



Imperial Sunburst symbol.  
The mark of the Third  
Imperium.

Found on military ships,  
cargo and paper work  
of the "official" nature  
Throughout the Imperium

# The Village Green

Scanned from reprint Traveller Book Short  
Adventures. Using Handy Scanner. Converted to  
GeoPaint with Handi Import. Text is from the Handy  
Scanner PRG.

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This months issue is the largest to date. 20 pages of drivel  
written, recorded or assembled by Lord Ronin. What did  
we do wrong to deserve this treatment?

Sabrina OnLine printing experiment this  
time around. Shadowland section, report  
or is it a review, on the use of the  
Handy Scanner.

For those scoring the Penny Farthing disk. Slide Shows and more Operation  
Lost Cat stories.

Feed back on this issue welcomed, as it is an experiment. New ideas to test  
for the next issue. Now if you can take it, time to open the pages and try to  
make it through the writings of the demented fanatic.



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

Those that didn't run fast enough

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley (#16)

Commodore Librarian: Imperial Warlord (#2)

Editor/SysOp: Lord Ronn from Q-Link (#1)

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S.I.G. reps: *Amiga* Scott Farley (#16), *Emulators* Scott Farley (#16), *GEOS* Lord Ronn,  
*Basic Programming* Lord Ronn.

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Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen (#3) Imperial Warlord (#2)  
WareCat (#23) *Cracking PAL->NTSC* Mad Max (#21)

## A.C.U.G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is until the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is \$18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 16+ pages in booklet form. Most often done with Post Print 3.8. Members are able to have the longest time and no U/D credit cost on the BBS (currently being rebuilt)

Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponcer shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS (both options are being recreated at this moment) We consider ourselves to be the most fanatical Commodore group in the multiverse.

## Contact and Next Meeting

Snail Mail: ACUG #447 623 29th St. Astoria Ore 97103

Voice/Machine: 503-325-2616

BBS (being recreated) 503-325-2905

inet: lordronn@videocam.net.au

Next Meeting is 7:00pm 21/Sept/06ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

# Notes from the Meeting of 17/Aug/06ce

~~OPEN~~ 7:00pm

~~NEWSLETTER~~ Approved

~~CHAIRPERSON~~ A500 is still the Constable for the group. As she is not yet ready for her trip to the Kitty Doctor. She presided on her throne (Shop counter display) for the meeting. Sensei went over the last Village Green. LR will explain for those that weren't present at the printing the problem. Also looked over where the 5C's disks. More on that in the demo area.

~~TREASURER~~ Still at \$23 we think. At the moment #16 is unable to do more than hold onto the receipts. His chaotic problem with the family moving and the simple fact that his Hard Drive with the GeoCalc prg on it, is what LR is using for the Inet and for the Geos and Wheels work.

~~COMMODORE LIBRARIAN~~ Disk looks a little different this time around. We were able to print it out on the Lexmark. Using almost the last of the blue ink that was accidentally placed in the black cart (thanks mark). For an experiment, we decided to try a little colour on the label. First attempt was horrible. Dark green looked good on the screen. But when it was printed and the blue replaced the black. You couldn't read anything. Next run through was using light green. This looked bright on the screen. Not as bright in a colour printout for the background. Deputy Librarian #30 is considering helping out in the colouring of the letters for a disk sleeve and label. As all of that would have to be done in the 40c version of GeoPaint. Unless we are really lucky and find the missing sheets with the post print colours. This month on side #1 there are 5 modern games. Arena v2, battleship, tictactoe, chess and monopoly. Some have dox and other just have a generic file made by Chameleon of CSD. As he is the one that presented this collection to LR a while back. Our hope is that in a while we can give these a try out. For now a great bit of history, as we had this sort of thing first. Side #2 has Operation Lost cat 72-77. By request of the readers it is a more graphic in the sex and the violence. Also it is entering a darker portion of the saga.

~~EDITOR/SVISDOP~~ Although I was "requested" to do a current health report. that can wait till the ramblings, if I remember. ;?)

Yeah we have a problem in the last issue. Page #3 is reprinted as page #4. Make me feel good to tell you that it was all my fault in page layout. That though is not the case, and the real reason is still a mystery to us. Since the majority of the local members were at the scene at the time of the problem. I don't need to go into the reason why there is a large stack of drenched paper laying about. What happened is that someplace between the 16 page GeoPub document and being printed in Post Print, the page was laid out twice. This pushed the actual final page out of existence. We looked at the actual GeoPub document in a page by page check. That one was correct. Next we looked at every object in the Post Print file. This said that all the pages

where correct. However when I decided to try to look at the object on page #3, by using the "edit" option in Post Prnt. I was sent to page #4. Doing a C- back arrow for page #3. Same thing was there as on page #4. Something in the act of bringing it from GeoPub to Post Print 3.8 caused this problem.

Day before the meeting I finished 16 GeoPaint maps for the All Flesh Must Be Eaten weekly game. Not only because they are needed for the game group. All but one player is a member of the A.C.U.G. if the first place. This was an experiment on the printer. You see the frelled page is about the second to the last sheet printed, when the pages are turned over. This experiment was to see if 16 pages in booklet form would work on the printer. Yupper, all the pages, that being 4 sheets of paper double sided in printing, were correct. This leads me to the idea that the HD is out of kilter. OR by pushing the GeoPub prg to the max of 16 pages. The error occurred.

HD is suspect because it is #16's HD-40 modle. Year the one that has his GeoCalc for the group on it. As I understand, this modle is a bit flaky. Well the record of resets for the mech to fire up and spin is 63 as of this time. I spend a lot of time in clicking the mouse button on the Dialogue Box button for "OK". When it tells me to "insert a disk with dashboard 128". Since that is on the first partition of the HD. Don't know if his has the updated v2.8 bootrom. There is a faint memory in my embalmed brain about reading something to do with a flakyness with the 20 and 40 modle with Wheels and the SCPU. This means that as soon as my plate is cleared up more. time to work on the HD experiments to bring one to functionality. As the three in the shop all have the v2.8 bootrom. Just not a correct or working mech at this time. I do have a pair of possibilities that Victor brought by, only one terminated and I have to install that f run it through the tests.

That has me jump to the SysOp slot. Because of the shut down of the HD-40 and the lovely sounds it makes. I can't risk using it for the BBS.

