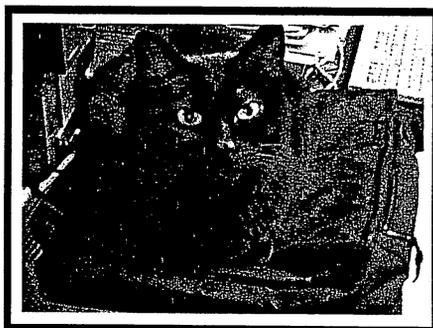


- {1} Cover with gray scale test pic
- {2} Officers, Next Meeting, Contact
- {3} June Meeting Notes
- {7} LR Rambles
- {7} Geos & RPG
- {9} GeoPub Work
- {12} My Story by dmackey828
- {13} LR on Geos Submitting
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- {17} 4000Powe Tower Update
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- {19} July Issue Ends <stop cheering>
- {20} Wrapper with expiration date



The Village Green

Officers of the A.C.U.G.

Those that didn't run fast enough

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley (#16)

Commodore Librarian: Imperial Warlord (#2)

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

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

Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen (#3) Imperial Warlord (#2)
WareCat (#23) *Cracking PAL->NTSC* Mad Max (#21) *Linux & General* Destined (#8)
WebMeister Balzabaar

A.C.U.G. History & Policy

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

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is \$18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 20 pages in booklet form. Most often done with Post Print 3.8. An Electronic version is also at times available. Members are able to have the longest time and no U/D credit cost on the BBS (currently being rebuilt) Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponsor shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS (both options are being recreated at this moment) We consider ourselves to be the most fanatical Commodore group in the multiverse.

Contact and Next Meeting

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

Voice/Machine: 503-325-2616

BBS (being recreated) 503-325-2905

inet: lordronin@vcswab.com

sho-vah side Ph# 503-325-1896 Inet: alberonn@qwest.net sho_vah69@yahoo.com

Website <http://www.acug0447.com>

Next Meeting is 7:00pm 15/July/08ce at Mohr Realities Games. Demos, visitors and Smokers welcome.
31st anniversary meeting

Notes from 18/June/2009ce Meeting which was held on 19/June/2009ce



Open: 7:00pm



Newsletter: April: Approved May: Approved



Chancellor Report: Because of a bit of an emergency. Neither LR or No.30 would be able to attend the meeting. Rather than not hold one this month. Decided to postpone it for 24 hours. Bummer is that this occurred at the last moment on Wednesday. Change was posted in the ACUG mail list.

Our constable A500 has been recovering well. After returning from the vet. Now she is lively, purring and very loving. If all works as planned, we will lose her as constable in a month or so. As she will be going to the kibbutz with the other furry feline fertilizer factories. If, they can all get along. Worry is that the three years plus that she has spent in the shop healing from the abuse. Both mental as well as physical healing. May have made her too ingrained to leave her little ACUG GHQ home.

LR has a report on the problems with last months newsletter and the last tests done on the SD cart idea for the BBS. This month thanks to the forgotten I28D KB. We can put out the newsletter.

Ryte Bytes for June arrived. Kansas City group has had a problem with the Editor who is also the President. He had to miss the May meeting. Because his wife of 26 years was graduating college with her second science degree. Alana <Lenard's wife> is training to enter the CSI field. Sadly he will miss the June meeting as well. They have dinner tickets for what I understand as a dinner theatre. Bummer is that the date conflicts with the meeting. And this is the their wedding anniversary dinner. (editors comment: hmm maybe that is why I am no longer married. I went to the meetings and not out with the wife <BG>) Lenard doesn't go into any depth on what happened that clouded las months issue. Save that it was a personal & matter and private. Not dealing with the CUGKC or the Commodore. There are a few members of his group that have not yet presented their e-mail addies for the multipage jpeg issue that he is producing for the group. Though there are a few members that are not wired to the inet (editors note: we also have a few that have no desire to be wired) Ryte Bytes will be sent to Nigel at Commodore Free in the U.K. (editors note: we have been doing the same for several months. Gives more Commodore data for Nigel to use in the magazine. Glad to see another user group doing the same.) Lenard also reports the Nigel at Commodore Free is using his story of the Pulpit BBS. Which originally appeared here in The Village Green. Thanking the ACUG for permission to reprint the article. (editor note: our policy is that anything we publish in this cat box liner is open for republication. Like it if the original

source is cited. Spreading Commodore information is our goal! On the home front, Lenard explains a bit on the different things that they are doing to buy the house in which they live. According to Jack's insert, as he had to miss the meeting that day. There was a winvice demo at the meeting.

Want to thank c64geezzer, as he has renewed for another year of the ACUG

✓ **Treasurer:** \$36.20 Funds on hold in the account as group agreed to fund the repair of the keyboards. After repair cost remainder will be placed in the jar.

 **Commodore Librarian:** Time just leaped up and said, "hey it is time for the meeting and the disk isn't ready." So many projects that flooded the work area, and the disk was pushed farther and farther back. But the bad news is that there is a disk this month. On side #1 we have games, novelty and an interactive demo. First off is Knight Rider. This game was released this year and we gained permission to put it on the disk. Has on screen dox. Rest of the entries are from back issues of the 5C'S disks. Thanks to Al Jackson. New Juggler, an interactive demo. Very smooth animation. Treasure Wheel, sort of like wheel of fortune. Explorer a keyboard game that has you find a route to India. Basic Nightmare, a novelty game that lets you know what the C= thinks of you. Card, a poker game, Dabble one where you are given a description, some letters and must find the right spelling. 5 difficulty levels and level 1 the easiest is still tough around here with the dum ork. Draw Poker with on screen dox, poker game. Apprentice, semi text game that has you make gold before the Wizard returns. Ski Folley is semi like down hill skier. Fast and the trees just leap out at you (G) Side #2 has by request CommodoreFree #28. Mainly a Forth based issue. Good news is that Nigel has gotten quite a few positive reports on the magazine. Stating that even the bad ones had constructive ideas. Last parts of L.R's series on the 64 users book. Things on the C-16 programme. Which a note states will run on the 128 in Basic 7. Much more in news and report. All looks and runs great with the new menu system.

