

Notes from 15/Feb/2007ce Meeting

OPEN 7 00pm

NEWSLETTER

Approved

CHANCELLOR

Cold and wet for the meeting night

{ Information presented here comes from the meeting night and reports presented before the meeting in e-mail and direct} A500 purred her acceptance of the start of the meeting. No newsletters that were not already reviewed in *The Village Green* had arrived by the meeting time. Sensei read over our newsletter for updates and comments. LR hasn't been able to work on the commands for the IRC chat channel, in order to learn how to operate it for the proposed monthly meeting. A suggestion was presented to him about making the meeting a weekly one. His reply is that the idea could work. Once he can dedicate some time to learning the commands, another question was on the who could be in these chats. At this time the topic and purpose would be for the L D as well as those wired local members { all two of us } to be in contact with each other at that time. Sensei tabled more talk until the discussion section.

MossyCon3 looks to be a go for 4/April/07ce, a Wednesday. Robert { #10 } will be here at that time. #8 { Destined } may or may not be able to make it, based on medical situation at that time. Balzabaar from the CottonWood BBS plans on attending. Also wants to take photos and create a website for them. Comments followed about him risking his camera on the shop and LR photos. Added to those was the comment that perhaps Balzabaar would be the right man to create the A C U G website and have it connected to search engines. Since mark <the

sho vah> reed eliminated the previous ones. Plus being the only one that knew how to make one. Special disk of more Geos Tools and Star Trek things is being assembled { slowly as the files are refound } for Robert. Who is bringing the Geos disks, newsletters from Fresno and the power supply to test the photocopier for us. Decided that copies of the monthly Penny Farthing would be created for the L D members. Perhaps some other disks as well, that is still in the air. As what would be a good sampling of the group and our interests. Remains the question for the discussion section.

Shop as well as the kibbutz needs to be cleaned and organised. Not just for the Con but for the sake that no one can find a frelling thing! On that part, it is intended to move the 6'x3' table. The one that currently has a mess of Amiga and ~~CD~~ items along with the antique short wave radio. Moving that into the centre of the shop. Where it can be used for the demos that Robert and Balzabaar are presenting for the con. There will be some SX 64 things, a CD/32 and several PET units at this time. More perhaps as time evolves. This caused the question of what, if anything our group can do as a demo. Held for the discussion area.

Regarding that table. Currently the CD/TY sits upon it and has two slimline style drives connected. Could use a WB 1.3 disk, in better shape than the one we found. Be nice if it had a joystick. Since it appears that standard joysticks fail to fit. Some sort of non compatible socket. Making the test of playing Wings { see deputy report } impossible. Side note here one thing that is being created for Robert is

THE VILLAGE GREEN

the copy of the Wings cheat code file. Does many things, but the one that we like the best is shutting off the frelling music!

TREASURER

Report turned in before meeting \$23 is still hidden away in the disaster zone <not the music group from HitchHiker's> of the shop OIG has done the photocopy work out of his pocket and when there is a renewal Keeping the donation fund of 1 cent pieces hidden away Preparing for the HD mech and the chance to learn GeoCalc

COMMODORE LIBRARIAN

Again this month there is the regular Penny Farthing disk and a special 128 80c 1571 disk Word is that this is the last 128 disk that was created several months ago. There are some files that can be presented on future disks. No word on if there will be another one for March

Penny Farthing has for side \$1, CommodoreFree issue \$1. Shown at Demo time and led to a discussion that was held to the paper area. Side \$2 has an intro screen, crudely done for the image because of time constraints. Followed by text screen with effects. This is explained at the demo section. Rest of side \$2 has Operation Lost Cat Installments 93-97. 128 disk is all in 80c and placed on a 1571. There is a seq file that was written in Zed. Explaining about files on the disk. Not very many and there is a menu for your selections. A small amount of files for things such as spell books for AD&D players. Most of the disk is taken up with a Tarot programme. This was shown at the demo section.

EDITOR SYSON

Been in communication with Charles from the Cincinnati group. He sends paper and disk letters to me. Showing me how he is improving with his work in Computer Eyes. His most recent sending is a colour job on old buses. This he gained from a photo and then worked upon it

in Koala. I used the slide show presenter when I looked at it on the disk. Shows each step of the colourization of the image. He is having a ball working with the C=. Even his fiancee has started and last I heard she has her own 64 and plays Geos Games. Reminds me to send him some for her. We have sent him a few programmes as well as the computer eyes to assist in his projects. Along with some lesson encouragement.

