Cincinnati Commodore Computer Club
Summer Spectacular 2008 President's Page

Howdy Fellow Commodore Users!
During Memorial Day weekend, I decided to make the trip to Cleveland area to check out the Classic Computing and Gaming Show. http://www.ccagshow.com/ Our club was sponsoring a few door prizes, and I took those along in tow.

I arrived at the doorstep of the American Legion Hall an hour before the door opened to the general public. That time was reserved for the sellers to allow them to set up their wares for the afternoon. I strolled inside with shopping bag full of Amiga and C64 goodies. Into the mix I also threw in a bumper sticker Have you hugged your C64 lately? I introduced myself to Thomas McLaren who was in charge of just about everything surrounding the show. We briefly chatted about the show, and also about the NotaCon/BlockParty. I then went about putting the goodies on the door prize table. I went back out to my car, since it was going to be a little under an hour until the doors opened up to the public. I ate my sack lunch I brought with me. It was a good thing I did that, as the restaurant options you could find were pretty far away from the venue.

There were 21 vendors set up at the show. At 1:45, I decided to go back into the hall and wait the arrival of the general public. I was fortunate that I had dealer access due to the door prizes the club had provided. There were a few dealers that had some Commodore gear, but no large representation of items.

In all, a total of 180 folks attended the show. It was announced as being a success. Also announced that this fall, they were going to do it again. Looking at their website, all but a couple tables are already reserved. So it sounds like their fall gathering will be equally attended. For those wanting to attend, it will be held on October 12, 2008 from Noon to 8 PM. Thats double the usual time the public gets to shop around.

Don't forget our own show is coming up at the end of this month. We got some advertising from CCAG on their website, as well as their flyer that was handed to every person entering their show. If you havent volunteered for anything at this years C=4 Expo, being held on the weekend of June 28th, sign up now.

Keep on Commodoring!!
David Witmer Cincinnati Commodore Computer Club President
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Editor's Report
I am still looking for articles from our members. Anything related to Commodore computers will do. Articles should be in the format of your choice (though plain old .txt would be great). Articles should be submitted by email to six@thedarkside.ath.cx, or by plain mail to the address on the cover of this newsletter.

Finally, there are two things that you should all take the time to make us aware of: 1st, if you would like to receive your newsletter via email instead of print, and 2nd, if you would like to receive the annual disk (and if so, which format, C64 or PC) that we will be releasing starting this year. See the address information above.

Beginning this month, we will be featuring a series of guest articles, written by Lord Ronin from Q-Link, of the ACUG on the west coast. I hope you will enjoy reading them as much as I have.

Guest Article: "Newsletters"
By Lord Ronin from Q-Link

I wondered at this word, newsletter. Checked it out to see what it meant in the Oxford English Dictionary. OK that wasn't one of my most brightest ideas. So giving up on that form of research for this report. I decided to go into the current useage of the term for the last 40 years that I have buggered around with them. Yeah eventually I'll tie this all up for the C= aspect.

Despite my protestations about not being a writer. I seem to get stuck with writing. A task that today with my bad health is a thing that I can do for a few peoples alleged enjoyment. Yeah I did take some writing and journalizm classes in my time. Been doing newsletters as a writer or reader for over 40 years. just experience nothing expert on my opinions for this report.

Right got that disclaimer out of the way. Now to the meat of the matter. What is a newsletter for the group? OK first what is a group? Yeah that should be first. OK a group is a "group" of like minded individuals participating in a common thing. My first newsleter work was in martial arts back in the very early 60s. Just a reader and a few times contributor. If they could read my penmanship. Later the fencing club, conned me to do some newsleter work for them. But as I couldn't type. That was limited. OK I have since then semi taught myself to type. Thankfull that the major keys are under the left hand and that is the one that still works. Now to get past 5 words per minute. Well I did some political stuff in college for newsletters, and the college paper. Later I did the monthly newsleter for a shire in the Society for Creative Anacronizm. Middle ages recreationist group. Did some articles for a mountain man recreationsit group as well. Then in 1994ce. Got handed the editorship of the A.C.U.G. newsletter. Now we can begin on the newsleter story and content.

