

# NOTES FROM MEETING OF

19/APRIL/07CE

OPEN\* 7:00pm

Newsletter\* Approved (Chickens)

**Chancellor\*** ASUU Claimed LIBS lap for her duty station. Sensei didn't have much to report this time around. Things are still settling from MossyCon3. Plus the expected visit from OB (Destined). Who is arriving for the weekend to assist in the ~~OS~~ mastery over the Linux thingy. There was an event at the shop. One that caused things to be unceremoniously moved around. Temporarily hiding the K. C. user groups newsletters. These were shown to members earlier. But not brought out at the meeting. Long story and not that ~~OS~~ related for a report, on what caused the papers to be hidden. There is one thing that was remembered from the newsletters especially for the meeting. That bit is the misinterpretation that happened between the man selling the ~~OS~~ items and our OIG. Seller is willing to sell out of the local club!

Fast going over of the Village Green. Updates on the printer and the BBS for this meeting to be covered in the specific departments. A few additives about what individuals remembered from the MossyCon3 event. Mainly jibing with the written report.

Reported that the Laser printer is still non functioning. CSU has a report in the Duputies section. There may be a chance that OB can find a subtle printer from the Free Geeks place for our booklet work. More on that in the different departments.

LIB was in IRC on 14/April/07ce. Several things were discussed. Through along and perhaps manipulative actions on several peoples parts (SEC). Balzaboor agreed to become the "WebMaster" for the ACUG. Although an official report hasn't come into us

on the website. Enough Announcements from Balzaboor and viewers of the website. Allow for the information to be presented here in the new officers slot.

**Treasurer\*** Still sitting at \$23, hidden someplace in the shop in 1 cent wrappers. Have another jar of 1 cent pieces to be counted and wrapped.

**Commodore Librarian\*** Two disks released this month. Regular Penny Farthing and a special 1571 128 disk. That one is full of programmes that were saved off of a 1581 disk, well a couple of them actually. Not all the files worked on the disks. 28 files of utils, educational, games and productivity. The 1581 disks were labeled that they had once belonged to an UPCHUG member. Several of them have the oril Q-Link UL file included. A read me file made in Zed has the details of the files and report on their testing. Need Zed or some SEQ reader or F4 key on Jiffy Doc <80c> to read this file. Menu was installed and to load the menu need to load "1". Penny Farthing has Commodore Free issue #4. Issue #3 is hiding from us. A part of that disaster that befell the shop. We do want to thank Al at the 5C's group for sending this disk version to us. Side #2 has Operation Lost Cat Installments 103-107. Story is coming close to ending. When that was mentioned at the meeting. Members wanted to know when, for certain the next series would start. LIB continued to disavow any ability to write. He did state that there are plans for another series as



stated in the intro to the last few issues of the disk.

**Editor/Sysop:** After MosseyCon3, I was hopeful that we could do repairs on the Laser printer, the Lexmark 301275. OBO has tried as well as doing the clean up. Not working at this point and in his area will be report. Still have a lot to make on the Optra-40. Also OBO has mentioned that at the Free Geek place are some HP printers, that may be post script and have the needed memory for our tasks. If so we are willing to pay him for them. Not giving up on the idea of doing the booklet again.

BBS things are slow. I have for the nonce bypassed the file set up attempts. As time allows working on the message bases next is setting up all the remembered original accounts. As far as possible as pass words are not known to me. This installation has to be done for every account. I mean by that statement, that I have to create 30 accounts. Then edit the ones of the remembered IDs. Followed by deleting all the others. This has to be done by logging in 30 times. Long task but it will give us the correct people to the correct IDs. Menus still are unfinished as are the games. Trying not to make the same mistakes that I did the time before.

Sent the problem that I am having to Eddie the One. He had sent an idea earlier on the problem. In his most recent reply he would like me to send him a copy of the file. Which he will test though winvnc and Centipede. I'll do this as soon as I make the Geos/Wheels/Wave partition and install all the new upgrades, from my older distribution disk. As previously it was impossible to DL a file to my home directory. So that it could be attached as a file to an e-mail. Worked in the past. But I have been on a bare bones system without the updates for the past year. Hoping that between Eddie the One and myself. We can fix the problem and then create/start the UID file areas for the BBS.