Been talking in e-mail with #8 (Destined). He has some sources from ebay to a place called freegeeks. Where he can pick up used items. At the moment he is looking for a spare Lexmark Optra-40 at a price the disabled can pay. I am hunting to find the modle number of the laser unit that Dale Sidebottom uses. Another Lexmark printer and it would make our work better, OK still looking for the home brew GeoCable to speed up the printer. Another thing that I am going to ask him to keep his eye out for, is a vid camera that fits our needs, and price. Same for a digital camera that uses the 3 1/2" floppy. Non local and new members may not understand the reasons why, or how this connects to the Commodore. So for those in the know, skip this next part.

Computer Eyes will take the input from a video camera and with the tools that we have, convert it to a Black & White digital GeoPaint image. Which with other tools we have, can be manipulated and turned into an intro screen. We need one with a good lens that can do detailed images of small (<1" scale>) objects. The disk using digital camera. This one saves the pic as jpgs. Now these are stored on a heretic formatted disk. Ah, we have some FD-2000s and we have GeoDos. Using these tools we can then bring the image from the disk to the Geos

environment for printing, like in the newsletter. As well as several other projects that we have in mind for C= use of digital objects. Such as, but not limited too, a slide show of finding the sacred temple of the holy C= headed goddess. Shots taken with the vid gear, into koala images, coloured and with some text, made into a slide show. We are still collecting the minatures to make the diaramas. Good thing I run a game store (EG)

Been working with a couple of people through mail and e-mail. The man that bought the C.E. from us, needed a bit more understanding on the files that I sent him last month. He another nice disk letter to me with his questions. He should have the reply by the time it in your hands. Willis Paton who publishes a Geos journal. Had an accident that damaged his SCPU. He needed some help in converting gif files to GeoPaint. I suggested to him GoDc the gif2 geo converter file. He hasn't had a lot of success with GoDot. But I reminded him that an older version of the gif2geo file should be on his laser lovers distribution disk. It wasn't a reply by meeting time. But this is what C= people do, help each other. Like the I am getting from the members of the COPS [Commodore Only Post Script] list for the problems with the printer and now the bugered newsletter page. Commodore people are helpful to each other.

On that vein, Al Jackson at 5C's had problems with the 1581 disk I sent him of submissions. These were zipped .D64 files of disk sides. Now they worked fine for me. I used the past puzip tool. This took the name of the 1541 and makes it into the name of the .D64 file. All worked fine for me. Ah, but not for Al. He unzipped a file. Then as it wouldn't un.D64, he tried what sounded to me like a T&S editor to trace the prg. Well I was stumped on how to help him for a while and was about to, at his suggestion, see if I still had the originals and send copies of the originals to him. That is till he wrote out what he is seeing on his screen. Now the past system takes the name of the disk for the name of the .D64 file. On my side and I use nothing but Commodore. My disks are generally given the name "THE VILLAGE B" and then the id code. These are unzippable and revert to normal through the Commodore wrote to me that he saw, "the village b.d". I suggested that he try a rename of the file to something as a file name and then the .D64. He wrote back that he did that and was able to view one of the disk images I sent him. Said that he was happy to have the submissions. Only sad part is that the 5C's group isn't into Geos, and much of what I sent as files deals with Geos Images. Report this for the fact that it is again C= users helping C= users, and a something to keep in mind for those not using a C= to open zipped .D64 files that were made on a C=.

The following is updated on the 18th from the report given at the meeting. OK that said as I am writing this on the 18th. I discussed the above page problem at the meeting. We talked about the idea at that time of going into a full page, rather than columns. Bypassing GeoPub save for the cover and address pages. Said at the time that I would state in this part as I write it what I found in writing the pages. Well the update part is that I don't see a way to adjust the page number in the footer. Outside of that, there is nothing extra to report. We agreed to try out the font at 14 point over the 12 point we have used in the past. Questioned the use of bold face in relation to the main body text. But only a print test will show if that works for our aims. #16 requested testing of placing more than one Sabrina comic on a page. this will be tried out and the results related, or if lucky printed. Using the understanding that I have at

this time. Along with the way that the Sabrinas came to me. That being one strip is one GeoPaint page after the gif conversion. I could install one GeoPaint page in Post Print. Then insert the text from GeoWrite as a page under it. However that page is a guess at spacing and the text will be reduced to fit the page with the comic strip. that is how I see it at this time. No experience in doing the task. There is a possibility of another way to do the task. Of course if the HD fix works, and then the GeoPub works correctly, well this won't be full page text. Tests and time will tell. (fingers crossed)

Did get a msg just before the meeting from #21. He has been working on the restoration of his travel trailer. Soon to be back at file work for us. Now that I am back online with the C- I can collect the files from him directly. #16 did gam a few releases from #21. These he copied to a heretic formatted disk. Which GeoDos was able to look at and I will be then able to copy of the files for our upcoming BBS and our library.

**DEPINDITENSE** Our #30 has been working on Operation Lost Cat. Part of this report was lost in the last issue of the newsletter. At this time he has made up to installment #18 into the GeoWrite format. For those not in the know, like just about everyone not in the local area. Since a full page was lost last issue, and this information was in an explanatory update on that page. A bit of a recap to understand the level and the amount of work that #30 is doing for us. There are 45 installments of Operation Red Cat. These were written for LoadStar by request and never used. They then were distributed on club disks. Adding three extra installments for the alternative ending. Each one is close to 100 blocks long. They were written in EdStar II from LoadStar. A good SEQ writer. Before we sent them to Rev Dave. They were converted to GeoWrite with Wrong is Write v8.1. In order to use the GeoDict and GeoSpell on them. Won't tell you how long and frustrating that was of a task. These GeoWrite copies were stored on a FD disk and on the HD. Well the HD is with Maurice for data retrieval. The FD disk was missing. Spell checked files were converted <in ram> back to stock SEQ. Then copied to disk. where there was some formatting that needed to be done back in EdStar.

