

# The Village Green

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

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*Sample AD&D map*

Room #1 M T-5 Room #2 T-7  
T-6 Rm #3  
T-4 Rm #4  
Room #5 M T-3  
M  
Rm #7 Rm #6 T-2  
T-8 T-9  
Room #8 T-10  
Room #9 Rm #10  
T-1  
T-11  
Room #12 Room #11  
M Place Monster  
T Trap Room #13 M

*for use in the GeoPaint map making lessons*

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

(We didn't run fast enough)

**Chancellor:** (Sensei) David O.E. Mohr

**Treasurer:** Scott Farley <BBS #16>

**Commodore Librarian:** Imperial Warlord <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 (BBSgames,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 20/Oct/2005ce. 17/Tishrei/5766 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 300-28.8 CG 40/80 Ascii 40/80 Ansi accepted

inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pol-c64.de

alberonn@qwest.net

# Notes from 15 Sept 05ce Meeting

**Open:** 7:00pm

**Newsletter:** Approved <got 'em scared>

**Chancellor Report:** Sensei pointed out that after 7 months of her being stolen from us. A500, the black female kitty. Has returned to the shop. Where she has again taken up residence on the glass top display case.

Going over the newsletters. **READY** from M.A.C.U.G. has a bit on the hot weather and lack of rain. Sounds like it is hurting the crops. They had to cancel their meeting. Too many tornados in the area. Marty reminds all about the fact that the P.O. Box for them has been cancelled. All they received recently was a note telling them that their P.O. Box was expiring at the end of the month. Marty mentions a problem about bad HDs under warranty. Where you have important and personal information on the HD. Sounds that to protect your information. Just smash the device and score another one. He reports on a book that was mentioned in an issue of The Village Green. Regarding the new Commodore book. We too are waiting for more information, and want to score that one for ourselves.

**AmiTech-Dayton Gazette** Starts with apologies and explanations for the very short newsletter last month. They decided not to attend as a club at this years Computerfest. Listing their reasons in the article. Member James Lawrence gives his account of the Midwest Vintage Computer Fest V1.00. Talking about the things that he saw and the events he attended. Pity that he had to leave early with his ride. Eric finishes off the issue with his part 2 of the Mac Mimi vs Pegasos 2. That is one that we leave to the Amigians to comment upon in this group.

**RYTE BYTES** from Kansas City was

discussed in the last issue of The Village Green. What wasn't discussed was the letter that accompanied the disk and newsletter. Lord Ronin at this time read the letter to the group. Promising that he will try out TEA on the post script printer. As he now may have a solution for the dip switches on the interface. Fingers are crossed on this end. Permission is granted to place this file on a club disk and on the BBS. Lord Ronin announced that full credit will be given for the file in the UpLoader comments on the BBS.

The **Village Green** was a gigantic chore this last issue. First there was a hard drive problem. Lord Ronin needs more reminders to replace the power socket on the Hard Drive PCB. Then the printer failed. Looked like the cart needed a refill. This was done, but it wouldn't print correctly. Apparently the jet parts had run dry and it wasn't noticed, since the printer is used sporadically. Eventually all the jets started working. But the printer was locked up in some diagnostic or some such sort of thing. Only thing that it would print was a copy sheet ad for the printer. Both of the green lights kept flashing. Finally with a few beers, a punch and a lot of button pressing. The printer worked again, and the issue was printed. As you can see in that issue. There are some smears on the left hand side. Not certain why, that is the tail end of the page as it leaves the printer. There were still some shingle like lines left on the print out.

Comments on the issue were positive. Lower font size isn't a problem for the readers. Segregations of the different topics look good to the reader. Though some ideas about boxes around the titles were presented. Discuss the new approach for the tutorial at the end of the issue, and the typos in the advertisement.

**Treasure:** Holding at \$23. Lord Ronin and #16 have to meet for the collection of receipts from the past months and go over the set up on GeoCalc.