**Deputies:** I'll start off here with the compilation of the messages placed on the [acug0447@yahoo.com](mailto:acug0447@yahoo.com) mail list. Balzabaar has created a simple and very easy to see and use in Lynx on a  website for us. At the moment there are 11 jpg files of images taken at MosseyCon3. Along with contact information for both Balzabaar and Lord Ronin. Although this editor hasn't seen the actual images. I have been told that there are a couple of our constable A500. Some of me at different parts of the event. Some of Destined, Balzabaar and Gene during their demo work. url is <http://www.acug0447.com>. Our thanks go to Balzabaar for doing the set up for our site. And to OBO for doing the registration work.

OBO has spent a few of his days off working on the Amigas. Trying to have his dual drive with HD, A2000 function. Missed parts of what was being said and done. Apparently the monitor that acted as if it is bad. Works again, ah this is not only for the one that was attached to the Amiga 2000HD of OBO. But in a report from OBO, the one that I had in the shop and died. Decided to resurrect itself. Guess we have two walking dead monitors. {G}

On that note, OBO took down OBO's A2000HD. In order to work on his at the Amiga center in the shop. As previously, when it was attached to a Zip drive and two other disk drives. The unit failed. This time he had the case opened and was trying to see where the problem laid. Slowly plugging in each part. Amiga 2000HD with the two internal drives. Well it worked fine. Not a thing wrong with it now. Must be that Commodore thing about needing to be used and abused in order to be happy. OK. they can be cranky at times as well. OBO has tried some installation work and attempting to send files to and from a Zip disk. Part of this was successful. Not sure what part. Although I understand that he was unable to create an area on the HD and install the Wings game. Hope that we can learn about that before the IDE drives from Robert arrive. And Knights of the Sky where both on the HD on the 1200 in the past.

OBO worked on the printer for us. A500 donated

a makeup brush that she had found or was given by someone for a toy. This was used to clean up as much as possible the black dust toner inside the printer. Back section was finally opened. As reported previously it said there was a paper jam on the LCD screen. That was true, and OSO removed that problem. What he found was that on the left rear <as facing the front of the printer> There is a lot of damage inside. Several broken plastic parts, which hold in different doors and panels used in the paper feed up and out of the printer. He did fix the loose metal part where the printer cable is installed. First test of just powering it up and it said that the back door was opened. Wasn't but this was a fixable thing. Now it says that there is some sort of error with a number and a "CRC" at the end of the number. Some more testing is needed and if that fails. Well we may have to have Victor repair it for a fee. Seller did refund my money for the printer. But not the close to \$100 for the shipping. Looks like it was damaged in shipping. As it did work for the sellers company. But failed to work upon arrival. Donations of information, time, effort and yeah money are most welcome for this repair task.

Another project that OSO has been working on are his Amigas. "Tried to install HDs and formatting them on the A2000HD. Nothing works, as nothing is configured correctly. None of the drives appear to be set for Device 0 <as they are SCSI>. Accidentally fried one HD -forgot to turn off the Amiga when installing it-" At this time, he had to lay off the Amiga work. However he had backed up all the data to disk that was on the little HD he fried. Setting up the old Computer and BBS room, into the his kitty feeding zone and his Amiga area. Later to expand it to be his computer room. Building his own Computer and video game console center. Soon to return to the disk and magazine work.

**S.I.G.s:** Geos one has dealt with GeoWrite projects. As usual scheduling

problems on peoples work have created problems for a standard regular meeting. Been catch or catch can. Projects have been geared for upcoming ideas. Some material as well as some booklet ideas for members of the U.G. Outlined are the ideas. Work is slow, with the main negative drawback being the printer, or lack of the correct one for use.

Programming is slow, and scattered as to times and interests. Still looking at the 5C's disk method and the Load Star one. But at dead ends at the moment. On the 5C's one. After attempting to change the colours. Thinking that we had copied the important and relevant files over to the work disk. Screen problems show up. Have to change the colours to see the error msg. Which is looking for a file. Doesn't say what file it is looking for. Next round of work will be to slowly copy over one file at a time to see what the system is looking for in the programme. Load Star one has two problems that are not understandable at this time. One is that it won't recognise the files that are put on the disk. We think that is because they are in the 100 block range. As reported earlier. Altering the existing files and editing them to a smaller size, is not a comfortable or overnight project. In the attempt that was made to create the screen using the included tools. Well it worked to a degree. We did have a simple reverse box with the written text in it, and the regular box that lists the files was all letters and KB graphics. Making the listings of the files impossible to see. More testing I guess. Did do a bit of programming for a multi screen page on this months Penny Farthing. OSO helped with the part in which the letters that are typed in at the prompt will show on the screen. A few time delays and some terms relevant to our current Shadowrun game. Made the first part of the 12 block file. This time we made it to use the return key. That way the different speed readers can move along at their own pace. As we had discussed last time around. Keeps the desire going, yet there are just so many things for us to do. (3)

