

The Village BBS

Amiga &

Commodore

Users Group □44

The Village Green

**Thank
Tormentor
for the
128D**

Obb Beer for all!!

Officers of the A.C.U.G.

Chancellor: <Sensei> David O.E. Mohr

Treasurer: Gary L. Dupuy <ID #5>

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 April in Mohr Realities games. 623 29th st. Astoria Oregon 97103. Smokers, demos, and visitors welcome.

Snail Mail: 623 29th St. Astoria
Ore.97103

Voice/Machine: 503-325-1896
BBS: 503-325-2905 24/7 300-28.8K CG
(40/80), Ascii (40/80) Ansi, RipTerm, SupeRes
Inet: lordronin@videocam.net.au
lordronin@sceneworld64.de
lordronin@pol-c64.de alberonn@qwest.net

Meeting Notes from 18 Mar 04ce

OPEN: 7:00

NEWSLETTER: Approved

CHANCELLOR REPORT: After completing one illness bug. The group is hit with another one. This one hitting the group in the "guts".

With the return of #16. Who had a demo for the meeting. Plus most being under the weather. Decided to run the business part short.

Going over the Village Green. Questions about the membership Certificates and application form were brought up. Lord Ronin apologized that not much more had been done, as he has been ill and trying to keep all of the projects

that he is doing alive. Though falling behind because of these flu like bouts.

M.A.C.U.G. was interesting this time. Some typos on the listings of our last two issues. As well as our group name. Guess we aren't the only ones that are under the weather. Marty needs our postal addy. Lord Ronin will send that via e-mail. This is for more disks.

From one of the lists on the Inet was a message from Maurice. In short he stated that he does have the master copy of the GEOS and related disks. Plus around 100 of the manuals. He can create new disks. Since he has the duplicator from CMD. When more books are needed. These he can also print out from the masters. No fancy boxes though, have to settle with shrink wrap.

TREASURE: \$13 but more 1 cent pieces to be rolled. Thanks to Lord Ronin.

COMMODORE LIBRARIAN: Disk for this month came as part request and partly from a review Lord Ronin was writing for Load Star. They sort of merged to become the disk for this month. Dungeon Master Assistant Volume #1. A 4 sided system for monsters and encounters. Along with simple dice roller and weak treasures. Bad news is that it does not use the Fiend Folio for monsters. Just MM-1 & MM-2. Created in 1988ce by S.S.I. and T&R. Stock book for 1st ed AD&D. Yet with the editing feature. Can be used with other editions. As well as house rules, as Lord Ronin demonstrated. There is a small dox file created by Lord Ronin on side one. Need a SEQ reader for it, if you don't have Jiffy Dos. Next month will be D.M. Assist Vol. #2.

AMIGA LIBRARIAN: "Still waiting for OS.4" #4 was working with #16 on setting up the demo of Amiga Forever on a heretic laptop. Expect more to be seen in the Tally Ho!

EDITOR □ SY SOP: Really I hate being sick!! Besides feeling rotten. I have to deal with the guilt problems of not having things ready on time.

Didn't do much on the certificate. Just a little on font selection and clip art for borders. Nothing worth showing at the time. Same for the application form.

Nor have we been doing much on files for the BBS. Deckers are testing a few more games. Giving WareCat notes. Should be more of the text information files up by next meeting.

On meeting day, as I was prepping to demo the new 128D. <more on that in a moment> There was a new decker on the BBS. Welcome to "Sharp" Village member #15. He is a C-64 user from Ohio. I chatted with him a bit. Think he found us from the c.s.c newsgroup. As I know he posts there from time to time with a different handle. I will be posting him this issue. So Hi there #15.

Yes I did get the 128D from Tormentor. Arrived on Wednesday 17/Mar along with the game order for the shop. Unpacked it and marveled at the condition. If it was a comic book. I'd grade it mint to pristine mint. Several manuals and cables were included. Sadly the 80c one was not a 128 one but one for an Amiga and 1080 series monitor. Which we happen to have with out Amiga users. I have the cable for the 128 to

2002 monitor at the shop. This will be tested at the meeting. There was an important to us book in the box. Also mint condition, COBOL, with the disk. When shown to our Linux friend <pro C: anti windoz> he is interested in how it works. Apparently he had studied that in college for his computer degree. May have to cut him a .d64 of the disk.