That all said, the FD disk was found when we moved the computer room. A copy was made on 1581 disks for #30. His job, and he volunteered for it, is to take the installments and convert them into a full page format. Using the same layout style that we use for letters, newsletter, CML and all other writing done in GeoWrite. That may sound easy, and would be untill one underands that when converted from EdStar to GeoWrite. Ah, it is in a preset 40c format. Yeah that means it is half a page wide. #30 needs to take and merge almost every single line and recreate the paragraphs. This shortens the 16+ pages to around 8. As reported last issue, the result will be printed in booklet form. sort of a Trade Back style and will be for the local members. Unless there is the strange demand for it from long distance members. (yeah Warekitty I will send you a copy)

**XXXXXXXXXX** So many things to catch up upon that there have been problems with a regular schedule. #16s move and work has played havoc on setting up a regular time for the projects in hardware and programming. A little bit has gone on with some Basic. mainly some

review and the big question of how to use DimArrays. Geos has gone into the making of the newsletter and all the associated problems in the last month. Recently into making the 16 page booklets for the game members of game maps. Still to print out is the 4 page Character Record sheet, that #30 created in booklet for the AFMBE game. At this point it was mentioned about the unfinished series that LR had started on making game maps and adventures using Geos. Decided that he should start anew and not use it as a filler but as a regular article series. Amiga is slowly breaking out of the freeze. As #16 reported that Victor has checked his AmigaOne and discovered that one of the problems is the fact the company used one of the cheapest quality power supplies. This may be the cause of several of his other problems with the AmigaOne. Victor also told him that the Amiga 2000 motherboards he left there all need replacement batteries. There is a very good chance that at least two of them can be brought to full operational standards.

**DEFINITIONS** Intro for side one and a discussion of the modem games, based on the little testing that LR had done on them. Idea of trying them out after things have gone to a smoother flow was stated and agreed upon. Intro for side #2 of the monthly disk. A discussion of the experiment in a scan with handy scanner of a colour slick picture. Along with a bit of discussion on the installments of Operation Lost Cat.

July disk from 5C's, fast scan of the articles on copying with Jiffy dos, 48 problems that the 1541/1571 drive can have and the fixes. The one on track 18 has information that will be of use in the programming section. Fixing a problem with a fuse in the 128D to make the two clocks work. Sam Poker was demoed and played showing to a member the speech ability of the C-. He found it impressive we could do that so many years ago. Happy disk, a filler of sorts, is going to be ripped and adjusted by the programming group. Being in basic and an interesting effect on screen. Other games on side one to be viewed by members. Side #2 is filled with the game Vegas 2. This has roulette and Craps. Both are detailed and animated. Though exactly how to play isn't listed, not the same as our barracks days. <G>

August 5C's disk has several articles by Joe [Kilroy] Fenn. Dealing with first entering the Inet with the C- and a direct dial shell account. He gives a few words to tell the ISP to avoid the hassle of them not understanding the fact a C- can go online. Two more articles deal with using features on the Inet in your shell account. Such as pine and the commands to upload and download files. Though they are title as "unix" LR related that they are the same as his linux account at vcsweb.com. One that is past us at this time is putting a ML programme after you have written and compiled a basic prg, SRS maker will be used in a while, as it is a tool that will take the GG or JJ style of pictures and make them into a slide show. We have autograph and that will convert images to this format. Giving LR and others some ideas. Side #2 has more music for our collection and for the upcoming BBS. Bugs Bunny, Road Runner and other tunes that we have not heard of in SID before.

**DISCUSSION** Dealt with the ideas for the newsletter and experiments. Working on the HD project in the shop. As well as the Zip drive. The need for the HD has overweighed the desire to work with #16 on it as part of a hardware project. The zip drive may wait till he is

able to spend more time in the lessons and projects. If all works out right, then the HD will be installed and later the Zip unit to make backups will be installed.

Map and character record sheet creation was discussed. Need to make more standardised fonts in different sizes for maps. Using the forms that were out for game maps back in the early 80s. A task that is sidelined for a while. As it was agreed that with 7 months of backlog for the group and other activities. There is too much that needs to be done before new projects can be approached. Compliments on how LR has put things together and pushing on ahead with the group and the plans for the future growth for the members of the group in their understanding of the C-. (I was told to make sure I put this in)

**PLDSRE** 8:30pm group headed upstairs for the game. Having more out of meeting C- discussions on the newsletter and the BBS.

## Lord Ronin Rambles

As my dear Vixen is standing over my shoulder. OK the health problems, only because it matters to the smooth operation of the group. Have an appointment in September, there are problems in the left leg, again. Could be many things, and if there is surgery. I will still operate the group as much as possible during recovery. There that is enough on that subject.

Right then back to C- related things. As I checked the post today. I found several newsletters in the post. A short one from the MACUG, Ah Marty we sent an e-mail about what we wanted in the dox and manuals. What ever the other guy doesn't want, we will take. Their newsletter is short as Marty explains that he needs to replace the ink. We also send out best to John Olsen who is still recovering from his operation.

Also in todays post is the AmiTech-Dayton Gazette. Eric's editorial is on something from Japan called an OS-Tan. Anime girls that represent images of Computer OS's. Along with aspects like crashing. No there doesn't appear to be an Amiga one and Eric didn't say anything about one for the C-. Ron speaks on how they have gone to cable and not direct dial. Where he is spending more time than ever on the Inet. James writes on the problems he has with installing a something that is some sort of Amiga thing on a non Amiga. Didn't understand all that was said, OK very little on that one. Eric does a parody of the mac commercial with the heretic system. Adding Amiga and ending with Lmux.

Three months worth of the C- C- C- newsletter arrived. We hadn't seen one for a while. May has a piece on how to stop your prg from being listed. ML on creating some Macros. Snogpitch talks about some of the expos and that their wasn't a Lucki one this year. This is followed by a page on the then upcoming C-4 expo. Ah, yeah this is the May issue. Followed by a listing of some C- places for communication on the Inet. Then ther is a crossword puzzle. Something we haven't done in a long time. All of these issue for May, june and July are in a new format. Text in a shaded box and some boxes have photos. I wonder if this is done on a C-?

The June issue starts off with a picture of a Plus/4 and a bit on the C-4 expo. thanks and kudos given to many of the people that put it on, and what they did for the event. The Basic tips & tricks section show how to use certain command words like "if" and "then" as variables. ML section talks on adding 2 16 bit numbers using self modifying code. OK that is past us, but there is a nice picture of a breadbox 64 on the page. Next page is an advert for the C-. The "Its not how much you pay. its how much you get" advert. Which we have seen in old mags. A nice touch we thought. Next page is on connecting the 1541 drive to the heretic. There is a diagram for the XM1541. Along with the uris for the sites to gain a prg called openCBm one with and one without GUI. Also the place to gain the full constructions instructions for the XM1451 cable. Last page is a C- word finder.

