The Village Green

Ship's data		
	1. Date of preparation	
2. Ship name		3. Class
4. Tech level	5. Laid down	6. First flight

Statistics — Basic ship information for classification and registration purposes.

7. Ship type	8. Tonnage	9. Configuration
10. Jump	11. Acceleration	12. Power plant
13a. Computer model	13b. Optic backup ☐ Yes ☐ No	14. Crew

Weaponry — Data on ship armaments and defenses for classification into universal ship profile.

15. Hull strength	16. Sand	17. Meson screen
18. Nuclear dampers	19. Force field	20. Repulsors
21. Lasers	22. Energy weapons	23. Particle weapons
24. Meson gun	25a. Missiles	25b. Magazine ☐ Yes ☐ No

Additional data — Miscellaneous information concerning ship equipment.

26. Fighters		
27. Ship's vehicles		
28. Ship's troops		
29a. Fuel tankage	29b. Maximum jumps	29c. Unrefined duel? ☐ Yes ☐ No
30. Intended ship's purpose		

Using this form: Transfer data from the body of this form in appropriate codes to this 21 character universal ship profile. Numbers below each block refer to numbered areas on this form.

- Type - 1 2 3 4 5 6 7 - Statistics - 8 9 10 11 12 13 14 - Defenses - 15 16 17 18 19 20 — Attack weapons — 21 22 23 24 25 - ftrs - 26

IN Form 3 Ship's data

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 Ronm from Q-Link <BBS #1>

Deputies:

#30 (Librarian, file testing) #3 (Secretary, general gurl 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 3,500 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 15/Dec/2005ce. 14/Kislev/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: lordronm@videocam.net.au lordronm@sceneworld64.de lordronm@pol-c64.de
alberonm@qwest.net

Notes from 17□Nov□05ce Meeting

□Open: 7:00pm

□Newsletter: Approved [bloody cowards]

□Chancellor: Started off by noting that our black furry sgt at arms, A500 is still in the shop. All members promised to do what can be, to prevent her being stolen again.

#41 on The Village BBS, handle Ramswell. Turns out to be the man that bought 8Bit Designs. At the moment he is sorting things out, and does not have the new website. LR will run an ad for him in the newsletter. When he has a listing of items. At the moment, he mentions a Protovision Heavy Duty Power Supply, and a couple of FD-4000 mechs. Plus he thinks that he has the terminated SCSI cable for LR and the Zip Drive project.

#21, [Mad Max] has sent a couple of quick e-mails. Still in Idaho, and has a camper rig now. Doing some sort of work at the moment. Obviously not enough to let him afford all the things he would like and/or need. Looking forward to see his return to the great wet north west [BG].

He is receiving his Penny Farthings via e-mail. Zipped .D64 style. The Mad One has asked for some intro screens, text, music and covox work to make the intros for the packed disks of Operation Lost Cat. LR sent a msg back about waiting till they are proof read more and spell checked. As he did to a degree on the Red Cat stories with #30. Still no word on the loan of the controller for the Zip Drive work. Things with him are not on the full upswing at this time. We are sorry to report.

At the time of the meeting there was only one exchange in our hands. The READY from M.A.C.U.G. Marty mentions us in regards to the Kansas City group. LR added at that time that he still hasn't made the envelope addressor work on the Post Script Printer and is asking for more help on the lists. Adding that Lenard had sent him some e-mail while he was sick. Which he recently looked at, and discovered that the msg file attached was not in ascii or any format that he could read.

After a bit of discourse on the exchanges that they are considering dropping. Marty suggests that the groups should share their mail lists. At that moment, Sensei put the idea to the group for a vote. Agrees 100% of attendees to share out list of exchanges with users groups to M.A.C.U.G. LR was drafted to write a letter and include the groups to which we exchange.

Looking over the list of groups that Marty is considering dropping. LR mentioned that the CUCKC send to us. Houston has not sent anything in over a year. We were told by a mutual member that they are suffering from an ill editor. We haven't heard anything more. United Commodore, who put out the C= Digest. Closed at the end of last year. A few of the last issues were done by IRC Bruce Thomas in Canada.

