Notes from March 15 2007ce Meeting

Open: 7:00pm

Newsletter: Approved (no one is dumb enough to take the job)

Chancellor: A500 graced everyone with her monthly kitty noises. Sensei stated that since weather is better and she is healthier. A500's "fixing" appointment will be made this month. Hopefully she will then be accepted in the main kitty pride and we we'll retire her office of Constable.

Demo idea for MossyCon3, came up with Computer Eyes, or Video Byte II or Covox Voice Master, and some fool suggested that all three could be used. If looks could kill, his bones would still be smoldering 20 years from now (EG). LR stated that he would try to do a something for us. (*Editor Update: Currently it is day after the meeting. Brought to the shop my PlayStation2. Shall try to score images from DVDs as test examples in both C.E. and Video Byte II*)

No newsletters in the exchanges at the time of the meeting. LR stated that he would update on any that arrived before the printing of the newsletter. In the review of The Village Green. there is an error. The printer mentioned that we are using at this time to print the newsletter. Model is stated incorrectly. Should read as a 2420. Original B&W ribbon is tossed. Torn to shreds, so the colour ribbon was installed, using the black secion. It is hoped that when Robert arrives, he will be able to teach us how to reink the ribbons for the NX-1020. A reason that this newsletter will be delayed in publication. Happening after MossyCon3. As we hope to have a printer that prints well at that time. OK and he is bringing a copy of our GeoSpell and A.C.U.G. dictionary. Might even be able to start spell checking this rag. (LOL)

Shop did buy a couple neon lights for the shop. These have been installed, sort of, but they do provide more light than before. As the 8' tube ones, have yet to be repaired. Now we can see the dirt and dust. Maybe it was beter in the dark? (G) According to LR and the negotiator 016. Nothing has come back in from mark <the sho-vah> reed. No apologies, attempt to fix things, nor any of our items or money. Nothing but his daily attack on us.

Treasurer: $23 is still hidden in the shop in 1 cent pieces. Well hidden after the recent changes in the shop layout 016 covered the printing cost of the newsletter. LR covered the postage. As of meeting time 016 didn't have an update for us on the non profit research. Understandable with his Nat. Guard duties recently.

Commodore Librarian: Looking for a new descriptive title for this office. Only the Penny Farthing for this month. 128 disks are not dead. Only these special ones haven't had any more made for their sporadic releases. A couple more of the AD&D tools have been planned. A small collection of games and utils has been found for the 128. These will also be released in the future, when Imperial Warlord and LR can find the disks again. See more about disks in Editor section. Side one for this month has CommodoreFree issue #2. Side #2 has Operation Lost Cat installments 98-102.

The Twilight Green

Editor/SysOp: Not sure what should go in here and what belongs in the Ramblings section. Lets just shot gun it all. As of the meeting, I have a bid on a Lexmark SC <don't remember the number> laser printer. Based on what Robert (02 0) told me that is the number of the model which Dale Sidebottom uses for his printer work with the Post Print system. What else I may need for it, I don't know and because of that sent out a request on the COPS list. At meeting time nothing has come back to me for information. (*Editor Note: Checked my e-mail after the meeting. I won and have paid for the printer. Here's hoping that we can do laser work with this in the future. Gambled that it will be of help to us.*) I did bid on some other items for the group, on ebay. didn't get the high density drive that I bid on for a couple Amiga members. Went for a lot more than I can afford to pay. Did bid on a collection of 75 boxed Amiga games. (*Editor Note: Had to raise my bid on that one after the meeting. Seller doesn't know what he has when he calls the disks 720k disks for an Amiga - Much later update: Didn't get them, price went way to high. Did get 5 Amiga boxed programmes. 4 are in the shop for sale. 02 6 scored the Amiga Designs one)*

On the topic of Amiga disks. Part of this is really a deputy section piece. However a couple hundred Amiga disks where checked by 080. These were brought down to the shop just before the meeting. As they are ones from my colection that To'Barr had and brought back to me. Now being placed in the unsorted Amiga library of disk boxes/drawers. Poor 02 6 has a bit too sort out (EG). As we clean up the shop and arrange it for MossyCon3. I have found some Amiga disks and put them in the boxes. Found a collection of disk boxes that partially full or full of 5 1/4" disks. I am certain that there is at least one of them that holds IBuM used disks. As of this moment 6 boxes have been found, 4 of them are 50 count the other two are 100 count. This doesn't count the one

cardboard box that has around 100 disks. More for me to sort out, and eventually place on the BBS.

Now to be honest with all the members. I haven't done much with the BBS since my entries in the last newsletter, to the meeting night. Time, energy and recently a rather nasty sinus bug - infection. Have kept me from spending time to try out experiments on that U/D problem. Once I can figure that one out, the rest is easy for me to complete. Not to say it is an overnight job. Only that the work is understandable and that it will be done with a ritual style of a routine. As to the BBS, I have from Balzabaar, a L.D. member, SysOp of the CotonWood BBS. That he has taken over the C= BBS listing. This will also include telnet as well as direct dial. He has our updated information. Including our new Amiga SysOp (poor 02 6). I do have some ideas on the U/D problem. As the big difficulty is that it didn't act this way the first time I set it up. Trying to understand what it was that was done at that point of time. Which is different from this time. Right me trying to remember over 7 years ago with this brain dead mind.

A project that I am working upon, much to the disapproval of some of the local members. A review of the Amiga game "WINGS". Story to that is simply that I was sort of ordered to take a break, and play my favourite Amiga game. FWIW it is the only Amiga game I can play. After several days of playing. Those guilt feelings arived, and I started to take notes on the game for a review. Disapproval is that I can't seem to just relax have do something for the group. Meaning that eventually there will be a short review of the game in here, for those interested in Amiga stuff.

