries, no credit cost on the BBS and a large amount of time on the BBS. As well as the monthly newsletter "The Village Green". There is a monthly 1541 disk that is an additional 75 cents. Amiga disks by request.

Next Meeting and Contact Information

7:00pm on the 15th of January in Mohr Realities games. 623 29th st. Astoria Oregon 97103. Smokers, demos, and visitors welcome.

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Notes from Meeting of 18/Dec/03ce

Open: 7:00pm (Demo of IDE64 was started before meeting and running at opening time.

Newsletter: Approved.

Chancellor: "Cold, Wet and Miserable" The announcement that started the meeting. Sorting, packing and preparing for the Demo in Portland on the 30th. Lord Ronin is to make some sort of flyer. About the club, BBS and shop. To have at the demo table.

There has been two requests sent by snail mail. Asking about the shop, the group and the ACUG. Lord Ronin did the replies, about 3 pages each in the Village Font. Stated that we need to make a new membership form. Also suggested that we make some sort of certificate of membership. As we do have the membership cards since last July's meeting.

Going over the Village Green. Lord Ronin was asked to explain the cover for the record. This one was found on Q-Link. Text part is the intro to each episode <save the 1st> for the show "The Prisoner". Symbol at the bottom is a Penny Farthing. The symbol/icon of The Village. That being the location for the show.

In response to the inclusion of reprinted messages from the Inet mail lists and the news-groups. Members were in favour of continuing this part. Lord Alberonn added that should be careful, as not everything on the lists is true/real. Lord Ronin said that is why it is in the "Shadowland" section. A place in the R.P.Game rife with rumours and half truths. Suggested that some sort of explanation or disclaimer be placed in the "Shadowland" area for the readers that are non gamers. Noted also that the ink cart was running low on the printing.

Received the Syntax from Commodore Huston U.G. Entire issue is an interview with David Haynie. A man that has worked on the

Amiga since the CBM days. Something for Lord Alberonn to go over in depth.

Infinite Loop was a bit mangled in the post. No articles from Lord Ronin this time. Major part of the issue are the exclusive photos from the Antique Computer Fair and from the Chicago Expo 2004ce. All photos by Robert Bernardo. A review of Drive Ghost. Some tool that works with the CMD->64HDD item. Didn't understand much, as it is not a C- specific item. Spam tips from Rod Gassen. Lord Ronin added at that point, that Rod is helping him set the new spam filters at VCS.

5C's November and December issues arrived <These were shown in the demo section as they are on disk> November issue has some text files on the history of Demos, some background on emulators. Several programmes including educational, arcade and an animated one from TPUG, with a cute comment if you try to list it. Side #2 has a few programmes. We were mainly interested in the text files. Some on basic commands, using a wedge and the use of wildcard. Doc file on the multi align tool. Will do up to 4 drives. Step by step instructions on disassembly, assembly and adjusting the stepper motor. We hope that it is a basis for working on our bad 7Is as well.

December issue has more information on the net with the meaning of the file extensions. Couple of games and some Xmas demos. Side #2 is a SID player with a collection of tunes along with the words.

Treasurer: \$6

Commodore Librarian: Been a long time since we had a specific tool disk. Around 23 tools for us this month. Reflecting our new interest and skills in programming and disk manipulation. Lord Ronin was able with the group to make an intro file from scratch. Then add some demo intro screen file. This collection was saved from the disks gamed at the convention.

Strange to say, but the January disk is already made. A collection of S.E.C.U.K. games. We haven't found the creator yet. Not in the file collection. Have to look on the net for this one. Lord

Ronin made another intro and used some of the tools from this month's disk.

Amiga Librarian: "Nothing new to report on OS 4.0. Been shown off at Amiga shows, not yet released." Lord Alberonn added that it is only for the AmigaOne, and it will be a long time before he can afford one of those. A short update discussion on connecting the C: to the upcoming DSL on the Amiga. Using a Lantronix UDS-10. Lord Ronin is gaining more intel on this from the c.s.c news group. May have the 128 connected next year.

Editor/SysOp: I'd say that it has been slow month. For the shop that is true. For the C: work, that is false. Shop has had only one sale. Tells you about the economy. Yet for the C: part. Much has happened. Though weeks will be taken before the results are seen.