Writing this on the 16th of Feb. Friday the day after the meeting. Trying to read the notes and go over the parts in the newsletter that I marked. One important thing is the quality of this last newsletter compared to the previous one. As explained this last one was done on the 1024 and it took around 35 minutes to print a page. Not counting the paper problems that I had. Issue took me from about 1 pm to 8 40pm to print out the master copy. Long shop day, and nothing to do but teach game stuff to a couple gamers and pet the A500. Most probably this format will continue for the next 2-3 issues. Bill catch up, a commitment to buy a collection of magazines from a man in Greece. Shipping is a real bummer. Plus I need a new pair of boots. All of this is cutting the finances for the next couple of months. Making ordering a replacement printer out of the question for the time being. Yet the good news is that the multiple strike of the printer we used, did make a superior copy. In that it is not cut off on the right hand side, plus the type is fairly easy to read for a dot matrix printer. So all of that being said, we may have to stick with this for a bit and delete the lessons stuff from the issues till the replacement printer arrives.

MossyGens: Much of this was covered in the earlier section. We do have a mess of work to do to clean up the mess of both the shop and the kibbutz. As both places are in a state of frozen fluxx. I am very pleased at the reaction of others at the little meeting. Two people publically posted on the list that they would also like to attend. Cameron Kaiser for one, who though needs it to be on a weekend to drive the distance from his locale to mossyvaneila. Paul <Dunric> Panks is also interested. But needs a ride to our wet lands. This interest convinces me that there is the

chance that we can make this into a larger gathering that is a subject that I will talk to Robert about before and during the MossyCon3 event

On BBS: What has happened since the last report? Well my frustration point was reached on the problem. Wrote the situation with a request for help on homestead mail list. That was recent and there hasn't been a reply as of this date

I thought that there was a socket problem with the controller that I sent to Eddie the One. Into which he placed the mech and the new boot rom switch. Since no matter what configuration of the cables we used on the 128D with the SCPU and GeoCable Ones I did, ones that 016 and 030 had tried, worked. Either the HD as #8 and the internal 71 as #9 are seen, but it doesn't see the FD as #10. Or it locks up as if there are two devices using the same number. No flashing cursor, control D doesn't do a registered thing. OK I decided to take it to the shop and then switch the mech to the old BBS controller. Did that and hooked it up to the 128D and the FD. Hmm, got a mess of "78, SCSI ERROR, 00, 00". Now I am thinking that the old controller is bad. Wondering if I need to switch the boot rom chips. Gave up on that idea, since the tool is missing. So put the mech back in the controller that Eddie had used. More of the same SCSI errors. Thinking that in some way I had damaged the mech. My anger and frustration was at the level of toss the entire computer table out the door of the shop. Good thing it is over my 20# weight limit. Now this next part I would like to say was done with great intuition and skill. But my ego won't let me. What I did was angrily turn off the HD power switch. But my hand shook so much that it accidentally turned it back on again. All in about 1 1/2" seconds. Bingo suddenly there is the screen showing that there is a problem. Error light is on, but this time the swap button worked and I had all three drives recognised.

Feeling very elated and my mind going into the thoughts of the BBS recreation. First thing that

I did was to pull out the papers that I had used to record the information from the aborted Zip drive experiment. This was the listing of the first 54 partitions of the old HD. Now I could do the 0n0 trip and recreate the partition names. Did 32 of them. Then realized that it wasn't taking in the way that I wanted. Load up fcopy+ and do both the header and partition names. 030 was the one that remembered the command to list the partitions. Which is where I found out the new command wasn't doing anything for the task I wanted. All the partitions were still listed with the original names from Eddie. Couple are still that way, as I have to move files around first. Before renaming them as they were originally.

Feeling really good, and drained from the emotional roller coaster. I wanted to work on it back at the house. Took the FD from the shop. Which for the record, is the original one that was used on the old BBS. Thinking at that time it was the FD that 016 picked up from the Hawaii group that had a bad socket. I switched them. At the house we connected everything and started to try it out. Same PRELLING problem. Turned out to be what we term a 6 pack night for me. So after a store trip and my mind depressed again. Thinking of all sorts of things. I just decided to do some file work. As I could get it to see #8 the HD and #9 the internal 71. But not the FD. Mind wonders how to do the file UI work without the 3 1/2" drive. Set up the subpartitions as my alcohol induced mind could figure out from the manual. The one I printed out and put in sleeves in a binder 7 years ago. When I switched from Omni to Centipede. Soder today, as this was completed last night during the in house meeting. I am hoping that I did this right, as it wasn't making too much sense to me at the time.

Current status is that I am trying in this crippled form to put up the BBS again. As to why it isn't working as it did before with the same SCPU, same 128D, same Modem, and same FD. Well it is past me. But I am working on recreating the BBS! Ramblings will cover some of the progress, if any as I go along.

