

# Notes from Meeting of 9/Nov/00ce

OPEN: 7:00pm

NEWSLETTER: Approved

CHANCELLOR: The explanation of why we are meeting a week early. Being that the convention is on the third week in November this year. Instead of the second week a has been traditional for the last several years. That started the report. Next was a continued hold on the idea of disk cost in membership. As a new topic was brought up on the BBS for discussion about memberships. This needed to be addressed first.



This topic is should we allow members into the group who are using other platforms <Amiga excluded> that are running emulators for the C=? The reason is that there are many out there that are using C= emulators. But have no access to any sort of real C= information. If this idea is passed. It was mentioned that a new re-write of the constitution will have to be performed. Granting a limited membership status to emulator users. Excluding them from holding offices in the group. This went onto deciding to define the requirements to hold each of the elected offices. It was decided to continue talks on this matter in the BBS areas and at S.I.G. meetings at the Kibbutz. Before making a final decision.

TREASURER: \$5

C= LIBRARIAN: Currently the office area is being set up for the SX-64. In the hope that it can be used, not only for the work lessons at the C= familiarity class. But also for the volunteers to use on disk sorting, round #1. This setup is taking longer as projects that are found in the set up have to be completed first. Plus the actual space limitations in the act. Imperial Warlord and Lord Ronin said that they would help in teaching #30 & #22 about the required format of the tests. Imperial Warlord explained about this months "Penny Farthing" disk. Medieval Lord, a double sided game for this month. The secret about the was discussed. That being MHI's read me file on the first side last file. Which explains how the game is to be set up and loaded. This secret is not on the label or the sleeve. And was for just the members that came to the meeting.

EDITOR/SYSOP: Lord Ronin is making a donation to the fund, set up by Dale at Lucky Users Group. This is to help Mihai to get a SCPU and be able to go online with his C= in Romania. The cheque has been sent. Mihai is the one that sent us the file on Vlad Tspes that was on the disk a couple months

Dec/00ce  
Issue

# The Village Green

The Voice  
of the  
ACUG

back. Work is being done on the BBS. Though at this time the deckers won't see what has been done. This is hours of behind the scenes stuff. Been asked to write a couple articles for Go64. Also been lurking in mail lists and newsgroups. Learning a bit more on our system.

Have two recent files to correct. That is to put into C= format. A game called Acid and one called Micro Fighter. Another game was sent to me by Mihai. This is Metal Warrior 2. Hope to be able to add to our information by increasing the number of disk mags we have on the BBS. Found a good site in Germany. Reported to the site master a problem, no way for Lynx to DL the files. As they are set in some sort of script method. He wrote back in just a few minutes. That he would make the site more Lynx friendly.

I am also sending Robert Bernardo some bread for the two videos he has sent us <Hi Robert>. To cover his expenses for the tapes and postage.

Last months issue of the Village Green was bad. I thought that the head on the BC 20 cart was dirty. Even cleaning it manually did not fix the problem. The master copy was printed as you see it. Drop outs slipped lines and shingles.



When later I tried to print the address labels. No ink came out. Thought it strange, as we had refilled it a while back. Refilling again didn't help. In fact it didn't even leak. Nothing came out. I had to borrow #4s HP inkjet. He hunted for some GEOS drivers in a hurry. Found three but not certain if they would work. Well end result is that the address and disk labels were done. But had to be made in more sheets than usual. Since the best driver

printed a bit too wide. I will say the that the HP prints many times faster than my Cannon. Now I bought a new BC 20 ink cart and head. FWIW this is now called a BX 20 in the books. Tested and it works fine.

**AMIGA LIBRARIAN:** Lord Alberonn started off with "more tech stuff to hurt #30s head". <BG> In the next newsletter <this issue> there will be more information on the Amiga-1 upgrade for the A1200 and A4000 tower systems. Lord ALberonn mentioned the WB 3.9 release and mentioned that he may have to increase the Tally Ho section to cover all the important new developments.



**DEPUTIES:** #22 is going to help on the disk sorting. This will be done at the Kibbutz. He and #30 are going to work over the piles of disks. They will be taught the manner of the search and the classifications that are used for the BBS and the library. #22 has an idea for hard copy information for the disks in the library. More refining is needed to make it work. Thought the idea is good for our future use and growth. Vixen has had a start on collection manuals and dox in the same manner.