 **Editor/SysOp:** Last issue was a real bummer at the end. That "rR" key went all the way out. And I hadn't made the CyberSpace issue cover, or the last pages. Thanks for this issue go to No.30 as he remembered that I had loaned him a 128D keyboard a while back. Since he wasn't using it at the time. I have it for making our newsletter. OK you guys don't be trying to shoot him for the KB and me having the issue out.

Al Jackson of the C's group sent me an e-mail, that was titled "original ACUG". In there was a pair of photographs from around 1911ce. Very wide ones, almost panarama in style. Showing two groups of NAN <Native American Nations> in full dress with a couple of TeePee's. I can't recognize the area where the photos where taken. Not at the site in Shively park on the mountain top here in Astoria. Where I was told that in the 20s there was a large gathering of NAN. Nor have I in the 35 years living in this area, seen those photos before. Makes me want to try to research them. So a big thanks to Al in sending them to us, and they have been saved. Should be on the next MossyCon CD.

Now then for the CyberSpace readers. By now, if things worked out correctly for me. You have seen a marked change to this issue. I gained a different copy of GeoPub, and at this time am experimenting with it for us. First tests have been a success. No duplicate pages or things placed in the wrong spots in print out of file converting.

On the SysOp end. Well the test with the jumpers failed on that SD device from Eddie. Placed exactly as the jpeg that he sent me. I tested both of the controllers, and used the 2gb cart that I had made with the funky system previously. Then the 4gb one that Eddie had made and sent to me for the testing. Both came up with the "78,SYSTEM ERROR,00,00" message again. I am afraid that when No.8 did the board in backwards. Well it is his system and I can't see the pins or have hands that will work to that detailed need. Something got fried. Though on the 13th of June, Victor came by, and was impressed with the system from Eddie. He didn't think that from what he saw, any power was transferred between the boards. But he also didn't give it a full look over. As this is written as notes before the meeting. I hope that more can be said, but I may have to see about saving up and buying this device new from Eddie. Who is the man that makes the SD-SCSI-IDE back and forth thing.

On that note, I have also been in contact with Jim Brain about his uEC. Regarding will it do the same thing for me as Eddies system. As this note is written, I am not understanding all that he said to me in an hours worth of PM on the Saturday <13/June> #c64friends chat. Looks like it has some of the needs. I know it at the moment will not do Geos, but that may be fixed, in the future. Sent off an email to him, at his request and hope to learn more on will it work for the BBS. Cost is about the same AFAIK for his and Eddies units. At this time, and this is based on very little understanding of things. If this unit works for the BBS, I can go that way, and use a replacement system from Eddie to operate the Geos section of my work.

 **Deputies:** Since No.16 is gone for most of this month. He hasn't been able to concentrate on the users group with his National Guard duties. But trust me good <?> old LR has a load of plans for him upon his return (SEG). Such as the disk alignment tasks and other testing operations. Having his things ready for sale.

Sadly with the recent health level drop for a bit with LR. No.30 has only been able to move some of the things around in the shop. Trying to make an area for that A2000, when the battery is installed. A project that is on hold till all can be here for the hardware day of projects.

 **S.I.G.s:** *Geos:* Mostly this has been creating an adventure for No.16 to run in our game group. As he is learning to run his own adventures, before starting his own game. A multipage adventure drawn up, with maps. All done in Geos, and then made into a post script file and converted on the linux system to pdf. Sent off to him as he is doing his 2 weeks a year training. More on this in the Rambling section, as it deals 50/50 between C= and RPG. Did do some experiments with the new GeoPub, and post print B4.0. More on that in Ramblings and updated through out the issue I suspect (G). There was some work done in editing the GeoPaint maps. Using the copy feature on a graphic font. Then moving to pixel edit for the

clean up. Must not forget some discussions online with dmackey828. Lending a hand in his start with GeoWrite. More on this part around his articles that appear in this issue. Including LR's failures in explaining and remembering what to explain to dmackey828.

Another bit of work done in the Geos area, but that laps over to the RPG part. Did some scans on the linux system of the 1985ce FASA Dr. Who PC sheets. Then put those on a floppy. Down to the shop and the Geos/Wheels system. Where several copies were printed out, thanks to post print 3.8. Along with another errata fix and increase of data on the Morrow Project PC sheets, made in GeoWrite.

RPGs: No.30 has been working off and on with his recreated M.S.P.E. character generator (char gen) . Stuck at the moment on a problem, that I haven't heard all about. Nor with health and the projects I accepted to do, have I been that great of a help in my own limited knowledge of programming. Need a push from some place. So up to me to hunt around for that spark.

Demos/ Discussion/ Close: Demo was in parts. Much of the work is discussed in the Ramblings section. What was shown at the meeting was the 11 page print out with a jpeg placed in different areas of the pages. Text flowed around it as is proper. No colour cart in the laserjet so we could only see it as B&W. However, before the meeting the entire adventure was created and placed in GeoPub. Full report on this is in the ramblings section. There was a colour cover made for the adventure. Prior to the meeting this was shown to local members on the linux system. As well as being sent off as the demo to some of the CyberSpace members for their appraisal. Reports that came back in were favourable.

