

Notes from 17/ May/ 07ce Meeting

Open: 7:00pm

Newsletter: Approved

Chancellor Report: Constable AS00 opened the meeting by lap swapping. 'Till finally sitting upon her throne, lookig proud and regal. Followed by kick the ear and take a bath (G) Sensei announced the nominations are open for the July elections. As it stands this year. permanent Office is ~~Chancellor~~ for new members. That office was voted on as "elected for life", several years back. Elected Offices are ~~Treasurer~~ Our OIG is up for the office. Though he will be gone for a year with another tour in the cat box <Iraq>. Commodore Librarian Warlord with help from others is up for the office. EDITOR No one wants the job at this time. Making our over worked, non paid and very much under loved <by a girl, but not by cats> Lord Ronin up for the task another year. Appointed offices and Deputy offices are BBS-SysOp, Deputy Librarian, BBS Games SysOp, Emulation, Amiga SIG, BBS Amiga SysOp, BBS files SysOp, Fixes and Cracks. WebMeister and Linux/vic are two new appointed/deputy offices this year. Those wishing to apply for the offices. Let Lord Ronin know through email or snail-mail. Or pop by the shop and give him your nomination for self or other.

The missing newsletters were recovered and shall be presented here. RYCE BYCES March 07ce. Lenard mentions about the Commodore man closing in 2003ce. A long time member of the CUGKC. He mentions then another member <?> who may be doing repiars. We'd like to suggest that if they are in need of repairs. Ray Carlsen is excellent and reasonable. Having

done some LZSD work for us in the past. As well as work for Robert of the FCUG. Lenard continues with listings of upcoming ~~SE~~ events. Such as the Spring Expo for Cincinnati, Vintage Computer Festival and CommVex. Plus they mention their newest member.

April 07ce issue, Lenard speaks on his plans to put together the notes for the "GABE.U.PAK.64", and updated version of the envelope addressor prog. Allowing for window envelope use. He intends to bring a copy of the book "run/stop-restore" to the CommVex raffel. Which he is going to autograph. Lenard adds a bit on our MossyCon3 <editor blushes at the compliments>. Last issue I had mentioned about Jack Kincaid and willing to sell items to non local members. He spends his column on that topic this time around. There was a miscommunication between him and our OIG on the subject of buying ~~SE~~ items from CUGKC for the ACUG. Jack apologises for this and though he does want to try to keep items local. He is willing to sell the items to others.

The 4G-GR April 2007ce. Cincinnati Commodore Computer Club. Snogpitch on page #1 mentions mile stones for the year. Starting off with our MossyCon3. Then their own upcoming expo. Page #2 has a reprint of a msg that was posted on ~~SE~~ lists, by oldbitcollector. He had contacted Dave Moorman to learn what happened. As a tornado hit RevDave's home of Holly Colorado. Family is fine

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and living in a 5th wheeler at the moment
<editor has been in some contact with RevDave
in e-mail as well> His house was the only one
standing one left standing on the entire block.
Load Star will naturally be late. RevDave
intends to be at the vintage show in N. J. In
update news, "gui4cbm4win 0.6.2 has been
released. Bug fixes for the release and it can
be Dled at

http://blog.paytonybyrd.com/wp-content/uploads/gui4win4setup_0-6-2.zip. Another cross
platform tool, Goat Tracker 2.6. From what I
can understand from the blurb is primarily
for music composition.

<http://covertbitops.c64.org/tools/goatrk2.zip>.
A new ROM for the Retro Replay has been
released containing turbo assembler.

<http://retrohackers.org/forum.viewtopic.php?t=249>. A new C- book is in production. Andrew
Fisher <merman at Scenewold> is doing a
look back at the C- after 25 years, dealing
with around 200 of the top games and the
work of today. <http://c64goldenyears.com>.
There is talk on their BBS having been done
for a bit. things in the #64friends IRC. Back
page has a great photo of what appears to be a
classroom of kids. All sitting in front of what
I strongly suspect to be PET computers.

Treasurer: Still holding at the \$23 in one
cent pieces, buried in the shop. Sadly we have
to report that Q16 will be doing things with us
long distance for a year. As he is being
redeployed to Iraq in July.

Commodore Librarian: A gift that we were
given at MossyCon3 is on the "A" side of this
months disk. Multiformat 1541. Has a SEQ
doc file, along with a Geos .cvt on and a font.
Give that a read, as there are some "issues"
that we have with the way it works, as in name
and id code. Side "B" contains Operation Lost
Cat installments 108-113. {and Snogpitch
asked for writing tips. I can't even finish the
story on schedule} Most likely it will be one
more disk before the saga ends, ah for this
chapter I hasten to add, as members are
growling at me. {BG} Add here that there are

some new software items in LRB's horde. These
will be checked and open for use. More in that
section.

