Notes from meeting of 17/Aug/00ce

[PEN 7:35

NEWSletter Approved

Indeed It is sense and another sense in a pologized for the late opening. Late arrivals and work on the BBS. Not to mention making the dinner for the kibbutz. Delayed the entire operation. We had a visitor Miss Jeri Ellsworth. Who is both a C= and an Amiga enthusiast. She also has great knowledge on and of the systems. Having her show up to the kibbutz for the meeting was a treat. Having her join the ACUG is an honour. #16 turned her onto this militant C=/Amiga group.

After going over the newsletter. Several ideas and concepts were discussed. Lightly was the topic of the Dungeon Creation disks for Load Star. This is too again be covered at the September meeting. As the members have time to think about the ideas of the Mega Dungeon to be made for Fender at Load Star. Lord Ronin has the basic frame work ideas for the outline. Sensei came up with an idea that is to be talked over again at the September meeting. This is the idea of adding the cost of the monthly ACUG disks to the regular membership fee. Those that desire to collect the disk sides through the BBS can do so, or come to the meeting and collect the actual physical disk. As of this meeting. The yearly cost would be approx. \$27. The idea was presented and will be voted upon at the September meeting.

This was also the first meeting of our

new member Geddy. ID #22 on the BBS. Geddy now has a 128D. Needs a monitor. 1702 is nice. But a good 40/80 would help him in both the BBS and the Inet work. Jeri kindly said that she had one she would bring by. Jeri also looked over #16's A1200 for him. Sensei didn't get the final result of that at the time.

While we are looking for a new place for both the shop and the ACUG. Things will be running along as close to normal as possible at the kibbutz. Lessons are still set for Saturday. Lord Ronin will cover more in his section.

Treasurer; \$38

Commodore Librarian: Disk boxes fill shelves and under the window in the BBS room. Many to sort over time. Seems that this is an ongoing project. Over 100 disks arrived from a man moving from Portland. He had contacted Lord Ronin on the Inet. These disks are in the sort pile. So far they all seem to be B/U and "arkhive" copies. Slowly a sort of order is being found with the disks. Three boxes of just games have been made and one of tools. Doesn't look like a dent has been put in the stack. A few lost ACUG disks have been found and placed in the library boxes. Imperial Warlord said it is like a treasure hunt. This months disk has some .SDA files and



games. To be shown at the demo part of the meeting.

IMIGILITIES. A more indepth report is expected in the Tally Ho section. Lord Alberonn has been working on the ACUG mail list. Continuing work on the Web Site. As well as increasing his levels of understanding on several Amiga programmes and keeping up on the new Amiga developments. Lots of time spent on the Amiga and the Inet. Grabbing and studying Amiga items. Sadly the editor is lost on the terms and missed much of what Lord Alberonn reported at the meeting.

First off Lord Alberonn saved a lot of behind scenes stuff for me. he was able to redo a lot of the formatted areas on the HD for the BBS. Frying his mind on Hex/Dec work in hundreds of T&S areas on the HD. Though the BBS was not up at the time of the meeting. His effort saved a lot of problems and extra Nitro tabs for me. If it wasn't for his last refill. The Newsletter may not have been printed at all last month. Since my cart ran dry. #4 filled it as much as possible with the last of his refill kit.

A website was mentioned that I went to and grabbed some GEOS Perfect Print font files. Hope to try them out in this newsletter. Along with those fonts. I found the dox for making the GeoCable. It is in HTML and I can't read it. But in a reply to my msg. The site operator. Told me how to do it in LYNX and how to save the screens. This should, when built, speed up the print out of the newsletter and other printing.

The BBS/Computer room is being setup for the ACUG. Naturally there are

some problems. Space being one of them. In the end I hope to have the 1702 monitor set up with the SX-64. Making 4 computers in the room. The BBS 128D, The 64c, The SX system and the A1200. Must turn that on some day. Been about a year now.

A group of BBS SysOps is forming through the Inet. This is in it's infancy right now. Naturally it is just C= boards. I have been helping in some of the work. Hope to have more in the "Ramblings" section.

