

The Voice of the A.C.U.G.



The Village Green

The Voice of the A.C.U.G.

Officers of the A.C.U.G.

Chancellor

<Sensei> David O.E. Mohr

Treasurer

Gary L. Dupuy

Commodore Librarian

Imperial Warlord

Amiga Librarian

Lord Alberonn I

Editor/SysOp

Lord Ronin from Q-Link

A.C.U.G. Policy - Goals

We are dedicated to the preservation and advancement of the Commodore 8 bit PCs and the Amiga line of PCs. To that end, we hold monthly business meetings of the group. Held on the third thursday of the month. Weekly lessons sessions on a variety of subjects of interest at the time. Generally held on Saturday. Members are also able to pop by the shop <Mohr Realities Games>. Where they can talk about the systems and use the few that are set up for members.

Our collection of material for our PCs is ever growing. Disks, individual files, book, and magazines. Along with different models of the C=/Amiga PCs. Though we don't condone or support piracy. We define that to be the unauthorised copy and distribution of supported material. We define preservation as the copy and distribution of unsupported material. Or in short we support those that are working on hardware and software. We also don't believe that copyright laws are made to hurt the public. By making it impossible to use forgotten/lost/abandoned software.

Through the support of Mohr Realities Games. The A.C.U.G. operates a multiplatform BBS. Run on a C=128 with Centipede 128 as the software. The board is open to all callers. A.C.U.G. members just get more daily time and no need for the U/D credits. Message bases for discussion of the C=/Amiga PCs as well as RPG and other topics. Over 2400 files and growing. Hardcopy library is of books and magazines collected over the last 10 years from different sources. Still adding to all parts.

Next Meeting

20/March/2003ce 7:00pm at Mohr Realities Games

Contact Information

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Notes from Meeting of 20/Feb/2003ce

Open: 7:00pm

Newsletter: Approved

Chancellor Report: Sensei reminded all that the elections are in July and nominations are now open. **Chancellor** excluded as Sensei was elected for life a few years ago. Open are **Treasurer - Amiga Librarian - Commodore Librarian - Editor**. Those interested should contact Lord Ronin for information on the positions and requirements.

M.A.C.U.G. gave us a compliment on our dedication to the C= and our game fanaticism <G> Marty was interested in knowing how we got along with the disks he sent. Sensei replied that the blank disks have been distributed amongst the group and a decker of the BBS who runs his own board. If Marty finds any more disks like that we would like all he can collect. The recorded disks were teste and are being sorted. Well if certain officers and deputies would stop playing them <G> A good collection of them were upe by Mad Max for the MHI crew files. Adding more aeas where they are preserved. Sensei publically thanked Marty and the M.A.C.U.G. for the disks.

A new rebirth of the Infnet Loop from the Colorado group arrived. Full colou on a Laser printer with Wheels and post script. Many photos of the local goup an the center was the German magazine article on the C-1 with Jeri in the Lara Croft outfit. They are interested in articles and avertisments. The question was brought up for us to advert in the newsletter. Lord Ronin said he would check into that and brief us. <Editor Note: Yes we can trade articles for submissions>

We are also trying to continue on the Community Service report at KMUN for our monthly meetings. The March meeting was sent in on time. Looking into the shop as a partial underwriter for a programme.

Treasurer: \$6 after reimbursing Lord Ronin for an issue of The Village Green

Commodore Librarian: This months disk is a double side one of more Clip Art. Side one is for Flexidraw and Side two is for Doodle. These are different animals. <Editor Note: The March Penny Farthing was to be the last of the clip art. However due to the gift of the games from Paul Panks. That one will be the March disk by a vote at a special meeting>

Amiga Librarian: Lord Alberonn complimented #30s work saying "Good Reviews, it is nice to have help". There will be more reviews in the March issue. The articles do not have to be converted to ascii when uploaded to the BBS. There is a translator for text files on the DL. Lordd Alberonn noted that on the last DL of the review files. He asked that you state in the UL comments what form the file was written in for the DL translation.

OS 4.0 bugs look to be finished. That found on an unofficial web site. Still waiting to see the release.

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Editor/SysOp: Ray Allen is/has closed his web site. He has a collection of files for C= into Linux. Also a 1st ed AD&D character editor. After talking to him, he Zipped all the files and sent them to me. Looking over the Character Generator. There is a bug, well that was expected. Ray said that we can fix and mod the file and add our name to the credits. A project for the programming S.I.G.