Over the years I have seen many newsletters. A good example of the word used in its purity. That is a letter with news of the things of the aforementioned group. Would be the newsletter of the A.C.U.G. when I took it over. One sheet of paper, with the minutes of the meting, list of officers, next time and place of the meeting. Written in an Amiga writing system. Printed out, and then the reverse side was used in the printer for the address part. Folded, stapled stamped and posted. Yeah it was basically a letter with the news of the group. Key word here is letter. At that time there were more members in the A.C.U.G. than today and we shelled out $12 a year for membership for the newsletter.

My first issue was a whopping 4 pages done in the NewsRoom. Printed on an OkiMate-10. Looked OK to me, a bit hard on the characters for reading. Yet it was a 4 times larger newsletter with more information. Basic stuff, a C= page, an Amiga section, and editorials. Want to hear the praise Igot for making a bigger and better newsletter? I spent too much money for four pages. Every one gets the magazines so don't review them. Every one already knows all of what was put in the newsletter. Hmm, the two of us putting it together didn't know the information. Guess we don't fit in the everyone part. So I listened to what they said, the old timers. Then just kept on doing it my way. Moving later to GeoPub and the issue became 6 pages. Finally with post print. The issue made it to 12 pages, expanded a couple of years ago to 16 and most recently to 20 pages. All in the booklet format. Though with the printer going out for a while. Back to the 12 pages in GeoPub on a dot matrix printer.

That covers our newsletter in format. Others I have seen reach booklet status as well. Such as the Infinite Loop. The one from the Huston Texas group. Both of those though I haven't seen for a couple or so years. BUG was another booklet one. Also not seen for a long time and I heard that they closed. Others came to me as a real honest to goodness letter. A Colorado group did that as they reformed. The group from Madison sent a coloured single sheet but 4 pager to me for years. Till they closed a couple years ago. Now I don't see in the mail box as many as I did before. I get from Cincinnati the 4-6 sheet newsletter. Every couple of months I get the 3-4 page newsletter from the Kansas City group. Two newsletters in the posting. Monthly the 3-4 pages from the Dayton Ohio Amiga group. Onece a year the Fresno newsletter from the FCUG. Every two months there is

an envelope from the Las Vegas 5C's group. Containing two issues of their newsletter, on disk. That is the lot now-a-days.

What does it take to make a newsletter then? Well a group that is doing something. I got a bit tired of one newsleter that mentioned that they met. Had pizza, op and beer. Talked about the old times. Then there were over a page of jokes and at times a recipe. Taking up the 4 pages, counting the address section. Editor is the heart of the newsletter. This job is a thankless job. You can scream for submissions. Getting nothing but drivel from Lord Ronin, right Six? {G}. Mainly if there isn't input. You the editor must create the content for the newsletter. Reports from mail lists, IRC chats, e-mails on the topic, web sites, rumours of what locals want to do and anything that you can make to fit your page count. Your ammunition for those that don't like what you present is always. "Send me what you want." I tell my members that if they like what I write. Don't send anything, and it will be considered 100% positive response. Well that backfired on me, they say that they really do like what I write. Well, there is a clincher here, submissions need to be in GeoWrite for me. {SEG}

Content is about the interests of the group that are presented to the Editor. Either in direct contact or in submissions. Each newsletter is a representation of the specif group and their interests. As an example, the majority of local members and officers of the A.C.U.G. are also Role Playing Gamers. Using the C= as a tool to create dice RPGs is a series that I have been doing by request in our Village Green. This is of interest to us. Doesn't mean that anything past the fact that you can use the C= to create your own adventures and basic tools would be of interest to our exchanges. You the Editor have to tailor the newsletter to the interests of the group. You the member must let the editor know what you want to read about. Don't feel like you can't send in something to be printed.

What to send it for printing. Ah come on guys. Anything you do is better than my drivel. What turns you on about the C= and the things that are happening? OK here is one road blcok that I found for people and the C=. Our history is over 25 years. "They already know what I can write about." The line that I hear often. Sure what you know is old to some. Hey you aren't the only one that just discovered this point about the C=. So man if it is new to you, then it is new to others as well. OK it is also a cehap cop out to get others who know more on the subject than you to come out and maybe lend you a hand on what you are learning. Helped me on a few misunderstood concepts out of the 64 users manual, ah that was so long ago, like around summer of 2007ce. Yeah no one knows everything about the C=. Or what is important to you about the C=. Tell them what is important to you, what you are doing, what you just found out, even a fond memory of a game that you have recently rediscoverd. All of those have been topics in newsletters I have read. Editors job is to place them in the issue as they fit the theme of the issue. Or ya just gota read what he puts in there for you. Unless you submit to the newsletter.