BBS things, Helped #22 on the board. He has a lag problem. A few other problems as well with the BBS. At this time he is using the heretic system and a term prg. Neither of which he knows how to set accurately. I suspected that he has his modem set at too high a speed for the board.

Around 20 files have been uploaded. There are more on the disk for uploading. Saving the files from disks. Before I go back to the ones from the HD files.

Game turns for the P.B.E.M.s have yet to return to the normal cycle. Closer than before. Turns have been short to help return to the normal schedule.

Found that the Tomes & Scrolls need to be fixed some more. All the read online data stores are missing there. UI comments. Easy task to copy and rename, then install. Just freeing time consuming. The other fix is that to the lower access levels. Read online data stores were not showing up at all. We had this problem before. Was fixed, but that old back up didn't have the fix. Since the higher access's can see the data stores. We didn't know of the problem. As soon

as it was pointed out. Then it was fixed. Back ups are now done weekly.

Loads of behind the scenes things done on the BBS. Closer to programming repairs on the games. Mislaidd the prg file <again>.

Part of the behind the scenes work is the file testing. Been said before, but bares repeating. We have a large unsorted collection of files. Several thousand to be more precise. I must look at each one. See if it works. Make notes on it for UI comments. Decide where it should be placed on the BBS. Sometimes it looks like there will be a new data store made, as we find enough files in a new theme.

Spend a lot of the shop time working on these file tests. Helps me to also find files for our disks. That is how we are building the library and the BBS.

Now I also have been interviewed by Scene World for issue #10. Should be out in February. Be on the BBS on the public release date. Get my copy a few days earlier. <G> More articles for me to write for other publications. Also doing the January issue of the CML. Been busy as you can tell.

Deputies: #30 has helped pack the disks for the demo party. Taking a collection of unused disks for sale. Cleaned the 128D and the keyboard. Now the "D" and "R" key work. Will be doing the same for this 64c that I use to write the notes after the meeting. Connected my keyboard to his 128D. That is how we know that the keyboard works. But his internal 71 is not working correctly. We are going to open it up and try to do some repairs. As soon as the 128D can be installed on the BBS again. Space is to be made, so that he can review and .D64/PKZIP back issues of our disk. These will be put in the Vault section of the ACUG node on the BBS.

Vixen is trying to organise the books, papers and disks for projects. WareCat is testing some features on the BBS games. Looking for deeper problems.

#16 is still stuck in Iraq. We wish him a safe and happy holiday season.

S.I.G.S: Programming has take off in a different direction than originally thought. Before completing the first type in book. We were able to create the intro files for this month's disk. Including making the screen effects work. A really big high for all of us.

GEOS: limited at this time. Major work has just been in placing files onto the HD, in a partition for preservation. Several hundred files that have to be tested for the group and the BBS. Some test work with the file that converts gif to GeoPaint. Images are not as clean as would be liked. Yet still useable.

Misc: Well not really a SIG. Just the other stuff that we have done in and for the group. Prep work for the scanner jobs. Sorting of the stacked piles of things. IDE64 work by Lord Alberonn and much more that wasn't recorded.

Demos/Discussion: L.R. had finally found a missing disk with gif images. This was used to show off the VGIF tool on the Penny Farthing. Need work on setting the windows for viewing large gifs.

Autograph was used to show a Blazing Paddles picture and convert it to Koala format. L.R. said that is how he did it for the January disk side 2. TimeClock, a simple prg that places the time on the top right of the screen. A very good track & Sector editor. Has a link feature and most important to we beginners. Hex and Decimal input!! Plus the rest of the files from the disk.

Discussed the use of many of the tools. A request for a future GEOS disk and something for the 128. Discussed the concept of making Blazing Paddles art and inserting them into the text games we are doing in the prg class. This lead to a demo of Blazing Paddles vs. Koala.

Close 8:35pm

Labyrinth Walk Through (Part #1)

The following was found gamefaqs.com in a

semi secret area. Translated by Vixen from ascii to Standard PET for the newsletter. Going to be a few parts for space.

LABYRINTH

An Adventure Game for the Commodore 64, (c)
1988 Activision Entertainment
Based on the movie made by Jim Henson and
George Lucas.