I received in the snail mail a disk. This is the double sided disk of text adventure games from Paul Panks. This was demoed at the meeting. We did do a special meeting vote to make it the March Penny Farthing. Scratcher sent me a tool, zipcollectionv2. This has the Dark Star Zip tools. Demoed at the meeting.

Inet talks with Linda Tanner, the President of the MITM group. We started the discussion of The Village being some thing to do with the MITM. One thing was for me to write an article about our BBS. That article to be printed in the CML newsletter. May be a good help for C= users that are not on the expensive and glutted electronic strip mall of the Inet. We discussed this at the group. Though there was some concern at first to the amount of work it would take me to set it up. Once it was explained that it would be just a re-setting of the access areas. The idea was passed to continue on the project.

Speaking of the BBS. For a lark I counted the files that are up in all areas save for our A.C.U.G. area. There are 2,331 files for the average decker to DL. More by the time this reaches you <G> We have a vote up to select the major areas of interest to test for the UL of the files we got from M2K BBS. So far it is games and to a lesser extent tools.

O.K. it was brought up on how to submit the Amiga articles to the Tally Ho! part of The Village Green. I was then asked about submitting to the main Village Green. Been a bit of time since I explained that aspect and things have changed since that time.

Your text can be in ascii or standard pet ascii. If you use GeoWrite. Then that is also fine. For the use of the Post Print system. Generally I will use a Post Print font. Unless you have a special reason to use a specific font for the article. If that is the case. Please include the font with your article. You can send them to the BBS. Just UL it to the Tomes & Scrolls area. No one will see it till it is released. Which obviously isn't going to happen on the BBS. As SysOp I can see all new files.

A.C.U.G. members are a little easier. You can UL the article file to our private file area to the New data store. I can also take short written articles on paper. Or the file can be sent to me via the Inet. Or on disk in 41.71.81.FD-2000 format. Subject matter is Commodore computer things. Sounds vague but there is so much in our computer world. That we don't want to limit the input.

Deputies: #30 has been doing more tests and writing reviews on Amiga disks in the great unsorted pile of CDs and disks. WareCat has been looking after the games on the BBS. Vixen has been working more on the print out files and UL-ing files tested on the BBS. #16 <Scott Farley> was not able to attend. His unit was called up and he is no in the area right now.

S.I.G.s: Soldering lessons the past few Saturdays. Practice on making joints. Learning to care

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for the iron. Different irons and soldering gun. What they can be used for most efficiently. Different types of solder. Mixture and diameter, plus the difference in electronics work between rosin and acid core solder. More on this in the next lessons.

Demos: The testing of the Okimate-10 thermal printer. Need to make a paper roll set up. Fingers get tired holding the roll. <G> Printed out several of the AD&D character record and DM record sheets from the recently uploaded files to the BBS.

Using different tools to open the compressed files from M2K BBS. How we test them, review them, catalogue them, and compress them for UL to the BBS.

SVICC from Cameon Kaiser was shown. 31 block file of a unix style writer. A long tutorial to help you and the website is given for more information. We need more practice to understand it better to use it frequently. Decided to put it on the BBS before going to the A.C.U.G. NEW area.

The file that Scratcher sent me for our use and the BBS. Contains a collection of Zip Code tools. This is a new to me set up. There is a menu at the start. Where you can load up the 4pack disk packer, 4 pack disk unpacker, file packer, file unpacker, 6 pack disk packer, 6 pack disk unpacker. Except for the file packers. We tested all of the other tools. The 6 packer doesn't compress. But is great for taking an entire disk, even with errors. This file was decided to put on the BBS in the tool area. Bypassing the A.C.U.G. NEW file area. Explained how this is going to help us in the file testing and packing for our BBS. Should be out on a future tool disk for the group.

Paul Panks disk of games was also demoed. The menu of 64 games displayed. We tried out the Vampire theme game. Naturally there is the problem with finding the right words. The options are clearly stated in the text portion of each entry. 128 40 column game was tested. Nice intro sprites. These games will require a save disk. Not one you are going to finish in one setting. We want to thank Paul for not only making these games. But for allowing us to pass them along to our members. Should add that we tested them with and without Jiffy Dos. Worked fine in each case.

Discussion/Close: The difficulty regarding text games, in understanding the words to use in moving around in the game. Discussed some simple words and short cut key strokes. A problem that we have had, and dulls the enjoyment of a text game. Not having a vocabulary list for a text game.

Amiga part of the group is still in the grey area. Thanks to the work of #30, who is primarily a C= user. The reviews are keeping the Amiga part alive as a full component of our group.