**Discussion:** Amigas and how they are going to relate to the U.G. This is still a sore subject with me and therefore I am leaving it to the more dedicated Amiga users in the group. Working

on the 1200 project. OLG brought in the CD things for the OS3.9. Need the HDs from Robert before we do the complete installation of the new rom, HD and installation of the OS. Does look like an extension of the front of the Amiga desk needs to be done for a KB and space. Plans, and theories for the use of the Linux system in conjunction with the G=. Use of a null modem cable <not certain how that works> from one to another. Something about directly going with the output from the swiftlink to the linux system. Bringing files to and from the system. Adjusting the desk to make the system fit. Printer problems and solutions to return to the booklet post print style. Different types of text games. From the overcomplicated, what are the words, style of Infocom. To the more familiar BBS type of select the options. Plans for the next month. Finishing 5 installments of Lost Cat. Set up the Linux system in a new location. Work on the BBS. file sorting and testing. and more as the interest is slowly growing after the sho-rah attacks.

## DEMOS: Fast look at

Commodore Free Issue #4 on the club disk. Look at the intro programmed by OSO & LR for the introduction on side 2 of the disk. Fast run over the menu of the different files that are on the 126 disk. Mention made that in the Zed made read me file. The 40 and 80c files are listed in that way for the user. Look in depth at the CheryTech disk from Robert. As it is being reviewed for both SC's and The Village Green.

Close: 8:12pm

## LORD RONIN'S RAOBLINGS The Tale of LR & LINUX

Saturday the 21st of April OS (Destined) arrived at the firebase. OLG had made arrangement to pick him up at the motel. Then OLG was going out for target practice. Took me a bit to wake up, I mean I can be early for me (C). Still after awhile I was up, dressed

and feeding the kitties. Can do that on autopilot before coffee. Which was perking at the time. In the new computer room, sits Destined. Already been bonked by "Honkers" the cat. OSO's black and white kitty. He needed my new password, as I had found a way to change that, and he discovered that the mouse was now left handed on the Linux system. Two events that he complimented me on being able to find and adjust for myself.

OSO came down from his loft. Showed OS the rest of his kitties. While OS became the lay for "Terror Kat". The megaladon of kitties. Well he is about 25# and huge. Shortly OLG returned. He wasn't able to do his shooting practice at the range. A shotgun event was happening and it wouldn't have been as safe as it should be in his opinion. After general greetings and coffee to awaken the hippy freak. Things started rolling along. Had the shop to open. OSO watched it for a while. Saw the shop at 8:00am. OSO watched it for me for the day. Thankfully we have the radios for commo work. Went to pick up my meds and supplies for a repair job. Letting OS do the start up work on testing the existing modem and the replacement one he had brought. Seeing if it was a bad modem or just as he had thought earlier, a bad driver. <Was a bad modem>

Shop opened, and OLG and I went for the meds. Summer is that I have been out for two days. Flipping pharmacy closes early on Saturday. Have to wait till Monday for the meds. Ah, Monday is the reason that we had to make a hardware store trip. Repair man told the landlady that he had completed the repairs. She told the Federal housing people that and they set up for a Monday afternoon re-inspection. Ah the guy didn't finish the repairs. OLG kindly volunteered to finish the repairs, so we don't lose the home. I'm giving him a desired game book for that task, was a smelly one. Ah the task not the game book (BG)

Now the majority of the rest of the day was spent with OS finishing the set up of the Linux system that he brought down at MossyCon3. One thing was the modem. Now it works and I have seen some of the photos at the acug website. One of me at the linux box, wearing the yarlmuks that my

mother crooked <sp?> for me years ago. Well it was during passover. One of our constable A500, on the back of the 128 chair in the shop. She doesn't look happy at being photographed. Hey you know how girls are when they aren't ready for their pic to be taken {G}. Another of me holding her, actually I was keeping her off of the demo table. She wanted to see all the pretty lights and get closer to the SID sounds. Didn't see the other 8 pic at that time.