What to use to make a newsletter. Well What ya got? I used to make those middle ages newsletters by cuting paper in half. Typing up the material. Then glueing those pages on full sheets in order to make the booklet. Then off to the photocopier. You have anything that will put your work onto a printer? Then you have the ability to make a newsletter. As the managing editor for the MTTM newsletter Commodore MaiLink. I have talked to people that use different tools. I'm in the Geos camp. Others are in TWS camp. Met one guy that made a specific SEQ prg to write and print his issue of the newsleter. The NewsRomm will work, and there are others. Even my SEQ main tool EdStar II from LoadStar will work. Even prints out in two columns. now there may be rules from the editor, or for new editors from the group itself on what to use. In my group it has to be done on a C=. We did have 4 pages written and laid out on an Amiga. Then printed on the C= post script printer. Till the guy stole all our Amiga stuff. A reason we don't have Amiga in the newsletter. So our newsletter is written in GeoWrite, printed out in PostPrint 3.8 <when the printer works> we also can make a pdf file of the newsletter. 99% of that is done on and through the Commodore. Only the pdf convertingis done on the linux machine. your groups may have different or similar rules as befits the tastes fo your group.

Content of the newsletter is the group and individuals of the group, interests. System used is up to the editor and the group. Format and layout is also up to the editor and the group. All that out of the way, we come to the reason for a newsletter. Gotta have a

reason to do a newsletter. Takes time to put it all together, print it and copy that and post it to the members. Takes me a couple of days at 6 hours a day,a nd that doesn't count writing the drivel. But hey I am legally insane, so my reasons don't count.

By and large out of the infinite reasons for making a news letter, at least in my mind. You are recording the history of your group. Look back a few years in the library of your group. See the interests change over time. What happened to some of the proposed projects? Does that guy still work with that programme. Sounds interesting. now I don't mean just for the long time members to take a look back at where you were and where you are now. The newsletter is the written record of the heart of the group, for new members. They can look up how the group has moved over time. Find things that happened a while ago and be sparked by the event or the item. Helping them to discover new things to this system called the Commodore. Looking at it that way. Your editor is keeper of the history and the records of the group. A big powerfull, and did I mention earlier, thankless job.

So send a thank you card to your Editor. Better yet send him an article. There is a certain sense of accomplishment to see your work in print and know it will be saved for those that will come after you in the C= world.

Members With New Member Credit Left As Of July 2008

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Cesi Dibenedetto    $ 0.50
Chris Stuhlmueller    2.25
Ray Lejuez           10.40
Steve Yockey         31.60
Chuck Kern           31.75
Ted Wirmel           35.50
Shane Fell           48.00
Mark Ponter          48.00
Ron Varnum           48.00

New Members from C=4 Expo:
Elwix/Style          46.00
Jim Fletcheer        28.00
Dale Sidebottom      48.00
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To take advantage of your credit, just call or email me with what you want from our sale list on the web site.

Roger 513/248-0025
thunderbird@iglou.com

C4 Expo 2008 Raffle Winners

Amiga I	Charles Needom		Loadstar III	Charles Needom
Amiga II	Steve Grassman		Loadstar 128	Steve Grassman
Amiga III	Steve Grassman		Loadstar 3.5"	Dale Sidebottom
Amiga IV	Charles Needom		Loadstar Misc	Charles Needom
			Loadstar Spec	Frank Nally
C64 I	Steve Grassman			
C64 II	Steve Grassman		Jeri Stamps	Steve Grassman
C64 III	Steve Grassman			
C64 IV	Dale Sidebottom		Amiga Expan.	Andy Maher
			Amiga tape	Dale Sidebottom
Loadstar I	Jeff Ledger			
Loadstar II	Steve Grassman		Micro IEC	Steve Grassman

C4 2008 Expo Pictures

The rat pack: Stephan (Digit), Six, Pegasus, and Elwix. This was midway through the M.U.L.E. tournament. I'd tell everyone I won, but I think the computer beat us all. Of course this was around 2AM, so everyone's M.U.L.E. mojo was fading. It was great seeing these guys this year, I believe Stephan and Elwix became new members of CCCC. (picture by Doppleganger)

Snogpitch, 8bit, Frank Nally, Dragos, and Roger Hoyer watch Leif Bloomquist demonstrate how to use warpcopy with a 128 and RR-Net. How Leif got his RR-net to work with that flat 128 I'll never know. I've had nothing but trouble with that combination. Regardless, I could see a lot of the Mac users in the crowd thinking of running Warpcopy over WINE. (picture by Doppleganger)