Going over The Village Green. Mention was made that LR forgot to include the fact that #13 [Ator] was a QGuide on the original Q-Link. He is now the head QGuide on the born again Q-Link. What was found interesting is that a letter to Ramswell [#41] was sent on Friday to his home in Southern Calif. He received it the following Wednesday. While the newsletters where sent off on Saturday. Ator received his on Monday in Arizona. Interesting post office deliveries.

Talking about the cover of the November issue. Mention was made that the font used by LR for the data <Which is an actually character he created> Looks remarkable close to the font used to make the GeoPaint page. #30 was asked what font he used for the form. University was the closest one he found to match the original forms. LR used Times Roman from the Laser Lovers disk to enter the character data.

LR discussed how #13 had sent him the article on the BBS in e-mail. He had to take the mail file from the subpartition to the SCPU. There in Geos/Wheels, he used Wrong is Write 81 to convert the text to GeoWrite 2.1. He told about hoe it looked on the screen, being it two 40 columns. He reformatted the page, and changed the font to VillagePlain. Then it was make the paragraphs again. Separate words and fix some of the typing. As #13 has a freaky keyboard, with keys that sometimes work. Then splice lines together. A task that he has done several times in the past from Inet Email. However, the page looked good on the screen. Looked fine in the GeoPub editor. But as all can see, it didn't format out in the newsletter. Reasons are unknown at this time.

□Treasurer: Holding at $23. #16 is still attempting to set up the record system and LR is supposed to dig out the receipts for the newsletter. Assuming that they really are in the shoulder bag. [BG]

□Commodore Librarian: There are some difficulties with this months disk. The usual GeoPaint page, holding examples of the 43 fonts. Was placed on side #1. There is no information to that on side #1. Since the intro and text had been written before the fonts were placed on side #2. There is only 40+ blocks left on side #2. GeoZip didn't compress as tight as Wraptor, on several of the files. There is over all about 25 blocks different between the size of these files in Wraptor and now in GeoZip. Sometimes GeoZip makes them smaller than Wraptor, and other times that isn't the case. This issue completes all of the Wraptor V3 files from the first data store of fonts on the BBS.

There is a handful that appear to be corrupted for some reason. LR is looking at his own collection for duplicates. As is #30. This disk also starts the .wr3 files from the second data store of fonts. That is to explain, just the Wraptor V3 files. We haven't touched the GeoZip files in this collection of releases. There is also no intro screen on this side. Wasn't the space. Imperial Warlord and LR decided that fonts were more important than an intro screen. A short text screen is the first on the disk. Explaining about the disk and where the GeoPaint file is located.

Side one has of course that GeoPaint file. There is the intro screen. At the demo of the disk. The point of the image being too large for the screen was mentioned. A question about using some of the tools in Geos to make the image smaller, and if that could be done for a future disk. The Load Star Reader is on this side, for those that wish to us it for the SEG reader. This can be done from the text screen or loaded separately. Then there are the requested Operation Lost Cat installments 23-27. Members requested the story to continue. Next month should be more of the Lost Cat and more of the GeoFonts.

Mention was made about a new set of 50 questions each, for Operation Lost Cat. First set has already been written. Second set is "under construction" [VBESG]

□Amiga Librarian: All the latest news is in the November issue of the Tally Ho!, stated #4. #16 does have the CD of the upgrades for the AmigaOne. He just forgot to bring it for #4. <Ed note: Is that because he is learning Basic on the C>

□Editor□SysOp: OK by request the health situation. Slowly improving, but I need a rest from most of my duties. BBS has had recently a couple of new uploads. I haven't tested the files by the meeting time. As soon as my problems with my Inet browser is fixed at videocam. They moved and not everything has been recreated. I am buying that Rise & Fall of the Commodore book. There have been many good things said about it on the mail lists. #30 and I spent the better part of a day. Repairing the BBS, ACUG, Geos/Wheels hard drive. By removing and replacing the power socket on the PCB. So far all is working well. No more of that SCSI error or the HD slow down and speed up.

#16 has presented a FD-2000 to me. This is on a payment programme to him. He was able to score

up a pair of apparently unused FD-2000s. As I wait for the new mech for my other FD-2000. I can now again to some of the work on the BBS and Inet.

□Deputies: Outside of the normal daily grind. Nothing new to report. Loads of tasks in testing files and sorting hardcopy. Magazine work has not re-started at this time. Mainly because the pile of monitors is still in front of the cabinet <G>. Binders were collected and more sleeves. Both for the A.C.U.G. and for the new stacks for the C.M.L.