**Commodore Librarian:** More Lost Cat (still not spell checked or typos corrected) along with a demo screen. Screen is the Penny Farthing that is on the sleeve of our disks. This was more of a test

than a final product. Originally handy scanned in from a book. This symbol has been used for years on the disks. Using Scrap it!, the image was converted to Blazing Paddles. There it was coloured, and text added. Autograph was used to convert it to Koala. As Lord Ronin found another demo maker that would work for him. Music was selected and a scroll text was added. Spacing is off a bit, as the full used size wasn't understood at the time. Lord Ronin found that he had to add some sort of connecting file. Think the term is a link file. The demo prg wanted something to load. He made a short intro screen. Then with some experiments. He added the Load Star Reader, a 2 block prg on a disk he found. This then was loaded from his intro screen. By typing in the name of the installment and the device number. The user can read the stories on screen. Without the need of another SEQ reader. Takes us another step to our goal of a disk mag. Side tip: has 29 Geos fonts in GeoZip format. Along with another musical intro screen and the needed connecting file. Interesting to note, that the GeoPaint file of the different fonts, was missing from the disk. Found on the master work disk, and at the meeting Lord Ronin used Maverick to copy that file onto everyones disk.

□**Amiga Librarian:** Nothing past what was in last issues Tally Hol. #16, the Deputy Amiga Librarian reported a rumour going around. Where it is said that there is a possible OS4 motherboard for the AmigaOne. Which will be cheaper than the current one. #16 and #4 will be looking for confirmation on this rumour.

□**Editor**□**SysOp:** Most of what I was to say was covered in the Chancellor section. About the HD and the printer. Map on the front of last issue has the shingle line. But by the time of the last pages. That seems to have almost finished.

Do want to welcome our new #17 (Chantrel) from Texas on our BBS. Log says that she is interested in the games. Hope that she may like to try the Empire ones, as they have the most

activity on a semi regular basis. Especially when #28 can connect again.

Well, on the requested health update. Advar seems to help. But makes me very lethargic and tired feeling all of the time. Just no get up and go. So things didn't happen this last month. I'm out right now and feeling more energetic. Do have to reread that script. Shall talk to the Dr. when I see her next month. Did the stress echo test. Got to see my heart on ultrasound. OK all you ex-wives, girlfriends and Martial Arts students. There really is one in the chest. Though all that hard stuff over my lungs made it difficult to find a spot for the ultrasound thing. Had the chest MRI. Don't know the results of the tests till I meet with the Doctor. Gotta take it a bit easy on the stress to the heart. Well that is what they tell me. Do you think that I will listen?

Operation Red Cat, as reported is on the BBS. However, now that there are 5 zipped .D64 files. OK one is a bit of a duplicate. #30, #18, #23 and if I don't get it done, #16 have or will bug me about making an area for the Red Cat disk mags that #21 put together for us. Right now they are in Tomes & Scrolls, in the diskmag data store. Right after 20 issues of G-Hacking. Seemed the right place at the time. But my interpretation and the deckers are a little different. They have been going to the Disk Mag node, hunting in the data stores there for the Red Cats. OK I intend to create a new subpartition on the HD in that partition and make a new area on the board. Where disk mags of a text story basis can be located. Eventually that is to add. (G)

Operation Lost Cat, has met with good reports from the locals. At least two of the membership, completed in one night the last collection. Comments about the different and slower pace, from a positive nature. that I should try to spell check and correct typos before releasing the stories. The characters more visible and steady growth. And more that is creative and positive for future installments. OK guys I can tell you that there will be "boffing" in the next set of installments. Waiting for feedback on the little reader that I installed on this months disk. My tests don't show a way to scroll back. This reader does it by the page. I mean by that, that the entire screen changes to what it

sees as the next page. A drawback is that at some places it breaks the sentence. To view the files. Just follow the prompts. Type in the name of the file, for us that means the entire name. EX: lost cat 15. Then the device number, say the stock 8. There is a quit option on the bar at the bottom of the screen. To view the next installment. Just type RUN, and load up the next installment. Best I got to work for us at this time.

Deputies: #30 is looking over and note taking on some Note/Screen writers that were collected long ago. Preparing them for up loading to the board. #16 has been learning more about the C- and Geos system. #23 is waiting for reports on Murder Motel for her files. #3 is looking at the task of printing out all the doc files. Plus trying to make sense of Lord Ronnis hand written notes.