This FAQ/Walkthrough was written and submitted by Umbreon2000, 11/10/01. Copyright 2001. Please do not make and distribute copies of it without permission.

Version 1.0

Any questions, helpful tips not given here, etc should be e-mailed to Umbreon20@hotmail.com

**** WALKTHROUGH / FAQs ****

Type in your name, gender and favorite color. The color will actually determine the difficulty of your game, among other things. NOTE: I chose the color Blue for the following walkthrough. Choosing another color may mean that some of the doorways will lead you to different areas than what I've specified. Be prepared to take your own notes as you explore the Labyrinth.

FAQ: Can I catch the Owl, or enter the Cigar Store?

ANSWER: No to both questions. The Owl is Jareth, who is spying on you. The Cigar Store is a joke, referring to a brand of cigars called White Owl.

Go Home. Take [camcorder]. For fun: Go East. Go Dinner. Eat Dinner. Complam. :)

Go Outside. Go North. Give Nickel. (The beggar will speak a word like "Plastics" or "Jaggies" This word may come in handy later in the game. It is rumored that the beggar is actually Jareth in disguise.) For fun: Go Beggar. (Note: DONT give the beggar any dollars!)

Go East. Go South. Look [at posters]. Go West. Go Theater. Give Dollar Bill [you actually

give 5 dollars with this command, leaving you with \$41. Go Theater again.

Go North. Look [at popcorn menu]. Give Dollar Bill [you're left with \$21. Take [the two quarters]. Take [the nickel]. (For fun: Go North.) Go South.

For fun: Go East [see a different movie]. Go West.

Go South. Look [you're sitting next to a cute person who is the opposite gender of what you chose for yourself. Unfortunately, a geeky kid the same gender as you happens along. Give Popcorn, if you want to (it's not an essential part of the game). You can either Complain to get rid of the geek right away, or Look several times in a row if you want to hear a lot of babble. However, if you wait too long before Complaining, your cute friend will desert you. Either way, the movie will begin . . .

THE MOVIE BEGINS

[After Jareth's speech]

Enter the open doorway. It slams shut behind you, trapping you inside the Labyrinth. There's no turning back now!

FAQ: Will I find anything interesting if I go to the left or right of the gate before going in?

ANSWER: No, you will not. I traveled over 100 wall sections to the right and found absolutely nothing. The walk back was just as long. Don't bother.

THE LABYRINTH

Walk along to the left until you find a rock. Take [the rock]. Continue walking to the left until you encounter a log, which you must Take. Keep on walking until you meet Hoggle. Despite what he says, he really isn't all that helpful in this game, but you can make him smile by giving him your Ticket (though you might want to hold on to it). He'll say something different if you Ask Hoggle when

he's smiling. Still not much of a help, though.

Enter the wall anyplace where you see graffiti ("Where is the door?" "The door is where you find it," "Have you found the door yet?" etc.) No matter which message you go through, you will end up in the Brick Hallway, although each "door" will take you to a different part of it.

THE BRICK HALLWAY

Depending on which graffiti message you entered, you will either appear in the section with the Peach, the section with the Crystal Ball or the section with the Goblin (listen for his clunky footsteps. If you hear the latter, run away from the Goblin and duck into a doorway).

Take the Peach you find lying on the floor. The vending machine in this area will give you a rock for a quarter. Save your money - you'll find plenty of rocks for free later. Go to the door on the far left and Open it. Enter the doorway.

Pick up the Crystal Ball you'll find on the floor of this section. Here, the vending machine is worth using - you'll get a bottle of perfume for a quarter (but only one, then the machine goes out of order). Again, go to the farthest door to the left, open and enter it.

Now run - there's a Goblin after you! Go left immediately (luckily, you're faster than the Goblin). You can escape through the first door you see (make sure you Open it first!), which will take you to Alph and Ralph (see below). However, as long as you're here, you might as well open all of the doors in the Brick Hallway before moving on. There's a reason for this.

Just keep a few steps ahead of the Goblin (if he touches you, you'll drop down a trapdoor. See special Trapdoor/Oboulette section near the end of this FAQ.)

