Notes from Meeting of 18-Jan-07ce
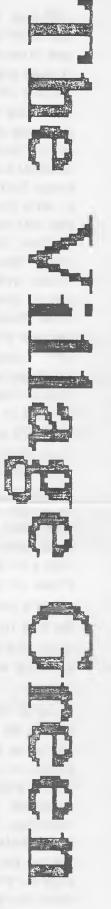
OPEN: 7:00pm

NEWSLETTER: Approved

CHANCELLOR REPORT: Cold with the strart of a chilly rain. A500 declared that her Constable position will be on LR's lap for the meeting. First topic of consideration was an Idea from LR in the use of the _A C U G_ IRC chat channel. Having at least a meeting of all the Long Distance {L.D.} members in the chat area a day or so before the monthly meeting. Idea was expanded to perhaps a weekly or bi-weekly meting of the members that are wired in the chat. As a manner of more contact with the local and L.D. members. More research needs to be done by LR on how the tools in the IRC work. More discussion on the feasibility of the idea is also needed before anything can be implmented.

None of the exchanges reached us by meeting time. Those that arrive afterwards will be covered in the Ramblings section and availible at the shop for members. General look over "The Village Green". Showed some problems. LR will discuss them in his section. Regarding the MossyCon part. Appears that there will be the little Micro con again this year. Robert Bernardo {#10} is planning for a stop by at Spring break. #8 {Destined} is looking to pop over as well. Balzabaar, the SysOp of Cotton Wood BBS and a L.D. member of the A.C.U.G. is thinking of a drop by in April. Not certain if all of this will occur at once. At the least we will have several L.D. members at the disaster zone known as the shop and the kibbutz. Suggesed that a couple of extra disks be made as gifts for the L.D. members that are not receiving the Penny Farthing disks.

TREASURER: Collection of wrapped 1 cent pieces are still hidden away. 016 has been covering the photocopy cost, while LR handles the postage and printing work. Waiting for the HD to arrive for 016 in order that he may have his CMD HD back and work on the Geo Calc files he has to recreate for the group. At the same time his work on the non profit status is slow. Finding a large fee and now hunting for the ways around it before we can progress.

COMMODORE LIBRARIAN: Imperial Warlord and LR have put out a regular _C=64_ Penny farthing 1541 disk and a _C=128_ 1571 disk. There is one more 1571 disk made for next month. Neither one will state what will be released for next month. Or if there will be a 128 disk for March. Just enigmatic smiles and sadistic grins. {G} 128 disk is in 1571 format and for 80c users. Menu is the same as before. "Liberated" from one of the disks we gained from Gaelyne. As are the programmes on the disk. More of those for R.P.G.s {Role Playing Games}. In the demo section of the meeting the disks where briefly shown. On the 128 disk there is a SEQ file that discusses some of the files. Created in 80c with Zed. Readable with Zed of course and was demoed using the F4 key in Jiffy Dos. A few of the tools where shown. One that caught the attention of the 030 and other gamers. A Monster Maker file. Looked different than expected. Many stats for unknown creatures.

{Ed note: use the shift and C= key on this one for lower case. Name of the monster is in upper and lower case.} Gives things like size, number of arms and legs, Hit Die, Hit Points, special abilities and more. Not made for 2nd ed AD&D. LR stated that the monsters are unknown to him from AD&D and Basic D&D. Yet the lay out for them can be used in either of the games. Helpfull as a Basic game is to start in the shop. Penny Farthing for this month starts off on side #1 with the Money Manager programme. This was just sent to us by Lenard Roach, editor of the Ryte Bytes newsletter of the Kansas City group. Modified to work in the post Y2K era. Comes with an instruction file. Thanks Lenard and the gang at CUGKC. By accidental intent, Letter Maker 4 is reissued on the disk. As it is one that we will be using in the lessons on the ⌨. Library V9 in SDA is included. Tested we found the doc file with explanation as to what a Library is/does. reader for this is made to work in 64 more and 40 or 80c mode on the 128. LR said he needs to copy that to the 128 disks when he makes a SEQ file. Monster Gen is for AD&D, although it says it is for 2nd Ed. Format is 1st ed. Doesn't contain all 900+ monsters from the three books. However, in later Basic prg lessons it will be a help. As it is all in Basic. Seduction is a multi screen demo with a very nicely atired girl at the first screen. Found on the disks being sorted. Bottle Neck is a Tetris themed game for the ⌨, placed on the disk for our tetris lover 01 6. Yeah it does come with instructions and no LR didn't do anything worth talking about in the demo.