For July there is a picture of a SX-64 on the front page. Where Snogpitch talks about the party and the upcoming elections. Next page has a map and directions to the site of the picnic party. As we understand this is a yearly event. Will they have kitty box cake again this year? Basic talks on working with SEQ files. Going into opening the channels and writing the file. Adding a little bit on how to append to the file. This article is two pages long. next page has the C-64 that was carved out of wood by a man in Africa. I remember hearing about this and someone sent me some colour jpg pix that I need to DL.

## Geos and the A.C.U.G.

*L.R starts on a long series of articles*

Never let your girl do the title for your writings. (G) Really I was sitting here in the shop looking at the screen. Enya playing, kitty on the lap, customers staying away in droves, coffee on the boil, pipe sending out the clouds of mellow smelling atmosphere. Wondering what to write. Don't mistake that for writers block of no idea of what to write. Not that I write well or am a writer, just that I can blather on for hours on many subjects. Which is the problem in this case. What exactly out of all the things that there is to write about, should I focus upon? Before Vixen split to her job in another state. She suggested that I write about what programmes we use and why. Something for the new members, lessons for the older ones and a great insomniac cure. Since it appears that I have done a lot for other publications, yet not much to speak about for our own. (My ears still ring from her soprano voice breaking glass on this topic) OK then what do I start with for a prg? Ah of course what is directly in front of my eyes. Geos 128!

Out of the current local membership. I was the first to have Geos. Actually speaking, I had grabbed Geos files in 95ce from Q-Link, even before I had scored up Geos from CMD. Members, the old timers at that time, had told me how great is Geos. nice thing is that they warned me about not everyone liking it. So far it seems to be a love or hate encounter. never met anyone that has any feelings inbetween. As we go through this story, you will see why I think people don't care for Geos, and why many do, though this is twined amongst a lot of other things.

What do I use the computer for? One thing that has stayed the same from 93ce when I gained my first computer (C-64 breadbox) to now is Games! Ah, right I need to stop here and

explain just what that means. As I know many will think that I mean video games on the C- and nothing therefore to do with the topic of this monograph. True that I do at time play vid games on the C- and console units. most of my time is spent devoted to the true form of games, the dice RPG (Role Playing Game). Sci-Fi, Espionage, Horror, Supers, Fantasy sort of games. These of course do not play on the C- in any form like a few guys around the table in a F2F (face to face) game.

That being said, before I had a computer. Things that were made for the games, that being PC sheets (Player Character record sheets) and the adventures I would write for the players. Where all done in my horrid handwriting or on a klunky type writer and I don't know how to type. You can imagine the things that came out from 78ce to 93ce. so can I as I still have some of them left. First C- word processing prg that I used was Word Writer 4. I won't go into that the company has yet to send me the additives that I paid for back in 93ce. Thought at the time you always had to insert these code lines in any WP (Word Processing) thing. Did some game adventures, that didn't print out the way I expected, some letters and personal thinggies. Didn't like the fact that the dictionary only showed the words that it didn't know. Sort of hard to figure out what you meant at the time of writing. Like if you wrote the word intentionally that way to reflect a style of accent. When all you see are the words listed on the left of the screen. OK keeping this history of non Geos WPs short. I found Pocket Writer and enjoyed that for the 128. Started doing my international PBM (Play By Mail) games with that one. Using NewsRoom for some props and Flexidraw for maps.

Then I finally bought Geos for the 64. Unlike others, I did have two drives a 71 and an 81 with Jiffy Dos and the 64c at the time had Jiffy Dos. Added to that was the 1750 clone for ram. Things took a quantum leap for my interests. Yeah I played with the use of fonts, and still do that to a bit. Later I scored a copy of GeoPub, which I still use, GeoFile and GeoCalc that I have never tried out. A little later grabbed Wheels for the 64. Finally meeting a man on one of the FIDO bought a copy of Geos 128 from him. Added Wheels 128 a bit later on, and then Wave.

During this time the newsletter changed as did the group. Old Timers deserted like rats from a sinking ship. Side bar note here, I meet the last president from time to time in the grocery store. Always pile upon him the advances the C- has taken. (VBESG) We moved the prg for the newsletter from NewsRoom to GeoPub and then into Post Print. From the original 1 page to 4 pages to 16-20 today. Sometimes even having enough time to use the spell checker (G)

What also happened was other members and customers at the old location bought Geos for the 64. Ah now we come to some of the complaints. One drive and no ram. Makes it hard to use the programme. I personally say have two drives and if possible ram. I like to do things in ram and then copy the file to the save disk. My complaint for Geos is the screen flipping in the 64 mode of 40c. Since I can't type, and touch typing is out of the question as well. Hey remember my age. Girls and geeks where the only ones that took typing in school, in my generation. Real men didn't take typing. Ah if I knew then what I know now. Well this screen flipping, is when the screen moves from the end of the line to the start of another line. While it is doing this little task, I'm still pounding on the keys, but it may not register that fact.

Ending up with merged words and missing words. Even whole sentences have been compressed. This also happens in the 80c version, as has been pointed out to me when the spell checker isn't used. However with the use of the SCPU this fault disappears.

Lets move up in time to today. Yeah I mean the 19th of August 2006ce. This is being written in the shop on a 128D, using the free DL from cmdrkey.com of Geos 128. Second drive is a 1581 and that old 1750 clone is stuck in the back of the machine. Lets not talk about the scattered disks laying about the table. {G} Local members have a collection of both factory copies of Geos in 64 and 128 versions as well as the DL versions. A point to make here is that all the local members have and use Geos in some form.

Bypassing myself for a moment and all that I do in Geos. A few of the uses that the members are doing with Geos goes like this, PC sheet generation, Group records, text editing, map making, lists, and some more specified things. Yet we haven't touched but the surface of what Geos can do for us. So now you have the idea of how Geos came into this group and just a hint of what is being done with the prg. Time to go into the lesson bits. Oh one last bit, yeah the big monster set up of Wheels is in the Kibbutz and used almost daily.

## MAPS

In other places and times, including that filler series that I did a while back, I have mentioned making maps in Geos. Time to do a bit of that again. Not a long series, as that I can do at another time. {SEG} Why make a map and how in Geos? Sure you can get lettering guides, a protractor and a compass to use on hex and grid paper. Did that a lot myself. Which method is faster and better? Here we come to subjective terms. In my case, some aspects with the templates and paper are faster and more exact. But in other cases it is vastly slower. Like in the fact taht nomatter how hard I tried. When I used a lettering guide. Always the lead broke and there would be smears on the paper. This doesn't happen in Geos. True that when I am using grid or hex heets on screen. Making the text will require me to go to the work area and clean up, by placing the lines back, erasing the lines around the letters, after they are placed in the correct area. Remind me to talk more on that part.

