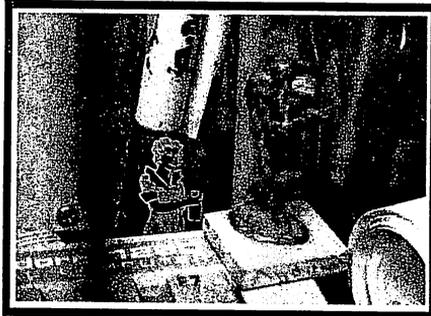


The Voice of the A.C.U.G.
Moving into 32 years of C= support and fun
Da Stuff this Mont.

- {1} Jpeg testing and contents
- {2} Officers, Contact, Next Meeting
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The Village Green



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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. Cracking PAL->NTSC Mad Max (#21) Linux & General Destined
(#8)

Deputies: Commodore Librarian #30, Editor Vixen (#3) Editor dmackey828
SysOp Imperial Warlord (#2) SysOp Vixen (#3) & WareCat (#23) 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 \$10 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 \$1.00 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@vcsweb.com

sho-vah side Ph# 503-325-1896 Inet: alberonn@qwest.net sho_l_vah69@yahoo.com

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

Next Meeting is 7:00pm 17/Sept/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

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Notes from the Meeting of 20/August/ 2009ce

🕒 Open: 7:00pm

✉ Newsletter: Approved

🔄 Chancellor Report: First order of business is the lack of our black furry organic A500. At 7pm on 21/July/09ce. She was, as the George Carlon line goes, "We snatched that pussy and put her in a box". Taking her up to the kibbutz. Not too fond of the other felines. Even her old boyfriend and their daughter. Her desire is to continue as Constable and protect/defend her pet hippy (LR) from the other felines. (Update:) Just few days before the meeting. A500 has left the freaks bedroom. Claiming the phone stand in the kitchen as her tower. A slight disagreement with one of the other furrines about that spot as personal territory. She has been eating near the others, growling at them and does not like the bully cat at all. Ah the law of karma. No longer any fear that she will have to spend the rest of her life alone in the shop. (Update: She has played with the foil balls and the red dot)

Report here, but the details will be from LR. Over 200 disks arrived on 31/July/09ce. Came from a guy in Georgia that is parting off the remains of the users group. We hope to pick up more items.

We had a visitor on Saturday 1/August/09ce. Gene Woods an old member of the ACUG and current member of UPCHUG. Popped down from the Seattle metroplex. Doing a photo shoot of the area. He was able to stop in the shop for a little bit and talk about the things of C=, our group, the UPCHUG, FCUG, and 5C's. Sadly like so many others these days. Work and money are hard pressed to find. Though he did express interest in rejoining, and most assuredly wants to make it to MossyCon6. After the shop closed, Gene stopped by the kibbutz for a bit. LR was on the linux system in IRC at that time. Chatting in the #ACUG channel and in #c64friends. Gene was impressed or taken back at all the C= things in the hallway and in the game/computer room. LR is addicted to the C=. Said that when time and funds allow, he will be back for another visit. Again saying how much he wanted to make MossyCon5, and intends to make MossyCon6.

6/August/09ce a box of books arrived for us. Coming from Fuzz-R64 in Canada. Some of these are duplicates from our library and will be offered to the members. Others are new to us and go into the collection for our future use. LR will have more on that in his Rambling section. After he sorts and looks them over for us.

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Ryte-Bytes arrived as three jpeg pages. Lenard speaks on page one about the problems of they are getting, they are not getting to buy the house. Will stay, will have to move, roller coaster of stress and emotions over the past month. Does appear to be that they are more secure in buying the home. In the second column on page one. Lenard speaks about not a lot of C= things happening. At least not for the stock machines. Saying that most he has seen is down on or was that for, emulators. He gives great praise to Dave Moorman for things like dotbasicplus, a programme that I have to order for us. Though Lenard hasn't gotten the hang of it yet. Dave also sent him a Mr. Mouse programme to assist. Alana, Lenard's wife has stated he isn't writing enough. Now then I sort of lost the track of this part. She has graduated and is looking for work. When that happens she will be attending college part time for a BS in biology. In some form, this will be a help both financially at the home, and in time for Lenard to write more. Stating he has several C= projects, rewriting and publishing his book (We have an original copy in our library) along with some christian material to complete. On page three Jack talks about the last meeting. Where Gary did more with winvice (note: yes the new linux tower at the kibbutz, has vice) Lenard was able to make the meeting and brought newsletters from, well us. As well as 5C's disks. I don't know if Lenard had them on a lap top, or he had printed them out. As we exchange CybeSpace with the Kansas City group.

AmiTech-Dayton Gazette: Popped in the mailbox on 15/August/09ce. Eric starts with Amiga news happening. MorphOS has a new update and is now at v2.3. He intends to show "GrafX2" at the meeting. This being a paint programme like Deluxe Paint. Several other bits of new information for Amiga. Though at the point we have dropped to. Amiga at the moment is having another group install OS3.9 on my 1200, put the battery in the A2000 and hope we can find that busboard at a price we can afford for the power tower. At the least, when we have a working Amiga, we now have some books and mags in order to learn the system. (note: I discovered that on the new tower there is installed UAE. Think that is an Amiga emulator)

Eric goes on for a column about the piracy topic from last month. Is digital copy, stealing of something physical? Personally I don't see my copying a disk as stealing a physical thing from the owner. I mean I copy a C= file, like a multi sided RPG game. Did I steal the actual disk from the owner? In the case I present, no I bought the factory copy. Why do I copy/pirate things. Because I don't like being punished for something that is not my fault. In my case, well you just don't go to the store and buy that multi disk game off the shelf anymore. As it has been out of print for about 20 years. They don't make it, why should I be punished for that? So to gain the material I must copy/pirate it. Now have I stolen anything from anyone in this case?

