The Village Green

In memory of the
Dice Bag
June 1989ce
July 2005ce

Officers of the A.C.U.G.
(We didn't run fast enough)

Chancellor: (Sensei) David O.E. Mohr

Treasurer: Scott Farley <BBS #16>

Commodore Librarian: Imperial Warlord <BBS #2>

Amiga Librarian: Mark Reed <BBS #4>

Editor☐SysOp: Lord Ronin from Q-Link <BBS #1>

Deputies:
#30 (Librarian, file testing) #3 (Secretary, general girl Friday)
#23(BBSgames,general)#16(Emulation) #21 (NTSC fixes and Hacks)

The A.C.U.G.

Originally formed in 1978ce, as a Pet Club. The current membership is composed of a new group of users. Renamed in 1994ce from "Astoria Commodore Users Group" to the more inclusive name of Amiga & Commodore Users Group. Our objectives are to preserve the material, hardware, sorfware and hardcopy, for our chosen P.C. platforms. But not as dusty museum pieces. As actual functioning items regularly used as either the prime computer system or major back up.

To this end, we collect as much for the systems as possible. As we attempt to learn about the aspects of the systems in a mutual learning environment. There are over 2,500 files o our BBS, an ever growing collection of books, magazines, hardware and of course disks. That we collect one by one or in bulk. We freely admit to "beginner" status in all aspects of the use of our platforms.

Membership is open to all, interested in the Commodore 8 bit P.C.'s as well as the Amiga Line. Emulator users are also welcome as members. Cost is $18 USD per year. This gives a membership card, certificate of membership (C=, Amiga or both) The monthly 16 page newsletter. Known as "The Village Green". Several hours a day on the BBS (Second largest amount of time) No credit cost for BBS files. Access to the hardcopy library of books, magazines and manuals. In addition, access to an Amiga and Commodore set up in the shop. A 20% discount on all C= & Amiga items, purchased in the shop. The "Penny Farthing" is a C= monthly disk. Mostly in 1541 format. 64/128 files each month, differing according to group interests. This is an extra 75 cents each month. Amiga disks are handled by request (WB differences) at $1.00 each.

Next Meeting & Contact Info

Meeting will be on 21/July/2005ce. In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

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Notes from 16-June-2005ce

☐**Newsletter:** Approved

☐**Chancellor Report:** "According to the constitution..." Sensei began the meeting. Then went into the trip abut elections next month. A question was brought up about having elections. Since the outcome is well known. Point was made that Lord Ronin owns almost all of the items used by the A.C.U.G., plus the meeting location. Why should there be an election? Sensei replied that we are working on our tax exempt non profit status. That requires us to have elections. New and returning members, should have the ability as well as the right to run for any of the offices. Save Chancellor, to which Sensei was elected for life several years back. Required then to state in the newsletter that for Treasurer #16, Editor Lord Ronin, Amiga Librarian Lord Alberonn, C= Librarian Imperial Warlord. All promised, or is that threatened, to install the deputy officers as they currently stand.

Next topic was about the 27th anniversary party. Also held on meeting night in July. Sensei wanted to know who is bringing what to the party. Lord Ronin will make another challah loaf. Hopefully not burning it to cinders this time. Traditional Kitty Box cake will be again made by Lord Alberonn. Lord Ronin said he would try this year to make the jello molds (bram and hands) into a pudding mold. Others were uncertain as to what to bring this year. Partially as it isn't known if there will be any out of area guests.

