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The Village Green

Happy Birthday to Gaelyne Gasson 18/Oct/2009

The voice of the A.C.U.G. 31 years and still going

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 Librarians: Imperial Warlord (#2)

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

S.L.G. reps: Amiga Scott Farley (#16), Emulators Scott Farley (#16), GEOS Lord Ronin,
Basic Programming Lord Ronin. Cracking PAL->NTSC Mad Max (#2) 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_vah69@yahoo.com

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

Next Meeting is 7:00pm 19/Oct/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

The voice of the A.C.U.G. 31 years and still going
Notes from 15/Oct/2009ce Meeting
Make up Meeting notes

Open: 03:45 on Friday 16/Oct/09ce. Make up meeting

Newsletter: Approved, local and long distance reported in.

Chancellor Report: For so many issues, like 4 years worth. Always started out with something regarding our furry Constable. Feels so odd not to use here for the opening. Well she isn't adjusting to the house and other kitties that well yet. But she is still doing her Constable job for us in the house. Possibility of her returning to the shop/ACUG central looming.

Several things to be inserted in this issue. Items bought from the Cincinnati group, the 20 DVDs from DLH, and more importantly the new vcsweb. Last issue we announced in the CyberSpace and in some of the print copies. Ah the text got moved to the page with the jpegs, covering some of the issues before it was noticed. Karl S. Konka, an orbit member of the group. Drowned in the Columbia river sometime around the 9th. His cars have been given to the other owner. We turned over the keys we had been holding for Karl. But that left the question of the linux tower and a printer that we have been sitting upon for about a year. While he was homeless. Neither of these items had been used by us. Though he in a way gave them to us. Printer is new, the linux tower came from free geeks. None of his relatives, who have our contact information, have made any request for the items. Karl never used the tower so there is nothing from him upon it. He used the free system at the senior center. So the short of this is that since iR has the new tower thanks to No.16 and No.30 is using the compaq pos. This new tower was given to him. Despite what the sho-vah says about iR never doing anything for anyone else. New tower is being set up for him to do online work, DVD things and maybe some C- emulation. Adding to the power of our group.

September 5Cs: We actually gained both the Sept and the Oct issue. Doing the Sept one for this month. A slight editorial first. iR was going to pawn off, err he means to train another local member to do some of the Editorial work. Seems that they all said he is the only one that can do the job. His reply was that they haven't found a machine dumb enough to replace him. Besides that the machines have a better union. Reason for that was they caught him spending three hours on the 5Cs double sided disk. Reading every article and making the notes for the following report. Words seem to be his part in the group.

OK that out of the way, it is a bummer to do the disk issue. Because it is so great and I have to gloss over the stuff, not giving it the proper treatment. Keeping that in mind here goes a report on the September issue. Starting with the articles. Tips from Groups: is 12 screens compiled by Eloisa Yeargame. Much of this is from groups in the 80s that I suspect are no longer around. Starts off with information on spread sheets, doing IIRC 132 characters. A few codes to help the printer, announcing sideways from TimeWorks. Next is a bit on combining Print Shop, saved as text and importing that into the doodle programme for art work. Comes

The voice of the A.C.U.G. 31 years and still going with some information about using a ML Monitor and gives some commands or are they codes? An announcement on a cardco interface upgrade chip. Showing the age of some of these tips. There is a bit for those using PlayNet, remember that would become Q-Link. This is on the smiles. Nice to read an article from the time when these things were fresh and new to most people. Sort of like how we are today. A piece on the squeaking of the Okidata printer. This happens as it prints. Old members here at the [ACUG](#) told [LR](#) about a pricey spray from the auto parts shop. Which he forgets the name. But this article that was researched. Talks about a minute drop of 30 weight oil on your finger, and placing that on the shiny metal bar for the printer. A mod to type in for speedsript users to defeat the tape/disk request. How to test your fast load cart. Double spacing on print outs of programmes for note taking, and the command for the printer to do that from the screen. There was one on making a message flash on the screen. When we tested out the lines in a rush. Didn't get it to work. A problem in line 60 with a next but no for.

Uncle Bill has some 7 screens of things to try out. LOAD"\$\$".8. Right double the sign. This will give you the header for the disk, and just the number of blocks free. Don't have to go through a full directory. We tested it and it does work. OK the next one is old but still true. CBM save and replace is smegged up. Uncle Bill has the following lines to insert to save and replace. 63998 end 63999 open 15,8,15,"s0:filename":close15:save"filename".8. OK we here have done that but with the lines like at 5. These lines are the last two that the 64 will see. To use this, just tell the prg to run 63999 and you will save the prg. To use the quote marks in a text that you are writing in a print line. Tell it to print chr\$(34). SYS65511 will close off all files for you. and he has several other tips and short programmes. One makes the word written have reverse colour and snakes back and forth going down the screen. Yeah Leiko tried that one.

Eprom part 13 is 11 screens. Dealing with doing customize work with the kernal. such as changing the screen colours, and even changing the text on the screen when it boots up. We saw one of those years back. White screen with black text for the regular C- information. Plus some guys name on the screen as well. Sold it for very little to [No.30](#). ML Made Easy part 6 is 10 screens. Lyle Giese goes into more about the SEQ reader from part 5. Al included the source code on the disk for this one. Be a great help when we make it to ML. Last one is 14 screens with our [LR](#) doing his lamer report on Jiffy Dos.

Programmes on side #1: Starting off is Computer Magic. Has some intro information. Runs 18 blocks. Lays out three rows of playing cards. You just tell it each time which row it is in, and it will, after a few shuffles of the cards. Tell you what you had selected for your card. Sky Patterns is 57 blocks. Some intro discussion. Then you are shown some of the constellations. Pressing the F1 key will give you information about the constellation, and on some of the major stars in that constellation. Finally at the end there is a little game. Which has you identify the constellations. As your space ship makes it to the planet, or you lose a year travel. End is an astronaut on the planet with a flag. Bearing your name and how long it took you to land. Tell you right off that it is an easy one to use and taught us a lot. Like how to find Polaris. Add as well that we play a RPG called 2300A.D. Which uses a real star map.