ALPH AND RALPH

Each time you end up here, it's a little more difficult to go forward. The first visit is simplicity



Delving into Dungeon Master - Part 8
Level #12 "Oitus and Armour"
By Lord Ronin from Q-Link

Are we having "fun" yet? I'm still wondering what prompted me to do this series of articles on the frelling game. I'm the militant fanatical C=64/128 user. Keeping true to that in some form. Time to remind you that this game is for the Amiga. <quit: obvious as it is in the Amiga section> Yet the writing is done on a 128 flat with the added 64K vdc on a 1702 monitor, with EdStarr II from LoadStar. Right! the C = fan part has been done. :-?

Welcome to level #12. Hey remember at the start I said that there was only 14 levels listed. Makes you think that we are close to the end. Ah. Hah, I can hear the cheers from here. Well hang on as this takes some fun time on level 12. As I write these opening lines. I haven't completed the level. In fact at the start of the level with the first combat with the Armour. <see below > I thought I was out of it and could never finish. Tough monsters on this level!!!!

/// Lord Ronin's tip for this level ///

*** Save as often as possible. And then save some more ***

Yeah you may think that you have been saving good enough up to this point. Forget it, and save after every battle, each door and any time you have progress a corridor. Trust: me you will be restarting a lot on this level.

FOOD According to the book there are 12 food items on this level. I have grabbed most of them. You will need them. Since you have to rest the party to build up the magic powers.

WATER Nope, not a drop. IIRC it is level 9 that is the last water supply for the dungeon complex.

ARMOUR The Poley, Plate, Greave, Helm, Shield of Darc. What they do, I don't know exactly. Black markings on them with what looks like a red snake on the shield. They are heavier than what the team has been using. Maybe they work well if equipped to one character. Split them amongst my group.

ITEMS Scroll, some potions, Fire Bomb, Skeleton Key <remember that is used to open central staircase> Topaz key, Emerald key <found on a Knight> Slayer arrow. Snake Staff, Ra Key <last one IIRC for level #7> Morningstar, Boots of Speed, Master key and some duplications of a few of the above items.

Sabrina Online by *Eric W. Schwartz* ©2003

"After-dinner meal"



Sabrina Online by *Eric W. Schwartz* ©2003

"What could possibly ruin such a fine evening?"



Sabrina Online by *Eric W. Schwartz* ©2003

"A collect calling number ad goes wrong"



Sabrina Online by *Eric W. Schwartz* ©2003

"Alternate Santa"



MONSTERS "Be prepared to save your game often on Level 12". That is a quote from the first sentence in that part of the book.

They list three monsters. *Oitus* Are supposed to be easy and generally avoidable. Not sure if I have fought one of them yet.

Materializers They look like a floating tentacle jelly fish theme creature. One is not too bad. I have been using the non material spell. There is a problem with them. Rarely do they attack single. Try 4 at a time. You can burn 4 6th level spells and still not take them down. The book says something about the Vorpall blades. Remember them from level 6? Yeah so do I and no I didn't keep them. May have to go back and collect them to progress.

Animated Armour "are the worse" Sayeth the book. Man are they ever!! Poison won't work, nor will those great fireballs that I have been using on the other levels.

I have my ninja girl using the Diamond blade, which hurts a bit. I don't know for certain if the non material spell is working, or the dispell on the staff. But here is how I have taken them out. I use a magic box on them in a doorway. That freezes them. Then I hit them with all weapons and the non material spell. As well as having the door bash them. Mind you they hit for around 75 points. Did I forget to mention that they use TWO swords on you at once?

Since the above lines. I have progressed a bit further along in this level. Picked up a few of the listed items. Battled more creatures, mainly those treling armour units. Right at this moment I am not on Level 12.

No I didn't finish the level. I have gone back up on a food and water hunt. Be getting to that in a moment. Back to the 12th level.

One thing I am waiting for on this level is when my girl, the one that I have primarily working on the cleric spells, and in the back row, when the funt is she going to get another priest level? Why am I wondering about that, you might ask? Because of all the FREAKING HEALING POTIONS she has had to make on this level. In fact she isn't casting spells at the armour. I save her mana for making the healing potions. That should give you a tip on how tough is this level with those armour units.

