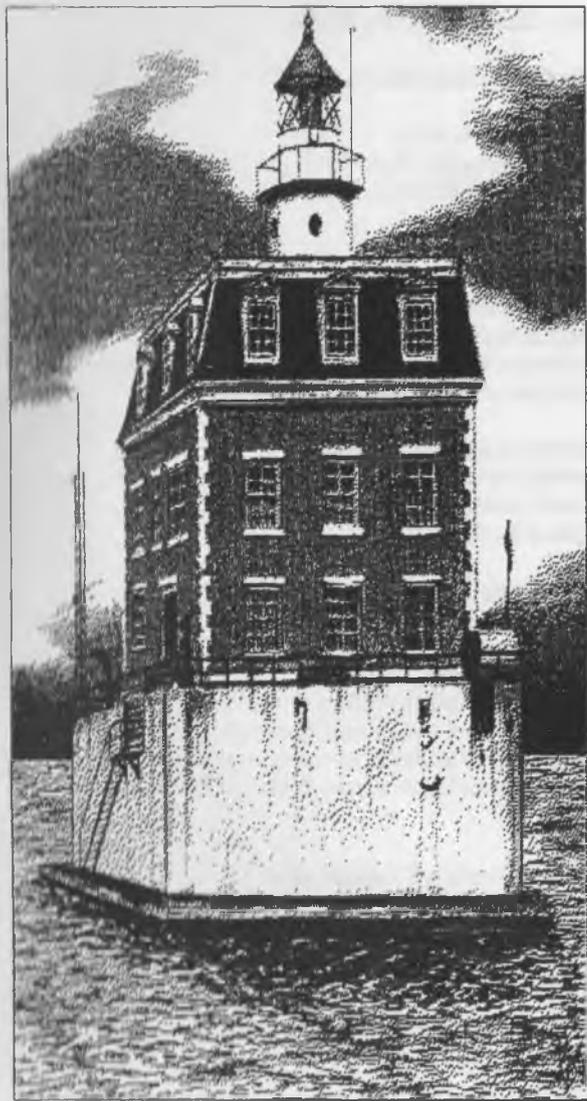


Found and saved from the disks that #16 gained for the group. Part of the collection that came from the editor of Geo Journal. We Find, We Save, We Pass Along



Thunder Scan  
by Jim Lawton

Ledge Lighthouse

Illustrated by Dan Price  
East Lyme, Connecticut

# The Village Green

## Officers of the A.C.U.G.

(We didn't run fast enough)

Chancellor: (Sense) David O.E. Mohr

Treasurer: Gary L.Dupree <BBS #5>

Commodore Librarian: Imperial Warrior <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

Editor□SysOp: Lord Ronin from Q-Link <BBS #1>

### Deputies:

#30 (Librarian, file testing) #3 (Secretary, general girl Friday) #23 (BBS games, general) #16 (Emulation) #21 (NTSC fixes and Hacks)

## The A.C.U.G.

Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, software and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files on our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is \$18 USD per year. This gives a membership card, certificate of membership (C:, Amiga or both) The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS (Second largest amount of time) No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C: & Amiga items, purchased in the shop. The "Penny Farthing" is a C: monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request (WB differences) at \$1.00 each.

### Next Meeting & Contact Info

Meeting will be on 16/Dec/2004ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

Snail Mail: A.C.U.G. #447 623 29th St. Astoria Oregon 97103

Voice: 503-325-1896

BBS: 503-325-2905

irc: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pok64.de alberonn@quest.net

# Notes from meeting on 18-Nov-04ce

**Open:** 7:00pm

**Newsletter:** Approved

**Chancellor Report:** Many members are sick with a bug that cropped up in the past couple of days. Most officers have the bug this night. Meeting will continue as planned, but not up to it's usual standards.

**Update:** on the QVC sale of the 64DTV. According to information received from the mail lists. Appears that QVC had upped their order from the 30,000 units. All the way to the entire 250,000 unit run. As mentioned in the last issue of the newsletter. We have seen the advert a few times. Robert Bernardo reported (on a mail list), that he saw the advert. Though the date escapes us. Was a day or two ahead of the one we had seen on AMC.