DEUTHS

Things have been slow this month 003 has done some online hunting for us. He still has problems with the copy work of the Amiga CDs. As time permits he is working on the concept of doing it with his AmigaOne. At the same time he is working upon the fine points that we need for the non profit status (report given before and after meeting)

030 has worked more in GeoPaint on Character and game sheets for the local group. A comparison of these versus the ones made in Kind Words on the Amiga years ago by To' Barr Show that the GeoPaint ones are much easier to use. A list of extra ones has been given to him to create for the games currently in play. Test of the problem of the A500 that he is buying in regards to some games that are on the HD which don't function on the HD. He created some LHA things. Primarily of LRS fave game "Wings". These two disks were tested upon the CD/TV in the shop. Failure was not anything that he had done, but the lack of a CD/TV joystick. Disks appear to work well. Since there isn't the WB disks needed for the 1200, and the HD thing isn't done at this time. No way to test it on the 1200. So he is going to dig out a 500 and use it for a test (note that is happening as this is being written). Problem is that he accidentally destroyed part of his 2.04 (HRC) Work Bench on the A2000HD as he is learning blind how to operate the Amiga. Still sorting out Amiga files. As he hunts for the ones that came in the boxes, but belong to LR. Along with file sorting and work for the 

SIG

Time and work schedules have made a standard lesson time very difficult. GEOS has been mainly GeoWrite read and write for the stories and game material. GeoPaint for the game maps and character sheets. Hunt for an ADULT story in GeoWrite that is based on the All Flesh Must Be Eaten game. Written in GeoWrite for the local interested readers. This may be an interim story before the next installment of the Tommy & Trisha story. Programming was mainly working on things from a file on the 500's disk

called Beginner Tips. This was used to make some interesting things in the intro text file for this month's Penny Farthing. LR has been working on a couple of projects to do for programming. Along with attempting to make headway on the backlog of projects. So more time can be dedicated to programming.

DISCUSSION DEMO CLOSE

IRC for the A C U G talk was on the use of a monthly pre meeting and or a weekly meeting in the channel. Ideas flew around. But until LR can learn the commands for the channel. Not much more can be done than hammer out the ideas. Disks for MossyCon3 stalled as in the idea of what would show the group and their interests. Perhaps some things that we have created for ourselves. Though these are mainly Game things and the long saga stories. That also is the current thought problem of what we could demo for the con. Ideas need to jell before more can be considered. Demo area showed the first issue of Commodore Free. Both the pdf print out that Nigel had sent to us. As well as the disk mag he created with the help of RevDave at loadstar. The idea that this would work for our pulp fiction mag was discussed. LR stated that he had written to RevDave and had received a reply. The files are there for him the DL and help is available. Problem at this moment is that the files are in a D81. Need the PD to be able to grab that and later convert it to a regular 1581. Disk mag idea is the main feature then of the discussion.

Demos were our 64 and 128 disk. Did a simple tarot reading for 030. Results are secret (BG). Several games from the 500's disks were shown, as described in the last issue. 030 did about as well as LR in all of them, especially nibbley. :-?

Closed at 8pm and returned to the house. More discussion followed as well as the work on the HD/BBS.

Lord Ronin's

Ramblings

Hang Over semi depleted. Saturday the 16th of Feb 083 came by to talk more on the mark <sho vah> reed situation. Plus to assist in the mech switching. Since that was already done, we discussed the problem of the 128D not seeing all three units. Decided that we should switch the one with the SCPU to not the one in the shop but the original one that Ray Carlsezon repaired the PS unit. Replacing the PLA chip {Can't find that in the book to mother board, we looked} Manual for the SCPU and the disk was found. Surprising I know for the kibbutz.

After things were laid out for the project I was commanded by 083 & 080 thankfully Vixen wasn't around or she would have dragged me to the shop. Where I was ordered to go in order to run the shop. An Amiga500 was brought down to the shop. Two slim drives were attached and I was ordered to play Wings. Spent most for the shop time playing in the game. <Hey Robert, got to Captain and a medal. But cheats don't work on the 500, worked on my 1200 with the HD>

Step by step reports came to me. Should they switch the power supply? Since the method in which the sho-vah installed the fan was more complicated than they wanted to mess around with at that time. Then the test before the MMU swap. Where nothing worked at all. Not a thing showed on the screen. That really upset me. Several more update reports arrived. Making it a 40oz day with the roller coaster of the stress. Final report was one that means I have a lot of work to do! Yeah finally after around 4 hours of work. They made it function and all the drives are recognised. Now I have to copy over the files for Wheels, grab the updates for wheels and wave. Then go back to seeing if I did the work on the start of the BBS partition correctly. But the important thing is to say that now we are close to where we were over a year ago. Given some free time, the BBS will be back up. Also the need for the FD unit is for sending files to the BBS U/D areas. This I was told requires a bit of an explanation.