When I returned from the store run. DD had done some online work. He had shown QSD pdf and ps stuff. Now it was my turn. OK I can now see a .pdf file on the computer. He had also done the conversion to post script. Both of these icons where on the screen. I looked at the .pdf one. OK Impressed, but even if the laser printer works in the future. I don't know if it will print that file. However Destined had me go through the steps. <Ah, not sure how to do that again> of creating the .pdf into a post script file. Was actually very easy. Just that I don't remember <pain killers that night> the exact method of how it was done. But I did create the file and viewed on the screen. CommodoreFree \$? was the file in question. Difference that I saw at once was in the header. Word CommodoreFree was long and in a coloured box in the .pdf version. In post scrip it was still in colour. But no box and it fit the screen better. Oh yeah the width of the image of the pages was too wide for the screen. Thankfully I have some Amiga experience with those bar things that move left and right. So I was able to read the entire page. These where later eliminated from the HD. Simply because I want to learn to do it from scratch.

Just this one option will be a great help in files for the ACUG. Being able to have, convert them to something that we can use. Also be great for the game group. Many books and adventures etc. That are out of print are in .pdf format. Even if the printer doesn't do that format. The post script ones will be useable for the groups.

One thing that took some time was learning to use the CD burner. DD had brought a stack of blank ones, along with his own burned tool ones. There are three types of copier page in the listing. Sure hope that I can find it again <G>. I burned a copy of the two disk set of GoldFish. The compilation of all the Fred Fish files for the Amiga. Needed to back that up for us. DD had been trying to do that task. But had failed, because of the name conventions between the heretic and the Amiga. He was trying in a file copy manner. I did a full disk copy. Well these are the terms that I understand from Maverick. I also made a couple of test ones. Including doing the contents of an area on the hard drive. Really not sure how that was done at this time. Need more practice on that task. DD also received a couple of linux distros. The one that I am using at the moment, and another one that is a bit more over my head. He was looking for a Linux that he could understand to install on his AmigaOne.

Well this is going to be a help to the group. Though not at this time. There is more that I need to understand on how this all works. End result will be the ability to take the files of S= from the CMD HD. Place them on the HD of the linux system. Then preserve them onto a CD. This task can be done, and it doesn't look that complicated. My next job will be to pull down my home directory of a mess of files and put them onto the CD. Which reminds me. Destined was able to eliminate the opened file of directories of SID for me. But keeping the original 9 1/2 MB zipped file. We will have a lot of music for the SBS. One of the last things that he did that night was show me a website by Sunfish. Where there is an amassment of information on connecting the S= to the linux system. Sunfish used Mandrake in his work. I am running Kubuntu at the moment. Ah no not the newest release with the working Java stuff. Let me learn this first before any updates are brought into the system {YBG}

Now then there is a nasty thing that DD did to me. Which means it is going to be passed along {SBG} Some how or another. There is the ability to pick up text files of the things and new releases

for this flavour of linux. Which I understand is a variant of ubuntu. But I am not certain of this at this point. Was on a bit of pain killers, in liquid form. Since been out of meds for three days at that time. Anyway he showed me how to go to some sort of data store. Where by typing in a request title. A list of files appear. These have some information to them. Which can be read in more depth with a command. OK I tried it and found, at his suggestion of a type in request. A few "RPGs". Many are text based. But a series of them, all apparently linked, read as if it is a game world creator for a 3D game. OK I had to go for that one, as that took some time. Another one was in the listing for "dungeon", called egoboo. I don't know how it works. Since I am not able to find out how to read the enclosed doc file at this time. What impressed me was how the start of the game looked. Sure the characters are cartoonish. But the dungeon was well rendered, even the way the torch light appeared and tossing off sparks. Don't know if it is mouse controlled or KB or what. Have to find the doc. Which I know came in the DL. Well the big creator one, I couldn't find in any of the menus that night. Perhaps later and I can experiment with it, making a game that can be played on this linux thing. Past that I don't know, but the group, ah gamer group, are the test subjects. Yes I also saw some "muds" listed. At this time I don't know about the cross platform ability of linux machines. I mean by that if this flavour of linux created games etc. Could be seen by any other ones. Not ready to learn that part yet. Still learning how to make this thing work. After all I have only been able to do something with it since the afternoon of the 21st. I write this on the 22nd {G}