**DEMOS:** First was a fast run down on the Penny Farthing. The secret text file was shown and read out, then the disk was loaded. Of course since nothing was removed from the stack. The game wouldn't operate. This disks was made one by one and side by side from the original 4 pack zip file. Using the fast load 1581 unzipper prg. Given out on a club disk some time ago. After a brief

discussion on the game and the loading commands. The group moved to the living room to watch over an hour of the Chicago video. We decided to not do the entire vid. at this meeting. As originally planned. Simply because of the date change for this month. Kept too many members away.



Just before viewing the vid. Lord Ronin showed the EPROM burner that he bought. IT is hoped that he

can tell us a bit more on it by next meeting.

There is at the start of the vid an unknown man who seems be the master of ceremonies. We didn't learn his name. Dale expresses an idea for a C= congress. Perhaps dealing with the different group's Presidents.

Next is a demo of Geo Dos. Though no longer supported. This looks like a great prg. I am not interested in the ability to deal with MeSsy-Dos formatted disks. I will say that it is great for those that need to do this and the rest of the tools in Geo Dos look great. I need to find this for myself. Wonder where to look?

An unnamed man announced that he was releasing his 30+ GEOS prgs to the public. I don't know who he is or what beyond GeoLabel he did.

Dale showed a jpeg slide show tool. Takes 15 seconds to load and show the jpeg. The display time can be set by the user. I need to find this one. Though my SCPU isn't connected to my 64 <power reasons> at least yet. I would like to see it in 64 mode on my 128. Makes for some interesting ideas. Like the slide show of members that Dale mentioned.

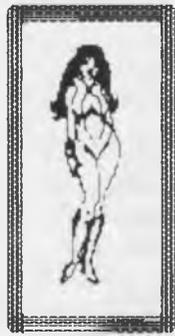
Next up was a demo by Dale and Maurice on making a Zip drive from a CMD HD. There is a write up from Maurice on how to do this, something I think I will need to score before I do the actual job. The hardware hack is rather easy. Yes the Zip unit, must be terminated and set to 0. The actual way to format the Zip disks is not fully shown in the video. From what I gather, the CMD HD tools disk is used in some manner. Dale did suggest making partition 1 as a 1581 and the rest as full 65,216 block native mode.

This is the highlight of the viewing to me. As I didn't know what a Zip drive was, or that it acts like a big 3 1/2" disk on the C=. In my collection is a CMD HD controller that needs to go to CMD for repair. At that time as Maurice suggests. I will have the newest ROM installed. Then slowly find the parts to make it a Zip drive.

**DISCUSSION:** To make certain we don't take away from the members at the next meeting. We decided to do the vids in parts. So we discussed this showing. The information was a bit over the understanding of some of the members present. Lord Ronin and Lord Alberonn explained some of the things from the vid. That members were a bit uncertain or unfamiliar with at the time. Resulting in a bigger interest in what we can do with our PC.



We also discussed the location that #22 suggested for the shop and the ACUG. Which Lord Ronin and Lord Alberonn had seen the night before. There are some



problems that may not be workable for this spot. More as the talks continue.

CLOSE: 8:45

## Lord Ronins Ramblings

As you can tell there are new fonts experiments this month. Huxter Industrial and Birch all in the LQ style. Here's hoping that it comes out right ;~?

The images this month are from a torn and tattered Tattoo book of illustrations that I found. Hundreds for me to try to scan and eventually use. Well those that can be put into a newsletter. <BG>

So what is up at this time? I wanted to review the Basic lesson book that we are using at the group. But a few things cropped up as I spaced off the newsletter work. ;~?

Fender and Judi have sold Load Star. There was a chat on that with the new owner. Sadly the way to go to the chat area, was lost on me. But thanks to the foresight of Robert Bernardo of the Fresno CUG. I have a complete log of the chat. I'll be converting that to PET ascii and having it on the BBS in the Text File Reader.