Action area was not open to the users as of yet. Too many things to sort out at this time. One important thing is some bad files. These we found in the RPGaides area. They at least have an old back up copy. Hope that they are still good. More on this as we figure out what is wrong.

Topics for discussion area. First, as I am working on an adventure for the game group. Doing it in Geos Post Print 3. Does the group think that it is possible to sell a few copies as a fanzine adventure in the shop? Along with the aborted D30 book? Also to be done in Geos/Wheels/Post Print.

Next is for the BBS. Should we do more .D64 files? By this I mean in the regular areas. Multi disk sides for the actual emulator area. Reason for this question. We may have more activity from emulators on the BBS in the file data stores. If there is more to offer for them. At the same time, this would not cut off normal C: users from collecting the files.

DEPUTIES: #30 has been rolling more one cent pieces for the treasury. Ready to translate more files for the collection. #3 printing out and hunting more lost files. Having to now start creating some new ones and repairs to others. She also found the missing file of the A.C.U.G. constitution. That is now on the BBS for us. #23 has been

testing more of the games with help for the reports on the BBS. #16 is settling in and started to relearn the emulator for Amiga on heretic system. Hope to have the C: emulator as well.

S.I.G.s: Programming is moving with direction. We hope to give some of what we are just learning, while it is still fresh. Submit that to Load Star for simple and easy beginning programming in basic information. Of course we must finish the current work. Gain more information from Rev. Dave Moorman. Before we start to write the articles.

GEOS: Creating a full fledged adventure for 1st ed AD&D. Other tools are used for the set up. All maps and entries will be done in Geos Wheels Post Print 3. Copies to be given to the players <booklet format> at the end of the game. Perhaps good enough to try to sell in the shop. Make funds for shop and group.

DEMO: Monster Maker <from Q-Link>. Demonstrated converting monsters from the book Monsters of Myth and Legend Vol. #1 <Mayfair Games>. How to use the programme. Save and print out the entry.

D.M. Assist Vol #1. Setting up some encounters for the game. Editing the entries, so they would fit into the house rules we play in the guild.

New 128D tested in 40c C-64 40c C:128 and 80c 128 modes. All fine and even the keyboard has a new stiffness feel to it. We do need to install the fan from the other 128D and the drive switches. Hope that we will be well enough to do that this month. Then it will be the new BBS computer.

#16 was trying to run what this Editor doesn't understand. Looked like it said it was "Colanto". Something to do with the Amiga Forever CD 4.0. He is waiting for his Amiga Forever 5.0 and CatWeasel for his AmigaOne. Perhaps next meeting we can see a real AmigaOne.

This emulator was used on a laptop. After getting through a very long load up of screens. Finally to the first screen. #16 used a Sabrina OnLine for his backdrop. Looked a lot more familiar to me when the Amiga Screen popped up. Though there is some sort of icon tool bar at the bottom. Not sure if this is a something that is normal for Amiga in some OS tool, or just from the emulator.

Personally I did ask #16 to write a report on this for the newsletter. As to be honest it is alien to me. My notes tell me that it seemed to take forever to load on the windrone laptop. In comparison to even loading Geos/Wheels.

Trying to run some games. The system failed. Apparently it needs more tweaking on #16s part to learn the system for the games requirements. Or it just can't do the games. I did see something on the screen that allows different OS settings.

#16 was able to show us, through the Amiga part, digital photos of his time in Iraq. One of the oldest temples still standing. Some Cuniform writing and what is claimed to be the home of Abraham. Along with some of the day to day life he had in Iraq. Not to be political. I'll just say that what the media presents is a far cry from the truth.

DISCUSSION: #16s time in Iraq, the use of the emulator. That part was past my

understanding. Hint to #16 for an article. <G> We did share things about our different war times overseas.