Games from this months disk were shown. New Juggler amazed the members at the smoothness of the animation. Treasure wheel had some play <many minutes of play>. A game similar to wheel of fortune. Explorer, a game to make a route to India. Killed off LR shortly into the game. But he did get the only whale in the fishing mini game, during the demo. Basic Nightmare, a novelty game. Did have some interesting things to say to us about the Basic commands we entered (BG). 5 Card poker had us beat and in the hole. Dabble, a game that gives a definition and then a collection of letters. Where you are to spell the word. Well at the easiest level. Not that easy, but so frustrating that you can't stop playing. Draw Poker, well it looks nice, and it beat Leiko. There were some jokes about her playing it some time as strip poker. The way she lost. Apprentice, where you try to make gold before the Wizard returns. Ah well, we lost all the gold. Ski Folley, an arcade like game. Where you are going down hill and the trees just seem to leap out at you. Thanks to Al Jackson at 5C's for those games. Except for Knight Rider. A new release this year and on the disk with permission.

Discussion was on the repairs for the 128D keyboards. Much on the use of the working Geopub and ideas for projects, that LR couldn't stop talking about. New character record sheets for all of the game group games, in Geos. Getting that dotbasic-plus tool and making our own disk mag. Closed for the continuation of meeting on the IRC, and LR sending out

the disks to CyberSpace members. Local meeting closed at 8:30pm. Cyberspace one at 10pm.

Lord Ronin Rambles

Well time to babble about the things going on, if we are lucky there will be enough to cover the issue and none of my articles need be placed in here to drive you sane (G). So then what is the stuff that has happened since last meeting? Hit you with the SD and BBS thing already. Said I needed to talk more on what is happening in Geos for No.16. But there was another development that took place. Victor, guy that used to run a BBS, and is C= and Amiga savvy. Popped by the shop for a few hours on Saturday the 13th of last month. Though I am told that it is really called CATuesday, by the felines in the kibbutz (BG). He told me that he is working on a new tower for me. Ah no not a C= one, but a linux one. Seems that No.16 decided to strip out his old fancy tower, that he doesn't use and have Victor make a new one for me. Must explain that Victor is licensed and all that sort of drokk for this computer stuff. Runs a shop and some sort of networking business, and I have known him for over 20 years. Even have his 64c, well most of it, did change the KB once. Anyway he talked to me about the system he is making, wanting to know what I wanted in it, which is way past my head. Since I don't know what it will do, don't think he can put in that 64HDD thing for me. Anyway, as this is written 5 days before the meeting. I have no clue as to what is happening. But if this does come about, then that pos compaq that likes to shut off completely, disconnect me from the IRC, and close off firefox 34 times in under 45 mintues for No.30. Shall be off to the side. As I understand things at this time. No.8 is bringing a replacement for the pos. Which will then be made into No.30's own computer. As at the moment we are sharing the one system. Or some such arrangement to have two working systems in the place. As that is the eventual idea. Though the information on cost and arrival of the system to me is not known and can be many months to pay for it on our budget.



If the fonts work right in post print, not all do there are some graphic ones above. If you don't see them, well post print didn't like them. Looks nice here in GeoWrite. Besides it sets it off for you to bypass this section.

Past issues have had things on creating games for RPGs in the world of Geos. Never really did that in depth or completed it, must get to that some day. Good news, this isn't the day! Nope this time around is explaining what I have done to help our No.16. Of course I must relate it to the C= and Geos.

Starting at the best beginning spot that I can think of for this trip. Wanting to run a game. There are many things that are involved with this action. Thankfully for this bit, only a few things need to be mentioned for you. First is the level of the game vs. the level of the guy wanting to run the game. No.16 wanted to run a game and became bogged down in all the material. Several thick books that needed to be poured over just to help make a character for

the players. Game is good. But the level of the game is not what a beginning DM <the guy that runs the game, and tells the story> should approach. Sort of like, you just finished the 64 users guide book, and now you jump into C on the Commodore.

Over 30 years ago we came up with this formula for a guy that wants to run/DM a game. <1> he needs to be the party leader of the current group of players in the current game. Then after that has gone on for some time. <2> he then runs a small adventure, from a published source. We used to use a Dragon Mag adventure for AD&D. <3> the he runs a full blown published adventure. <4> then he writes up an adventure to run. Yeah that is a place to bring in Geos. But not yet. All of the above steps are done with the existing team of characters under the watchfull eye of the senior DM. <5> time for him to create his own game world, with new characters and start DMing solo.

Well that is great for the days of long past. There are no magazine short adventures for No.16 to run for the Morrow Project (a post apocalyptic sci-fi game). That was released around 1983ce. Oh there are published full blown adventures. I have all of them. So he can use them to advance his training.

Morrow Project is the current 4 night a week game that we are playing. Game is basically one book. And that book isn't very thick either. A supplement came out for some better Hand to Hand <HtH> system rules. He and I have both of these parts. Though his copy is newer. Mine had to be put in plastic sleeves and in a 4" binder. Yeah it was used so much that the pages fell out of the staples.

So to help him learn to run games. I took it upon myself to write up an adventure for him. As I am writing this bit, the adventure isn't completed. 85% completed but not all the way. Right now my mind is flooded with things that I can do to pretty it up in geoPub, now that it is working. As the work that I have done, save for maps, was used for that GeoPub print out and disk file converting experiment. But back to the topic at hand, Geos.

Text for the adventure. Which is the general story. Must have holes in that so the players by the actions of their characters can fill in with the interaction of the game world. Story explains to the DM the what, how, why, when, where and who of the adventure. He uses this to explain things to the players. As they adventure and discover the parts. Text was written in GeoWrite <naturally> with the Times Roman at 14 point. Not bold as this has to be made into a post print file and then into pdf for him to have on his system while gone, and then print out for his game play. I used the subscript and superscript at times to indicate specific parts of the information to him. Used oxford at 14 point to break the adventure into a sort of chapter style. Dealing with each section of the adventure. Also used North Gate for the font to indicate the parts in areas for him to know, and for the parts for him to read to the players. All done in specific regards to the current group of players.