In the previous series, I went on at long length and many times about FONTS. As I can hear the groans of the time readers. I'm not going into that much depth this time around, at the least. {EG}. Dig it that there are thousands of fonts for Geos. We had around 300 between what was in the U/D area on the BBS and still untested on disks. People loved Geos enough to spend hours making fonts and then giving them away to boards and to Q-Link. On the BBS we did a trip in the Uploaders Comment part. Where we gave the point size, if and what capitols, punctuation and numerals where in the font. ending with our viewpoint of the use of the font. Such as chapter headings or footers or intros or main body text and that sort of thing. Some Geos fonts don't fit that criteria. As they are graphic in nature. Such as the musical notes fonts, chess piece and notation fonts, electrical and electronic symbol fonts, several other types including a sort of landscape and yes there is even a few that are standard map symbols for real geological maps. Not game maps. We did fmd one on Q-Link that was for FRPG maps. Funny thing is that it is too large to use in GeoPaint.

Hey now, that brings me to a Geos tool called a "font editor". Exactly how many versions exist, I haven't a clue. Only seen three myself. Ones I have seen allow for not only the creation of a font, but also the alteration of existing fonts. That includes changing the point size of the font. #30 made an Ultima font from the game. Sadly lost with the HD for now. All I did was make one that represented the symbols used for overland maps in the Basic D&D book. Actually used it for one Basic games overland map. Ah, I know much more now than then, as it was one of the early days of my Geos work. Scaling is one thing I have learned, but that is another story. Major thing I learned is that it is a real bitch to make a font, pixel editing work. when you are using the light pen. bounces all over the place.

In this monograph, we have two types of maps to consider. Those for C- games. Those for the dice RPGs. Now which one to deal with first? OK the C- game ones. Using Might & Magic as a simple example. There IIRC we have a map that is 16 by 16 in squares. There is a partial filled in map for the first level, and a blank sheet for you to copy and fill in as you go along. Man I never really got that one figured out. OK how to use Geos and make a map of the levels? Well in the above game specifically. You already have the dimensions. You just create a page that covers those dimensions. Print it out, fill in as you go along. Update it in GeoPaint as you finish the adventure play and that just means transference the pencil notes and marks on the work map to a prettier GeoPaint map. At the end you will have a neat looking map that you can stick in the game box for the next time you start from the beginning. Games that you haven't a clue about the size of the game map world. Here you use a grid or hex sheet, depending on the game. Find your start place. Many of these games have a spell or another means of finding your X,Y locations. Start filling in the work map in pencil and go from there. In the end you will have a physical thing in hand showing that you have made it through the game.

Yeah that all sounds so sweet and simplistic. Exactly as I wanted it to sound. Because now I can lead into the map making for dice RPGs. Because the work is the same between the two game themes. First off, you need a few things. GeoPaint is a really good idea. Shop has a few sealed copies of the 64 version. There is also the free DL at cmdrkey.com of the 64 and 128 versions. Both of which are, in full, sold through cmdrkey.com. Now you need some fonts. Here we diverge for a moment. You need some sort of text for your notes on the map. You also may want to have some sort of font that represents the "things" that are in the play area. At this point you might have a font that fits, or you may need to make one. Or if you are as stubborn as me. Then you just draw it on the map in pixel edit. More on this in the future.

Right, I have stated in passing about hex and grid. Depending on the game, and I do mean both RPGs and C-. You will have to choose what style to use for your map. Not all games use a standard format. EX: Traveller <RPG> uses hex maps for everything. Basic and Advanced D&D use hex for external things, like overland, water and aerial. While grid is used for interior things. Caves, towns, Dungeons and the like. Now the clincher, it takes a long time to make a grid or hex from scratch in GeoPaint. I know as I made a 1/4" grid map sheet. Which we still use to this day. #30 has made several sized grid and hex maps for us. So those that want to make their own game maps. Hey man, we cut some of the work out for you. They are/were on the BBS. But we do have a few of them on disk that we can send to those

interested. As to fonts, well I have my own preferences, and that also means I need to make some for my work. Since the board is down at this time and the files are with Maurice. I don't want to go into them at this time. You may already have some of the ones that I use. Hilgard 1 & 2, I use for many things in the maps for different game styles. Gothic is a font along with Dungeon 2, that I like for AD&D along with other sorcery games. Regarding the font for text. Well I personally like the font to be in the vein of the game that I am playing, so that the map will add to the atmosphere of the game. But that is just me. Hopefully in the future, I can do more on fonts with listings of specific ones for different games. Once the HD Data is restored to us.

Lets take for granted that you have scored up the grid/hex map that you want, and for some readers that statement doesn't make a frelling bit of sense. Right then, we covered that grid is squares. What we are most familiar with from school days. Hex is six sided, great for some styles of war games. But in the opening line to this paragraph, the one that doesn't make sense, completely. I mean the size as well as the type of map layout. We have/had hex and grid on the HD from 1/8th up to 1/2". A special grid was made at 1.67". As that is the realistic 25mm/1" game scale size. Also another topic for the future. (VBG) Anyway all of this is to let you know that there are different size of hex and grid. Most commonly used is 1/4", in the games I know and play. There are other scales for other games. But Vixen says to "get on with it". ;)?

Recapping, we have the C-, GeoPaint, selected fonts, GeoPaint map sheet and a reason to make a map. Truth be told, I have only done a few for C- games. This is a long process, not the actual map copy. Oh no, going to every location and discovering the things that are found in the area. Finding stuff that opens up at that location, after you have done some other things. Like in Might & magic, and then you have to add to your work map. Personally the satisfaction of seeing that piece of paper, at the end of the game. Well it beas a disk with a completed game, IMNSHO. But yeah it will take you longer to finish the game. Another thing about these maps, even the work ones. If you are not like me, then you may set the game off to the side for a time. Look at something else, and then return to the game. These maps help you to remember what has happened, more than staring at your characters on screen and trying to remember what the frell you where doing and had done. I OTOH, fight with the game till one of us wins. So far it has generally been the game. <G>

So what to put on the map? Personal choice here and what I do is not exactly what you would want to do for yourself. I go for a bit more than bare bones. Others like to fill in almost every detail. This is for both C- and RPG maps. Rule here is "what works best for you". Sure you want the wall, windows and doors to be in the right place and pretty much the right scale size. What else is in the area of the map that you think should be put in? Counter for the salesmap at the shop? Cupboards, wardrobes, dressers, beds, desks, tables, chairs, shelves and the list goes on and on. In a C- game, this is either told or shown to you based on the type of game you are playing. In this case it is fairly easy to mark this down on your map. In an RPG, things can get out of hand. Yeah I have done that myself in the past. Dumping in way too much on the map. For RPG maps, remember that you can always have the contents in the text part of your adventure, in the room description. Which is another lecture.