Yes I am still writing the Operation Lost Cat story. Seems that there are people in the group that read it and want more, and don't want me to kill off the saga. As I wrote in the last issue, and on the Penny Farthing intro. I intend to use a GeoWrite three disk series, as a filler between this Tommy & Trisha story and the next one. Since certain members won't let me kill off the story line. This is a repetitive statement but the GeoWrite story is exceptionally "ADULT" in content. My intention is to convert and zip the chapters/issues. Including the two fonts on

the disk. Disk has been found and needs a bit of polish before releasing the stories. There is a story about how this series was created. I'll leave that for Ramblings.

Deputies: 030 has been working
with sorting out the disks that are LRG and the ones that are now his, from the collection that was brought in by To'Barr. During this he tested over 100 disks. Except for a couple they all worked on his A2000HD. While several years ago when they arrived at the shop in a buy by LR. They failed to work on LRG A1200. during the process of his work, 030 fired up his A4000. This unit he bought along with the A1200 that he gifted LR for setting up the sale and negotiating the very good price. There were several boxes of disks, and folders of manuals. Those have yet to be regained from mark. 030 had mark <sho-vah> test out his A4000 to install some files etc. He was told that the battery had leaked a destroyed the trace lines for the mouse port. This was shown to him and to 021 at the time. For the last 3-5 years. 030 has thought that his A4000 needed a new mother board and wanted to save up for one. But didnt have the resources to know where to find one. Long story compressed here, he fired up the A4000. Amazingly the Mouse port worked. Though he reported that it may lock from time to time. He was very upset to find out that his 4000 worked. He became even more upset to find that not only hadn't the files been installed on his HD back then. But all the things that where on his HD were removed. His games, his art programme, his writing programme, his directory opus thing. All thanks to the sho-vah mark reed. Who was supposed to have helped, install and fix his system.

Sort of related to the Deputy ofice. 030 has been working in asciting the arrangements of computer items in both the shop and the kibbutz. Creating and placing more shelving in order to more respectfully

and efficntly display the C= and to a lessor extent the Amiga things. Partly because of a better living space, partly because of the MossyCon3 and partly because of the HUD inspection in a month. Longer process than expected. Yet the end result will be a more efficent group. Easy access library and being surrounded by ⬛ items. (G)

S.I.G.s: Programming has been mostly in
attempting to work on both the 5C's presneter for text files and experiments with the QuikMenu from LoadStar. Not a lot of porgress at this time. LR will have to ask Al and RevDave for assistance in some concepts. Geos mostly has been testing of some font files, writing for the games and map making. Scheduling is very difficult at this point with all events in the works along with work schedules of members. Books and disks have been found for the next part of the programming lessons. Once things are more structured.

Demos:Discussion:Close:
Demoed the Penny Farthing disk with the short intro, written by LR in basic. Discussed the problem with reading a screen on a time loop. As LR is the fastest local member in reading. While 030 reads quite a bit slower. Decided that to not punish fast readers with the text being on for ultra long times, and to not punish slower readers by having the text dissapear too fast. Future multi screen text files should have the chr$(13) command installed for the return key. Discussion turned to ideas for the groups demo at MossyCon3. If it is possible with a DVD system. The idea is to make a series of screens in vid capture and turn that into a simple slide show. Use of the Covox Voice Master was presented. However there are still some negative feelings from LR on the reaction to his first demo on a disk of that tool. Since that time he hasn't touched the system. Closed at 8:15pm further discussion and ⬛ took place at the kibbutz before the nightly game.

LORD RONINS

RAMBLINGS

And now, some other things of possible noteworthyness. OK some more blathering from me to fill the page count. Hey remember that you too can write a something for this cat box liner. Silence from members can be taken as I am a fantastic writer and should get paid for all of this drenn. Literary agents feel free to contatct me (LOL).

I have three topics listed on my notes from last nights meeting. Hit these first, right after I mention more on that Laser printer. I am going to need a lot of help in setting that bugger up. So please don't expect issues in booklet form in the next couple of releases. One thing that I am not sure about is the ram inside the system. Do I need that 16mb that is in the Optra-40? If so will the RAM board from the Optra-40 fit? What are these toner things that they mention. Seller does list the % of each one. Mainly we just use black for our work. Once it is working, I'd like to do one full colour issue for us. This would be printed out on the machine once copy for all members. Bit spendy but we deserve a something for the wait on our booklet issues! Well it is a gamble that we can use this printer. Lets hope and pray to the ⊗=headed goddess that it will work. <fingers, eyes and toes crossed>

The story behind the GeoWrite upcoming story. What exists at this time are three large 30+ GeoWrite pages in IIRC 12-14 point Times Roman. I'll be cleaning it up a bit before it goes on the disks. These run from 500+ to about 620 blocks approximately. For the umteenth time, they are *ADULT* in scope, nature, language and topic. So readers are forwarned. Plot line is full of holes, err I mean the plot line is basically a girls change of mental state in her viewpoint of the world and her position in the world. After the disaster that created the Walking Dead.

Right for long time readers, this is based -

inspired from the R.P.G. All Flesh Must Be Eaten. A "Zombie Survival Horror RPG". Well I can say that in the dice game, the Zombies are not surviving that well (BG). OK have to say that as several players of the game are also A.C.U.G. members.