Meaning that some of the stars listed in this programme are on the star map we have for the game.

Compatriot is 31 blocks. AI has dox for it on the disk. Uses joystick port #2. Timer and score, the object sit to launch the missile at the enemy that is flying over head. You have some control of the missile after it is launched. Takes time to get used to the pull back and let go fire command. As well as controlling the missile. Life Styles is a Style demo of 64 blocks. There are dox you can read and do a little with this demo. Long scroller talks about what is happening in the window. Nice music but the demo itself is slow in feel to us. Whatzit is 21 blocks. A word descrambler, using joy stick port #2. Has some dox on screen. Starts off with several different catagories. Select that and then you get a new screen with the scrambled word. Ah but unlike other ones. You must control the "*" symbol on the screen with the joystick. Place it under the letter in proper order and press fire. Oh did I forget to mention that the scrambled word is in a maze and you have to traverse that to get under the proper letter? Fun and frustrating to get a good score.

Side #2 is AI's 1541 edition of CommodoreFree #32. Just way too much to go into proper depth. This issue covers an obituary and the website quoted for Paul "Dunric" Panks. An interview with Vanessa, known to us for years as vanessaD on the irc. She talks about her history in the C-, the 128 SoundStudio and does mention that quick camera thing for the C-, that LR still wants to build. An article on Jiffy Dos mods. This one comes from our member DMackey. Can't tell for certain but it does look like it may have came from our Newsletter. We do send a copy to Commodore Free each month. Good for you DMackey-828. Request for the programme C64Assembler, manual too would be helpful. Any reader that has a copy of that, please send a disk image to Nigel at Commodore Free. Nigel reprinted an early article about post script and Geos. Using that to help with the one by LR. Adding some input on areas that LR left a bit muddy in his report. News on Amiga, C-16, Knight & Grail game released and a lot more. Give it a read online or grab the 1541 file from the site, or even get a copy from us.

Byte Bytes pages this issue. Lenard talks about the plans for the new work of the run/stop restore book. Like a new name is needed for the compiled work. Gabe who did the original cover. Happens to be no longer 8 but almost 17. His work for the cover is being done on a Mac at school. First attempt was not just right for the cover. Lenard explains what he did originally in the print out of the pages. He knew the text looked bad, but as he said he bluffed his way through. This time he will use GeoWrite and the NLQ setting on the printer. Text will again be double spaced. (Aside to Lenard, can send you the disks for Perfect Print Letter Quality for GeoWrite, including several fonts. This will smooth out jaggies for you. They are in PD realm now.) He is going to go over and re-edit the original stories. Remove a letter he wrote long ago on the local membership and replace it with a more modern one. Mentions his story of his Pulpit BBS. Wanting to put that into the book. Saying he needed to contact LR for permission. Well LR caught that and sent off an e-mail to Lenard. Explaining that the work is his to do with as he desires. We hold no claim to it past the use in the ACUG material. Place that he had the books bound before doesn't do glue anymore. He

The voice of the A.C.U.G. 31 years and still going may be going for coil binding. As for the pictures, well the originals were not done on the C= and he is thinking of putting them in the back of the book as a colouring book. Considering what to do for illustrations for the pages in the book.

Jack mentions that they have had 2 new people show up at the meetings. Rediscovering the Commodore. That is good news for any group. At the meeting Lenard displayed how he does the work to make the newsletter. I am lost on it myself for a decent report. As he uses some word text thing, on a non C= machine. Copies it over with Big Blue Reader. These two things are something I haven't used. Though we have more than one copy of BBR. Use of Wrong is Write, that I understand. Used it in this issue of the Village Green for DLH's announcement of the DVDs. Of course then into GeoWrite. Well the demo went fairly well. A few misunderstandings about needed material. But almost everything was there for the demo. Well except that the monitors there where 40c and Lenard (like me) uses the 128 80c GeoWrite programme.

One guy made a disk of games to play. Card games from the sounds of the titles. But seems to have been another game that Lenard has a copy of at home. What he found interesting is that at Rookie level the aliens don't appear. Where on his copy they do around 12th level. Moving the difficulty up a notch. He found them to show up on 3rd level. Interesting thing, if I read it all right. This is a type in game from a magazine. Lenard was intrigued that the two copies typed in by different guys years back. Worked so differently.

Treasurer: Holding at \$36.20, LR covering paper and postage from his pocket.

Commodore Librarian: Slight change this month for the files. Holding off on the games from Dunric. Bringing on side #1 a collection of Geos things for our members. Some fonts that we once had, and a few that we never had in the collection. Yeah there is even one that is a new to us D&D font. Several GeoPaint files. Digital Mac to GeoPaint of Bogart. Digital to Mac of Marina Sirtis, who played on STTNG, oh she is topless. 1581 - FD-2000 disk sleeve with cut out instructions for cut and fold. Several 1st Ed AD&D PC sheets. No not made by LR but by another Geos/Gamer in 1988ce. We did get LR to promise not to comment on these AD&D files. Also there is a file that like the others has been zipped. Yet this one is a .D64 that was zipped. GeoBusterv4. According to the data we gained. This will take out the copy thing protection. Well what we mean is that it removes that thing that won't let you use a used util on your Geos system. Because it was encoded in some form to the original users system. At the moment with the internal 1571 out in the 128D. We haven't been able to test this one. Review would be appreciated. Side #2 has It Was My World Chapter #4. Both the general and the adult version. In zipped GeoWrite. Both sides have a read me file with more information. Most likely it is drenn, but it was made locally and 100% on the Commodore.

Editor/SysOp: Got some good replies on the last issue. Both print and CyberSpace. But instead of placing that long story in here, along with the new plans. That will be in the Ramblings part. Just say for now. All of it was done here at the ACUG command center. Now there is a bit of a difference this issue. Well there was but I went over the issue and changed it. Had a

The voice of the A.C.U.G. 31 years and still going request to increase the font size on the print issue from 14 to 18. As 14 point was too small for some readers. Not had a question of the font since we moved from 12 point to 14, till now. So this issue is in 14 point. Except for one section that is 18 point to give you feel of the difference. My comments and reasons for returning the issue to 14 point will be found in that are. Would like your feed back on how well it reads for you in the print issue. CyberSpace have no worries, font will be reset to 14 for your edition.