Getting right down to it, the next thing is how to make the symbols on the map. By that I mean in order to represent the items you have seen or visualised. Well they are just lines and circles on paper. Table is a square or rectangle. Sometimes it is a circle. Chairs can be the same thing, just smaller than the table. Shop counter is a rectangle, cabinets on the wall are the same. How much detail you want to make out of these simple shapes, is all up to you.

In either a C- or RPG map. First thing is to print out your graph paper. Then with pencil, you fill in the areas. Sure sounds simple and it isn't. Regarding a C- game, you will have learned the scale of the areas, made your work map to fit. Then mark down the important to you parts. Takes time to do this and for some it detracts from the enjoyment of the game. I felt that way, until I started doing the mapping. Saved me a lot of frustration and the desire to go @n0:frell this one,pu with my Jiffy Dos system. As personally I really hate to backtrack in a game. Now when you have the area filled in with pencil on your work map. All you need to do is place the information onto the GeoPaint document. This will take a bit, and I am not doing a piece here on how to use GeoPaint. Though that may come as well in the future. First time is always the hardest. I remember asking myself why was I going through all this work for a game that I had finished a level and wanted to play the next one. Well the end product just makes it worth the experience, at least for me. One thing I want to relate on this C- game map subject, before we delve into RPG map work. As a buyer/collector of C- things, I gain from time to time boxed games. Majority of them are used, and in them I find back up disk, character disks and the previous players notes and maps. Scrawled on typewriter paper, binder paper, computer paper and the like. These documents were important to the guys that made them in the past. Think how much better they would look like in GeoPaint.

Gamers, time to deal with this form of map making. Basics where covered in the above drivel. Fonts for this style takes on a different note. As I mentioned before, I like to use a font that reflects the game theme. But what that means more exactly is that I like to use these fonts for the major titles on the map. And that doesn't mean a thing to you does it? <G> OK then, what I mean is that for my maps, I prefer to use a font that reflects the game atmosphere and use it for the main text on the screen. Going to the classic and first RPG, Dungeons & Dragons, for an example. I like to use the font called "dungeon". Yeah previously I said "dungeon II". I use both, dungeon II is larger but it is the one recognised in GeoPub and Post Print when in a GeoWrite document. Dungeon itself is seen when the GeoPaint document is printed. This font is 8 point and has no upper case. In fact the caps are C- gfx as are many of the C- and keys. One of them creates the brit cit pound sterling symbol. I use that to mark the location of treasure on my maps. By the sue of the styles of bold, outline and italic, and in combinations. I can use this one font to make the treasure, traps and placed monsters in the map regions. I also like to have the rooms numberd, so I make this in dungeon as well. Just calling it "RM23" for an example. This font in 8 point fits well in a 1/4" grid. Here is an important point. OneI intimated earlier with the size change in a font editor. Finding what you like and in the right size.

Being flat out honest. A game map is nothing but a maze of lines on a pice of paper. A classic Dungeon map is a great example of this maze part. Even maps of star ships for space games are still a collection of lines on the page. Secret is how to make the lines and where to put

them. Well for 1st ed AD&D players we are blessed with the random dungeon creation charts in the DMG. Along with a large collection <I ever get it back> of tools on the C- to aide in the map creation. For an adventure that was sent to Load Star, I used these tools for the map creation. But the creation has some aspects that are overlooked by many. At least in my thoughts. For me everything needs to fit in the game. Each room, well it may have been a roll up for the size, exits and if there is a monster and or a treasure in it, but when it was fresh and new. Every room had a purpose and a reason. For me this is an important thing to keep in mind.

You see on the map it is nothing more than empty squares and filled squares. Personally I use the fill tool and use the grey looking pattern for the fill in parts. Time now to go into how I put the lines on the screen. Of course I scrawl with pencil a work map first. Using the same sheet that will be the used for the final copy. Lets not talk about how hard it is for me to read what I put on that map. <G> Over the years I have found some things that work for me and may work for you. First is the reason why I use the grey fill pattern. Being cheap, this trick saves on ink. Instead of using the black for the fill, the grey also has the effect of making the map less stark and harsh to the eye. Remember you may be looking at this in the game for many hours. (VBG) Most of the work that I do now is in 128 80c mode. In that mode I have learned to use the different brushes, the option right under the pixel edit, another long time friend of mine. These will be useful in making the horizontal and verticle lines on the map, thicker than original. My way is to select the brush, generally the small bar line. Set it with the mouse to the general area. Making the final adjustment with cursor movements. Click on it and just use the cursor keys to create the line. Move the screen and repeat the process. Oh yeah another good friend of mine is "C-U", the undo keystrokes. {G} In pixel edit there will be two lines of black squares. At least for the size that I use. As reported in the printer test, I recently did 16 game maps for the game group. They were done in this style. Not dungeon maps. But building maps.

Right maps of the layout of the interior of a building. This was done to a scale, which changed from map to map. I used the above line method, and yes I am using the 1/4" grid I mentioned earlier. There isn't a reason to grey out the other squares. Ah but what are these buildings and what was put into them? Well as I write this drive and drive you bored to tears. We are playing a Zombie game. Where at the moment we are cleaning out a hotel. Map was made of one floor. Since all the levels are the same. This map is already in the hands of the players. Note here that I am using exclusively the font called "garnet" it is listed as being 17 points. Still fits in the squares. I discovered that it was needed to create a map of the vending machine areas and a generic map of a hotel room. Players needed to see the scope and scale. Well I can't draw flies on a hot August day. So I cheat with GeoPaint. Beds for the hotel room are just a fill pattern and I used the filled box. Counting the squares in the X/Y levels to create the scale of the bed. Same for the sinks, bathtub, closet, dresser and even the little half wall planter box thing. Tables were another fill pattern and I used the filled circle. Stretching it out to make an oblong table. Ah but what about the round table and the chairs? Well back to change brush and go for the different sized circles. Select the fill pattern, then go to the spot, click and click again. Have a filled little circle to represent a chair. Same for small tables, and if you use the square brushes. You can create square little tables. Just keep it

all as close as you can to the scale of the map. Your result will look crude to you. But be a great boon to the players.