Being the fanatic that I am. I had to write E-Mail to Reverend David Moorman. Though he now has the full Load Star. He has spent about a year doing the eLoadStar for the emulator crowd. In our writings back and forth. The end of it is that he wants the group here to continue and improve the ideas of that campaign using the Dungeon Creator by David Caruso II. This was



released by Mr. Caruso as freeware. At this writing it is not certain if the Load Star version rights were returned to him. However we are talking on a large campaign. That may span more than one disk for the emulators. Rev. Moorman suggested that the UG here work on this as a group project. That and an article from me on the C= scene in our area.

Speaking of writing and while I am blowing my over inflated ego horn. Go64 is printing one of my editorials in an upcoming issue. Even with a photo of this old Hippy freak. Have a couple more requested that I need to finish and send out.

O.K. now that the major topics have been covered. Time for that review I had mentioned. Right now we are in the book "Introduction to Basic Part I". There are three books to the series. The first book contains 15 "Experiments", as they are called. Each of these are broken into subs.

Experiment #1 deals with 4 subs. The first two are just loading from tape or disk a "test card" prg. This is a colour and sound set up. Back in the days when T.V.s



were used more than monitors. There is also some teaser demo parts. Good to show right off what eventually one can make with this course. Part 1.4 is a Hangman game in Basic. Another good teaser and one that you can edit later. I did notice that the level of the words, well was a bit different for a younger age group. As this is aimed at on time for the Young astronaut group at Space Camp.

# The Tally Ho!

The ACUG  
Amiga Section  
& Comics!

Issue 16-November-2000ce

**Eyetech Group Ltd**  
**26 October, 2000ce**

**AmigaOne 1200/4000 specifications for  
running the Amiga DE**  
*For immediate release*

The basic AmigaOne 1200/4000 will ship with:

- 6 x PCI slots (on 2 buses) + 1 x AGP slot
- Up to 512 MB SDRAM memory in 2 sockets
- 1 x cpu ZIF socket to take a Macintosh-type G3/G4 PowerPC cpu module (see below for example pricing)
- 1 x custom PCI card with USB1.0 (for Amiga DE mouse / keyboard / printer / scanner / floppy disk / Zip etc),
- UDMA/IDE/ATAPI & 10/100 MBPS ethernet controllers. (This card is not required for non Amiga DE use.)
- A1200/A4000 interface logic, ATX & AT PSU connectors and tower system mounting hardware.

You will also need 2 matched PC-type SDRAM DIMMS and a G3/G4 PowerPC cpu. These components will be available from the AmigaOne distributors or from a variety of third party, non-Amiga outlets. For example the OWC 266Mhz G3 with 512K 2:1 backside cache is currently available from [www.macsales.com](http://www.macsales.com) for just \$35.

In addition, to run the full, native Amiga DE you will need to add:

- Next Generation Matrox graphics card
- Creative EMU10K1 based PCI audio card
- 10 GB+ HD
- CD/DVDROM
- 56k modem
- IEEE 1394/Firewire for video capture/editing. (Firewire is the Apple trademarked name for IEEE 1394)

## *How does it all hang together?*

The AmigaOne 1200 & 4000 have 6 x PCI slots (2 buses) + 1 x AGP + (up to) 512MB memory (in 2 DIMMS) + a standard Mac ZIF socket for a G3/G4 cpu upgrade module. This cpu module will be needed for both the Classic Amiga (via cpu emulation and or OS emulation) and for the Amiga DE. The actual AmigaOne boards will ship with a choice of processors/RAM - or none for those who wish to supply their own, including possible second-user ex-Mac G3/G4 modules. The system will be dual boot.

The custom chips, kickstart etc of the original Amiga will be used for 100% compatibility in 680x0 emulation mode. As and when Classic Software can be run under the Amiga DE the old Amiga could actually be disposed of (a few mechanical brackets etc will be needed) as all the hardware functionality needed by the Amiga DE (USB, UDMA-IDE, FireWire etc) will be on the new board.

With 680x0 emulation on the G3/G4 (which will be a boot option from the AmigaOne's flash ROM) the board will just look like an Amiga accelerator to the native Amiga, and will boot the Amiga's Kickstart ROMs etc. All the old hardware will be available to the OS eg for the use of MIDI, digitisers etc which have essentially non-retargetable drivers and this is the real point of doing it this way. All the PCI resources will also be available to the Classic Amiga, but will obviously need Classic Amiga OS compatible drivers (which we are not planning to write but will give all assistance to anyone who wants to write PD ones). In fact the logic on the board makes the Amiga look like a bus-mastering PCI card to the rest of the system.

