Notes from 16/ August/ 2007ce Meeting

OPEN: 7:30pm

NEWSLETTER: Approved
(chickens)

CHANCELLOR REPORT:

Mad rush to alter and adjust the shop before Balzabarr and Destined <a.k.a WierdWolf & #8> arrive in the upcoming week. More on that in the Editor report. A500 was her usuall loving kitty self. That translates to the fact she wanted attention from everyone and always at the wrong time. (BG)

Several compliments have come from people on the different C= lists as well as on the weekly IRC chat at #c64friends. All on the website for the ACUG. All of the credit for this work is due to Balzabaar and his time spent putting it together. O8 had done some work on the prep for the site, as we understand. All any of us locally have done, was, LR made some suggestions about the Commodore Ring, listing in websearches and he wrote the text about the group for the site. All the mechanics envolved in setting up and maintaining it are the thankfull work of Balzabaar.

Al Jackson posted a msg on one of the lists. This answered the problem with Commodore Free issue #9. Where there was the lack of the Lars interview. We had seen just a "g" on the screen and the file was listed at just 1 block. Reason is that that interview took the block count over the 664 when a .D64 is reverted back to normal. That interview, Al is putting on the #10 issue of Commodore Free. LR mentioned that he owes Nigel the editor of Commodore Free some articles. Nigel had recently asked him about that, and needs a reply.

At the time of the meeting, we had two newsletters from the Kansas City U.G. July issue of the BYTES BYTES, stars out with Lenard in a position that our LR knows well, a kitten sleeping on you when you are trying to work on the C= . His printer problem has been fixed with a new ribbon. He mentions about needing to reink the older ribbon. Reminds us that we should also check into that ribbon reinker from a MTTM member. A listing of the disks that are for sale from the club was made in excel spreadsheet <what ever that may be> Lenard includes a print out of that in this issue. We can order some if members wish. He is also working on updating his envelope address with a couple of beta testers. Mentions that a member of the group is celebrating their 10th anniversary as a member. That brought a few comments from members here, about the time they have spent in the group. Some over 10 years, others reaching that mark. None of them feeling that so much time had passed. Statement was made about the time spent on the Commodore is not deducted from ones. There are almost three full pages of disks for sale. Notes say that there are no dox for most of them. No prices are given either. Jack does give his email eddy for contact. Interested members can gain more information from LR.

August issue starts with a long story about Lenard and family <didn't know your son recently married, mazeltov! > Their fun driving in the old Dodge to Las Vegas. Small things like altitude of
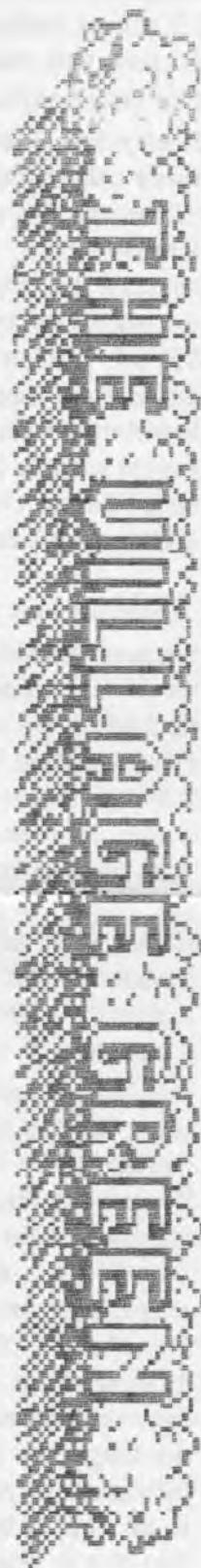
the mountain, getting a new driver caught in rush hour traffic. <I remember that one, being caught in San Francisco rush hour, hauling a 15' travel trailer> Fun of not knowing they had crossed two time zones and found themselves two hours earlier than expected. The Roach family met Robert Bernardo, our O10. Plus many others and a surprise visit from Jeri Ellsworth. Now I am not going to recount all that happened. Lenard takes 4 pages to describe his trip to there and from. Including the problems with the gebe. u pak 64 portable SX-64. Suffice to say that it sounds as if they had a great time and for the full effect. The newsletter with his report is in the shop for you to read in detail (Aside to Lenard, sorry man I haven't confirmed for you. Disks did arrive, email to you in the works. Been sick)