But that is me, and Eric doesn't cover this sort of preservation piracy in his article. I just wanted to make our point and stand clear at this time. Eric does make mention of "Draconian" practices. What he calls "One Machine Licenses". I have heard of these, where if your machine crashes, or you must replace the HD. Hey man you gotta buy the Xpensive programme all over again. Years back some guys came into the shop bitching about that with

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some office prg for windoze. One of my sons, who doesn't use C= or linux or Amiga but the heretic system. Hasn't paid for any of his programmes. DL-ing and or being given pirate copies of current software. His reason for this action. Not anything that Eric listed, though I would lean to the Socialist free information part of his article. Nope this son of mine has the reasons of the software being too expensive for the buggy bloated and won't be around that long windoze software. He doesn't feel that if he paid for it, he would be getting his monies worth in use for the time it would be capable of running on his systems. You know before the next upgrade makes what you have useless.

Now I agree with Eric that the creator of the digital product should have protection. He should receive some form of payment. Like Eric's own work that he has on his site for sale. pirating that is wrong to my mind. OTOH for us, we make things in digital for the C= community. Try to sell some of our work for fund raiser. But in truth, the stuff is for the world. But that is us. Eric stated some of the attitudes for piracy/copy work. I want to add the two I have mentioned above. The company/author doesn't make/support it any more. Do they have the right to punish the interested party of their software? Some say yeah they do, and others say no they do not. In truth I lean to the no they don't. They wish to stop making it, they don't want any money for it then. They stop support for the product. They don't want the product. As a user of the software, I want to use it, and that means to gain the software. I must copy it. They force me to do this act. If you have ever called a company and gotten told that they don't support, or make the software anymore and to buy a newer machine. You too might start feeling a might oppressed by them and desire to fight back. The other reason that I know of to pirate software, stuff that is currently in support and production. Cost vs. quality. Like that son of mine. He doesn't want to pay hundreds of dollars for a product that is worth only a few dollars. Because of what it does, and its short life span in relationship to the windoze world. To his mind it isn't worth the listed price. Yeah I am trying to get him to go to Linux. I do see his point, and my bias towards windrone stuff makes my personal feelings go off on rants. There will always be piracy. People will fight back against the oppressive megacorps. Some in a sense of revolution for freedom. Others because they can. Like those cracking wars I heard about in the 1980s. Others because of misguided beliefs in a political vein. Smeg I did it agam. Editorialed Eric's Editorial. Guess that just shows the deep feelings people have about copy/pirate issues.

SC's, July: Al brings us another double sided disk of fantastic information. Starting on side #1 with articles. "Transposition" by Larry Phillips. A small story about a couple of guys in, lets call it a coffee shop. Discussing Stereo systems, and then trying to explain that to a newbie. Well it is really about Computer platforms. A interesting story that runs 6 screens. Next is "Confessions of a lazy programmer" Talking about using pre made code lines from books and magazines to improve as well as shorten the programme, and your typing time. Does state that you need a util that will renumber lines, programme to append blocks, and one to merge programmes. Author tells us that these tools are already out there. True I have seen some of them, and this idea does keep us, the lamer programmers in the group, from constantly re-inventing the wheel.

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Following is a 2 part article on EPROM, being the 11th installment. Total amount of screens is 31. Deals with the Presentation menu, for 8H & 16K. Long articles that didn't sink into my mind at this time. Must add that the programmes themselves, are on the disk magazine. Next is "ML made easy pt #4" four screens by Lyle Giese. Dealing with the I/O of disk drive. A programme in ML is in the article. Last piece is 6 screens about comparing the feel and mind set of old RPGs to the C- models of that time frame by LR.

Programmes on this side start off with Gnoble, a strange gambling game that can be played with up to 6 players. Guessing the number of coins in hand. Trial games and some on screen instructions. Next one is called Dice Game. A gambling game where you can bet on a group of numbers or even on just 1. Nice animation of the pips on the 2D6 used and the sound effects are well timed. While not being over powering. 3 Hole Pool is next. There is a set of on screen dox. Even then in testing it, I was rotten, never did get the one ball into one hole. File Wrangler is next. This one had two utils in it a Text formatter, that does things I didn't understand, but from what I do understand. Very powerful. File output is the other. Does some adjustments to the file. But I didn't have anything a the time to test. Save this for a demo. Last one is a tutorial/demo of the INT feature. Personally it explained much more than what is in the guide. Showing me some things that sparked ideas for our groups current road block level of programming lessons.

Side #2 has CommodoreFree #30. Way too much for a proper review. Highlights are a Menu programme that allows music and more to be used. Made with the dotbasicplus programme. Well a good example is the menu for the disk issue of CommodoreFree. Data on CP/M, along with a surprising lack of people willing to discuss this language. Bit on a C tutorial and so much more that I can't list it.

5C's, August: Honestly I hate to review AI's great disk newsletters. Because there is always so much to review and I never have the space or the verbal skills to do them Justice. Even though I read each issue on my 64c. Well I do change the border, screen and text colours for my ancient eyes (BG)

So then in being all to brief, we have 5 articles on the August issue, on side #1. Starting of with Thrift Shop, running 6 screens, author unknown though it was reprinted from Civic and C- Hayward. Guy talks about how there are less C= things in thrift store than before. What he finds is used, and has found Jiffy Dos equipped items as well. Going on about the items being dead. Though most of them are repairable. He credits the low prices on sales staff that have no idea on how to operate the items, let alone know what they are, such as an incredibly low price for a 128D. My editorial on this one is that the guy tells us that all his stories of thrift shop buys are real and his. I have seen the same in the past few years around our area. In fact I gave our card to the local thrift stores. Letting them know we will buy all C= & Amiga items. Problem is that they just don't know what is what when it comes into the store. Last buy I did was a pair of 1571s, still in the box, and a dot matrix printer, for \$20.