Deputies: No.30 has finished on the work started by LR on the new set up for our back issue disks. Boxes are now labeled and ready for the disks. Task is to find where we stashed the other disk boxes and the loose ones. So much to fix & rebuild from the sho-va attacks.

No.21 is e-texting and or scanning some of our books for C= users. Though he had to return to Nevada to his Dad's place. Getting the traditional run a round from the V.A. He is working on a new CD of C= things for us. We will be sending him some items via e-mail to assist. Preserving the world of Commodore. No.8 has popped by in order to assist us with the linux work. As we try to use it to improve out C= output for the group. No.16 has done as best as he could this last month. Weather, and his new fluctuation in work schedule has been a downer. Gas prices don't help that much either.

S.I.G.'s: Things have picked up a bit on programming. No.30 has returned to his project of making the Char. Gen. for the M.S.P.E. game. Using the monster maker that LR had modded several years back. Though of and on in his work. He just recently discovered why the drive was spinning and fixed with a little input from LR, the close statements from where he has the file load from disk. LR is slowly going over books to find something that will spark the interest in programming again. Geos has been on the regular work of making articles, stories and game material. Still working on making better CyberSpace material and failing in the converting.

Demos, Discussion, Close: Demos where some of the images that are on the disk. Along with this issue at 18 point on the screen. A print out of a nuke bomb blast. Mac to GeoPaint conversion. Found on one of the disks from No.21. Discussion was about the reason for the make up meeting, current mental decay of LR. Both topics came close to the dissolution of the local chapter of the ACUG. For matters of privacy. These discussions where closed. Make up meeting ended 04:45pm All immediate matters resolved.

Lord Ronin Rambles

The Tale of the last issue

Well guys lets start off on the print issue of last months newsletter. As stated in last issue. No.21 found and gifted us with the proper stapler. No.8 gifted us with two toner carts for the printer. Man they used a big box to send two big boxes. Stuffed with packing in each for those carts. One of my sons (Rama O.E. Mohr) gifted us a long while back with the camera that puts the image onto a floppy disk. That covers the basic tools. So now how it was made.

I shot those 5 images, well No.30 had to do the one of the monitor and the model number on the monitor. I couldn't bend or crouch to take the shot. Anyway that was done with the camera. I looked at them on the camera monitor, and wrote down the image description with the number that the camera assigns to the image. Side bar here, do the same for the colour pix for the CyberSpace issue. Writing was done throughout the month. Putting it down on disk as it was fresh in what is left of my mind. Popping in those GeoPaint images for the test as I went along. Not sure if I will have any ready for this issue. As I record this just after I made and posted the last months issue copies.

OK here is what I did, as stated in last issue. I was going to try to do the entire task of print copies here at the command center. Did it! that is what the print readers received last issue. At this time the locals have gotten theirs first and feed back has been good. Text came out lighter, was able to gain the proper shade for the box on the front page. All the images, the 5 that I placed on page 19 came out exceptionally clean. The darkness and well I don't have a word to properly described the dark and grainy look to the print edition from the photocopy machine, is gone. Though there is a touch of bleed through from one page to another. This so far hasn't been a problem for the readers.

Well the actions went this way. After the writing, then the lay out for three pages in GeoPub. Page #1, page #19 and page #20. Page #19 was to have under the image a description. I didn't have the time to work out the placement from a full sheet to the booklet form. I mean the ratio to place the image on the page and not kill the text. So I just bypassed that part. Page #1 being the cover with the nice box of grey, and page #20 the wrapper. Also with for text, a use of gray in GeoPub.

Pictures where laid out on page #19. Where we have a bit of a problem on the first copies run. After spell checking, well about 5 words where pushed onto page #19 and I didn't see that happen. So I had to lower the jpegs on the other copies.

Ah do you think that I am alluding to something? Right you are! You see to print the address on the last page. Rather than the ash stained with finger prints and shedding hair caught in the sticky tape. As the label is taped to the issue. I printed the address on each copy. So I thought that I could just go into GeoPub and change that page for each address. Hey, yeah I can. Mind you that it doesn't mean a thing to the GeoWrite post print file that I had made for the prior printing. I have to go in there and kill off the prior issue. Then in GeoPub, change page 20 to the new addy. Next in post print. Create a whole new file. Yeah that means lay out the entire 20 pages. Place the GeoPub front cover onto page #1, the GeoPub with addy on page #20. And install all 5 images, for each of the copies of the print issue. Takes about 15 minutes or more per copy. Layout to final stapling. 5 jpegs took the time to layout as best as possible and without covering those 5 words. Also took the longest to to print out. Printer had to deal with over 250kb before it printed the images.

After all 5 sheets of paper had been printed on each side. Tell you now that this HP 2100TN laser printer is better than the optra-40. In the fact that I don't have to move the sheets

The voice of the A.C.U.G. 31 years and still going around from bottom to top. Just place the paper back in the slot <one at a time> on the blank side in the reverse order that it came out of the printer. Anyway try to get them straight. Run the long bar stapler into position. Still working out the exact place for the staples. Pop in two on the spine. Then a pair on the edge. One neater looking newsletter is done for us.

OK and then what about the CyberSpace issue? That too was a new experiment. This time I put in 7 colour pictures. Well to be honest at the time that I write this, I have just copied the file from the ram to the floppy. Not yet seen how well if at all it came out. You see there are those 7 colour jpegs installed. But the size of the post script file says it is 2530 blocks that is also 632kb according to the information on the file. Seems wrong to me.