WareCat has almost enough information for her file on the BBS game Murder Motel. Shortly after the next win. She will be able to write that for the data stores on the board. Starship murders is the next one on the list for testing. Already being tested by about 5 of the members.

□S.I.G.s: Geos is on the track of creating the forms for Traveller and map making. There was a complaint that the November issue didn't have a map lesson. <Ed Note: Much to my surprise!> Programming has restarted with the goal of making the Traveller Character Generator.

□Discussion□Demo□Close: Talk was on Traveller and the programme. Ideas and simple flow chart for the idea were presented and discussed. #4 showed in one of the JTAS Reprints [Journal of the Traveller Aide Society] That there are a couple at least, type in programmes for the Apple. Discussion went then to how to convert this basic to CBM basic. Group was high on the idea of converting and creating the new programmes. Going into some far ranged ideas. LR mentioned that based on the website he found. As long as we state the standard disclaimer. Send a copy to Marc Miller, who owns the rights for all the Traveller versions. Plus not sell our work. We are fine with the fan published part of Marc's statements for Traveller things. There were some questions about Marc being able to see a Traveller prg on a C=.

Disk was shown for this month. This is where the questions about the altering of the image came into the meeting. There will be tests on that idea as part of the Geos S.I.G.

Closed at 8:30 pm for the nightly game.

Lord Ronin Rambles

As many know I write this on the Friday after the meeting. Meaning that this is done on the 18 of Nov. Still having to do it in EdStar II. Recently I went up for coffee and checked the post. In the box. I found two exchanges. I'll review them here at this time.

C-C-C-C: from Cincinnati, contains information about the TPUG World of Commodore show. This is to be held on the 3rd of Dec. Sadly this will reach you after the event. There is scheduled to have guest, like Jim Butterfield, demos, including some from Jeri. Venders and much more. Pity we are not able to go ourselves.

AmiTech-Dayton Gazette They are preparing for their elections. Looks to me that they are in the same state as us. No one else is crazy enough to take up the jobs. [BG] Eric talks a bit on what he found in some older Amiga Magazines. Ron brings out something that I mentioned this year. Christmas decorations have popped out before Halloween stuff. He also says a bit about Veterans Day. Ron, as a Nam Vet. I know what you mean. Phil Longo has a demo of pix he took on the road trips. This appears to be done on an Amiga with some software that he is learning. He mentions about the upswing in AmigaOne things. He goes on with a listing of new tech things that I don't understand. OK Phil I do understand the tivo and ionic breeze stiff, see I really did read your article. <G> Oh yeah, I do listen to AM radio. I'm restoring a tube shortwave. Yupper listen to vinyl and reel to reel. Well all I can say is that at least once. I was made in China. <Readers will have to read his article to get the above jokes.>

OK if I don't say it now, I'll forget it later. Happy holidays to all, of all faiths.

More days have passed since the above was written. In that time I have given lessons on Role Playing Games. This to interested customers, just starting out in gaming. Traded some things for the shop. Really did sell some items in the shop <BG> Scared away prospective customers. Working with #16 on his lessons with the C=. Copped two adverts for this issue from members. Gotten the Tally Ho! insert before all of this is written. #4 is faster than I this month. Written, ah well not enough of the Lost Cat for this month. Have to make time for that, the lessons ate a lot of time. (Vixen insert, till 5am)

#30 is working on doing the GeoFont disk side this month. He is having tonnes of trouble. Seems that DialogueSL and Centipede are not using exactly the same protocols by name. Only thing that works is the X-Modem for the DLs. As of this writing he has 12 files out of the list. Still need to be opened and the GeoPaint file for the lot needs to be made, after the rest of the files are DLed. Because of that problem, and the problem that #16 is having with connecting with DialogueSL. We are going to try to make a couple of DesTerm disks for them to try out. These had horrible times with the old Vacuum Tube BBS [Omni 128 system] OK to tell the truth, all C= gfx term prgs <except the 128 novaterm> had gfx problems, in C=. Why is still a mystery to me. Centipede is vastly superiour in that aspect. Once we have the files down and opened. I remember that there is something that has to be renamed, with the newer version, and using the older decompression tool. These will be cut to a master disk for the members. AIR there is also the Doc file on the BBS. That will be available as well for the members and we will test this bugger out for the BBS.