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Next article is L.R.'s original Mossy Con5 review as posted on the mail list. Running around 14 screens. Followed by Part 12 of EPROM. Running for 14 screens. There is mention of a programme for download/run routine. Gives some chip numbers and the KB size, along with a simple formula to find out the more standard block size. Fairly much this is a step by step on using the prg, as well as discussion about the chips in the cart.

Next is ML MADE EASY PTS: by Lyle Giese Running for 12 screens. Two programmes are on the newsletter disk for this lesson. Author talks on making a SEQ reader. Using ML and what he calls a label Assembler. Speaks on a couple types. Actually was able to understand a good portion of this lesson. Last article is part one of L.R.'s Jiffy dos (from, a lamer viewpoint) review.

In the Basic prg on side #1. There are 5 programmes. Starting off with "Instant Winner". This is a demo, on screen instructions for using the cursor keys. Move one box of meaningless things, over the other box and a message appears. Has a 1992 date on it and takes up just 18 blocks "Fireball", no not the marionette show. This is sort of a Spy Hunter type game. Objective is make it to the Fireball submarine. Start off with a car, dodging enemy missiles, cars, bikes and the choppers dropping things on you. Along with road hazards. Next is a boat with similar difficulties. Can't tell you what is next. Lost all my shield power and died. Took 3:14 seconds to kill me though. Background scrolls as well and is different, I mean no repeating of images. No time to really look at it, too busy fighting to stay alive. All in 99 blocks. Next is a 37 block programme called "R-Net". No dox and AI didn't understand the game either. No worries mate, I didn't get past one row on first level. In short it is sort of a clone of the Q-Bert theme. Loads of T&E to understand what all the falling stuff means and how to move about. "Lo-Res" is 18 blocks long with 6 different KB graphic images. Car, computer, shuttle launch, Star Ship enterprise and more. Amazing so much in so little space. Last on the list is "Strings", a tutorial on the String in programming. Very informative, I was blown away in reviewing it with how strings created animation.

Side #2 has CommodoreFree issue #31. Which along with all the other ones that have not been released through our monthly disk. Shall be in the near future. Not enough space to review it well. Fast notes are that there was a very good response to the forth articles in a previous issue. Jim Brain has rights to make Jiffy Dos, MTTM report and an interview with the new President, SEUCK updates, and more.

New Member: He did it for the 4th time this year. Our beloved and feared (that he will start talking about RPG in IRC again) Yiddish Commodore Reichsfuerher had snagged another innocent victim. Or as he prefers to term it, "rescuing another from evil". Lets all welcome our newest member Heather. Hailing from North Carolina. Heather has 12 64s, 2 128s, 4 SX 64s, a 4000D, 500, 1200, 600 and 2 1000s in her C= & Amiga collection. Hmm looks like she is the one for us to bug about learning Amiga. Besides C= & Amiga. Heather is an accomplished sky diver. (Editor will not comment about jumping out of a perfectly good aeroplane) 13 years and IIRC over 2,000 jumps. Acrophobic L.R. just shuddered at the

KB when he read that part. Here's hoping that Heather will enjoy her time here in the insanity and therefore normalcy of the A.C.U.G.

✓ **Treasurer:** Still need to have the 1 cent bits converted to paper. Iron out from the paypal stuff. So at the moment we are at \$36.20 with some uncounted bits to be added.

📖 **Commodore Librarian:** Bit of a sad one for us this month. We lost Paul "Dunric" Panks a bit ago. Starting this month we are putting his games on side #1 of the disk. These were grabbed from his own website, just after his death. We are keeping them just as they were DLED from the website. As zip files. Most we can guess are zipped .D64 files, but not all. Side one has a read me file that says about the same as above. A short game about 28 blocks in zip format called "8kadv". Next is "Alesia" and last is "Bvent". Those last two run around 128 blocks each. More on next months disk. The idea to do this tribute for Dunric came a few days before the meeting. Not giving us time to test the files. May have 128, vic, pet, plus/4 etc in there (EG). Side #2 has the requested stories. LR wonders who is more mentally disturbed. Him for writing or people for reading and wanting more? In any case, part two of the "It Was My World" series is on this side. Both the general audience and the Adult audience forms. Read me file and disk directory identifies which is which. Written in GeoWrite, even spell checked in GeoSpell, and GeoZipped. Unzipped they are around 500 blocks. Being between 30 and 40 pages. Fonts where released in the first installment.

📖 **Editor/SysOp:** Doing this report long before the August meeting. As just did the print issue photocopy work today. While it is fresh in what is left of my mind. Report it here for all of us. Starting at the cover, there is a problem. Both the Village Green title, and the table of contents, for the print edition. Have a box around them. Nice looking thin black line. As I look at the master print out copy. There are two different levels of gray scale boxes. Only the border line I installed is seen on the photocopy. Jumping to page #19. The 5 photos came out darker and gramer looking than they do on the master copy. This is a fault of the copy machine and for the why? You got me, it is a new machine at the place. Older one did better on making the B&W pictures appear in the issue. Not sure what I am going to do about that at this time. Though I have a few ideas in my percolated mind.