But what started this off? Funny thing is that I had started this game, closed the game, and started it a year later, back in 06ce. A customer was interested in learning about R.P.G.s. But was having a big difficulty with the game. He decided to pick up the A.F.M.B.E. game, along with a couple of support books. His difficulty was not that he hadn't run a game before or even played in one. Nope his difficulty was thinking too much along the linear line of a Video Game. I had been giving him lessons in the shop on creating a world. He had one and a starting point for some prospective players. But I shot all of them down. First one was an old west game idea. Well there is a suppliment for that, there is also another game on that line called Deadlands. His problem is that he is part Native American. I showed him that he would spend more time explaining the reality of the situation to the players, than playing. Since all the players knew would be the T.V. and Movie version of the old west and how things worked. His next idea was to start off in a busy airport terminal. Killed that as it was too big for him to place all the players in a spot to meet. Since there wasn't any conection for them before they arrive separately at the airport. He then asked me for a start idea and explain the why to him.

Step by step I ran him through a story start idea. Three players, so three characters. One a scantily clad girl, the other two college students seeing America by thumb. During a record breaking hot summer. Two men are friends and the girl has bread, but doesn't know them. None of the characters are aware of the Walking Dead at this point in time. Guys got off the bus at this convience store, which is on a turn out from the main highway. Girl parks her big RV thing and needs fuel and some simple munchies. In her ultra cut off jeans, she is leaning over the counter towards the indifferent teenage clerk. Who can't make her credit card work in the machine.

That is the set up. I then went through a collection of reasons for different actions to take place.

Breaking the linear thought pattern of the customer. Showing him the skills in the main game book and the drawbacks as well as advantages. Tossing a few together in order to make a simple story. Since the object is at this point in time to bring the three characters into a working group. Why is the girl leaning over the counter in that outfit? Well it is hot, around 110 degrees <red herring that the heat created the walking dead>. She has a high level of attractive appearance as a quality <a positive thing for the characters> She has seductivity as a skill. She also has some personality problems. One is exhibitionism <a drawback in the game> She is also a spoiled rich girl that knows she looks good. <Another drawback in psycological difficulties from the book>. Add to that point that she has a high computer use skill. Gives her a reason to be upset that the stupid kid can't operate her credit card <flags, stars, platinum, eagles etc> on such a simple machine. OK the Walking Dead at the bank have very nicely taken over and the computer lines are locked. But no one out here at the time knows or would understand that fact.

That takes care of the girl. I show the customer drawbacks out of the book. Things like flashbacks, greed, lust and others that are drawbacks. FWIW drawbacks give more points to spend on improving and creating the character. Asked him what would happen if one of the two guys, had a bad expeirence recently with his girl friend. Same guy has the lust and the greed and then again lets add obsesive desire. What is he going to do with that sight he is seeing? Well we went on with several scenarios. Where I worked with him on the different aspects of what would happen and the repercussions of the activities. All of that was to show him that in a real R.P.G. there are very few if any limitations. Game isn't linear. Players will come up with their own ideas of what to do at a specific time. As I explained to him, like the guy with the heavy drawbacks. Well he may have had a fight with his own real life girl friend and decide to have his character attack in a sexual way the girl at the counter.

Using his characters drawbacks to justify his own downer feelings at that time. Had the guy make some rolls and went through different actions. Where the friend does something, the teenager is too stunned to do something, or he tries to shoot the men with the sawed off shotgun. On that one we worked with combat, on if he knew how to use it and then what would happen if he didn't have a skill in shotgun.

In the end, the customer decided he needed more experience with the Role Play aspect of a game. He joined a D20 3.5 D&D group. Found it to be just combat orientated. Then asked me if there was still a seat open in my group. He now plays in two of my games each week. Yeah one of them is A.F.M.B.E. and he did roll up a girl character. Should add here that he is deep into the local theatre group as well OK, I'll also admit that I am working upon him to score up a sacred ⌨. As he likes things from the 80s. Like 8bit music. Ah you knew that I would have alterior motives for the ⌨ didn't you?

Since I spent around three days in the shop teaching him about how things can be brought into the game. Staying with that same basic meeting point and scene. Had trouble getting it out of my mind. Untill I started to write it down as a story. Which just had to take on a life of it's own. Mind you I was also working on the Operation Lost Cat story line and at the same time jumping into a long promised story line for the entire background to O3O3 All Flesh Must Be Eaten Play By Electronic Mail game for the BBS. Which we were waiting for Maurice to send back the data. Side note, we are still waiting. Got in the groove and did a lot of writing. did help my head a bit with the sho-vah situation. Not a lot, but gave me a point of several different realities to enter for the time.

Anyway the story is called 2020. As that is the projected date that events take place. Semi horror, semi psyc thriller as characters change and explore their buried desires. Yeah it is sexual and again I state that it is Adult. Guess that is enough for warnings <G> anyway the main important thing is that it and the others mentioned above, where all done on the ⌨. EdStar II and GeoWrite 2.1. Still proving that our pc platform can be used to this day for our needs and desires.

Now then a new topic. Read a fast message from Ray Carlson. At this point in time, he can't recreate the problem with the 128D. Did fix the 128D keyboards. Very dirty and I win the prize of the most furr/hair and dust he has ever seen in a keyboard. I'll have to reply to that message shortly. If I read it correctly there isn't Jiffy Dos inside of the unit. I must have read it wrong as I was under the impression that there was as I had used the commands. Perhaps it is only existing from the SCPU? More on this later as I learn more.

□B is collecting a Linux box, monitor, and keyboard. Some of this will be picked up with him and Robert when Robert loops through Vancouver. Xandros is the system that is being installed. I don't know the rest of the things. But have been assured it is all a good thing and I can learn how to use Linux. Eventually we will have the telnet/direct dial BBS. Anyway, this system is due to arrive with Robert for MossyCon3. Along with my repaired Key Boards and the 128D.

□Another day, 18/Mar to be specific□ "dere iz a code im mah hed" Translation is that the sinus problem is back again. Nice that I bought all those paper towels and glass cleaner. This 2002 is very happy with me for that fact. Everytime that I sneeze. ;-?