PayPal: I have had nothing but trouble with pay pal recently. Go through a buy at eBay. Do the pay for it now thing. Direct to paypal after cursoring to the name. Do all the stuff as before, including the little msg to the seller. Cursor to the ^^^^^^PAY^^^^^^ option <Looks that way on my screen>. Press return and... instead of getting the msg that it has been paid and all that stock stuff. I am right back at the first screen highlighting the log out, of pay pal. The money isn't sent! This made me late on some buys. As I finally had to have Lord Alberonn use his Amiga to pay off my buys.

I have asked on the #c64friends list if anyone else has had this problem. But only Robert Bernardo replied, he also uses the C= for online. He hadn't had the problem. But he also hadn't bought anything in the time period that I was experiencing difficulties. As of this writing time. The problem is not fixed. Nor can I send a report to pay pal. As all I get is a screen to do such, and then a screen that says I have been sent to an "outdated" screen. No way for me to send a complaint. Anyone out there know what is going on or can help?

This is important to me as I buy things for myself, at times. Also for the club and the shop. At the moment, I am trying to send KilrPilr of our group some bread for a long awaited Page Fox system. Yeah I am still looking for Video Fax as well. (G)

SC's: The other day we received from Al the November and December disks from the group. Normally these would be scanned the day of the meeting by me. Notes made and selected parts to be shown at the meeting. Sorry, only have two hours to do the entire meeting. The items on the disks, well, would take the entire meeting to show and then some. Yeah they are that good.

In this case. There was a friend in the shop. Who didn't know anything about the C=. Right, what an opening for me to do the windrone bashing lecture stuff. Well, a part of that was things that are being done today by C= groups. Of course she was shown our newsletter, and our exchanges. Then I showed her the disks. Amazing that people don't know that you can put a newsletter or magazine on a disk. People that is to say that use a computer regularly. Maybe because it is the wrong computer <SEG>

All of this is to say, that I pulled out at random

Issue# 75
December
2005ce

The Tally Ho!

The ACUG
Amiga Section
& Comics!

Interview with Mr Adam Kowalczyk - ACK Software Controls.

It was back in December 2004 when we heard about the plans from ACK Software Controls on PowerPC-based expansion-cards for the Amiga 1200. An anouncement was made at Amiga.org about two products, one for an A1200 desktop, and one for an A1200 Tower. The specs were amazing, with SODIMM-memory, integrated graphics and a modern IDE-controller, it was almost hard to believe that all this was to fit on a card small enough for an A1200 desktop. The model for the A1200 Tower would in addition to be equipped with USB, Ethernet, AGP and three PCI-slots.

A year has now passed and no one seem to have heard anything from ACK regarding these cards. Are the plans put on hold, or even canceled? Many questions without answers, only silence, so SAFIR decided to put on the Sherlock hat and took out the magnifying glass to get to the bottom of this mystery. It turned out that the work with the cards had continued, but they had been forced to simplify the layout and alter the list of features in order to keep the costs down. Adam got plenty of feedback after the initial announcement, with improvement proposals of the cards.He told us that it was easy to get caught in the jungle of new luscious features, but in the end he realized that the expences would be too high, and some things had to be rationalized in order to get a sustainable product.

So what has happened with the product, and what changes has been made?

The initial design was based on the Freescale's integrated host processor MPC8245 where the core is a MPC603e PowerPC cpu. Due to time passing on, Freescale presented the successor MPC5200 with a core at 400Mhz that will deliver 760 MIPS and only consuming 1W. The chip has besides integrated DMA-controller and DDR-memory controller also 100Mbit Ethernet and USB 1.1. Later versions of the card will be using the 466Mhz version of the CPU, that will deliver amply 880MIPS.

