

The Village Green

Personal Data and History		1. Date of Preparation 22/Feb/88ce	
2. Name Shearah Doonan		3. UPP D C 9 A C A	
4. Noble Title N/A	5. Military Rank N/A	6. Birthdate 182/1058 on a Space Lab	
7. Age Modifiers (+ for drugs; - for sleep) App = 22 True = 42		8. Birthworld Errant 14 C 0 0 0 2 9 A F	
SERVICE HISTORY Personal service data produced from appropriate historical and personal records.			
9. Service Hunter	10. Branch Bounty/Man	11. Dischargeworld Gemman II A 8 6 4 5 1 2 G	
12. Terms served Five	13. Final rank N/A	14a. Retired? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	14b. Retirement pay 4.00 Credits/Year
15. Special assignments 4 year Hunter College, Graduated with High Honours Body Guard = 2, Police = 4, N.B. = 1, PSI = 1, S/D = 10			
16. Awards and Decorations (include Combat Commands, Commendations, Medals, etc.) Large assortment of local system commendations. Nine purple hearts			
17. Equipment qualified on Vacc Suit, High Energy Weapons, Tracked A.F.V., Electronics Equip, Communications Equip, Explosives			
18a. Primary skill High Energy Weapon = 3		18b. Secondary skill Demolitions = 1	
18c. Additional skills Recon = 2, Survival = 1, Blade/Daito = 2, Tracked A.F.V. = 1, Long Bow = 1 Tracking = 2, Streetwise = 1, Battledress = 1, Mechanical = 1, Commo = 1, Admin = 1, S.M.G. = 1 Equestrian = 1, Medical = 1, Zero "G" Combat = 1			
19a. Preferred Wpn F G M P 15	19b. Preferred Pistol Revolver	19c. Preferred Blade Daito	20. TAS Member? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No
PSIONICS <i>Warning: Information regarding an individual's psionic ability is confidential, and may not be released without consent.</i>			
21. date of test 123/1077	22. PSR 11	23a. Trained? <input checked="" type="checkbox"/> Yes <input type="checkbox"/> No	23b. Date completed 243/1077
24. Talents and current levels Awareness = 9, Clairvoyance = 9, Telepathy = 10			

TAS Form 2

Personal Data and History

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, software 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 on 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 17/Nov/2005ce. 15/Cheshvan/5766 In Mohr Realities Games, 623 29th St Astoria Ore. Visitors, Smokers and demos welcome.

Snail Mail A.C.U.G. #447 623 29th St. Astoria Oregon 97103

Voice: 503-325-1896 BBS: 503-325-2905 300-28.8 CG 40/80 Ascii 40/80 Ansi accepted

inet: lordronin@videocam.net.au lordronin@sceneworld64.de lordronin@pof-c64.de

alberonn@qwest.net

Notes From Meeting of 20 Oct 05ce

Open 7:00pm

Newsletter: Approved

Chancellor Report: Sensei welcomed for the meeting record our newest member. Ator <John Baker> #13 on the BBS. Though John won't hear of the official welcome till he reads the November issue of The Village Green. As he is long distance member. For the record, Ator was made a member in October, and sent his first member newsletter. He has had a few comp issues in the past.

A few newsletters were at hand this meeting. In order to keep things organized. The review of the 5C's newsletter is placed here, though it was actually shown at the demo section of the meeting.

5C's sent us their September and October disk issues. As always, Al finds and presents interesting articles. Several views on the CommVexx expo, 1581 on the net, drive alignment and many others. That the group again asked L.R. to put on a special disk for the club and on the BBS. A few games, which when shown had a few difficulties. Suggested that the 1541 is going out of alignment and that a couple of the games didn't like Jiffy Dos. Can report that the "pi hunter" game ran fast on the 64c with Jiffy Dos, and all that tried it ran into the walls. <SEG> Side two of the October disk is a SID player and music. L.R.said that he wished this had come in earlier. The Bond Music is better than the one that he used on side two of this months Penny Farthing disk.

M.A.C.U.G.'s READY arrived the morning of the meeting. Our copy took a beating in the post. Though torn and a section missing. There is no damage to the information presented. Marty states the the last two months of newsletters they sent to the Muskegon Area

group have been returned. He asks if anyone has an updated address for them, or if they have folded. He isn't sending any more to them till he has updated intel on the situation. By the time that he wrote his opening lines, Marty hadn't received a newsletter yet. Ours was late in posting, as explained in last issue. He does go over the August and July issues of Ryte Bytes from Commodore Users of Kansas City. Plus the July, August and September issues of our own The Village Green.