"Commodore Familiarity" lessons are going on at the kibbutz. Beats the name Computer programming. As not all of our members are interested in programming. But want to learn what they can with the computer. More on this in the "Ramblings" section. However if you want to know more on the C- or the Amiga pc. This is the place to learn how and what. From BBSing through Inet into GEOS and just everything that we are involved in with our pc.

If IIIIES: Not much in the way of indexing for #30. As the magazines are in storage. The SX system is to be set up and then we will bring out stacks for sorting, in rotation. However he is working on play testing Wasteland and a few other projects for the group and the BBS. Vixen is still messing with the papers and trying to sort out the Dox files.

IFMI-ISSIM-INSTARS to the discussion. This was the most lively and animated meeting this year. Groups broke off and covered many different subjects. I'll make no attempt to cover the groups. There was some Amiga discussions about Inet and surfing. Problems with #16's

Ai200, and #30's A4000. Some history talk and general information on the C=. The Demo of the Amiga S.D.K. was not able to be presented. Because of some sort of code vs. system problem. I didn't understand what was being said. The disk was discussed. Side #1 has several text files from a C= disk magazine. That were made into SDA files for easier usage. But there are some UUENCODE files. That must be edited from the text. Plus if separated in different files. Then they must be rejoined. This was discussed with the use of some jiffy dos commands.

Problems plagued the disk demo. I had brought out the SX and a 1702 monitor. Nicely hooked up. However the disk drive didn't want to function. Been sitting for a while without use. We know how cranky it can get. When it is left alone. (BG) Some of the demo had to be done on #4s 1581 in the main room. Other parts in the Computer room on the 64c. As some of the games were DV #8 specific. Games where Paperboy. Which #5 played and got a very good score. However, #22 seemed to hit those boxes better than the rest of us. Revenge of Defender. This one got some play. Good gfx for its age and it is trained. War Play is a 1-2 player game. No dox. But after a we figured out a lot of the keyboard and joystick commands. Not as easy as I thought when I selected it from the BBS files. Amazed a few people how an antique computer game could be so challenging. Eventually this died down enough to call the meeting closed at 9:50pm. While move computer work and discussion continued for a while later. FWIW we did get a game of MSPE in that night. (BG)

LORD RONIN'S RAMBLINGS

Well if this turns out right. The above title should be in 24 point LQ MASH. All the department listings should be in LQ Oblong at 18 point and the meeting label was made in LQ paintbrush at 22 point. But I have had trouble in the past with different fonts and point sizes in GeoPublish. Won't know till I do the lay out this time around. But if this works. Then I should let you know it is an experiment with fonts for Perfect Print that I grabbed from an Inet site as reported in the meeting notes.

First up now is the fact that this is again late. There are plentiful amount of reasons. Heat wave, health, technical difficulties and just plain getting side tracked. Funny I read about this in other publications as well.

Now then I hope to be at the meeting. But to be truthful. I don't know if I will be there this time. Yeah that sounds funny as it is at my Kibbutz again this month. However I am in Portland on Wednesday before the meeting. Seeing a heart specialist and apparently there is a mess of tests to run. Hope that I won't be admitted to the hospital.

Most of you in the local area are aware that the BBS is back on again. A few minor bugs that I am trying to work out. But all of the games save one is functioning. A little mess up on the new deckers in the msg bases on their first call. Speaking of that we have some new deckers. One is from Penn. and is also a member of the CML.

I just joined two newsgroups on the Inet. comp.sys.cbm and alt.c64. To my readers on the exchanges. I'll learn what to do soon. Tons of msg about our sacred machine. This should give me more information for our group.

Right now the group of C= BBS
SysOps that are meeting through the
Inet. Have not worked out all the details
on how to network between the
different board systems. Mad Max has
said that he will try to make a method
to connect Omni with Centipede. I also
received a msg from him to the effect of
his attempt to become the new Host
Node for the Omni Echonet.