The card that has been given the name PowerVixxen LT, will, in addition to the integrated features of the MPC5200, also have a 512MB RAM as standard and AC97 CODEC that will automatically integrate the sound from the Paula-chip on the motherboard. One simply expands the card with for example a graphics-card via a Mini PCI-slot as shown in the picture on the left.
(The picture is not from a PowerVixxen LT)

The PowerVixxen LT Specifications:
MPC 5200 @ 400-466MHz
512Mb Ram onboard the card
ATA/IDE Interface
100 Mbit Ethernet
USB 1.1
AC97 audio CODEC (automatically integrated with Paula)
Graphics Mini PCI-slot

Sabrina Online by Eric M. Schwartz ©2005

"Timeframes"

Sabrina Online by Eric M. Schwartz ©2005

"Yo-yo"

Sabrina Online by Eric M. Schwartz ©2005

"Net lag"

Sabrina Online by Eric M. Schwartz ©2005

"Many happy returns"

Works in a standard A1200 desktop
Accessories that will replace the A1200-motherboard for "stand alone" functionality.

The PowerVixxen LT is therefore designed to function in a standard A1200 desktop, without the need of separate power-supply, and with the low electrical consumption it will hardly be any problems. Something worth a mention is the design of a terminator, which features among other things sockets for mouse, keyboard, sound and so on. This means in reality that one does not need an A1200 to use the card. With the right case one suddenly gets a luscious, energy-efficient, cheap and effective little Amiga.

What about AmigaOS4?

Adam says that they have since long been working on OS4 for the PowerVixxen LT, but a periodically returning bug in the interface of the A1200 has delayed it. Further on Adam tells us that they plan to release the Vixxen in relation to when the OS4 gets done for the AmigaOne. Since the OS4 will be bundled with the card, there is no major meaning to release any product before OS4 is done. The price is estimated to land somewhere around 2500 SEK ($299.00 USD), and will include AmigaOS4.

The sales of PowerVixxen LT and the demand of a model for the A3/4000 will decide if this will go into production or not. Adam also tells us that ACK Software Controls are involved in another AmigaNG-related project, but can't unfortunately give any information about it.

We look forward to PowerVixxen LT and AmigaOS, and future products from ACK Software Controls.

Article by shoe, translation from Swedish to English by Tomazkid.
For SAFIR (The Swedish Association of Amiga User Groups)
safir.amigaos.se ©2005

Only 31 Days left to get AVD at "in-development" prices!
Posted on Amiga.org by JamieK on 2005/12/1 7:57:23

The final opportunity to take advantage of the special "in-development" pricing and payment plans (FDSP subscription) for AVD (Advanced Visual Developer) for AmigaOS4(tm), ends at the close of 2005.

You can purchase the AVD Suite v1.0, and get immediate access to it's various components as they are being developed, for the special "in-development" price of US $120.00 if you do so before January 1st, 2006.

You can elect to pay this as either a single payment of US $120.00 or via the FDSP (Foundation Development Subscription Plan) where you pay an initial installment of US $30.00, followed by 6 more installments of US $15.00 a month (US $120.00 Total).

After January 1st, 2006 the FDSP option will no longer be available and the price for the AVD Suite v1.0 will go up to US $199.95.

You will still be able to purchase each component separately as they become available if you wish, but keep in mind the total price if purchased separately is over US $200.00. So be sure to take advantage of the "in-development" price today!

PURCHASE AVD TODAY! (http://bitbybitsoftwaregroup.com/avd/index.php)

About AVD:
The Advanced Visual Developer project strives to deliver AmigaOS4(tm) programmers with a professional integrated development environment, that greatly reduces development cycle times for new OS4 software.

AVD's core components include the SDK Browser, ReAction GUI Builder, Project Manager, Text Editor and Debugger. Of these the SDK Browser and the GUI Builder are already quite useful tools in their own right. The GUI Builder component should see public release by the end of the year.

Additionally, by purchasing AVD you also support FREEWARE developments for OS4 like the AVD Template Project, and the soon to be available "guiX" runtime environment which can build complete ReAction interfaces on-the-fly from Open format XML ReActionGUI project files. (These projects files can be built by hand or automatically generated by AVD's GUI Builder.)

See the website for more information and to download FREEWARE projects.

www.bitbybitsoftwaregroup.com

Best Regards,

Jamie Krueger
BITbyBIT Software Group LLC

Get in on the fun, get an AmigaONE!

Internet News : irc.amigaworld.no back online
Posted on Amiga.org by alef on 2005/12/1 7:57:56

IRC server irc.amigaworld.no is back to serve the World of Amiga.