Last night (Saturday 17-March) was interesting in the IRC. Although with a couple people posing as Maurice Randall things were a bit offish. I monitored the #c64friends area. But spent most of my time in the #acug IRC chat. Where I talked a long time with a man known as "Garth". Who is over in OZ. Gave him some information, tips and help on using his CMD HD on his SX-64. He was having formatting problems with the partitions. Talked about many things ©=. On the main chat, didn't get any responces, save from our □1□, Robert Bernardo. Regarding the needs for the SC1275 laser printer. He is of the opinion that it should work as is, not certain about

any extra ram needs. My fingers are crossed on that hope. Be nice to have our booklet format back again. Well nice for me to put it out, not so great for you guys to have to read all of it.(VBESG) Reminds me to add BryanP received his copies on Saturday. March issue and a replacement for the Feb issue. USPS didn't destroy it this time around.

At the moment, just finished almost 100 pages of GeoWrite in 12 point. No not writing, but in doing a proof reading of the three chapters of the 2020 story. Yuppers very adult and not politically correct. Along with some drop out characters when it was written. Several words spelled in reverse. Lets not even worry about the grammar errors. Next is to convert them and then use pasi to zip them onto a storage disk. Right after that, which is done after this update writing. I intend to try out the VideoByte II. Have the PS-2 in the shop. Have a DVD on it with one of the photo gallery shots ready for me to connect the cables. We can see what happens and then report it here another day. Eventually back to the BBS and HD work. When I am feeling better. Just gotta love my sinus's. They are trying to kill me harder than is the sho-vah.

Back again, as after converting the 2020 chapters. I discovered that I had spaced off an update item. Gotta love these sinus tablets that I am taking today. AmiTech-Dayton Gazette arrived on Saturday as well. Page #2 has a photo of a kitty sticking his head out of some sort of desk top computer back. Caption is "Cat Ram the future is here! Page #3 has Eric talking about doing a game for MorphOS with the Efika system. He mentions that his Deluxe Paint and Personal Paint don't work as well on MorphOS as it does on his Amiga. Then he talks about some problems with his 4000T. As he is checking things out, he finds that on his desktop 4000. At least one mouse had taken up residence. Or just used it for the outhouse. Anyway it worked, despite chewed wires and a nest ontop of the CPU. Jist of the two columns is that Eric is working of refurbishing his Amiga collection and remembering the fun of some of the games etc. Ron the Prez talks a bit about his bout with pneumonia. Reports that the shareware prg MakeCD's is now available for free. Hollywood is being upgraded from v2.0 to v2.5. PurpleCow 1.0 has the new release of version 1.01. There are some

other things mentioned that deal with winuae. He goes on to mention that there is a lag in some form of internet access with the Amiga. Appears that where Amigans see a script there is really some sort of gfx. James writes a good bit on something called AROS. As I understand this stands for Amiga Replacement Operating System. Talks a bit on a laptop demo. He is very enthusiastic about this AROS and the crews that are working on it. I interpret that it is some sort of open source thing. But in all honesty. Most of the topic was past my understanding. Which at the moment for Amiga is playing Wings on an A500. Issue will be in the shop for members to scan.

°Next Update° OK I won the auction for the Lexmark 1275 laser printer. Sent a private request for help to Dale Sidebottom. As Robert had thought, I should be able to just plug it in and start printing again. He said that the RAM board. Dale told me that there is a part, who's name I can't remember at the moment (no coffee yet) that needs to be replaced at 20,000-25,000 pages of printing. No idea of the cost on this part, but for now, with the limited printing that we do, in comparison to offices etc. We should have a few months of laser ink and that part. Before replacing things. Which means, that if it arrives in time and that it works, and that I can figure things out, and if I can put it all together. Then this is the reason why this is in booklet form again. If it isn't then you understand that the above things didn't happen correctly. We shall not even begin to discuss the need to change point size if the printer arrives in time and works. Regarding the text on these pages. <OY!>

First week of April is going to be °such fun°. Just found out that the federal housing inspection for the kibbutz is going to be on the morning of Tuesday, 3/Apl07ce. Time to move into high gear and warp factor on the clean up project. Both in the shop and the home. Think that I will do this update part

and work on the disk (discussed next) then go to shop work. As this means that the inspection is on Tuesday, ah sometime between 8am and noon. Unknown if I will be snarling and in need being chained up as a rabid animal. Or as alive as a Zombie in a Geroge Romero movie. OR even if I will wake up when I hear or more likely don't hear the knock on the door. Like what happened last year.

Well the demo disk is ready. OK is should be today (Wednesday 21/Mar) After some discussion and a lack of time from the others. The suggestion was to create a series of slide shows. Using a tool that Al Jackson sent us from the 5C's group. Idea is to show the interests we have in the group. An impossible feat, since there are so many interests to have with the ⬚. Ended up with the trip of doing a theme of our non ⬚ interests, on the ⬚. Side #1 contains the slide shows. Starting with images from the U.F.O. show and The Prisoner show. These were ????? ????? ?. ?????yte II tool. The one that we picked up from Robert Bernardo. True it is the first experiment with the tool. Requires some review, but that can wait till the next section. Some of these images where coloured, some semi coloured for effect and others left in unaltered B&W digital capture form. Comes with some explanator screens. This part is to show our interest in Sci-Fi shows. Then ther are slide shows for the Classic Traveller R.P.G. , High Colonies R.P.G. and Monsters from the 1st ed AD&D game. These latter three have a story line in text on the screens along with the image. Simple attempt at an illustrated story telling concept. Side #2, here are some Star Trek things. Romulan Attack and Klingon Attack. Two games that were made with the Gary Kitchen game maker. Side note here, is that these are some of the best ones that I have seen in GFX from that tool. I found these on Q-Link when I was doing a big Data Steal. Also there are two copies of a Stra Trek game. Another that I found on Q-Link. One is the SFX file and the other is the open ready to play file. This one is stated to be in Hi-Res and a remake of the classic Star Trek computer game. Runs on 128 in 80c. Same plot line of going to the different sectors and quadrants to battle the Klingons. Refuel and rearm at the star bases. Interesting fonts that are used. Present this one for the game players collection of

Star Trek games. Last file is called rotate.cvt.
A Geos file that will rotate a GeoPaint
document. Used this one a few times. Mainly
for rotating the Sabrina strips in the old
booklet newsletter. Then did a rotate of a
scan I made of the Shadowrun logo for a
newsletter cover. Both sides have a simple
<read as crude> intro screen and the mega
menu by old catfish. Another set of
programmes that I found on Q-Link.