Lord Ronin will be making some .D81 disks for Bruce Thomas of the GeoJournal and other related 1581 disks. That #16 picked up in Portland Metroplex. The can be archived and perhaps end up on the new geo Specific CD.

Saturday (13/Nov/04ce) on the IRC #c64friends. Our #8 offered to pick up one of the 64DTV units for the A.C.U.G. Lord Ronin agreed and did promise to pay him back the cost and shipping. Thanks to #8 (Wildstar) we will have one for the groups library.

According to information received by Lord Ronin on the IRC. Appears that our #16 not only picked up the GeoJournal and GeoMetrex stuff. But it looks likely that he

has also saved the 128D and the RamLink. L.R. said he would fill in more in his part.

November & December disks for 5C's arrived the day before the meeting. Article on doing a reset switch in the SX64 caught our attention. Now we need one on fixing the 41 drive in Lord Ronin's SX. (BG) He said that it never recovered from late nights playing Pool of Radiance. Baccaract <sp> as a game is on one disk. What is nice is that there is actually some dox that finally tell us how to play the game. Seen it for years in files, as well as a few gambling games on the C- and the Amiga. But no dox on how to play. Now that has been corrected. An open Thank you to Al Jackson the President of 5C's for the sid music last month. Yes we would be interested in all of the sid files.

Checked the BBS guide on the 5C's disk. Ego boost here for Lord Ronin. The village is listed. But there are a few things that Lord Ronin thought to pass along to 5C's. Last that he heard Dark Vulcan and "Deep Space 9". He had changed the name to Renecianse City. Sometime this year he made it a telnet BBS. Sadly L.R. reported that Dark Vulcan has not called the Village since then for an update. Reported also that Starship intrepid has closed. This will have to be confirmed on the comp.sys.cdm list. As that is where L.R. saw the listing. Confirmed that Millennium 2000 <M2K> is temporarily off line. SysOp Mad Max (Alan Pinkerton) is currently living here in Astoria. Looking for work and a place to reset his BBS. He is #21 on the BBS here and our coder/fixer.

**Treasurer Report:** Holding at \$23 L.R. keeps paying for everything.

**□C□ Librarian:** Our disk for this month is semi requested in different parts. Side one is Seven Cities of Gold. Single sided by our #21 (Mad Max) and dox are by #21 and #30 (Fox Mulder). Original from Lord Ronin. We didn't demo the disk at the meeting. Since there were so many with the bug. However it was shown several days before to members. Seven Cities of Gold has many features for the player. Levels of difficulty, as well as a continent maker. Where you can create a new game world for play. Based on the conquistador period. Full of game tips and historical references in the dox.

Side #2 is a little different. Finishing up on more games for the new Geos Users. There is also the Fancy Start file for both the 64 and the 128. These were not tested at the time of the disk creation. Since they are for stock Geos. Save for the information in the dialogue box. There are no dox for these files. Most of the games do have a doc file install in the GeoZip of the files. Seven Cities of Gold and the Geos games takes care of a several month old request. One other Geos tool that was included is the 40/80 flag. Where you can set a 40 only file to run in 80. There are some problems with the scree image. Such as ghost image of the 40c programme over the existing 80c screen. The remainder of the files for side #2 are for AD&D assistance. The fixed Random Dungeon Generator. Thanks to #21 for fixing the corruption in the master file. A tool that will do the random rolls for you from the DMG in making a dungeon level. A very detailed two sided PC sheet for the game. Character work sheet and much more, all the print outs were displayed at the demo part of the meeting.

Upcoming disks for the future will contain more tools and items for Geos. Along with games, tools and more for the C-. Sort of a what feels best at the moment. Recipe disk was again asked about, and Lord Ronin said he would return to work on that one shortly. At the moment he was too sick to commit to any more work. A request for Bards Tale 2 was again presented. A possibility as that would leave a side of the two disks open for other things. We shall see what next month give us for the Penny Farthing. Oh yeah, should be noted that L.R. when he did the lables and the sleeves. Worked with the RainStrom font from last month. Found more on its use and the effect can be seen on the lable this month. effect was great, as it was pouring rain the night of the meeting. (G)

**□Amiga Librarian:** Sick with the flu bug and recovering from the con. There is a buyer that we met at the convention for #16s A2000 in the shop. Lord Ronin received an e-mail from the interested party. He needs a list and a price from the Amiga section. The list is because he couldn't keep up with all the stuff they were talking about that has been installed in the system. #16 has yet to hear more on the AmigaOne release stuff. He has been searching. Though he expected to receive-mail. since he was on the pre-release list. Already having that part of the developers kit. Lord Alberonn reminded all that he needs more articles for the Amiga Section.