Maps for the areas. Gotta know where you are and how far you have gone. Maps are simple things. I didn't do a lot of pretty pretty in pixel edit. Used the pencil to draw the contour

lines, and poorly for the hills and cliffs bordering the play area. Used a fill pattern to indicate more that they where hills/cliffs. Put that in a square in my legend. Oh yeah I used the 1/4" grid GeoPaint sheet that I made several years ago, for my maps. For buildings, I used in some places just a fill pattern in a square. As the buildings where rubble. However, if it shows up here above at the start of this part. I used some graphic fonts from Hilgard 1 & 2 for colour and specific buildings. Maps are for all the encounter areas. Plus an overall map for the DM to use to keep track of the direction and placement of the team in the general area. As there are points selected for pre-set random encounters. On that map I did more of the draw cature lines and fill patterns. Did a spray pattern for the sea on one side. Also used the Hilgard 1 & 2 font for trees and buildings to indicate where villages and encampments are located on the main overland map. Reminds me that I should work on making my own graphic fonts for stock RPG map icons. Did that long ago and it wasn't half bad. More like 60%. Used the font editor, not knowing what I was doing. Bet today I could do better, as I was using the light pen last time and it was hard to keep it on the proper pixel square.

So then having said all the above. The final result will be put in post print 4. Made into a post script file. This will be the Text part and then the maps made into the file. Brought to the linux system. Where it will be converted to a pdf. Then sent to No.16. Save for the converting and e-mail attachment. All done in Geos on a Commodore.

As for how it plays. That is the lesson for No.16 in running it under my supervision. I may have a couple more of these to do for him. Before he fires up his wheels system with his RamLink and creates his own little adventure. Still point here is that it is done in Geos, on the sacred and most holy Commodore. Depending on how it runs for us in the game group. Calling this a beta test. Then I might be able to re-write it as a general adventure. Since it is specific to the existing characters and mythos. Pretty it up a bit and place it on the CD for MossyCon6. As well as the CD for the game shop. Again all but converting and CD burning being done on the Commodore.

GeoPub Work

Right, talked about this in the meeting notes, and a bit in the demos for the meeting. But exactly what did I score up and how can it help the group and the newsletter? Well I have discovered that in some DL I made from some place, and some time ago. That I have a pirate copy of an enhanced GeoPub. Does this bother me? A little bit. Yet at the moment my factory GeoPub disk is damaged from the leak in 2007ce when we had the gale that took part of the roof off. Bummer is that I have been using Maverick copies of GeoPub for a long time. Didn't even remember where the master had gone. But the copy I have been using went corrupt on me in some form.

OK for the new members in the past 3 years. I used to make the print edition in GeoPub. 16 pages for the Commodore part, and the sho-vah, before he became that, made 4 pages on his Amiga in post script. I printed out a master copy, inserted his section in the middle. We then did the photocopy work and hand assembled them for posting. This is before I could do the

CyberSpace issue in pdf. Some bad things happened. The newsletter was done on other printers than the lexmark optra 40. One of the bad things besides what the sho-vah did to us, was the optra 40 going out. That is why I now have 4 dead ones. Anyway, before the last optra went out. GeoPub was doing a funky thing for us. Duplicate pages, I mean by that it was printing the same page twice in the print out. But it was perfect in the editing of pages. We had to stop that, and go to full sheets, or no columns in the booklet format for the print edition. We went for the no columns. Just raised the point size up from 12 to 14. Making it easier to read, without columns.

Oh I have used that GeoPub for little things after it smegged us on the newsletter. Making shop signs and signs for the A frame on the street. Envelope addressing and a few other things. As long as it is just one page. We tried a few months back to make the CyberSpace issue with GeoPub. That turned into a night mare. Many experiments where tried but it all failed on us. Objective was to have about 4 colour jpegs. AIR they where from my little camera that doesn't go over 58kb in size for the pic. Making it great to use in the newsletter. Would have looked great with the text flowing around colour pix. Even with the rotten thing that it made. Those that I sent it to all said that the idea and even what they could see looked good, if it worked right. See what it did was to do the duplicate pages, which naturally threw off all the page count and spacing for the jpegs. Therefore text came out in the wrong places, wrongly formatted, over written and the jpegs also started at the end of the testing to come out in the wrong areas. I posted on the COPS list the problem and asked for help. Bruce Thomas gave me some ideas, that failed. I sent him the result and waited for a reply. Guess I'll have to remind him.

Well I wasn't feeling good the other day. Muggy day here and each year that my health is not treated <we thank the sho-vah for that choice> hot weather does more and more to me. Great in the cool and the rain. But I couldn't concentrate on any of the things in the gigantic stack of projects. Saw that file, a zipped file. I opened it and discovered that it was some form of GeoPub on a .D81. Took the zip file, oh I was actually looking through disks for the Hilgard fonts for the maps. Well took that zipped file. Stuck it on a 71 and over to my 64c system. There I used the Errol Smith unzip tool. Never did a .D81 before. Left it sending the file to a 1581 disk in the FD. Came back later and saw that it had completed, though there had been some bad noises. What I saw concerned me. No not any splat files. A 400+ block GeoPub file. Stock GeoPub is under 400 blocks. I made a second copy from the zipped file. Using the same tool. Since I have this bad luck with 3 1/2" media. Same result, without the big grinding noises.

Now then I was uncertain of what I gained. Hoped that it was an un coded GeoPub. So I took the disk back to the I28D system where Geos/Wheels runs. Tested it from the 1581disk in the 2nd FD I have. Bigger said to switch to 40c. OK that was a surprise. As all the others I had tested gave me that use the original Geos system demand. I made a one page thing, installing a simple B&W drawing from a manga that I had in a jpeg for a task for No.30.