Editor/SysOp: Well that section should be the
Ramblings. Suffice to say that I blew a bunch of
bread to win some Q= items off of ebay. But to
this proper section. Ribbon was not replaced as
expected on the last newsletter. Time constraints
didn't allow a complete reprint. Though we did find
out the NX1000 driver works a little faster than the
epsonfx80 one in Geos for the printer. Chance
accident acutally in how that was done {G}. After a
few tests, and the threat of putting a .45 round into
the laser printer. We have to save up and contact
Victor for the repair. Test of the Optra hasn't
happened as of yet. Problem is very simply that with
everything going on as well as the constant sho-vaah
problem. A certain long haired pipe smoking beared
hippy radical freak. Has reached and past burn out.
Needs some down time to decompress. Before taking
off again at warp 19.

Deputies: Q30 has been doing some file
adjustment and clean up on text files. This at the
shop on the A2000HD that is there for members. He
still can't get the HDs to work in his own Amigas.
Spin but are not recognised. Needs some
experienced help on that part and we don't have that
any longer. <thanks to the sho-vaah>. Q16 has
continued on his few days off, to work on the Zip
drive experiments with the A2000HD as well as the
fallings of the files to install on the disk for Wings
and Knights of the Sky. LRB has been grabbing
Amiga files from the net, when he can understand
how it is done on the site. These to be burned to a
CD for Q16 to preserve, open and prep for the
BBS.

S.I.G.s: Geos has been a bit slow. Mostly creating
some game material and saving it to disks for future
printing when a printer works. Programming is
sitting at a slow crawl. Though a new idea was
presented in the discussion section.

Discussion/Demo/Close: Demo was the club disk.
Showing the multiformat and discussed some
preceived faults with the naming convention.

Discussion covered topics on the Linux system and how it has helped to gain more items for the ACUG. Such as replacing the Cinemaware files that were lost. Since they are a free DL from their site. Hunting for other C= items and Amiga items on the net for use in the group and on the BBS. How to actually use the CD burner to accurately place the files onto the CD, in the desired manner. A reason that OOB has been appointed the Linux instructor. Since he has been helping LR in learning parts of the system. Learning slowly on the operation.

Question brought up about connecting the @= to the linux system and using the shell that is in there to connect to vcsweb. Sounds promising, as it can be therefore have a regular term prog say DesTerm as the connection. A question to present to OOB when he recovers from his surgery. New software for the shop. Gateway to the Savage Frontiere and Champions of Krynn, both gold box editions. Where sold immediately to OBO. Did find some dox for games that were not in the boxes. These will help our rebuilding library. More on that in Ramblings.

Discussed the upcoming elections and the party that features KityBox cake. More time spent on what we wish to do at the 29th anniversary party. Expecting Robert to return in June this year. Hoping he brings or has sent the IDE drives for the 1200 at that time. Decided to save up and buy a ribbon reinker from a source in the MITM. Small talk on the ability to use the external Zip drive on the Amiga in the shop. LR mentioned that his entire Ram on the 128D in the SCPU went corrupted. When there was a power flicker during the night this is where he had the update files for Wheels and Wave. Hoping that with those installed he would be able to again UL to vcs and his account, so he can send Eddie the one the var.main file.

OBO during the discussion announced that he was interested in making a dice roller programme for the All Flesh Must Be Eaten game. This sparked a collection of interest

many ideas that are close to our level of understanding where presented. Taking the simple roller programme much farther than originally intended. This has become a new project and we hope has kindled the spark for more prog lessons. LR is interested as he can then use the SX-64 during the game to do monster dice rolls. How big this can become is a terrible monster. Hope we don't go over the limits of the 64 (VBC). Meeting closed at 8:15, though did continue a bit at the house during the game with members that had to work that night.

LORD RONIN'S RAMBLINGS

First off, I want to wish a speedy recovery to our OOB. Who will not be reading this for at least a month as he will be recovering from eye surgery. Despite the upcoming surgery, which requires at least 30 days sightless. A heavy trip for ones mind, OOB is an example to the @= community. Helping me with learning how to put files up and down to vcs with the linux system. So I can learn how to use the system for the @= work in the future. Where, massive amounts of files have to be transfered from the @= to the Linux system to therefore be preserved onto CDs. Helping the dum ork with the almost up to lamer level questions. For the record, I have at least been able to ftp from the desktop a couple of chainmail girl pictures from her website to OOB.