Well what I did was to lay out the text in GeoPub. Didn't use the colour borders like last time. Took away the border on all the boxes. Coloured only the handy scan images and some of the titles to areas. Made a coloured box around the area for the placement of the jpegs. Did some text under the area. Hope that it is in the right spot. Made only 17 pages for the CyberSpace issue this time around. Not that this cut off any of the text for the CyberSpace readers. Well the description of the pictures that the print readers had, that was cut. Also remember that when I take off the bold face. 20 pages for print readers becomes around 16 1/4 for CyberSpace. Nor did I this time scale up the jpegs. I planted them in the areas just as they appear in size to me in post print.

Why? Simply because I didn't know how big this file would be in post print. Once before, using jpegs that came from another source, and where larger in size. I tried to run around 7-10 of them in the newsletter. They made the issue too large to fit on the disk. So I had to cut them to 4. The reason that that has been the number of jpegs in the CyberSpace edition so far. This time around I tried more, and with this experiment. I can see more about how far I can go in making the big colour issues of the CyberSpace Village Green. As well as the game stuff I want to do for the local group and publications.

A few days have past since the above was scrawled down. 9 attempts where made to make the CyberSpace issue. End result, for the print readers, was not as good as it could have been. Get to that in a moment. State here that I was able to fix all the problems that caused the text to be double and triple printed. Coming out in the wrong columns, and not in a column. Scary to see the blank columns, where text should be sitting. Not sure on how I did all of it or the real cause. For those wanting to mess around with doing the same. Here is what I suspected and what I did to correct the problems. Add here though that I didn't put a colour box to shadow the handy scanner images. Nor do I understand exactly the cause of the gray background to them. Only happened when colour was turned on for the CyberSpace issue.

Fixing the Issue

~~What I accidentally found~~

Came to my mind when writing in GeoWrite. Every time that I make a change to existing text. I see flashing by the page numbers. This also happens in GeoPub. Meant to me that the entire text was being re-written each time some adjustment to the text occurred. So that

The voice of the A.C.U.G. 31 years and still going would explain in GeoPub why text was not in the original spot. Causing the colour boxes to be in the wrong spaces. That is why in some places on last months issue the normal blank line between paragraphs is not always there for us. I was at my wits end and left it that way. GeoPub formats in two columns differently than the original 81 right margin setting I use.

Colour boxes where in the right places on the pages. Just that the text underneath them wasn't right. This also happened to the spots where the jpegs where inserted. A few experiments showed me this correction. The not moving the text in GeoPub did a lot to fix the text and colour and on the screen page correctly. Experiment after experiment to see where the exact problem had happened. Well it taught me some more on the use of GeoPub. I was thinking that this copy had gone South like my original GeoPub.

All the colour stuff was in the correct locations. At least what looked right on the screen as I placed the colours. Looked all correct on the screen in GeoPub. But didn't come out right in post print. This is where my hair turned whiter. Where was the smeg up? Pages 1-16 where done in one file, pages 17-18 in another file. Because of the 16 page limitation in GeoPub. Second file with colour boxes was fine. Most of the text there was actually added in the editor of GeoPub. Slowly I found the areas of difficulties. If I hadn't done the second file and added it to the post print document. Wouldn't have started on the track that ended with the issue coming out. There was a growing chance that the issue would have just been the GeoWrite pages turned into the post script file in post print.

Page by page on the linux machine. I looked at the smeg ups. Seeing that it started at one spot and quickly like the old snow ball rolling down hill. The pages got worse and worse. Now fixing the one area on page #4, made things come out fine, almost. Took care of several problems. But not everything. Big problem was on page #2. The standard page of officers etc. Some how that got cut off about 1/3 of the way into the Policy part. And as a 40 column not 80 as the page should read. That tossed off the rest of the following text. Putting the rest of page #2 underneath page #3 left hand column. Well I had to recreate that page from the template, and install it again. Bingo, it all came out right, well right enough at that time to be able to present as a newsletter. I understand how things can be smegged and frelled up after a change has made the placement of all the characters in the GeoPub laid out document. After the change has been made on the following pages. Not yet figured out how something effects what is before that change part.

What came out for last CyberSpace issue is of lower quality than what I usually make. This is written about two days after the issue went out, and feedback has already arrived. Problems mentioned was of course the scale difficulty. Still working on how to put the EPS files into one document to make it into a pdf. Colour lines on the pages. I did that in the September issue as a test. Mimicking the effect of the Traveller 2300A.D. game book. Did B&W lines like that in the past and that had a negative feedback. OK colour is the way and eventually I will find the right colour for the readers. Cover with the shade to the table of semi contents. This was an experiment as well. Trying to do it like some of the BBS screens we made in the past. Have around 32 colours counting the gray scales to use on this, so combinations are a bit difficult. As I don't see the actual colour till I have it on the linux machine. OK gang the feed

The voice of the A.C.U.G. 31 years and still going back for this experiment came out great. I'll work on the colours more for you.

Text in the jpeg areas & the jpegs. Right some parts of the right hand part of the text was chopped off. Why I am not certain. Looks fine on the GeoPub screen. Well, the text is actually in the fill pattern used. Next time around, I will expand the text box. See if that fixes the problem. As the only thing I can relate that too, is when I use an imported font. Spacing isn't always exact. Though the fonts used are not imported, they were laser writer fonts. I'm guessing here that the fill pattern when it is converted to colour, is wider than the one on the GeoPub screen shows. Expanding the box on the right hand side will hopefully remove the cut off text problem. Add here that in the EPS experiments, this cut off problem didn't happen. Ah to get that part working for us.

Good feed back on the placement of the jpegs and the use of the coloured box. Requests to make them bigger in this issue have also been presented. I'll give that a try out as with doing all the lay out 9 time and a few minor experiments on top of that, have helped me judge the size and spacing better. Thanks to all that sent feedback. Now to more brightening things.