AmiTech-Dayton Gazette: Eric writes about LCD monitors. Coupled with the Amiga terms. This one is for the Amiga gang in the group. Ron talks on problems with some A3000s. James Lawrence tosses out the idea of a "Blender" SIG. This is a free modeling, raytracing, animation prg. Bad news is that it doesn't work on the Classic Amiga. The rest of the terms used and article are best understood by our Amiga members.

C C C C From Cincinnati talks on their 8/October inventory meeting, picnic event. The desert was Kitty Box Cake! Snogpitch got the idea from our Lord Ronn in the #c64friends chat, one Saturday. He gives credit (or is that blame) to us on the front page. Inside is our modded recipe. L.R. had sent it along with the UL comments from the BBS to Snogpitch. There is an overhead shot of the cake that they used. Page #4 has a side shot of the cake. Along with a very confused looking kitty cat. Snogpitch includes another version of the recipe that he found.

"Some wondered what that brown thing was hanging over the edge of the pan". This from page #1, caused the group to remember the reason and requested L.R. to relate the why. "One of my kitties, a very loving soft furred white and orange kitty. I scored him back in 89 from the cat shelter where I volunteered. He came in after someone had cut off his tail with scissors. His attitude reminded me of the title character in the movie Willow. Anyway, after a fall of 30' from a window. What he left in the kitty box was never solid. We called it "frosting the box". Sadly after testing for many things, it turned out to be intestinal cancer and he had to be put down in

November of 2002ce. We now keep that "frosting" as a memorial to a great kitty for 14 years."

The Village Green: That Special Report by #16. Gained most of the discussion. #16 is now working upon another article. That will be mentioned in the discussion part. A request for the creation of "game" fonts, was presented to L.R. as a possible project for the Geos SIG. As was the publishing of an AD&D adventure in serial form. Illustrating what can be done with Geos and game making/writing.

Treasurer: Holding at \$23 <in 1 cent bits> #16 wants L.R. to fund as many of the receipts as possible and then work out a time they can push the GeoCalc work for the records.

Commodore Librarian: More Operation Lost Cat on side #1. This has another intro screen. The note for the month explains that the Quiz programme failed to load correctly from the little menu that was written. No idea as to why. That prg does work and is on the disk with 5 Operation Red Cat quizzes. <Note that at demo time. The members answered the questions and even though it has been close to a year. They achieved a 94% out of 30 questions on the first quiz>

Side #2 has an intro screen. The sine wave pattern was chosen for the scroller. Members found it almost impossible to read. Leading into a fast note about the collection of GeoFonts being converted from wr3 format to GeoZip for the disk and the BBS. Objective is for the entire collection now on the BBS to be presented to the members <all use Geos>.

Amiga Librarian: Most recent news was published in the last Tally Ho!. Mainly because of the printer problem. The information was the latest found and presented just a few days before the meeting. #4 is still working at his new home on setting things up. Though his A4000 Tower and the Loaned AmigaOne are connected to the DSL. Mentioned was the idea of some of these free DL prgs and any text items

that #4 finds, being put on the board. Some might be suitable. But he warned that with only 16MB of space <waiting for the HD DOS> many of the these files are huge and would eat up most of the area.

#16 has the free DL of the OS 4.0 updater, release #3. Plus the firmware updater. He will make a CD of this for #4 to use on the AmigaOne, That he loaned him.

Editor/SysOp: Normally I am very wordy at my time to speak. This time not really. By request I give the results of the medical exam. Oxygen rate is still at 98%. In regards to my advanced age and health, I am in the 92% category. Not bad at all. Bad news is that the amount of air that I am actually transferring from the lungs through the system is under 60%. Explaining the sever tiredness, and lack of breath. Nope not from my pipe smoking. There are a few enlarged lymph glands on the lung sack and I have a gall stone. On the bright side. No symptoms of the gall stone. By the use of the new meds, the leg pains are gone and I can walk, albite slowly up to a mile again. Beats one short block as before. Really bad news, is that if I take care of myself. Lord Ronin will be around another 30+ years. OTOH, if I don't ... And no I am not quitting smoking my pipe.