Sensei brought up that this month Lord Ronin turned 55. Actually the man turned 55. Lord Ronin character is 26 years old. Lord Alberonn and his fiancee (who works at a bakery) presented LR with a custom made birthday cake. Had the happy birthday Lord Ronin on it, along with a full colour "C=" symbol. LR said at that time, that there would be more on this in the demo section. However he was surprised and quite pleased to have received the cake. (after meeting it was offered to members)

Pile of Newsletters to go over this meeting. READY from the M.A.C.U.G. one sheet as they are still in transition. We were wondering if the May issue had been corrupted. As it looked partially like the April one. This issue has a full page of information. Looks like they have summer there,we have summer here too, the rain is warmer. Seriously, we haven't had but two warm days so far. Marty wonders about dropping the P.O. Box. Since the exchanges have dwindled to recently just 2. Stated that at one time the A.C.U.G. had a P.O. box. Memory of that topic is that perhaps there were several over the years. Being that there are three towns in just 10 miles of each other. Officers came from the different towns over the years. LR. stated that when he joined in 1993ce. The group wasn't using a P.O. box any more. He added on a somber note that they were also not in communication any more with other user groups. His suggestion for Marty and the MACUG, would be to drop the P.O. Box. Unless it is the easiest way to

communicate between members and others. Because of the long established address.

Marty reviews the Kansas City newsletter and the C= project. More on that in our review of the same newsletter. Lord Ronin wants to thank Marty for the comment "The A.C.U.G. letter is getting more impressive." LR stated that the feedback from members and other editors. That has helped him shape the Village Green into something better each issue. Yet it isn't any thicker. Still the same 12 C= pages and the same 4 Amiga page count. Though it is true that there has been requests from members to increase the page count of the Village Green. Group's comment about the C= things that Marty dumped, was simply that it well may have been worth shipping {but not through a mail service} to our group. Since all but two members are strictly C= users. Using the C= as the primary PC. While the other two use the Amiga as their prime Pc and the C=as the secondary. Still a shame to lose such treasure.

Last few paragraphs go on the subject of groups looking for places to meet. Marty recounts the problems that they had in that line. Suggesting a place like the Pizza Hut. Where they can do the demos, have their meeting and get fed. only two of the A.C.U.G. members. Remember when we met for a at the strip club. Cost us just a pitcher of beer. Worked well, as we had a side room. Away from the music. Did bother the girls that we were talking computers and not watching them {VBG}. Worked for a while, till we

gained a few under 21 members.

AmiTech-Dayton Gazette by Eric Schwartz. Officially was presented to the group at the meeting. Covered in the last issue of the Village Green. As Eric talks abut the Mac he scored. While waiting for the Amiga to be repaired. one line caught our attention in his article "...but it follows in the same 'modern' school of thought followed by both Apple and Microsoft that the operating system has to do half your thinking and decision making for you." LR commented that Eric said in a few sentences what he has been trying to say in paragraphs about the other systems. When compared to the thinking that is done by the C= user. A question was presented at this time about sending for the catalogue, seeing if the shop could get a dealers account with Eric. {side note: on the day that I write this. The new issue arrived in the post. Contains the follow up to the Mac story}

Infinite Loop: Elvira in a "bunny" suit graces the cover along with the eggs and easter basket. Inside there is on page 4 a bit for CommVex in July. Followed by the Fall SWARP expo in September. Most of the issue is taken up with a report on Robert Bernardo and his travels. Most of that is on our MossyCon. LR stated that he had written a piece as a follow up for The Infinite Loop, about MossyCon. If he was smart it was backed up when the computer was shut down. If not, then it is lost :-({So far it has not been found} Earl mentions is the start of the issue about the Palm Cradle being able to connect the 64/128 to broadband ethernet. That is still past our level at this time.

RYTE BYTES: From the Commodore

Users Group of Kansas City. Leslie their President reports on a look see at the library. Where there is a time schedule and day problem if they decide to move their meetings to that location. Apparently in Missouri, libraries close at 6pm on Thursdays and Fridays. Treasurer Jack Kincaid mentions the demo of the Sx-64 that is semi portable. He commented about a LCD screen. LR stated then that, that was a talk he brought up months ago in comp.sys.cbm. As the 5" LCD screen in the PlayStation-1, by use of an adaptor cable, takes in the signals from other game consoles and can accept the T.V. image. He remembers the talk on c.s.c. on looking for a cheap 5" LCD screen. Before he left the newsgroup. Perhaps that is the direction for this project? Lenard Roach writes almost a three column report and description of the "GABE.LLPAK.64" V2. Which was demoed at their last meeting. Members should give his report a serious look over. As this is making our SX-64 into eventually a truly portable PC. Lenard also includes 10 colour pictures (no not done on a C=) along with an explanation of each one. Followed by a simple parts lists. and his addy for more information.