Talked more on the files for the BBS. Vixen posed the question about will we make .D71and or .D81 files for the BBS. After some discourse. The answer is most likely not. Justification was needed at this point. Standard format for a C- user on the BBS is at least two 1541 drives. Deckers could not collect the .D71 or .D81 files for C- use. Based on the most common C- decker. However it was mentioned that we can make the files with some tools we have in Geos. They could be something that emulator users could need for some of the larger files. Perhaps that is something to look into for the emulators. We though don't use that sort of thing. Be blind attempts on our part.

CLOSE: 9:10pm

(Previous entry in March Issue)
[Translated to Geos by Vixen. Used with permission]

Labyrinth Walk Through **THE DOOR KNOCKERS**

First, stand in front of the door on the left and Take. You will extract a key from the keyhole. Nice! You just know you'll be needing this soon...

The door on the left (the one with the deaf Knocker) will usually take you to the Forest. To open the door on the right (the one with the Knocker that looks like a devil), stand in front of it and Hit or Insult the Knocker. This will start the two of them telling a Knock-Knock joke. While the Knocker on the right is delivering the punchline, Insert Bracelet into its mouth!

This not only shuts the annoying thing up, it enables you to open its door. Right now, it may only take you to the Stone Faces, but later on it will take you someplace you'll want to go

Note: whatever you do, do not Give Popcorn to the devil Knocker! If you do, you won't be able to insert the Bracelet because its mouth will be full (apparently it can't swallow), and you cannot Take the Popcorn back again.

THE FOREST

If you like, you can Call Firey to get a new temporary companion. However, he won't have much to offer you – unless you've used your Camcorder to make a "rock video" (i.e. point your Camcorder at a pile of rocks). Since you haven't reached any rockpiles yet, just go left through the first opening you see, then left and through the next opening. This should bring you to the Bog of Eternal Stench, though the color of your outfit may affect this.

I just recently learned that if you've Used the Camcorder for anything other than filming piles of rocks, Firey will still reject it, even if you DID film the rocks. So make sure it's rocks only to make the silly Firey happy.

Once you've shown Firey a Rock Video, he will start taking himself apart and giving his body parts to you! Take everything he offers – I think equipping his feet is supposed to make it easier to cross the bridge at the Bog of Eternal Stench, and his other parts are supposed to help you get past the trap at the Castle of the Goblin King. This section will be (hopefully) updated later.

THE BOG OF ETERNAL STENCH

Sir Didymus won't let you cross the bridge until you rescue Ludo (learn this by Asking him 3 or 4 times). Go all the way to the left in order to reach:

THE PERSECUTION OF LUDO

This one can be tricky. You've got to get rid of the two Goblins guarding Ludo first. Do this by walking over the colored squares, making them change color – from yellow, to blue, to purple and finally to red. When they turn red, they are ready to drop the next thing that walks across them (including you!) through a trapdoor. A good strategy is to walk over a square until it turns purple, get a guard's attention and have it pursuing you as you run across the purple square (turning it red in the process). The stupid Goblin will fall right into the trap!

{The following is from our BBS files. Originally created by Sky Knight of Twisted Sky BBS. Modded by Lord Ronin from Q-Link}

The Unofficial Smiley Dictionary

- :-) Your basic Smiley. This Smiley is used to inflect a sarcastic or joking statement since we can't hear voice inflections over our computers.
- ;-) Winky Smiley. User just made a flirtatious and/or sarcastic

Sabrina Online by Eric W. Schwartz ©2004

"The Moss Hoss"



Sabrina Online by Eric W. Schwartz ©2004

"Test drive"



Sabrina Online by Eric W. Schwartz ©2004

"Counting holidays, it's more like 3:08"



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

Due to some other things I was involved in, USC offered me a scholarship to pursue a doctorate. I studied with Neely Gardner. His expertise was Political and Corporate Strategy, his passion was ethics. I know it sounds like a strange mix in today's business world but Neely made sense of it. He is (was) the most remarkable person I've ever met. He had the greatest impact on my life. What I remember the most is he was totally honest, sometimes brutally so. No one ever asked for feedback from Neely. The one downside, there is no way I can live up to his legacy.

During my seven years in academia I had a hard time writing articles for academic journals. I didn't think anyone would read them and, to be honest, I didn't have much to say. Instead, to the dismay of my colleagues, I wrote and produced a couple films aimed at illustrating specific concepts. In a way, I never left media.