**□Editor□SysOp:** Lucked out and did find the missing ink cart. Now to save up for the refills. But this should be enough to do the work through January. But that explains why the issue was late this month. As well as the prep, con and recovery period. Bummer is that I like many of the others am down with some flu/cold bug. In fact sleep in the shop

most of the day before the meeting. Those cold pills did a number on me.

OK then, had a good chat in IRC with Todd Elliot and Bruce Thomas. Regarding the GeoJournal and the Geometrex. Apparently Mr. Grady Brown had worked on/with that group. Making some of the issues. According to Bruce there were 14 issues of the GeoJournal. What is a surprise. Is that Bruce said that the magazine was paper. While we have issue #11 in GeoPaint files. I am making .D81 files for him of what we scored. He will send us the printed copies of the GeoJournal and the three issues of a later Geos Magazine that Mr. Brown did. Increasing our Library.

Worked with RevDave on the Load Star Geos files. Didn't know he wasn't a Geos user at the time. Now he has seen what stock Geos can do and is impressed. He is more of a programmer, than a Geos user. Same as Fender was with L.S. Anyway he has asked me to use Wrapper V3 on the files. I will do that shortly. Well after this frelling bug problem. Then they will be sent on several .D64 files. As it seems that [A] his system isn't able to revert the .D81 [B] it took almost two weeks to be able to send one of the .D81 files to my home directory. So I could attach it for him. While he has no problems with the .D64 files that are Base64 encoded in QWKRR. I also don't have that much of a problem in sending the file. That being the QWKRR made mail packet, to VCS. I refuse to say anything about a conspiracy to keep me from connecting to the Inet. Because I do it through a foreign country. But it is good for a story idea.

No progress on the Dungeon Creator

parts as of yet. Clean up on this other work for L.S. That has taken some of the time. Mess of files that #21 has given me to work upon for the BBS U/D areas. #30 has now been able to work on the format for testing files for the BBS for me. I'm drowning in files that have to be put up. The list for L.S. at this time, for projects. <A> Dungeon Creator adventure(s) <B> Finish fiction pieces <C> do the 60dpi Geos Dungeon <D> Review the Deungeon Morfp tools for Geos <E> Review the tools from Q-Link for Dungeon creation, as well as include them in the packet. <F> everything else that I have forgotten at the moment that I said I would do!!

Articles for Scene World are the interviews with members of this group. The man in the street concept. How I got on the mic part of the Inet and one about our 26th anniversary party. Plus anything else that comes to mind.

BBS: Gained another new decker since the issue of the newsletter was written. Knight\*Star from North Carolina joined. He also is a man that I have met in IRC and on a few of the lists. He has some Geos .D64 disks for us. Should add right at this moment that rAN\_CooG. Who I met in IRC and is a member of Hokoto Force group. Gave me the url and the direct link <in case the site isn't Lynx or Wave friendly> for all their files. Plus permission to post those files on the BBS and pass them around on the Club disks. Sorry to say that with the illness and the con, plus so many projects. That not a large amount of files have been sent up on the BBS.

Last issue was received quite well. Comments about the quality of the picture of the girls on the cover. For the record. The best I can figure out is that it was a Mac file.

Converted to Geos with Mac Attack or one of the Mac to Geos converter things. I installed it on the cover with the information under it, in Post Print. Didn't turn that one into a photo album. As stated on the cover, the picture came from one of the files on the disks that #16 brought to us from the buy he made in the Portland Metroplex. Not certain what will grace the cover of next month.