S.I.G.s: Geos has #30 working on more forms and charts for the Traveller game in GeoPaint. These for the local gamers guild group and for up loading to the BBS. Added to that map lessons for his own in shop All Flesh Must Be Eaten game. Learning more as he assists Lord Ronni. Who is working on GeoPaint maps for his own game.

Programming; is still slow. Interest in learning vs. some of the source material vs. interest of the source material to the different students. Or in short, some of the type in stuff is dull and boring to many of the members.

DiscussionDemosClose: There were two demos. First was the monthly disk. Shown and discussed was the intro screens. Explaining the difficulty of setting the time loop at the right number. In order that people could read the on screen information. That was written by Lord Ronni. Who wrote that little screen from scratch. See old hippies can remember something. (G)

The other demo was on a heretic laptop. #16 brought in the Bill & Dave video that was shown at CommVex. This was discussed as it

was being shown. A review by #16 will appear in the this issue of The Village Green. Meeting closed at 8:30pm

## Special Report by 16

During the meeting of Thursday the 15th, I had showed a video of Bill Herd and Dave Hayne that was originally showed during ComVex last July and eventually was put out on the internet by someone I can't remember. what Bill and Dave were showing off was the prototypes that they were working on at Commodore. The main topic was the commodore Plus-4 and how it was developed to counter the Timex Sinclair portable computer which had only cost about \$50 and the Plus-4 was to cost \$79 with more features while the original Commodore only cost \$299. This was back in the days of the legendary Jack Trameil who was the President of Commodore. The video shows the size difference between the Plus-4 and the Sinclair side by side and the Plus-4 was going to be a replacement of the vic-20 and not be in competition with their own C-64. Jack Trameil left the same year as the Plus-4 was being developed and the original size got a little bigger and a variant of the Plus-4 called the 264 (possibly 2-64) that was being sold for the \$79 price tag and found some popularity and stock shelves got bare very quickly. The Plus-4 found its price tag to be the same as the C-64 and the creators found it did run into competition with its own product. Next came the 3-64 which took the form of the breadbox 64 and had speak and spell capability that came from the company Texas Instruments and did have some good programs for it and the voice capability was good and had no space for the modem and had only 232K of RAM. by this time Commodore was thinking of anything to make money and save some money on parts.

The next thing that is mentioned in the video was the development of the Commodore 128 (this writer's preferred unit) and how it came about. The designers did have in mind compatibility with the C-64 and some improvements and they showed a 128 flat with a missing key that Dave Haynie picked up at a garage sale. Bill and Dave did

mention in the video that the designing of the 128 was first on paper, then moved to being designed onto a CAD program, kinda like computers making computers as a little funny humor there. As a bit of humor some more Bill was showing the 128 prototype board and mentioned all those jumpers and the wires that look like a spaghetti job or some kind of new artwork being created on a motherboard that never took off. Bill even put little reminders on the original board of the 128 that that board was a prototype and the jumpers will be refined some more. Connected to the original board would be a module board that tested out and developed the interfaces for the 128 and some of the module boards would have the prototype 80 column chips that would eventually make its way to the 128. During the development of the 128, the designers like Bill Herd would spend Christmas and Thanksgiving at the Lab benches plugging away so that the 128 could be developed (that shows how dedicated, if not crazy one had to be back then) and there would be about 20 hour days and the designers had worked for about 72 hours straight to keep the 128 back on schedule and the evil management that eventually ran Commodore into the ground almost stopped the development of the 128, so the designers won in the end. Originally the 128 was to have 512k of RAM, but due to time constraints, that did not happen and the 1700 series of RAM expansion modules came about like the 1700, 1764, and the 1750. At the Vegas expo when the 128 debuted, there was a demo of a spinning globe running through the RAM expansion and the demo was using some commands through something called DMA and the designers was making the stuff up as they went along when they were designing the 128 in terms of new coding and some new ways of doing things.