Though not all the time your players will be given a copy of the game map. Even then it might not contain all the information that is on the DMs map (SEG). When it comes to the players not having the map. I print out the player copy of the blank map. Ah, I did an X & Y lettering for reference on my creation. Then the players map along as they adventure.

Enough for now, and it is amazing that you made it this far. Ground work covered this time around. next time on this series, we shall go more into depth on different game map creation.

#### SHADOWLAND

### News, Opinions, Rumours, found in the Matrix

Sat Aug 26 16:12:07 2006Date: Fri, 25 Aug 2006 20:51:47 -0400 (EDT)From: Bryan Pope To: Homestead <homestead@videocan.net.au>Subject: [Homestead] GEOS article: JAJI, Check it out at:[http://www.osnews.com/story.php?news\\_id=15223](http://www.osnews.com/story.php?news_id=15223)

Cheers, Bryan

P.S. And they link to Willis' GEOS publication site!

(Editor insert: Been some time since we had a Shadowland section. The above came from our newest member BryanP. As a catch up and reminder. When I insert these e-mails in the Shadowland section. They are pulled from the lists, converted from ascii to GeoWrite with Wrong is Write 81. Then there is the problem of making the spaces and paragraphs. This may not be formatted as others saw it on their screens. Also I remove the senders e-mail addy.)

FYIW: I went to the above site. Scanned the article and left a feedback. Yeah I did have to tell them it was sent on a C- using Geos/Wheels (VBESG) LR

Sat Aug 26 16:28:26 2006Date: Sat, 19 Aug 2006 22:57:42 -0400From: Leif Bloomquist To: lordronin@vcsweb.comSubject: World of Commodore Info 2006World of Commodore 2006December 2, 2006 - IOAM to IOPMToronto, Ontario, CanadaWebsite: <http://www.tpug.ca/woc/>Preregister today by sending an email to [woc@tpug.ca](mailto:woc@tpug.ca) Information on this page is being updated periodically so check back often. If you have any questions about the World of Commodore please send email to: [woc@tpug.ca](mailto:woc@tpug.ca).

The Toronto PET User's Group (TPUG) is pleased to announce The World of Commodore! The 2006 Expo will feature...

- \* Information about all makes of Commodore computers will be available. Events will focus on the Commodore 64/128.
- \* Guest Speakers, Commodore personalities past and present.
- \* Demonstrations of novel hardware and software projects using Commodore equipment.
- \* Hardware/software vendors showcasing the latest hardware and software available for Commodore computers, as well as classic accessories, applications and games!
- \* Screenings of Commodore related videos.
- \* A weekend of discussions and fun with the Commodore user community.
- \* Raffle prizes: - A set of Amiga Clip Art CDs, donated by FWD Computing. - A 4-player joystick interface for the C64, donated by C64 Reloaded. - And more to be announced.
- \* The very popular freebie table! Please feel free to drop off any items you no longer want and help yourself to some goodies. You never know what you'll find! Everyone should plan to attend for all of Saturday. There will be a welcoming event on Friday evening from 7pm until 10pm and discussions and socializing on Sunday so please, feel free to make a weekend of it.

LocationThe World of Commodore Expo will be held at the Alderwood United Church, located at 44 Delma Drive (click for map) which is south of Sherway Gardens and west of Browns Line. Exit the QEW or southbound 427 to Evans Avenue, turn south at the lights onto Gair Drive and follow Gair to Delma Drive.

The church is a twenty minute drive (approximately) from Pearson International Airport or downtown Toronto. The World of Commodore is also easily accessible by public transit. The TTC (Toronto Transit Commission) offers rapid and reliable service. Take the 123 Shorncliffe South bus which departs the Kipling subway station every twenty minutes (check the TTC's schedule for up-to-date information) and can drop you off on Evans at Gar. The trip takes between ten and fifteen minutes and the driver will announce the stop upon request. From there it is a five to ten minute walk to the Alderwood United Church. Accommodations TPUG has made arrangements with the Motel 27 (click for map) for our out of town guests. They offer a variety of amenities such as free high-speed Internet access, free local calls and complimentary tea & coffee. The Motel 27 is a two minute drive/five to ten minute walk from the Alderwood United Church. Motel 27 also offers an airport shuttle service for guests that require it. The cost is \$6 per person (one way). Let the motel know that you require transportation from Pearson International Airport when you make your reservation or call them the day before you arrive to ensure they are ready for your arrival. Address: Motel 27 650 Evans Avenue Toronto, Ontario, Canada M8W 2W6 Phone: 416-255-5500 Fax: 416-255-3481 Website: [www.motel27.ca](http://www.motel27.ca) Email: [info@motel27.ca](mailto:info@motel27.ca) Room Info: Rooms are available for \$79 Canadian per night (+12% tax) with occupancy of 1-4 people per room. Specify: 1. Group name TPUG or Toronto PET User's Group 2. Number of people in the room (Max. 4) 3. Smoking or Non-smoking

About TPUG • TPUG is the best and second oldest Commodore computer club, founded in 1979! • TPUG supports nearly all Commodore computers, including the PET, SuperPET, CBM, B128/256/1024, VIC-20, C64, C128, Plus/4, C16, C65 and Amiga, and including the COMAL, CP/M and GEOS environments. • TPUG is a non-profit organization run by volunteers. • TPUG is based in Toronto, Ontario, Canada, with members across Canada and in other countries.