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19th in the shop. At this time I don't know if this issue will be printed on a post script printer or on the HP DeskJet. That being said, time to explain the last newsletter and the problems. As stated in the text of my ramblings. The entire newsletter had to be put out in under 24 hours. Rushed that through and did see that part of the title along the border of page #1 was cut. At the time I thought it was done that way because I put it too close to the right hand edge in GeoPub. I didn't see that other pages where missing characters on the right hand side. That is not untill later, after it was copied and I was sorting them out for mailing. Reminds me I have to fix andrews address.

So is the problem the fact that I hastily slapped it all together in a gigantic rush to make something for us? Sadly, though I would like to say "yes" to that question. Answer is a "no". Fault isn't mine this time. Despite mark reeds assertions that everything is my fault. As reported 01 6 had scored up several printer drivers for me. These from the Inet and for the HP DESKJET. Attempting to match the HP Deskjet he donated to the cause. I did a test of a game map in GeoWrite. Freller came out fine. OK I think, run the newsleter in GeoPub and get it out. just a little late. Ah, now the rub, truth of the matter wasn't found out, untill I tried to print the lables and sleeves for the disks. Although the DB that shows up when I click for printing, has different sizes. going from "full size" 75dpi to a reduction that uses 300dpi. My 4 1/4" lables became somewhere around 5 1/4" and the template for the sleeves was also so wide that it cut of part of the right hand side. Had to end up printing them on the Star rainbow, and really need to learn how to reink a ribbon! Result is that I will have to squeese the right hand side to the left and hope that the next issue comes out better.

Right that brings us to the next issue. Well that is the one that is in your hands right now. Before you use it to line the kitty box. {G} This may be on a post print machine. IF!!! we can scrap together out of the three we have to make one work. IF that fails, then it is time to buy another one. Well that will be a bit of time. You know winter season and the hight heating and power bills. Hard to pay them on a fixed low income. Let alone save for the printer. I'll be looking on ebay for one. As I can put in the extra memory board from one of the two that I have at this time. But we may have to go with the style of last month for a bit. Untill we can afford the new printer. However, if it lasts over a month. In order to be fair to the members who went for our "better?" publication. I'll extend memberships to cover the bad newsletter months.

On BBS: Eddie the One did send me the HD

with the new mech. LLFORMATED it, did the create sys and partitioned off 200 65,215 block partitions. On top of that, he copied over the files for the Centipede BBS system, desterm and when I can find them, some other files. OK you want to know what has happened so far in the recreation of the BBS. Entire desk was cleared off. Top renailed down in the correct position, everything placed back on it again. A new power end installed on the main power cable to the strip boxes. And then the fun of hooking up the things. Spent a bit of time with 016 and 030 in setting up the things to the 128D. At the moment the stack is set for the HD as #8, interanl 71 as #9 and the FD as #10. Same way it was over a year ago. After a time, had to step back from the project. Not able at the moment to have the C=128 recognise all the drives. Acts as if there are two with the same device number. Yet swap button uses etc. have no cleared all of that up. Each drive works independently. Just frells up when the FD is installed. But by itself it does work and registers as #10. Not sure at the moment just what the problem may be, meaning more experiments. Sadly or joyfully as one may apply ones own morale sense. I have been fullfilling a prior commitment with game lectures at night and that has cut me back on the time to experiment. This responsibility should be ended in under a week from this writing date. Then back to the BBS/HD set up. My fingers itch to start the areas and de-lbr all the parts. Make the sub areas transfer files make screens till Vixen returns, test the games and..... Anyway that is also the reason that I have been slower than usual on e-mail on the Inet. I'll get to it eventually. {VBG}

08 {Destined} will be sending some larger than 4.5GB HDs to us for a testing. people think that the CMD HD thinggy will just see and utilise its max amount and bypass/ignore anything larger. If that is true, then we will be able to use one of the other controllers as a back up system for the BBS. Untill we can fix and complete the Zip Drive project. Also that A500 with the external Triflecta HD controller, has marked upon it a light for SCSI as well as

IDE. Might be able to replace that HD for a better working system in the shop. At the moment no word on an IDE HD or the Compact Flash hack for the 1200.