Thing worked and stuck it in there, and made the file, and in a print test, printed it out in post print B4 (more on that in a bit). That GeoPub worked on my system. OK then what can I do with it? Well make the CyberSpace issue into columns, for easier reading, at least I hope so. Did do an 11 page test in both print and disk file to convert to pdf that I could read on the linux system. Yes that manga image was also installed in the document. Doing it as usual in the lay out part of post print. If things work right then I can do many things, that are currently flooding what is left of my mind. Installing jpegs will be easier on some pages, but at this time with only a couple hours of testing. I don't know how to do that in the page layout in GeoPub. Only found out how to do it in page graphics. I should be able to add some colour to parts of the text information. Oh about 30 colours. I have the chart for that, but only did a few of them in the past. Lack of colour printer stuff. Many possibilities at this time for me to consider and try to learn. As much was talked about in the past on the COPS list. That I have long since forgotten.

Other thing to report isn't pirate. I gained a copy of the B4 version of post print. I gained a copy of that when it was first released. B4 was useless for most people that did post print work. Oh it did everything OK save for two things. 2nd on the list is the fact that one has to be very carefull when printing double sided copies. You have to rearrange the paper just right. Main thing was that it didn't print right at all. You lost about 4-5 lines at the top of the page. Not that it didn't print at the top of the page. It did, just that the top lines were not printed, it printed at the top of the paper starting at 5-6 lines from the top of the document. Maurice never fixed that problem.

Well there is a reason for that one. That I just discovered. I had that problem as did many people in post print work using the B4 over the B3.8. Though you have the same shuffle the pages just right for double sided copy work in B3.8. Reason for all of this difficulty. Maurice uses a HP 4100TN <IIRC> I and most of the others used the Lexmark optra 40, or the 45n. I was recently told by a trusted source that there are different code things between the two companies in regards to printing. Sort of lost that techy stuff in my head. Well I have a HP 2100TN. I thought to give it a test. As I had already discovered that it works as post print promised with double sided copies. No shuffling as I had to do with the optra. Bottom line is that post print B4 works as promised on the HP. That is with the text from GeoWrite, and GeoPub. Still cut the top line off of the GeoPaint document. I forgot many of the features that are on this one. So I must experiment with settings. Oh yeah that is how I smegged the experiment. Forgot that it doesn't default to post script level 2. It was at level 1 and that doesn't do the images. I do remember that there is a 7 setting which I was told, and believe the source years back. That could actually end up making a bill board sized layout. Loads of paper and probably some razor knife trimming. If I can get the size right. Be good for the larger A frame sign we salvaged for our new one. Many ideas and all must be done as time and health allows. Lets hope that the CyberSpace issue looks better this time around with this new GeoPub.

And now we have from dmackey828 his story of Commodore. You may think that you are saved from more of my blabbing. But I do have some after comments (SEG)

My Story

My name is Daniel V. Mackey I am 45 and I am a C= addict. Thanks to Lord Ronin and the guys in the Newnet IRC chat channels #ACUG and #c64friends. A big thanks goes to all the people that have helped me a lot lately and they are as follows: LR, Mech, weirdwolf (No.3), Clocky/_Commodore_, Golan, WizardNJ, DLH, Info-Seeker and anyone else I missed. The help and information is MOST appreciated.

I bought my first C= computer around 1984ish. It was a DEMO Model "Breadbox" C64. purchased from an AMES department store. My dad was going to buy the computer so he put \$30 down on it till he could get the rest of the money, it was \$100. A week or two later he decided he didn't need a 2nd C64 so he told me if I wanted it that I would have to come up with the remaining \$70. It took me what seemed like forever to come up with that \$70. I mowed lawns and did what ever else I could to earn the money. I REALLY wanted that computer and I got it about 4 months or so later. While I was saving my dad gave me a green screen monitor and a datasette.

My dad had a subscription to Computes! Gazette so that's what I used for all of my programs because I didn't know anyone that had a C= computer. If I had a dollar for every hour a friend and I spent typing programs in, I would have been able to buy every piece of C= equipment I would have needed.

We would take turns typing in pages of a program, then at the end we would cuss all the errors and "BUGS" that were in the program that didn't work. Most times all we had to do was wait till the next months issue to get the Bug Fixes for the programs to work.

After about a year of this I decided it was time for a floppy drive and a color monitor. By that time I had a job working at a local marina being a gofer for the sales people and the mechanics. When I saved up enough money for a 1541C floppy drive (the white one) and an 1802 color monitor it was like having an entirely new computer. By this time, I had met a bunch of other guys that had C= computers and piles of programs. Let the COPY PARTIES begin. It was a good old time till we had copied everything in sight. It got old after awhile because no one we knew had anything we wanted.

The time and the price was right for a MODEM. My first modem was a Taihaho Model: TH-002 300 baud modem from The Protecto Company. \$79 is what it cost. I still have one of these modems. Wish I could find a copy of the terminal program that came with it. The days of the local BBS scene was beginning. I called local and long distance BBS's for programs and shared them with all my friends. That was some of the good old days. After about a year or two of this, I decided that it was time for me to run my OWN BBS. I bought a Supra 2400 baud serial modem and purchased a copy of DMBBS to run on another system that I had purchased along the way. It was a 64C in great shape. I also had purchased a 128k REU that I upgraded to a 256k REU (Cost me \$129 for 64K or RAM back then.) The BBS was called

"Hell's Boarder BBS" located in Bridgeport, NY. The BBS ran for a year or so. It got to the point that I had my Co-Sysops running the BBS and I just supplied the hardware for it to run on. Worked out great as they did all the user validations etc on the BBS.

On July 16th 1990 (I remember that because that was the first time I got married to my NOW X-Wife) I traded a C128 system to a guy for an IBM XT Clone. You could say that was the start of my transition to the PC Clones. I am not sure when I got rid of the rest of the C= stuff but either way it was a sad day...