°BBS° Have to admit that with the clean
up and other projects. That I haven't done
much with the BBS work at this time. Save
for preseting up disks to be used for the file
area. Have been in recent contact with Eddie
the One, another Centipede SysOp. Upon
whom I sent the situation and asked for some
help. Still have a simple test to make, but that
takes time. Something that at this moment I
don't have a lot of to spare on things.

MossyCon3+

This isn't going to be an easy task. Here it
is now the 7th of April. Spent the last two
days writing 150 blocks or so for 5C's on
MossyCon3. Can I do decent enough in the
space left this issue, and cover the topics?
well lets just jump in and go for it.

First thing is that MossyCon3 went 2 days
this year. Not intended to be that way. If all
the demos that were brought had been
presented. Well it would have gone 2 days
for just that if not three (BG). But sadly,
early in the morn of Wednesday 4/April/07ce.
Robert was rushed by ambulance to the
Hospital in Portland. Thank the appropiate
divinity, that it wasn't a heart attack.
Something to do with a viral infection in the
chest. Techy words I'll leave out. He was not
able to attend on Wednesday. Destined <OB>
had sent me the e-mail. My thoughts where
that the con would be canceled. As Robert
was pretty much the keynote speaker with a
passle of things to demo. Guess I didn't have
enough faith in myself, or him.

Gene Woods arrived from Tacoma. He hadn't heard
the word about Robert. Showed him the e-mail on
the 128D. Destined and Balzabaar stated that they
intended to arrive. Bummer is that Greenman from
upper Seattle mertoples IIRC. Was going to attend.
Something happened to his daughter and her auto on
the way to pick him up and bring him the Gene, his
ride. OBO watched the shop for me. Testing out the
Sega system we took in and the games, one of three
that are expected. While Gene and I went up to the
kibbutz. There we talked about C= . He stared at
the stacks on the shelves of unsorted disk boxes. As
he did on his last visit. This time I had to take him
down the hall to show him the shelves on the wall
and over the arch. Right! more disk boxes. (SEG)
Went back to the shop. There we talked more on
over all things, revolving around our interests in the
C= . A500 had to inspect him of course and his "I
Adore my C=64" button. Mine is on the Lord Ronin
Top Hat. While I wore the Fender Tucker Load Star
shirt. Not certain of the time when Destined arrived
with Balzabaar. Both of them gave a report of what
they learned from Robert in the hospital. At this
point things become fast paced and chaotic. Even
though this was the most organised MossyCon we
have held. What follows is my memory of things in
not exactly the correct order of events. Just the
major parts.

Found out that Robert would arrive maybe on
Friday. After being released from the hospital. (This
actually became Thursday). OB (Destined) had
brought the Linux system. He wanted that to be
taken upstairs. Eventually after everyone greeted
each other as Gene hadn't met the others, and I
hadn't met Balzabaar before. Time was spent on
pleasentries. OK I do remember having to show off
the boxed Covox Voice Master to Balzabar, a bit of
ego there of course. (BG)

System eventually made it up to the kibbutz.
Kitties had to investigate the new monky boys and
try to get petted. Kitty logic you understand. Tower
and the KB would fit on the space I had cleared on
the Computer bench. Ah but OB scored up a big
monitor for me. My eyes are more attuned to 40c and
80c on the C= . Cheap cop out for saying I have
poor vision. So now the "fun" begins. Good thing
that I had a spot to the left and in front of the

computer bench cleared away. Along with a very old wooden felt topped card table. Does take away some access to the book shelf. Next part was plugging it in, forgot that although the strip box has open switches. Some of those plug ins, have power adaptors on them. Eating up more than one slot with the size. OK time for me to crawl under the card table, and hunt for an outlet that I haven't used in the 10 years I have lived in that place. Now for some reason the manufacturers of these devices, assume that all houses magically went to 3 prong sockets. And they say I live in a fantasy world. OK time now to hunt around for that stack of adaptors. Gang found a couple and we where ready to start. Well sort of, I'm skipping some things that I will back up on in a moment. Things sort of where overlapping at this time. I'll just stick with this system for a bit. 08 took the command seat and started doing, ah I haven't a clew. I had to install the login name and pw and phone number, for the ISP. He had set the name and my pw for the system. OK there is a 3 1/2" drive that we haven't teted. A CD writer. Not sure what it will write? I mean CD Roms, Audio, DVD or? That is for another day. Does have Vice in it, though later that night none of us could figure out how that works. Nope the big problem was that 08. Couldn't get the freller to see or something, the modem inside the tower. IIRC after it kept saying modem is buys, he came to the conclusion that there is a driver issue. Or something of that nature. Frustrated he had to walk away from that, and the Linux with ⌨ aspects didn't get demoed.