Bill Herd in the video finally brought out the Commodore LCD (our president wants one, Bill may be in trouble) prototype and had built in software that was very good at the time and the Commodore LCD was an answer to the Tandy 100 which was coming out and the Commodore LCD was better, had a better LCD screen and the company that made it Commodore owned and

better software and the keyboard was a precursor to the modern laptop keyboard style where the keyboard was recessed, but Tandy prevented Commodore from putting it out and Tandy was telling Commodore that laptops would not sell (what do you think is right next to the 128 I am typing, it's an AMD Sempron laptop by Averatec, a cheap laptop) and Commodore came to find out that the Tandy 100 was the highest selling computer that year, so there was numerous business opportunities lost that year because Commodore listened to their competitors and their very bad management (there were a very few good managers at Commodore believe it or not) and not go for the gusto.

The next topic that Bill and Dave went into was the Amiga and some of its development. It is interesting to mention that the Amiga was being developed around the same time as the Commodore 128 so resources was being contested between the Commodore people and the Amiga people and the Amiga was to come out before the Commodore 128 was to come out. and the 128 was released first under Jack Trameel and the Amiga came out after.

A very interesting thing that both Bill and Dave was mentioning in the video that there was a lot of animosity between the hardware designers and the software designers in whose fault it was that one thing or another was going wrong during development and that hardware people was not ironing things out by the time software had to be developed, there was a solution to the problem, because of the speed that the hardware designers were going in those days to get stuff out, the Hardware guys will buy the software guys beer and bridge the gap between the two worlds and everyone can be happy. The finger pointing ended and Bill and Dave was also talking about that some companies would encourage the finger pointing and the separations between the software and hardware developers and even I think that idea was bad because it did not encourage minds coming together between the two. I think what Bill and Dave did to bridge the gaps was a very good idea to do.

At near the end of the video, both Bill and Dave started to talk about a lot of people that they knew



**Sabrina** Online by *Eric W. Schwartz* ©2005

"Screensaver by Jim Sachs"



**Sabrina** Online by *Eric W. Schwartz* ©2005

"Check your cards and boxes"



**Sabrina** Online by *Eric W. Schwartz* ©2005

"Books, radio, TV, movies, video games, and more"



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

"Setup" section of the website one may define now which platforms should be factored in (AmigaOS 3, AmigaOS 4, MorphOS etc.).

The default configuration shows files for all systems, those interested in a special platform only may configure their profile to their demand now.

The configuration entry is valid for the entire interface (list of recent uploads, search function, list of selected directories). The chosen selection is stored with a cookie.

The Aminet Personal Setup page is at <http://main.aminet.net/setup.php>

Original: <http://www.amiga-news.de/en/news/AN-2005-10-00029-EN.html>

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### AmiPodder 1.3 Released

Posted on Amiga.org by rhino on 2005/10/13 15:00:26

A new version of the Amiga's only podcast receiver is now available. AmiPodder 1.3 includes several user interface improvements. For example, you can now multi-select podcasts for download or sync, this feature, combined with the "smart" channels added in version 1.1, means you can now decide exactly what podcasts should be synced to your MP3 player.

If you have an MP3 player with limited capacity, AmiPodder will now show you the space required for the selected podcasts and how much is available on the player so you can choose a selection of podcasts that will fit.

Version 1.3 also includes support for more players as requested by users and a couple of bug fixes.

AmiPodder is a free download from: <http://www.amipodder.com>

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### Broken Sword II (OS 4)

Posted on Amiga.org by amigakit on 2005/10/14 12:28:10

Enjoy Broken Sword II on your AmigaOne with this package put together for specifically for OS4 users.

Broken Sword II is a point and click adventure game created by Revolution Software. The game features more of the same puzzles as its predecessor. Now you can interact with over 60 characters and explore the colourful, highly detailed locations.

### Broken Sword II

([http://amigakit.leanancomputing.com/catalog/product\\_info.php?products\\_id=361](http://amigakit.leanancomputing.com/catalog/product_info.php?products_id=361))

The original sealed game CD comes with an Amiga-specific Installer CDROM (V1.10). This allows quick and easy installation of the game and data files.