Though there hasn't been time by meeting date for replies and comments to be seen and heard from our exchanges. Local members did enjoy my monograph on doing, making a newsletter. Unfortunately, none of them want to take over the job. All members said that I am the writer and not they! Locked into another one it appears, didn't see Pnacolda in the IRC this last time. No word from there on doing the exchange. Alien Relics from the UPCHUG group announced in our mail list. That it seems to him that if they are going to have a newsletter again. He will do it, himself. Sounds all to familiar to me. <G>

□**Deputies Reports:** #30 Has done several files from a 81 disk. Testing them and writing an UL comment. This is taking the work load lower on L.R. #30 is still waiting to do the rest of the magazines for the library index. #16 still trying to learn about the different emulation forms. #3 on the papers <still she adds> #23 is recovering and not yet able to return to the BBS testing. #21 Has done a 95! NTSC fix of Wonderboy in Monsterland. Just finished fixing Mayhem in Monsterland. Stated that it was similar to the game Sonic. Was working on the Linux 64 demo. But discovered his firmware isn't new enough for the demo. He did display the

Du-Art board and explained a bit on how it could run the Image BBS while one is also on the Inet. This though is an IDE thing.

□**S.I.G.s:** Geos; working with the new tools and fonts. PRG; jumping around on different ideas at the moment.

□**Discussion:** Using the Du-Art board with Contiki. Writing the Dungeon in Dungeon Creator for L.S. Working with the tools to make a full blown Dungeon. What is on the 81 disks in 128 80c from Gaelyne and how to make it fit on 1541 disks. Special 1581 disk possibility for the tools.

□**Demos:** Print outs of the papers for the AD&D tools on this months disk. Each one explained as to how to use for game and character creation.

□**Close:** 8:37pm Group returned to kibbutz for after meeting C; and Amiga discussion. Most too sick this month to really do much :-)

## Lord Ronin Rambles

Last month I did a part about the creation of the newsletter. That as a separate section. The initial feed back was good on that part. Even though to make it fit. I had to reduce the point size to 12 from 14. Just a part of the making of a newsletter. (G)

Now then, I am doing these lines the day after the meeting. Drugged out of my skull on cold and flu pills. I didn't know till the day of the meeting. That there was a new law in the state of Oregon. Won't try to spell the word. But some cold/flu pills contain this chemical. Seems also to the fact that it helps with the cold/flu symptoms. Druggies use it to make meth! Had to go to the pharmacy

AHT Europe announce MIDI interfaces for Amiga, Pegasos'and PCs .

Posted on Amiga.org by Senex on 2004/12/12 13:57:51 (26 reads)

Birmingham, Dec. 11 2004 - AHT Europe Ltd. are pleased to announce the immediate availability of their first Amiga products: MIDI interfaces for the Commodore Amiga as well as the Pegasos and standard PCs.

The MIDI interface Vivaldi supports standard MIDI transfer through the game port (MPU401), either on-board or on a PCI card. It is suitable for all operating systems that support standard MIDI transfer over the game port and has been successfully tested with standard MIDI software under MorphOS/Pegasos, Linux and Windows (including Bars'n'Pipes under WinUAE). The Vivaldi MIDI interface provides the following connectors: 1 x MIDI IN, 1 x MiDI THRU, 3 x MIDI OUT (synchronised).



The MIDI interface Trivaldi is a tripleplay MIDI interface for Commodore Amiga computers. It has three asynchronous MIDI OUT ports, which means that each port can have its own MIDI range of 16 channels. With Bars'n'Pipes you can therefore address 48 MIDI channels. The Trivaldi connects to the Amiga serial port.

Each MIDI interface comes with a manual, a CD-ROM and a 2 year warranty period. The CD-ROM contains drivers as well as the free sequencer software Bars'n'Pipes with all add-ons, the utility Directory Opus 4 and more.

The advisory retail pricing incl. VAT is 39,95 Euro (Vivaldi) and 49,95 Euro (Trivaldi), respectively. Both interfaces are available now. Dealer inquiries welcome.

**Sabrina** Online by *Eric L. Schwartz* ©2004

"Yellow cars get no respect"



**Sabrina** Online by *Eric L. Schwartz* ©2004

"Aren't they cute at that age?"