SC's: We received the May and June disks. Actually looked at in the demo section. Articles that caught the groups eye for posting on our disk and on the BBS. PAL/NTSC converter, Drive Maint, 128 tips. Side two of the may disk has a collection of Star Wars music. These were played with the player included. Do not know if other players will run the music, or if they can be converted to run alone. Members were impressed with the

Rainbow demo for the colour, sound effects and animation. June disk articles 64 tricks, 128 tricks, 80c, Basic Algebra, Razor Back (shows some sort of wart hog looking character) The one that is of major interest at this moment is the seq tutorial. Side two is more music in the same player as the May issue.

Village Green: Not much in additions or corrections. As readers can see there was a printer problem. This was caused by ink pouring out onto the roller thing from the colour cart. Removal of that and a full clean. Along with a refill to the black cart and the problem was solved. Because of space, only one page of the two sided record sheet was presented. Bars on the footer and the centered outline for the Rambling topics met again with approval.

☐Treasurer Report: Still holding at $26. #16 is doing his two week training and was not able to leave base for the meeting.

☐Commodore Librarian Report: For this month we have by request the first 6 installment or chapters to the operation Red Cat story. Called Operation Lost Cat. This is on side #1 and there is a demo - intro screen created by #21 with scroll text by Lord Ronm. Side two has 49 GeoZipped fonts for our Geos users (all of us are Geos users) There is also a Geopaint page that is zipped with examples of all the fonts that would fit the page. Next month is still up in the air. These were converted from wraptor, as we are changing from wraptor files to GeoZip files for the group and the BBS.

☐Amiga Librarian Report: Lord Alberonn's 56k generic modem died on him.

LR loaned him the old USRobotics 14.4 that was used in the past on the BBS. Good news is that this didn't effect his Inet connection. As that is a different system connection. Pre Wedding things have left him very little time to work on the Amiga for the group. For which he apologized to the group. Adding that he intends to have more time in the near future for the Amiga.

□Editor□SysOp Report: Can't hide it any more. Been ill for several weeks. Causing me to run things slowly. Going to have to go back to the Doctor {S}. Anyway my FD-2000 died. #30 loaned one to me. That failed to register. Causing a complete reset of the computer and the hard drive. His won't read any of my disks. Those made on the old FD, or on one of my 81, or even on ones made on other peoples 81s. Will take the 81 from the 128 set up in the shop for use on the BBS system. I did finally install and test Post Print 4. Looks nice, a bit complicated to understand the meanings of the terms in actual use. But that was coming out fine for me. One thing forced me to return to PP 3.8. I lose over a line and a half at the top of the page in PP4 print outs. Have to ask on COPs about that and see if there is a patch or a command for a fix. Very glad and surprised at the positive feed back on the new test changes in the Village Green. But guys I am not a writer. Remember I can't even get a rejection notice from Dave Moorman. Just happy that the drivel that I present is of some use and interest to others.

BBS has been slow recently. The standard summer months slump. Funny thing is that I remember in this area. Summer was the heavy BBS use 10 years ago. PBEM games are running fine. Been some slumps in the story and replies. Out of that currently. Decker sent some text files of a real "Bastard" of a Systems Operator. Humorous little stories. That I must remember to convert to normal PET from the ascii. Because of a problem that Ramswell is having with our copies of the Color64 files. That being they are in the ".caf" extention for Mad Man 94 compression. Even though we now have that compressor, and the decompressor is on the BBS. We have decided to convert all of those files into zipped .D64's. This ties into why I am changing all the ".wr3" files in our library/BBS into Zipped. Ah but more on that in another issue. As there was a large collection of demos that night at the meeting.

