

Notes from 20/Dec/07a meeting

~~OPENED~~ 7:00pm

~~NEWSLETTERS~~ Approved

~~CHANCEMORRIS~~ Our dear Constable was explaining that she is in heat again. Does that about every other monthly meeting. Despite her verbal statements, and her lap desire. Meeting was held anyway (G). Although with the storm damage and the threat of 50mph winds and rain. Meeting later was moved to the kibbutz.

Our area is now an official disaster area. We agreed to bypass all jokes about it being a federally declared disaster area, before or after FEMA arrived. Nothing has been done in repairing the roof at the kibbutz as of yet. More on that in the departments.

T' was announced that LR has received by meeting time two requests for more information on the membership and activities of the A.C.U.G. from prospective members. He stated that he has sent back e-mail to those interested and if they are still interested. He then will send them a sample copy of the Village Green. Before they make up their minds and send in the bread.

SG's disk newsletter for December is to be shown at the demo section. LR will review the articles and side two in his Ramblings. We did receive a newsletter before the meeting. Not the expected one from Kansas City. Making us wonder if they are still in operation. This one is the AmiTach-Dayton Gazette. Short issue for this month. Eric starts with a bit of an editorial on the "Black Friday". Later going into his Xmas wish list of Amiga things. our own list is a bit shorter and has things like making the 1200 work. Into the return of our Amiga things from the sho-vaah as a start to the repair of what he has done to us. Ron though

speaks on some online things. But nothing in the Amiga line.

There was a fast go over of our own Village Green cat box liner. Comments about how well CSO did in stepping in to put out a disk for us last month. Comments where of praise for his long hours at the last minute. Since the "help a friend" project crapped out on us. LR will discuss what happened in the IRC and mail list, in his section. In the section on page #8. There is a slight change to what was stated. New information puts the winds at 145-150mph for the storm. Our OS <destined/weirdwolf> sent a pic of one of the flooded areas, an aerial view. showing some of the damaged places near the rivers. Here we are just having the lack of a roof problem. One of the problems mentioned on page #9 on the tracing of the modded monster programme. This was a variable called ST. Asking on the IRC we were able to find out what that meant in it's position in the programme. Something to do with the file end when going to the disk. More on that in the programming S.I.G. section. Added to the part about the nice xmas disk that Charles of the Cincinnati group sent us. We received later a xmas card from him as well. Thanks Charles and a belated Happy Chanukkah to you and yours.

~~TREASURERS~~ \$23 in one cent pieces are still rolled and hidden in some place in the shop. We are wondering if Constable has found them and made them into kitty toys. (BG)

~~LIBRARIANS~~ Major story for this months disk is in the Deputy Librarians section. As he is the one that did a massive amount of work. Which allowed the finalised creation of this months disk. On this disk is a 12 part with one intro and a pair of outros,

personal look and interpretation of the ~~64~~ users manual. Written from and to the beginners point of view. LR worked on this for a couple of months to bring it around for us. As he mentioned in a prior issue. This entire project was in response to a letter written to ComodoreFree magazine in regards to the lack of understandable material for the new beginner to the ~~64~~. No idea if this look over will be what is needed. But Nigel at the mag is interested. We need to find a way to send it to him. If we are still unable to UL with the 128 and Wave (when it is set up again) May have to ask Al at ~~64~~ if he can help us. All files are in stock SEQ format, written in EdStar II. No reader is provided, in order that the user may tackle the drivel with his preferred reader tool. Copy of this is in the stack being made for new users to the A.C.U.G.

~~EDITORIAL/SIDE/NOTE~~ There are a mess of reasons for this part to be smaller than usual from me. You will read them in the Deputy report. Suffice to say that is why little has been done in the last couple of weeks before the meeting this month. I did grab a couple of pix of Jack from the sites that held the CHM presentation from the 10th of this month. Dealing with the 25th anniversary of the 64. Was not able to view the vids. As it would play a second or two. Then pause for a long time as it loaded more data. Am on dial up an it seems that this is not set for that format. But I was able to see good pix and the little sound that came by was very clear. Thanks to ~~64~~ (destined/weird/wolf) and the linux system he gifted me with for inet at least use. Sadly the connector on the rs232tousb cord is male and we need a female. He has told me what to pick up as funds allow. Anyway we wondered at the meeting if we should bother with the local media about this group and the 25th anniversary of the 64. Left in my hands for that project.