More likely is that the whole process will give an added impetus to a Classic Amiga 'emulator' under Amiga DE, which will allow the old Amiga to be thrown away and the new PCI resources to be used by Classic Amiga software. However one useful Classic Amiga OS driver would be for a PCI SCSI card so that Classic Amiga SCSI peripherals could easily be attached to the AmigaOne. Any offers anyone?

For connection to the Amiga (A1200 Z4-compatible tower or A4000 desktop tower conversion) the A1200 edge connector or the A4000D CPU connector will be used. Because a G3/G4 processor is required there is no longer any need to have a Blizzard/Cyberstorm accelerator (as is the case with the low cost Predator-SE design) as the interfacing logic has been brought onto the mainboard.

## *How will it run Classic Amiga Software?*

Whilst some of the commercial negotiations are still to be finished on the actual software that will ship with the board/on the flash ROM, the hardware will be designed to be able to run either the H&P emulation or MorphOS, as well as the Amiga DE. A 68k or phase 5 PPC accelerator will not be needed or usable. A

G3/G4 cpu module and memory will be needed both for Classic Amiga and Amiga DE operation. If you have the ability to change a simm (ie know how to handle static-sensitive components) then you will also be able to upgrade the cpu yourself.

## *Why not an ATX board immediately?*

Amiga Inc have been very keen to deliver their promise of new hardware for the existing Amiga Community 'by around Christmas 2000'. They haven't got mountains of cash and have some very significant other goals to achieve too, so they took the view of asking (several) people who are still operating in the Amiga business if they could help deliver this promise within more-or-less their original timeframes.

The work on the Predator-Plus (which does not use the same technology as the GRex from DCE) means that we can produce developer - and end user - boards MUCH more quickly than starting from scratch. And in 1Q01 - when the AmigaOne 1200/4000 is released - there will be very little by the way of native DE applications/games etc, and no robust Classic Amiga 'emulator'. So by taking this path hardware can be delivered which will both run the full DE & applications when available and will run Classic Amiga software at G3/G4 speeds until then. This will not be everyone's preferred solution but it is deliverable and is technically robust.

And for commercial reasons any purely ATX PPC design will have to be an all-purpose design capable of running other OS's too (eg PPC Linux) and this requires much more in the way of compliance testing and hence cost and lead time. The upside is that when it is eventually delivered the wider appeal will hopefully translate to higher volumes and lower prices.

## *Will the A1200/A4000 AmigaOne fit into my existing tower case?*

The AmigaOne 1200 is designed to fit into a Z4-busboard compatible tower. These include the Eyetech EZTower-Z4, the Elbox A1200 tower and its derivatives (the Vesalia Winner tower and the Power Tower). However due to fact that one of the Elbox/Vesalia/Power A1200 towers back slots does not line up with one of the the Z4 slots you will lose a PCI slot unless you modify the case. It will probably also fit the older A1200 towers from eg ICS and Micronik with some

modifications, but we can make no guarantees in this respect.

The AmigaOne 1200 will not fit in an EZTower Mk 1-5, as these are designed to take an AT/ATX formfactor AmigaOne, rather than the Z4-busboard formfactor AmigaOne 1200. You'll have to wait a bit longer for this option unless you want to change to an EZTower-Z4 tower (at a discount). The AmigaOne 1200 will also not fit in the RBM Towerhawk cases (and derivatives) or Ateo towers as these use non-standard busboards and mounting points.

We will be offering our own compatible A1200 tower cases at a discount for those who have not yet towered up their A1200's or have incompatible tower cases.

The AmigaOne 4000 is designed to fit in an Eyetech EZTower-4K desktop to tower conversion case. It will also fit in the Elbox A4000 tower and derivatives (the Vesalia Winner Tower 4000 and the Power Tower 4000). It may fit older A4000 towers - eg from Micronik - with some modifications, but we can make no guarantees in this respect. The AmigaOne 4000 will not fit in the RBM Towerhawk cases (and derivatives) or Ateo towers as these use non-standard busboards and mounting points.