So then what did come in that box of stuff I bought on ebay? 7 @= factory boxes with "stuff" in them. Call it "stuff", as that is how it was put in the boxes. Guy didn't know what he had, and stated that on the sale. Very honest seller on not knowing if they were complete and unable to test the disks. Fought with someone for the boxes. Got almost too high for me. However there where 3 \$\$\$IT&R Gold Box 1st ed AD&D games in the set. As mentioned earlier OBO scored up two immediately for his collection. One that I didn't have, but will have to make a copy {EG}. Third one in that series is Secret of the Silver blades. Compared it to what we already have and it is complete. F-19 stealth fighter <formerly project stealth fighter> appears complete. War game

construction set is as complete as my personal copy. Have to mess with them someday. When freed from writing projects and <1328 blocks removed for content>.

I grabbed Tangled Tales. Looks like a RPG of some sort. Not the only reason I kept it, no original disks in the box. Also kept Silent Service. Have a couple bad factory copies in the stacks. Several "arkhive" ones, and no freaking dox. That brings me to the "stuff" above. You see things where packed into the game disk boxes. We gained a treasure trove of items for our group. Found the following, part of the ACE-Air combat emulator dox, mainly the quick reference card. Clean copy of Elite, the space traders flight training manual. Echelon Operations manual. Aliens manual <might be able to play that game now>. Buck Rogers countdown to Doomsday, quick reference card, also the factory disks where in a box. Sadly no rule book for the copy protection words. Star Trek The Kobayashi Alternative, Procedures Manual, hey it gives the words to use in the tehe game! MECC Expeditions, have a factory disk in the stacks, now the dox. Scored up a red plastic thing. didn't know what it was for, untill we found Elvira mistress of the Dark booklets. Have to use that to read the text. Well my eyes aren't that good, at least we have it now. CastleVania dox and the PW booklet. Know that we have the game on disk someplace. Sady I can't read the brown pages of the PW stuff. Phantasic III The Wrath of Nikademus, dox and quick reference card. Don't believe that we have the game in the stacks. TMNT dox and PW booklet, still inside. Fairly sure that game is floating around here in the stacks. Factory disk of Gauntlet. Echelon Patrol Zone map 106, coffee stained in one area it appears. Quick reference card for Barbarians. Reference Card for King's Bounty. Players Guide for Predator. Instruction Manual for Double Dragon. Over time we will match these papers with disks. Slowly building up the library of ~~CD~~ things. {greedy grin} Someone named "J. Bullock" in Cincinnati Ohio, owned these games. This is proven by some receipts left in

the boxes, that I removed from the for sale ones. Been wondering if he was a member of the 4Cs group. However he isn't the one that sold the items on ebay.

Saturday 19/May/07ce. Victor came to the shop. Where he was hit with questions on the HDs and the printer. Oh, yeah he told us about DSL and what we would need for the kibbutz. Even that I could in some form start the MUD he and I discussed long ago, on the telnet/direct dial BBS. Well as for the HDs of ~~CD~~. They aren't bad, as far as he can test at this time. In fact they are configured properly. What appears to be the problem is the controller board. Looks like the sho-vah put it in the wrong slot. Also it appears that since it is a 4000 controller board in a 2000. There are compatibility problems. A simple test he made, and he is of the understanding that the system is trying to boot from the HD. Which isn't formatted, let alone having any files upon it. ~~CD~~ laid the drives and his WB disks onto Victor. Who will use ~~CD~~ 2000s in his shop and do the format as well as some WB copy work. Hopefully this will make working HDs for ~~CD~~.

As for the printer. Victor had gotten it to make a self diagnostic test at MossyCon3. Printing out a paper. So we know it can work in some fashion. However there is so much structural damage in the left rear corner. That we need some parts. Plastic pieces broke off and they hold on the trays, doors, and some other weird things that I didn't catch the names. He is hunting up something called the "Assembly Manual". As I am also to look up information on the system. Then he will see what can be done to put the bugger into operating statistics. Makes me a bit more hopefull that things will be back to our normal level in a while. Of course that means there will be those long pieces on the ~~CD~~ and RPGs again {VBESG}.

At the moment it is a possibility that I can open up some of the CDs of ~~CD~~ things that I have about, and through a process that is a bit complicated. Put them on my home directory at wcsweb.com. This being done with the Linux system <kajira>. Then with Wheels/Wave, I can DL the files for use on our

disks and soon I hope the BES. Flaw in that is at the moment, I have to rebuild the needed files for Geos/Wheels/Wave. Had them in the SCPU Ram. Power fluctuation happened and that corrupted the entire Ram. I was just ready to install all the Wheels and Wave updates. Now I am convinced that to set things up as they were, I am going to have to reinstall Wheels from scratch. Just a lot of little things that need reconfiguring, like where the time is grabbed. Simple but a bit long process, and my health isn't up to a good level. A reason I have been so frelling slow on everything.

On that subject, ah being slow I mean. I have completed one disk side of articles for AI at 5C's. Working on the reviews and editorial rantings for side #2. This was to have been sent months ago. Delayed because of health, not lack of subject material, for that delay I apologise to AI.