Deputies: 030 is working on some files for the BBS. Waiting for the form to be recreated about the files. One that LR made a while <long while> back. Attempting to make a work station in the Kibbutz for his Amigas and Commodores. Idea is that it will open up the Amiga and Commodore in the shop for others to use. As well as unpack his items. However the weather has not been suitble to plan a trip to the sotrage shed with 016s truck in order to grab items. Main work is underway and then must hold. At present a slow sort of Amiga disks for testing in the items he bought from LR. 016 is working on understanding the Amiga. Waiting for his A200s to be completed at the repair shop, and trying to set up his AmigaOne. Where he will attempt then to create Amiga CDs. Since trying to do Amiga CDs on his heretic comes up with file name convention problems.

S.I.G.s: GEOS: has been off and on this last month. LR has been doing the map recreations for the current RPG. Even with the printer out, the maps need to be done for saving to disk for later. This has been used also as in shop lessons for map creation in GeoPaint. Small lesson on using the Paint Scrap tool for the attempt to size the labels and sleeves for the HP printer. Although failed, was demonstarted for other ideas in large paint scraps in GeoPub. 030 has been slowly compiling the Operation Lost Cat stories. Ready to convert them and reformat them into GeoWrite. In order for LR to do the spell checking on them. After he gains the Geo Spell files from Robert. As that includes the old personal dictionary that he made for Operation Lost Cat. Both 030 & LR are hunting up old disks and going through the Traveller books. Finding the list of forms that are to be made, and which ones are still in existance. Since the majority of them were made by 030 and placed on the BBS, in GeoPaint.

Programming Mainly work has started on the programme that is used by Al Jackson at 5C's for

their monthly newsletter on disk. This programme will take a SEQ file and present it to screen. The idea is to work this over so it can be used as a reader intro to the pulp fiction disk mag idea. Programme is in Basic. Having some "fun" at the moment figuring out what is what on it. After a few colour changes buggered up the screen. The three CBM Basic lessons books have been found. Along with a back up copy of two of the disks. Full and original set has not been located as of yet. However there is enough to start out the newest programming students on the first book. Which the others have already completed.

Demos-Discussion-Close: Files
from this months 64 & 128 disk shown. Discussion was on the BBS concept and what will be returned. Members where happy to hear that the adult PBEMs will pick up near the area where they left off. Games on the BBS will be mostly in the same format menus as before. Request that there should be a second menu for some of the game areas. Since there are more than will show on a 25 line screen. LR stated that was an idea we had before the HD problem. Discussed some of the text files that had been found for replacement on the BBS. Will there still be a place for online read of text files as well as the DL area. These will be recreated for the board. Prospect of in a few weeks of returning to Saturday as the regular programming lesson day. This met with approval. Differing work schedules are needed to be considered. Still hunting for the Super Snapshot V5+ and the PS for the 64c. Did find the manual for Blazing Paddles. Questions about doing a HD copy from the A500, met with a lot of shrugs and "I don't know how". Even with some tool that says it will do the task on the HD. A thing that 016 will need to ask around in Amiga areas for more information. Closed at 8:32pm

Lord Ronin Rambles

Ok it is now several days past the above.

Many things have happened and a couple of newsletters arrived. So lets get to what is shaking here in MossyLand.

This may come out a bit better than last month. I mean that it will look better in printing. Not that the content is any better. No as you can tell we didn't score up another Lexmark Printer. Although I found out that the RAM board that I have in the 40 model will work in the 45N model. Thanks Robert! Long story from me that I shall try to keep short {EG} #30 has the A500 <Non organic one> There To'Barr had made some character record sheets {PC Sheets} in Kind words and a start with Final Copy. Thankfully that is nothing that I understand being Amiga. #30 tried to print out the PC sheets for a couple of upcoming games. All of that failed. Seems that mark the sho-vah reed. Had nicely set up #30s system to use a post script printer. Not the pass through thinggy. An interesting thing to do to him. Since no one in the group owned at that time or owns today a post script printer, save for myself. Lots of swearing and testing later. #30 was able to find the problem and do a couple of test prints. Bottom line they were not suitable for what we want for the group and on the BBS for the PBEM games. I decided to create one in GeoPaint. Start was fair, but #30 wanted to try his hand. OK that was fine with me. Next day he brings me the first page. Not what we will use for the final copy. Simply because it will need alterations as will be discovered in the course of the game play. OTOH it is a fine piece of work that will let us play. Things are laid out fairly well with boxes that the player inserts the data for his character. All I had to do was alter one box and create another one to bring in a couple missing parts. Well, he finished the first page, as he had a question as to what next. I explained that and scrawled down notes for the second page. Two days later he brought me the completed two page GeoPaint file for approval.