We will be offering our own compatible A4000 tower cases at a discount for those who have not yet towered up their A4000's or have incompatible tower cases.

*What about Eyetech's expertise in hardware design and manufacture?*

Project management of large one-off computer and electronics projects has been, and still is, the mainstay of the Eyetech business since we started in 1983 - and we have managed projects far more costly and complex than the AmigaOne over the last 17 years. By contrast we've been in the Amiga business since 1996, and our growth and success in this market has largely been driven by applying the techniques and lessons previously learnt in servicing the wider IT and bespoke hardware business.

Why this emphasis on project management? Well we are not attempting to design/produce the AmigaOne 1200/4000 in house but are effectively project managing the efforts of some of the best Amiga and PPC designers around. This method of organization has been proven time and time again as the most cost effective and operationally efficient method of bringing new products to market on time and within budget.

## Eric Schwartz's Sabrina Online Marathon - Episodes 91 - 100

**Sabrina Online** by Eric W. Schwartz ©1999 "Brushing of teeth to follow"

RC-Tech: I understand. You do graphics work for that adult studio. You're not in the films themselves.

IF it makes you feel any better, I think you'd make a great adult movie star.

Zig Zag? - THE Zig Zag! She's a porn legend! You know her?!

You need to work on your flattery. You're talking like Zig Zag, my boss.

Oops, I was a little goofy there, wasn't I? Just a little.

You want to REALLY go nuts? what? last week, she kissed me.

REALLY!?! Tongue and all, BLEAH! P

You wanna NOT gonuts? Better not think about where that tongue has been.

urp!

Too late.

**Sabrina Online** by Eric W. Schwartz ©1999 "Too close and too far"

RC-Tech: You shouldn't need to worry about Zig Zag all the time. Just tell her you won't stand for it.

I Thank you. You're very kind. Brinal gives RC-Tech a hug.

RC-Tech gives Brinal a kiss on the cheek. You're so sweet.

RC-Tech's hands move slowly down Brinal's back, to...

Brinal: Hey! Whoa!

You're probably right. There's not much I can do, but I'm here for you.

Thank YOU! RC-Tech returns the hug.

SIGH.

**Sabrina Online** by Eric W. Schwartz ©1999 "Introduction to one-handed typing"

RC-Tech: It's so sorry! I went too far, didn't I?

No - I don't know. You just caught me by surprise.

It's my fault. I got over-excited talking about your porn-star boss and all. (G)

I'll admit, I am curious about - it's -, but it would only be with someone I can trust.

That's not me, is it? Silly! it's ONLY you. Please, don't feel pressured just because I got horny. I don't want to ruin anything with us.

You won't. Just be patient with me. I'm new to this.

So, what do we do? It's kind of like team-writing a dirty story. RC-Tech caresses Brinal's back, moving down to her tail. Brinal takes off her top and sets her glasses aside.

Sabrina! what are you ...

GET OUT!!

**Sabrina Online** by Eric W. Schwartz ©1999 "As the dust settles"

I'm sorry Sabrina, this is all my fault.

I should've locked the door. This whole thing was so embarrassing!

She told me she wouldn't say anything, I think I can trust her.

HEE HEE HEE! HEE HEE HEE! HEE HEE! HEE HEE!

What? what happened?

WHAT!?

Not really. You couldn't have known Amy would look in on - us.

Sorry again. What about Amy? Is she OK?

I'm guessing things aren't quite gonna be the same after this, huh?

**Sabrina Online** by Eric W. Schwartz ©1999 "Shame and euphemisms"

Y'know, all embarrassment aside, I really enjoyed our - session.

This might sound stupid, but while we were - typing together, it felt like you were here with me.

Chillababe: Yeah! you two put on a pretty good show! :9

That doesn't sound stupid at all. I felt it too.

You're wonderful Brina.

Carli, right? Next time, set up a private area that I DON'T know how to get into. \$3

Geek! GEEK!

Visit the site at: <http://www.sabrina-online.com>

**Sabrina** Online by *Earl W. Schwartz* ©1999

"A better actress than most"



**Sabrina** Online by *Earl W. Schwartz* ©1999

"Shifting on the fly"



**Sabrina** Online by *Earl W. Schwartz* ©1999

"Speaking with the inner child"



**Sabrina** Online by *Earl W. Schwartz* ©1999

"Starting something"



**Sabrina** Online by *Earl W. Schwartz* ©1999

"You people didn't see this"



What about versions for the A4000T/A3000/A3000T?