Well simply it works this way. First files are tested during shop time. Their notes are taken and if needed the file is either made into a SDA or into a Zipped .D64. These are then taken on a FD or 1581 to the kibbutz. Where they are then installed into the proper areas. Notes are then used for the uploaders comments. Most of the time I will reopen the compressed file that I made, making certain that the copy works. Some files, such as an example the file for the disk magazine. Well they are in larger than 1541 size. In fact that one is a .D81 that isn't zipped. So as you can see there is a major reason to use and have a working FD in the stack.

In messages that as of this writing time I haven't answered. Robert and others will give a look see to the funky 128D. One guy suggested a problem with the CIA chip thingy. Don't know for certain, may have to go out to Ray for a repair.

{couple days later} Hang over hasn't hit yet. Won't go into all the problems as I hope that they will be solved in 48 hours. Simply stated for the record. Can't log onto the Inet. Keeps kicking me out of the local ISP when the name and PW are sent. Have to call and talk to a live man there some time. Wheels isn't recognising the SCPU RAM. Oh it sees it OK. Configured for 11 megs. See it in the tool box. But on the screen, there isn't "FurrPurr Kitty 4" for the name. Nope it says "D" and gives me a 20 error when I try to activate it. Then there are some other things plus the BBS stalled. Good reason for a 6 pack <S>

Now before the update on the BBS work. A something for the Amiga users. I did make the Wings cheat code finally work. Problem = can't read my hand written scrawl. A full print out copy is being prepared for Robert by 080. Short form for the easy cheat goes like this. At the menu screen {currently playing over and over again on the A500 at the other table} Press CONTROL LEFT SHIFT LEFT AMIGA. Keep these down and press the right mouse button {Unless you have a left handed mouse} Now over the letters of "WINGS" move the cursor arrow headed thing. Press the left mouse button to have the following effects. Side note here is that this is a real pain in the tucus to do if you

are left handed Anyway holding down the above keys and the right mouse button Pressing the left one over the "W" in Wings will shut off the frelling annoying music Over "I" makes the capslock key a rapid fire N skips flight school G in the dox says and I quote "Guess" Can't find out what it does myself "S" though is real nice Even more so than shutting off that music that is still playing This is the "save without exit" However I discovered that you should do this after you complete a mission Go to the main menu Then do the above key and button pressing over the S If you are running a three drive system Ah that is two others besides DF0 You will see the second one in the stack do a little activity flashing Then about a couple seconds later it does it again Go to continue game and play You have saved your game and don't have to exit

So then what is happening to the BBS recreation project? Partitions made for the areas, as well as the subpartitions Ah, well sort of, need to make a few more subpartitions Trying to remember what I did in 2000ce when I set it up the first time Manual almost seems like another and alien book Funny thing is that it is the exact same one I printed out 7 years ago Stumbling a bit, like in the files that need to be un-lbr and placed in the right subpartitions Now someplace it must have said that the misc lbr went into the programme file area I missed that one and couldn't find the start up file Opened a bunch of the lbr files till I found the bbs startup one Which was to be in the programme file area OK all of that lbr is now in the programme area Still have more on this part to do as I stumble along

Work completed for the moment Hey you know I'll tinker with it for years to come Anyway the colour setup is done This is the rainbow colours and the system use colours Fairly much the same way as before Meaning that lite red is still for 03 Cyan for me, lite blue for 02, lite green for 023, brown for 030, lite purple for 013, White for general Now Yellow has been changed from the Sho-vah to 016 Must teach him how to do the colour

changes on his heretic Untill a good ~~OS~~ term emulator prg can be sent to him I'll try to send that one I scored from Balzabaar's website {Addendum & Update} I did send the file Tuesday night to 016 He told me that night at the game that he will try to use it, though I think it is a DOS thing Do know a couple people that can help in geting to the DOS that is under XP A point that I must have been too hung over to remember to mention about the colours First two colours which are Lite Red and Cyan in the stact are the ones for the chat When the SysOp chats with the decker Which also reminds me to recreate the jargon list for the BBS and the newsletter Anyway Centipede has two forms of chat One is sort of like the x-chat at vcs Top and bottom screen Pain there is in a long conversation there is the need to go up to the top of your section of the screen and erase the previous text I prefer the two colour chat style That is how it will be set on the board

First phase of the UID areas has been configured Took some time and asking some of the other members, as to just what did we have there in the past I had trouble remembering a few of the file areas Some changes, as this time around I placed all the tools and utils for both the 04 & 123 Into the same UID areas Still have a bit of tweaking to do at this point I will have a simple file as a place holder in all of the sub areas in the UID section Untill we can have the files going back up again {Update} This really needs to be done soon Before I set up in the UID directory the areas and pathways

Access levels have been redefined for the recreated board Slightly different than last time Naturally 9 = G O D 8 = Demi G O D 7 = A C U G member Like we had before, and there is a setting level for non A C U G members that use either the ~~OS~~ or the Amiga Heretic setting, new user, penalty box and yes this time we have an adult level Since I can adjust accounts a bit We can lock out some of the areas This will work out as further tests are done through the course of set up and use On that same part of accounts Time limits {yeah generous again} and purge, ah that is the one where your account is

deleted if you don't call in a certain number of days. These were also set including the level that is exempt from credit need.