Now a BUNCH of years later 17 or 18 years or something like that, I am BACK in full force using the C- systems and loving every moment of it. This is just the general gist of it but during the C- days bunches of things were bought and sold, People met and parted ways etc...

THATS my STORY and I'm Stricking to it....

Daniel V. Mackey aka: dmackey828

P.S: Lord Ronin told me that if I wanted to write a story it HAD to be done in GEOS. This is the first time I ever wrote ANYTHING in GEOS.

Lord Ronin's commentary: I think it was the threat of me writing more articles for this cat box liner. That prompted dmackey828 to write this bit for us. Or could it have been the constant nagging I did to him? Hey I have more EX wives than he, so much better at the nagging part. Years of lessons (LOL)

Seriously dmackey is one of our new members. This will be his third newsletter. 1st was the free trial one. Stuck out on the East coast, I can just see him on the BBS when we are back up again. Hope that you have an unlimited calling plan. ACUG members will not have to deal with credit needs for files. Also will have more than a couple hours a day on line. Note the shameless pitch for the return of the BBS. Now I am hoping to see more articles from him. As the latest that I have heard is his work on burning eproms. Gaining vast amounts of information, that we on the other side of the continent lack. Along with several new bits of hardware. Like to also hear about the new 64Kvdc chip thinggy he picked up. Oh and of course I want to hear all the glory/gory details about his BBS. Things like the topics of the message bases, what games he ran there, how the U/D area was classified. All of that sort of thing for my demented mind. Besides it would be his writing and not mine, so that saves you guys from me.

Techy stuff here for a moment. Yes this is the first thing that dmackey828 has done in Geos. Have to addict him more, to it for the newsletter. By the time you read this, I will have gone over the information with him that I present here for all. As it is a way to explain article submitting for us.

Right GeoWrite is the preferred way of files for this fire starter. There are some things that need to be covered. Things that to me with a bit of time doing this, are obvious and to the cherry Geos user, ah not so much. So this isn't a dump on dmackey828, it is a thanks for reminding me things that I have forgotten to mention in the past. I received his article in a zip file. Sent as attached to an email. Stuck that on the desktop of the Linux system. Popped it on a floppy at hand. Then today <17/June/09ce> put it onto the C= system. Used GeoZip to open it up. Expecting to see a file in CVT. Ah no, that wasn't what was there, but a .D64. WOW I thought, he sent me a mess of articles and I won't have to write anything for months. Making the readers so happy, they may actually read the newsletter. Such was not to be the case. (yeah this is also a lesson on how to take a few things and turn them into an article for the prospective writers) Thanks to dmackey828, I was able to replace my GeoBeap v2 file. So in Wheels I opened the .D64 onto a disk in the drive in the 128Dcr. Found two files in there. This one and one that is .WR3. I dispise that system, as it destroyed a collection of RPG aides that I had. As I am writing this after editing his work. Not seen what is in that I block file.

Backing up here for a moment. I told him how to do the Convert 2.5 and to use the Pasi Zip tool that I sent him. What I didn't tell him were two things. Tis really nice to put the "filename.cvt" as the name of the file. Lets ancient old dum orks like me know that the file is in "cvt". Many files from GEnie where destroyed here, as they didn't run and they were not listed as being ".cvt". Ah if I knew then what I know now. The other thing that I didn't teach him was that he could have just zipped up the one file. As that is one of the options in the Pasi system. Rather than the entire disk side. By the time you read this, I will have explained that to him. My fault as I should have been more specific on the information.

Format of the article. OK in his I added the graphic font to the title. Made it bold faced for the print edition as that is how we put in the Village font. Did some outline to fit the style we do for the print version. Fixed some obvious spelling errors, mostly caused by sensitive keys. Added that part for No.8 and corrected a Nick. That stuff is common for me. Also I changed the font to Times Roman from the BSW one. Here is the thing that I didn't teach him. That I should have as we discussed over the couple of days before I gained his work, on how to use GeoWrite. I missed a few things. One of them deals with fonts. As he has the MossyCon5 CD. There are some where near 100 fonts there, converted and zipped in groups. According to something that I read recently. LW_Roma is the font that compares to Times Roman. I don't use it as I have the Times Roman from Dales disk. This is bringing me to font use, and the DB <Dialogue Box> for the file. On this side it isn't really a problem what font that you use to write the article. As it is converted here to the one(s) we use for continuity. Unless there is a special font that is needed. Only have seen two fonts that are needed in that way. First is a graphic font for some illustration work. The other is when doing a type in line for a prg. There are ways to insert the graphic font in a diagram. Do that another day. Deals with GeoPaint and photoscraps. The font for a type in programme should be "CommodoreNLQ". Which I think I may still have and can send to those that need it for the work. Though it isn't as pretty as a post script font. My viewpoint <did a long article on this> is that I would rather see the type in lines in the same font, looking like it will on the screen. Rather than a off beat font that has to have a code key in the book/mag.

OK now to the DB. In Wheels this is found by highlighting the file. Then pressing the $\text{C}=\text{}$ & Q keys. Looks a little different in Wheels than in stock Geos. So I just looked at dmackey828's file that way. Hmm he saved it last on the 15th of June. There is also a box underneath all the techy information. Where one can insert maybe three lines of specific information. I use that for the fonts that I have used to make the file. As in this one it will read "times, oxford, higar d1&2, north gate, dmgalley" Because if I don't have those fonts in my stack on the work area. I will get the BSW default.

Another thing I must present to the writers for this poor excuse of a paper towel. Page set up. I use a system that has evolved over the years. For setting the paragraph and margins. Works for the things I made here, and for other places like my time as Managing Editor for the CML. As it fits the printers that I have used, and fits nicely in binders. I set the paragraph at the 1/2 mark on the left. Set the left margin for the line just to the left of where I have the paragraph. Gives a one space indentation for the paragraph. Right margin I set at the 81 mark. For me this fits what I am doing. As there is a sort of margin around the print out already when done with what I have.