**Sabrina** Online by *Eric L. Schwartz* ©2004

"Standard discussion"



**Sabrina** Online by *Eric L. Schwartz* ©2004

"Santa's molesting the elves again!"



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

## About AHT Europe:

AHT Europe Ltd. is a british company formed in 2004 and based in Birmingham, with offices in Germany and the Netherlands. Current products include a PowerPC set-top box for digital video broadcasting, personal video-recording and video-on-demand.

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## New products from individual Computers

Posted on Amiga.org by Schoenfeld on 2004/12/1 9:00:40 (336 reads)

The first sunday in advent is already over, the downtown areas have been equipped with christmas decoration, and the production for this year's christmas business is running at full speed at individual Computers:

We're especially happy to announce that despite the two competing products in the market, the flash-card "Kickflash OS4" has been selling so well, that a second production run was necessary.

The new cards have already been shipped to our retail partners last week, so there should not be any delays by now. Kickflash is shipped with 1MB flashrom space, the recommended retail price is 34,90 EUR.



The betatest-phase of the C-One also made a successful start. Since the beginning of this month, everyone can buy the world's first computer that is purely based on programmable logic. This means that the computer can even start without a processor chip! The board itself will not experience changes any more - the hardware is final. During the beta-phase, there will be core-updates that can be downloaded from the C-One website, (<http://c64upgra.de/c-one>) and transferred to the C-One using off-the-shelve mass storage media like CF cards or CDs. The board is shipped with a CPU/RAM card with a 65816 processor and 128K superfast S-Ram. The price of 269,- EUR includes a PS2 memory module for a short time.

We also had to make a new production run for our most successful product for the C64 so far: During this summer, the last unit of the Retro Replay was sold. As a distinctive mark for the third production run, we have changed the colour again: The Retro Replays from 2001 have been shipped in black. The second production run from the year 2003 was built on blue circuit boards.



section of Safeway to a room. Where the Pharmacist had help me select the pills I needed. The ones that last year I bought over the counter. Plus I had to show my LD. Weird World people, very weird.

But on to C- related things. At the convention. There I wore my C- button (Thanks to Robert Bernardo) and my Load Star T shirt. Had people want to buy both of them. Heard comments about how they loved their C-. This, of course gave me the opening to talk about the C- in todays world. Don't know if I made any converts to the system. But I did make quite a few people see that the system is still in use and going strong. Met the President off UPCHUG and the President of NAG. Hoping to do an Exchange with them.

OY!! this month seems to be short, way too short. So this newsletter is going to be late and hopefully hit the local pick up members before the meeting. Things are going like a roller coaster. Ups & Downs! Downs are me still being down with the flu bug. Diecy Bag my black 15 year old kitty is not doing well either. Fallen twice, tweaking the back and most recently the right ankle. Plus a dirty emotional trick was played on me. Big bummer man. Ups though are always better than the downers. Lets go to the ups!!

Not in any specific order, There are two new deckers on the BBS. #13 Ator and #7 Hfa2430 if I remember the names correctly. You know how I frell up names. (bg). Shop has a collection of used games for sale, and we scored a large set of the pearl style dice cubes. Scene World issue #13 has been released. Couple more of my writings made it and so did the Dark

Vulcan interview. Sending a copy to D.K. in the near future. Working on a double disk of articles, editorials, fiction and interviews for Scene World. Just about finished with side #2. Should report here that issue #13 includes the updated NTSC and PAL versions of VooDoo noter. A new and easier to the eye font has has been installed. First appears in this issue. Another good bit of news is that we have, thanks to #8 (Wildstar) a 64DTV. Wrote a fast review of it for Scene World. #4 (Lord Alberonn) has been hunting for and finding the easter eggs. This will be demoad at the meeting Thursday. I have seen the on-screen keyboard, and the pictures. Another up is that Snogpitch from C-C-C-C- group, turned me onto a q-link mail list. Just joined it and in scans of me e-mail, there are messages from that list. Been a bit behind on the mail. Seriously considering dropping the gygax talk list. Too much discussion on homosexual marriage at this time. Flooding my inbox with 1,142 bits of mail in just two days. Not a topic of interest to me.