Message Base has been partially configured. Not exactly sure about the need for sub-areas. But that will come in time. The first part, that being the 15 major topic areas have been created. Small change this time around. As #10 is not functional. I remember that one was the network and that is down now. (Perhaps one of the telenet people can score up the files and remake the network. That was our original idea. In short the areas have been listed for topics. Along with the access level. I have more to do here in making the pathways, and setting up the smaller sub topic areas. The E-Mail section has been taken care of for now. Number of lines is set for 1000. Though that never seemed to be the actual case. I decided to max that out again for us. {Update} Failure on my part to completely set up the msg bases with the pathway. Created the loop problem mentioned later in this part of the discourse.

Time is not reading right on the BBS. Oh date is correct and the time is correct. But on the test on Monday, it said it was thursday. There is also some sort of "ovl" or overlay problem. System went into a constant loop on the first run. So a bit more tinkering is needed. {Rest of the Updates} Spent a few more hours on the BBS. Like to find out how to have it grab the time and date from the HD. I keep typing in the date, EX 02/20/07 and it tells me that it is now Friday Feb 20th 1970. Never had this problem before. Don't know what I am doing wrong.

After setting the pathways for the msg bases. The "ovl" error and the start up loop is gone. System now recognises the different drives as well. Message base work was on all 15 of the areas. There I had to do more than just name the main section. I also had to make the pathways for the partitions and sub partition. While I was in that configuration section. I created some of the sub topic areas for each of the boards. Naming them and at the same time giving them access levels. Most are at 3 which is the Heretic User level. A few are at 5 the adult level and of

course there is the A C U G one at level 7. Here I should add that the levels are more for record keeping. Time is generous as well as the starting credit accounts for all levels. Naturally the A C U G members have the most time next to the G O D s of the BBS {Game Operations Directors}. Plus there is no credit cost for files for us.

Situation is now that the board SysOp wait4call screen shows up. Haven't added the screen saver yet. Haven't set up accounts yet. Haven't done much of anything in SysOp mode. Simply because I can't enter the system yet. That is my latest problem.

Off of the BBS for a moment. Couple of Newsletters arrived on Tuesday 20/Feb/07ce. First up is the AmiTech-Dayton Gazette. Eric apologises for not producing a January newsletter. Mentions that IBrowse 2.4 has been released. States that it appears to borrow things from "firefox" and works on MorphOS and has some sort of flash plugin. A report is later in the newsletter. MorphOS 1.5 is due out soon as well. Eric talks a bit on it but I am lost. Vice President does a review on the new products. But to be truthfull. As a non Amiga user, save for games. I don't understand the stuff about bars, and java and all that drem. So Amiga fans, there is stuff that has just come out, and the info is on the back page of their newsletter. At the shop for you to take a read.

The 4C-01 Name of the Cincinnati U G newsletter. Front page has Snogpitch talking about the upcoming C=4 thing, the fact that they now have paypal set up, a T-Shirt design contest. Six finishes out page #2 with the reason the newsletter came in an envelope this time around. Some had been received torn and others just plain didn't arrive. He mentions P O "reasons". Personally I liked the Gremlin one. He also mentions that this format will allow some extras to be sent off as well, in the future. A mobile phone company is planning to release 20 C=64 games for use on the mobile phones. Now this almost, OK 10% makes me want to get a mobile phone. Oh wait a mo, I have those games already.

on disks {EG} Well it is nice to here the games and that era called the golden age Personal to Six nope never thought you were responsible for the Hummer problems Next page has a few photos and article on a homebrew hack of the hummer DTY thing End product is a mini laptop looking thing Using several parts from other places The one that I know the most is the PSOne LCD screen that the man used This one will be shown at the next meeting For those that don't see it at the shop BBS report states that it has been a slow month Personally I haven't had the time to log in regularly Stated that there is work being done on the file areas though they have found some problems in that attempt Something about the way the HD was partitioned Review on things in the \$c64friends weekly chat on IRC Appears that the other two that sprang of from this one are failing In the main one ther have been 50 people at one time Reminding me that I need to try to learn more about our own IRC When I can spare the time or just need to back away from the current projects