Recently I grabbed a collection of files from Mad Max's BBS. I hope to have at least one of the games on this months disk. Though I am sorely tested to have a double sided game put on the disk. A war/strategy game that makes Risk look tame. In this data steal I also grabbed Elvira, multi file game dl. and Champions of Krynn. These I trust to be good. As they are from M2K and MM owns the rights. Besides he has the copyprotection removed. Like for the code wheels. Also many have the dox in an e-text. But not all.

These and a lot more will eventually be on the BBS as well. But not for a while. I have a lot of work to do, in moving files to make space. The one 65,216 block partition has about 1,000 blocks free. I have to move all files from that game partition to the one of the other two that I created. Leaving the original just for arcade games. At least till I fill up the rest of the third data store of of arcade games. FWIW this is a mess of file transferes and file names in the OS section of the BBS.

O.K. the big news. Mad Max finished his PK2.04g zip file. This is the one that will make the above zip compressed files on the C=64/128. I have a beta test copy. If everything goes right. (That would be a welcome change) I will be able to demo it at the meeting and if very lucky.

Have it on this months disk. He also sent me a couple de .d64 versions of his tools. So I have a few to play with and then pass along to our members.

The lessons on the C=. We tried the idea of just a programming lesson group. But not every one is interested in that area of the the C=. Our new approach is one of general C= [side bar note at this point. The C= stuff is from me. Those interested in Amiga understanding. Need to contact Lord Alberonnl interest. At this time we are still doing programming lessons. Using the three book series that was used at Space Camp. As I write this, I made it through element 7, out of 15 in the first book. This will be a major source of lessons for programming in the future. BTW: I'm ahead of the other students in the lessons. (BG)

But what about learning GEOS? I have ordered some used copies that I will sell to members. Buying these from a fellow CML member. In the CML these past two issues there has been a great series on setting up and starting GEOS for the beginner. These articles and some from Load Star. Along with what I have learned are the facets of lessons.

Interest has been shown in not only the Dungeon Creator. But also in such things as the Pinball Construction Set. The Adventure Construction Set and several other game creation programmes that I have collected. These to shall be part of the C= familiarity lessons.

BBSing and Inet with the C64/128 was also expressed to me. That too shall be covered. Other interests where in making things that in truth. I haven't tried but know they can be made. So as you learn more about this great machine. So do I! A sort of selfish set up. But then we will gain more enjoyment from our system.

The ACUG Amiga Section & Comics! Issue 13-September 2000ce

OS 3.5 Key combinations explained

There may be those of you who are not aware of the fact that there are hidden "hot key commands" for dealing with AmigaOS 3.5. I was happy to see a gentleman on the Official AmigaOS 3.5 Mailing list post these for us and I have permission to post the info that he wrote in this article. -Amiga Editor.

Special uses of [RAmiga] or Right Amiga Key

► Hold down the [RAmiga] and click on a drawer window close gadget to close all drawer windows.

► Hold down the [RAmiga] key and double-click on an icon to open that icon and close the drawer window it is in; note that if the icon won't open, the drawer window will still close. It's known that ToolsDaemon clashes with at least this feature.

Note to have it copied instead of moved.

Hold down the [RAmiga] key and click on an info window close gadget to close all info windows.

Combined with the "Open Parent" menu item, it closes the current drawer window after opening the parent drawer, or even if this is not opened.

Dragging & Selecting icons

To select an icon, click on it.
To select another icon, hold down any [Shift] key and click on it. You can combine this with the marquee, and the "Select Contents" menu item.

To unselect an icon, hold down any [Shift] key and click on it.

To unselect all icons, don't hold down a [Shift], [Alt] or [Ctrl] key and then click outside an icon.

To drag icons around, click on them and move the mouse. You don't need to hold down any [Shift] key.

[Ctrl] will toggle selection of icons, and works both by clicking on icons and by

using the marquee.

Note that the marquee.

If [Right Amiga] is held down, icon movement will be limited to the axis corresponding to the direction the mouse was moved. This is similar to how brush

dragging works in some paint applications. The first few characters will be sufficient to identify a file or drawer. To start over with a new file name, wait three seconds.