Question 1.2: Besides your formal degrees, you also held the posts of Visiting Professor at the Harvard Business School in Nicaragua and Associate Professor at the University of Washington,

then became advisor for Fortune 100 corporations on Latin American investments before returning to the entertainment industry, is there a connection or were you just bored?

Garry: I was at the University of Washington during the "golden years" of being a professor. My full teaching load was four courses over three quarters. Two quarters a year I was responsible for one two-hour class per week. I think the balance of the time was meant for research and thinking great thoughts. I went skiing. Upon Spring thaw, I turned my attention to consulting. I liked it, it was extraordinarily lucrative and, in some cases, I was pretty good at it.

The lucrative part created a problem. My consulting income quickly exceeded my university salary. Some people didn't care for that and the Dean created a new policy where outside income couldn't exceed 20% of faculty compensation. I resigned, yet agreed to stay on for nine months. By this time I had my own program and graduate students. If I'd left sooner, there was no one to teach the courses they needed to complete a specialization.

I moved to Northern California where I live today. I didn't have a job or any particular idea of what I might like to do. Consulting income gave me some flexibility and ultimately I began to tell people I produced computer controlled movies. At the time no one had any idea what that meant. Including me. I'm not certain, but I probably printed some fake business cards.

The president of LucasFilm asked me, and my partner at the time, to come in to the games group and see if we could "produce" a couple titles. We probably were among the first games producers. I also have a design credit on "Ballblazer". That's a bit of an exaggeration. I can point to a couple features within the title that were my idea but the developer and programmer, David Levine, should rightly get credit. For "Rescue On Fractalis", Charlie Kelner (among the smartest software guys I've met) is responsible for just about everything you see on the screen. I was never an employee of the Lucas organization.

I liked interactive media and it provided a framework for some of the other stuff I've been involved in.

Question 1.3: More seriously, from games and entertainment enterprises you moved to Phillips Media Europe as CEO, then broadband media. A pattern is emerging where Amiga naturally finds a place. Can you comment on the connections this background may have had with an interest in Amiga's Operating System?

Garry: To be honest, I hadn't thought to much about the importance of operating systems. I knew, at least in the mobile world, that many manufacturers were critical of the operating systems available. KMOS, before it had a name, was (and is) involved with a potential strategic partner interested in a very specific market. Part of the solution seemed to suggest an alternative to the operating systems currently used. Amiga's OS family of products looked like they could fit. I turned my attention, with the help of people much smarter than I, to a competitive analysis of the known OSes. I wasn't so interested in what they are but in what they could be. Amiga's OS looked good.

Question 1.4: What is a KMOS, where did the name come from, what does it mean?

Garry: Good question. I asked it myself. Corporate documents needed to be filed while I was in Asia. I returned home to find that the Company, that I had agreed to build, was named KMOS. Like many of you, I asked what's a KMOS, what does it mean? I was told it is sort of like Xerox, it doesn't mean anything but with use will become a positive brand. I pointed out that Edsel (an old auto brand) also didn't mean anything and it went bankrupt. I hated the name. I lost.

I learned two things from this. Don't travel before the documents are filed and don't let financial guys name companies. (If any of them are reading this, I'm just kidding, really).

Given recent events the company probably should have been named KAOS, but that name is taken.

Question 1.5: To quote: "KMOS, Inc. acquired the Operating System from Amiga, Inc. to bring full cross-platform, multimedia functionality to wired and wireless devices." Is there anything you would like to add to this short description?

Garry: Not much. The smart money is probably on the phrase, "cross-platform". But you already knew that.

Question 1.6: How long have you been CEO of KMOS Incorporated?

Garry: Since its inception.

Question 1.7: Was there a previous CEO of KMOS?

Garry: No.

Question 1.8: Is KMOS Incorporated a publicly listed company or privately funded one?

Garry: KMOS is privately held.

Question 1.9: Do you have a significant stake in the company yourself, besides that of your position as CEO?

Garry: I have a minority stake in KMOS, which is unrelated to any operating role. I'd like a raise.