Did see a note for the Monday IRC meeting of the group. Not many appeared this time around. Did spend till just past 8 time in there talking about many things, and yes even the sacred ~~64~~. The note in the mail list appeared correctly for

the monday meeting and again for the FZF <face to face> meeting on Thursday. Have to see if the second notice appears. Now then, all the ~~64~~ stuff, and I do mean all of it, is boxed up. I also will be spotty in doing anything online for a period of time. Perhaps that will be rectified by the time you read these lines. But as of the 22/Dec/07ce. I am pretty well out of any computer work at the kibbutz. reasons to follow.

~~REPORT LIBERARIAN/IANE~~ As many have read. We had a big storm here and that it did some damage. Part of that damage was ripping off the shingles on the roof of the commune. Nothing seemed to be a problem a time. Then a drip appeared near the front wall. Books of ~~64~~ stuff had already been moved. Thanks to ~~64~~. Another drip started over one of the kitty play and claw boxes. The one that the damaged laser printer had been packed in for shipment. A bit later the drips continued over the ceiling in a direct line. Damaged the kitty poster on the ceiling. In short, it missed the ceiling light fixture. (additive note. 22nd of Dec, now dripping down the chandelier and wires) Ended up in the drips at 1' from the computer desk. Coffe cans line the floor. As it was going for the computer stuff. ~~64~~ volunteered to move everything. This had to be done in a hurry and under dripping water. Took most of a day and the night. After the shop closed LR was assisting as much as possible. All of the things for the 128Dcr, power boxes, FD, SCPU, HD, smart mouse and more where removed from the desk. Leaving only the Kajira <linux system>, under a plastic bag. Six shelves that are about 7 feet long over the desk where stripped of all the ~~64~~ software collection. ~~64~~ then spent hours in packing the items in plastic milk crates from his part of the house. Dumping out his items to save the ~~64~~ things. Even then that wasn't enough, nor enough space in his computer and kitty feeding room. An old rack from the 30's in LR's room. Called the kitty coffin motel <way too long of a story to relate for the name> Had to be stripped down, restacked and space made for several containers and boxes of ~~64~~ software. Thanks to ~~64~~'s work, the items were not only saved from the leaks. But LR was able to open and run the

shop. Along with being able to finish the disk, create and print the sleeves and labels for the disk issue at the meeting. Since this major problem happened a couple of days before the meeting. Sadly although reported. Nothing has been done in repairs. Seems as if the insurance company is being slow. We wonder if they will enjoy having to replace the computer stuff? On top of all of that work. OSO has also been trying to check around the house and the shop for any hidden damage and sort out some of our ~~S~~ material.

~~XXXXXXXXXX~~ GEOS has not has a lot of local work this past month. Mainly some talks on the use of GEOS and a bit on the creation of some game maps. More was done in the idea of writing in GeoWrite.

Programming has had an uplift. Saturday was brought back for the regular day of Basic. After going over the 64 users manual. Task that did help make a few things clearer to us. Though not something of great interest. Mainly because the examples are not in our field or our desires. We started on the idea of doing the Mercenary Spies & Private Eyes <MSPE> character generator <char gen>. OSO had made a dice roller for this char gen. But was not able to go any farther. So it sat for a period of time.

Now this is a bit of retracing on the story, for the background effect and it was discussed at the meeting. One of the things about the MSPE game is that it uses just 6 sided dice <D6>. When the character is created, the player rolls three six sided dice <3D6>. This had to be put into the prg. Not a hard thing, there is just then three random number generators right? Well sort of and before I go farther. LR was working in the Prg. Ref. Guide and found the DEF FN command. Using it and the FN command. He was able to shorten the prg and have it still work. Now there is the little bit that if the player rolls triple [anything] then he rolls 2D6 and adds that to the total of the 3D6 roll. This took a bit of work for OSO to create variables and a gosub command. On the

#c54friends chat on 15/Dec/07ce. I was asking questions about this and the use of arrays. Guys tried to help, and they were coming up with ideas to do the dice rolling with arrays. Had about three people working on the concepts and well nothing really worked as good as the simple lines that OSO had written a couple years ago. What is nice is that there is the interest to help out on this project from the others. Even with an outsider making a comment that there are char gen out there already. Had to inform him that there weren't any for the MSPE game. Even though it is still and print and has been since 1983ce.

Because this topic is something of interest to us, and yeah we are playing the game at this time. Wednesday was added to the days for programming lessons. In fact OSO spent a night working out some parts to his prg. Since the last report on this S.I.G. We have been able to put the data onto the disk as a SEQ. We have also been able to retrieve the data from the disk. Well that may not sound that great. We are using the INPUT# command to bring it back to the screen. What is long and hard is having it show up on the screen in exactly the same way as it did when the stats were rolled. OSO worked long on that to have the abbreviations for the character stats, there are 7 of them. Colour work is easy, but to have them placed on the screen correctly is a problem. You see the idea is to have them show up and be in two lines. Here we want the ones column to be under the ones column of the stat above it. Since the numbers can be in single or double digits. Now that was fun to place during generation. But again it had to be done with tabs and the formula that OSO created for the number to line up, and when it is brought from the disk.