Onto more important news. Thanks to Bruce Thomas for holding the copy for me, in a long absence of e-mail communications. I have one of his bound copies with two 1581 disks, for the GeoPub tutorial. I should do a review of that on this issue. Anyway, this is open for the members to go through in a course here at the shop. Members liked the idea when I presented it and now it is time to set up a schedule.

Murder Motel has been tested for a short while. Vixen won the last game. Another testing is needed for more tips. First thing is that the player should buffer capture the maps and print them out. States that in the instructions on screen. As time permits, I hope to make a PET and GeoPaint file of the different maps. Failure to have a copy of maps at hand makes the game confusing and you are lost quite often. Starship Murders is being

tested as well now. I did make long ago a set of PET maps for that one and they are in Tomes & Scrolls in the BBS section. WareCat asked for some more testing for her notes for this BBS game. An important one was found by #30. The need to hold the key for the weapon that you are using, to have it fully register on the system. That was a complaint that we had in the past. About it not registering and having to press it many times.

Deputies: #16 collecting some Amiga things for the group and the BBS. Though they now must be sent to #4 for viewing. #30 on file testing of Screen Writers a.k.a. Noters. Finding problems with ones that were in fix and then zipped. We may not be able to salvage all of them. WareCat asks for another run on the Murder Motel game and then Starship Murders. These games are on the Thinking Game menu on the BBS. Vixen is sorting the scraps of paper and hunting for binders.

S.I.G.: Geos one is interested in jumping onto the GeoPub tutorial project. Time for all is the factor. Map making in GeoPaint is well received. Though the group is more advanced than the lessons in the newsletter. Prospective idea for making fonts for games with the editor. This was discussed in a recent Geos SIG.

Programming has slowed, but a new idea about using the demo maker tool. The one that is used recently for the disks. Making a full disk of demos by different members. That project was mentioned and is under discussion.

Demos **Discussion** **Close:** SC's disks were shown and games tested along with some of the SID music. Intro screens for this month's disk shown and explained about some of the errors that came about. Agreed that they are improving and if L.R. had more time, he would be doing better in a faster rate.

Discussed was a topic by #16. Writing for the next issue of The Village Green, an article on Classic Traveller. How the charts for character generation reminded him of the little

programming work he has done in the recent past. L.R. agreed to help direct his work on the article. Suggesting that making a Traveller PC generator would be a good goal for his lessons. As the work is all 2D6 rolls with modifiers. That would be variables in the programme. No member of the programming section feels ready to create such a thing from scratch. However L.R. dug out the L.B.B. <Little Black Book> character generator for a demo. This one was saved from Q-Link. Only does the Basic game generation. Does show that an enhanced version has the credibility of being made by gamers/users.

Font making for stock game icons was talked about. Decided that it is possible to do this and then use them in map making and even placed in the game text, as an aide. Selecting the font maker to use was a matter of choice between some members. More discussion needs to be done before the actual work can be created. Problems as in the exact item to be created and at what point size. Tests will be done as this task progresses.

Suggested that a future article that L.R. could write upon would be figure painting. That is how to paint a 25mm figure for the games or display. L.R. said that it is possible. In fact he was thinking about an in house thing like that for the shop. He asked the group how to turn the idea into a C- related project.

On the question of printing the serial form of an adventure. Displaying the work of the GeoWrite and GeoPub for creation. L.R. was reminded that it is a C- thing as it is done in Geos. Also that he did a large campaign in AD&D that was sent to Load Star and he still should have the original files. L.R. stated that it would take many issues to do just one level and there are 5 levels. He questioned the group as to the validity of this project. Being that he thinks it is too much for the point being made. There was no resolution to this topic at this time. However it was considered that the full adventure should be published in house in Post Print for sale in the shop. Which then led to the discussion of the printing and finalization of the D30 chart book and then the idea that it could be made into a programme. Group had loads of

ideas this night.

☐ Closed 8:45 for the nightly game.

Lord Ronins Ramblings

Bummer, the new disk of Geos <DL version> does the same that my old one does. Won't copy to the REL. So till I can figure that one out. Back to writing the meeting notes in EdStar II and converting them over in Wrong is Write for GeoWrite.