During all of this, I saw Victor walk into the shop. Being he is well versed in things relating to different computer platforms. Well it is his career. I asked him if he could look at the laser printer. Let me know if it is worth having him repair it for us, or did I get royally screwed. He came up for MossyCon3. Took a look at the printer. After some fast exam work. He got it to go through the diagnosis. Got the msg that there was a paper

jam. Well it isn't in the bottom tray. Something to do with the back part. According to Victor, the unit is repairable and we can probably do it all ourselves. Back is bent in and that is causing the paper jam msg. The part where it didn't take the data from Post Script. Probably because the metal plate part isn't connected correctly. Inside it has a layer of the black toner. Bit of work, and that is why this issue isn't in booklet format. Most of the stuff he told us how to repair. What we can't do, he can for us. In the end, be a spate of time, but looks like we can make it work for our needs. He also assisted with the Linux system. Before having to return to his business. <Columbia Pacific Networking, here in Astoria>

During this time. I had to dash off and on between the kibbutz and the shop. As 030 doesn't do sales, for any prospective customers. Meaning that I missed a bit of the conversation. After a bit, we were ready to do the demows. I didn't know what to expect exactly. 08 had the Linux thing for us. Balzabaar was going to show Kaleidoscope V4. Thought that we could do it on the 128D with the SCPU. Not a good idea, as now to the left of the chair at the 128D, is the Linux system, and on the right is the 104% monster of a printer. Doesn't make things easy for people to see the screen. So then back to the shop. There we set up the 6'x3' folding table. My eyeball measurements where a bit off. Had to move things haphazardly. Yet it was availible. Gene had brought his LoadStar Tower. Along with a 1701 monitor, 64 breadbox, and a heretic keyboard. His demostration was how the tower works. I missed a bit of it, not only in viewing but in some of what was being said was past me. The one part I did understand was the LoadStar issue #247 in .D81. He copied it from some part and then put it on a heretic formatted 3 1/2" disk. This took less than 5 minutes. Handed it to me to put on the 128D. Did so and we gave a fairly good look at the 1581 version of LoadStar 247. I had heard about this tower thing. But the direction of what I had heard, didn't impress me. One thing was the talk about the heretic KB. I now understand that this is used rarely for typing. Since all he showed us with moving about and scrolling down and the lot. That was all done with the 64 breadbox. Also there was the 1541 drive connected with the rel541 cable. And it all

displayed on the 1702 monitor. I now am seriously considering learning more and collecting one of these for my systems at the shop.

Balzabaar had stated in e-mail that he was going to show Quick Silver's Kaleidoscope V4. I had seen that prg on the files from Twisted Sky BBS. But the copy I have doesn't work all the way through. Before I go into the demo. Which was done on the Load Star tower set up. Same monitor, drive and 64. Quick Silver was to arrive, but his church needed him for a something that day. He is in the Portland Metroplex. Where I know his work, more from his Geos photoablums that are on the TSBBS salvaged disks. What I didn't know till the MossyCon night. He is also the man that put out the GeoTimes disk mag. GeoPaint files of GeoWrite and digital images. I have some of his 1581 disks of parts of his work. too long of a story to relate here on how they came into my collection. Sadly the disks died shortly after much was put on the HD, the one that Maurice has. Like to meet him and pick his brain someday. Now to the demo. Balzabaar took us through the features of the tool. Which is a 40c BBS screen maker. Although it is also great for making any SEQ art form for use. I am impressed at the tools and features. Mega mass colour changes. rainbow, trailing, borders, 75 line buffer, ability to append two screens of information into one. All of this he demoed on a file called "no leeches". Followed by showing off several of the screens that he had collected from boards. I saw one that was familiar. Snowballfight, and it is animated. Balzabaar hadn't messed with the animation part, but that tool is also on the demo disk. Loaded it up and showed that one. Looks a lot better than the one I found for Eddie the One's disk. Which I looked at in 80c and with the F4 jiffydos key. Another one that is animated he loaded was called Tetris. Had to run that one a couple of times. We just thought that the falling tetris type objects in colour. Only made the word tetris. Wrong, as we found out after we talked about the prg and uses for

it, looked back at the screen and there was something else there to view. Running it again. After the word appears out of the falling thins. then there is a big screen of a geek looking guy. Tetris shapes and colours are on his glasses. Around him is the word tetris repeated in sort of a halo effect. Under that is some text about being tetrisiesd. Has to be a part of that merging more than one screen. I am impressed and will play with this for the BBS. As Balzabaar gifted me with the demo copy. Permission granted to place it on a club disk as well as on the BBS. That was earlier in the day. where I showed the manual I printed out and explained the current situation.

Time passed in what I hope was a good ⌨ time. Lots of talk on the different parts of each ones interests in the sacred ⌨. Balzabaar talked about how he has the new All American BBS <128> release. 40+ games and he will be making his CottonWood BBS telnettable shortly. He also gifted me with 8 CDs of ⌨ information from a BBS. Permission granted from the owner to use on club disks and for our BBS. As long as they are not the mans original .D64 files. Which I must say isn't going to happen with us. Long time readers know that all files are tested. No matter what form they arrive. Then large ones are turned into Zipped .D64 files using the pasi system. Before they are put on the BBS. Well all good or for this event semi good? things do come to and end. Around 8:40pm after close to 6 hours of the chaotic con. Time to leave. Balzabaar had family waiting in Portland as well as taking O8 back with him. Gene was driving back to Tacoma that night. First though they were interested in pizza. I suggested a place that Balzabaar had been to in the past. A message read the next day in e-mail from O8. Gave great praise on the pizza.

MossyCon3 Day 2

I'll bypass messing with the Linux stuff that night with some of the gamers. I think it hates me. Did some online stuff and saw a msg from Robert that he was coming to Astoria on Thursday. Being released at 4 something on Wednesday. He related the full story on the homestead list. I went into the #c64friends chat. Since there was some reference about Robert that came from there to the homested list. One thing to mention was smj. Who I caught on

the tail end of some message. Where he tried to call us. Using the older number of the sho-vah. I don't know exactly what happened. But the tone of the posting in IRC about how and what the sho-vah said to him. Well I am guessing that it wasn't friendly. Anyway I did post some information and along with the Robert bit, gave the current and we hope just temporay number. Still wanting to have the sho-vah situation resolved.