In fact as a side note, as I write these lines. He is working on the dice roll and screen placement for the money that is generated for the players. Here the player rolls 3D6 and multiplies by 100 for the funds. Ah but if it is triples. Then the number is multiplied by 1000. That had to be checked as well, then the placement had to be refined. Several problems with variables I hear at this moment. In the end, this is something for us, and those that are interested. But it really means that we have been able to do this and to learn because we are now

inspired. After working with the type in things and books. This is now making the information function for us and we are actually programming from scratch <sort of> the tool that we want for something that we want. Sure it isn't finished. A menu is needed, and I have done a start on that part. We have not made the lines for it to be sent to the printer. We also want to add some font things as mentioned in the last issue. Plus there is the need to make the skills and point cost. Not counting the weapons and other gear a spy might need. Have ideas, that need to be tried out when we get to that point.

DEMO: The xmas disk from Charles. Followed by the MPSE char gen. Then the November disk from SC²B. Where OSO again beat out LR in that kitty saving game. OTOH LR won with 10 out of 10 on the features quiz. Now perhaps it was missed when the disk was read in the parts about what was on the disk. Or maybe Al is having one on us. But there is a small prg on the disk, that we didn't see listed. Untill we did a directory look. "Joystick" and this prg will check your joystick. Tells you the direction and if the fire button is pressed. Done from JS port #2. Used it with the Quickshot that LR loves, and it checked out fine. Did have to list the prg and it seems to be entirely in Basic. Might be a way to find the data for joystick work.

Showed the December disk from SC²B, and there is to be a review in the Ramblings section. Games were played. Tarot Teller, gave a reading that was interesting (G). All in text, and we did have one that would do the images of the cards and in specific layout styles. Appears though that in this one, the suits of cards are coloured coded. You have the choice of having your own deck, or having the SC draw cards for you. Then with the press of a key. The reading is given. LR said that this would go in the novelties or the card game data stores on the BBS.

Fishy is like the game of Go Fish. A game

that only OSO knew how to play. One player with the KB vs. the SC. To start off you are dealt cards. Well not really, you have a little boat that moves across the screen. Selecting a card is done by pressing the spacebar. Under the boat is a collection of fish looking things. You press the space bar and a line drops down grabbing a fish. Which is then listed as a card on the bottom of the screen. Now then you can ask the SC if it has a card. Apparently 4 of a kind is a match. If it does, then you can continue to ask. Till it tells you to go fish. Again the boat and the line to collect a card. You are asked the same thing and with the T/N part Well LR had trouble with the dropping the line and hitting a fish. Missed more times than he hit. Leiko did beat the SC in a 5 to 2 game.

Pigs in Space, doesn't have any doz. Save what Al gave it for the disk. Didn't play it long enough to really know what is going on. Seems that you move up and down a rope. Shooting the balloon floating enemy. None of us got past 1st level.

Paper Saver, is one that will go into the Novelty section, of the BBS. Lets just say that it covers many of the things for the use of the turbo flush. Taking into account certain aspects. Then gives you the number of feet or sheets that you will need (VBC). Add onto this, is though it is in all text. The author uses some form of DB that pops up for each of the sections on the screen. Over the existing things upon the screen.

Last one isn't a game, but an animated xmas card. Very impressive for the art, the music, the animation on two screens. All in about 126 blocks. Thinking of sending that one to Charles at Cincinnati group for his collection.

DISCUSSION: The problems that has thrown off this last month of all the regularly scheduled events for the group. Weather and all the rest that have plagued the group and entire area. Setting up for a speedy return to that regular schedule and how it can be done. But after the holiday season it appears. Coments on the users manual disk dissertation. Some good and others a bit more critical. One point was made that a similar sort of thing should be done for the disk drive

manuals. LE did agree, but stated that we were not yet ready to tackle that level of complexity. If any real points would be covered. Another idea was a simple use and tips one. Taking information from other sources and sort of compiling it into a series. Also something that would need more research on the subject with available material. BBS difficulties and the fact that it has not yet been shipped to Eddy the One, because of the storm and the fall out from that situation. Compliments on the growth of things and activities for the group till the storm hit us. Plans to continue and grow more with the sacred ES. Possibility of Robert helping out on the Al200 when he arrives for MossyCon4.