Now then, I am expecting, if all goes well, an article from #16 on Traveller and programming. What caught his eye was the matrix for character generation on basic programming. I found that interesting as he has not played Traveller till a week before I write these words after the meeting. Nor has he gone much farther than the 64 users book in programming lessons. Yet he saw the relationship and is inspired. His article should follow behind the ramblings.

Since this part starts on the Friday after the meeting. There isn't much to say. Except that I am warmed by the attitude of the members to the Operation Lost Cat story. #30 arrived today as I write this and is unhappy. As he read the latest 5 installments the night he received the disk and is waiting for more. The fact that the group was able to reach such a high score on the quiz for Operation Red Cat, blew my mind. The quiz was all related to the first disk and that was released in January of this year. Yet they remembered the little bits. Hmm, I really should bug Dave Moorman at Load Star for my rejection slip on Red Cat and the Geos stuff.

I should explain some of the items mentioned during the discussion. First the D30 charts. I was hired to rewrite three books of charts, and add my own for the D30 <30 sided die> Well the company changed hands and put me on hold. Changed again and forgot about me. Didn't even ask for the front money back <BG> Since then I have pattered with it for a time. All done in Geos of course. Started even before I had

Wheels. What the group wants is for me to finish that and publish it on the C- through Post Print for a booklet in the shop. Now someone had the bright idea that it could also be made into a simple programme. I'm not certain how at this moment as the idea is too fresh. But I do know that it mainly requires the listings from each chart, and there are only 30 listings per chart. A random generator for 30 possibilities and some way to hook that all together. At least it is a good goal for the group to reach.

I'm not sold on the idea of doing the adventure in the newsletter. I can see that it is C- related. Since it was all done on the C-. That includes some of the random roll programmes for creating the base level maps and little "colour" things. As I saved as many of those prgs as I could from Q-Link. But it would take a few pages in the newsletter each issue and maybe a year to give you one of the 5 levels. I'm speaking off the top of my head at this time. But is the time and space worth it to you the reader? BTW we did play the adventure and after playtesting it was sent to Load Star. Hmm another rejection note I should ask for. <G> I can print it out in booklet form and photocopy it for in house sale.

I do want to say that the inspiration that I found at the last meeting, the ideas and comments, were very heart warming. Not just the ones about my health but about what the members want to do and what they are seeing. True much of their ideas are related to R.P.G.s and the C-. That is too be expected. Our common bond is R.P.G.s and the C-. Not that we are the first to be that way, as witnessed by the collection of C- R.P.G. tools I saved from Q-Link.

Since I wrote the above lines (in EdStar II) I was able to demo to #16 the Character Generator for Traveller. In more depth, going over the book steps as showing #16 the prg. This is for the L.B.B. set. The demo characters died a lot in the demo. (BG). Added to that demo was the Traveller World Generators, about two of them, Traveller Ship Generator and a Sector Generator. Showing that back in the 80s C- users were making programmes for the C- and for Traveller.

CommodoreTalk.com - Mods Needed
Posted on Amiga.org by neofree on 2005/11/3 11:17:16

CommodoreTalk.com is a new website that has forums for **anything** Commodore! Whether your interest be Commodore 64, Amiga, VIC-20, PET, or anything else Commodore, this site is for you!

It's still under construction, but will be available very soon. Seeking forum moderators to help with the site. If you're interested please send me an e-mail with a short explanation of why you should be a Mod.

CommodoreTalk.com Updated
Posted on Amiga.org by neofree on 2005/11/7 10:42:24

CommodoreTalk.com was updated this weekend.

The updates are:

1. New theme.
2. New forums for Emulation, Regional users and Reviews.
3. Avatars are fixed and there are avatars in the gallery now.

CommodoreTalk.com is a forum site for all things Commodore, including 8-bit Commodore machines and Amiga's. Come check it out today!

Thanks,
Neofree

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AmigaOS4.0 website launched
(From Hyperion's OS4 Website!)

With this website, (<http://os4.hyperion-entertainment.biz/>) we at Hyperion Entertainment VOF have created a central resource for the community of AmigaOS4.0 users and clients, both present and future. We will shortly be expanding this website to include downloads, a developers area, an FAQ and more features that we hope you will find both useful and informative.

To start things off, we include two sets of articles for your reading

things. Initially we ran into a minor glitch with our donation system, which was easily fixed, then...