Can't tell if that non material spell is working on them at all. Holding onto some of the magic boxes. As I fast read through the manual when I started the game. Said in there that it is a good idea to use them on the final battle. Here is what is happening at the moment on this level. Following the map thing, went to an area that has some treasures. Including some of the potions that you can collect. Note here that I am seriously considering using some and then turning the empties into water bottles. They are one hit, while the water skin is three hits.

In front of a door that you open with a push button. That is the start of this encounter. Oh you can hear that armour someplace. Go forward <helps to open the door, something I thought I had done oooff!> Then there is an intersection. Going left and following a turn to the right. Some place is a pressure plate that opens a secret door. My trick now is to start up this corridor. But I turn to my right and make left sidesteps.

Reason for that is the fact that the secret door is on the right hand side of this corridor <when travelling towards the secret door> Now then in the secret room are the treasures. Hey here is your friend the armour. I toss a couple non materials at him and then side step several squares. Turn and run at warp speed back to the door. Through the door but I leave it open at this time.

Take a breather, both the characters and the player. Triple check that I have spells up,

weapons ready and healing potions. At this time I have over a dozen on them, yeah I use most of them.

This breather is not because I just have the time, which there is ample for this task. But also to prepare for the tactics that have worked so far for me. Armour moves slow, and that is why you have the time. Mind now that it is also one track minded. The freller follows you and doesn't give up. Consider that he is following you two long corridors and then to the door at an intersection. Sort of fanatical isn't he? <G>

When he is in the doorway. Then I let loose three non material spell from the characters. Sometimes I'll have all four cast the spell. These are at the 6th power rank. Then it is hack at them with the swords. My front two have these weapons Diamond and Fury. They do some damage to the armour thing. In back row is the mage and the priest girl. The mage, I have him use the dispell on the staff. Looks the same as the non material spell. That is the first round. On the following rounds of battle. I'll explain what I mean in a moment. I have him use his cross bow and the slayer arrows. Priest girl is there just throwing darts and daggers. After a few of these attacks. Like when some team member is low in hit points. I press the door button. Smacks that frelling armour maybe 3-4 times at max. As he will back up into the intersection. That ends what I am terming here as round one of the combat.

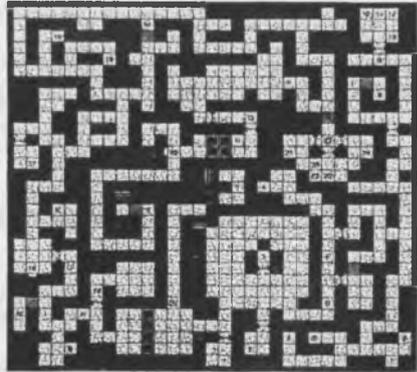
Before round 2. Healing potions to all that need it. Collect the darts, daggers and arrows. Priest Girl makes more potions. Three party members load up that non material spell again. Change weapon for the mage guy. Then open the door. As the armour advances towards the door. Fire off the spells. Since many times he is either not in the area. But a few squares to the left, at the intersection. Or about 3-4 squares back from the door. This lets the team fire off the spells. If time permits, and I feel lucky. I will also chuck out there some missile weapons.

That completes what I am calling a round of battle. Open the door, cast spells, melee a bit, slam the door and recover. Allright then, next session is why I had to run back and the fun of going to level #9. Since my first draft of this part was a bit too long. (SEG)

Amiga Editor's Rant...

Well, I had hope to give you some info on my DSL plans for my Amiga. However with the big snow/ice storm we had last week, UPS got delayed and I don't have my X-Surf II board in yet. It should be in tomorrow with the modem in on meeting day. Maybe I'll have things up and running for me to talk about it during this upcoming meeting. I still have to get the Broadband adapter for my Gamecube, but I'll probably still have my old ISP for a couple of months as I change over to the new provider as well as make sure things are working OK for me. Until next month...