OK I can set that up on others work in just a few seconds. Do the $\text{C}=\text{}$ and "V" to make all the adjustments for one page. Sort of a one page global setting thing. So it isn't a bother or a problem in how you set up your submissions. I can easily adjust them for the newsletter. Where I have problems is in the Shadowland area. As these are ASCII originally. I transfer them as stated above. Then use Wrong is Write to make them into GeoWrite. But editing is a bit of a chore. Spaces and paragraphs are all smegged. I have to manually adjust that for each bit. Takes a few minutes, but the result I hope is informative.

Well that covers stuff. I want to thank dmackey828 for his article, and giving me the reminder on the things that I failed to mention to him, and to all the others. Of course I have a long list that I have been giving him of more articles. That way you guys get a rest from this ancient old freak. Oh one little thing I forgot to mention, dmackey828 is a gamer. Just not active at this time. Now can we get him in the adult PBEM's when the BBS starts again? (BG)

Eprom Information dmackey828

If all goes as planned, I will be writing more about eproms and making C- cartridges as I learn and progress in the "ART" of the carts. So far it's been fun and a pain in the backside but I have been getting result as some of you may or may not know. This article is about how to figure out what eprom you need in relation to the file you are trying to "BURN" to an EPROM. Don't know what an EPROM is? Well check out <http://www.cpushack.net/EPROM.html> for info.

I am by no means a GENIOUS at making cartridges at this time. So please don't assume that I am. I always wanted to make a cartridge for what ever use I could make it for. So I am teaching myself how to do it, one step at a time. As far as I know, there are no single webpage

that tells everything that needs to be done and HOW to do it. That makes it so I have to hunt up everything I need one web page at a time. If you know of any good information that could help me, please send me an e-mail to n2dvm@arrl.net.

Any time you want to "BURN" a file to an eprom, you need to know the size of the eprom so that you have plenty of space to fit the entire file onto it. As I was looking for information on EPROMS & Cartridges, I came across a webpage located at <http://members.optusnet.com.au/vortex69/ROM/ROM-MENU.html>. When the page loads, click on the "Utility Cartridge-ROMS" link. A page will show information related to the size of the EPROMS needed in relation to the file size you are trying to burn to the eprom.

MAX File Size - EPROM Type

1K File - 2758
2K File - 2716
4K File - 2732
8K File - 2764
16K File - 27128
32K File - 27256
64K File - 27512
128K File - 271001

Well thats it for this article, I hope I have taught you something. I like to pass along anything I have learned to others in the hopes it make your future projects easier.

L.R additive: A.K.A. space filler drenn. I too hope to have more from dmackey828 on his eprom work. At the moment I still have yet to find one disk from 5C's to complete the information to send to dmackey828. Which is a sort of walk through learning system on eproms. Anyway you guys lucked out this issue, at least the print readers. As two articles from dmackey and that cuts down on my drokk for the issue. Though I will be adding pictures to the CyberSpace issue in an experiment. They will be getting more drivel form me. So anyway, should we try to CONvince dmackey to sort of journal/blog his eprom work for us here in the pages of the best cat box liner in the quantum universes?

Of course I would like to have more reports on our members and how they entered the world of the \mathbb{C} left it <lf they did> and returned. What they are doing now in the field, and of course any tips, hints, questions, ideas, requests and the like.

GeoPub Update

Could put this in the Editor/SysOp area. As the experiment came out a day or so before the meeting. Better here in my mind, since it flows with reading time, as it did in experiment time. Anyway I made the RPG thing for No.16. Finished the text and the maps. All in Geos of course <G>. Then put the text in the GeoPub prg. Made it as two columns. If I lower the

font to 12 point from 14. I could make three columns and have more data for the work, in less space. Look more like the old game module that way. OK I checked each column and page in the editor. Comparing them to an earlier print out. Something went wrong. But in a good way. As I had made colour cover, learning how that works and the proper colour over colour thing. That was page #1, and there should have been a total of 16 pages. Since there were 14 1/2 in text. I ended up with approx. 14 pages. If there is anything missing, I can't find it in the GeoPub part. Next I went to post print B4, yeah that new one which was working for me. Laid it out and added four GeoPaint maps. Turned it into a linux post script disk file. Used GeoDos to put that on a floppy. Took it to the linux machine. Converted it to a pdf and gave it a look see.

Colours on the cover, ah this is the only time I can see what it looks like in colour. Not that bad, though what colour for text works over what colour for a background. That is still a work of art and not a science. See it uses the fill patterns of GeoPub/GeoPaint. What I see is the text in the fill pattern. Which makes it a tad bit difficult at times to read what is written. Anyway it didn't turn out too bad for the second experiment. Next I read all the text, again if there was something missing. I was too rushed, too sober, too something to see it, as it what ever it may be, didn't show to me. Looked like all the text was there for the adventure. I had even added at the end a final note to No.16. About the adventure and the next part. Along with a test of a graphic font. That failed to work on the cover when scaled. Worked OK in the text part.

So it was all fine for text. BUT!!! the B4 post print problem arrived with the GeoPaint maps. Top line, ah that is where I had in the black border, using reverse text in GeoPaint. Placed the names of the maps. Along with the next line down, missing!!!! Too late to destroy the document and do it again. I had made the stupid mistake of accepting that since the GeoWrite text was ok, then the GeoPaint would also function. When printed out, the tests done earlier covered GeoPub and GeoWrite, but not GeoPaint. Sent that off to NO.16 along with an explanation of the problem. Next day I sent off the corrected maps. Making them in the usual disk file for linux. But this time using the v3.8 post print. They came out perfect.