Da Stuff

Things that came from No.21

Right now I have taken a break from looking at a large collection of 1581 disks that No.21 left with me. A mess of S.I.D. stuff, including something that is supposed to play S.I.D.s on the 128 in Geos. Hundreds of Geos files. About 5 GeoPaint one that I have looked at, and if things run right. There will be some on this months Penny Farthing. Collection of AD&D PC sheets in GeoPaint made back in 1988ce. Just to show you that I am not the only one that does RPG on/in Geos (BG). Found some nudes and hard core on the disks as well. Nope guys that isn't going on the Penny Farthing. Fonts, some we have already, others that we once had <insert maurice rant>and quite a few that we have never heard of in our time. These will be zipped up for us and presented as time and space allow on the Penny Farthings. Spreading and preserving. So many things to look over at the moment that I am not certain what to have us put out for this months Penny Farthing, yet (EG)

Now on some of the 1541 disks that came in, well haven't fired them up yet. Did get a Geos 128 in the box, without the manual. No.16 is interested in that for himself. Since all he has is the Down Load version. & disks from CMD of the Perfect Print "LQ" series. A thing that No.16 is also interested in picking up. My copies are some place in the thousands of disk boxes <S>. However copies shall be made. Programme is useless to me with the post print and laser jet system. However it does make very good print outs of GeoWrite as I remember from doing that and some GeoPub work many years ago. Several games, and I mean factory ones. Along with dox for things. On that topic we did gain the Simons Basic manual. That is a new thing to us. Now to find the disks. Those we have a few of around here. Gained some Scantronix handy scanner factory disks. Claimed them for myself. Being the only local member with the handy scanner. Want to make some backups. Prize of the lot so far is the GeoBasic disk, and the manual. We may be able to do a little work in Geos programming with

The voice of the A.C.U.G. 31 years and still going that material. As a fast thumb through the manual. Doesn't seem to be too gear head for our level. Only problem is the disk. Internal 1571 drive isn't working at the moment on the 128D that is used for regular work. Thinking about installing Geos 64 on the 64c.

OK found some rolls of rat shack paper for the plotters. Didn't see a printer driver in the Geos disks for the 1520. Still have to make space to set up the printers for testing. We did gain many wrapped ribbons. Think I stated earlier that some will fit the Star printer, others have to be wound into the Star carts. Oh did find the proper driver on the Geos disks for the Star printer.

C= DVD Offer

This announcement was sent to me and posted on our mail list. Thanks go to weirdwolf/destined! a.k.a. DMackey, and Robert Bernardo.

Date: Fri, 02 Oct 2009 13:56:00 -0500 Subject: Commodore Archive DVD Set's now available (20 DVD'S for \$20 • Shipping)

Hi, I have some dvd sets available from my Commodore Archive Website <http://www.bombjack.org/commodore>. 20 DVD's full of Magazines, Newsletter, Application Manuals, Games Manuals, Books, Etc.. This is only the Commodore 8-bit items, no Amiga items yet. See Below for listing. Price = \$20 • \$5 for shipping (United States) or \$20 • \$8 for shipping (Worldwide) PAYPAL = dlh@bombjack.org. All money left after purchasing dvd's, sleeves, envelopes, and postage will go directly back into the project. Recently I was able to double the bandwidth allowed on the website from 1,000GIG per month to a whopping 2,000GIG. So you don't want/need all 20 dvd's. Just pick the ones you do at \$1 each. Example: If you only want dvd's #'s (5, 11-14 and 19) 6 total, then it's \$6 • shipping. Make sure you clearly specify which #'s you want. Give copies to your friends, share with others. As 'The Softrunner Group' used to say "WE DON'T DELAY WE'LL SPREAD IT TODAY"

- DVD 001 - Ahoy Magazine (All 61 Issues)
- DVD 002 - Compute! Gazette (All 83 Issues) Special Issues (All 5)
- DVD 003 - RUN (All 94 Issues) Special Issues (All 5)
- DVD 004 - Commodore MicroComputer Cyborg Gazette (All 3 Issues) Info (All 49 Issues)
- DVD 005 - Commodore Magazine (All 34 Issues) Commodore Power-Play (All 23 Issues) Commodore World (All 25 Issues) Diehard (All 23 Issues)
- DVD 006 - Family Computing (All 64 Issues) Special Issues (3 Issues)
- DVD 007 - Zzap64 (All 107 Issues) Micro 6502 Journal (72 Issues)
- DVD 008 - Compute! and Gazette Special Issues (6 Issues) Enter (13 issues) Go64 (English) (13 Issues) Home Computer Magazine (All 11 Issues) K-Power (All 8 Issues) The Transactor (55 issues)
- DVD 009 - Big K (All 12 Issues) Commodore DiskUser (All 36 Issues) Commodore Format (All 61 Issues plus Supplement)
- DVD 010 - ARES (All 17 Issues plus 2 Special Issues) Blip (All 7 Issues) Commodore Computing International Commodore Horizons (All 27 Issues) Compute! Apple Compute! II

The voice of the A.C.U.G. 31 years and still going

(All 3 Issues) Compute! PC Micro Adventure (All 17 Issues) Personal Software Sierra

News Magazine The Guide to Computer Living TPUG

DVD 011 - Compute! Issues 001-040

DVD 012 - Compute! Issues 041-080

DVD 013 - Compute! Issues 081-120

DVD 014 - Compute! Issues 122-160

DVD 015 - Your Commodore (All 84 Issues)

DVD 016 - Your Commodore Special Issues (7)Your 64 (All 14 issues) Commander

Re-Run BBS Retro Gamer (01-55)

DVD 017 - ACE (All 55 Issues)

DVD 018 - Books

DVD 019 - Advertisements, Applications, Commodore Disk-Magazines, Disks, Games,

Hardware, Program Protection

DVD 020 - Newletters Misc (couple video and ISO images)

Thanks David dlh@bombjack.org <http://www.bombjack.org/commodore>.