Question 1.10: Are Bill McEwen, Fleecy Moss, or Amiga Inc. employees of, or shareholders in, KMOS?

Garry: No.

Question 1.11: KMOS has kept a low profile since its inception; is there a specific reason for this, and why has it now made itself prominent?

Garry: KMOS' strategy (which we hope makes sense) requires me to acquire or develop several pieces of a technical puzzle. Amiga's OS is an important part, but it is only one part. It is much easier to go about this quietly. If I told you I really, really wanted to buy your car, the price has a tendency to go up. I wanted to avoid that.

As an aside, part of my job is to develop and maintain strong relationships with appropriate writers and publications. I try and reserve this relationship for major announcements; product introductions, perhaps new strategic partners and very few other topics. As none of these things are ready for announcement, I had no intention of saying anything at this time. But the situation turned a little different.

In my view some wild and reckless claims were publicly being made regarding the ownership, control and right of use of our intellectual property. When it comes to protecting IP [Intellectual Property] you have two choices. If, for example, a company was selling a product based on IP without benefit of a signed distribution agreement, you can just sit back a while and let them sell it. A little later in the process you might want to contact them and say, "hey, I think you owe me a little money".

If threats concerning IP are causing a disturbance among commercial partners or, at least as importantly, among current and future application developers you have no choice but to publicly act. We saw Genesi's Motion to Amend as just such a threat. I issued a brief press release to publications of record. I understand it got very little play on public boards but that wasn't its intent. I was simply saying that KMOS is in this game and implying that we would broadly defend and protect our assets and intellectual property. In matters like web sites, developer support programs and the like, we were totally unprepared to make such an announcement. I apologize, I would have liked to be a little more together.

Question 1.12: Who is Itec and what is their relationship to Amiga, KMOS and you?

Garry: Itec has been an investor in Amiga since the purchase of the assets from Gateway. It remains an investor today. Itec is also the Senior (first place) Secured Creditor of Amiga Inc. KMOS purchased the OS asset from Itec. There is no formal relationship between the companies (KMOS and Itec). I am not involved in Itec in any way.

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- DaveyD

remark. More of a "don't hit me for what I just said"

Smiley.

:-) Frowning Smiley. User did not like that last statement or is upset or depressed about something.

:-| Indifferent Smiley. Better than a Frowning Smiley but not quite as good as a happy Smiley

:> User just made a really biting sarcastic remark. Worse than a :-).

>:-> User just made a really devilish remark.

>:-> Winky and devil combined. A very lewd remark was just made.

Those are the basic ones.

Here are some somewhat less common ones:

(-: User is left handed

!-) User has been staring at a green screen for 15 hours straight

:*) User is drunk

[:] User is a robot

8-) User is wearing sunglasses

B:-) Sunglasses on head

::-) User wears normal glasses

This collection is presented by request of

several members of the BBS and the A.C.U.G. More in next months issue.

Lord Ronin's Ramblings

Right then, let's get the really negative drenn out of the way first. HUD, the people that have the bread to help low income, Seniors and disabled people. Like all of us in the users group. They frelled up on their money. Some reports say it is a software error. The bottom line is that on 1/Apr/04ce, we and 149 other families were cut from our rental assistance. We are in no immediate danger of losing the place. Just things are going to be real tight. May have to close the shop :-| If you think that is bad, add that if they don't have the bread by July 1st. Then over 3,000 people in this county of around 32,000 will be homeless. As they get almost the full amount for their rent. Nor is this just an Oregon problem.

Now to the good things. As I reported in the meeting notes. The 128D from Tormentor arrived. We tested it at the meeting and all was fine. Now as Tormentor is receiving a copy of this newsletter. (May your Obb Beer never run dry) I'm going into a little depth here on how the newsletter is made, as this is being written on the new 128D.

First though, after some research and thought. We didn't have to install the switches. The need for the Jiffy Dos is redundant with the SCPU. In fact it may cause some problems we heard, at least with the RamLink. Next after some thought on how we use the 128D for the Geos/Wheels/Wave/Post Print 3, The BBS and all the other projects. There turned out to be no need to install the device switch. As

the HD for the BBS must be #8 for booting. The FD-2000 is set to #10. Just cut the trace line and made the internal 1571 as #9. Did forget to install the Jiffy Dos chip for the drive. As of this writing date (6/Apr/04ce) The 128D has been up for 36 hours constant. We did install the fan system. Which is a familiar humm in the computer room.