CLOSURE 8:30pm weather turning bad. Smallville and Supernatural were repeats anyway. No need to have the YCR running. Group moved to the commune for more discussion and observations of the leak situation. Before the game started.

Lord Ronin's Ramblings

Changing the start of this section. As you see we had a visitor to the ACUG command centre. Gene Woods from The Tacoma Wash metroplex. Popped by for a visit and to renew his membership in the group. Some readers will remember Gene from MossyCon3. He is the man that drives trucks and has his SX-64 connected in the cab. In fact he was informing me about the Stereo cart that he had gotten from Robert Bernardo IRC. Playing some Star Wars music in Stereo over his cabs stereo system. While making one of his trucker trips.

Talked for a short time, like just a couple of hours, on different ES topics. Things from the lists. The attempt at doing the monthly IRC meeting. Which he may or may not attend. Simply because of his time on the road and Inet access. Did like the idea of our trying this out for something new for the group. Discussed the slur attacks on our member Robert Bernardo on the #64friends IRC Saturday nights. He

mentioned some things on newsgroups, that I have left, on similar subjects. My personal rant on this is these things shouldn't be on the lists and chats. We should be talking about ES things, and how to help newbies in the use and or start of the use of the ES. Promoting and expanding our understanding. Not picking on others for reasons that are unknown to me. At least that is what I thought these electronic meeting places were designed to be used for that topic/idea. I might be wrong on this one.

Showed Gene a little Geos. Well I was starting the Ramblings section when he arrived. Gene though isn't a Geos fan. If I understood him correctly he uses The Write Stuff. Really I need to experiment with that system someday and present the findings to the group. Presented Charles' disk of Xmas cards etc. That being Charles from the Cincinnati Users Group. Explaining how he was just learning to use the Computer Eyes system and returning to the ES. Sadly we didn't have a lot of time for the demos and talks. I was late to the shop, and it was Thursday, our ride came by around 4:10pm. For that I apologise to Gene. Who didn't know that it was our shopping trip day. Yet he came several hundred miles to check on us and renew for the group. Hope that I was able to cram into the couple of hours some details of what is happening in the group and on the local front.

One important thing that Gene asked about was the prospective MossyCon4. He may have some scheduling problems. As in the time frame that we understand at this time. He also has a camera convention show thing happening. Robert Bernardo is the one that can give us the clue as to the precise time for MossyCon4. We know it is in the spring break season. We don't know when Calif schools have their break. If we can find a precise date, weekends have been suggested this and last year. I will contact the library for their room. Covering the cost of the room for the MossyCon4. Sadly I have not heard from Robert directly in e-mail. May or may not have spoken to him in IRC. There is a good possibility that someone has been posing as him in the IRCs in the past. Language structure, how the individual referred to me and the fact that on the 64friends chat the name is listed as the

owner. All lend to the question of is it the real Robert. Till I have an e-mail from him. I can't really say, and he hasn't written to me since the incident with the Amiga things. Though Charles Gutman at 8bit desings is fine with the situation on the Amiga items and very understanding. Our having them now is acceptable with him. Been in contact with him on the subject. Meaning that I can't say when or if there is going to be a MossyCon4 at this time. Need to hear from Robert. Who does receive our newsletter as a member, and exchange for the FCUG one.

Another apology goes out to Lenard Roach of the Kansas City Users Group. I owe him big time and apology. He sent me a few disks to use and copy. I started on the project, and then was sidetracked with so many difficulties around the place. At that time the printer problems, then the web site rip off that plunged me into debt. Task was for us to also include an e-text of the doc. This was being done in both GeoWrite and to be done in regular PET. As I was moving things during the leak. I discovered the half finished project. Been 6 months and I need to return those disks and documents to Lenard. For this delay I apologise Lenard and to all at the Roach home.

Back to the leak problem. Well to the best that I can pick up from a few sources. The new owner is still making the payments for the place in which I live. Meaning that the insurance for it is under the previous landlady's name. That insurance has a \$1,000 deductible. OK a new roof is going to cost more than that I am certain. Talked to both the manager for the property and then the son of the previous owner. Nothing is going to be done till the money is in hand. Nothing can be done till after the holiday season. Places closed and or at low levels of workability. Something was to be looked into with the contractor on the 26th of December. That date has past, since today that I write this is the 28th. I was told by the landlady's son. Whom I have known for 20 years. That the landlady is waiting for the FEMA thing to cover the deductible. Well we have heard about them and what happened a few

years ago with that hurricane. In fact I received in the post a mailer. Had a mess of information in it about what property owners can do and where things are available. Arrived to me on the 22nd. Places where open till the 21st