IRC server owners Omen ^ and alef has been a part of the Amiga World since mid 1980's, and is back online with their server irc.amigaworld.no.

You are very welcome to join this IRC server.

one of the two 5C's disks. Showed her the articles on side 1 and the loading for the games. Then flipped the disk over and showed her side 2. Channukha things, not only music and candle lighting. But S.A.M. for the prayer in Hebrew and English. Oh yeah we also played the animated dreydle game. Thanks Al from the Jews in the A.C.U.G. for that, and Ken for making and modding the works. Oh the friend was impressed. Though she didn't score a C= at the time. She is thinking about it and at the least. Has a greater respect for it and the users.

GeoPublish v1.1: Some of the readers here may remember a bit ago. Read that as a long bit ago. I stated a small thing about a new GeoPublish. Something about being able to do 30+ jpg on the page and many other features. That drive me insane, as I don't have a copy yet.

At that time only a few were blessed with a copy. Todd Elliott had made the system. There were some faults with it in regards to some sort of key thinggy. In which the new version locks with an existing copy of GeoPublish. Yeah as you can tell from that statement. I haven't much of a clue as to what was going on, save that he had to use his v1.1 with your copy of GeoPublish and that had to be done at one of the expos or shows that he attended.

Robert Bernardo, president of the Fresno Calif U.G. and member of the maniacal A.C.U.G. (G) Wrote a little thing on a list. Asking and nicely about the final release of v1.1. There were several replies from others to that msg. Including Todd, who stated that it is finished and he hopes to have copies out in a week from the msg. At the moment it is in 1581 format. I spoke shortly on Sunday 11/December/05ce (10/Kislev/5766). When I made my apology to the #c64friends IRC for missing Saturday. Told him that I had read his msg and I am ready for my copy as well. Thanked him for bringing up the topic.

I don't know where my factory copy of GeoPub is located. Was a used one and I did run the Maverick tool over it. GeoPub had its own subpartition in my Geos partition on the hard drive. I may have a little trouble in installing it on my system. Nor do I remember at the moment all the groovey things it will do for me. I do remember that Todd told me that I still have to load the fonts we use for the Newsletter as before. Something about the jpgs and being friendly to the SCPU IIRC. OK, I WANT IT!!! How it will improve the newsletter? Can't tell you at this time. But it should make this better, or at the least easier and faster to create for us.

Fresno U.G.: I have recently heard from Robert. That it looks like they have a new editor. Been a long time since they put out a newsletter that we have received. Be great to have more C= information from another group. I hope that Robert will contribute to the newsletter. As he is very well up on the new and current events on the C= scene.

DATA: What is it? How is it used? These are the types of questions that were asked me recently in a Basic lesson. Even after going through the PRG manual. I couldn't explain how it was being used in the programme that was being typed in at the time. We know that it is read left to right, read from lowest line to highest line. Seperated by commas and needs a read statement in the prg. But the actual use is something that we don't comprehend. If there is anyone that can explain this to us in simple terms <annodated type in lessons would be fantastic> Please send them to us through my e-mail addy on page #2

Monitor: After 8 years of 24/7 operation. Our original 1084S monitor died. Not sure what is wrong. One of those "it was working 2 hours ago. Now it has a black screen." things. As of yet I have not opened it for inspection. Came up to the BBS room, two hours after a board check. Screen was black. I am hoping that it is just a fuse. As I remember that Kilroy on one of the lists had a similar problem a year or so back. If it is a fuse. Does any of the exchanges remember where it is located? As I remember it is hidden someplace in the chassis, around some board on the reverse side. Not like the old days when I fixed T.V.s Good

thing that we had a 1084S in the shop for sale for a replacement. <BG>

#C64MB: This is a new IRC AFAIK. Server is newnet. I know next to nothing about it, as I was invited to go there on Sunday the 11th of Dec. I was only online a short time that night. Best information that I gained at that time is that this is some sort of alternative IRC for those that have issues with the rules and regulations of the #c64friends IRC. On that I can be absolutely wrong. Perhaps KilrPilr can look into this for us and make a report? O.K. better put in the adverts now. Before I babble the entire issue.