Right that has nothing yet to do with the printer stuff. Does give a something that has been going on in the group for ⌘ things. Printer problems, as the lexmark is out for the moment. The Oki is a 60dpi and the Star 1020 Rainbow needs new ribbons and reinking of those that we do have

<anyone know how to do that?> $30 brought down his Star 2024 IIRC printer. Which he has done some Amiga printing. His memory said it worked with the Star 1000 series Geos Printer Drivers. Ah it doesn't! So if anyone has a driver for this model. We sure could use it!! Anyway, I tried a few other drivers and they failed. Then a thought, yes it really does happen at times, hit me. Printer was from the school buy. So the Geos work disks that I am using for blanks, may have the needed driver. Side note I kept several off to the side for later Geos copy work for the BBS. Grabbed one from the box. Popped it in the 128D and looked at the drivers. Well the Epson ones fail to work. They do the same thing that the 1000 sereis driver did, that being the page is about 1 1/4" too long. Commodore Compatible makes gigantic text and is way to wide. Not printing the entire line on the paper. The HQ24* one does work. That is the one that we are using for this issue. Testing it out on the PC sheets. However man is it ever slow. Takes 13 seconds between passes. Like it is about 35 minutes per page. Gonna take some time to print out this issue. OTOH it does do what appears to be a quad strike. Giving us a better image to photocopy.

Other things have been more story writing on my part. As there have been several threats from members to me if I don't keep writing the epic saga of Tommy & Trisha. A bit more map making in GeoPaint. Disk hunting and a small attempt to sort things out for later use. Seems that is an on going feature for me. Organisation is destroyed with daily work <S>

Been taking a few days of needed rest. Body and mind have just plain started to shut down. Too stressed with all the problems and all the work. Been vegging out on a few vids. Just need to rest a bit. A reason that not much more has been done with the BBS. Despite my mega-desires to have it up and running soon. Want it right and not slap together. Something we all can be a bit proud of, when it is ready.

OK, now to the newsletters that arrived. Even

though I am reviewing them in here, especially the 5C's three disk one. I will show them at the meeting this month.

Received a nice letter from Lenard Roach of the CUGKC {Kansas City group}. Which I must find in the stack of stuff again and make my reply. That pile of the "2DO" is quite large and fell over. However that isn't the case with the January and February issue of their Ryte Bytes. Lenard starts with the problem in tech. Where he could not open the attached file from one of the officers, that contained that officers report. As it wasn't attached as it stated it was in the email, as I understand Lenard's statement. Adding here that this has also occurred to me in the past. Sadly it seems that tag line of "e-mail when it absolutely positively has to be lost at the speed of light", turns out to be true for Lenard. As his requests for a resend where also lost. Another problem that I have had over the years. Lenard therefore has to do the issue himself.

Starting off with the December Xmas show. Lenard met the new member Mike Needham, demoed the updated battery pack that Gabriel, his son sort of helped to invent, ah that is a bit of a long story. Best told by Lenard. Two members, Jack & Ken did some work or disks for the party. One from 87 was brought out and best I can interpret is upgraded and revamped for the season. Another disk was with music and effects. Lenard gives good praise for them and appears to enjoy Swinth. I should warn him that the Kitties around here also like Swinth and watch the screen. Occasionally attacking it for the moving coloured things. As I know he has kitties at his place. Good food was also at the party. Talk about the goals for 2007ce for their group. Lenard is planning on attending the CommVex 3 in Las Vegas this year.

Bit further on Lenard talks on the question of which is the oldest group. CUGKC is in their 28th year. TPUG is 29. Must mention here that the A.C.U.G. is also 28 years old. Lenard also speaks on a play he did for a local group. All done in GeoWrite 128. Next there is a request for submissions from the members of the club for the newsleter. A well known and often stated request

for just about all the newsletters I have seen or worked on over the last 35+ years. Can't tell you Lenard if it is a good sign or not. My group thinks that I can do all the important writing. Well at least that is the excuse that they give me {BG}