Caricon has a huge collection of Commodore Calculators. As many of you are aware, there's a whole niche of Commodore collecting that doesn't involve the computers we all love so much. There are Commodore collectors that strictly collect calculators, typewriters, thermostats, and even filing cabinets with the Commodore badge on them. (picture by Doppleganger)

Joe Palumbo always brings lots of software for sale, as well as 1581 kits, brand new Super Snapshots, and all sorts of books and magazines. Joe's one of the TPUG members who makes the commute to C4, I hope we can send a group to WoC this year. (picture by Doppleganger)

Glenn Holmer (ShadowM) travels in style. He had a padded case with custom holes for all of his gear. I've been on tour with major rock bands and I've never seen anyone treat their gear with such caution and respect. Major props to Glenn! (picture by Glenn Holmer)

Elwix and Jim Brain spent a while discussing the intricacies of the uIEC. This device is an IEC to compact flash/IDE adapter, and supports JiffyDOS natively, will mount D64 images, and can be expanded with much room left in the central chip. Kudos to Jim Brain for his amazing design work! (picture by Glenn Holmer)

Jeff Ledger, Leif Bloomquist, Roger Hoyer, and Michael Gladson play Leif's 8-way online racing game for the C64. Leif had 8 C64 systems set up together networked so that all the players were playing the same game. Leif always has some really cool cutting-edge stuff to show off at expos, this year was no exception. (picture by Glenn Holmer)

Doppleganger and Stephan were on hand taking pictures. (picture by Glenn Holmer)

I'm Hungry – Want Cake.

"Hey", I thought, I'll do something REALLY goofy for the summer special and see if I can find a CAKE shaped like a C64… This is why the internet is a terrible thing. I found not one, but THREE separate examples of such a thing, and I don't even think the people know eachother. Anyway, on to the cakes:

This first one is pretty impressive. They even took the time to pipe on the letters. But it still looks like it's been in a fire.

I thought this one was really cool. Granted, they seem to think DOS runs on the 64, and they're missing a few keys, but they did take the time to take a cake 1541 and 1702. I bet if Gumby had a C64, this is what it'd look like.
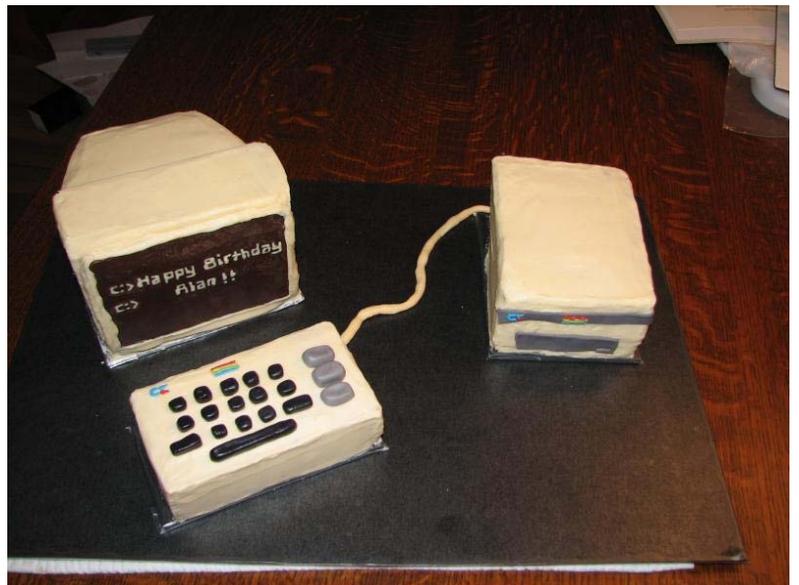
Isn't this actually a VIC-20? Anyway, they've just printed a picture on paper and stuck it on top of the cake. I bet that tastes….. fantastic. It's some sort of odd bloody-vomit color as well. If someone tried to feed a cake to me that looked like this, I'd toss it in the trash and eat the box instead.

"Adventure Games: A Step Into Adventure"
by Paul Panks (dunric@yahoo.com)

Years ago, when the first mainframes graced the high tech schools of MIT and Stanford, adventure games, if they existed at all, were often very simple endeavors where the goal was simply to exit a maze or gather treasure.