Now the last part to mention is that Charles Gutman passed along a something for the <img> world to Lenard. IIRC Charles was Ramswell ID #44 on the old Village BBS. Anyway, this thing is called the "Power Pro 250". Lenard believes that it might be a joystick mod for the Commodore and Amiga. I am not certain on this, but haven't messed around with anything yet. Since the plans and parts list is included in this issue of the Ryte Bytes. The header for it states that it is the "Ultimate Gamepad Pinouts". Starting off with the "DB9 (female) connector". I think that is the joystick cord for the <img>. Gives the pin number and the colour code. That is followed by "Gamepad PCB Board". Here I must admit that I am lost. Because an important piece of information is missing. What smeagging gamepad? I mean Sega Master, Nintendo, Sega Genesis <remember one in Commodore World for that> Sega Saturn, Dream Cast, PlayStation 1 or 2 or 3, GameCube, Hexbox or??? Well I have gone over the pinouts and they are nicely labled on the diagrams. Part lists contain manufacturer information, photos and more. Just not a clew as to what is being made in this one. Think that this is one to learn morea bout, and have it as a project in hardware for O16 when he returns.

TREASURER:
Still at $23 in one cent pieces. Hidden in the shop. O30 will be doing some more rolling of one cent pieces in the near future. As he temps for O16.

COMMODORE LIBRARIAN:
Just the *Penny Farthing* for this month. Side #1 has an intro we wrote. This time you need to press the return to make the screens change. Done for the widely different reading speeds of our members. Intro tells you about the files on the disk side. Programmed by LR & O30. Mailit81 gifted to us by Al Jackson. A prg that LR modified a little while abo, called Monster Maker. This one is "Modded Monster Maker". Note that it will not work with files created from a stock Monster Maker prg. Although it was farily good, when it was saved from Q-Link. There were some problems with it. A few of the print statements for save and print out where wrong. Several things where REMmed out. But the biggest was only 11 lines for a description. These where altered and tested. Set up for 1st ed AD&D as a data base. Where you install the information, like it is in the monster books. Here you can place the 900 + monsters from the three monster books from 1st ed AD&D. You can also copy from adventures and magazines, monsters. Or create your own. Now it is set for 1st ed AD&D. This prg can be altered for many games. Simply change the name of the stat for your current game. REM out the ones that you don't need. And it is easy to add new ones. They all relate to a variable. Main thing is to do the same work for each place that variable is located. Such as the main section, the view section, the save section and of course the print out section. Simple and flexible tool for making custom monsters for different RPGs. Remember to code your save files for the game. Any changes will make the file unreadable by different versions you may make of this tool. EX: Gamma World 2 file. Won't read on the AD&D 3.5 Modded Monster Maker. So keep the copies you create of this tool for specific games, with the game name. Code your saved files so that they will run with the tool.

XP is another one that was done in the group. While Modded Monster Maker was a project for the

Basic group on altering a prg for specific use. XP was created in the group as a means to end page turning in the 1st ed AD&D Dungeon Masters Guide. There is a dox file you can read in this tool. But it simple does the calculations for you to give the XP <eXperience Points> for the monsters. Using the chart from page 86 of the DMG. Saves you dice rolling and chart flipping. Doesn't yet print out.

Scroll Maker, this was found on a disk of things O21 was preserving for us. Disk was found in a clean up of the area. (Read that as a purge) Zipped .D64, which tells us that it was one of the last ones he did for us. As he converted to our zipped .D64 style at that time. There are instructions of options on the first screen. Load the resident file. That is actually a short doc form. There is a screen of pretty GFX. A scroller at the bottom in the rastor. And in the demo the main text scroll is an upward page by page collection of text. Made to look like printer paper coming up. There is also music, two files are in the directory. At the first screen of options. You can try out the different options. By using the demo/doc. There is some thing or another in the raster codes to allow a pause and flash. I see the spacing in the section of the file part. But don't know how to find that code yet. You can also select for your main text if it will constantly scroll or do a page by page scroll. I saw that the page count was around 20. Past this, we haven't worked with the prg as of this time.

LGCK is another one that was on the save disk from O21. Ladder Game Construction Kit, there is a bit of an explanation. But no real dox that I could uncover. An 11 level game exists on the disk. This I tried out and found how to play the game, to a degree. General run up and down ladders to collect items worth points. Also extra lives, and explosives. Controls are listed on a screen. I forgot the explosive one and stopped the game. Must add at this point that the first screen of the game level is small. Don't let that fool you. Next two levels are pretty much full screen. Oh

one hint for the demo game play. Get right next to the acid thing. Then push the fire button to jump "1" square. Hope to make some games and see games from others in the group for future disks.