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OK freaky one back again. As you can guess, I ordered the set. Pulled out of the use for shop order pocket. Be a lot of stuff for me to review and for us to experiment upon (EG)

The DVDs What came in

Doing this before the meeting. Secret, the disks will be demoed at the kibbutz on vella (the linux system) after the actual meeting. As it is meeting day, Thursday. The day that the disks arrived. Ordered them Saturday night, and DLH posted them on Tuesday. Well that is because of the Monday holiday drewn. Not been the time to look at them as of yet. Shopping day, ride arrived and took about 2 1/2 hours for shopping today. Can tell your right now that it came in a flat rate priority box that ran just a few cents less than the \$5 for shipping. Bubble wrap and other packing holding a ziplock bag in place well protected. Inside the bag a stack of DVDs, each one numbered with a print out of what is on each disk. Now I intend to change the paper sleeves to jewel cases for us and work out a more indepth sleeve for the disk. Now gang, even though DLH speaks a couple pages back about spreading the DVDs. Imperial decree here is that we will only do that for the members that can't afford the disks. As guys we have many of them here, but still costs a lot to have the site up at that speed with all of this data. Plus more coming in. Remember DLH refused my offer of payment to send back my book he scanned in for the site. Lets lay some bread on him for doing the job that we have tried to do in hard copy. OK disk review after we have looked at them (G)

Thursday night I was up early at the kibbutz. Where I went online and made a hasty announcement based on what happened that caused the no meeting. At the same time I put in the first of these DVDs. On this one is the collection of Ahoy magazines. All I was capable of doing was give a fast look over issue #1. That issue, with some colour is wonderful. A few pages have a bit of yellowing. Nothing detractive at all. I'll be spending a lot of time reading

The voice of the A.C.U.G. 31 years and still going and making review reports on the issues for us as time goes along. Only one drawback to these DVDs. One that I can understand for cost reasons. DLH places them in paper sleeves with the plastic see through front. For me to remove one of these DVDs requires the destruction of that paper sleeve. So at this time. I am not going over them, Until I can pick up some jewel cases. Besides that will have me work more on making superior sleeves for the jewel case cover from what we done in the past. Having a better MossyCon CD for #6. Overall gang, score these DVDs up. They are worth much more than what he is charging. Get them now before he realizes he is underselling them (VBG)

Things from Cincinnati Group

Wednesday 14/Oct/09ce, a big box was in the foyer. Containing the order from Cincinnati. We gained a stack of 1541 disks. One double style disk box for 1541s and a single line disk box. Plus one of those 10+ holders. Great for specific disks. 1581 style disk holder and a disk box for 1581s. Help us here in organizing the disks. Might eventually get to see the counter and the Computer desks. Now to find a place to put them, before the sorting. Loads of sorting to be done around here.

Font Experiment for the Issue:

OK gang, there are two font experiments for the issue. First is the request to raise the point size up from 14 to 18. As a reader said that the print issue point size at 14 was too small for easy reading. I raised up the point size of the departments starting at page #3 from 14 to 18 in Haviland. Then raised the point size to 18 for all of the main body text. Well that is what I originally wrote. After looking at the issue. Before the meeting. I just couldn't take how much this point size is a screamer on the screen. Also I hadn't done the below VCSWEB update. Nor Demos, Discussion, Close in the meeting part, or completed the information on the departments. This is at the moment on page 13. Before I reduced the font back to 14 point. This was page 18, and mostly filled. Now I really lean to 14 point. But I put this in the 18 point for you to see and decide. Which is better, this new 18 point, or the regular size of 14 point? You tell me and that is what we will use. Second test is a new font, non laser. Called "Der Vaterland". This one is also placed on this month's disk. Test is to see how well if at all it will look in both the print and the CyberSpace issue. Again you tell me. This font came out fine, in fact better than the LW fonts used on the sleeve and label for this month's disk. But what will it look like in the print out and in CyberSpace. Well

the good news to that is you have less to read from me. Bad news is that means for others that send in stuff, less space. At the 18 point print version. So let me know what you prefer in the print issue copies. I lean to the 14 point. While for the CyberSpace readers, if you also want this 18 point. Let me know as well.

VCSWEB Update

Been a lot of changes since I reported about this in the last issue. Still am not fully or even remotely aware of the story on what went on. Past what I reported last issue. That aside for now. I and the others at vcsweb.com have access again. Now it isn't like it was before. So far no pine so forget going on with a Commodore. Must login as "username@vcsweb.com" and then in the box under that install your pass word. Yeah the new place that they are using has the login screen that way. Next screen has several options. First off is which email thing do you want to use? Horde or Squirrel Mail? Rod & Gaelyne suggest Horde, and they have used Squirrel Mail for many years. I tried Horde and am completely lost on how to operate it. Way too many icons for this icon illiterate user. I am using Squirrel Mail at this time. All of my folders are there and work properly, so far.

Back to that in a moment. Once you have chosen your e-mail thing. Under that is an option to make that the auto-load version for you. This I haven't done. Other things like e-mail filter, that confuses the hell out of me and therefore I haven't done anything with it. I mean in pine I set some numbers. I am floored at this one that wants me to send myself an e-mail. Too confusing, not enough documentation/explanation. Pass word change and a couple other things for you to look at. Once you are in your email. Things work pretty much as before. Speaking now from primarily returning to Squirrel Mail. Rod & Gaelyne move my address book back to Squirrel Mail. Didn't seem to want to work in Horde. Rather important to me as the e-mail addies for the members of the ACUG and some family members are in that thing.

Problems, and there are a few as things are still being ironed out. For me it is spam. They deleted around 2 gigs of spam before putting up my mail. I used Horde at that time and had 197 pages of e-mail. Pushing somewhere around 3,000 plus pieces. 4 of them where email from people or a mail list that I wanted. The rest was yuppers you guessed it spam. thanks to No.8 on a recent visit. He installed an of line reader. My first for linux, called icedove. Well I dislike having to do all the clicking for the certificate stuff each time I log in and send a message. But it does chop a lot of the email that is spam. Average is 173 pieces of mail each day. Some of this is from the mail lists that I am on. Some are from face book and from normal everyday messages from friends. At best there are 10 that I want to read. Mind you icedove is getting pretty good at what is spam for me. Now then the reason that I know the number. Simply because icedove isn't giving me everything. I mean that some pieces of mail I want. It is considering spam. Nor do I know how to correct that problem. So I have to go to vcsweb and manually go over that list of mail. Killing the spam and keeping the few things that icedove didn't send to me. Like my netflix information. Most recently as this is

The voice of the A.C.U.G. 31 years and still going written. A new problem has happened. When I try to sign out. I have been getting a 404 error. Have to then close off that tab or what ever it is called.