□Deputies Report: #3 has bags of papers to sort. Still looking for the Judge Dredd original dox. "21 has been collecting, sorting and fixing files for us. #30 disk sorting and assisting in file testing. Plus some hardware testing.

□S.I.G.s: Geos is the one agreed upon system for all C= users in the group. Member have been testing some of the questionable files from the BBS and the collections. Map making and text writing have been the most covered items this last month. Programming is slow, do to the interruptions of being in the shop. Yet progress is being made.

□Discussions□Demos□Close: Most of the discussion was on either the party plans or on the map making article from last issue.

Demos included the current issue of Commodore Gazette. Where Chris mentions

New project "adtools": GCC, GDB and binutils for all Amiga-related
platforms
Posted on Amiga.org by Rogue on 2005/7/13 14:36:25

Supervised by well-know Amiga developers like Thomas Frieden, Hans-Jörg
Frieden, Olaf Barthel, Anrija Antomjevic, Stefan Burström, Gunther Nikl and
Jens Langner, the sourceforge.net project "adtools" was created. The goals of
the project is to unite future development of the Amiga development tools
like gcc, binutils and gdb to a common developer platform. In addition to
currently supported platforms like AmigaOS, future support for MorphOS,
AmigaOS/68k and AROS should follow.

The CVS repository already contains the current state of development of the
AmigaOS4 gcc 4.0.0 compiler package. In addition, new versions of gcc
(4.0.1) wil follow later this week, as well as the AmigaOS4 changes for gdb
6.3. Binary packages will be available shortly.

A long-term goal of the project will be the submission of the unified Amiga
development tools to the official distributions of the respective tools, gcc,
binutils and gdb.

Interested developers of all Amiga colors (AmigaOS4, MorphOS, AmigaOS3,
and AROS) are invited to join the project.

The project pages can be found at http://sourceforge.net/projects/adtools/

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AMUC to attend AmiWest 2005
Posted on AmigaWorld.net by ssolie on 7-Jul-2005 22:11:59 (86 reads)

The Amiga Users of Calgary (AMUC) (http://www.amuc.ab.ca/) will be
attending AmiWest 2005 (http://www.sacc.org/amiwest/) with plenty of
classic Amiga software CD-ROMs to give away and a t-shirt or two. Become a
member and you'll have access to AMUC's inventory for free. Details about
the club and our services are at our web site. We'll also be accepting new
memberships at the show.

AMUC will have a MicroA1-C Amiga computer system on hand to
demonstrate the latest version of WW2 as well as OS4 itself including the

Sabrina Online by Eric W. Schwartz ©2005

"How'd you like to find that in your soup?"

Sabrina Online by Eric W. Schwartz ©2005

"No prescription drugs involved"

Sabrina Online by Eric W. Schwartz ©2005

"Computers turn on, right?"

http://www.sabrina-online.com

latest beta SDK.

Steven Solie (http://www3.telus.net/ssolie) will be representing AMUC.
Steven is the current Chair of AMUC, author of the recently updated WW2
board game clone and an active OS4 beta tester. Steven has also released an
updated GNU make, AGG, STLport, C++ Boost and Expat for OS4 (see
os4depot at http://os4depot.net). If you want to get into OS4 software
developement, be sure to visit the AMUC table and he'll try his best to help
you get started. If you already are an OS4 developer, feel free to talk shop.
We hear he especially enjoys modern C++ discussions .

With all those OS4 beta testers on hand, who knows what secrets might be divulged at AmiWest 2005? (Just kidding Ben)

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Holiday's Gift from Elbox

Elbox Computer wishes exciting, pleasurable and unforgettable Holidays to all Amiga users.
As a Holiday Gift, Elbox offers Free Shipping opportunity for most of the items from the Elbox Online Store. From 4th July to 3rd August 2005 all items marked FREE SHIPPING in our Online Store will be delivered without any shipping costs. This offer is valid for orders from all countries of the world.