OK I have been "asked" to explain about this programming project in more detail. The one that was brought up suddenly at the meeting. First it is for the dice RPG called All Flesh Must Be Eaten. A Zombie survival Horror game. FWIW: the zombies aren't surviving that well around the group (EG). A problem that we have is rolling the actual dice. I do not own any RFRs. Dice come in different number of sides. Have the sugar cube looking 6 sider. We also use in this game a pyramid looking 4 sider, 8 sider and 10 sided ones. No table to use as in the past. Making dice rolls on books or pads of paper on the lap. They have a tendency to either flop and not really roll or roll real good. Off onto the floor and the cats think they have been blessed with a new toy. The love the 12mm diameter metal ones. so OSO wanted to make a simple dice roller.

Programmers on the reading list, this is supposed to be simple. I'll lay odds that you guys can do it. We are just starting, so expect it to be bulky. Well in simple terms, to do a something in the game requires a roll of a 10 sided die. That is easy, the basic formula is in the users book. Ah not then there is a small additive. Well a couple of them actually.

Rolling a 10 lets you roll again. OK that isn't too hard. However for each additional 10 that is rolled. That 10 becomes a 5 for the total score. A little tricky here to put into lines for us. Now there is also the reverse to this. Rolling a 1 on the first roll is a bad thing. Must roll again and each additional 1 becomes a -5 to the total. OK we have a bit more to look at as well. Say I am shooting at a nasty decaying zombie. My character rolls the 10 sider. There is the base number. Now the character adds the dexterity attribute level, and the level in the weapon being used. In most cases this is a shot gun, skill is at level 6 and dexterity is at level 5. Base for the shotgun is 11 + the ten sider roll. Lets not deal now with modifiers for range which are +/- . The use of a scope, cover, lighting, and other things that the DM <Dungeon Master> can apply. We are interested in just the basic roll.

OK my character can't fly an aeroplane. Ah, but there is an advantage in the game called old soul. Where you can create simplistic previous lives. Long story on that and lets leave it to the fact that my character was a WAF and ferried prop jobs in WW-II. So she does have in a previous life, the flying skill. How do I bring that forward? Well I need to roll that 10 sider again. Then add her intelligence and her willpower score, so the result AFAIK there is just the 10 sider and just two stats on the character sheet that are used in the rolls.

What we want to make is a menu for the different "tests". Where when say in a combat with a weapon, and each weapon is different skill. the player can type in the information at a sort of input prompt. These become variables and then the 10 sided roll is made. Sounds simple, and for others it may be, for us it is a big step in our lessons. Lets not even get to the point where there is different damage for weapons. Such as that shotgun is an 8 sided dice multiplied by 6, plus any bonuses. I think that we can do it, but not quickly or easily and all readers are invited to pass along ideas on prg lines for Basic v2. We need as much help as possible locally (G)

EXCHANGES

We interrupt this plea for programming assistance to bring you the reviews of two exchange newsletters. Oh all right, I haven't had coffee yet

today. Great intros are not on the menu right now {G}. Anyway both of these arrived to us on the same day. Taking the first one on the pile. AmiTech- Dayton Gazette. Eric mentions Mothers day. Readers may remember I passed along the sad part of his Mothers departure from this world several months ago. He and his Dad visited the grave on Mothers day, in remembrance. Eric does semi apologise for a "obsessed with death here..." in the second paragraph of his section. Where he gives tribute to Fred Fish. Stating "I owe him, at least in part, for who I am today." Locally it was the Fred Fish disks that caught our attention of Eric. Seeing his animations all done on the Amiga. Some of them on 500s with small programmes IIRC. Although it isn't painted out, I am taking it that Fred Fish is gone, however no idea of the time frame. For our club, we do have a couple CDs of the Fred Fish disks. And Eric, in our games at the commune. We still use that "I surrender" from one of your animations of the first Gulf War, as a stock line.

Rest of Eric's editorial is on the CD-32 system. At the May meeting. He will have two expanded CD-32 consoles. Eric explains a little on the history of the CD-32. Although almost unheard of here in the states. Seems that it was a "relative success in the UK and parts of Europe." I had the pleasure of seeing one at MossyCon3. Demonstrated by Robert Bernardo. FWIW this is the last Amiga product released under the Commodore name. Eric explains about some of the plugins and a Panasonic SX-1, along with mouse, KB and RAM. This is becoming an A1200 clone. Those interested in the rest of his article. May see it at the shop. in Rons piece he understandable starts off with thoughts of his departed wife, mother of Eric. Speaks a bit on the look of the cemetery. Followed by his looks at Amiga sites. Ron either we are the same age group, or we both have lost the ability to understand the posted material. As in Ron's piece he writes, "... or the new things I see are something I know nothing about or they talk about them in terms I have no understanding of." Man do I

understand that problem. Not only for the Amiga <long story about trying to DL information for Amiga> but the linux system and yes for the sacred ~~OS~~. Apparently to me it is a different language and no lexicon. So don't feel out of place Ron. Well, he continues with ideas about posting on the web meeting information for their group. As he has seen several other groups do the same. Glosses over the new Samantha board. Since it is techy talk, he didn't follow it anymore than I would. However he did find in Amiga.org that there was an item about iAMIGA serch engine. He terms it and Amigaized version of Google. Does a search of over 200 Amiga sites. He mentions things about filters, forum and blogs. which I don't truly understand.