What all of that has to do with ~~GE~~ things, is simply that all of the books, hardware and 1/6th of the disks have been packed up and sit in stacks of milk crates. Or in nooks and crannies that we created on shelves, racks, closets and the like. One of the rooms for #30 is crowded with the material. My own bedroom, a regular cluttered mess, is stacked with the ~~GE~~ items. Save for what is in the shop. There isn't much that I can do with things at the moment. So another apology is required. This one to Eddie the One. who was kind enough to send me the bread to ship the mech and controller for the BBS HD to him. Sorry Eddie, took about 5 days for the paypal to go to my bank. Then we were hit with the storm. No power for a week. After that the leaks happened and everything is packed up at the moment. I did score up a nice new postal approved box and the strapping tape for it. Already have a mess of those non-recyc styrefoam popcorn things. Those cables will be in the box as well. Once we can unpack everything. Then I can ship it to you. Shall also now be able to answer your e-mail. only getting a couple hundred spam things a day. Man, I would be richer than "Don" Billy Gates if all of those lotteries that I "won" where real.

Refining a previous point at this time. The Kajira, the linux system. We moved it into the hallway, by the drafty bathroom. OK when someone is working on it, does block passage to the facilities. This is the place that the sho-wah once had his Amiga tower located. Ever notice how the majority of desks are not set up for left handed people? Blatant discrimination I think. That means it is rather uncomfortable to use this area. Where the chair is on the left of the drawers. Making me sit in front of the drawers to use the keyboard and the mouse in a proper left handed manner. Personal rent over. I can now be online for a short time. Short compared to the regular 2 hours a day I have on my limited dial up account. This is because I have to use the other line, #30s phone line. That one is

also the one that goes to the phone and the answering machine. Used for the shop, the A.C.U.G. as well as for any phone messages to any of us in the place. You can see why the time is limited even more than before. Now I know that I have a mess of connectors and phone cables that if I could find. Might let me connect to the main inet and BBS line that is in the other section of the house. Anyway I am now able to be more regular online for email and the chats.

Speaking of the chats. Weirwolf, Dopppe and I where in a converse on the meeting night for the IRC. Talked a bit about a printer that his company is off loading. Did some look ups on it. May be able to do the post script after all. Uses some sort of wax type system that give the page a glossy coat. Difficulty is that it uses a lot of power. Which with a few changes in plugs here we could accomadate. But it weights more than that laser printer I picked up at 104\$. Not sure of the weight. But I can't afford to pay the shipping from the east coast to the west coast. Was a good lesson in learning the right questions to ask on the needs we have for a post script printer.

Last issue I stated that I would go over the December issue of the 50⁰ B disk. Did a little bit of that at the meeting and discussed the games we played on the disk. Now for the articles and what is on side #2.

Mix Basic-ML: by Robert W. Baker. Here the author discusses the use of putting some Basic routines into a ML programme. Starting out with some of the reasons for the use of Basic in a ML prg. Where certain tasks are just easier and faster to do in Basic. He gives many tech things that are past our current level of understanding. Did catch the part about doing this with a sort of "ON...GO" statement. one thing he mentions for the use of Basic is that in certain aspects. Any Rom revision will cause a need to make patches or redo the entire ML prg. where with a Basic routine this wouldn't be the case as often. There is also a simple Basic outline prg for use. Adding this one to our

turture work in ML.

1541 Tips: by Robert W. Baker. A bit techy for the novice. The start is good with the explanation of the 256 bytes data block = sector. then the BAM = Block Availability Map. He goes into the point of the first 2 bytes of each data block contain the Track & Sector location for the next part of the prg. Explains a bit more that may be past the beginner. He does give a "dummy" programme to use to see if the file you want to put to disk is already there or not.

Tulip Back: by Jan Libbenga. A small history of the end times of Commodore. Along with the information that Tulip is invested in spending around \$81 usd to buy back Commodore.

Around the Desk: by Lord Ronin. Off beat article that speaks on the clutter around the shop 128Dcr desk. Showing that there is a place that regularly uses the . Even in a cluttered environment. Trivia note; this is written on the same 128Dcr, and on the same cluttered desk.

128 Memory: by Don Buchanan & Cheryn Nunn. Past our understanding. Well in truth there is just enough in this one, that we can follow to be dangerous, if we try to implement things. In short the article discusses getting more useable memory from the 128. Without adding a bunch of extra stuff. That sounds vague I know and the article with banks and other terms, is for us vague and just a few steps away from our understanding.