Movement inside windows

Cursor keys can be used to move around in a window. Hold down the [Ctrl] key to move in steps of one pixel; ditto for the window scroller arrows.

New Hold down any [Alt] key and select the "Select All" menu to unselect all icons.

[Tab] will move to the next icon, with the next icon being the one that would follow the currently selected icon in a list sorted by name. If the currently selected icon is the last in the list, restart at the top of the list. If no icon is currently selected,

select the first visible icon closest to the top left corner of the window.

Signift]+[Tab] works just like [Tab], but

will select the previous icon.

Cursor upl, [Cursor down], [Cursor left], [Cursor right] moves the window view in the direction indicated by the cursor key, provided that no icon is currently selected. Otherwise, it will select the icon closest to it in the direction indicated by the cursor key.

Alt]+[Cursor up] opens and/or activates the window associated with the current directory's parent directory.
 Alt]+[Cursor down] will open the drawer and/or make its window the active

drawer and/or make its window the active one, if a drawer-like icon is currently selected (drawer, disk, trashcan).

[Alt]+[Cursor left] and [Alt]+[Cursor

right] cycle through all currently open drawer windows.

Miscellaneous

To skip the WBStartup drawer being scanned at system startup time, hold down any [Alt] key.

To leave the multi-line text input gadget used by the information window, hit [Shift]+[Return]; [Alt]+[Return] and [Ctrl]+[Return] will do the same.

For drawer or volume size in the Info window, click the size display to start

collecting information on drawer's contents.

The scanning process will recursively search through the directory contents tree, collecting the number of drawers, files, bytes and blocks allocated for it. (NOTE: For this counter to work properly on byte counts >2^32-1, you *will* need Boing

Bag 2)

To cycle through all info windows, hit [Alt]+[Cursor left] or [Alt]+[Cursor right].

Thanks go to David Rey of the Spanish Amiga User's Group for supplying this information on the Official AmigaOS 3.5 mail list. More thanks for his permission in using this information here.

Amiga Librarian's Ramblings

Well another month, another newsletter. Since we've closed the shop the time seems to fly even faster then ever.

I'm slowly getting a start on updating the website. I've been working on it a little at a time and I hope to have it

looking a lot better really soon.

The mail list is going fine for now. Not a lot of traffic at this point. I recommend that those of you who are not signed up to suscribe by sending a blank e-mail to: acug0447-suscribe@egroups.com. If a bunch of post bother you, remember that you have the option of getting one mailing of all the posts for that day sent to you, or you can just read it online.

I got hit by a spammer on another one of my eGroup's lists, but I got the address and put him on my banned list. This way our list doesn't have to deal with junk from that individual. Spam is against eGroup's policies and I'll not allow that to

continue on the ACUG list.

I am now the proud owner of a Sylvania F76 monitor. (#30 bought it for me as payment for work I have done on his system. He now has his 1942 monitor back.) It's a 17" (16" viewable) monitor that was intended for the PeeCee world. However, my PicassoIV can handle it quite nicely and I don't have to adjust the screen height and width settings all of the time. This of course forced me to edit all of my screen mode settings, but the work was worth it in the end.

I'm currently looking for a means to expand my Fast RAM on my A4000 until I can afford an accelerator (which usually has room for tons of RAM.) A lot of pictures I'm getting are growing in size and I need the RAM for playing with the

larger pics.

More work is pending on the Amiga BBS areas on the Vacuum Tube. I also need to try to get the funds to get the second phone line installed so I can not interfere with the Vacuum Tube's operation or Lord Ronin's Internet time.

I am among a group of people who are still waiting for the upcoming Boing

Eric Schwartz's Sabrina Online Marathon - Episodes 76-80



Sabrina Online by Eurla Schura

"Monologue or dialogue?