One of the things that I didn't understand how to use, or operate, was the vice aspect. OK part of that was not knowing the who, what, when and how of what the system asked. Another part was that for the dum ork here, it needed to be fine tuned in the set up. Something to do with prg that IRC ☺ called xd64 or something along that line. He walked

me through the steps after he connected the files in a way that would operate for the dum ork. I was able to go through the steps. Hope that I can remember them. Have vice running and was able to look at one of the CDs that Balzabear left for us at the HossyCon3 event. Tried out a few in reading the directory. Pity vice doesn't have jiffdos. Still need to map the KB for more familiar settings. Most of what I looked at failed to run. Not everything mind you. ☺ had one demo run of a pretty girl. Which I will have to grab for an intro screen to the Penny Farthing. Found a collection of Geos items. Some things that I don't understand, at least in looking at them in vice. Wish there was a way to make that screen bigger. I did make the king tut demo work. Well sort of. Have to pull it down on the screen. Couldn't find what will do that on the vice thing. Even adjusting the joystick for the number pad. Fortunately I know what that one looks like on a 64. Also loaded and had running a Simpsons demo. That even with the small screen, looked, very much and the animation parts, looked almost exactly like a real 64. At this time, I haven't used the speaker output. As I haven't built any out of the junk box. Will have to use the headphones and see what type of sound exists. Though in vice there is a thing that pops up about a sound thing as an error. Not sure what if anything that means. but I was now able to find, load and view .D64 files in vice. This will be a help in our ☺ future projects.

Online though is still a bit of a problem. I have much more to learn. We tried the irc thing for linux. Well it screws up on me entering. As it wants my password for my registered nickname. Anyone know how to recover that? As what I thought it was, doesn't seem to be what is wanted by the irc computer. My last attempt was through the vcrweb part. Where I must telnet in, and well, it said I was already there! Hope that pings out or so soon. Or I will need more help. Have to gain the pw for my nick to be able to log onto the irc with the linux system. Hope that a reader can give the information on how to obtain that for us.

Punishment for many hours of lessons on the linux thing, and for ☺ helping with the repairs, was bowls of "hippy swirl". Haven't heard back

yet on if they have lived through that experience. Got a CD of the Conan movie sound track playing and not the news. At least the cops haven't come looking for me (LOL). Destined also received his other punishment. His copy of the April newsletter. He asked for it to be held. In order to read it on the bus ride back to Vancouver. Man that has to be a boring trip. (BG)

Way too early at this time to formulate a firm opinion of the linux system. I like most of what I have been able to do at this time. See why people are going for faster connections and the like for the Inet. Since the things are DLed to the machine. Rather than the way I do it with lynx at vcsweb. If I am to do more with this type of system. I would have to go for that DSL, etc. sort of connection. That though requires more practice and a lot of questions to OJB and others. I see this as an interesting adventure for me to learn more on computers. A print, or at least view things that are important to the ACUG and to the game group. Game material and S= material, at this point in time. Perhaps create a game that others can play. A feat that has always interested me for almost 30 years. Still into the dice style more than the computer. I see this system at the moment as a primary way to preserve the files that are going onto the BBS HD. A way to back up what we have, well once we have it again. There is more I need to learn on how to do all of this stuff. Which will add to more questions for the future. At this torment in mind. I enjoyed what I could do and create. I am still nervous about the system. So many things to find and move to another to move to another to do the task. But it isn't a heretic windrone thing. Won't run world of Warcraft or other heretic only games. What even drew me to the concept of starting to use this system as an additive to the S=, is the simplistic fact that it is in a mind set like the S= in the 80s and early 90s. By that I mean that the majority, if not all the software for free. Like the games that I grabbed <no I am not sure how that was done either> they are there for the free DL.

People creating things and passing them along for others to use, enjoy and yes to the best of my understanding, alter and update. Just like programmes I saw on Q-Link. I see a vastly similar set of thinking between linux and the S=. Perhaps this is an illusion. Perhaps I can programme things on it for our interests as user group and a game group. Perhaps it will sit there only for experimentation and preservation of S= items. At this time, I see many a thing that it can do for us as a users group and for the game group. No I don't see it replacing the S=. In fact I would be doing any programming on the S= and then what ever else is needed in the vice part. Files in .D64 will be transferred to the S= for use on real machines. Yet vice is a help to me. What more I can do with this to help us is unknown at this time. But thanks are heartfully sent to Destined (OJB) for the machine and his time and patience for dealing with the dum orc who moves in baby steps and needs long explanations about everything that is happening. We also thank him for taking the time out of his schedule to come here and teach me. As he is slated for some eye surgery shortly. We wish him the best and a speedy recovery. Thanks OJB!!