We interrupt this regularly scheduled drivel, for this less important announcement. A new day of work for the Village Green. Now to not fall asleep at the KB. Why that problem? Is the drivel that is written by me so bad that it even puts the writer as well as the reader asleep? Well maybe that part (G) How about sinus problems, probably from the mold that is growing <I am certain it is> in the ceiling? Partially that, but on the good side. There was a lot of pounding on the roof this morning. Ah that is the morning of the 29th of Dec. Not enough to be a new roof. Leaving the house to the shop, I could see what was done, they had placed gigantic tarpover the roof. Did some sort of strip of wood

nat down. Naturally this is temporary. Might give us time to dry out areas of the carpet and the ceiling. Have a feeling that they will need to pull down the ceiling later. Very bad sour garbage smell there at this time. What all this has to do with the ☞ is that I didn't get much sleep and am running late. If there is any quality to this cat box liner. Most likely it is going suffer from lack of sleep. My forehead will have the impressions of the KB on it. What is nice is that I heard on the radio that we are expecting heavy rains and wind this upcoming week. And now we return you to the regular drivel of my writings.

Flip side of the December 5☞ disk has CommodoreFree issue #13. I'll say it at the top. That on the menu there are two articles on BBS themes and they were written by the ACUG's LR. There the ego part is out of the way. Well almost that is to add. Section that has letters to the editor is a reprint of one that LR did to Nigel. The editor of CommodoreFree. Replying to the letter from Lee and the lack of things for the beginners in the ☞.

Putting that out of the way now, we can go to the real interesting points of the disk mag version of issue #3. Not going to do a big report, because there is so much to say that it would end up as just a duplicate to the actual issue. These are only the highlights of some of the articles.

First off into some of the news reports. Advanced Space Battle music collection is a CSDB entry. <http://noname64.org/csdb/release?id=51652>. MMC64 and Retro Replay are out of stock. New editions are expected in the future. Yet no release date was given at the time the article was written. Protovision on 22/Aug/07ce shipped their 1,000th order. (can we tell that to those heretic users that say the ☞ is dead?) Part #8 in the series called Hex Files. Which locally we are not ready to enter at this time.

Amiga Forever from Cloanto. A new Amiga

emulator for the heretic system. As I didn't see a thing for linux or Mac in my brief scan of the report. Read a bit of the history of Cloanto and their Amiga work. Based on that it seems to be a good legit thing and not vapourware that has plagued the Amiga people for years. As I understand it, this will do all the Work Benches and Roms. Get that idea from the fact that there are some sort of instructions on setting this up on the heretic in the article. Mainly from the fact that it states that there are legal Roms for the Amiga in the software of this package. My understanding is of course exceptionally limited. I think that this does the emulation format for the Amiga. Like our own .D64 files. If they had this for the linux systems. I would be interested in finding out the cost and possibly saving up.

C= Scene FAQ. At first I thought that this was some sort of thing for the old Commodore Scene mag. Actually it is a FAQ on the Commodore Scene Database, or CSDB. Appears that this is a place for ☞ information. Slant to me of the FAQ is towards sceners and that level of things. At this time I have not looked at the site. Understand that one has to have an account there and that it is possible to post information. <http://noname.c64.org/csdb/> This article has a lot of the how to use the site. Long piece of that information. But it is a good lead into...

Interview with Klaus Anderson. An educated man in Europe that wanted to do what seems to me from the article some ☞ preservation. Appears though that it is on the the scener and demo people. But that may be just my feelings from the fast read through. Klaus goes into a bit of his history with the ☞ his college computer work. Being a part of a group and doing some coding. Speaks about this data base site and some of the future plans.

A listing of things at 8bit desings is on this issue. Some of them are of interest personally to me and group members. But here is a sample of the things that are listed. Want to make that 128 flat have the full 64kvd? \$30+ s/h for the unit from 8bit. Well I remember that the lady I bought my first flat 128 from, had the upgrade installed and she told me it ran \$150. There are some nice benefits to new tech

(BG). States that there is a stockpile of ~~disks~~ chips. Send in your request. Joysticks at \$5 each. S-Video cable for \$5. 128 80c cable for \$20. Serial Cables from \$10-\$20, depending on length. A Plus/4 joystick adaptor. So I can finally use a joystick on the Plus/4. Since CBM in their great lack of wisdom made the joystick on the Plus/4. Not the standard 64/i28 style. This \$20 adaptor will allow you to use a normal joystick on the Plus/4. There are other things as well to examine.

Next is an interview with Charles Gutman. Who was Ramswell / #44 on the BBS. Now the sole owner of 8bit designs. He talks about the history of the company and his obtaining it. Some about his own background in electronics and mechanics. How he bought his first 128. Speaks on some of the different products that he makes for the company. Must state here that I am interested in some of what he has, though I don't fully understand what it will actually do for the ~~OS~~.