Making the newsletter is a project! I take notes at the meeting. Then write up the meeting notes the following day. Ah but I use EdStar II on the C-64c, the one with the bad keys <G>. Later I copy the files from the 1571 to the 1581 disk. Bring them up to the house. As the 64c is in the shop. Switch the BBS to Geos/Wheels. Copy over the files, which are in standard PET. Convert them with Wrong is Write 8.1 to GeoWrite 2.1. Then there is a bit of editing to do, such as reformat for the page, change the font to a post print font. Next part is simple, ah well to a degree. Switch to 40c mode. Fire up GeoPublish and then do the lay out of the pages. Along with the footer part. Then into 80c and Post Print 3. Send the imported font. In the case of the Newsletter it is "VillagePlain" for the majority of the text. Titles are in "LowWeRegular". The font used for the cover of Gamma World 1st Ed. These fonts are sent to the printer. The GeoPublish file for the newsletter. That is laid out again in the Post Script layout section. When I want to install gif or jpg images. Then sent to the RAM as a post script file. Next I go to page #10 of the document and install the two fonts for the document. Then print it out and later photocopy and post the issue. All done on,m or with C- related hardware and software.

Speaking of Post Print, both Maurice and Robert sent me copies of the new fix. Though I haven't looked at the files yet. Stated that there is a way to do odd/even page number printing. Along with more features and speculation that more features can/will be added in the future. May thanks to both Maurice and Robert for the file. As well as for the new "WCOPY". That too I need to experiment with a bit more for understanding.

Because of the illness we have all suffered in the group. Add to that the depression of losing the housing assistance. Not a large amount of things have been done in the last month. :-{

Going over some of my illegible notes. Writing projects: Behind on the SceneWorld collection. Only have half a disk ready for transmission. Need to make an entire side for the .D64 and Zipping.

Load Star has already received a full disk. There was about 76 blocks free when I turned it into a .D64 and Zipped it for Rev Dave. We have been in contact through the e-mail and have a general idea of some future articles. Dealing with the real basic aspects of learning to programme. Including the pitfalls. This is a good thing, because as we learn, we then write about the parts. Help us learn and to present it to the younger crowd that is learning to programme in Basic with Rev Dave.

Received a msg from him just the other day. The A.C.U.G. will be receiving the Load Star CD. That is the one with issues 1-199 of Load Star for the 64. Plus the 128 issues, all the special disks, several uptime issues and other items that I can't

remember at this time. We will also be receiving the latest issue of Load Star on 1581. I have much more to write about for publication. As soon as certain difficulties are dissolved.

Doubt that there will be any of the Computer Eye images in this issue. In all honesty, just didn't make any new ones by this time. You saw all the video capture ones in the last two issues. I have plans and now there is a better place to do the work. As I spent four days rearranging the shop in a vain effort to make space for the items from the storage shed. Good clean up job, and made better use of the small space we do have for sales and display. Place even looks <shudder> neater. Not enough open space to put the stored items. Still going to have to pay that bill. However the new behind the counter work area will let us set up another Amiga system. Plus we will be able to have a work center. Where we can do a much better job of setting up the items for the video capture. Rather than sticking them on the stack of drives by the 64c. Was a bit crowded. (G)

As soon as I catch up on the promised writing, I will be working on the photos for the catalogue. Who knows we may change the entire idea of the membership certificates to include some sort of captured video image, naturally all done through the C-

O.K. I have to mention another downer that happened. My last Inet connection was on 1/Apr/04ce. Tried again on 3/Apr/04. No connection. Thought that maybe my server was done for a bit. Tried again on 4/Apr/04 and 5/Apr/04. No dice, sits there when Wave is saying that it is "Negotiating PPP Connection". I had to do some mail

work live online using #4s Amiga. Would you believe the number of mistakes I made, because of the different key layout? On 6/Apr/04 we changed the modem back to the old USRobotics 14.4. In the case the the Zoom 28.8k unit was bad. Same problem, and yes we did reinstall all the AT commands before we switched modems, and put everything back again when we reinstalled the 28.8. Next thing to do is --- Reinstall Wave. This means a lot of writing for me. As I need to copy off all the settings in the different sections. Yes I have already sent a msg to Maurice. Will see what he says when/if there is a reply. Perhaps the re-installation will fix the problem. Doing this work for the newsletter first. Have to build the courage for the reinstallation work.