Sabrina Online by Eirld Schwarty



Sabrina Online by Evil Schwart 01999

"The Mutual Deception Society"



Sabrina Online by Evil Schwarts

"A very scary new beginning"



Bag 2 (BB2) upgrade for AmigaOS 3.5. Due to non-disclosure agreements, all we are getting is that it's supposedly out soon. The new upgrade is supposed to fix some serious bugs in OS 3.5 and

On that same subject, it may be the last update for AmigaOS 3.5 and perhaps for the Classic Amiga. Sales have reportedly not been all that great and unless BB2 can spur more sales, the future of continued development of the Classic Amiga OS may be in doubt. Note that this is hearsay, but it's a likely prospect as Amiga Inc. seems more concerned with the upcoming AmigaDE.

On a personal note, I have been getting more martial arts practice in and I've been having to write my own manual. (All of us students have to write down most of the arts, it part of the grading needed for advancing to the next belt.) I've been doing my stuff on PageStream 3 (what I'm using for the Tally Ho!,) and I've been happy with what's coming out.

I also drew up our school logo with Art Expression for use on different projects which includes

getting school patches made up. I managed to make up an outline version and a colour version. I'm getting the confidence needed in order to try making an Encapsulated PostScript version (EPS) of the ACUG logo. The colour may be the tricky part, but I'm

getting better at playing with AE.



Fig 1:Our martial arts school patch.

Anyhow, I have a lot of stuff I'm trying to catch up on and stuff is slowly

progressing.

I would also like to remind our members that I'm here to help you get stuff together for your Amiga. Due to the difference in hardware and software between our users, I have always been here in order to try to customize disks for you, our Amiga users.



Now then with the different interests being shown. We will need to schedule more than one day and time period. So I'll ask that those interested. Contact me either snail mail, the front door, Inet or best of all the BBS. We can set up a time frame that is best for all those interested.

Now you may have noticed the lack of gfx in this issue. I have been lack on putting any together. A request came through to me. To have more GeoPaint files on the BBS. A new project, or should I say one that I am returning to, for me to work upon. More scanning work. Plus I have some nice tools that I haven't played with yet. That Dick Estel sent me. They read great in the dox file. But you know how easily I get side tracked with the Computer. (BG)

Stuff that is upcoming for you to DL from the BBS. Several years of back issues of the ACUG disk. #22 was able to pick up a collection of C= items. In that were many of our old disks. A couple of them where not in the main library. He is letting me copy them for our records. These files will be arced with arc250. Now that I have learned more on how to do it. Then place in our private area 19.

Of course more games are being tested. Then there is the GEOS requests. I think that I can leave off from the font testing and put on image files and tools. (BG) Work was started on the art area for non Geos files. Where there are a few jpg files. More formats are being tested and created.

I found more music files and will be putting them into the music area. Subdividing the area to music classifications. One of which will be full disks of music with the players. They came to me that way and until I can test other methods of playing. I'll put them up in this way to make certain that the music plays. SID is not something I am well aware of at this time. I do know that there are several music creators. Recently I heard on a C= mail list. That some music requires the player the programme to work. New information for me.

Educational programmes have been lacking on the BBS. I have several and they haven't been put up yet. This is to be fixed shortly. As I have been given requests for these types of prgs. More testing and sorting for me to do. (G)

Work has slowed down on creating the dox files for many prgs. Sorry it just takes a lot of time, and I get sidetracked. Mad Max has several that I can dl. Including the ones for Wasteland. The list is still growing of files to create. On the subject of text files. All files are going to be tested. Then those that are appropriate. Will be converted to .SDA files for ease of our I drive users. This is mainly going to happpen for the C=Hack ones and any other files that can be cut to fit. (SEG)

So that is it for this run through. Lots of things happening. Lots more that should be happening. All eventually in time. Members are encouraged to pop by the kibbutz for ACUG biz. Just remember that I am dead to the world till noon. (BG) See you at the meeting or in the matrix chummer.

We welcome yerr Ellsworth of Monmouth Ore. As the newest member of the ACUG. Yerr has been with the C/A system for 19 years and has just about every model made.

Next Meeting 21/Sept/ooce at 7:pm. The Kibbutz at 623 29th St. is the meeting site. Smoker, visitors, and demos welcome. Coffee is in the pot.

ACUG 0447 623 2916 St. Astoria Cre. 97163