Game cut scenes are not included, but are available to download from the SCUMMVM website. Broken Sword is © 1997 Revolution Software. SCUMMVM and the Amiga Installer CD are not in any way affiliated with Revolution Software.

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in the old days of Commodore and some pioneers in video work using a computer, some hardware engineers and software engineers. What surprised me a bit the first time that Bill Herd mentioned Jeri Ellsworth putting Commodore computers onto one chip. I first met Jeri many years ago in Monmouth Oregon in one of her stores and we talked about Commodore stuff and I invited her to our club meeting and she showed up to my surprise. I originally thought that we scared her off due to our fanaticism to Commodore and Amiga computers and that there was no other in the world. Now Jeri has created the Commodore One and the DCTV that was being sold on the home shopping networks (I can't remember the exact one) and she has a few other projects as well on her plate. (Editor Note: it was QVC 26/November/2004ce)

Finally in the video, both Bill and Dave did give their email addresses for Commodore related discussion and any questions, bill herd did mention to put the word Commodore in the subject line so that his spam filter does not get rid of it... Both Bill and Dave did mention that they do have an internet presence and their email addresses are: bherd@jersey.net and dave dhayne@jersey.net and Bill Herd owns <http://www.c128.com> if anyone is brave enough to try to check out the website about the sacred Commodore 128.

Here is finally my last comments about the whole video in general terms. Both Bill and Dave did mention that this year was the 20th anniversary of the Commodore 128 so that they created this video. If anyone still remembers or has even seen it, Dave Hayne was the creator of the Death Bed vigil video back in 1994 or so of the final days at Commodore and there was much hard feelings towards certain people in management that ran the company into the ground. Both Bill and Dave also commented that when Commodore got rid of Jack Tramiel, that was the beginning of the end of Commodore as a company and that view was and is still shared in the Commodore community today. If it were so, I think some

people would like certain other people come to harm over what had happened at Commodore that brought about its downfall. I personally thought the video was very informative even to those who have ever heard the story of Commodore and to those who had heard, it bought back some good memories of the past.

I gotta end somewhere, so I think this is a good spot to end the article and on a final note about the video is I wish I went to ComVexx to see the video first hand and speak with people I had heard about and some who I briefly talked to from time to time.

(Editor Note: I've left #16s article mostly as it was written. Few years back I was in e-mail with Bill Herd. He seemed surprised that I was using the 128 for everything from WP through DTP, Inet and even to running the BBS. Now he and Dave have found that there are many other Commodore Lovers left.)

## Lord Ronin Rambles

OK time now for me to fill up some pages with the happenings around here and what we have heard.

### On the Cover

The next part of the map lesson work. Didn't think that you were that interested in map making for games. OK so then we get more structured last lesson and again this lesson. The differences between last month and this month can be seen on the map. They are covered in the lesson later on in this issue.

### New #10

This last month we have had two new deckers to the BBS. Chantrel (#17) from Texas. We also have one of our Long Distance A.C.U.G. members connected. Our new #10 is Robert Bernardo. A.C.U.G. member and President of the Fresno Calif. users group. Regular on the #c64friends irc <irc.eskimo.com> Saturday nights. He is the first to call the board using DesTerm on the 128.

Though he has loaded the CBMCGSET file. The log showed him on in Ansa. A point that we can work out in time. Robert has also talked to me about...

### MossyCon2

There is a prospect of holding another micro C- convention this upcoming spring. Plans have just started to be discussed. So I'd appreciate (locals read that as an imperial command) your ideas for time and what we can plan out.