LEVEL 12 - OITUS AND ARMOUR



OVERVIEW: You and your trusty little group are getting close to victory, but don't start cheering quite yet. Dungeon Level 12 may be the toughest level of them all. There are plenty of dangerous monsters, traps and puzzles, and to make it worth all your trouble, some great treasure! It's hard to avoid the monsters on this level, so keep your strength and Mana as high as possible. Take the time to rest if needed. You need to be at your best. You'll have to do some backtracking here and there to complete the level, but once you're done, the final battle with Chaos is close at hand.

itself; after chatting with Alph and Ralph (who won't say much unless you've opened all the doors in the Brick Hallway - see?), open the doors and go through the one with the sign that reads TO THE CASTLE. Obviously, stay clear of the sign that says: TO CERTAIN DEATH.

If you later fall down a trapdoor, or otherwise end up back with Alph and Ralph again, you will discover that the helpful signs have been removed. And don't think that just because the door on the left led to the castle the first time (assuming it did) that it will again! Providing you've opened all the doors in the Brick Hallway, Alph or Ralph will simply tell you which door leads where, when Asked. You can trust them on this visit, but not the next!

(There you have the start of the Walk Through. A taste of several more pages to come.)

How's your disks?

My 1541 and 1571 disks are fine. Even the ones I bought in collections that are 15 or more years old.

On the other hand [OTOH] My 1581 disks and FD-2000 disks are fast becoming "smegged" [term from Red Dwarf]

I have become well apt in sticking them into the plaster board wall. Like the martial art weapon called a "shaken or shuriken". Also in turning them into shrapnel on the concrete floor. Plus much more inventive in my language when the air turns blue. One can become very "hot". When hours or days of work, fail. Because of a faulty disk. Let me add that I am not the only victim of bad 3 1/2" disks.

Recently on one of the many C-Net lists I read. This question arose about the disks. Tech talk that was over my head. Things about media thickness and write current. Best I gained from all of that part, is don't use a HD disk on the 1581 as it uses a higher write current than the

disk expects.

Talk on disk care. Temperature and humidity plus proper care and handling of a 3 1/2" disk. Most of that we know from our 5 1/4" disks. Either from the drive manual, or from the sleeve/jacket of the disk. In fact I use a GeoPaint sleeve that has such information on it, for the sleeve of the monthly Penny Farthing club disk.

People talked about brands of 3 1/2" disks. Trying to find out what brand is the best. Imation and Verbatim appear to be the most popular. Personally I don't have any Verbatim 3 1/2" disks in my collection. Most of my FD-2000 [HD] disks are Memorex. Big sale at the local CostCo. Some are old aol disks. I remember talking once to Doug Cotton at CMD. He did explain that not all disks are the same in quality. The FD can be particular about quality. Well it didn't like the aol disks. When formatted for C- use.

1581 disks are a hodge podge collection. Many are Imation and they work most of the time. However very few will actually have 3160 blocks that I can use for storage.

Others came from Radio Shack. They may be Memorex, not sure of the parent brand. The rest are unknown disks. Most of them are used from collections that I bought over time.

Majority of those are for Geos. One of my projects is to copy the files to the Hard Drive. Don't want to tell you the number of bad file icons that I see on the disks. Out of 63 disks that I salvaged files. Only 7 of them will hold over 2000 blocks. That is if I just new the disk. Formatting in either stock or Geos. Has created flying disks. O.K. I am now passing them over to the Amiga users. Ah, but they find about 2 in 5 that will format for the Amiga.

What is happening? Why are these allegedly better disks failing? Even with the errors listed. Mostly a read error at track 40. Plus at times a write error. I can't tell you. Last I read on the list. There didn't seem to be a definitive answer there either. Perhaps I can update this in the future.

For now, my method is to use the 1581 disks to transfer files for work. Basically from the Hard Drive and then to my other C- work station. As I test files for the group and the BBS. Back up things on FD-2000 disks. That I will not use again till needed. Perhaps I can build that Zip Drive in the future. Or be able to burn the Hard Drive onto a CD Rom. But for now, I am not trusting the 3 1/2" disks. You may want to check your own collection as well. As I am keeping my important files on 1541 ad 1571 disks. They last longer.

Deluxe SDA

Yeah I know that I usually write about game things. This isn't a game thing.

This is a tool or is that a utility. I don't know the difference. What I do know is that this thing lets me make a pretty screen for a sda file.