## THE TALE OF OJB, THE AMIGA AND THE PHOTOCOPIER PART 1

On one of his irregularly scheduled days off. OJB arrived to do some of his Amiga training. OK that is really him doing the stuff O. J. T. (G) First project of the day was to check out the scanner, printer, fax machine and photocopier all in one unit. This was dumped on us over a year ago. No power supply at that time. Thanks go to Robert (OJB) who had a spare one to loan us. But he didn't have the power cord for the supply. Radio Shack had it and I scored one up for the test. Space & Time didn't allow for an indepth test. Unit needs a major clean and possibly and adjustment or several. Simple power up test gave a mag that there is a scanner error. Right, this means what exactly? I haven't a clue at this time, and will have to go over the device and see if there is a something that can be done about that problem. This event will happen next time OJB can make it by the shop.

Part of his hardware lessons. Maybe it will work if connected to the linux system. All we want it to do is be a photocopier to cut down on the costs for the group. More on this as we tear it apart and see if it is just a dirt machine and something is out of alignment. Or the problem is a failed circuitry. Or it needs to be connected to a computer of some type. At least we are one step closer to a decision.

While OB was teaching me about the linux system, OLG had finished the afore mentioned repairs. Then he went to the shop to work on Amiga projects. Since I wasn't there, I don't know everything that he had done in Amiga. Some disk checking I am certain. The important thing that he did was make copies of WorkBenches for OS0. As they are missing from his collection. Thanks to the sho-rah. This will help in setting up his amiges of different WorkBench styles. Reminding me that OB will be checking some of the hard drives. Apparently when stuck into the Amigas, they are failing to be seen by the software. Yet they do power up and spin quietly. Terminate on the drive or need a terminated cable? These will be checked out by OB. Who also I remember is going to look more into the printers at FreeGeek for one that we can use, at least until we can repair the laser unit. If it even is repairable.

## LAST ISSUE ADDITIVE

As I looked over the newsletter. I see that in the meeting notes, I didn't explain the faded parts. We had found a still sealed ribbon for the Seikosha MP-1300AI. Even still in the plastic wrapper. However it seems that that one part is faded. For now this is the best that we can do :-)

## The history AND PRESENT STATE OF COTTONWOOD BBS

by Andrew Wiskow (aka Balzabaar)

I received my first Commodore computer as a Christmas present from my parents for Christmas 1986. I was 11 years old at that

time. I was given a "breadbox" Commodore 64, a 1541 disk drive, and a Magnavox color monitor. I had become very interested in computers and had been begging my parents for one of my own. For my 12th birthday, in January 1987, I got my very first modem, a Commodore 1660 Modem/300.

Very quickly, I got into the world of Commodore telecommunications. I signed up for an account on QuantumLink, and I got a phone number for a local Bulletin Board System (BBS) from a guy who worked at a local computer store. I really enjoyed using Q-Link, but it was very expensive to use. From that first BBS that I called, I was able to find many others in the Portland, Oregon, area. In 1987, the BBS scene in Portland was thriving. Due to the fact that I was "tying up the family phone line" so much with my calls to Q-Link and local BBS's, my parents decided to get me my own private phone number.

It wasn't long after that that I decided to try running my own BBS. I lived in the small town of Aloha, Oregon, a suburb of Portland, and since I wanted to be able to play on my computer during the day, I decided to run a BBS at night. So in the summer of 1987, I bought my BBS online running on 6485 BBS by Bill Jackson. It was called Aloha Dark Hours BBS. I ran it on that C64, one 1541, and 300 baud modem. Later, I decided to change to a 24-hour BBS, and when I did that, the name no longer fit. I had gone on vacation to a resort in Sun Valley, Idaho, that summer, and one of the communities in that resort was called "Cottonwood". I had been trying to come up with a unique name to give my BBS when it changed to run 24 hours, and for some reason, "Cottonwood" just seemed to have a nice ring to it. So that's what it became... At about the same time that I changed from a nighttime-only BBS to a 24-hour BBS, and changed the name to Cottonwood BBS, I also sent in the purchase fee to Bill Jackson and got a registered copy of his latest BBS program, Ivory BBS v3.1.

Ivory was pretty much the same as 6485, but it was now in color! Ivory was easy to use, and I stayed with that for a while. I believe it was sometime during 1988 that I "upgraded" to a 1200

baud modem. First, I had a huge monstrosity of a Hayes-compatible modem with an RS-232 interface, and then I got a Commodore 1670 modem. I still remember how text seemed to whiz right by with a 1200 baud modem compared to a 300 baud modem!