Katrina hit. We really stopped thinking about Aladdin 4D and we worried about all those people and participated in giving what we could to the people there and the groups that were helping them. Then more storms hit. When we finally did think of Aladdin 4D again, we realized it wasn't a good time to ask for donations on an Open Source project.

Time has passed, we've all done our parts for our fellow people, but now it's time to relaunch.

Even better - we've got news!

First off, Nova Design has stated that Amiga users will now get an early bonus. When we hit the 10% mark on donations (\$3757.00 USD) Nova will release the Amiga binaries of Aladdin 4D free to everyone! This will include the entire contents of the Aladdin 4D retail CD.

Nova has also stated that all electronic formats of the manual/documentation, tutorials, projects and more will be released at the 50% mark!

This is a very generous offer by Nova Design. Thanks guys!

We've also gotten a few questions, so here's where we provide some answers:

Q: Will you refund donations if there isn't enough money raised to buy Aladdin 4D from Nova Design?

A: Absolutely. If we can't buy Aladdin 4D to release into Open Source, all monies will be returned.

Q: What will you do if you raise more money than is needed?

A: We intend to start bounty programs then to offer reward money to programmers who create needed modules/updates to Aladdin 4D. Some money will be used to maintain the site and pay for bandwidth, but everything else will be used to promote the development of Aladdin 4D

Q: What if the donations fall a little short of the goal?

A: Nova Design has stated they're a little flexible. They WANT Aladdin 4D to be released into Open Source so Aladdin 4D doesn't die or become Abandonware.

Q: What license will Open Aladdin 4D be under?

A: LGPL is the plan, but we're open to other suggestions right now.

We hope this answers all the big questions and that everyone will visit the site at www.openaladdin4d.com and make a donation right away!

Free Aladdin 4D!

Nate Downes
Dave Crawford
Kermit Woodall

IOSPIRIT GmbH: Express shop does now support PayPal
Posted on Amiga.org by IOSPIRIT on 2005/11/7 1:08:16

IOSPIRIT GmbH's express shop does now also accept payments via PayPal.

With the addition of PayPal to the repertoire of possible methods of payment, IOSPIRIT GmbH's (<http://www.iospirit.com/>) is realising a frequently expressed wish of our customers. Already previously IOSPIRIT's customers could choose between pre-payment via bank transfer and cash as well as a range of creditcards, namely Visa, Mastercard/Eurocard and American Express.

By supporting PayPal, new and interesting possibilities are created, especially for IOSPIRIT's international customers. Through PayPal, bank transfers and direct debits without high fees (or any at all) are now available in many countries.

You can learn more about PayPal at <http://www.paypal.com/>.

[Ed. Note: These guys are the ones selling iBrowse for the Amiga.]

Pagestream OS4 Released
Posted on Amiga.org by System on 2005/11/10 18:18:28

According to the Grasshopper website, Pagestream OS4 has been released!

PageStream5.0 for AmigaPPC works on any PPC system that OS4 will run on. It also requires at least 25MB of hard drive space and 20mb of memory available to PageStream. Development is nearly complete and betas are available to all who purchase it before the final version is made available.

<http://www.grasshopperllc.com>

So then, instead of doing more in my ramblings, I'll insert #16s report and ideas.

Special Report by Number 16

Lately I have been playing in Lord Ronin's Traveller game in the guild group the past few weeks and I have always been thinking about creating a character generator for any game I am interested in playing or am playing at the moment to create characters or do any updating of the character I am using. While Lord Ronin is giving me a long lecture on Traveller while I am trying to write this article reminded me of the history of the original Traveller game that came out in 1977 and the original Commodore PET came out the same year (coincidence maybe and the disks in Traveller are a bit bigger than the actual PET). In connecting the use of the Commodore and the playing of Traveller, I have been thinking of how a basic character generator can be made on a Commodore using some basics I have already learned in some programming lessons using BASIC version 2.0 from just typing the programs from the user's manual and doing some tweaking from the dice roller from the same user's book. I know from playing Traveller and had generated a character using the generation tables from the classic books, I saw some of the tables and the dice rolling can be put into the generator. The Traveller dice system uses a maximum of two 6 sided dice for the tables and the basic character stats and rolling for sex can be made using a dice roller as well (I had to roll two 30 sided dice to determine sex where the two dice were different colors and rolled three times).