Members Adverts

For sale from Number 16

Amiga 2000 dual drive system with workbench version 2.04, SCSI HD I can't remember what size, an 030 accelerator with a full 8 MB of RAM on the card and on a RAM expansion card (4 MB each), flicker fixer card to use VGA monitors with, keyboard and mouse as well in the package. $300 just talk to Lord Ronin or Number 16 about the unit.

Assorted Amiga 2000 SCSI cards and Amiga 2000 RAM expansion cards with out RAM in them. For an extra fee, 2 MB of RAM can be put on a couple of cards. I only have a few RAM chips for the cards and I have no other source to get more chips.

Amiga 1200 Power Tower case bare bones make offer. I could be nice and add an amiga 1200 motherboard with OS 3.1 chips and the high density disk drive for the 1200 to upgrade your 1200 system to 1.76 MB disks instead of the standard 880 K disk drives that come in the usuall Amigas. The disk drive will be about $100 extra

Amiga 4000 stock original case with power supply and daughterboard $100, Amiga 4000 030 processor never used $100, and Amiga 4000 stock 880k disk drive for $20.

Still available two stock Amiga 2000s unknown condition, originally planning to restore one or both of them, make offer, single disk drives each and two Amiga 2000 bridgeboards with floppy disk drives, make offer.

Addendum : Add to the above a monitor at $50. Tested on the Amiga. Can be bought as a part of the unit <makes the monitor cost go down> or separately. Prices are for local members. L.D. members and exchanges need to contact about the shipping and handling fees for the items. Contact #16 through the BBS or Lord Ronin on the BBS or through the e-mail addy on page #2.

KilrPilr

1520 Plotter pens, Black only, $2.99/tube of 4 for members or $3.99 for non members. CMD Ramlink Parallel cables. Needed for fast transfer speeds between Ramlink and CMD HD drives $8 for members and $10 for non members. New 5.25" floppy disks. Box of 10 for $5 Shipping is $5 per item to the U.S. and $8 to Canada and international. Discounts for bulk purchase and shipping discounts for multiple items.Paypal or Cash accepted only. Please email commodorec65@hotmail.com and be sure to mention this ad in the Village Green to get your reduced prices. Leo I'm

looking for Commodore 64/Vic20 Cartridges! Got any? Check out my trade list & items for sale at http://www.commodore64.allhell.com

Addendum : Lord Ronin has had dealings with Leo in the past. Trades and sales, both at the shop at MossyCon and through the Inet and snail mail. He has always come accross and in a fast time period.

At The Shop

Nintendo Game Cube, two controllers and the original box. $40
Splinter Cell game.<gamecube> $19
Batman Begins game <gamecube> $19
Golden Eye <gamecube> #19
Burn Out <gamecube> $19
Die Hard Vendetta <gamecube> $19
Above are all used, and tested. Games come in original game box with dox.

8bit Nintendo with PS, cables, 4 controllers $25
Over 40 games, no dox unsorted and untested at this time. Can't give you a price yet.
Joystick controller <stick and buttons on platform, right handed only> $10
Original Light Gun $10

Quint. Samurai <D20>
Blood Magic <D20>
Conjuration <D20>
Magic item Creation <D20>
DMG II <D20>
PHB 3.0 & PHB 3.5 <D20> used
Dieties & Demigods <First printing 1st ed AD&D with Elric & Cthulhu>
Fiend Folio <D20>
Dieties & Demigods <D20>
Undead <D20>
Monster Manual <D20>
Monster Manual <used> 1st Ed AD&D
PHB <used> 1st Ed AD&D
Monster Manual II <used> 1st Ed AD&D
DMG <original cover - used> 1st Ed AD&D
DMG <second cover - used> 1st Ed AD&D
Dice Cubes <7 piece>
Hundreds of loose dice
Bone <style> D6
Rose Quartz Dice <7 piece set>
Blue Jasper Dice <7 piece set>
Many more game items

Commodore 64s in and out of the box
Commodore 128s in box
Commodore 128D with disks and manuals, no box
Assorted factory disks, boxed and bagged
Collection of joysticks
Collection of Power Supplies
Aproteck C-24 modem at 2400 baud
Collection of Serial cables of different lengths
Collection of RCA cables
Computer/TV adaptors
over 400 5 1/4" DSDD disks <new>
Hundreds of Back issue comic books
All are first come first served. Contact Lord Ronin for more information on bulk prices and shipping.