The offer applies to most of the products in the online offer, including Mediator PCI busboards(http://www.buy.elbox.com/cgibin/shop?show=2BB), FastATA/PowerFlyer controllers(http://www.buy.elbox.com/cgibin/shop?show=4FA), eFlash memories(http://www.buy.elbox.com/cgibin/shop?info=605EF40), Spider USB 2.0 cards(http://www.buy.elbox.com/cgibin/shop?info=770S20), Cocolino PS/2 mouse interfaces(http://www.buy.elbox.com/cgibin/shop?show=515CO), and many other accessories(http://www.buy.elbox.com/cgibin/shop?show=5IF).

For offer details, see:
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ESI Juli@ audio driver for OS4

The high quality ESI/Egosys Juli@ sound card is now supported on OS4 by an AHI driver made by Davy Wentzler. The card has stereo in/out, digital in/out and MIDI in/out, all of which are working. It can playback and record upto

192kHz in 24-bit and the sockets can be swapped between RCA and TRS(balanced)! More information on the card can be found here.

The card will be supported by the Envy24HT driver which already supports the Terratec Aureon 5.1 Sky, 7.1 Space, Phase28 and M-Audio Revolution.

Big note: It seems that this card has changed chips during its lifetime from an Envy24 to Env24HT or Envy24HT-S. It's possible that even different codecs were used (it now uses AKM instead of Wolfson WM). The card I tested this on was brand new, so if you buy this card new it will probably work.

Thanks to Krister Skrtic for supporting driver development for this card and also to Egosys for providing full source code (!) and documentation to their Windows drivers. The driver will be uploaded to OS4depot in the coming days.

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Purdue University Classic Computer Fair
Posted on Amiga.org by Wayne on 2005/7/10 4:53:14

On July 30, 2005 Purdue University, at Stewart Hall, in West Lafayette, Indiana, USA there will be a vintage computer fair hosted by the classic computer club. This is for computer systems over 12 years old. Vendors and exhibitors will be there for the Classic Amigas, Sinclair computers, Atari, etc.

Starts with seminars and demos at 9:30 AM. The Dealer room will open at Noon till 5 PM. Those who are nearby should stop by and enjoy the day.

There will be a $5 admission charge. Hope to see a few folks there.
http://www.vintage.org/2005/midwest/

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Amiga Editor's Ramblings

On July First, I got married to the lovely Norma Shaw. I have been busy with the new wife and trying to get my stuff moved to my new home. This newsletter was delayed a bit since I needed to move my Amiga to the new house since I had the phone changed to the new location. (I need Internet to get the stuff for our readers.)

We decided to elope since the cost of our originally planned wedding had skyrocketed and things got way out of control. A simpler wedding just made things much easier for us to deal with. I look foreward to many happy years...

the A.C.U.G., the BBS and the Village Green. LR has written some longer pieces about the above. They will be sent on disk to Chris. The major demo from this issue, was the viewer that shows compressed Doodle and Koala pictures. That was tied into a slide show on the disk. A great tool to put on the board. Since we decided to make the pictures in the art gallery in the compressed form. Oh yeah that prg is called "DKSLIDE"

#21 made a surprise demo for us. This had an edited picture of the Birthday cake for LR. As the first picture, after the demo entry. Then a slide show, with at pretty girl, two pics of the Clubs commodore Kitty and the final one a pic of the birthday cake. These were all jpg's that he shot. LR was very moved at that work for him.

Demoed also were issues 30 & 31 of Driven disk mag. Pleased to see that back in circulation again. Tiny/Sid by Chrome, with doc file by Mad Max/MHI. Has the winners of the Tiny Sid competition in 2005. Plays the music and with a cute slider animation effect. On the right side will appear the information for the music. I got the author and name part. Barely got that many of these are 2 of less blocks. The tech data I missed.

#21 also brought in two works by Cameron Kaiser. First was Nether, a 3D Doom style game. This one we cannot put on the BBS. Unless Cameron gives us permission. First comment is to red the dox, before you play. Not the story intro. But the separate doc file. Since I didn't when I was picked to play the game for the demo. You can guess what happened to me.