Still on the print issue. As I mentioned in it, I was trying out some new fonts. Laser Writer ones. didn't know how they would look till they were printed out. I did do a fast letter to Ray Carlsen. But that was a straight letter. Not a booklet. Well the main body is the same as before. Times Roman for writing, substituted with VillagePlain in the printing. I used LW_Zapf, LW_Giannini, and LW_Bacon for sections, header and foot. Meeting note departments were done in a regular GeoFont called North Gate. Title of "The story of making the story". I am not certain if it was done with bold face. Or I used a similar font to LW_Zapf on the listing called dm_galley. But it is a bit jaggy. All in all these fonts came out well for use. I have more to test out. Actually close to 900 post script fonts. Problem is two fold. They

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are not set up to be seen on the screen in GeoWrite. Like the fonts from Dale Sidebottom's disk. Meaning that they have to be substituted in printing with another font for pitch and spacing. Second they may all need an adjustment. I forget exactly what that is, but have the print out from SunFish. Which tells me the steps. Reason for this is that I had problems with the imported font. Not showing up in I think it was GeoPub. A simple line has to be changed in the post script font file. At that time I couldn't do it on the 128. Since the font file is too large for GeoWrite. Sho-vah used his Amiga to do the adjustment. Now with the linux thing. I can do the work myself. This will add to the fonts for the print edition. When I can work out the time. But it won't help in the CyberSpace issue. Till I learn how that is done, I mean those experiments can be detailed later for us. At this time it looks like it has to have the font which is a pfa format on the computer that is reading the file. I don't know how that can be done exactly. As my first test for a demo for this meeting failed.

On the CyberSpace issue. Following is for the print readers on the result of the experiment. CyberSpace readers, skip ahead a bit. {BG} Well print guys, it worked out very well. OK there is one picture that is not placed just right. I was rushed to have it out before the first. Oh yeah, I'll have in the Ramblings a section on the full report of the new tests. Anyway, what I did this time around was to use those LW fonts. And more colour. Made colour bars over and under the header for the pages. Did the header and footer text in colours. Even did the page number in a colour. Place 4 colour jpegs in the issue. This time I stayed with 14 point Times Roman for the main text. Bold face off of course. Made it as a two column issue. Last time I did three columns and it was at 12 point. As this is written, I am awaiting feed back on the layout. (Update: Feedback is to go with the two column format)

Right, make this fast for everyone. CyberSpace readers already read this and have the copies "in hand". Print readers, well it is only interesting because it is done on the C=. So lets make this short. I was able with the help of No.30 to have the page count go past 16 with accurate page numbers. What I present here is that the entire file in post script would just about fit on a 1571 disk. When converted to pdf. That smegger was 6.4mega bytes!!!!

Tapping this on the keyboard on 6/August/09ce and hope to have more added to this report as time passes. Bad news is that the HP 2100TN printer has apparently died on me. Sits there with the green light flashing, for over an hour and still didn't print a smegging thing. Oh it isn't out of toner, bugger prints the copy sheet perfectly. Well as this is written, I have a bid on ebay. This is taking funds from our account. But honestly is badly needed. No printer, no print copy for the newsletter or even sleeves and labels for the disks. Anyway this bid is on a HP 4100TN printer. Yeah shipping is more than my bid. Well this is the bigger model to what I have at this time. My major interest is that it will take the 11" x 17" sized paper. This means that we can have booklets of C= and RPG things for the shop and for our members. Size of the booklets would be 8 1/2" x 11" when created. OK gotta buy a special stapler for that as well. Bummer is that this stopped my hunt for the colour toner thing to try out for our print issue newsletter. Since this is primarily used for the Anything Commodore Users Group. Emergency meeting to take the funds from some recent private and group sales and

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Moving into 32 years of C= support and fun use that to help the printer replacement cost. Voted to do just that to keep the group alive. Like no print issue etc. No group, is the problem. More on this if I can score up this printer or find a 2100TN. UPDATE: 18/August/2009ce Well the problem with the printer was found and solved. I had left the "EPS" part of post print active. Didn't know that the printer wouldn't print with that on. Oh and I didn't get that one 4100tn printer. However this taught all of us the danger of not having a back up printer. Local group decided to hold off on funds from the sales and memberships to try to score another printer. Hopefully the 4100tn for the above printing needs. But another 2100tn if not, since the price is better for the 2100 anyway. Also it was considered to hunt for the cost at least of a colour toner thing. A task that has run into a mess of navigation problems on line.

✱Deputies: So many projects for No.30 that starting one, lets him see others that were forgotten. Still things are progressing in the major task. That of sorting out the piles of things. Attempting to make some sort of sense of all the items and also some sort of order. Long process, but must be done before any more work on indexing and testing can be done. We did find some of the missing Penny Farthing disks. Now to put them all into order and see what else is missing. No.16 has had his National guard service, smeg up his work schedule. Creating difficulties in making it to the shop for C= work. Hope that will rectify with the new time format being made for Computer things by LR for the weekly/daily meetings.

♣S.I.G.s: Sort of relevant to the PRG part. A collection of books arrived from Fuzz/R64. Duplicates where swooped upon by the locals. Things dealing with aspects of Basic Programming. At that time there was some talk on doing Basic again in the group. But some hairy hippy freak has to blaze the trail for the gang.

Did some hardware work with No.16 and LR. Testing a 1581 that No.16 was going to sell. Needed to do a bit of head beating to place it back in alignment. Tested it with files to and from a FD. Thought we had a problem for a time, as the disk didn't want to be read on either of the FD units in the shop. Not the fault of the 1581, as we hooked up another 1581 and the disk read fine. Just one of those trips of the FD not liking the cheap media used on that 81 disk we had in testing.

One of the parts of that test was to copy a file called mod monster maker. One of LR's early Basic programme mods to an existing programme. LR showed No.16 how the prg ran in both the actual use, and then in the prg lines. Explaining that it is how some members learned to send and load files from the disk drive. Explaining some of the code lines in the open statements for the disk, screen and printer. Something that we can get back to and it did seem to be inspiring to all of us to look at this older programme and semi understand it.