I will try that v3.8 out for the CyberSpace edition. If it fails. I can remake it with the 4.0 for us. Since there won't be any GeoPaint. GeoPaint is added to the file in Post Print layout section. While the jpegs are done, in GeoPub v1.1 in text graphics. But to place them scaled in the text itself, the page layout part of GeoPub. I must make an empty box to hold the area. Then hope I can read my notes and in the Post Print layout, place them in the right spot. As well as scaled evenly. Still working on that one <G>.

94000 Power Tower Update

Received a message from Duncan in Calif. He had gotten the new 4000 mother board, and it works fine. On the morning of the 18th/June/09ce. There was another message. Mother board still works fine. But the busboard <no idea what that is> has a problem. Things are taking a super long time to work. As I remember what was written. The SCSI device took over 15

minutes to activate. Cost for another one will start at \$300. Making over \$500 that No.30 will have to shell out for this tower. Which was said to be working and the sho-va gave it to him to cover a debt. Which for the record was not as much as the cost of the mother board. Along with the tower came the Amiga disks and hard copy. That turned out to be some library, some that belonged to No.16, a few hundred that No.30 had been waiting to have returned to him for 10 • years. And yes some of the disks and other items were mine. Just more that the sho-va is going to have to explain and repair for his attacks against us.

<20/June/09ce Saturday> Like usual, woke late and after a cut of spam on the e-mail account. I saw that Duncan had sent another msg to me for No.30. Part of it was a suggestion to sell some of the rare boards, like the Picasso one. In order to gain the bread for the new busboard. Another part was that he would also look around for a used one that we may be able to afford and place in the Tower. No.30 is not keen on stripping down the tower to make it work, by selling off the components that he wants in the tower. So at this time we are stuck. More thanks to the sho-va on what appears to be a premeditated attack, added to all his others, on us as individuals and us as a group.

Plans - Ideas - other drenn

Little Leiko is gonna be tricked at me. She had me write a bio of my entering the world of C= and place it right after dmackey828's intro piece. I hate doing personal ones. So when I saw that this had reached the limit of page count for print edition. When I entered the rest of the meeting notes, and updated information. Just couldn't see 2 1/2 pages about me as being relevant to the newsletter. More interested in what you guys have to say on your background in the Commodore. I deleted those pages, and stop your cheering about that. She is gonna get me for killing off those pages.

Anyway, as I fear her wrath, of the cold bed. I consider that these pages should have prospective things on our work presented. Not the old days syndrome. What are the plans, you might ask. Followed by what are the problems to the plans. That is what this part is about. Our ideas and plans for this new tool we have working for now.

I have spoken in here about the colour that can be used in this GeoPub tool. CyberSpace readers will see the experiment. Print readers, sorry, no colour cart in the printer, and cost of photocopy of the issue in colour would drive the price up, and I am trying to get membership down in cost. Though for the print readers. I will have the CyberSpace issues on the next MossyCon CD.

Dale Sidebottom for his users group newsletter did the colour and the few I have are very good. He placed colour jpegs in the pages with the text flowing properly around them. Making full pages, rather than booklet. In the past I had made the full page and the booklet issues with inserted jpegs with GeoPub. Till about 4 years ago, when the hard drive locked up and was sent to Maurice, the prg started its frell ups on me. Then as told earlier in this issue I

went to the full pages no columns in the booklet style. No I won't be going to columns again in the booklet for print readers. Full pages are easier to read, say the members in the past. But I may get brave enough to try to insert some B&W images in the future for the print issue. Not just on the cover, but in the pages.

CyberSpace readers will be tormented this issue with the experiment. If it works, then they will have some meaningless colour pix tossed in the pages and we all hope for the best on the result. So if the result is good, what next? Hard to say, as you haven't seen what comes out of the project experiments that we have made so far. But projecting the idea. We can place colour images into the pages, text floats around them. A page can be made with jpegs on it, and text can be entered. Not going to bore you with the how it is done at this time. That is a report for later, when I understand it better and can talk about it for you. But what can be done? That is the question of the moment. By the use of this tool. We can create books for Commodore use. Beginners training manuals if that is a better word. That will be illustrated with images. Plus, yes for the RPG part. We can make the adventures and articles look much better than just words on the screen. Images that can help the document, can be installed. This makes Geos into more of a desk top publisher <DTP> than before. These files can be made into post script with Post Print, as a disk file. Then sent to the linux system and made into pdf files for distribution. Like on the CD. If we had the proper printer and colour abilities. We could actually print out our own limited edition books for members and for the shop. Well we need a new printer that takes the 11x14 paper and colour abilities.

Trying not to go into long winded excited didactic on the ideas. Lets get to the bad part first, before anything more. One problem is that GeoPub only takes 16 pages. That means I have to have several 16 page files of GeoPub and assemble them in Post print. Or in a more relevant example. I have to have one 16 page GeoPub file, and then one 4 page GeoPub file to make the 20 page Village Green newsletter. There is supposed to be a way to have the page numbers show up properly. But I am not making heads or tails of in in the GeoPub manual. The other bad thing, or problem is the size of the file. Too many pages with too many images will take it over the 1.44mb heretic formatted size on the floppy. According to Jim Brain, there is with his ulEC the ability to transfer the SD card to the HD. Doing that would let me have larger documents. Yeah more of my drivel to read. Only problem is at this moment, as I understand it right. Jim's ulEC doesn't handle Geos. But if the SD card can be read, and thanks to No.8 we have the reader thing. Once we have the thing working with Eddies system. Then we can send the files to the linux HD and have them as pdf. Which can be placed on a CD for us. And yes the local print place can take that CD and print out the files, in colour as well. Loads of ideas, and not the skill to make them. But lets see how well the failures turn out (LOL)

cover pic is of the fixed A500, a gray scale test

End of Print Version - Start of Cyberspace Additives

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