The other prg is called NewView. This one will be on the BBS. As you need to "register" it, for lack of a better word. In order to receive the manual of how to use the 12 effects that it gives you. The demo shows a picture from Doodle. Note that it will also take Flexidraw and Printshop. Basically from my understanding. Any 8k bitmap. {No idea what those terms mean} Then runs through a few of the different effects. Showing what the image will look like. Intro information talks on many things that I don't understand. Save that it mentions this being used for some ability in animation. Meeting closed at 8:47

Lord Ronin Rambles

Man that is a lot of pages for the meeting. I'm beginning to think that we are doing more than before. So then, short for space and much to say.

On the Cover

Originally it was to be the Traveller Close Escort Fiery Varient of the Gazelle Class star ship. But on 11/July/2005ce. I had to have the Skitty Kitty, Dicey Bag , put down. After being with me for 16 years. A good kitty friend in times good and bad for all that time. So here is a photo that was taken with a cheap 35mm camera. Turned into a jpg on a 3 1/2" heretic formatted disk. GeoDos was used to bring it into the Geos Environment. Post Print, to put it into the newsletter.

Inside

If, and as space is a problem this time around, that should be the "tourist" map. The

hand out that I made for the gamers in the All Flesh Must Be Eaten game. Showing another font and aspect for making maps. Not holding my breath on this one showing up.

L.R. Health

Local members know, as do some of the exchanges. Health has been real crefil. Why things have been slow and sloppy these past few months. Finally went to the Dr. As this is written, already had the chest X-Rays. Which will be compared to the ones from 2000ce and 1999ce. Another breathing test, then the results will determine if I go under the knife or not. Some sort of possibility that the lymph gland problem around the lungs may be crystalizing. I think that is the gist of what I understood at the time. {Addendum: X-Rays didn't show any further growth. Breathing test was on the rather bad side}

Zip Drive Project

Bought 6 more disks. Need at least two more to have enough for the list of partitions. OK things sort of worked. Got some error codes on my controller. But the drive with same cable <did need the terminator>. When placed on #21's system, well it worked! Formatted, Create Sys and partitioned. Still using #21s box and cable. Mail packet finally went out and it included that requester msg to Maurice about the problem with my controller. See what happens with a reply. The need for this Zip Drive as part of the BBS stack. Has become more important with the loss of the FD-2000.

Operation Rec. Cat

I am not going to think that the work going into the new presentation of Operation Red Cat. By #21 and other members, is because the story is that good. More like a project #21 came up with for helping us learn about some tools. As he had taken the first 14, or basically the first two disk sides. Packed the files, worked with my Covox intro {Shortening it}, had me work on a intro picture. Worse mistake he did was have me write the text for the intro screen. You guys know how I go on forever and [600 blocks removed for space].

Anyway, I did the text with his writer thingy. Didn't get to see what it would look like, till the demo was completed. That was a new tool for me. Selected a drawing by "The Kid", that I found on Q-Link. Crawling girl, in boots and gloves. Converted it with Scrap It from the photo scrap, into a compressed Koala. Used Autograph to convert that to Blazing Paddles. Where I did clean up, simple floor/wall background and coloured the picture. Since there was space on the right side of the screen and at the bottom of the screen. I used that for some extra text. Attempting to make the picture represent one of Trisha's beer ads. Nope not one that was discussed in the first part of the story. {G} Autograph again to convert it back to Koala. Passed it and the text over to #21. A few days ago, I got to see the intro on the disk of the first 14 chapters. Intro runs, press the long skinny one, goes to the menu, select the chapter <by letter code>, packed chapter loads up and opens. Ready for reading. Did lose the C= gfx box around the name and chapter at the start of each chapter. {Addendum: That was the first copy. The final release of the first 14 chapters now has a print out option as well}