### Newsletter

Right this is done a few times during the year. Good time for it now, as this is going out to several who have yet to read how this mess is done. That is before it is used to line the cat box. First of all this is all a Commodore publication. These words are written on a 128D. Using a SuperCPU, CMD HD and the Geos update Wheels. #16 wrote his article on his Wheels system at the shop. Using the 512K REL, 1571 and a 1581. On #4s flat 128. That was saved to a 1541 disk and passed to me. I wrote the meeting notes. Created the title and then copied over his article to this missive. Map is done in GeoPaint. This is then run through GeoPublish. Where the cover is set up and page 2 is installed. Followed by the rest of the 12 pages of drivel. (Editors Warning: There is evidence that lining your birdcage with this paper, can make your Budgie sterile and or bonkers) Next the GeoPublish lot is taken into Post Print 3.8 by Maurice Randall. See [cmdrkey.com](http://cmdrkey.com) for more information on Geos, Wheels and other C- software and hardware. OK in Post Print the 12 pages are laid out, the graphic for the cover is inserted. The end result is a Post Script file for the C-. Since this font (VillagePlain) and the one used for the titles (LowWeRegular) are not part of the resident fonts of my printer. They are imported, and finally the booklet is printed. Tally Hol section is written on an Amiga Power Tower 4000, by Lord Alberonn. That is

then sent to me on the BBS, in a zipped post script file. I unzip it, load it into the Post Print tool and print it out. Right through the Commodore.

Submissions is a question I have been asked about. We take things from local, long distance members and what our exchanges send to us. Topic needs to be about Commodore or Amiga. Things like how it is used in your daily life. Anything that deals with the use of the C-. E-mail is fine as ascii. That can be translated to GeoWrite. Same for standard PET files as attached or on disk. Amiga things need to go to Lord Alberonn. See the page two bottom for e-mail addies.

### #21

Mad Max/MHI better known locally as #21 of The Village BBS, had to return to Idaho (prn in Oregon as I don't know) His exact locale and happenings are not known to us. There have been a few sporadic e-mails from him. He sent the Red Cat disk mag, and he has sent the MHI crew September releases. Stated that he has sent some funds for posting his copies of The Village Green. I am to send to him the disks as attached files to e-mail. Now if I can con him into putting together the Lost Cat series as a disk mag. Oh hi there #21 (VVG)

### Pulp Fiction Disk Mag

The idea is still strong with us. Currently my last experiment is on the September disk. Not fantastic in the least. But I did find some tools that taught me a little bit. On the same disk as those tools. Which came a while back from Chameleon/CSD. There are a couple of packer things. As of yet, I haven't messed with them to see how they work. Perhaps next time on the disk. We are learning how to start this project. Looks better as a viable thing that we can do, as we try out more things. Not that we understand a thing that we are doing.

### Operation Lost Cat

Stated that there was a load of errors in spelling and typos in the last disk. This coincides with the start and use of the meds for me. Story also was

tired at that time. To put into words what was said by others. Recently, I have been feeling better. I think that this will be seen in the next bunch of installments. Want to say thanks to all that have given feedback on the story. Glad that some of the subtle things are being seen with the growth of the prime characters.

## Map Making part 5 of ?

So as you can see on the cover. I have added more parts to the map. Time then to go over each part and the reason for it on the map. Then later in the text of the game. Because of the need to add some things in the newsletter. OK Vixen & WareKitty both said to not be wordy and go too fast on this part. Here is what I did and how it was created.

First you can see that the area from last month that said hold for legend. This now has the legend and key inserted. At least to this moment. I'll get back to how that was done shortly. You can also see that I added some letters and symbols. The legend/key covers what the letters mean to this point. But not the symbols part. First the letters. When I started this monograph, I made mention about fonts, OK a lot about fonts that didn't make sense. For this example I have used just one font. That being Garnet at 17 points. The font for "traps" is just in italics. Monsters is the "M". That is done in outline and italics, yet it is the same font. One can use different fonts to make their code symbols, even to the point of creating their own code symbols. This illustration is to show how to use one font for simple identification of things on the map. Now there is a bit more to be done, but that is next issue on letter coding.

Now then and with the above said, what the hell are those blocks and lines on the map? Well the blocks represent doors. The lines in diminishing order are for stairs. Stairs first, there are different ways to make them and that

includes shadowing effects. A lot of work that is unappreciated, as I have done it in the past. Others will make an arrow indicating up or down. Experienced games can tell which direction the stairs go. I mean by that if the big end is against a wall and the little end is in the room or corridor. Then the stairs come from above. If the little end is against a wall, then the stairs go down to the next level. Real simple to see with some experience.