Frebruary Issue has Lenard making an apology for the condition of the newsletter of January. Because the issue was a bit "shoddy". Time did not allow anyt repairs. A sensation that I know well with this rag. Still he does take the time to apologise for the condition. Showing that he is dedicated to the work that he does each month. Following that is an indepth explanation of the problem. A bit on membership monies and into the plans for the CommVex3 visit in July. Suggested to him was to bring along the GABE.U.PAK.64 and his book RUN/STOP-RESTORE. He then asks for ideas from the members of what else to take, perhaps issues of the newsletter? If there was a page #2, our copy came blank. I suspect that there was one, as on Page#3 the article starts as if it is continued from the prior page. Rest of page #3 has the January financial report for the group. Then Jack Kincaid has a small column. Here he talks a bit on the snafu of the prior month. Couple of members that brought a game they are going to hack. Having the 64DTV chip in it, wonder which one it might be, the one from that Hummer game? If so that is the v2 of the chip. There was a demo of the Kawasaki Synthesizer disk. I know we have had that one around someplace. A request for a copy in some form or another of the manual for the Super Graphic Jr. printer interface. Can't say for certain, that we may have one or not. As mostly we have the Super Graphix interface. Staring at one at the moment. Jack still has ⌂≡ items. But ☐❶❻ contacted him once and it appears that he is more interested in selling to local members. Page #4 contains the Frebruary financial report.

⑤◎° ⊡⁚ Right, and again I state that these will be shown at the meeting in February. There are three disks this month. One for January and two double sided ones for February.

Starting off with the January disk. Tag line reads "I do everything my rice krispies say" Know that feeling well Al {BG} Articles start with one from Gaelyne Gasson about myths on the Inet. Maybe I should make a Quiz based on this one? {EG} Well here are some of them that she presents. Inet and WWW are the same. Nope they are different. Need expensive gear to go on the Inet/web. Obviously not as I do it on a ⌂≡. Although the expensive part is relevant to ones budget. Mine being low fixed income. Anything is expensive to me. You need a high speed connection to enter the net/web. Ah false again, personally I use a 28.8 zoom dial up system. You need at least 8mb of RAM. False of course for those of us going on with the ⌂≡. But I will put another personal touch here from my own uses of the Inet/web. I have 10mb set aside in my SCPU. As I do a lot of work in RAM. But for online stuff, I do a bit of DLing for the group. Need some of that space for the files that I score up. Counter point to this is that in the older days. I was on with DesTerm and used 1571 disks for my DL collection and then the 1750 REU. Need a SVGA monitor to go online. False and how do I connect one to my 128D? Everything is free on the Inet/web. False as those doing the music pirate DL already know. Actually from what I interpret from Gaelyns article. Much is copyrighted material found on the net/web. IF you want to repost something, make sure you read the agreement stuff. Yeah it is long, dull boring and makes little sense. So ASK for permission. I did for some ⌂≡ walk throughs I found on a major game site. Guy was so pleased that I run this group and at that time the BBS. He gave me blanket permission to repost in PET all his works from that site. You can get a virus from the net/web. On a ⌂≡ that isn't possible. Well perhaps it is possible. But just because you have it, doesn't mean that a windrone virus is going to live in your system. Local example is mark. Who got a msg on his virus scan on something that he and I both received. His said it was a virus. Mine said it was a Base64 encoded file. I am on the ⌂≡ and he on his A4000PT. Virus we learned from others. Who used the heretic system. Nothing for us to worry about. There are more and the information teaches a bit on the

web/net concept. Suggested read for the group.

Four more articles are on the disk. All of them from the freak here, being one about our work in 05ce with 021 on making the disk mag for Operation Red Cat. Thing I wrote on the abbriviations and smilies and my review/report on the MTTM-CML. Along with some well placed and important pieces from Al to increase the potency of the article. Last one is my rant about OryCon/OSFCI and the problem about the ⌨ being obsolete.

Five programmes fill out the rest of this disk side. Nibly. also has the JS in port #2. Sort of like a cross between pacman <no monsters on level 1> and laser cycles. You are the catterpillar. Going through the maze. Eating the spaced dots. Sounds easy at first. Ah you see the more you eat the longer you become. So don't twist around and run into yourself. I didn't get past first level either Al.

Micolables: Nicely made with simple gfx for dip switches for interfaces in the on screen instructions. Not able to test it at this time. My impression is that it will make multiline small print lables. Even says what Avery type it was created to use, and I thing that I still have a box of them.

Wheel: On screen instructions. Two man game where it is sort of a cross between hangman and wheel of fortune. No vowel buying. {side note, when we learn more about read data statements we can try to change the words in the selection lists} Graphics are eay and simple on the eye. Spinner wheel has text and numbers that scroll by. Sound effects are also easy on the ear. First word that we did was Fountain Pen under thing. Ah, Vixen got it not me.