In this idea I have to create the generator for Traveller, Lord Ronin had told me not too long ago that someone had created a character generator for Traveler before and has it on his board. I had been thinking about creating one for my own during my usual Commodore lessons with Lord Ronin, and what the hey, I always wanted to make a character generator like

I mentioned before but I seem to put it off a bit and rely on someone else's creation. Now back to the Traveller generator idea I am thinking about, Lord Ronin did mention to me about the generation process for planets and the sectors and sub sectors which can take an awfully long time and energy to do using the charts. I had already decided to stick to the basic generation of a character that is basic human and I do not feel like adding the different races at this time nor the Merchant character from one of the basic books of Traveler (I saw Lord Ronin go through character generation of a Merchant trader character with another player that took a great deal of time) I just want to stick with basics and maybe add on later if I feel like it. I just remembered that Traveller has psionics in the system as well and that also I may or may not put in the generator starting out, psionics could be an additive later on in the generator.

I had looked at the character generator and the other generators for Traveller on the Commodore and seeing them in action has given me some ideas on what I should put in my version and I may end up putting the Merchant character class after all since it did show up in the original books and it may be a lot easier to put in the charts like the other character classes as I go along. In looking at the character generators, I have come up with the idea of making the stats generation a little better for guild games since house rules require a minimum of a stat of 9. I was thinking about the survival roll as well, it kinda sucks when your character dies during generation. So I've been thinking about making the survival roll a bit better to go into the favor of the character, so that the character can survive all his terms to be a playable character. (Ed note: What #16 is saying that it is a bummer to die in generation just as the character has enough skills to play the game. Like after the 5th four year term.)

I have been thinking about learning how to get the final character to either show up as a print out or can be saved as a file that can be opened up later using a sequential file reader or be opened up using GEOS. I do not know at this time how to save or how to send something to be printed yet, but that can be a lesson later on. Or even knowing

how to make something into a GEOS file from a basic file, if it can be done or not. My knowledge in programming at this time is very small and I know at least I can make the dice rollers no problem, and I would have to mess with if-then statements a lot more as well as any of the other programming statements I have to learn about and the commands to change the screen and the fonts as well to pretty up the program when I am done making it a workable program.

Looking at the charts from the basic books, and transferring them into program lines, looks simple and the rolls can be made for the charts using the same dice roller when generating stats and a go-to can be used to send the chart to the dice roller. In my thinking process for making the program lines, I was thinking that all the classes and charts could be separate for each service class and any service class that had charts that were the same could either be duplicated or another go-to can be used. You do know that all of this is still in the vaporware stage and the planning stage. It could be a matter of a programming lesson project in the near future to start putting the generator for Traveller together. It could take some time and debugging to get it to work and may never see the light of day on the BBS, or even be completed for that matter, but I am showing that a Traveller character generator is possible and a better one can be made. I had seen the previous generator for Traveller I mentioned before that someone had made one already before 1988 and I would like to make one a little newer and better. Now I am still not going to generating a ship or a planet, or even a sector or sub-sector, but I will stick with the actual character generator for the basic player to use in their game that they are playing in.

I can ramble on how I can make or learn to make a character generator for Traveller using the Commodore 64/128 and what I still need to learn more about programming and Lord Ronin still wants me to stop by the shop more often and do more programming lessons on the sacred C64 or C128 and I do know that I should even

with my schedule and the other things I want to do. Eventually I need to close this article somewhere and somewhere also needs to be some moral about programming and the sacred Commodore and the joys of its use in today's everyday life, like using the Commodore for gaming and anything else you the reader can think of. So until next time. (Editor Note, did a little spell work and just a touch of editing for #16 to present his points)

Traveller & The Commie

Yeah I know that our exchanges and L.D. readers are going to say "frell man he converted another to gaming". Well I hope you are wrong, that I converted another to Commodore (SEG). Any way, any how, think that I should give a touch of background at the time on the Traveller game and the C- relationship. I have some articles for another lack of rejection notice for Load Star. That are on this specific subject. In fact I am including the tools as well in the submissions.

Traveller came out in/around 1977ce. Like the PET. Also like our beloved and most holy C- system. The game is still around. OK time for a fast history lesson. We will bypass the Marc Miller was bored in a math class and created the board game Imperium. Just straight to his game Traveller. Three Little Black Books <LBB on the Traveller lists> Eventually these became 8 books. The first ones are called 'Basic' and the 4-8 ones are called 'Enhanced'. What #16 saw and is primarily based on the L.B.B. These cover a four year military term in a small amount of dice rolls. Roll for survival, roll for commission/promotion, roll for skills. This is the character generator that I showed him at the shop as he was working on his article above. Same for ship generator and a couple of the world generators. System generator is more enhanced and also has a touch of Mega Traveller.