It is a physical layout issue. The actual technology is identical, it is the physical board layout that would need reworking. We are initially making 2 PCB designs/layouts, one for the towered A1200 & one for the towered A4000D. As the A3000, A4000T & A3000T all have a different three-dimensional physical layout (ie cpu connector to card slots topology) if you were to plug the AmigaOne 4000 cpu header into the A3000/A3000T/A4000T motherboard cpu connector the actual PCI slots will all be in the wrong place. And to make a new PCB layout for these boards means that we have to validate that the trace routing actually works all over again - a big & expensive job.

Our current plans are to bring the A4000 desktop tower conversion and A1200 tower versions of the AmigaOne to market before undertaking any further design work for additional Amiga platforms. We will however start conducting feasibility studies for the introduction of AmigaOne expansion boards for the Amiga Technologies A4000 Tower and for the Commodore manufactured A3000 desktops and towers, once the AmigaOne 1200/4000 systems are shipping in volume. The priority with which we tackle these new designs will depend on the technical/mechanical complexity of the design and the perceived demand for the products.

So if you are interested in potentially purchasing a AmigaOne for any of these types of systems it would be enormously helpful if you could email our sales address [sales@eyetech.co.uk] indicating in the subject line the type of system you would like to use the AmigaOne with.

- Your subject line should read "AmigaOne for xxxxx" where "xxxxx" is:
- "A4000 desktop tower conversion using (manufacturers name) tower" or
  - "A4000T tower Amiga International design" or
  - "A3000 desktop system by Commodore" or
  - "A3000 tower system by Commodore"

Thanks for your help.

©2000 Eyetech Group Ltd - Amiga is a © of Amiga Inc.





Then again it is also a UK production.

The first chapters are simple familiarity. Dealing with the keyboard lay out. Upper and Lower case and GFX key usage. Making coloured boxes with stats inside. There are some quizzes on the disk. That test understanding on such

things as cursor movement.

Much of the main body of this first book is in the use of Variables. I must add that I learned a lot in this part. helped me work on some other projects on the BBS. The

last part that I worked on in this aspect was putting different types of variables together. Along with the Input statement. As of this writing. I am at Experiment #12 in the book. Where I have just done some work in the use of the TIS.

Right I know that all of the readers are into programming. Neither are all of the members of this users group. Right now only three of us are in the studies. Self #30 and #22. What I want to tell you is that this is an excellent self taught Basic programme course. The three books and the three double sided disks. Not only for the 64, but the 128, C-16 and the Plus/4. I lucked out and traded for the entire boxed set. Missing only the template for the flow chart. Now I have seen in the past few years. This set of lessons, sold separately and that means book by book and sometimes with out the disks.

The boxed collection is Copyrighted 1985

by CBM. As far as I can tell it is a CBM publication and mine says "Officially Licensed Product, Young Astronauts. If you come across this collection.

Remember that there are three books

and three disks. I think that although it is written with many UK word usages and terms. That are not in common USA usage. I personally from the aspect of the dum and ignert Ork. Found a lot of good and well written information

in this first book. Written in a way that I could understand, without feeling that I was being talked down to in any way. I'll have more on this as space permits and we continue our lessons. Hey we might be able to make stuff for Omni some day <hint to Mad Max -BG->

See you in the matrix and at the meeting. BCNU



Cheryl, from the 50's group in Lun Vegas. Also the author of the Alien Invasion game on Load Star. Will be visiting Lord Ninin, and we hope will be here for the meeting. Unless LN scares her off YDG

Next Meeting: 7:00pm 21/Dec/00ce

At 623 29th St. Astoria Coffee me got!! Smokers, Visitors and demos welcome

**Chancellor: Sensei David Mohr**

**Treasurer: Gary Dupuy**

**C= Librarian: Imperial Warlord**

**Amiga Librarian: Mark Reed**

**Editor: Lord Ronin from Q-Link**

**Deputies: #30, #3, #22**

ACUG #447  
623 29TH STREET  
ASTORIA ORE 97103