Wasn't an ETA for Roberts arrival. Good news is that 016 would be off Thursday from work. He missed the first day of the con. Spent the rest of the night in the D.O.Q. Anyway, this finds me in the shop early and almost awake. Coffee not ready. Had done a fast check to see if there was anything from Robert. Didn't see anything. Spent the day doing a review for Al at 5C's in EdStar II. (I'll send it Al on the disk when side two is complete, yeah trying to keep them under 60 blocks <BG>} 080 went back to work on testing the Sega Genesis and games from the buy. Hey I can sell it for more if it is tested (EG). 016 started his sorting of the Amiga disks that I have bought over the years. The ones that are still here, as the sho-vah didn't find them to steal. He is in charge now of the Amiga stuff and needs to learn what it is about. Thankfully he found my copy of Knights of The Sky game. Have to install that on the HDs from Robert. Ooops getting ahead of myself. My memory of when Robert arrived is later than what his clock told him. Going with his settings, and it is about 10 to 6pm. Took the long 30 route, rather than the I-5 cutoff and industrial route. You know for a man that was in the hospital with sever chest pains and given morphine <I'm jealous> he was in high spirits and full of his usual energy.

After hearing his story. I gave him a briefing on all that happened the day before. Oh yes I gave him his punishment. Along with 080 and 016. They received the demo disk that we made for the con. Passed out

this punishment disk to the others the previous day. Nope I wasn't brave enough to display it on either day. Well, first off we needed to unpack the Cadillac. After Robert was briefed and rested. I had ordered from him 5 40/80c monitors. But he was already on the road at the storage centre. Had space for three. Paid him for them and for the 1200 rom chip. That is when I asked him about the ports on the CD Rom unit I had used on the 1200. If an external SCSI would work. Came to find out he had missed the part about needing a 2.5" IDE internal. He has several of them. Well he had as I paid for the shipping of them right then and there, so we can make the 1200 work. 016 has the CD of WorkBench 3.9 for the Amiga. Which I am getting from him. Sure that bugger up again for the A.C.U.G.

Hard drives and many items where brought in the shop. Had the table back up again and a bit more space than the previous night. Now where to start on all of this? Well Robert brought the box of disks for me to copy off some files. That happened at the end of the session. Also the 18v HP power supply. Need to find a proper power cord for it before we can test the scanner, photocopier, printer, fax thing. All we need is the photocopier part for the group. Table filled up with boxes, a PET and a SX-64. Had to leave stuff in the car, like 2 more PET models. I am not going to do justice to all that happened. Missed some of it as I was helping out with 64 and 128 disks. Robert gifted some used SCSI HDs to the group. These add to the ones from 08 that arrived the previous day. Large ones were claimed for the BBS backup system. Owe one to 016 for his CMD HD unit. Others are going into Amigas. OK there was much discussion on that and other things that I missed. Did see a right angle adaptor for a non CBM made modem. Missed the name. Saw also Comal v2.0 in chips mounted on a small PCB. We have Comal disks around in the stacks.

Saw those out of the corner of my eye. Since at that time I was working on disks. Which will be reviewed later on for us. Sitting in front of me at this time and here we go with a fast overview. All of them came to us from Robert. First one is called Multiformat. Single sided 1541 64 mode disk. Couldn't do a lot with it at the time. Basically it will

identify all drives connected to the C=. Did catch the internal 71. 1581 was also seen as #9. Saw a #10. Which is the FD-2000 and it wasn't turned on at the time. Said that #11 wasn't active either. OK I am a bit puzzled at this part. Don't have a #11 on the stack. All I can think of is that the interface for the printer is connected to the stack. But not to a printer. Perhaps that gave a false reading? A good thing is that there is a SEQ file on the disk of the dox. Had neither the disks or the time at that moment to go farther with the prg. Since it wanted to know if I wanted to format the disk in any of the active drives. Yet by scanning quickly the dox. Looks like it does a lot more after that first menu. Next disk is ChevyTech. I never knew that chevy retailers used the C= in 1988ce in their shops to sell the cars. But here it is, and the original has not only a two colour Chevy sleeve but the same for the lable. White and light blue in colour. Short on this is that you can select a model. Then after seeing the nicely done picture. Start on the options. There are a lot of them. Ending up later at the trade in, cash down and financing part. We played a lot with this part. OK we played a lot with this part to the effect that O30, who doesn't drive, would pay for almost 100 years on the car. Interest was over a quarter of a million dollars (VBG) Next disk is Space Pirates. Lost the little lable someplace. I understand that this and others may be for sale on the Inet. A 40c 128 game. Had to fire it up a couple of times to learn it was in 40c mode and to see the intro. No dox on the disk, and the disk we have it on is a 71. Might be made to fit on a 41 as there is a lot of empty space. Not that, that part takes away from the game. Sort of a text game, but not on the lines of infocom. Commands are in about 4-6 lones of options at the bottom of the screen. Animation and different screens appear on the upper majority of the monitor screen. Didn't have a lot of time to go through the game. Navigation commands are like the traditional Star Trek game. Captured a cargo vessel and stole the items. There where diferent screens for this, and the ship

moved across the screen chasing the other ship. I'll have to do more on all of these disks for a review. I think that at least the Chevy one will be at CommVex.