After running Ivory for a while, I decided to purchase a copy of All American BBS from Nick Smith. I got AA BBS v9.6 for my C64, and changed the BBS over to run on that. AA BBS was even more colorful than Ivory, and it also included some online games, which Ivory lacked. I also added a second disk drive, an PSD-2 Excelsior/Plus (1541 clone). I ran my BBS that way for a couple years, until finally taking it offline in early 1991, when I left home to spend a year in Brazil as an exchange student. After returning from my year in Brazil, I finished high school and then joined the navy, and my Commodore computer went into storage. This finally brings us up to present times...

My Commodore computer remained in storage for many years while I transferred from place to place with the navy, spending most of my time stationed in Japan. Last year in June, I transferred to March Air Reserve Base, in Riverside, California. I got a house in nearby Moreno Valley, and I finally got a lot of stuff out of storage, including my Commodore computer! Around September, I did some searching around, and discovered to my pleasant surprise that there were still many people using and supporting Commodore computers. I thought it would be neat to be able to connect to a Commodore-run dial-up BBS again, and I found some lists online, but it seemed that none of the dial-up BBS's on those list were running anymore. Eventually, I decided that if no one was going to run a dial-up BBS on Commodore equipment, then I would! I initially brought Cottonwood BBS back online at the end of November 2006. I had it running on Ivory, with my original C64, and a few 1541 disk drives. I had a VoIP phone line at that time, and it didn't take long before I discovered that VoIP phone lines are

NOT compatible with old Commodore modems! I had to disconnect the VoIP line and revert back to a real phone line. I ran Ivory because I wanted to run software that I originally owned. All American was my favorite of the two, but my copy of AA BBS required a serial number to be entered on boot-up, and I had forgotten what my serial number was long ago. I did some very extensive searching for Nick Smith, the author of AA BBS, and eventually was able to track him down. I called him, and I told him my story. Amazingly, he still has records of all the registered owners of AA BBS, and he was able to look up my name and give me my serial number over the phone. After that, I was able to change over to AA BBS.

At the end of December, I was contacted by Al Jackson, president of the Clark County Commodore Computer Club in Las Vegas, Nevada. He generously offered to donate a CMD hard drive to "my cause", but he asked me to pick it up in person because he was afraid it would get damaged if he shipped it. I agreed, and over the first weekend of January, I made the 4 and a half hour drive to Las Vegas, and picked the CMD Hard Drive from him. After hooking it up, however, I soon discovered that AA BBS did not have any support for CMD Hard Drives. I contacted Nick Smith, and found out that the final versions of AA BBS that he released for both the C64 and C128 did have hard drive support, but only for Lt. Kernal and ICT Data Chief hard drives, and not for CMD hard drives. I could run a single 16MB native partition on the BBS, but I was unable to make use of the entire 245MB hard drive. After some time, I decided to switch to Color 64 v7.37, which was the final version of Color 64 released by Greg Pfountz. I didn't know a lot about Color 64, but I did know that it was a modifiable program, and I also knew that there were many mods written by Color 64 SysOps.

I was able to get Color 64 set up, and partitioned the hard drive so I could make full use of it on the BBS. I had a few mods for Color 64 on some of my disks, and I eventually had the BBS set up the way I wanted it. I had a few games running, I had an 80-column mod running, and a few other minor mods. I wanted to have several more games

running on my BBS, but after extensive searching, I couldn't find anyone, anywhere who had any other mods! The former Color 64 SysOps who I contacted had all gotten rid of their hardware and software, and didn't have any of the mods available that they used to have. This was a bit discouraging, since I felt that I had hit a brick wall in my quest to further expand. I had been collecting Commodore hardware from various sources since getting my original Commodore out of storage, and I now had a C128 that I could run the BBS on. I made the decision in March 2007 to go BACK to All American BBS, only this time, I'd be running AA BBS 128 v12.1b, which I was able to get from a generous software donation from Rick Youngman, former SysOp of Commie Kazer BBS. Also, due to declining calls to my dial-up BBS, I decided that at the same time, I'd scrap my experiment in running a dial-up BBS, and make it accessible via Telnet. On April 10, 2007, I officially made that switch. Nick Smith has also agreed to send me the FINAL versions of AA BBS that he released for both the C64 and C128, as well as the source code for each. He's given me permission to release these to the Public Domain on his behalf. Apparently, the final version for the C128 was v12.5c, so when I get it, I'll be upgrading to that version.