Friday Poker. Small doc file if you wish it for the game. Simply a video poker game. Gfx are easy and understandable. Beter than some in the past I remember. Sound effects are well timed and not too grating. Like some of the more contemporay games. At fist glance this one may not stick out. Well try playing it a few hands of regular poker. We found it very addictive. {G}

Black Jack. I think is from the same group that made the above poker game. Standard 21 game. Simple screen, not flash to confuse you. Even lets you spilt. Not sure on what the dealer has to stand. But I did come out ahead on this one in the play testing. Also addictive to play. And I don't gamble.

Side #2 contains a full disk of CBM quizes/educational programmes. I tried some of them out and found myself lacking in some things. All of these will be back on the BBS. Some are replacements for what we lost and others are new and fresh to us. Thanks Al!!!

First of the two disks for February has the tag line "Caller ID? I'm waiting for Caller IQ" Me too Al, that is why there is answering machine for the number {EG}. Articles from conversations on lists with Dunric. One is the differences of the 128 vs the 64. Stating several interesting points. Be gald when we are again organised and can ork on programming lessons. I can see that we will have an interesting time and easier in making some of t things we want, using the 128 mode. Another one is on Dunric's test of load speed. Along with several charts that he made recording the results of the tests. Disk Erro CMD is an intersting one that we can play with in the future. Citing page#77 in the 1571 disk drive manual. Dunric speaks on the recovery of sectors. Goes on a bit and there are some prg listings. Comments with listings follow from other list members. Be an interesting thing for us to try out in the group. Last two articles on the disk are from the freak. Two parter on the history and growth of this newsletter.

Five games fill out this side. Darts: requires the JoyStick {JS} in port #2. Has on screen instructions. Dart is tossed from the left of the screen to the coloured and numbered bar on the right. I found that it is possible to semi control the dart part of the way. Not enought to make the great scores. Dart position on the left can be raised or lowered.

Dice Game: Has on screen dox. Simply it is select a number collection. I tested out the first one, that

has the most possible numbers. After the testing of 8 attemps. I ended up ahead. Pair of D6 appear on the screen. Pips on them change randomly. When they stop if the number generated matches your spread selection, you win. Sounds simple doesn't it? Well I blew a good 20 minutes on testing this one. Another addictive game. {G}

Memory Poker: Not a gambling game or learning to count cards. Nope this is an educational programme. Geared to improve your memory. Friendly text takes you through some steps. Gives some examples and helps you to improve you memory with association tricks. Might sound weird. However I can attest that that is a long used military technique. Gave it a fast run through mostly to see how it functioned. This one will be on the BBS and I am considering placing it on one of our own disks.

Beginner Tips: Starts off with a collection of different screen tricks, is the best I can explain. The rest of the prg is teaching you the user, how to create these with pokes and other simple Basic 2 commands. Gave me some devious ideas for the future. An additive to our own programming information lessons.

Will O Wisp: Ah, this is a small text game. Like usuall I don't know the frelling words to use. So I didn't get very far. :-(

Side note here for the moment. Whenever possible, Al includes some form of information of the programmes on side #1. Readable from the disk newsletter prg. Several of these for the two months included. State that the prg may not load through the disk system. I have found that in the past. But on these two disks. I was able to load them from the disk loader. Using a 128D in 64 mode with a 1750 clone REU. At least once for the testing. {G}

Side #2 has the disk mag CommodoreFree. Now the extra disk for this month has Issues #2 & 3. I am not going to go into the report bit by bit on these disks. That would take up more

space than what we have in the booklet form and at a smaller point size! Yet I can give you a bit of a run down and comparison. As I have the first two issues sent to me in paper format from Nigel the creator of the publication. There is a bit of a story here that will explain some things. At first the magazine was in .pdf format. That is not something that the ⌖ user can use. I owe Nigel several e-mail replies on this topic, as well as several articles. Magazine is a free DL. Now as time permits he creates a DL .D64 version. How is that done? Well on issue #3 he explains what he is doing in brief. Tools from RevDave at Loadstar where very helpfull. On this point it would be good if we could do the same for our idea of a disk mag.

Now this is what you see on the screen. Black Screen and a box with the article titles. At the bottom of the screen are the Help, About, Exit and Disk. You can in an article print out a hard copy. I tested that on part of the article entitled "sixteenplus". CommodoreFree is at the top and I notice that this logo has changed over the three issues. Cursor or as I did use the JS in port #2 to the entry that interests you and hit fire. Loads up and you can read it on screen. Black scren and white lettering on what I saw. Yeah this even includes my letter to him in email reprinted in issue #2 with his reply. I like what I am seeing. As it is simple, no wild music that has to be shut off after two minutes of repitition. No wild background effects that bugger your eyes. Such as I have seen in some other disk mags. This could be what we vant for our attempt. So when you select the article. Another box appears with two options. Read it, forget it. Again straight forward and simple. Although white on black is not my fave combination. I happen to enjoy this style better than the two copies he printed out with the pictures for me. Sorely tempted to place one issue on the disk for this month. Guess it is a thing about seeing the ⌖ information on a ⌖ that makes it better for me this way.