{ Another BBS Update } Another day and another break through Been going back to the "BBS-SETUP" file Tweaking more things Hoping that this will fix the date problem FWIW the HD clock is accurate But not the one on the BBS Well I found out that all the UID file areas where gone save for the first one, Tomes & Scrolls A few "blue" words later, I started on creating the areas {called nodes here} Found a something that I don't remember from the last time A directory number in the set up Which seems to have to be "1". Well in the long story short department We now have all 15 of the file areas listed and viewable on the BBS {requires the right access levels of course} Last time I could never figure out how to make that 15th one show up Now to figure out a better name for it, than what I have titled it now {G} Did get into the system Not sure how I did it the first time Seems to run slower to me, as if the SCPU isn't functioning However on that part I do see the flickering of the activity light on the SCPU Though it still isn't fully registers in the Wheels section Anyway, I have set up my account Can't create any other

accounts from the SysOp area Next step in that part is to go in and dummy up a mess of accounts Then edit them for the main numbers from the old board That will take a bit of time, but worth it to recreate the system Starting some news, and intro messages in the msg bases Have more to find and insert to put it to the level that we had before in this part Then of course there is still the work on the files Have yet to start on the subpartitions for the file areas Bummed out on the date problem

Oh I was asked to explain a couple of things First about the "adult" level Well this is a test thing I don't know how it will work Adult by our standards is verbal or visual sexual penetration {Hetro for this board gang} Only those that I or another SysOp know will be given the level Mainly this is for the Adult orientated PBEMs All though there are some "X" rated, hey that is what they were called, GeoPaint files that I scored from a board long ago Some of them I agree with and others don't measure up to our standards for that title Other thing I was asked to explain are some of the Jargon terms that are thrown about HOI = Hi, Hello, CHUMMER = comrade, friend JACK IN/OUT = logging into the BBS or out of it, NODE = main file area on the BBS, Data Store = sub file area on the BBS, Data Steal = downloading files from the BBS, SOKE = I understand DECKER = caller/user to the board There are more and the source for these are from the 1st ed Shadowrun game by FASA I'll do this again with a larger amount of the jargon in the future

{ Another Day & Update } Well the problem with the date still plagues me Speed problem I believe I have understood Modem connection isn't made, so it is defaulting to the 1200 for internal connection I have recreated all the remembered accounts These being 01,02,03,04,05,06,08,010,011,013,016,018, 021,023,026, & 030 Had to make all the accounts from 1-30 Then delete the dummy accounts Some of the passwords have been installed to the deckers choice Others will have to be done in the future As I contact them for the PW they want, or give them the one I

assigned and they can then change it online
Some work in placing intro msg in the message
base has been done Tests on the quoting ability
have been done and were successful News blog
thing has been done and tested, it works! File
area, that requires more work Making sub areas
and placing a place holder file Otherwise a load
error shows up on the screen There have been
some comments from others on the e mail lists.
Help offered as well Going a bit slower than I
expected But we do want it to be right, when
deckers call the board.

Member Gene Woods popped by the kibbutz
and shop today {23/Feb/07ce} Spent some time
talking about the ~~OS~~ and the upcoming
MossyCon3 He intends to arrive from
Washington and perhaps will be able to bring
another from the UPCHUG group Also is going
to look more into why we haven't heard
anything more about that SX-64 refund from
their President Gene also graciously offered to
take the 128D and the two 128D keyboards to
Ray for repair Sadly he was not able to spend a
lot of time, having to do the run to Ethel Wash
and then back home a bit farther north A fine
example of a ~~Commodore~~ user In fact in his
job as a truck driver I understand that he has a
1702 monitor and a SX-64 in his truck Our
thanks for the visit and the help Did send off a
fast note in e mail to Ray with a larger
description of the problem with that 128D Gene
did like the shelf of the boxes of disks to test
Don't know if he saw the book shelf near the
ceiling of books for the ~~OS~~ I didn't show him
the shelves of ~~OS~~ stored things, hardcopy and
more disks That are in the shop buried during
the re-organising

Same day came in the post, an envelope from
Al at 5C's group Thought it was early for the
newsletter disks Wasn't the disks for the
newsletter Al garciously sent me a copy of
CommodoreFree issue 4 on disk Plus he
included the 1581 disk of all the tools, along
with the notes/dox I have been spending a few
hours looking at all the information Going to
take a bit of experimentation to learn how to use
the tools Non of us here have messed with this

sort of thing before, however after a couple of
reads I think that we can figure it out and make
our pulp fiction mag Plans are flowing in my
mind at the moment IF what I read is correct in
my interpretation A screen can be made with the
tools This is something that I want to try out
soon They have a Doodle in the tool collection
Then the tools to convert that to Load Star gfx
format Be interesting if through converters a
Handy Scanner image can be used Like to also
see about the screen colours Disk has yellow for
the colour Also it appears at this time that prg
files can be run from this collection of tools for
the mag There is a new EdStar, called Mr.
EdStar That I have to look over and experiment
with later today Have to now calm down on all
the ideas that my mind presents Al sent it to us
as he knows about our desire and attempts to
make a disk mag of pulp fiction Thank you Al!
Now if I understand the note correctly He did the
work for Nigel on making the 4th disk installment
of CommodoreFree Wish I was that good!