Clubcas.zip, is another one from that 1581 disk. This one was too large by about 5 blocks to open and place on the disk. That is why it is still in zipped .D64 mode. A collection of gambling style games. GFX on the blackjack game are quite accesable. C= didn't really play too badly against Leiko. {EG} Now then there is a game that is like the Wheel of Fortune. But for this game they have a couple of preset files. Those files end in ".PHR", around 20 blocks long. A tool is on the main selection menu. Picking that one and you go to a prg to create your own phrases. They save with that same extention. Some one before hand had made a couple of them, that are on this disk. However to be mean and cruel. LR created around three that are on the disk. But not a part of the zipped file.

SIDE #2!!! Remember from previous notices/warnings in The Village Green. This is the = *ADULT* Zombie story called 2020. Part one of 3 at this time. The file is in GeoWrite and has been converted with convert 2.5. Two more files are on the disk in .cvt. These are the two fonts that are used in the story. First prg on the disk is a simple multi screen information one that we programmed. Again this one is more adult than even the Lost Cat stories.

EDITOR/SYSOP: Been busy around here as I try to catch up on so many projects. Health is still on the down side. But that isn't the important aspect of my report. During the clean up of areas in the shop. [really looking for something else] Some lost Dox where found, and the missing for a couple of years, Super Snapshot v5 cart. A few other things are on the missing list. But that list has shrunk now for us.

BBS situation is that the Hard Drive was posted around the 2nd or 3rd of this month to Eddie the One. Who as of meeting time hadn't gotten it yet. Was sent snail mail and even the slower parcel post method. Did get a msg from Ron Bain about the

Lexmark Optra 40 printer. Gave me the shipping cost and said it would arrive Tuesday or Wednesday. I write this on Friday and it has yet to arrive. Have to contact him on that for confirmation (*Editor note: Printer arrived on Saturday 19/August/07ce. Just came in the post. Must test and give a report)*

Mostly I have been working online. Trying to find things for the Amiga and most certainly the ⑥☰. I'll delete my comments about spam attacks by a certain individual. Which fill up my mail area, eating up my 2 hour online time. Don't have an OLR at this moment. As I learn how to operate the Kajira <Linux box> online with websites. I do find some things for the future with the BBS. Also I have been doing more disk sorting. Rather than bore you with that one. Suffice to state that it takes a lot of time. Been doing a bit more for Al at 5C's on article writing. Hmm, that took a small paragraph. Yet the work was done each day for the last month. Doesn't sound like a lot, trust me it was and still will be long hours of work. Hey it's fun though.

DEPUTIES: Loads of little things have going on in this department. Mostly by ⑥③⓪ who has been doing sorting of paper work. Finding missing newsletters. Though the hunt for the missing disk box that contains over a year the Penny Farthings, still is going on at this time. He made the Operation Red Cat disks for both Balzabaar and WeirdWolf when they arrive. moving things around the ACUG area and cleaning up as he searches for items. Which will be future and returning projects. Work is slow as we go through the ruins of things. Rebuilding so much of what we had, yet it is sort of a rebirth. While we wait for the situation to be resolved by the sho-vah.

S.I.G.s: Programming has taken a little upswing. Work in creating the intros to this months disk. Helped to relearn a few bits with comma, semi colon, colons, print shift clear home. Not great advances, just restoring what we had learned. ⑥③⓪ progressed a bit on his

dice roller prg for the M.S.P.E. RPG. Had it doing all the basic math functions for the core of the programme. Saved it, well the SX-64 said it saved. Didn't and this work now has to be redone in the shop from scratch. Geos has worked on some more of the maps and experiments to be written about in the other ⑥☰publications. Loads of things, just not any one specific thing to mention. Word of warning, long hours of mouse work, really makes the arm sore at the shoulder (G)

DEMO: MaiLit 81 on creating the partitions and how to access things in the partitions. Modded Monster Maker, how to insert the data in the prompts, add the description. Save and then load the file. Printer wasn't connected for the demo. However for that reason, some of the older copies of the print out from the Okimate-10, faded from time, where shown for the information layout. Prg was displayed in Basic lines. Showing where places where changed and how new games could be inserted in the lines for monster storage for those games. XP was quickly shown for monster XP generation. Scrollmaker with the demo part and then each of the creation aspects from the menu was shown. Ladder Game Construction Kit was played and a little was shown on the generation part. Club Casino in an unzipped .D64 form, was displayed and the specific questions that LR made where used for the Wheel of Fortune theme game. These all from the first side of the Penny Farthing disk. Geos operating and the three files from side #2 where shown. By copying them to the RAM and then running the convert 2.5 tool. Fast look at the pages of the 2020-1 story in GeoWrite was presented.