Cincinnati Snogpitch starts off with the "Classic Colectors Code of Conduct" After reading this one I see that we too sort of follow the code in our own dealings with used ⌖ equipment. Do sort of ignore things when it comes to the heretic stuff

OK we sort of ignore the heretic stuff. You can read the entire code at the shop or jack into http://www.gaby.de/ccccc.htm At this time I haven't looked at the site. Page #2 hs a listing of know BBS's. I need to use this for a testing of the telnet ones. One isn't listed and I don't know if it is still up. As I can't connect to it via Wave. Next is a bit on something new for Star Commander and an Open CBM support. Article lists information. But it isn't what I can understand as it is more orientated for the heretic system. Gain more information at http://sta.c64.org/scbeta.html

Now some listings of new game releases. Bomb Chase Revival
http://noname.c64.org/csdb/release/?id=45544
Coined!
http://noname.c64.org/csdb/release/?id=45543
LAN Artillery Duel There is an article later on this one
http://home.ica.net/~leifb/commodore/duel/duel10003.zip
Cannone
http://noname.c64.org/csdb/release/?id=45503
Brain Strain
http://noname.c64.org/csdb/release/?id=45255

Something follows on Commodore products support windows embedded as the title reads Ah, well though there is praise so it seems from Micro$oft for the historical reputation. The information is not something I understand.

Now to that article on the LAN Artillery game. Game is still in development. Stated to work with Inet or LAN <what ever that is> with the RR-Net or Eth64. Has two players, chat, gfx, sound effects, joystick in port #2. Some listing of the tech information. Then the future plans for other games. Exactly how this is to work with a ⌨ I don't know.
http://home.ica.net/~leifb/commodore/duel/index/html for more information.

BBS report says that the last couple of months have been slow. I did go in and do a few msg bases. As I learn how to use the options. Went to the murder motel and am still caught in a circle of rooms. Hunting for weapons and armour. Once I find them. Six had best be ready. {EG} Anyway the next article is a bit on the #c64friends IRC. This is followed by an announcement of Blockparty 2007. Set to be April 27-29 in Cleveland Ohio. More information can be found at http://demoparty.us So there we go with the newsletters in brief. Nothing for a while from Infinite Loop. Still have to bug Robert for the Fresno ones as well.

While I am fighting with the printer and wondering about page count. Lets get to some of the important and regularly mentioned stuff. Such as.....

Next Meeting & Officers

Next Meeting is on the 15th of Feb 2007ce. Held at Mohr Realities games. 623 29th st. Astoria Ore. Though actually the shop is under the strip bar. Meeting opens at 7pm. Smokers, demos and visitors are welcome.

Officers are, { underpaid, under appreciated, unloved and over worked}
Chancellor: Sensei David O. E. Mohr
Treasurer: Scott Farley { #16}
Commodore Librarian: Imperial Warlord { #2}
Editor/SysOp: Lord Ronin from Q-Link { #1}
Deputies: Librarian { #30 & #3} Amiga { #16} OnLine Games { #23} Emulation { #16} Fixes { #21}

There that covers the requirements from the constitution. Now what else is there to say? OK lets change that to what else is there that I have space in this rag to say. {VBG}

CottonWood BBS

Last issue I presented the online information about this new ⌨ BBS. Now I present some more information on the actuall items used. First though the BBS is at 951-242-3593. You can see the website, which has a very good heretic to *Commodore Graphic* terminal emulator. I read about it on the website. URL = http://hometown.aol.com/cottonwoodbbs The

entire BBS is run on......

1 *C=64* 1 1084s monitor, 1 1541 drives, 1 1541c drive, 1 FSD2 Excellerator disk drive, 2 1581 drives, CMD-200 controller with a 245 MB mech. 2400bps modem and the All American BBS by Nick Smith. Now I will add that mail lists and a couple emails that I was late in answering. Balzabaar makes mention of being in contact with Nick Smith, something about newer upgrades and perhaps someday a 128? More on this as it developes. Remember that this BBS is running 24/7. Though at times it will be down for maint work. A common thing for a BBS. Like when the SysOp is installing new files in the U/D areas. If you have LD service I strongly suggest giving this one a call. There are 22 Unique OnLine games, Message base that has Classified Ads, Commodore Talk, R.P.G.s, General Forum and Misc. Topic. Connect at 300.1200/2400bps. Commodore file area { punter & Xmodem} have games, utilities, applications, telecommunications, music and Misc. A real *C=* BBS, in dial up and run on real *C=* equipment.