As for the BBS Fixed the speed problem While
looking up that part with the modem I came to an
understanding AFAIK the modem hasn't been
adjusted since the BBS went down Therefore all
the settings should still be locked away inside of
it for the BBS IF that is so it will save the worry
about how to set the modem with the BBS
Started on the creation of the subpartitions Task
is going to take longer than expected Mind sort
of like ah man, shuts down for emotional
reasons When I try to remember the
subpartitions Guess I will have to do a fake out,
by implanting a sub-partition for each area called
"Misc" Letting time and the work show me the
correct ones to install in the future Work goes on
a bit at a time Now to fix that frelling date
problem

{ More than a couple of days later} The BBS is
at a state of complete destruction Followed by a
do it from scratch again, manner of thought I'll
explain that weirdly worded bit Problem with the
speed of the keystrokes for local login or SysOp
entry, was indeed the settings in the modem part
of the "BBS SETUP" file not fully sure of the
meaning of some of the options, as described in
the manual However setting it for the Swiftlink

and the internal something Connection is 36+k for the local work.

{ *Several Days and rewrites later* } Do I get a purple Chicken Head for frelling up my arm, working with the ~~OS~~? Frelled the left arm up again and this has nothing to do with the above paragraph. Well, at the risk of no shop ads this issue I just destroyed all that I had written from the last part of the above paragraph to the end of the section. After rereading it today, hung over again. The arm frell up. Plus doing the same work on the topic a few more times. What I had written needs a lot more explanation.

First off, yeah I did destroy the BBS and start anew. Thinking that maybe there was some possible corruption in the files that Eddie the One sent me. When the USPS may have hit it with magnetic rays. Well that isn't the case. But it was a part of the trouble shooting. First problem is ah, well, you see, it is me. I expected to go in there and bang put up the core of the BBS in a short period of time. I mean by that statement, my expectations was that I should be able to do the task faster than I did the first time. When I hadn't a clew as to what was going on and was very much corrupted by only understanding the Omni 128 BBS system. Things the first time around went quite easily. Ah but that was 7 years ago. The mind has lost the ability to tap into that experience. I had the inkling that there was some sort of file to install that would take the date and time from the HD, in an automatic manner. Got to the point that I was questioning the last part of my sanity. When I accidentally discovered and lost again, the passage in the manual. Not my print out copy. But the FD disk that I was reading with the SEQ reader. There a section went by that reported there is a file that needs to be installed in one of the start up files. Which will take the date and time from the HD. Gotta find that again and start the BBS to fix the date and time problem.

So then why did I destroy the BBS and start from scratch with my original files? Oh yeah they are incomplete for some reason. Seems one of the FD disks fell out over the years.

Thankfully Eddie the One sent the complete set on the HD. Been shall we say splicing the two copies together. Now then to the problem as well as the good news parts. Did figure out what the book means by message bases needing their own separate disk space. Right made 15 sub partitions for the msg bases. Making what I remember seeing in directory searches in the BBS OS partition from the last time. Created all 15 topic areas. All of those have sub areas. These are mostly set for access level 3 or higher. 3 is "heretic user". Oh good time and credits. A C U G has the most time and they as well as visiting SysOps, are credit exempt. Suffice to say that the caller at most levels can burn a part of the day on the board. This is based on the time spent to play OnLine games, do the Msg base and reply to e-mail. That can be crossed over to Data Steals in time useage. Not going to bore all of you with the technical part of am and pm time limits, or the amount of time for the different levels. Lets leave it at the fact that even those calling for the first time <level 2> will have around an hour to look at the little they will be able to see. I know that there are those that do not read messages as fast as I can. Plus there are those that type even slower than I. So the time was set that way.

PBEM games in the msg base are set, at this time for the recreated ones, at "adult" access level. But the base itself, is set for 3. A C U G is set for 7 the level of access for members. Time limits set for account deletion, rather generous. Time set for unread mail and credits to be vaped. Colours are set again. Quite a bit more settings that don't make any sense to non SysOps. I will have to recreate the old accounts again. OnLine games are waiting for installation. This requires a bit of work, including the menu creations for the different themes of the games. Good news is that stuck in the print out manual is a listing of the menus I made originally. At least I can recreate the titles. Grab Vixen to make the pretty pretty menu screens. Plus a bit more that can be bypassed for now.