I'm going to break here as there is a Shadowland bit this month. Something that interests me. But one other piece of up for the month. We have the addy to score up the new C- language for use with the SCPU called "slang". Time hasn't allowed us to grab the file and install it at this time. Hope to report on that later.

## Shadowland

To : ALL Area : alt.c64

Newsgroups: alt.c64  
Date: Tue, 7 Dec 2004 03:20:58 -0500  
Subject: ANNC: Joystick adapter (fwd)  
----- Forwarded message -----  
Date: Tue, 07 Dec 2004 06:44:11 GMT  
From: Jim Brain

Subject: ANNC: Joystick adapter

For years, gamers have contented themselves with the venerable Atari-style joystick as a gaming input device. The joystick is simplistic, yet adequate for many games.

However, as the games become more complex, a simple joystick is no longer ideal. In the arcade arena, coin operated machines sprouted new buttons for special functions and extra control of the player. However, on the home front, computing platforms like the C64 and Atari have dealt with the inadequacy of the joystick by using the keyboard as an additional input device. However, the effect is sometimes distracting, taking one's eyes off the screen to fumble for the correct key to press for certain actions.

Thus, I present my latest project, which was announced and demonstrated at the recent TPUG World of Commodore EXPO:

### The PSXJoystick adapter

This adapter interfaces a standard PS1 or PS2 controller to machines using the industry-standard 9 pin Atari joystick/paddle connector.

### Features include:

- o The unit emulates the Atari joystick up, left, right, and fire buttons
- o User can configure which set of PSX buttons or which joystick maps to the joystick inputs
- o User can configure which fire button emulates the joystick fire button
- o Paddles are emulated on certain

platforms

- o Requires no additional power source
- o Option to support additional fire buttons on Atari 7800 joysticks
- o Configuration can be set using the controller buttons
- o Works with many PSX style controllers, including wireless units

While the above features allow one to use the PSX controller to provide existing joystick functionality, they do not unlock the full potential of the newer PSX controllers. Thus, the unit operates in two modes. One is called compatibility mode, and provides the above features. The second mode is called expanded mode.

In expanded mode, the unit can be instructed to send the entire controller data packet to the host computer using just the 5 lines of the joystick port. By redefining the FIRE pin as a hostgenerated CLOCK signal and transferring data via nybbles, the raw PSX controller information can be retrieved from the interface. In expanded mode, all PSX controller buttons and analog information is available for game use. Of course, games require modification to utilize this new mode.

Data can be retrieved from the unit at 60us/byte, making it short enough to be used in a single scanline routine. As well, additional safeguards were added to allow operation on platforms that use the joystick data lines for other purposes (Commodore C64, for example). The unit requires a 4-step key be sent to the unit to switch into expanded mode. The unit can also be placed into a fast "passive state" to allow systems like the C64 to scan the keyboard while the unit is sending raw data. Data can be sent from the host system to the PSX

controller, enabling use of newer controller feedback modes, like the "rumble" function on PS2 controllers.

Pictures of the unit and a small time sequenced picture series are available at <http://www.jbrain.com/vicug/gallery/psx10y>

#### Technical details:

The unit is powered by an Atmel AVR MEGA8 controller, using a minimum of additional components. The entire interface requires just the AVR IC, 4 resistors, the DE-9 joystick and PSX connectors, and a nominal amount of wiring. There are plans to commercialize the unit for sale.

All major development is completed on the unit, but I am interested in soliciting feedback on various options, including:

What configurations should the unit provide?

What additional commands should the unit's expanded mode support?

Any issues in the code that need addressing?

Testing on various platforms for compatibility.

I'm also interested in hardware capable folks who want to build a unit or two and help me test.

The plans, source code, and schematic are already or will be released under the GNU Public License (GPL).

The interface hardware can be also used to support other types of controllers or alternative input devices.

Jim

Jim Brain, Brain Innovations  
[brain@jbrain.com](mailto:brain@jbrain.com)  
<http://www.jbrain.com>

### Ramblings Return

This above note came in a couple of lists. Thanks to Robert Bernardo for forwarding this one to the different lists. Speaking of Robert, his first part of the fall SWARP expo is in the current issue of the Infinite Loop magazine. I'll show this at the meeting. Nice birthday cake for Jeri, a bread box C-64 in the center of the cake.