Operation Lost Cat

OK this one is by request as to how and why and all that other stuff. As to the existance of the story line. Since the installments will reach over 100, and they run 98-103 blocks in length. My ego, or lack of it states that I must point out at this time "I AM NOT A WRITER". Despite some contrary coments.

So then the how. Well as I have written here and in other publications. The story is written on a C=128D, a C=64c. Both with Jiffy Dos. Saved onto 1541 disks. Then copied in groups of 5 installments, sometimes 6, onto the master disk for the Penny Farthing. As different members prefer different modes of reading. I don't usually put a SEQ reader on the disk anymore.

Should add here that the stories are written using EdStar II from Load Star, reissued a few times. Including the pass along issue #105

And now the Why. Because there are readers that want to read the freaking story! Good cop out answer. Truth is that originally I wanted something on the disk for the club that was made by us and not a copy from other sources. That was the Operation Red Cat story. Which I am still waiting for the rejection notice from Load Star for it and other submissions. Well that 48 part story left the local readers wanting more of the saga of Tommy & Trisha. I thought that I would just do a fast finish off of the open ends left in Red Cat for the next story. That sort of, ah, like grew a bit. Add to that the fact that the story isn't finished yet, and already I have strong requests for another saga of Tommy & Trisha.

The Where: From my demented and extra-ordinarly demented alcohol soaked brain. Which is also what I use to run the RPGs for the group. That is my source material. Red Cat was based on an adventure written for the GEnie TSR forum. The Top Secret and Top Secret SI area. Where I was the DM for the PBEM games and the list moderator. Game was then used for a two day tourny at an OryCon Sci-Fi etc convention in Portland Ore. Today I run the RPGs 4 nights a week. This is moving shortly to 6 nights. At one time, they ran 7 days a week from 10-14 hours a day. One must be able to tweak what is said and done in those games, as they quickly pass the existing prepared material. That is the principle to which I run them at this time after 28 years of daily game work. Also how I develope the story for the Operation fill in the blank Cat stories. Play off of what is done in the story line.

Granted that I pull some of the feelings and half formed memories of all my gaming years out of the remains of my brains. Using them in the story. Some of the time it seems to predictable to me. Yet the readers appear to enjoy it with the twisting plot lines and convoluted events. One thing that I do that has the most praise. Characters develope and evolve with a setting that some of the readers, tell me they can easily see.

To do that I must state that I am heavily influenced by the desriptive abilities of the writings of John Norman and his 25 book Gor series. Where both the character and the world grew over the 20+ years of the series.

However one thing that does put off some of the people. Not the philosophy, well that a little bit, nor the metaphysics, ok that too a bit, or the political/social statements being made by the characters on certain subjects in role modles of the sexes of 1971. But it is the sex in the story. Mind now that there are no words that would rankle the rear ends of the FCC. But there is sex and in a way it is delineated a bit. In my defence, if any is needed. This is the style of the mens action adventure books of that time period. Of which I have a fair collection of in my library. Not that much more than the Mac Boland and others of that style. Perhaps it is the roles of men and girls of that time period that bugs some of the readers. Yet they still ask for more.

Can't tell you how it is written. The old "If it Feels Right DO IT" thing for me. Some days I can't see anythingite. Other days I can spend 6 hours in the shop while waiting for customers and write all that time with breaks only for a sip of coffee and refilling the pipe. Ideas flow out and make it to the screen. Eventually the Red Cat story will a booklet format for our legacy {BG} Lost Cat perhaps the same. However I need to get some files in Geos from Robert before I can do that trick. Spell checking is important I would think {LOL}

ARe the stories any good in the least? Well in my not so humble and personal opinion "NO!" On the other hand, I have been freindly threatened if I don't write more stories. So who am I to judge. But that isn't the point. As dull, dry, lifeless and anti Political Correctness as they are for readers <IMNSHO> Point is that they were created on and for the *Commodore* Computer. Not going to make it to the N.Y. Times best seller list. But it is 100% *C=* created. That should count for a something. ;-?

Sale and Wanted

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