Back to the Ramblings

Well as you can tell from the previous. We do run adverts for the members and for the exchanges in this newsletter. Not just our little shop.

Because of #16s and KilrPilrs adverts. I had to explain how to make the advert for the newsletter to them. So then for the others. Better do that in depth at this time. How to submit an advert to The Village.

best way of course is to use GeoWrite. Using the Times Roman font from the Laser Lovers disk. But that isn't always practicle. Still all of the local members of the group have Geos in one form or another. Lets start with that part first. Write it down as you want it to be published. On my side, I'll do some of the editing work to have it fit. Times Roman from the L.L.D. is what I use for writing. What I use also as the font that is replaced in the printer to give us the Prisoner font for the body of the issue. Some editions will have your advert in columns, others on a whole page. If you have a graphic. Best is in a photo album for Geos. At this time jpg is not that easy for me to install. Also it has to be converted from colour into grey scale. This can be sent to me on a disk. Like #16 did, and yeah he did get his disk back <G> Uploaded to the BBS. Best for me is if you use GeoZip. Not all of us have it, so convert 2.5 is the overall way to send the files. Some are nice and use puzip on the converted file. Also it can be sent as an attachment to an Inet e-mail to me. Please only one attachment per e-mail.

Non Goes files. These can be in ascii or in standard, normal PET. I have a tool in Geos that will convert both to GeoWrite. These can be sent via the BBS or as an attachment to an Inet E-Mail. Again please one attachment per e-mail. As when I use QWKRR as the OLR, it only accepts one attachment per e-mail.

Subject matter is primarily about the Commodore and the Amiga P.C. platforms. Wanted, selling, trading and all that sort of thing. Want Video Fax? (I do) send that to the newsletter. Want a game? Same thing, send it to the newsletter. Want hardware, software? Right you have the idea. Selling off your C= stuff (a curse from the C= goddess upon you) Send it to the newsletter. Need help on a game, programming information, drive problems, printer ribbon reinking etc. Send it to the newsletter. Always include a way to contact you. No I am not saying that we have all the answers in the editorial staff. Others read this besides me, well I hope so <G> No what I am saying is that the newsletter, besides presenting what happens locally and tidbits on the world wide Commodore Scene. It is a vehicle that is to present and help the readership. Not going to get that help if you don't ask. Not going to have a chance to sell an item. If you don't present it in a C= publication. Right you have all of that, and now time for me to split.

Your advert, article U.G. announcement, personal comments could have been here {G}

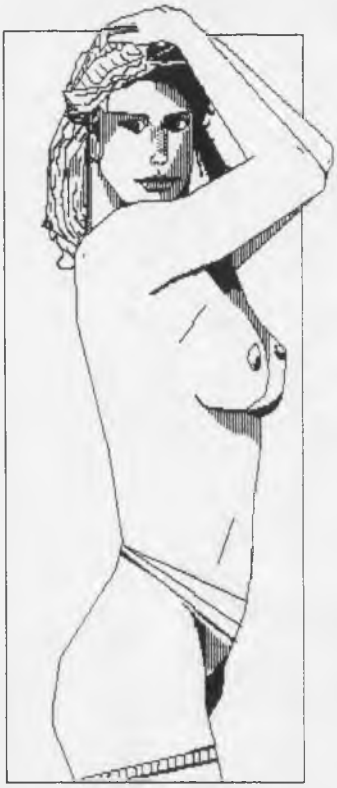
Good news, no Map Making this time around. You get a rest from that one. <BG>

On the cover this issue. We have the Imperial Naval form #3. Well actually we call it IN Form #3 1A. Because there is a later updated form. This is for the Traveller game and converted to GeoPaint by our own #30.

On the inside we have a GeoPaint file that I found. Showing drawing in Geos. I added some text to it. This and the IN Form 3 are on the BBS for DL.

I was just asked about the next map lesson. When we return to it, we will add the colour effects. Till then BCNU

This one is titled "Calendar Girl. As you can see a sketch of a girl. I believe that I scored it off of either Q-Link or from the collection from the "Twisted Sky BBS".



Does show what a creative artist can do with our GeoPaint programme. Though I have others that look like they were done from the same artisk. Because of the style. Save for the fact that this is dated on the original as 4/7/86. There is no other information in the Dialogue Box.

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