~~OS~~ from the Cincinnati group arrived the same day. Snogpitch starts off with the fact he is still "sleepy-eyed" after the C=4 Expo \$2 event. Sadly a member passed away. His collection was offered to the club. Turns out to be a very large collection. OK He and Roger filled up their rigs, and still had to rent a truck. (Hope to be able to pick up things from Roger's list this year) He goes on with their set up at the C=4 site. Being able to set up early. As did some of the other dealers. My impression of that part of the article is that there was a good time before the start of the expo. He continues with the events of saturday. Including his longer than expected nap. {G} Side note we did meet some of the attendees in the IRC that night. There was some sort of problem with them being kicked off the chat for reasons that I am not completely certain about. Glad to see that when Dale Sidebottom put out his free table, Snogpitch refers to the action as a shark feeding frenzy. See gang I am not the only one that hungers for ~~OS~~ items. At the end of his piece, he mentions the gold found in that collection of the deceased member. One computer, a ~~OS~~ not that isn't my fat fingers hitting the wrong key. They have the rare 65 at the Cincinnati group. He ends up with great fun that they had, complimenting people, such as Charles Needham <whom I owe a disk to still>, to my ears it was a wonderfull time and I wish that some of us could have made the road trip. Side note is now that I see the three pages of his work. I understand more what Snogpitch was saying in the IRC about "writing lessons from Lord Ronin."

Maybe I should take some more of them first?

Three pages follow of images taken at the Expo. One is Six/Style showing how to copy with the RR-net and warpcopy. Pick of the Turbo232 and Swiftlink clones by Doppie. There was a terminal set up to log onto their groups BBS. Vic-20 multicart Head to head over the ethernet game of artillery duel on ~~OS~~. That being just a taste of the 18 pix in the newsletter from the Expo. Their BBS gained another 1200 mother board. But it caused another HD crash. SysOps have decided to drop C-Net Amiga in favour of six's RetroBBS. Chuck goes into some detail of the features. They will be leading the beta testing.

Six puts in his editorial at the last section Besides the usual request for articles. He talks a bit on his feel of the expo and how things have changed over the last 5 years. Crowd being a bit younger, things looser on the schedules, as he says it is more of a party than a "stuff" computer meeting. Reminds me of the sci-fi cons I went to in the past. Wonder if anyone is in "gerb"? {G}. On a more serious note. He goes onto his task of preserving the disks he collected at the expo. Leading into the discussion of preserving ones collection. Hey Six in your list of things that can make disks go bad, yeah I am the one that smokes, forgot to mention the cats. {BG} anyway, if you need a pig to preserve your disks, as in making them a .D64. You can contact him for the tools. We have the pasi system in our group. Those that don't have it locally. I can cut it from an old club disk for you. This leads me to the next part.

AGAIN WITH THE LR AND THE LINUX BOX

Been taking some good natured ribbing about having and learning to use this linux system. Since I have been for 14 years a fanatic ~~OS~~ only user. There are several reasons for having this system. Web work being one of them. However the major need of this system is to do as Six states. Preserve our files! With the loss

of the BBS HD, over 3,000 files for DL and the 2GB in compressed form of files from M2K BBS and the MHI crew. A more permanent system was desired. Sho-vah was to originally copy the files through the Amiga and burn them to CDs. That didn't happen. We started on a Zip disk project to help in the file preservation. Parts didn't arrive in time and we lost the HD. Well maybe Maurice will send it back someday. <S> Now we have done some work on the linux system in burning a few CDs. Not ~~OS~~ at this time. That is a later project. But in the end, we will have CDs of all of our files.

Theory is to make the zipped .D64 images of the disks. Using the pasi system. These then in a form yet to be figured out, shall make the trip from the 128D to the Linux system. Short trip of about a foot or so, is space. Have to learn about connecting them, or doing a mess of U/D through vcsweb.com. I am confused on many points in this operation. Sure the use of the zipped .D64 files is almost old hat to me. Creating them as I did over a thousand times for the BBS. Wonder if that was a thousand time done wrong? How to put them on the linux and then how to properly burn them. Ah that is what I am learning. As things expose themselves to me in understanding. I'll report it here and soon I hope to go into depth on the preservation of the several thousand files we have on 1541, 15,71, 1581 and FD disks. Of course for those that have been doing this sort of task in the past. You know the fun of trying to find the correct files for a pig on a disk you got used from someone else. Which one goes to which main pig? That does take a bit of testing!