Geos has been learning more about the post print tool. Thanks to help from Nigel of CommodoreFree and Allan of the Commodore Scene. We have learned to make a better file.

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More on this in the rambling section. One big thing we did learn, much to the embarrassment of LR. Printers don't print when the "EPS" part is turned on in Post Print. Lets bypass the couple days of freak out and 6 packs for LR. (BG) Of course in Geos there has been the Role Playing game work and those emissions of the sick mine of LR that people ask him to write.

★Demos-Close-Discussions: Slated to be shown for demo's was the games from the 5C's disks. Along with at least one from the this months Dunric collect. Along with a look at some of the disks that came in this month. Didn't happen, as in testing out some of the disks that came in, the 1571 on the 64c went out. Probably correctable locally. Not in time for the meeting. Problem is that the disks that where tested are all stuck in the jacket. Must have been stacked tight for a long time. Demo on the way to tell this by rotating the disk. And how to properly store disks. Took the place of the regularly scheduled demo. Discussed the possible need to cut the jacket open and placed the actual disk media into another one in order to preserve the data. One disk that worked for a bit, was double sided of games, over half of them German ones. Most of the over 200 disks are for Geos.

Discussed the tentative schedule for programming and Geos work for the members in the shop. LR will have to go over some more of the books in order to find the material that will re-stimulate the group in the programming part. Discussed about submitting for the newsletter. Those interested should contact lordronin@vcsweb.com for the ways of presentation. Of course Geos is the best. (BG) Discussed sending drives to Ray, along with the Big Foot power supply for repairs. Mainly on the cost of repairs and where the funds will be found. Closed at 8:00pm for game where things continued in talk about the Group and Commodore, before the game at 9pm

Lord Ronin Rambles

Victor stopped by on 1/July/09ce with this blue thing. A new linux tower for us. Bigger HD, faster CPU, DVD/CD read/write and rewritable drive. Mandatory floppy and he put in a Zip drive. Has something to make viewing online vids not as jerky as before and runs if I can spell it correctly mepis linux. Lots of things that I don't understand. This is from No.16's old tower that had some failings. Like not liking monitors. Well on today, Sunday 2/July/09ce. No.30 took it from the shop. As it arrived at closing last night. Took down the compaq pos and plugged in the new tower. NOTHING HAPPENED! So at this point in the narrative, we have to wait for him to show up tomorrow. Demonstrate it for him, and maybe have some sort of simple fix done. Or wait for No.8 to pop by. More in here as it develops.

6/August/09ce update: Well the problem of why the new blue tower failing to operate when No.30 tried it out, is solved. No identity marking of the other on/off switch. Found it and have the monster online at the moment. Fast, even with No.30 in his loft room, on the pos doing his online stuff. Problem is that I don't understand what I have and how to operate it

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yet. No.3 will be by after the 14th of this month to do a bit of hand holding and explanation. Can tell you that it has a floppy, that I don't know how to activate. CD/DVD player and re-writable recorder, and a zip drive. I have to find out how to finish making my account and get these things activated in the account. Sure more powerful than what I have used. That is a good thing because I can now see how to do more for our group and the sacred C= .

Dmackey828 was talking about a cart port expander he saw on ebay one night. I followed the link and it as a good model, in fact the one that I have on the 64c in the shop. Suggested strongly that he score it up. But he had already gotten another type. Just had to look at the items that popped up on the screen. Ebay people, you know what I mean about those teaser things of similar stuff for sale. Well there was 50 disks for \$5. I looked at that sale. Turns out that a guy in Georgia has the stuff from a users group there and is selling it off. I ordered the 4 bundles of disks he had offered. At the buy it now of \$5 per each bundle of 50.

Let him know that it was going to our users group in a message. This sparked some email between us. He hadn't known of the continued interest in the C= . Nor some of the web sites that I sent him information. Yeah ours and our mailing list as well {EG}. Those disks came in tightly packed and he said he tossed in a few more for us. Because we are a users group. Have only looked at some of the titles. They are from the S.I.G.s of that group. Found some that are Geos 128 back ups and data files. Many things of interest and I'll add more in here as I sort through the box of goodies. (Update: All disks tested were too tight in the jacket. Caused the 1571 on the 64c to go out of alignment. Need to fix that and see about fixing the disks)

Ah but a bit after writing the lines above. A tragic event transpired. Smegging internal 1571 on the 128D went out. Well OK it is old enough to go out. Just that it didn't go out in that way, it now rattles. Nastily when there is any attempt to access it. I keep hitting the remove, but man each time I have to reset the system. Like from the printer use or from GeoDos. The Wheels system stills tries to read the drive. Looks like a full shut down, disassemble, possible repair, or just unplug it and use an external. As it is bugging me. What this has to do with the above disks. They are on 5 1/4" floppies. Looks Like I am going to have to set up Geos on the 64c, and hope it will see the FD as a 1581. Till I can get the internal repaired or externally replaced. Be the only way that I can see the disks, and if lucky enough to have the FD been seen. Copy them to 3 1/2" floppies to transfer to this 128D. In order for us to find out all the fun stuff. This also means the file that I gained which will remove the encryption in a Geos disk. At least that is what I think it is supposed to do, allowing me to use these pre used Geos disks.

Work on the scanning for DLH, has slowed down. We have our newsletters to scan, along with at least one book. No it isn't that the scanner died, or that on the new linux system we don't have the programme. It is space, time and for the book, well pages. Space is going to be fixed in a while. Land Lord, new owner, gave permission to drill a hole in the wall from the hall where the DSL input is located, into the game/computer room. Where a large desk, covered in C= and cats is located. Clear that off and I can place the new computer and the

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Making A Better P.S. File

Think that this is going to be sort of a blog type thing. Or for my generation a journal entry theme. Now I have written a few times in here about doing the pdf from post script files made in post print 3.8. Stated as well that been sending things for Nigel at CommodoreFree. He made mention that there is more that we can do with this method. As what we produce isn't as good as it could/should be, based on work done by others.