Spreading the word of our group. By the use of flyers, radio, hand outs, newspaper and other sources. All supported by Mohr Realities. This discussion is on going as we figure out more on how to present the information. Also the need to figure out the correct method of creating the information.

Meeting was closed at 8:17pm for separate groups.

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The Wasteland walk through: part #20
Translated and serialized by #30

The Guardian's Citadel is essentially complete. Here's the Helicopter, one of our Rangers (Snake Vargas) has Helicopter Pilot Skills. Remember the message/note we saw at the top of the sand dunes/hills in south-east Needles? - Please help find and return Redhawk to his home in Savage Village. I wouldn't bother.... Drop a "Recruit" to make room in the Roster for Redhawk? Redhawk has a 60 "max", but no useful skills. Even worse, he refuses to ever "trade" his equipment to others! To "trade" his "stuff", un-equip his Armor and battle adversaries until he's unconscious! If you really want to go to Savage Village, just pick up the grazer bat fetish from the Guardians Museum and take it (as a "gift") to the junk-master there!

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Savage Village: this is for information only - going here now is just a waste of time! At the front gate the "password" is "Redhawk"! As you enter the "guards" ask you to "drop your weapons", say "yes"/agree and they laugh and return your weapons! If you say "no", or blast through the gate, they are "hostile" and although they pose no threat it's a "pain" chasing them to avoid using ammo. Go to the Junk Master's hut in the north of the settlement. He asks "Who's there?" ... answer ... (anything you wish)... "Did you bring a gift?" ... answer... "yes" (you're invited in)

* Or, when he asks "Who's there?" ... answer ... "Redhawk" (you're invited in) either way, you must bring Redhawk or the grazer bat fetish to get inside his "hut" to receive his info..." The home of the deadly robots is way up in the north-west, but don't expect any help from him or his people." If you're curious about the "loot" here, go around and kill all the "figures" while they're still passive, but spare the women, children & their dogs!

(Be good Rangers!) If you use "picklock" on the doors/gates and enter for the loot, the villagers become active - "hostile" and you'll end-up chasing them to corner them or wasting ammo! The "loot" is worthless, except a couple of Rockets. Don't get too close to the Village Well - If you fall in, just climb back out! Beware of the "Chest" in the north-west area.

Walk on it for a warning, "use" the "perception" skill to find a "booby-trap"! "Use" the "bomb disarm" skill to deactivate the "booby-trap" and open chest! There's a "hidden"/secret gate in the north-west corner (this can be opened with a Proton Ax - it's just another way out of the "settlement". The "loot" is just a few A/R's, smg's, Axes, Clubs, Knives, Spears, Throwing Knives, Grenades, Ammo, Cash, and a few Rockets.

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Back to the game at hand - we're still standing in the Guardians' Citadel, by the Helicopter, trying to figure-out/decide our next move! IF you want to "fly", it's only beneficial to fly to one location - choose A) Base Cochise! Go to the Helicopter, "use" the "helicopter pilot" skill to unlock the Pilot's seat and you're ready to go! If you chose Base Cochise, the Helicopter crash-lands on the roof of the base after killing all the Robots around the outside of the base!

Although this makes the initial approach to the base easier, more robots will be appearing. You don't gain any "experience" points this way either. There's also a "slight chance" that the Helicopter may "get away from you" in the Citadel and "crash" there. (If so, just exit game, but don't save, and try again!)

Amiga Absence at CeBIT

Mar 6, 2003 - Late last year, Amiga announced its intention to launch AmigaOS4.0 at the CeBIT show in Germany. Since then, the project has advanced into its final stages but unfortunately not to the point where we are ready to ship. We have thus decided not to attend the CeBIT Germany show. Instead we are looking at other shows and opportunities in the near future to provide a suitable platform for the launch of the new Amiga.

We apologize to the community for waiting until the last possible moment to make this announcement but despite heroic efforts by all concerned, even up to the last minute, circumstances have conspired to push completion beyond the deadline. We have regretfully decided that making CeBIT Germany the AmigaOS 4 launch platform is not a realistic option at present.

AmigaOS4.0 is coming. Beta-testing has been going on since last September, the Club Amiga Magazine is previewing many of the new features and AmigaOne integration is proceeding well. Amiga, Hyperion and Eyetech are 100% committed to getting the new platform out into the world and reintroducing the world to the pleasures of home computing.

– The Amiga Team
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Amiga articles by #30

Well another month, and more articles. Although I'm not a writer I'm doing my best to write these article for the news letter. Unfortunately the articles are rather short so I must try to make a filler to take up space. This is not an easy task, but it's either write the articles or no amiga. I'd rather write the articles. Eventually writing may become easier for me to do, but that is more than likely going to take awhile. While the job isn't getting any easier for me, at least my brain hasn't fried out either.