But that all changed when Will Crowther and Don Woods set to work on 'Adventure' (also known as 'Colossal Cave'). Eventually the game reached over 500 points and several dozen rooms. The player would explore the adventure and come across various puzzles (or even NPCs - Non-Player Characters) that needed solving.

By the late 1970s, adventure games were becoming common place in the growing field of microcomputers -- homebrew electronic units such as the Apple II, TRS-80 and Commodore PET. A fellow by the name of Scott Adams developed an easy way to port larger adventures onto these new machines, amazing everyone.

Infocom soon arrived on the scene, after a successful venture of developing the game Zork on a DEC PDP mainframe. 'Zork', or 'Dungeon' as it was originally called -- was even better than Adventure, including several unique puzzles such as a reservoir that needed to be unlocked as water filled in from outside. A deep underground labyrinth also confronted the player, with many twists and turns similar to Adventure's "twisty little passages, all alike".

Zork was a huge hit and was thusly ported to several microcomputing platforms -- including the Commodore 64. The original version was too large to fit into a single game, so Infocom broke the game up into smaller, individualized games: Zork II and Sorcerer.

After Zork came a flood of adventure games varying in quality from the divinely simple (Castle Adventure by David Malmberg) to the irritatingly complex (The Pawn by Magnetic Scrolls). But would be gamers ate them up at a rapid clip, making Infocom and other start ups highly successful throughout the early-to-mid 1980s.

Steping into adventure games was, for the player, a lot like stepping into one's own mind. Creative thinkers often thought alike, causing a hailstorm of adventures that found themselves cursing, blinking and heckling the player to go further, to dig deeper into that cave. And the player followed, often without the aid of flashy graphics (but later adventure games included detailed graphics along with the regular text).

Players passed around games like notes in a classroom. 'Hey! Pssst! You in the front row! Check out this game!' Software piracy became a huge problem, not only for the Commodore 64, but for the entire industry. Stepping into an adventure often meant swapping disks and copying programs without the permission of the (at times) monolithic software companies.

As the popularity of traditional adventure games slowly faded -- replaced by 3-D adventures such as Myst -- a small community of adventure game enthusiasts came together and formed the Interactive Fiction Archive (www.ifarchive.org). And every summer they also held an adventure games competition within the community known as the Interactive Fiction Competition (or IF-Comp).

Today, just as in the past, adventure games still provide hours of entertainment for a new generation of game players. The simple joys of typing GO NORTH and GET LANTERN have returned. 'And the players shall rejoice!' came the call, down from the mountain. Adventure games are alive and well today thanks to people like you, ever present in the background, providing new games and new adventures to play.

J.R.R. Tolkien, whose books inspired many of the adventures that appeared on the computer, would be proud.

Commodore SX-64 Papercraft Paper Model (From Erikschubach.com)

I wanted to do something fun for fans of the SX-64, so I took a couple of hours to create this paper model of my favorite vintage computer for you to print and assemble. I had my son build the first papercraft prototype so I could include some pictures of the finished product... and this this is the result.

So get out a sharp pair of scissors and some glue to assemble this whimsical paper model that you can show off to your friends and own a piece of computing history... or build a few to make your own army of mini papercraft Commodore SX-64 color portable computers. The pattern, suitable for printing onto card stock, can be downloaded from:
http://www.erikschubach.com/vintage/sx-64-paper-model-download.php

New Commodore News Site!

Web sites with Commodore content that are current can be hard to find. While researching for this issue, I found http://www.xs4all.nl/~lagendr/ . This page is full of great material, part numbers, disk images, pictures of packaging, and lots of current news for the Commodore/Amiga computers.

New Logo!

Saehn/Style was kind enough to do a new logo for the group. It can be seen on the back page of this issue.

New NTSC Demo by FOE: Xmas In July

The group "FOE – Forces of Evil" has released a new single-page demo for the C64. The theme of the demo is "Christmas in July".

Nearly time for the July 26-27 CommVex V4

With less than 2 weeks to go, things are ramping up for the Commodore Vegas Expo v4. We have a good number of presentations this year and presenters coming from far and wide, such as Loadstar's Dave Moorman of Holly, Colorado and Amiga Forever's Michael Battilana from Venice, Italy!rnrnFor more information about CommVEx v4, go to http://www.portcommodore.com/commvex and for the frequently-updated info, go to http://www.commodore.ca/forum and click on ComVEX.

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