Well of course that got my interest and I wanted to learn more. Nigel had been the go between between myself and Allan at the old Commodore Scene magazine. Allan has done a lot of work in the past in making pdf stuff post print made post script files. Right that all out of the way for back ground. What is wrong with the files that I have been making. Well they look ok at about 100%. I have to use 70% for the viewer on the linux system. But when it is raised any higher, it gets fuzzy. Nigel did a test that he sent to me and Allan. Same word from a document made by Allan and by me. Blown up to 11RC 6400%. Allan's is clean and sharp. Mine looked like, well going into Koala in pixel edit. Long gray scale rectangular blocks. Different gray scale colours in the blocks that didn't come close to the shape of the word, or letter used.

What is the problem? We are using the same stuff. Geos 128, GeoPub, post print 3.8. Save that he uses Wcopy• and a heretic machine. While I use GeoDos and the linux. In order to transfer the file and then convert them to pdf. Well there is one thing that I wasn't doing. I didn't activate the EPS (Encapsulated Post Script) option on post print. I did that and made the disk file. OK there is good news and bad news. Good news is that at 400%, the highest I can magnify on my linux system. Text is solid and clean. At least the laser writer and post script fonts I have used so far. A test to make in the future is what they look like with different GeoFonts. On the good news part is that the styles, bold, italic, underline. Show up

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Moving into 32 years of C= support and fun with out the distortion that they did before in the pdf file. As well as in the post script file. Though outline looks very cruddy and angular in the post script file. Doesn't exist in the pdf file. Text written that way is thin line plan style. So print readers get the benefit of something lacking in the CyberSpace issue (EG).

Bad news, is that I have to make one page at a time. Yeah that means I do the entire layout in post print of the document. Then instead of making that as one file. Each page must be created separately in printing. Example: 20 page CyberSpace issue is written coloured etc. Put in layout. Then instead of doing all 20 pages into one post script file. I must tell the print section to do 1 to 1, 2 to 2, 3 to 3 4 to 4 etc. Sounds like a bit of work. Think of what it would be like for the 40 page stories. Sure it takes a bit of time. But for a really decent looking Commodore made thing for other platforms to read. I think that it is worth it in the end. Well the big problem is that the DTP thing that I am using at this moment is open office 2.4. I can't get the pages into one file.

I have taken the ps files and converted them to pdf. Tests have created bad looking text that doesn't format for the page. Going over the set limits, reformatting the entire page. Converting the fonts that I used to what ever default fonts are set at the moment. Other tests came out worse. Instead of the text I wrote, we get all the post script adobe codes, as the pages. Tried this with the pdf and the ps file. Post Script files go in but they are very unreadable. No8 looked for a new DTP for us. Told us about it and it was grabbed. He is currently testing it out before we can give it a try. Had some success and we await his report on how to make the bugger work for us.

Well a fast update here for us. As this is done just less than a week before the meeting. No8 has been travelling again, for family summer meeting things. Not yet able to arrive here for help with the new linux thing. Which gave me time to go over the current and old emails from him. Flooding his in box when he returned. I read that he had some success with this new ah what ever it is called programme, in putting in the pdf files. Here we just haven't had the time. You know about the reduced labour force at the shop thanks to the sho-vah. Who for the records, I was recently told, by a semi-reliable source. Desires my death, and therefore the death of the A.C.U.G., shop, martial arts and game group. Anyway, locally on the two linux systems that are currently in use. There just hadn't been time for us to work on any experiments. At least at this time. Haven't heard back from Nigel, and I haven't answered all his mail to me either. Meaning that this issue may come to the CyberSpace readers as we have done in the past. Not using the EPS feature that makes the much cleaner copies. Still more for us to do and to learn.

Will say that a couple of test pages where sent out to others. Got comments about it looks like a magazine, great use of colour and fonts. More on that line of thought. Some about placement of the jpegs, and trying to place them more correctly into the spots. Questions about the border created, size and space from the image. Should there be actual lines on the page for the area of the page with the line in the center, that would visually show the main

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Moving into 32 years of C= support and fun page and the division? That is how some game adventures and actual game books we are using, have been created. Guess a test on that is going to be needed. So then I would guess that we are constantly a work in progress in learning how to use the C=. A never ending growing project. (Update: Well now the new and faster Linux system on mepis OS. did have the scribus word thing. The one that No.8 suggested and did some testing. But the freller went into some other file area and does not show up on the menus. Meaning that at this time, we can not locally continue the tests. Till No.8 can make the visit and instruct us.*** Update: either by logical deduction, or blind luck. found where the Scribus thing hid on us. Time to work on the above testing.)

Next MossyCon CD

Last part leads me to this one. You see I want to place the stories that people ask me to write. (Do they really read them?) Onto the next CD, and if it is possible to put all the pages into one file, as pdf. using this new style. I can make not only a cleared to read. OK with the eyes, nothing will make what I write clearer to read, in understanding. Using GeoPub, a superiour layout with title per page and page numbers a bit more conventionally placed. Can be done, along with a touch of colour and a front cover in colour. Be nice to the eye. Though we all know the text is not, at least in context. Still the characters would be easier to read in different sizes for different eyes.