Bugs in the system for certain. Much to be done to work out the spam problem. Thank you go to Rod & Gaelyne who spent a lot of time to get this working for us. Even with the problems that have appeared. We again have the COPS & HOMESTEAD lists. These are now written in with the vcsweb behind them. Be time spent, but I am certain that things will again become smooth running for all of the vcsweb people. Thank you Rod & Gaelyne.

Why the C=?

I get this question on the Inet and in the shop. Bet you do as well at times. There is no hard answer for this one. Each man has his own reasons. Mine are it is my first PC. I can understand it, it does what I want, I can make it do things, not the other way around. Such as the new breed of computers. It is fun to use, stimulates the mind. Easy to learn, like there are books for it, not found that for my linux. Also I am not a follower of the herd. This is what I enjoy, the Commodore. Linux does other things. Not as much fun or as easy as the C=.

Take a simple day as an example in what I do here at central. At the kibbutz, sit at the linux <vella> system. DL mail, chop through it and swear that later I will answer the stuff. check on the progress of dragon killing on castle age at face book. Then I must be off to the shop. (man must I ever be) Here I spend the day puttering with C= stuff. Be that moving and testing hardware. Trying to sort out papers, and other hard copy. Attempting to organize the software. Though most of the time it is in front of the remains of the 128D. Working with Geos/Wheels. Doing the newsletter, articles for other publications, RPG things for my group, stories/novels and other writing things. finally tearing myself away after 6 hours or more. Back to the kibbutz for an hour before the game of that night. Try to do some e-mail, hang out in our IRC chat, and smack that dragon. After the game, watch .avi files of Bleach (gotta be a way to make them work on a stand alone DVD player). Then off to the rack. Repeat this for the rest of the week.

OK vella shows me the CDs and the DVDs. Though I am yet to understand if that format is a market ploy for or from the newer systems. Just to make you buy the newer systems. Ah but leads into the realm of projections of what PCs would be to day with the "what if" idea of Commodore not getting smegged. Not going to say that vella is faster than the 128D with the SCPU. Speed discussions are meaningless between platforms. Been in too many of them already. Nor the programmes that are similar between the two systems. Such as DTP (is there one for linux?) and WP. Because of the simple fact that they may have the same basis. But are different.

So why then do I feel more at ease with the C= than with vella? Been working on that idea for a long article as part of a review. My vella shows me gun videos <I am not a fan of the AR platform> along with anime, and other movies. 128D doesn't, but it isn't a video player,

The voice of the A.C.U.G. 31 years and still going though I bet it could be. Does the 128 play music? Besides S.I.D.? Yeah I know there was a thing going to play audio CDs through the system. Using the CMD SCSI controller. I tested that one out several years ago. Didn't like my CD 4x caddy using system. Heard about other forms of music that could be played. But honestly the terms and the how have yet to be explained to me on the method, or the format of the music.

"The Commodore is a game machine." Yeah we have had that often over the years. And yes as we know it will play games. I have a lot of them sitting patiently for me to play. I'll state the obvious now, yeah more for the C= than for the linux. Part of that is that I can DL linux games. But can't find the dox on how to use them. Also no idea of where to find more of them. Anything out there like Pool of Radiance? A good S&S RPG? No idea of that answer and that means that I have no idea where to look. Before you say it, no google isn't my friend. And this brings me to the manuals and the dox. Where are they? I have open office 3 on vella. I have Wheels/Geos in front of me. I have no dox to my knowledge for open office. I have books at hand for Geos. Well I am reviewing them for articles. But they are there, manifested in print not 18" from my hand. Where are they and how to find them for linux? Right it is in the dox on how to find the dox, after you have found the dox.

Guessing now, that one could say that I am overwhelmed by the linux system. I can remember the feeling of the first time the screen came on the 64. When I gained it back in 1993ce. Scared to do anything. But that tattered book with the bent and twisted metal coil binding, called the users guide. Changed that to the fanatic of today. FWIW tis the only instruction manual for the C= that I have ever gone through cover to cover. So what I am saying is that the approach to the C= compared to linux or any newer platform, is dramatically different. Commodore sets out to educate the user. Granted one has to find the pathway of books and magazines in order to follow the training for themselves. but it is there. Newer systems appear to me to expect the user to have some inborn instinct of how things work at the get go. Take cut and paste as a simple example. Highlight what you want in Geos, use the Commodore and the "C" key to cut it, go to the document that you want and at the correct spot, use Commodore and "T" key. There it is on the screen. Also that information is written in the manual for you to learn and go back for a refresher. Ah on my linux system. Some one <Hoi destined!> had to tell me about the commands to cut and paste. Along with where to and how to use it for IRC and e-mail. Not only don't I have a manual, like the Geos one to look that up. I had no concept that cut and paste could be done in anything but Geos, or a reason to consider that fact. Making me wonder what else I am missing.

So yeah the new platform after a tad bit over three years, well let me add I am on my 3rd system and 4th OS. Still is like trying to play a game without the story line or the dox on the controls. Let alone an overlay of the keys to be used. But that isn't the only thing that makes the newer systems so alien to me. I'll add here that there is a similar problem for me with Amiga. But that may change now that we have the manuals. Just need to get a working Amiga. Another thing that as I step back from the machines, I find interesting. The connection I have to the C= being a gamut of sensations. Isn't there for any other platform. Now I have read about this on lists from other users. Who have no difficulty tossing the week old heretic

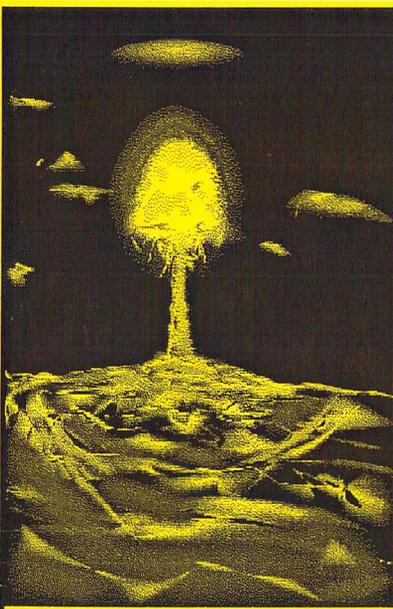
The voice of the A.C.U.G. 31 years and still going system for the newest version. But still have the C= stuck off in storage. Just not able to depart with it, and for those that did, wanting it back again in some form.