Right that leads me into more on Traveller. Around 1988/1989, GDW <Game Designers Workshop> came up with "Mega Traveller, the

Shattered Imperium". This was like 20 years later in the cannon game story. This was followed by "Traveller The New Era". Which died in the TSR lawsuit fall out in 1997ce. Along with GDW itself, though they won the suit. Thankfully GDW gave the rights back to the authors. Marc Miller got his rights back. He and a group tried a new Traveller game. Good ideas, good story, bad publishing drem. Marc Millers Traveller "T4". Died a painful death. Today we have in print. G.U.R.P.S (Generic Universal Role Playing System) Traveller game, ah for the record it is the original Traveller A.K.A. Classic Traveller (CT) An expensive D20 system, also CT. Marc is reprinting the Original books for CT. Which is what #16 has collected from the shop.

Traveller itself is a Sci-Fi game. One that has the great ability to suspend the players disbelief. Must be as it has been around for fast approaching 30 years. Sort of like our holy C- systems. The it ain't broke don't fix it mentality.

The game is based on D6 (six sided dice). Either one or two of them with modifiers. I'm not great at programming. A Basic V2 prg would be either large or broken into mods. How to do that and load them is just past the limit of my understanding. Yet not something that we can't learn to do in the near future. Sure the enhanced books have more rolling. Which is why I suggested to #16 making separate prgs to load for each branch of the Imperial service. You see in the game, one rolls 2D6 for the character stats. Then tries to enter their selected branch of the military. Failing the 2D6 enlistment roll. They are subject to a 1D6 draft roll. Enhanced at this point goes into more things for the character than basic. Such as each year must be resolved with what the character did, by his 2D6 rolled assignment. Some branches have a roll of 2D6 for Command and Staff officers. There are mods for each one that I can see as an IF THEN statement. Each year of a 4 year term has things such as, survival. Yeah you can die in generation. Promotion, and here there are mods for officer and enlisted, in some there are mods

for taking a "-" to the survival roll or having skills at higher levels. All depends on the branch and what service activity was rolled for that year. Decoration roll is in some branches, like the Imperial Navy. Skills are the important one, as that is what helps you when the game actually starts. Here there are charts and mods that can make the number on a 1D6 higher.

Yeah you are right I am being vague on this part. And with good reason. As Basic Traveller does the stuff once a 4 year term. Enhanced Traveller does the above rolls each year. Including things like rolling for a duty station, where you may get schooling or special training. But you need to see that where Basic deals simply with the branches on one chart on one page in the book. Well say you wanted to join the Army. The enhanced system has that as "Mercenary" which is book #4. Lots of rolling, but it does make a more fleshed out character. Can it be done? Some have done it before for the L.B.B. system. Why not for the enhanced? Well mainly because we aren't that good YET!

Once we get it under our belt. Well we can then do the world and sector generators. Again it is just D6 with mods. But what #16 didn't state, and this is not on the ship building prg I showed him. There are 8 Alien races that are delineated in the Traveller game system. He has the books for them, and there is both the L.B.B. and the enhanced charts for rolling up characters from these races. So once we get the engine created. Then we can have more generators made for characters. Which for the record, by our constitution will be PD and or copyleft (SEG)

Special Report from No. 13

#13 logged onto the BBS and left for The Village Green the following report on the rebirthed Q-Link. I want to thank Afor for giving us this run down on the new Q-Link.)

As requested, here is my report on the rebirth of QLINK. On Jeff L's page www.quantum-link.org

there are several links. Has a screen shot of the old Q Link menu screen with Agent Smith from Matrix. Very well done. ;) This page gives information on where to get VICE (I think it's even in a zip/tar file) how to set it up, both in WINDOZ, Linux and even on a C-. All the disk images such as the original Q-Link disks, super Q and I think a few other images for Q-Link are included. At the date of this publication, SuperQ has NOT been implemented, just experimented with. Q-Link is now based on JAVA, a web component. Our own Jim Brain was not on Q-Link at the time of it's life and was reading and hearing about this "Q-Link" ad how great it would be to have back. With his talent and knowledge, and help from other talented C-ers, as well as people like me that remember what the system looked like and how it handled, Jim reproduced Q-Link.