As it stands now, the version I'm running has 46 built-in online games, which I'm very happy with! I've got the BBS running on a C128D with a 1750 RAM Expansion Unit. I'm also now running 2 CMD Hard Drives on the BBS, using a single 16MB partition off of each one. One is for the system drive, and the other is being used as a download directory. I've also got 4 1581's and 4 1571's (that's including the one built-in to the C128D), which fill out the maximum of 10 drives allowed to run on AA BBS. It's my hope that one day I'll be able to track down a working Lt. Kernel or ICT Data Chief hard drive, and then I'll be able to run the entire BBS on that! But in the meantime, this setup is working out very well. It's been an interesting ride up

until this point, but I think I've finally got things the way I want them. Having the BBS accessible via Telnet, users are now able to call in from anywhere in the world without having to worry about long distance charges. And there's no one else running AA BBS, so that makes it unique. When I ran my BBS in the late 80's, it was a hobby. It still is, but it's grown to be a bit more than that. Now, in addition to being a hobby, it's also what I call my "preservation of history project". As long as there are Commodore users left out there who want to call a BBS and relive a bit of the "glory days" of Commodore computers, I'll continue to run my BBS. Long live the Commodore!

*{ Editor Note: Balzabaar sent this to me in excel as an attached file to an e-mail msg. When I translated it with wrong is right 61 to GeoWrite 2.1. Lost all of the paragraphs. Those that are seen in this article are by me and not the author. Whom I thank for his article and sharing this history of his BBS SysOp days and return to those days. }*

## TALE OF OIG AND THE AMIGA PART 2

Just inserted the great article from Balzabaar our WebMeister. While that is going on, OIG is working a bit more on his Amiga 2000HD. Yeah the one that didn't want to work and then decided it had freaked him enough and started to work. At the moment he is working on the task of copying the hard drive over to a zip drive. After that is done. His intention, besides backing up the HD, is to see if the system will boot from the Zip Drive. Following that, it is then next scheduled to see about installing Wings and Knights of the Sky games on the HD so that they will boot up. As they did on the A1200. { Time Passes while we discuss the 1980s AD&D adventure "Queen of the Demon WebPit" and wait for the copy to complete} Finished copying with 17MB free on the Zip disk. Dug out the copies of Wings. File found that says doc, install. Method given didn't work. So he is now trying another way. May have a problem with reel #2. Looks like the doc and cheat file have been saved. Save that it isn't transferring properly and working on the HD. His next test was the Knights

of the Sky two disk game. Several attempts were done on this project. Ah, but time ran out before all could be tested. There is an install to HD file tool or util, what ever the correct name may be. Along with a READ ME file, very large icon for that one. We read over the instructions a few times. Finding parts of information that we had missed, or misunderstood previously. Not even going to attempt to explain all of that, as it is past me. Time ran out on the 28th, as it was time to close the shop and head off to the IRC of #c64friends. More experimentation, including the attempt to boot from the Zip drive for the next session. One thing about the A2000HD, is that DF:0 is acting flaky. In fact, when we attempted to load this game from the disk. Got the crew screen to load. Mouse click took it to a black screen. There the DFO: decided to flash every once in a while. Pity as I enjoyed this game and according to the doc. By the use of a null modem cable. One can play this in a "head to head" method.

## LAST MOMENT UPDATES

As this isn't going out in booklet. Trying to keep things on the low cost side. Thanks to Blade in #system, and from Oz. The password problem is fixed on the IRC for the linux box. Think I must name the system. OK CG I shall call it "Kajira". John Norman Gor fans will love me for that one :-? We haven't, at this time worked out how to the file transfers to and from the linux system and the ~~OS~~. I have a stop gap measure to try. In short, since there is a 3 1/2" drive on the system. I intend to try to use GeoDor to format and read a heretic formatted disk. Don't know if that is what the linux system uses. But if so, then this is a temp fix to get files from the linux syste. Placing them onto the ~~OS~~. At least small ones. A reason for this is simply that if I still can't UL a file to the wcsweb homedirectory. Perhaps when we find the way to UL files through this linux system. I can send attached files that way. As on that note Eddie the one wants my var. main file for testing. I'll try a

couple more experiments on ULing from the 128. Before I may just place it on disk and post it to him snail mail.

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Next Meeting?  
17/ May/ 07ce. Held  
at Mohr Realities  
Games. 7:00pm.  
Visitors. denos and  
snakers welcome.

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Contact Information?  
I net  
lordronin@vcsweb.com  
For the sho\*val  
alberon@vcsweb.net  
Ph# 503-325-2615.  
you'll get the machine  
For the sho\*val  
503-325-1846. In  
order to get both  
sides of the issue.

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