Wed Aug 30 06:17:10 2006 Date: Tue, 29 Aug 2006 01:03:46 -0400 (EDT) From: Robert Bernardo To: [homestead@videocam.net.au](mailto:homestead@videocam.net.au) Subject: Commodore Web Site List Forwarded message From: Dick Estel August 20, 2006 Sites Operated by FCUG/Dick Estel Fresno Commodore User Group  
<http://home.att.net/~rmstel/fcug.html> <http://home.att.net/~rmstel/index.html>  
Commodore Support Center <http://home.att.net/~rmstel/commodore.html>  
Commodore Article Index <http://home.att.net/~rmstel/articleindex.html>  
Classic Gaming Expo 2003 <http://www.dickestel.com/classicexpo.htm>  
Classic Gaming Expo 2004 <http://www.dickestel.com/classicexpo2004.htm>  
Classic Gaming Expo 2005 <http://www.dickestel.com/classic2005.htm>  
Commodore Graphics 1 <http://www.dickestel.com/commodoregraphics.htm>  
Commodore Graphics 2 <http://www.dickestel.com/commodoregraphics2.htm>  
Commodore Graphics 3 <http://www.dickestel.com/commodoregraphics3.htm>  
Commodore Graphics 4 <http://www.dickestel.com/commodoregraphics4.htm>  
Commodore Graphics 5 <http://www.dickestel.com/commodoregraphics5.htm>  
Commodore Vegas Expo 2006 <http://www.dickestel.com/commvex.06.htm>  
Consumer Electronics Show '06 <http://www.dickestel.com/ces2006.htm>  
Chicago Expo 2000 <http://www.dickestel.com/expo2000.html>  
Chicago Expo 2001 <http://www.dickestel.com/expo2001.html>  
Las Vegas Expo Trip <http://www.dickestel.com/vegasexpo06.htm>  
LUCKI Expo 2005 <http://www.dickestel.com/expo2005.htm>  
Vintage Computer Expo 2000 <http://www.dickestel.com/vintage2000.html>  
Vintage Computer Expo 2002 <http://www.dickestel.com/vintage2002.html>  
Vintage Computer Expo 2005 <http://www.dickestel.com/vintage2005.htm>  
(Note: If a site ending in HTML does not work, try it with just HTML) Other Sites  
Commodore Product Source List <http://home1.gte.net/longrj2/>  
Computer Bargain Store <http://www.oldsoftware.com/>  
CommodoreOne <http://c64upgra.de/c-one/>  
Gene Commodore Downloads <http://usa.cndrkey.com/cbm/gene/gene.html>

Commodore International <http://www.commodoreworld.com>  
Loadstar <http://eloadstar.com>  
Commodore Emulator <http://www.fairlight.to/tools/pc.html>  
Commodore Game Downloads <http://www.lemon64.com/>  
Printer Resource Center (all) <http://printers.resourceaid.com/colorprinterreviews/>  
Commodore Mailink <http://mailink.videocam.net.au>  
Active Commodore Clubs <http://home1.gte.net/longrj2/cpsl/clubs.html>  
Commodore Scene Magazine <http://www.commodorescene.org.uk/>  
Commodore Homestead <http://cbm.videocam.net.au/mdex.php>  
Chicago Expo 2003 <http://www.swrapexpo.org/>  
LUCK! Expo 2003 <http://webpages.charter.net/pondscum/page2.html>  
World of Commodore (Toronto) <http://www.jbram.com/vicug/gallery/woc>  
2004 Vintage Festival Europe <http://www.vcf.org/E/>  
Commodore Vegas Expo 2005 <http://members.shaw.ca/commvex05/CommVexPtx/CommVExPtx.html>  
Netherlands Commodore Show 2005 <http://commodore-gg.hobby.nl/apr2005coil.htm>  
AmiWest (Amiga) October 2006 <http://sacc.org/amiwest/>  
Commodore History <http://www.oldsoftware.com/history.html>  
Commodore Knowledge Base <http://www.floodgap.com/retrobits/ckb/>  
T.H.E. Fox Cartoons [http://starbase.globalpc.net/~zig/Fox/the\\_fox\\_page\\_1.html](http://starbase.globalpc.net/~zig/Fox/the_fox_page_1.html)  
A. Time Article on FCUG

<http://www.Jatimes.com/news/printedition/front/la-fi-commodore27jun27,1,5573232.story?coil=1&headline-s=frontpage>

Wed Aug 30 06:18:16 2006 Date: Tue, 29 Aug 2006 01:55:46 -0400 From: Golan Klinger To: Homestead  
<homestead@videocam.net.au> Subject: Re: [Homestead] Commodore Web Site List (fwd) A couple of  
minor corrections to the list...>

Other Sites>> Commodore Game Downloads> <http://www.lemon64.com/> Lemon has a great database of  
games and reviews and an active messageboard but they no longer have games available for download.  
Users should check the following: <http://www.gamebase64.com/http://www.c64.com/>

World of Commodore (Toronto)> <http://www.jbram.com/vicug/gallery/woc2004> Those are photographs of  
the 2004 World of Commodore expo. For information about the upcoming World of Commodore users  
should check: <http://www.tpug.ca/woc/index.html>— Golan Klinger

(Editor Note: These were posted on the homestead list. I DId them to the SCPU Ram. Then converted  
them to GeoWrite with wrong is write 81. There where no paragraphs and many spaces between sentences  
and words were missing. I have edited them as best as possible. But there may be some errors)

### Da Ending Stuff

Man this is different than in the past. Bigger for at least this issue. In fact that is why we haven't tried the  
GeoPub experiment. Too many pages this time around. All of this will be put through Post Print, and as  
you can tell, we have our font back again. Lucked out and found a copy on a 1581 disk. So then to bring us  
up to speed on this issue. Pages 2 through 18 are all done in GeoWrite (Well assuming that this works in  
the first place) They are being sent to the printer in PostPrint 3.8. Pages 1, 19 and 20 are different. Page  
19 is a GeoPaint one. If it works right, then you should see a Sabrina OnLine test with shop adverts. These  
comic strips are Amiga created/based. #16 grabbed them for us and I was able to use GeoDos to bring  
some tests over to Geos and then gif 2geos was used to make them into GeoPaint pages. A full page test  
print looked fair. But we might have to go in GeoPaint and fix some of the pixels for the text. If the idea is  
feasible in the reduced printout for the newsletter. Page #1 or the cover, as the page numbers won't reflect  
the number this time around. Shall be laid out in GeoPub. Then the graphic will be added to it in Post  
Print. Which if all goes well, Classic Traveller players will reconise it as the Third Imperium Sunburst  
symbol. <Well I hope> See you in the matrix or at the meetings.



By popular request. Here we have a Sabrina Online strip. Oh it may be a dupe from a past issue. Don't have them at hand now. In any case. This was brought to us by #16. Converted with GeoDos from the heretic disk. Then we used gif2 geos to make it into a GeoPaint document. Where we have added all this text. If it prints good, and there are more requests. We shall continue with this experiment.

## FOR SALE AT THE SHOP

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