Now then to how this was done. First then, we go how the doors - blocks where made. This was done in pixel mode and I used the pencil tool. I made a line three blocks down from the "wall". Then went three pixels over from the grid line. Down to three up from the lower "wall", and then across three pixels. When the box was completed. I went to the fill option. Selecting black to this example. I filled in both halves of the box. Simple and very close to original games doors. There will be more on making doors in the next issue. Right, what about the stairs? That too was done in pixel edit. I used the pencil tool again. Here I simple did one pixel from the wall. Then made the line one pixel short of the lines on each side. This was continued with each line being two pixel jumps from the previous line, that is skip a line and start on the next one. Each line is one pixel short from the line above it, giving the effect of stairs to the mind. In the past I have used other ways, like making lines that connect the "step" lines then filling in the area between the steps and the wall with one of the fill patterns. I have also made the "stairs all from the side of one wall. Where each line is one shorter than the previous. Followed by connecting the "stair" lines and then filling in with a fill pattern the blank area by the stairs. This idea works best for above ground structures. Such as in making stairs up to the ramparts.

Naturally, there is clean up work that must be done on the letters. That I did in pixel edit mode as well. What I mean by clean up, is simply refilling/making the lines of the grid map back again. That is where these lines where damaged by putting in the letters. I left a few of the trap ones untouched for comparison. This part I left for the last one of this lesson. As it is a matter of taste, having the lines of the grid meet around the letter.

Creating the effect of the letter laid on top of the grid. Or to leave the lines incomplete around the letter(s). Making an impression of a box around the letter(s). Which method is up to you. I have done both and at this moment, like filling the lines back in again. OK a few more things in the next issue. Then we can move to the sci-fi map and a bit more specifics. The girls are bugging me to write about doing the text writing discussion. A later phase (G)

## Late Bits

Here we have some of the important and some not that greatly important late news bits. Written in no particular order.

**Newsletter:** Is late this month as it took a week to have the new cart and ink arrive. Add to that fact #4 has been ill, and Lord Ronin has been sick and doing as much as possible in the shop and the group.

**Comp Issues:** As mentioned earlier in this cat box liner. Comp issues are going to Chantrel and The Pirate, the newest members of the BBS.

**Q-Link:** Many readers know by experience the following information. **\*\*Q-LINK IS BACK\*\***. Though until Jim Bram has the code fixed for our BBS telnet/direct dial Linux box. I am unable to log onto the system. As I understand it needs the Q-Link disk, which you can score from different places and guys on Ca lists for this re-birthed Q-Link. But need to do some sort of emulation with IRC VICE. Anyway I can't report on that too much. Saye that on a recent IRC (8/Oct/05ce) Jim Bram found a way to link the Q-Link People Connection into the IRC. Real busy in IRC that night. In fact perhaps we can ask #13 to write up a something for us.

**#13 (Ator):** Is our newest member to that Amiga & Commodore Users Group #447. #13 has been on the BBS for some time, and is setting up to help test a collection of our files.

He has sent up a few for us as well. #13 has jacked into the BBS from his semi truck, using his laptop and cell phone. Oh yeah with the assistance of Emma Roo, a little puppy that was abandoned on his porch around last Christmas, in the snow. He uses Linux, C-64 and shortly a C-128. Along with Geos 2.0 for the 64. You may wonder why I say we can ask him for a something on Q-Link? Well #13 was a QGuide on the original Q-Link. He is again one on the new Q-Link, and the last that I heard is that he is now the new head QGuide for the reborn QGuide. Welcome to the A.C.U.G. Ator.

**#21 (Mad Max/Mind):** Has sent us a few Inet E-Mails. We are not certain as to his status at this time. The msg were short, as if he was pressed for online time. A new one arrived that I have yet to look at fully. But we may have an address for him for the time. That way he won't have all of the newsletters to read at once. We are making Zipped .D64 copies of the Penny Farthing for him, at his request. These will be sent in Inet e-mail to him. Here's hoping that he can decode the Base64 that we use in attached mail.

That is enough for you to slog through in this issue. Time for the adds and to get this out today. See you in the matrix or at the meeting.

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