OK that means around 40 pages have to be placed one by one into GeoPub. That for each chapter. Oh several copies of the story have to be created in Geos. Because of the 16 page limit. These then laid out in post print. Each 16 page part, into one big file. Then as I wrote earlier. Each page is then printed to a disk file as a EPS <Encapsulated Post Script>. From there they would be individually converted to pdf. At least that is how I see that part at this time. Then in some odd form lost to us at the moment. Placed into one file. End result would be a better looking, though not reading, chapter of the story. Will that be a bit of work? Yeah it will. My base tests estimate about 6 hours per chapter. Not counting the initial adjustments of editing done from the GeoWrite document (yes the original will be on the CD). So each chapter would take around an entire work day of 8 or more hours to make into this new format for a better C= presentation. At this time, and if we can find a way to put the files into one file. Doing the current stories, the ones that I am writing at the moment, along with a re-release of the others in the better look. Be about 6 weeks to have them ready.

Ah but there is more that is planned for the CD. Articles and reviews that I have written. Also to be done as in the above. Along with, well you know it has to happen. RPG things, like adventures. This time allowing me to be able to use colour in the map creation. Though yeah that has to be done in the 40c GeoPaint. Loads of things to do and I don't have that many days left, before the prospective date of MossyCon6. Really, yeah I have to see when that can be and where too.

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But the disk isn't going to be just my stuff, or just stuff from our local group. Have a SID collection that is going onto the CD. Somewhere around 19mb in a zip file. Maybe some book scans, and photos. Hope to have some RPG things made in Geos of course. Looking for submissions from our members. Articles, reports, reviews, why we all hate the biased I.R. SID of your own creations or collections. Game you like, or one that you have created. By hand or no problems with the different game making programmes. Tips, tricks, hints, and what ever else you think should go on the CD. Copies of the disk will go to all submitters, and be given out at the mirco-con. A few may be sold as a fund raiser for the A.C.U.G. So then give us a contact on your ideas, desires and we will work out how to put it on the disk. Contact info is at the bottom of page #2 in our newsletter.

Type In Screams

Wrote on this topic for other places. Time to do it for us, since this is where it started, and why the BASIC programming S.I.G. has stalled. Well there where some other reasons, this is just the 95% reason.

Locally we have two main problems with Type In things. How the book presents the information, and the actual programme created. Book presentation, what they say and how they bring the data to the user. OK, look it isn't the 80s. I'm still stuck in the 60s. Now it is the 2000s. Some books appear to have slang from 80s in their offerings. Which does create some problems. Typos are a general thing that have been found in the books. We can accept that they made a boo boo in that part. In fact such things force us to work out the problem. Learning more on the subject. Have stories about that in the group. Nope the biggest complaint in presentation is in the fonts used. Sounds silly and perhaps petty. Yet when you have a member that is trying to type this stuff into the sacred C=, who has to fight with all of this unfamiliar stuff. He really doesn't need to see in the book one thing. But on the screen something else. Beginners expect to see in the book, what they will see on the screen. Just like the users guide, in font appearance at least.

Being short on this as I have done all of this for others before. Fonts that stick out in my mind are the tall and narrow ones. Hard to tell what they are, especially with the O O and the I & I problems. Also hard is quotations. I mean "", is there a space or not? Silly? No not when the font used looks like there is a space. Here I am talking about the rank beginner in trying to learn. He doesn't know if there even should be a space or not. Hey if he did, why is he trying to learn? The other one that drives my gang away is the "substitution" characters. Book doesn't seem to want to use CBM char set. So then they have 2-5 pages of what their symbols mean, like a lexicon. Great, the beginner needs to type something, then flip pages to the translation chart and hope that it means the right thing. Not that good for the newbie in keeping the newbies interest and programming flow active. Or even have him want to continue. Because of all the frustrations of page flipping. Just to check on the one character. Like colour codes, cursor movements and the like

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However all of that aside. The biggest thing that has killed off programming interest in using Type In material. Interest, yeah that is it! Now guys I sort of skipped the 80s. Didn't have T.V., listened to classic 60s rock. Read Gor books, and a lot of books. Ran Role Playing games 8+ hours a day 7 days a week. Well being disabled it was a thing to do. So I wasn't a part of the 80s culture. And no, I didn't have any form of a computer in those days. This causes me to ask the long time C= people and those that experienced the 80s. Hey guys what is this mega addiction with finance and sports programmes?

My task is to find stuff for the guys here to try out. Why is it that there are Type In programmes in gigantic amounts for your car payments. Ah like only one of us has a car and it is paid off. Insurance payments, ah man most of us are on disability. Don't have and can't afford insurance, and on/for what? Stocks & bonds, yeah on \$637/month and food stamps we can afford that sort of thing. Mortgage on the house, we rent. Credit card interest rates. sure I know that new laws were recently passed on credit cards. But we don't get enough to be accepted for a credit card. Use debit cards instead. There is even one in a book for running a paper route. Pus all of the others that have no meaning to us in financial things. OK the other is sports. Never been keen on sports personally. Though I was in an unofficial league in High School a state Fencing champ. Yeah been called unAmerican for not caring about football. Guys here are not jocks. So it is not only a lack of interest to Type In things to keep track of sports teams. But also a big bummer that we don't know if the prg works or not. Simply because we haven't the data requested to enter, and don't know what the smeg is supposed to happen. Seems that I can't find enough programmes that interest the group, locally, to have them desire to return to the Basic lessons, using the material in the Type In books.

Not all of them are bad. Some books have programmes that do interest the members. I am still fighting with the Mars game in Golden Flutes and Great Escapes. My mind desires to do things that my skills can not comprehend. Yet that is a text game. Gang here isn't that keen on text games. Since they all got burned on them in wasting time trying to figure out the words, and the actions. Remind me to tell the story of sitting at the front gate in IIRC Mist for days trying to figure out how to get the gates to open. I also enjoyed typing in a quiz style programme, and then modding it to fit my ideas and desires. Have to do that again sometime. One of the other guys enjoyed a kids tool. Where it was to teach young children about counting the pips on dice. Joystick and animation. He played around with codes on that one. Granted we are game oriented and would like to create different types of games. Granted too that we have to have the ground work to even start scratch programming. My problem is finding the stuff that will interest the group so that they will try the Type In things again, in order to gain the skills. That is why I call this part of the problems, interest. gang isn't interested in what I have found in the books to this date. As it has no bearing on their lives. Making it very difficult to see the code routines for them. Minds dull out real fast on this one.