Bit of history first. I learned to ARC with ARC-250. Minus any dox. Won't go into that story <groan>. Found some SDA making files. Wanted to make the pretty intro screens for my files. Never could get them to work for me. Little or no dox to them. What did exist, assumed a fantastic amount of understanding of the commands in ARC.

Gave up on the idea of making SDA files for the board and the group. Hernan from the 5C's group sent me the tool ARC-SDA 4-. Used it and on the first attempt. Made a useable SDA. Later on some salvage disks I found V5 of the ARC-SDA. Been using that till recently.

When hunting for files for the disks and the BBS. Using the 300- ones that I was recently gifted. Found a file that was called "DELUXE SDA". By passed it at first. Later returned to it for a look see.

An SDA itself. Opens up with ARC-230, SDA.ML, DPAINT, SDA.DOC. Still I was not impressed. Used the F4 command in Jiffy Dos to read the doc file. Expecting to see a collection of words that I wouldn't, as usual, understand.

That wasn't the case. Full doc on what each part does and most important how to set up and use the files for ARC-230.

First of all you need a file. But not one that is already ARCD. As I had thought. Plam Jane file at this time. Now for a pretty intro screen you need to make one. That is what the DPAINT is for, note that you need to use upper/gfx case only for this screen. Good news is that there are enough instructions and a help menu in the programme to start.

Now that you have your picture made. Side note, we have ours stating the A.C.U.G. and the BBS name/number. Stating the date the file was Preserved. Then some information on the file. What you make is of course up to you. Time now to put it together.

Here is where things are explained in the dox in a manner that this dum ork can understand.

That file above, the one called "SDA.ML". This is the heart of what is going to happen. You need to name this to a something that ends in ".arc". Example: r0:SDA.ML-freak.arc This can be done in ARC-230 or before hand with the C- or Jiffy Dos rename command above. I have tried all three ways.

Next is to put it together. Another point that my previous experience was lacking in the instructions. You need to append the files. This is done with the command in ARC-230 of "arc/a freak.arc picture filename

Meaning that you are appending to the renamed SDA.ML file that is now called an ARC. The picture you made. That comes first. Then the actual files that you want to arc. This tool states that you shouldn't do more than four files at once. Not real clear if they include the one you named as the base arc.

Does it work? Yes I haven't made one that failed. Big statement from a rank beginner like me. Sure you need to keep a copy of the SDA.ML on another disk and copy it over each time you want to make a SDA. Sure you are going to spend some time making the intro picture. In my personal opinion the result is worth the work.

Will it work with ARC-250? I and the prg author think yes. Simple enough to test. Loaded up ARC-250 and gave it a go. Result was that it will append to the ".arc" file, that originally was the SDA.ML file. Didn't do well in the rename attempt in the 250 version. SDA was tested, came out fine. Just easier for me at this time to use the simpler files for this work. Add a note here, I have done about 30 files. Have yet to find a max limit for file size. Gone over the size for ARC-SDA v5. Art work is what I am stumbling over. I can't draw files on a summer day. :-?

All in all, this little treasure has been a delight for our work at the BBS. Making our preserved files with a little colour and information. The decker can see a bit on about the BBS and the Users Group. When he opens the file. Or for the members on the monthly club disks.

FWIW: This file is on the December 2003ce Penny Farthing disk of the A.C.U.G. and on the Village BBS.

Lord Ronins Ramblings

That is a lot for us so far in this issue. As you can see we have been busy with many different projects over the last month.

As you can see I found the collection of Walk Throughs that were found in a somewhat hidden area on the gamefaq site. Vixen did the Labyrinth one for us. Others are being opened up and are going to both Vixen and #30 our regular translator for the ascii to PET. Vixen is helping as #30 has some hardware problems at the moment. Some of the files are huge, and cause problems in the GeoWrite. We will be converting them through the asc2pet file and making them shorter. Then we will be able to work in Geos and make them easier to read for the BBS and the newsletter. Collected quite a few of them.