Problem is in the file areas. Problem is the same in both my original Dled copy and the one that Eddie the One sent me. This problem did not {obviously} happen the first time around.

Starting off in the file area First thing is to define the titles of the 15 major areas For us the first one is Tomes & Scrolls Or basically the text file area #5 on the list is Geos These two are important for this explanation Lets make this fast for space and your boredom level After defining the up to 15 areas The next screen is a split screen Here one side is the instructions and the other side lists the file areas Note here, we hade almost 200 entries in this area for the last board OK you can insert, add, delete and edit an entry First time through all of the entries were listed Last time I did it, they were not listed Now as I remember doing it, I simply went to edit, typed in the directory number and then a new screen shows up Here it states the directory number Say Tomes & Scrolls as Directory #1 First line to edit is the Catagory number This as I remember it should be the same as the first list Tomes & Scrolls = #1, Geos = #5 Back to this in a moment Time to give it a name Will uploads be allowed, will downloads be allowed? Device number, partition and subpartition All of that is easy to do, desk is smothered with notes {BG} Back again to the Catagory number, won't accept anything but #1 Everything else is given "BAD VALUE" in reverse video with a chime Well I thought on the first time that this is the way it should be and went from there, wrong! Later I tried to install the data stores for Geos Still had to be 1 and I put them as I remember right after the 5th entry on this editing screen Areas were prepared on the HD Though there were no files there at that time Started the BBS and went to look at the file menu Nope I didn't see the 15 areas I had created Although I had before inserting the subareas All the sub areas were now listed as main areas Destroying the menu, not only in the order but the gfx as well This is the problem that caused me to start from scratch Still the problem that has kept me from doing anymore at this time Need help to understand what I am doing wrong this time around

FAST UPDATES: Disk Mag As mentioned earlier, Al at 5C's sent me the disk of tools that is used to make the CommodoreFree disk mag Tests and practice at this monent are

not going along that well All of the *Cat files have to be converted to PRG They are all SEQ at this time But using EdStar II to save the file to the test disk as a PRG works well First problem is that there is some sort of max number of blocks Our 100-102 block files do not register Even with the "T" prefix Smaller ones do work I'm hoping to ask RevDave if this is the case and if there is something that can be done to increase the number 55 block files work But the idea of editing over 160 installments Ah, that just doesn't hit me at this time as a good thing Even using a tool that will cut the files into smaller bits That is just plain loads of rewriting Not to say that the stories don't need a hell of a lot of that in the first place I'm lazy on that task Need to learn how to mess with the colours and how to make the image show up Made one but can't get it to show on the menu at this time End result is that this could do what we want, but I need to learn more to make it function for our needs

Balzabaar posted on our mail list that Jeff Ledger <sp?> was able in some manner to use Winvice and a real modem to call his BBS <CottonWood> Connecting as a *Commodore* and seeing the board with our gfx Balzabaar listed a url, which is way to long to write down accurately Since word came to me that I wrote down the url for Cottonwood incorrectly However there is to be a report presented later on how this was accomplished We are interested in this as a way for callers to jack into our board as well, in ☺

Behind in my e-mail So this may be out of date as I write it Nothing on the HD mechs from ☺ However he is gaining the information from me for my Linux box Just don't know what it can do, makes it hard to answer his questions about what I want on it Guess it isn't going to do Geos or play Wings {aside to Robert made Lt Co with 151 kills and it is still 1917 in the game } Anyway since I am strictly ☺ in my computer understanding Just say that I am blind as to what the Linux thing can do for me Now if we can ever get that software for the telnet and direct dial from Jim brain Then we can expand the BBS

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 Ronin from Q-Link (#1)

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

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 lordronin@videocam.net.au

mark side of the story 503-325-1896

Next Meeting is 7:00pm 15/Mar/07ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

ADVERTS

MossyCon3: Demos from different C= users. Great talk on the C= and kitties to pet. 4/April/07ce. Space very limited.

For Sale: All Flesh Must Be Eaten core book. Captain Treasure Boots game. 1st ed AD&D DMG, PHB, MM-1 and more. Traveller reprint of books 0-8, suppliments 1-13, classic games and JTAS 1-12.

For Sale: 2nd Ed AD&D DMG, PHB, Wizard Cards, Complete Thief, Complete Wizard, Forgotten Realms Adventures and more.

For Sale: Factory Sealed Geos for the 64. Power supplies for the 64. Assorted factory disks. Blank disks in sealed boxes. Serial cords of assorted lengths and more.

Wanted: Amiga software and manuals. Digital camera that uses floppy disk. Video Camera for use with Computer Eyes and Video Byte II. WB 2.1 disks. HD for a 1200. Terminated cable for the HD-Zip drive project.

Welcome MessyKons Attendees

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