5C's

Been a few days since the above line was written. Two disks from A, at 5C's arrived and I have done a short look over of them. Games and pigs will be a part of our demo section at this months meeting. So now lets start to work.

May 2007ce: On side #1 there is potpourri {I'll never pronounce it correctly after Rowan & Martin's laugh-in show} subjects include tape to disk transferes with super Snapshot. Having the 1541 go into a faster speed, by forcing it into the Vic-20 speed mode. HDs, the SFD1001 1MB drive

and more. Heat sink by Ray Carlsen talks on the chips and the reason for and the methods of heat sinking. Immediate Mode has some type in programmes, using some method of list and appened. New information for us to try out 24 voice, a techy one that discusses addresses to add more SID to the system. Does have a parts list and instructions on how to do this little number. Clean Keys is from a forum and deals with the ways to properly clean the KB as well as the pcb. Don't mention a pencil eraser.

Programmes on the disk will be demoed at the meeting. There is one for checking the speed of the 1541. Game called rush hour, where you are to return the money bags. Problem is that the trucks on the road don't stop for you. Should I make a joke about California drivers with cell phones? (EG) quatro is a 4 in the row game, on the lines of connect 4. Life Styles will evaluate your health orientated lifestyle. Hmum, I have been dead 10 years before I was born (YBG) Roofus didn't have much info on it, and because of time constraints. I didn't test it at this time. So be prepared to give it a try out at the meeting. Side #2 has CommodoreFree issue #6. Many articles to go over, and it will become a future side of a Penny Farthing. Nigel does give thanks to Al Jackson for putting the disk edition together. I'll have to ask Al some questions on the procedures. When I am healthier. There is also a part about some people are charging for the issue. Which is not the premise of the entire mag.

June 2007ce issue has a problem for me. Side #2 which is to be CommodoreFree issue #7. I gave it a trial run. Got a flasing green light on the 128D. "@ " said that there was a 23,read error,15,05. Restarted the machine and did the "@I". Nothing, well, that isn't true, weird light blue screen with white little "pi" sysbols in reverse video. I'll try to grab this from the site. Once the Wheels/Wave is up and running again. Anyway to side #1. Diskmaagic 41 is a collection of bits on the 1541 drive. Like the 41 rom revisions, cleaning, file security, device number change, directory problems,

change filetype - rename - copy, bent and mashed disks from the USPS. Add here that there is a pig to copy the 41s to a partition on an 81. This is included in the programme section of the disk. Also a bit on 1581 reset problems. SysOp Thoughts is a nice small piece on the feelings of a SysOp at 3am seeing some one logging onto his board. Internet Myths by Gaelyn Gasson is very similar to a previously presented article on the 5C's disks. Hardware Woes has conditions and tips. Programmes are grammar, to teach the basics of english grammar. Yeah I could use that myself. Misspellings where you are to find and correct the wrong word. Antonyms in dealing with words of the direct opposite meaning. Wug is a two player game. Looking for volunteers at demo section at the meeting (SEG) Mailit81 is the one that I mentioned above. These will all be shown at the meeting.

THE TALE OF FILLING PAGES

OK call it "padding" or the what ever term that fits. No secret in these pages and on the @= lists and chat that this old freak has been ill. Making the usual flow of things grind to an almost halt. Some individual that knows part of my birth date, my phone number <one for the BBS>, e-mail addy and street address. now what sho-vaah would know that information? Has been setting me up with spam. Yuppers from 3 a day to now around 50. Plus signing me up for book, vid and CD clubs. Lets not go into the homosexual things that he signed me up for <1238 blocks deleted for content> Anyway such things and others from a man that I raised as my own son, with full inheritance rights for 16 years. Well that was the last straw and my already failing mental health reached "that point". Many an IRC and list member suggested a bit of down time. So did the local U.G. and gamer Group. Can't stop the games. Even two old friends that are not involved with the @= but are friends for years from the Sci-Fi convention. Drove over 100 miles to check on my condition. I am touched by the concern from so many friends throughout the world.

That all being said. I haven't done much in the week leading up to the first of June. All that I have done is play some DreamCast Phantasy Star Online

YZ games. OK using the Exploder to recreate my character on the new <to me> game console. As one can't switch between machines with that game. Lose your character.