There is more on the disk, like something to do with a 1541 III project. But that and the other articles will be on the desk at the shop at the 128Dcr for the next month for local members. Long distance members, well they can grab the issue on line at commodorefree.com. Comes in different formats, not just in the .D64 disk mag format that Al Jackson at ~~56~~ makes for the site. Later on it will be put in our disk library with the other copies of the disk mag.

And now back to the local things. As this is page 8 in GeoWrite and it must be around page 9 in GeoPub. You know I can't find anything in the typing programmes to teach me how to type. That deals with a black furry, purry that wants attention, and how to type with such an entity rubbing my hands. (LOL) Man I must be tired to write lines like that, when A500 will let me write anything. <G>

Anyway back to ~~OS~~ things. Disk was created with the multipartis from the 64 users manual. Presented as the December club disk. Copy is

in the library and another one for work. As I need to still ask Al if he can help me with the disk transmission to Nigel in the U.K. for the CommodoreFree site. So many things have felled me up on that with the inet etc. If this isn't possible. Nigel did say he could send me his snail mail addy and I could ship the disk to him that way.

One of the things that we talked about in and out of the meeting was a series of this sort of beginners approach to ~~OS~~ things. Started to call it "Dum Ork Gyde to..." Since it is well known that I am a Dum Ork at times with the computer stuff. A collection of jokes on the ignorant teaching the uneducated have been made. A task that I may or may not accept. Depending on if this beginners disk is of any worth. Only time will tell if this is of any use to anyone. Besides locally, where it helped to understand the programming aspects from the users manual for us, finally.

Scattered on this work table are secretly stashed quantities of paper with coded messages upon them. What they are supposed to be are notes on the projects that we are to be working upon, or to start work upon with the sacred ~~OS~~. I found one the other day. Tattered a bit, stained from the pipe tool, and of course written in my crippled hands. Completely unreadable to anyone here. Just have to make some sort of reminder thing on the ~~OS~~. Have a tool for that someplace I remember. Otherwise we are going to be running around scatter brained, more so than usual. Yeah this is really a lead into ...

That smegging M.S.P.E. char gen project. Granted that I have spent some time on this in past issues. Grant also that things have been all felled up in the month of December. We were only able to have a couple days of work on project. But it must be added that we did make some steps. Characters can now be generated for name, sex, 7 stats and money for the game. Seen on screen, saved to disk and retrieved from disk. As mentioned earlier, the stats including money must be checked to see if the 3D6 are triples. In stats if they are, then the player gets 2 more D6 rolls to add. In money the multiplier changes from 100 to 1,000. This last

part is what OSO is having problems with at the last session. For some reason the variable for the money was not resetting if the player decided to reroll the stats. Continued to add in the original amount to the next character roll. He finally corrected that problem by placing a line that made the variable to 0. no idea at this time why it had to be done that way.

My own work has been slow on this project. After changing things in the dice roller to the DEF FN statement I made a simple menu. Not everything is in effect at this time. We haven't worked on the printing to paper part yet. Nor the arrays to deal with the skills, cost and requirements. I think that arrays are what we need to use. Perhaps with some trial and error work. We will see the right way of setting that part up. There is a difference of opinion between OSO and myself. I want it a bit fancier than the bare bones one he wants to make. Mentioned before about the desire to create a font and install it for this project. Know that I have a tool around here that is supposed to rip a font from a prg. There are also a couple that allow me to create one from scratch. Well not as from scratch as is shown in the Prg Ref book. I am guessing that this is in what is called a boot file? Don't know for certain. There is also something that I read about moving Basic? In order to install the font. Again this is something I don't know about or where to look for any prg lines that would show me what to type in and how it works. Might be able to do the animated sprite entry screen. Another thing that I have to work upon in the near future for the project.

Certainly this and our other desires/plans to create programmes for our games. Are a bit out of our local reach of understanding. That is why I invite all readers to jump in and lend a hand, if possible. Sure not everyone that reads this catbox liner is into programming. Questions about what we are doing, these will assist us in clarifying our ideas. Having an outside source look at the ideas and comment. Helping us to refine the ideas to a more practical stand. While Basic programmer

member can toss out ideas on how to do certain things in the programme. Like doing the font thing written above.