Board work is still an ongoing thing for us. Just recently we have done in .D64 and PK 2.04 Zip format. The entire collection of the A.C.U.G. disks for 1992ce. Work has started on the 1993ce disks. As your read in the article on

Disks. There is some media problems. We found that some of the files came out bad. Now all of them are .D64 then Zipped then unzipped and tested. Just to be certain that they work. Previously there would be a noise of grunting on the drives. Or a lock up on the drives. Not on the disk that gave me the problems. :-)

The January disk is made. Need to duplicate it for the meeting. February disk is 60% created. By request and need this is going to be a collection of CBM educational programmes. Ah no moaning now. I have selected several that will actually challenge your minds. May even show you some things that you didn't know about the language. As side #1 is language style skills. Most are in a game format. Tested all of them and found that even with college, they were harder than I thought. We will use them in a S.L.G. in the group over the next few months. Side #2 is more of an eclectic collection. Not full yet and no special entry screen made at this time.

Programming has been going fairly well. Being able to adjust small prg tools into our own works make the entire lesson plans much more enjoyable. Main work is on the Golden Flutes and Great Escapes book. My problem is getting ideas to improve what I have done. Too many ideas at once and not the skills at the moment. Been pulling out some small files that will help in our creations, from the old ACUG disks. There is so much more that we can do, than we even expected.

Next part is Assembly. Been looking at some of the books that I have collected. Doesn't look as hard or scary as I originally thought. Well we shall see as we progress. On a high right now with how easy things are becoming in Basic. Though there is a lot more to learn in Basic before we go into Assembly.

O.K. that is enough of me Ramblings for the time limit. Things are going fine with our projects. Board is improving as time passes. More to learn on that one as well. Many things are on the horizon for the C- world. Heard about a meeting of the UPCHUG, where Jeri was able to connect a real C-64 keyboard to the C-1. There is a project from Dale Sidebottom and Roger Lawhorn <sp?> That as I understand will do many things. including USB support for the C-

and the ability to burn CDs. I'm waiting strongly for that one. Lord Alberonn has ordered his thingy for the DSL. I am still gaining information on what I need to connect to his system. Many things are happening for the group and the C- community.

See you in the matrix or at the meeting.

Last Moment Stuff

Looks good for a replacement 128D for the BBS. Though it will be a bit before I can fully pay for it, the owner is holding it for me and will ship it when I have paid the entire amount. Know him from the Gamma World list. Will have to put in the device switches. Must also do that to the one borrowed from #30. As well as fix the internal drive. Then it can be used on the BBS and Geos work. Till I gain the new one. So far there haven't been a lot of assistance on the comp.sys.cbm list on the 128D problem. Perhaps because of the problems they have with the posting and replying to msg with QWKRR. In any case the drive is still running with no access to the system. Have to use #4s 128 flat. That I have a question about the power supply being strong enough for the SCPU.

Packed up the IDE64 and the parts for the Lt. Kernal system. According to Leo in Canada he is packing his Computer Eyes. But has a little "nostalgia" problem as he does so, hope that this is OK. As I want to make an issue of The Village Green using the Camera and the Computer Eyes system. Was hoping that it would be this issue. But that didn't happen.

We didn't make the Micro Palooza in Portland. Locals know about the weather problem. As I am not on the insurance for the car at this time. Permission was withdrawn to go to the event. Quite understandable, as there are drivers on the road that don't know how to drive in snow and ice.

The danger of the other drivers. The fact that I would go to jail for a bit and #5 would lose his

car. His transport for work and family visits. Ah it was just too much for us to gamble. Big bummer for all of us and the event. Heard from Robert that around 50 people braved all the horrid weather at the time and did show up for the event. Staying for the music afterwards. He mentioned in an e-mail to me that there were several C- and Amiga fans that were at the tables. Makes me feel good that so many came out in that weather. Better weather and more advertising and we can have a bigger one next year?

Just got the word that a couple more of my articles will be in Scene World #10. Along with the interview and the little issue #10 editorial. Merman did have a little trouble with the file I sent of the editorial. As I had written it in the VooDoo note for the disk mag. That is the preferred method. Made it into a .D64 and zipped the file. Using PUZIP.C64 and the D64it programmes.

But I put it into a msg with QWKRR and used the Base64 coder. He is using the heretic system and didn't have a method to decode it right off the bat. He sent me an E-mail later saying he did find a windrone tool that would decode the file. Read it and thanked me for the file.

Issue #11 will have some more of my articles. I must work on another disk for them for the magazine. Wonder if I can think up any topics to write about? (LOL)



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