Important part of this, is that it is the first time that I used Scrap it. Never did anything like this before, and have a mess of ideas. Have to make another intro for the second disk. Should be three disks made. They will be zipped .D64 on the BBS in Disk Mags General. I was told by others that it classifies as a Disk Mag. Fungus and a couple others on the irc, suggest a web site to send the file. I'll leave that to #21 to handle when the project is completed. Bottom line is that is opening up new tools and ideas for several of us in the group. Which is why #30 is learning about the Handy Scanner. {Update} #21 is working on the other three disk sides, in the zipped .D64. Each side has a scroll, intro picture, and the general stuff to go to the menu. Pictures were done with Handy Scanner from some photos and a tattoo book. Coloured as in the above layout. Hope that we get better in that as time goes along.}

Lord Alberonn

One of the reasons to do this rewrite of the newsletter. Making it come out so late. On 1/July/2005ce. Lord Alberonn was married to Norma Shaw. Several months {and many thousands of dollars safer}, than originally planned. The reception is scheduled for Sunday the 17th of July. Lord Alberonn has moved from the Kibbutz. Well, still in the process of moving and that is why there is a good chance there is no Tally Ho! in this issue. The Amiga isn't over there yet. The heretic system of his wife, well it won't connect the hyperterm to the modem. Saying something about wanting the modem installed. So he isn't yet able

to send the file to the BBS for the printing. Just another reason to stay with the C= and the Amiga.

Mad Max/MHI

Sadly, just as he is settling into the area. Working with the files and doing the Red Cat story book disk mag. A problem back in Idaho has reared up. By the time this reaches your hands. He will have packed up and returned. Our hope is that this situation will be resolved quickly and he can return to the A.C.U.G. held territory.

Map Making Part 2 of ?

Well I tried to get out of it this issue. Saying that there is more to report. But after the threats from members about hiding my dice, coffee and pipe. {LOL} I relented and agreed to do a bit more. Space of course is limited. Really must consider upping the page count, or making the font at 12 point instead of 14. Or both??

Grid or Hex sheets along with a blathering about fonts. Covered that as a starter in the last issue. Save that it seems I forgot to mention, as my bleary, coffee deficient eyes this morning don't see it in last issue. I ran across fonts that are actual map maker fonts. No I don't mean for a R.P.G. But actual "things" for map making. Things being the different symbols that are used for rivers, roads, bridges etc. Never have I used it as it doesn't fit what I am making for my gamers <at this time>. I didn't mention that there is a font that has walls, doors and other GAME related items. That is because it is too large to be used in GeoPaint. I've never scaled it down in the font editor. Did mention the font editor

last time. Didn't expand upon that as I should have, in relation to making specific fonts. Short of that is that I made a collection of graphic fonts. Hold on not horn blowing here, it was my first time using the editor, with no dox. Result could have been vastly superiour to what I created. Point is that I took the overland stock Basic Dungeons & Dragons symbols for mapping. Like marsh, plains, river, ruins, cave, mountains all that sort of thing. Straight out of the game books. Hours of "fun" trying to make the fonts, using the light pen and seeing it flip about, not going to the square that I wanted to use. Lost that file somewhere in the years.

OK, this is about page 9 in this issue. So to put all of the information in, I either have to cut it short, or use the four pages that would have been for the Amiga people. Lets see how it turns out. Forget the fact that this map is for a R.P.G. that is a Zombie Horror Survival game. What is important is that it is a map, that lays out the areas of importance for the players. Font used here was Hilgard 1 & 2. Along with the need to do mod work on each of the major buildings. Such as Missy's Mansion. Which had the two towers added. The Tourist Hotel, having the complete 8 floors as are given in the game information. A fence around the stables. All of that little tidbits of "custom" work. That was done in pixel edit.