Jim started the rebirth of Q on one of his servers but whenever he had a power outage, or had to reboot the server, or kicked the power cord, Q-Link Died. In early September of this year he moved Q-Link to it's new home on a huge server I think he said in Houston. People Connection works fine with a few added features like mIRC such as the //nick command. Super Q will work now but there are no menus, some of the C- commands do not work, or freeze the emulator totally. Some of the graphics are missing as well. Jeff L is the one, I've been told, trying to figure THAT mess out. With hardly any source code from those that worked with Q-Link behind the scenes, Jim has reproduced Q-Link with help. A 20 year dream reborn.

I have been told the file download area only has one file so far, uploads do NOT work, as well as most of the rest of Q-Link at this time. Add-ons such as Rabbit

Jacks Casino, Club Caribe and a few others are not up yet, but there are plans to have these implemented. We do have a lot of the classic Q-link people already on the system, Skyline, Dornas4, Sir Fitz, and lots of others. The launching of the re-birth of Q-Link will happen on November 3, 2005. As far as IRC, Jim has made it possible to go to a chat room in People Connection that will link you to IRC. May have mixed feelings about this on both sides. I know that there are a few folks that are actually signed onto Q-Link with the original C-'s. I have not had a chance to do this as of yet. Jim is expecting Q-Link to grow so and he says the system can handle a good amount of people at one time.

(Editor Note: Jim has set up the connection from the People Connect to the weekly IRC. The nick will say <QLink> and then the mick of the one that is speaking. Ex: <QLink> <Smeg Head>, best I can insert here for a description. Also that is what I see with "irssi". As of yet I am not able to get onto the new Q-Link. That will happen after Jim finishes the Linux box with the telnet and direct dial code installed. Well add to that Victor helping set it all up.)

Ramblings fin

Looks like the readership lucks out this time. Not enough space for the Mapping Lesson. Just have to do something about that in December. <EG>

OK the team here is slated to be gone from 3/Nov - 7/Nov. Not that anyone will be completely alive at that time. We are going to the regular OryCon, #27 this year. Some of us as dealers and the others are going for the fun <BG>. If all works right, and that is a big IF. This edition should be out early this month. The BBS will be running on automatic. Turns should be done by the time we leave for the con. May be a little slow or late the following week. Loads of parties at the Con. ;? ... Addendum: Didn't finish the newsletter before the con. Nor the disk, did have the board running, and the turns done. Found out that on Saturday night there was a power outage for around 30 minutes. Board reset, but I noticed

there were some dropped carriers that night.

Not enough space to tell you all about the people that I met in regards to the sacred C. Including some of the Intel convention people that were there for a couple of days, at the hotel. Guess I shall save that for the meeting and the next issue. Time now for some adverts. Space is getting low (BG)

At Da Shop

Not a lot after the Convention. (G)

Still have the hemite D10s (10)
Blue Jasper 7pc set, Rose quartz 7pc
Set. As well as a few dice cubes left
and the loose dice.

Got a lot of looks on the sealed
GEOS 2.0 boxes that I brought.
Have some left in the shop.

Gygax Fantasy <1 copy left> 2
copies of the DMG II for 3.5, 1
copy of the 3.5 DMG, 1 copy of
PHB for 3.0, Blood Magic 1 copy,
1 copy of Conjurations, 1 copy of
Brave new World, 1 copy of
Asylum.

Only a few of the Traveller reprint
books are left. Like Classic
Games, Classic mini adventures.

We will be doing a large game and
dice order for the holidays in the
month of november.

Magickal Winter Weekend

Respected Elder: Silverstar Red
Crow

Musical Guest: Heather Alexander
February 3-5 2006

This is a "WiCon" event. Three
days and two nights. Sharing
Traditions, rituals
mirth and reverence. Exchanging
ideas among Pagan Traditions.

To be held at the Shilo Inn Shilo
Hotel Portland Airport, in Portland
Oregon. Bardic Circle is
planned, along with panels and
workshops. Dances and a video
programme, plus much more.

Membership is \$35 till
31/Dec/2005
\$40 after 1/Jan/2006. Special rates
for youngsters 12 and under.

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