So far I have learned how to operate the CD/TV system, although it still isn't a system I have much knowledge on. But at least I can format a disk on it, and use the CD's. One of these days I'll have to ask #4 to show me how to use some of the stuff on the CD/TV. But that is going to be far into the future as there isn't enough time at present. Too many things to do. Too many games, and programmes to review. And too many articles to write up.

The fun never ends, and only gets more complicated. Although I'm learning more about writing, my ability to write is still dismally low. Of course I can't let that stop me from trying to do the best I can. Eventually I hope to be able to review things I do on my A4000, but I need to replace the mother board, and get an adaptor so I can use the commodore 1942 monitor I have.

As time goes by there will be more articles, and more than likely more filler parts as I learn how to write articles in greater depth. But for now, I have to write this so that the amiga stays in the group. I suppose I'm a glutton for punishment since it was my idea to write the articles in order to keep the amiga in the group, but there would have been problems if it was dropped from the group. We need problems like a cat needs fleas. Fortunately the problem is avoided. Yeah!!!

I'd like to ask other members who have Amigas to consider sending articles to #4 for the Tally Ho! Even articles from exchanges would be nice. Tell us what you do with your amiga, or what you have done with it. Every little bit helps, and makes the job easier for #4 and I. Reviews of programmes, games, tools, utilities and other amiga software will be very much appreciated. Thank you for the read. See you again next month. ;-)

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disk. Making this part short. I had to install a mid January back up copy of the BBS partition. However only the msg bases, the online games and the e-mail were a month behind. All the files for DL are stored along with their directories in the individual subpartitions.

Good news about the board is that we are again getting the packets from the ComLink Hub for the network. Dynamite did some work on his end and that seems to have fixed the problem. More good news is that there have been some fixes of commands. Scratcher found a couple problems and they were easy to fix. These were in the msg base commands. Now we actually have more commands than before. Found a problem in the Adventure Games menu. The board would crash when you tried to go from the Adventure Games to the Empire Games menu. #30 and #18 had this happen a few times. I tested it and it happened on local access. Looked into the menu and saw that the information to direct the command was incomplete. Fixed that so now it works correctly. There is some discussion on adjusting the menus to be smaller. Less cluttered looking. This to be done by creating sub menus for the different game menus. We do have a lot of them and Dynamite has a collection of Centipede games that he is offering to send us for the BBS.

More good news for the board. Just gained another Canadian decker. Higher Power Village Number 20. He found us through the homestead listing. Now in the meeting notes. That number of files is closer to 2,500 now. Been doing a lot of testing of the new files from M2K and putting them up. A few problems with some files. Besides the lack of dox. One is that I lost my notes. Might have happened when I "cleaned" up the area. I know shame on me. <BG> All new files are listed in the news reports. The svicc, zipcollectionv2 and the Text games already spoken about are now on the board. Along with so many more that I can't remember all the new ones. The areas are growing. New ones are going to have to be made. Now that we are seeing new patterns in the files we are testing.

Music has been started. Scratcher is going to be sending some compressed files of more music for our BBS. Writing area was created for the svicc prg. We are learning more for our system. One thing we are learning is how powerful and creative this system really is, with the new tools we are testing.

SIGs: Mainly recently we have been working on a disk of tools sent to us by Chameleon. We receive it a month or so back. But with all the things happening. We hadn't looked at it at the time. Now we have and it is the promised demo tool making disk. We have tried out our hand at making them. No you won't see that work at all. Not till we have it the way we want. Having to ask Chameleon for help on some of the tools he sent us. One that we enjoy and has helped us break the music barrier. The tool that converts .mus files to 30120 files. Also does the reverse. Meaning no player is needed, or you can make it so a player is needed. We tested this tool for the experiments. Now we can work with the sid files we have scattered about on disks. Making them useable for our members and deckers.

That article on The Village BBS has been written. I hope to make the calls to the other boards and then be able to write a review of each BBS to add as support material for the new resurgence of BBSing.

Outside of the above, and lots of file testing that I still have to release the most recent ones. Like toshop, chemlab, training kit and others. Things were a bit slow this last month. We practiced

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more on the soldering. Shortly there will be a practice lesson as the students wire up some speakers to an old radio system and mount it for the shop. Then into desoldering components from the scrap devices that I have about. This will also break into simple component ID. Learning a resistor from a cap and Xformer. Perhaps this will be a start for home minor repair of electrical items. Cheaper than tossing them and buying new.