Interesting that the codes are in hex. Make me want to learn ML/ASM. That has been the week in the shop. At the kibbutz. A little bit on the 128D in setting things up for the Wheels/Wave problem mentioned above. However in using the linux system. I did grab all the files from Cinemaware for Amiga users. OK I didn't grab the sports games. Trying to find other sites of downloadable Amiga software for the group and the BBS. As our ~~OB~~ will be gone for a year as he has another trip to the catbox <Iraq>. I will have at least one CD for him to test and categorise Amiga files for the group and the BBS. Or so it is planned. Thanks to our ~~OB~~ {Destined/Weird Wolf} My bookmark file from vcsweb has made it to the linux system and was installed. This contains around 300 or so sites that I have collected in the last 10 years. Some are gone I suspect. But it is now possible to grab things and place them in a folder to be saved and then burned to a CD. Part of this has already started.

Let me do a bit of explanation here, you see, on the old BBS I had an area for images. Right the Koala, Blazing Paddles etc. But I also had an area for jpgs. These were divided up into categories. I love to subdivide the areas. Besides the different jpg viewers for the 64, and the few images from the site. I had another jpg area all in thumbnails. UFO, was the name. Not the serious side of that topic. No MUFON sort of thing. This area was a collection of images from the late 60's Gerry & Sylvia Anderson Sci-Fi show from the U.K. Anyway, the site still exists and I have been collecting over 290 of the images for the BBS. All of them can be viewed with the 64 jpg viewer. I had to hunt up other stuff for the BBS. At a site called gamefaq, they have a few walkthroughs and codes/tips/hints for some ~~OB~~ games. These I had as well, plus others that had been given to me in the past. I hope to find a site that has more walkthroughs. There was a pair of places on the BBS for these files.

One was a DL area for SDA copies and the other was an online read area. Where non ~~OB~~ users could DL - buffer copy the text in their particular style of text. Another thing I have done is at least find the site where I can buy a .pdf of the manuals for both the optra 40 and the sci275 printers. Just have to have the bread in the bank to do that trick. On that note, I mentioned a ways back about some friends coming 100 miles to check on me. One of them used to repair printers and gave me a maint tip for the optra. Have yet to be able to try it out. Or any other experiment. Just too ill at this moment.

A.C.U.G. WEBSITE

Just the other day. I went over some email on the A.C.U.G. mail list. A talk had started on the use of the website. Things like uploading files and a bunch more. Balzabaar our webmeister wrote back a reply, and I did a public one as well as the private reply to him in response to his questions to me. List members are interested in few things. Most of which I am completely in the dark about. So no need to make myself look anymore foolish than normal in trying to repeat the listings here. Balzabaar also is not able to deal with all the flutes, bells, whistles and fluff things that were mentioned. He is willing to turn over the position to anyone that has the skills, knowledge and the bloody time.

My input was an explanation of what we had when the sho-wah decided to run a website for us years ago through pacifer and geocities. We had the name thing of course. Pix of him and I. Which if you clicked on them or near them, you were sent to an email address thing for contact. There were no other pictures on the site. we did have a monthly condensed version of our newsletter that I wrote, and he in some form with the Amiga put up on the site. Add to that the part where we were members of the Commodore Ring thinggy. that is about all I can say for what once was, but we played with the idea of some files. but I don't remember if that ever got off the ground.

Reason that we haven't had a website since that time. Well, the sho-wah never recreated it, no matter how many times he said he would. Also no one else had any understanding or the big bucks to make one.

Frell we didn't even know how to research the subject matter. So as I light up the pipe and the Chancellor, Editor, SysOp, Librarian Staff of Power. Lets open this up for discussion. What do we need on the web site and what don't we need? Keeping in mind the small space that exists there and the skills of the people running and using the site. Oh, yeah and it has to be  friendly.

Well, I would like to see those Wave Friendly buttons that I have heard about and seen a few times in Wave. I know that someone on the homestead list created and released them. My copies where on the HD <S>. We should be in the  web ring thing. No idea how that is done. We should be listed in search engines. No idea how that is done either. Something about the group should be listed for an online read. Yeah that means I have to write up some sort of short (LOL from me) statement of policy goals and history. Pix of the officers or pix of their representative images <physical injuries, very private topic for some members> Pix of our get togethers, as is already on the site. A DL copy of the application form. Yeah we really had ones it was a four pager in booklet format. You can guess where the files are now can't you? Should a sample copy of the monthly Penny Farthing be there? Showing what we are creating in short of a freeze frame? As to files for DL. I'm not in favour of a mess of files sent there to the site. First of all, I know how impossible it is to UID on a  at yahoo. I am not certain about AOL. Plus do they take normal file types for the ? My decision on that matter is that the restored Village BBS is the place for all file transfers. After all that is what it was created for three generations of BBS and 12 years ago.

OK now then what is your opinion? Those wired, please make comments on the acug0447@yahoogroups.com mail list. Those not wired, sent to me in snail mail. Thanks in advance for your information, and ideas.