Back to the programming part. We ran into a block with the "Mars" game. This has stopped work for the moment on that lesson series. I have moved to modding the Monster Maker file from Q-Link. This will be a part of the upcoming lessons. Then we will attempt to return to the project of "Mars". Both "Mars" and the Monster Maker file will be sent off to Load Star for use with the young programmers. Who are interested in making AD&D style text games.

Monster Maker isn't a text game. I showed it off at the meeting. This was a small about 14 block file. Used to create 1st Ed AD&D monsters. Where you would type in the information at the prompts and install a description. Since it is in Basic. Be easy to mod it for Gamma World and Talisanta. Not sure how to make it into one for Top Secret as of yet. Have to add more strings. (G)

We are going to go over this prg in our class. Then the steps we take will be made into those articles for Load Star. At this time I have modded it a bit. OK quite a bit, like another 4 blocks to the file size.

First thing that I did was de-rem <is that a real term?> some of the lines. The author back in 88 had placed some other entries to be used. But he put REM in front of them. I wanted all the information possible for a project. Next I wanted the XP value for the creatures and the hit points. Sure there is the hit die for the monsters. This is modding it for our game world. As we have a different way of doing hit points. Installed the new strings in all the correct areas. Freller worked almost on the first attempt. Had a little problem with the XP value. Till I learned to make it as a "\$" and start the entry off with letters, then the numbers.

However there was a problem that bothered me. The limitation of 11 lines of description. I wasn't sure on this one. New it was an array. But the books I have do not list just an array. Only dim array. Read the entry there and saw that an undimmed array will be 11 elements. I needed to dim the array. This is a new thing for me to do from scratch. Well I did it and it worked on the first test. Did some adjustments and now there are 40 lines for description. Still need to change the command to end the description. That is "END" at the moment. This also prints out in hard copy.

The major reason that I started on this file is that it has the setup for not only sending the information to the printer. But also saving and recalling from disk. This would be a great help to us in the save game idea for "Mars".

Have to add that I did find a mistake in the original programme. The author didn't include a print line for "Frequency". That is the listing for the creatures appearance. EX: Common, Uncommon, Rare, Unique. The entry was in the the data input lines for the user to install. As well as in the save to disk and recall from disk file. But it wasn't in the hardcopy print out lines. I was able to create a line for that and now it will print out that string on paper.

What we hope to learn from all of this modding work, is how to do the save to disk, recall from disk and how to have things printed to paper. There are more cosmetic things to do with the programme. As well as re-writing it for other games. At this time I am working on it, in order to show the group what, how and why the things I have done were done. Discuss those mods and then see what can be done with others. Hope that this will break the barrier we hit with the "Mars" game.

Another note is the possibility of fiction for Load Star. Rev Dave has asked me about the games we play and could anything be used as fiction pieces. Must start on the stories of the different games we play for possible publication. As fictional stories. May be entertaining to the R.P.G. interested crowd. Might even inspire some games from those that are learning to programme.

In the past I had done a couple of the Prose Quests for Load Star. Stories based on Classic Traveller and on Morrow Project. Have those disks in the stacks behind me at the moment. Someplace that is to add. In any event, I'll start on some stories based on the games we play.

Mohr Realities Games

Comics

Origina: TMNT

Boris the Bear

Cerebus

Wolverine

Classic X-Men

Uncanny X-Men

Games & Acc.

All Flesh Must Be Eaten

M.S.P.E.

Classic Traveller books 0-8 <reprints>

3.0 AD&D Monster Manual

Legendary Lives

Crystal Dice Cubes

Transparent Dice Cubes

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