Now then been collecting a lot of books, and have stashed away a mess of magazines, that also have Type In things in them. Meaning that I have to dig out what seems the best if I can and try again to get the guys interested in doing programming. Because we really need to

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learn Basic before we move to anything else in programming languages. Which I add here, I have collected several for us to try out when we are ready. But first to break the mental wall created by useless, meaningless Type In programmes.

Just Another Day

Recently I was on the IRC, and mentioned my 4-6 hours a day with this addictive PC. One of the people there asked me what I did on the C= for all that time. Short answer is have fun. But that is a cop out and doesn't increase the word count for this issue. Bit longer is that I spend most of the time using Geos/Wheels. Where I write things like this newsletter. Then assemble it for the print issue and the CyberSpace issue. Latter being done in GeoPub as well as Post Print. Write those mentally deranged vile, sick stories. Also write articles for other C= newsletters as well as for <http://www.commodorefree.com>. Naturally I work on creating Player Character Record sheets for all the different Role Playing Games, in the collection for the group. Along with maps for the games and adventures. Right done in GeoWrite, GeoPaint and a bit of GeoPub. That is done on the I28Dcr. Over at the 64c station. I make the monthly disks. Check on the over 5,000 disks that are slammed into boxes, awaiting sorting and testing. Try to look over some of the programmes of interest and play with them. Like some game creation things I found. Look at the books in the stacks. Sometimes even read them too (G). Then about 7-8pm each night 7 nights a week. I reluctantly leave the C= . Do a little IRC and e-mail on the linux. Run the game for 4 or more hours and crash out for the night. Awaiting the next day when I can play with the C= . Now to make some sort of stand in my bedroom to hook up the SX-64 and play with it at night.

No.8 Visits

21/Aug/09ce: After spending most of the summer on travelling. Being home less than 4 days. Our No.8 took the horrible trip from the Portland/Vancouver metroplex to Astoria, a.k.a. MossyTown. Tis only around 100 miles. Yet he must leave around 2pm to catch the Bus connections to make it here at around 9pm. Trip was to talk about C= things. A little bit on gaming (trying to convert him to RPGs) Feed him something healthy. Fix the problems with the new linux system.

In C= stuff we covered a lot that is and is not in our emails. Things for the list, the IRC and some members. We may also be gaming some of his collection in a bit. Food was a big bowl of freshly made beef, barely, bean, veggie, loads of garlic and onion, touch of curry, hippy swill. Nope it didn't kill him this trip either. Well it helps that LR used to work in restaurants as an egg and saute man. No.8 laid on us some CAT-5 cable that is the right length to use for moving the linux system as described earlier. As for the linux system. Our freaky leader was proven to be a dum lamer ork. Why didn't the CD, Floppy, Zip, DVD units not function? Because they were not mounted. And they don't mount unless there is media in

Moving into 32 years of C= support and fun the drives. Stick in the different types of disks per drive. Click on the mount thing and they now work. LR had the comment to make about the C= being much easier to use with disks. At least that problem is solved.

Good news is that now the system can be used for the transfer of files to and from C= with the floppy drive. Even can make an iso of a DVD and see it on the computer. Learned about attaching a .d64 in vice to have it show on the emulated 64 screen. How to get the Q-Link stuff is another problem. All the basic to some, and mountains of trouble to LR was fixed, almost. New account was made in proper name with the new password, along with all the things that are allowed for that account. Name and password for the actual computer was changed. Files copied over to the new account. Though changing ownership was a scare. Hadn't been done at the time that LR started to clean up the desktop. Had to have No.8 show that trick in the root. Much to play with like how to put video files onto the 120 minute DVDs from a free and legit site, along with a menu of some sort. How to put the 156 minute video onto the 120 minute DVD. Play-time for frustration with the tools for LR. Who did threaten that once we have a vid camera. To make RPG and C= vids for the group and even youtube.

However despite all the fun things, and the practice to be done in the future, and the ability to use this for our C= work. Some problems arrived that are not all fixed. FTP was not installed on the system. Nor was TELNET. No.8 had to find those in some manner that was done too fast with small fonts for us to follow. Wanting to grab that image thing called "gimp" in order to gray scale pictures and adjust them. Failed for reasons he understands and we do not. Biggest problem is that there is a smeg up in the synaptic package/packet tool. Not connecting and getting them. This smegged his desire to grab files that would allow him to assist us over the computer. Rather than have to make the long and costly trips to MossyTown. forcing some research on his part and another visit in a few months.

We thank No.8 for his gifts and his help in this non CBM system. Which has been a big help for our group in many little and large ways. Without his help. There would be no CyberSpace issues and no image files of the Penny Farthing disks for member. Making less members for the group. Which with the CyberSpace membership raising, allowed us to reduce cost of membership to what it was when LR joined in 1993ce. His assistance has made the group prosper in new directions. Oh and he likes the hippy swill we make at the commune. Well no accounting for tastes at times.

Print Issue Ending Stuff

Last moment stuff for the print readers. Front page has an experiment image. A tiny jpeg, doesn't scale well. Breaking News: Freaky one got drunk and ordered the uIEC. Be testing it in Centipede BBS for reports in publications as well as for Jim Brain. World Shaking News: Jeri Ellsworth, accepted the vile and evil, sexist and demented LR as a friend on face book. Oh yeah, remember submissions, want ads and jpegs can be sent to us.

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