Now thanks to O8 who had presented me a dataset the previous day. Robert was able to show off the PET. Oh yeah as it comes to me now, the FCUG official Commodore banner was on display over the C= softwrae rack in the shop. We also where gifted with the poster of different C= machines. That will be preserved and then put on display at the shop or at the door to the kibbutz. But back to the PET demo. I don't remember the model number. Wasn't the 2001 or the 80c one. 40c with Basic v4. Green screen and no sound box attached. Although I did hear it make some beeps. None of us have ever seen a working PET before. Some of us have never seen a real any model PET before. Robert connected the dataset and tried out a breakout game. Which didn't like his model. Being written for the 2001 system. Tried out a biorthyms that ended up being one for the printer. Another one just plain didn't like the model. Unlike breakout where the controls wouldn't move the paddle thing. This one just gave a blank screen when it loaded. Last one tried was one that turned out to be a Spanish tutor. I don't speak the language. However Robert is well versed in the language. He took some issues at what he read on the screen.

Along with the PET where several mint condition PET books. Almost felt it was sacrilidge to look at them. What I saw was much like the 64 things. Explanations and type in programmes. All written in a friendly manner. I find that from these early days of computers, when compared to writings of today. Well simply put. The older ones are more open to the beginner and easier to use. Today there is way too much assumed by the authors in knowledge of terms and operations.

All the above may seem like it wa a shot time. But it was really around 9:30 at that time. Gamers where starting to show up. But we weren't ready to stop. Loads of ongoing discussion of different C= things, interests, items, and overall stuff. O30 & O16 learned more on the systems. Well the last demo was the Amiga CD/32. I had never seen one

before. As I understand what Robert said to me. Came out in 93ce and CBM went bankrupt in 94ce. He demoed the game Microcosim. Not easy to keep my biase out of this right now. What I saw, even though it was only in half the sound. Used the 1702 monitor at the 64c bench. Along with the point of it not using the full screen. I am impressed and saddened. Intro is colourfull and smooth in animation. Cutscene for the start of the game is live actors and digital work. Blended very well. Highly complex is the scenes of the Bladerunner, Shadowrun type of city. Camera flies above and dives in, twisting and turning, while things move by in the air and the streets. Game itself is a rip off of the Fantastic Journey storyline. One can see some issues with the actual play of the game. In a way it doesn't live up to the cutscenes. According to the copyright date and Roberts understanding. This was the last or one of the last games made for the CD/32. Now my biased part. In the past few years I have started to play video games. Seen the ones on the sho-vahs systems over the years. What I saw on the CD/32 was more advanced than games in the live movie style than what came out 3 years later on things like the Dream Cast and the Sega Genesis. I have both of them and games for them. Said earlier that I am Saddened. That is because, they could do so well in just around a year. What could they have done as coding and tech improved over time? Well I think that they could have had the console game market. And yes Robert confirmed the rumour that I had heard. Where you can add a 1200 to the system. He is getting in June the specific model yoke like thing that is the 1200 connection. Hope to see that in the future.

But after that demo it was time to pack up and go to the kibbutz. After all it was almost 10pm. Well there was that SX-64. We didn't have the time for it, or the other two PETS or most of the other things he brought. His collection alone would be 10 hours or more of demos. Pity we didn't have the time. :-(I asked him about that SX, and he gave me the story. Bought it on ebay, had to have Ray

<Carlsen?>, do the repair work. What is so special about this mod? Oh it just happens to have a FD-4000 installed above the 1541! Gamers helped to pack the car. And no, I was able to avoid temptation and not have anything stick to my fingers. But it was hard. Almost had the 10 1581 disks called Backdoor. Some ones collection that was given to his group. Unfortunately it isn't a 10 disk game, as he had thought. I checked it out for him. Nothing more than Autograph from FuzzyFox and KO, with DD files. Not the type that go on a BBS in the general DL file area. If you catch my drift. I had tested all the disks for him. Left them on the 128D for another part of the demos and forgot them. Yup honestly forgot them. He also sort of forgot them and asked me if they had been packed. Told him nope I had left them on the computer. Passed them over to him and I will have copies for our Adult section, sent with the Amiga useable HDs.

Now after the car was packed. Did try to convince him to leave the things with us. Save him on gas milage. But he didn't go for the idea. {G} Up to the kibbutz where I showed him the laser printer and explained what I was told about it. He knew that Dale had that model. In fact he had given me the model number and that is what I used to order the printer. Pointed out the linux system. Which he had no knowledge on how to use I hope to make it work and eventually use the CD writer to make disks of our files. For use on the CD Rom Commander. Gamers where interested in what had gone on. One of those that wasn't at the con has [C=] and uses it from time to time. The other is new to the entire thing. He is the one that likes SID. Well I had a box of 1581 disks to go over. Hunting for two of them. One has the FRD scans of art work. The other has a tool by Bo Zimmerman, and the GeoZip file of our GeoSpell with our personal dictionary. Along with it unzipped. Found the latter one. Literally it was the last disk in the box. But now we have all the words for the Tommy & Trisha stories, Village Green and R.P.G. work. <And the crowd chers> Now once I save those files to a 1571. Later installing them into the correct partition for Wheels. Just might be able to spell check somethings. {BG}

Time was around 10:20-10:30pm. Time for Robert to leave. Even missing day one and the help he

wanted from Gene on the 64HD. He said he
had a good time. Guys the day before said the
same and all stated that they wanted to return.
Robert will be back in June with the U.K.
King of the Plus/4. Making his second trip
here to the land of moss. Didn't drive him
away. Though I understand I did do that to
Jeri, unintentionally. Handshakes around and
wishes for a safe trip. 026 had seen, while
waiting, that several Cop cars had gone in the
same direction that Robert would be using for
leaving town. Mentioned that to him and to
watch the road. Don't know what happened
as for two days I can't connect to
vcsweb.com on the Inet

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