Tux on our BBS is working on a manual for Basic 2.2. A form that can be used on the C-1. He can also adapt it to a 128 version for the SCPU user. We may be the beta testers for the manual read through, to see if it is understandable by the novice ignorant ork type user. Think we are the best suited for that job. <VBG>

On a personal note. Vixen, Lord Alberonn, WarCat, Imperial Warlord, To'Barr, #30, #18 and the funting Katz. Have all told me that it is break time and I am stressing to much. So I was given a Dream Cast as a gift. Loaned a vmu and the Phantasy Star Online V2 game. Told to leave the computer alone for a while and play a mind numbing <really frustrating> RPG. Actually it is interesting and Lord Alberonn used to play it online in the Sega net thing. That is still up, despite the end of the Dream Cast platform and the Game Cube issue of the game and the online version. So if any of the readers ever see in the Dream Cast Sega online game version of P.S.O. v2 a character with a Commodore theme name. Chances are it is me. Well got to spread the word where ever I can. <SEG>

That ends the Ramblings for the issue. Having to redo all of this at one setting is a chore. More for the writer than the reader. Though some may disagree on that point. <LOL>

Oh yeah, the image on the front page is a colour image in GeoPaint. I suspect it was on Q-Link originally. This one is on our BBS for DL-ing. I found it in a collection that I bought a few years ago.

REVIEW

Toy Shop: I had seen this one only in parts before, on disk parts. Thanks to Mad Max and his collection at M2K BBS. We have all 6 disk sides. In simple terms. This one will print out a paper model of something. There is a large collection of these items to print out. A scale, balloon powered steam engine, zoetrope and many more. Some can be combined to work with others. We tested it out on the 1910 truck.

I should let you know right off that this is a time consuming job. Really that is a good thing. This truck is a simple project. Yet it isn't a fast outline of a truck. Oh NO! it took 5 pages to print. Each page has the componets for sections. There was even a dashboard and wipers. Wheel parts and the option of open or enclosed truck bed.

Each sheet contains information on the parts what and semi where they go. I suggest that it is a good idea to print them out. Then copy them to card stock by photo copy work. Makes a stiffer backing. Though with good paper in your printer you can make a functioning model. That is a point to consider, that many of these will work to a degree. Yes the airplane ones will fly.

Also you can customise the model. We only changed the name of a few things in the editing

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mode. But you can do more than that for yourself. Keep in mind that you can colour the pages after print out to your desires. Cutting is up to you. I used a sharp razor knife. For glueing, well after the fold and tab bit, I used a watered down Elmers white glue mixture. Same type that I use in making the fantasy lead figure diaramas.

Bottom line is that I think this is a good family or group project. Where you can sit around and create something together. Sure you may need pins, rubber bands and the like. But you are making something yourself with family and friends. I don't see that with the other system. May be they have this sort of thing. I just never heard of it. Anyway each model has a description and sort of a list of things needed. You can find this collection of files about at different places or in perhaps your collection. Then again you can find it on The Village BBS.

Training Kit. I wasn't certain what this was about. Turns out to be a 9 section introduction to the Commodore 64. Takes you through the keyboard an animated work on loading and using the disk drive complete with the save, load, list replace commands. Even the format command, rename command and more. Some work with SID and sprites. A good beginners input and it was decided to use it as part of the new starters disk for the A.C.U.G.

Well there you have it for the moment. Hope that this sees you well and doing fine with the world. Just watched the president on T.V. about 48 hours or else. Guess we are going to war. Mine was over 30 years ago. Not going political on you. Just wish they would nuke windoze over Iraq as a matter of priority. But I am really C= biased. <VBEG> See you at the meeting or in the matrix chummers.

Stuff for Sale or time to pay the bills

Skull Mugs: 16oz plastic mugs with locking caps.
Great for DMs and you can also say it is a Windoze user. \$3.00 each

"Lend a Hand"
Plastic right hands. Good for molds and freaking out the mundanes.
\$2.50 each

Bouncing Balls
Little ones about 10mm diameter. Kat approved as toys
Glow in the dark super bounce. Great kitty toy. Just ask Terror Kat. <G>
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1"+ diameter glow in the dark super bounce ball. Kitty approved

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\$1.50 each

Eyeball Glide Balls

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**Dice Cubes of D4,D6,D8,D10,D12, D20 and decator
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**4 sets of the new "porcelain" style of coloured dice.
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**5 sets of different colours of the new Crystal Dice style
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**36 12mm sixe sided dice ancient red colour
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