First was to place the "building" font, near the area that I wanted, for placement. Then using the "move" feature. Placed the building at the area

for the map. Did the pixel editing of the building to fit the description. Finally I used the font "Garnet" at 17 point for the text. Using move to place it in the proper place. Repeat the process for all the buildings with titles. One thing that I did different for this map. Was to remove the grids inside the frame. That was to remove the temptation to consider any sort of scale. On the part of the players. Not the usual thing that I do for a map. As scale is important to the game play and the tactical positions of the characters.
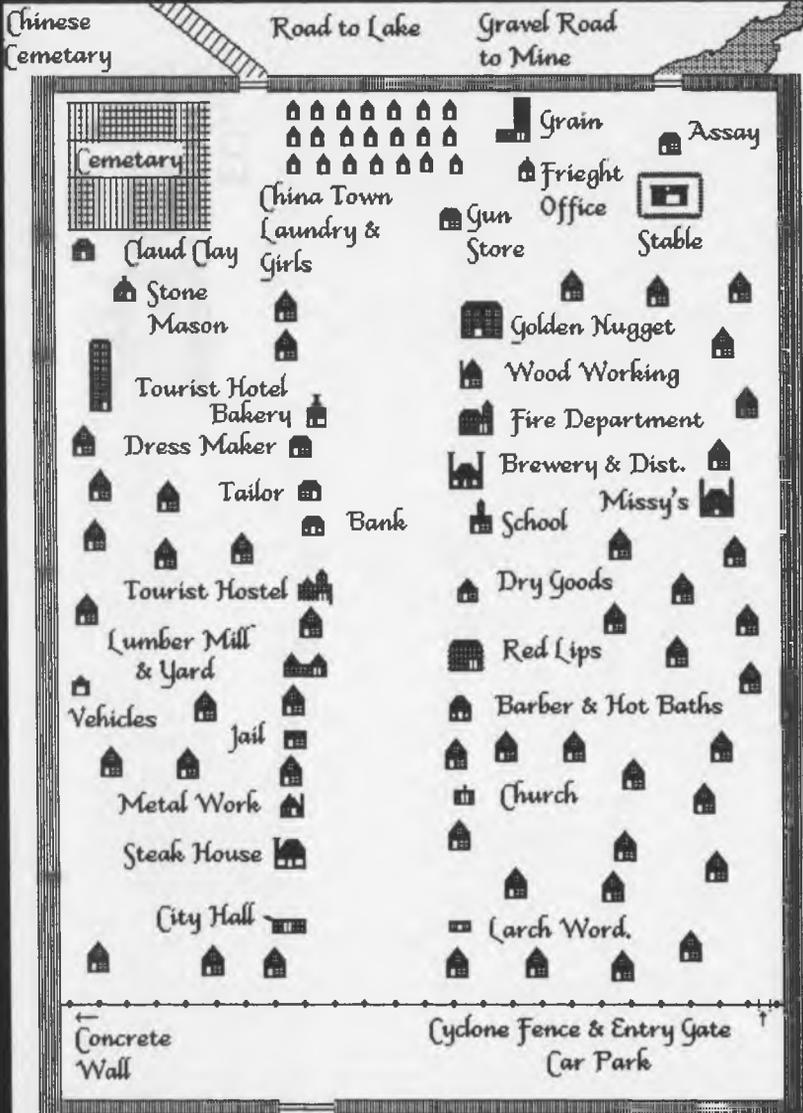
Well that is as far as I can go this time. Sorry that it isn't as good as it could be. A few things are doing a downer on me at the moment. Space is also a bit short.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

Chinese
Cemetery

Road to Lake

Gravel Road
to Mine

Cemetary

Grain

Assay

China Town
Laundry &
Girls

Frieght
Office

Claud Clay

Gun
Store

Stable

Stone
Mason

Golden Nugget

Tourist Hotel

Wood Working

Bakery

Fire Department

Dress Maker

Brewery & Dist.

Missy's

Tailor

Bank

School

Tourist Hostel

Dry Goods

Lumber Mill
& Yard

Red Lips

Vehicles

Barber & Hot Baths

Jail

Metal Work

Church

Steak House

City Hall

Larch Word.

Concrete
Wall

Cyclone Fence & Entry Gate
Car Park

Paved Road from the
New Larchton

Old West Town of Larchton, Historical tourist Attraction