Reason for this statement <plea> of help? users did it in the past. Why can't we do it now? Right the local group is into the RPGs. Not everyone is I understand. But this is what has inspired us to study and try to programme. A programme that deals with a thing that interests us. Others did such things in the past, they are or where in Q-Link. We have other things that we wish to create for the games. There are some things that we wish to redesign and recreate from programmes that we found on disks from Q-Link, for the games. One that comes to mind is a mapper programme that will create a "dungeon", and print it out. Inspiration one was incomplete when I saved it from Q-Link.

In a debate the other day I was asked the why of doing these things. Guys had made char gen and other tools for PRGs back in the 80s. Why should we do it again? When they exist and the games are around 99% out of print for the game or the edition. Several reasons are the answers. We don't have all the RPG tools. They don't accurately reflect our game worlds. Not all of the games we play were represented with tools. We play newer games as well. Most importantly we didn't make the tools. Meaning that we didn't learn anything about programming, based on something that is of interest and inspires us.

Just reading over the above lines. Looks to me as if I didn't explain much on this topic. But rattled off the ideas in a disjointed mannerism. Guess I really was that sleepy that day. Try to rephrase all of that and show why we are asking for input from the readers.

By now you have the idea that we, locally, are into the RPGs. That we are trying to learn to programme. Previous attempts from the books. Well they just don't really inspire us with the book material. OSO created a simple dice roller for a character generator for this one game. For the record. When I assigned him the task. Thought that it would take him a week. He brought it back the next day. At least the basic start of the programme.

Making this char gen is something that is of interest to us and is there for having us, actually learn something about programming and more of the inner workings of the ~~OS~~.

But that is all just rephrased repeats of previously stated knowledge. What we want to do with this prg is expand out understanding of course. Try out new ideas of things that we have seen from other prgs. Oh yeah and to have a tool to create characters for the game. On that note, coupled with the help request. Here is what the char gen needs to do in order to work. Accept a character name. Got that part done. Take the sex of the character as a part of the structure. Got that part done. Enter age of character. That part isn't done. But isn't hard to do, since it will be a simple input statement. Roll for the 7 stats and the money of the character. That part is done, and yes with the check for triples. Send the data to the disk. Also that part is done to this level. Pull that data back to the screen, and in the previously mentioned format. That part is done as well.

What needs to be completed is the creation of the skills for the character. I have thought that dim arrays would be the way. But that is open for your input. Here is what needs to be done, from the point of book char gen. Skills are limited to the "IQ" stat. By that I mean in not only the level of skills. No IQ = 8 brain surgeons. But also the amount of skill points one has to buy skills. Stop here for a moment. This same type of skill buying is used in the Wasteland game for the ~~OS~~. Most of the time a level 1 skill costs 1 IQ point. Level 2 would cost 3 points. Cost of each level has to be considered and added for the sum. We need to therefore have the prg list the skills. Up to and including the IQ level of the character. But no farther. Perhaps and IF/THEN statement? Be nice to have a short description of the skills. But that isn't really needed. Need though to be able to keep an accurate track of the points spent. In order to make certain that the player doesn't over spend. As a player of some of these types of computer RPGs. I know that an "accept Y/N" is needed.

Reason for that is the need to go back and change to the levels of some things to fit the idea of the character. Like for example changing the pistol level from a 1 to a 2. But not the entire character. Seen some I remember that will force the player to start from the beginning.

Now all of that, and these are probably variables if I understand things correctly. Need to be put on the disk. They also need to be pulled from the disk and displayed on the screen. Again in a format that is easily viewable. The other thing is to be able to print this out on the printer. Any sort of print command to the printer has not yet been attempted by us. What we want at this point is to be able to print out what is called a Player Character <PC> record sheet. This is a laid out form. Where all the information would be inserted into the page in the proper labeled areas. Seen it done on other game char gens.

Another part that we would like to do, but don't know if it can be a part of the main prg, or something that has to be loaded extra. And if that is the case, how to do that and not lose the existing data. This is the equipment Chart with the price is in the game book. We need to put in these supplies by category along with the price. Make the subtraction of the money for the character. Along with a record of what the character has bought. Again this is in Wasteland in the same form. Except that it isn't able in that game to print things out. OK along with some pretty pretties. That is what we are trying to do with the MSPE char gen.

What other things do we want to create for the games we play? Well there needs to be a better Traveller char gen, world gen, system gen, equipment gen and ship gen. Bare bones was done for that and I have the ones that were still on Q-Link. Top Secret, and this one was blitzed. Needs to be redone with the additives from the Companion book. Top Secret/S.I. was never done to my knowledge. Better ones for Marvel and Gamma World. Ways to create scale maps for the players and DM. Better than what little was left on Q-Link. Parts of this have been done, but not in depth enough for our tastes. FWIW Geos is the first place I used the Z008cc date {BG}

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