Can't speak for them. Only for myself. Doesn't matter that this system doesn't do all the fancy stuff. That we are told is a "must have" thing. No, for me the C= system is something that I can use. No way can it be said to be simple. If it was simple, there wouldn't be so much stuff out there for it at this time. I'll never live long enough to learn as much as I want to about using the system. Nor play all the games that I have collected. Not even talking about the tools and utils for it, or books magazines. We know that there are mountains of things for this system. Guess that the sheer weight of that fact shows there is something special then and now about our PC. I was going to title this report "Commodore does more than any other PC". Too long for splitting up into columns. Too long to explain the meaning of the title. But in truth that is what I am saying. For me, the C= does more than the other systems. Because I can use it and feel in command. Even though I barely can programme a couple of lines. I feel that I am working with and in control when I use the C=. This is a friend to me that at times gives me a helping hand. Not just in the physical meaning. Other systems just aren't, and here I use my word, "alive" to me. Nor when I use the other systems, do I feel in charge of the situation when I am doing something. I feel left out of the loop. Alone and at times unwanted. OK that is also sort of the feeling I get when the C= gear heads start spouting techy stuff on chats and lists.

So then, in this personal rambling, why the C= ? Because it isn't all of the other things that are being pushed on the public system. Information for it is at hand. Does what I understand a computer to do for me. I can make it do what I want, well a good portion of the time. We still have arguments. Does a lot of things without the gloss, bells, whistles and other flashing of the newer styles. Most of all, it is my friend and tolerates this ignorant old man trying to learn how to use it, while the other systems are cold, demanding and lifeless. Like they said long ago about the C= it is a friendly PC. so yeah that is why I use the Commodore. He is my friend and teacher. Even puts up with my constant pipe smoking.

Da Pictures

Well there aren't any jpegs in the print issue this time around. Can spend a moment and come up with some really fantastic con job. However the truth is, I am recovering from an attack and just to smegging weak to set up things for the camera. Yeah be nice when the sho-vah fixes things and this health problem can be treated again. But off the downer stuff. since I gained these GeoPaint images. Been wanting to try an experiment. Won't know till they print out if this works. Page #19 should have some GeoPaint pages, along with some text. If lucky there will be 4 of them on the page. This is to experiment with the post print insertion of GeoPaint at different sizes. Seen it done long ago with the UCUGA newsletter. Want to see if it is possible for me to do something on that line for us. Adding to the understanding of what I am faking for us each month. As this is written, the actual pix are not selected. As I need to check them again. Add some information on the GeoPaint page. Before inserting it, as it is a test of insertion and the font in GeoPaint to post print.

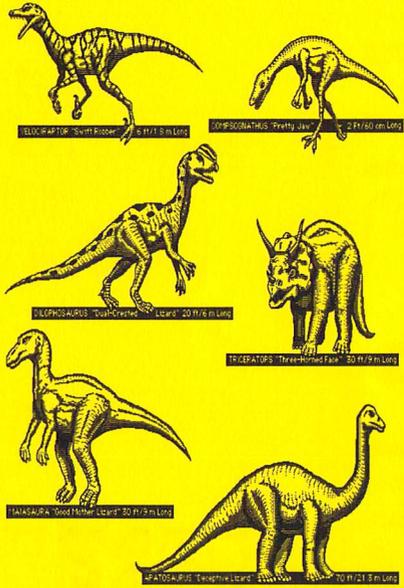


A Bomb test. Perhaps 2nd one (Underwater detonation) at Bikini? Can't see the ships in this pic. Mac to Geopaint convert. Tested here for size of image and text in the issue.

the better on print than on the screen. Front experiment, as well as insert experiment.

U.C. 31 years since Geopark #1

By Keith Berdik



INSIGNIA OF
ARMY AIR FORCE
AND AIR FORCE UNITS
OF WORLD WAR II
PAGE 1 - VOL. I
COMPILED BY:
J. D. LOCKSON
299 LOCKSON HWY
RADCLIFF, KY 40164
502-352-2851
502-351-3754



1st FIGHTER



2nd BOMBARDMENT

THIS SHEET WAS PREPARED BY USE OF THE HANDYSCANNER-64 AND A COMPRESSION PROCESSOR INCLUDED IN THE SAME PACKAGE, IN TANDEM WITH GEOPARK. SOURCE: "WORLD WAR II COMBAT SQUADRONS OF THE UNITED STATES AIR FORCE"



3d BOMBARDMENT



2d OBSERVATION



2d COMPOSITE



3d TROOP CARRIER



4th BOMBARDMENT



4th CARRIER



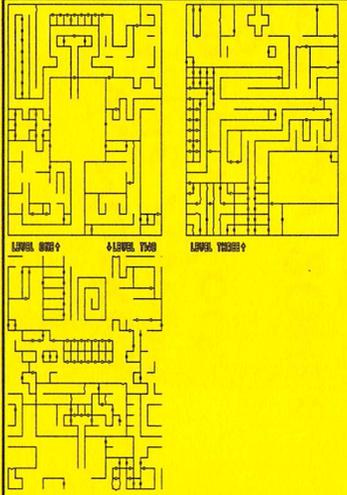
6th ANTISUBMARINE



4th SEARCH ATTACK



6th PHOTOGRAPHIC



Maps for Harkyn's Castle in Bord's Tale. As the D.B. from the early 90's states. No.30 has played this game and Identified this for us. Using it here for the experiment in text on the GeoPoint page, mixed with the inserting in the issue of

The Village Green

The voice of the A.C.U.G. 31 years and still going

A.C.U.G. #447
623 29th Street
Astoria Ore.
97103