After I wrote the above lines. Had a bit of a

talk with Balzaboot on this topic in the Saturday {2/June/07ce} #c64friends IRC chat. Along with some others that night. Pretty much what I have stated is acceptable. Of course there is refinement to make over time. As we talked I looked at the website. Gave a description of the 10 pix that I saw, for some reason one of them never showed on the screen. Only the icon for the image. We talked on installing the Wave buttons. Snogpitch at 4C's has them on their website, and he can test the site with his working copy of Wave. Till I can have mine in operation. Balzaboot has agreed to place the website as well as his website for his BBS <CottonWood BBS> in the Commodore web ring. There is also a msg for me to respond to and add the text for the "cover" part of the website. That bit of history and goals part. Anyway that is a forthcoming project. Should be done in 72 hours from this date <3/June/07ce>. That night I was given much encouragement in not only the BBS, but the health issue as well. Good to have friends in the  world.

Reminds me that I need to do some sorting and clean up before Robert and Peter arrive on the 21st. Need to make space for the 1200 and the drives he is bringing. Make some sit down space in the computer/game room. As well as finish the Geos problem repair. Many projects for me and time is ...

Guys on the IRC including Snogpitch laid some ideas on me about the file trasfers between the kajira and the 128D. Fairly much followed the ideas that  has had over the past few weeks. One of them is a modem to modem style. Snogpitch mentioned that rates over 9600bps were not that great in his past experiences. I'm wondering if they can be connected and use the shell in the kajira to act like the one at vcsweb? Ah that is for the future. When  recovers and we can again atack this project together. By then I may have enough experience to understand 1/10th of what is going on with the system. Gang there on the IRC has been encourageing with the ideas for preserving the files onto CDs. KilrPilt is considering rejoining and will be sending some small vids to an email msg for me to view. Seeing if that is possible with the current setup. Might be as there is some sort of vid player tool in the listings.

But do I have the hardware in the kajira?

Anyway, I am just about ready, at least in my opinion to jump back into my work load. At the surface is again that problem with Geos/Wheels/Wave. Update them after the reinstallation, more reviews, editorials and articles for *50th B*. Finish that disk for Charles at *Cincinnati CCC*. Six and Roger, don't mention that it contains a mess of Geos games for his G.F. {LOL} Mess of sorting from CDs on *CD* items from the past several years. Oh yeah mustn't forget the fight with the prg in the BBS so I can send it to Eddie the One. Hopefully he can figure out why it isn't taking the the other 14 UID areas, open up more games, make the menus for all the areas. Start off on the msg bases. Test those opened games. Thankfully I printed out originally all the read file-dox for set up on the games. Big hold up is the UID areas. If they aren't registered. Then the multitude of sub areas can't be created and end result is no files can be installed. :-
(Making of course the whole idea of the different areas being saved onto CD through the kajira, well rather meaningless as well as impossible. As you can see this is an important task for me and the pressure - stress is heavy on me. 10 years of work is already lost, till Maurice returns the data from the HD. Everything has to be done over again.

Meeting Stuff: Right, as this is a bit chaotic <neutral for AD&D fans> issue and month. Lets jam the data into this area. We will be meeting on 21/June/07ce. Yeah that is the date that Peter and Robert are scheduled to arrive. Pure chance that it happens this way. Time is 7:00pm and the place is the little shop. Demos, Visitors and of course Smokers are welcome. General drewn is scheduled to happen. Including A500 checking out everyone that attends and wanting her petting. Phone for the machine is 503-325-2616. Phone for the sho-vah's side of the story is 503-325-1896. See what he has to say about his actions to destroy the group and other things. He won't discuss it with us. Snail mail is 623 29th St

Astoria Ore. 97103. Inet is lordronin@vcsweb.com for the sho-vah it is alberonn@qwest.net Remember our website is <http://www.acug0447.com>. At the moment of writing there are the pix of the MossyCon3. Hope to see if Fungus and or KiltPilt have pix of MossyCon1. Can't remember if Robert took any of MossyCon2. Was a bad time for me.

So then, see you at the meeting or in the matrix chummers. [Just got in my Genesis Shadowrun game ;-?

Classifieds For Sale

TSS-SSI Curse of The Azure Bonds, Secret of the Silver Blades. 1st Ed AD&D games for the 64, in box. Wargame Construction set and T-19 also for the 64. Geos 2.0 factory sealed for 64. Other boxed and rebagged 64 prgs.

Final Copy, final data, Birds of Prey, Professional Page, Professional Draw, Termite TCP, karaball, eye of the Beholder, Dragons Lair III, Gold disk Office, Western Games. More in boxes and rebagged for the Amiga.

Wanted

Amiga & Commodore items to rebuild our group.

For more information contact Lord Ronin. Proceeds go to maintain the group

Elections in July. Cast vote by Small Mail or E-mail Or nominate as well

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