Destine (his handle on the IRC) took the time to stop by after the UPCHUG xmas party in the Seattle/Tacoma metroplex. He did get to see the computer room, the BBS, Wheels and Wave along with how I go to the inet and into the IRC. There were a couple of people in the IRC (/c64friends) that night. Even though it wasn't the official meeting night in the IRC. Nice that a couple of them were also from the UPCHUG party. They were glad to see that Destine made the trip to us. Sadly he was exhausted and had to be up at 6am to catch the bus. But he did see the fanatical C-freak, who had to wear the classic top hat <bg>. Destine was able to see the shop and can attest that the shop sells C- items and that there are no windrone machines in this place.

Fungus of NOstalgia wants to read my Red Cat story, the one I did for Load Star. Couple others from the list are interested in the writing. In fact it was stated the Saturday after the UPCHUG party. That there were people talking about my writing of fiction. I'll be sending off the file <D81> to him this next mail out packet. Haven't heard anything from RevDave. Heard last from him that he would go over the stories and the resend of

the AD&D Dungeon. After he put out the most recent issue of Load Star. Dave let me know what needs to be changed if anything. Working on more for L.S. Also Robert Bernardo didn't get his issue of Load Star. As of 11/December/2004ce.

Oh yeah, this month we are going to have a multi disk set for the Penny Farthing disk. By request, we have Bards Tale #2, The Destiny Knight. #30 is making the disks, sleeves and labels for us. Taking the files from M2K BBS & MHL crew. Good news is that our #21 is the head of MHL. He has fixed the original compression system. LZH was the original compression system. #21 used Dave's Term to do the LZH compression. Our usual tool "64lhx" fails to open the files. #21 opened them up and has worked on the fixing. This includes putting the 5th disk side, the dox, onto side #1. The disks are now to just 4 sides. The new and tested disks will be in .D64 and pk zip format, and on the BBS is the near future. A.C.U.G. members of course get the restored game first at the meeting (vbesg).

Update to our programming lessons. #16 & #30 are working in a book, that I gained a while back, and don't remember where or from whom. Book is in very good condition. I mean by that statement that the book acts like it was never used. Spine is tight! So far the first type in programmes are short, simple and contain errors. Normally this is a bad thing. For our group it is a good thing as they are learning how to debug the simple Basic programmes. As an example, the first one has a simple payment thing, the months and amount sort of thing. Well at the top of the screen, there should be a series of hearts, next line is the title followed by another row of hearts. Then the input statement prompts start.

This is how it is supposed to look like, in fact on the next page of the book. There is a printout like thing of how the screen is to look. Doesn't do it that way. If you type it in exactly. Puts the first row of hearts up and then that is followed by the title. Next line is the second row of hearts. Needed to have an extra print statement in front of the text. In order to move it, the text, to the second line on the screen. The next one in the book sends the prg to the wrong line. Both #16 & #30 have seen and corrected the problems on their own. Gang here is learning to programme.

Ah there are so many things for me to do and never enough time. Even when I am not sick. Many projects to work upon, years of things to do and all of that will be reported here and on the BBS. Still have to go over the Dungeon Creator disks. There is a 4" stack of 1541 disks with bits and pieces of semi made adventures. Plus tattered printouts from the two different releases through Load Star. Plus someplace I have the Dungeon Creator from David Caruso's web site. More things to go through. But I have scripted the story for the game. Now I have to work out the 15 levels.

Started working on the 60dpi adventure. That is another Geos one for Load Star. But rather than it be for the 80dpi as was the last one. This one uses the Q-Link GeoDungeon files. Now if I could walk and this nose would stop running. I can get back to work.



Two Disks, 4 sides this month



In the Shop

Pendragon

Call of Cthulhu

Elric

Watersdeep box set  
(1st Ed AD&D)

2nd Ed AD&D Humanoids  
Star Frontiers

All of us here at the shop, BBS and  
the A.C.U.G. Wish you a Happy Channukha and a  
merry Xmas  
Seasons Greeting to all



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