DISCUSSION ⚇ CLOSE: What we have done overall for the group this last month. Compared to how much more there is to go in things like magazine indexing, making a new starters disk. that being a project for several years. Gained much discussion on what should and should not be placed on the disk. After it was seen prior to the meeting in the creation for Balzabaar and ⓞ⑧. Question on the upcoming Tommy & Trisha story <not written yet> and even before the 2020 story was read. Questions if it would be

continued after part 3. Closed at 9pm

LORD RONINS RAMBLINGS

Today is Wednesday the 22nd of August, as I sit down to write these lines. For reasons soon to become apparent, nothing was done in the newsletter on monday or Tuesday. But first, as I keep the suspense up about that little secret. Eddie the One, sent me some e-mail. He powered up the BBS harddrive and it came on for him. At this moment, he thinks that it is a power problem. As he used modded heretic Power Supplies for the CMD HD Controler. I responded with one of my famous short notes. You know the 35,000 word kind (LOL). In which I gave as much data as I could on the problems of the mech as I was working with it. My power supply for the item was/is the old black CMD one. In that msg, I told him about the partition #14 problems. Sent that msg off and found another one, where I learned that I had misunderstood what he had said much earlier. He needed the controller as well as the mech. I thought he only needed the mech and that is all that I had sent to him. Fortunately he does have another controller. My fault as I didn't follow exactly what he meant. However if it is a power problem. He has one of those modded power supplies that he can send along. We will know more later.

OK now what happened earlier this week? Balzaabar popped by on Monday afternoon. Now I knew that he was coming by and I had his starters disk [not updated since 1998ce], the Penny Farthing for the month, four disk set of Operation Red Cat, and his newsletter for this month and the replacement of... TWTW, in all the excitement of the visit. He forgot the newsletters. I'll have posted them to him by the time you read this line. Well now there was known to me a lazer printer that WierdWolf (OO) had sent along for testing on the sacred @=for stock as well as Geos Post Script printing, as well as for the kajira, linux

system. Side note I haven't been able to test that one yet either. Also I had an email from WeirdWolf that he was sending with Balzabaar, an A500. Side note on that one, the organic black furry A500, wanted to lay on the box with the non organic A500 in it

Ah, now then I didn't really follow what Balzabaar was saying on where he collected in the Portland Metroplex the things that I was staring at, the reason I didn't fully hear him, isn't the car traffic on the street. Nope I am staring at a few monitors, box of Amiga stuff, another A500, mess of drives <27 to be exact of 1541s, three 1571s, one enhancer 2000>. About the only thing I really heard was the "Take what you want" part. Shopping cart, ah that is one that O30 found in a vacant lot from a store that doesn't exist anymore. Was used to transport the items in several loads down the steep driveway and into the shop. That was a good time for us, and I hope for Balzabaar, also what took most of Monday. After he left, surviving the Hippy coffee. We started on making places for things in the shop, for the items. That was Monday. Tuesday was spent in sorting the items. Get to that in a little bit. Today, Wednesday, as I write these lines, O30 is stacking the drives in the corner in the A.C.U.G. area. Then the monitors we gained from both Robert Bernardo and from Balzabaar. Filling up that wall and then some.

Now what are some of the things that we found? Well since our Amiga stuff was stolen from us by the sho-vah. We grabbed all the Amiga items. Some of what we found are a couple of books for Work Bench 3.1. Needed because we don't have any of those books. Found an Amiga Basic book. A still sealed SSI Civil war game, some loose factory disks, and many of those we found box for, mess of Aminet disks. Full set of #2, #3, and #5. Missing parts of #1 and #4. Missing individual Aminnet 6-19. Plus some others that were not in the stack. Though many others into the 40s where in the stack. Along with a couple that were still sealed. O30 has them now and they are for group use. There are some items that I don't yet understand Supra something or another, they are a device that appears to plug into the left side of the

A500, and are like a sort of hard drive. Need to study more on these. <There was also a nice CD of Baroque music that went into my collection> We now have something Amiga to use when we have the 1200 working. At this moment we haven't tested anything. Saved the Amiga books including the above mentioned ones. Now there is one piece of hardware that arrived, and I didn't know what it was at first. Thought it was a CD unit. Since it was with the two CD units that came in. Also because it said CD on the underside. But today when I looked at it, I discovered what this unit is in reality. A CD 1411. Well you can see why at first glance I thought it was a CD. But a CD doesn't fit in it, nor does a zip disk. Ah finally after taking off some dust, getting beter light to read the underside lable. This is an external 3 1/2" drive for the Amiga CD/TV. No wonder it is black. So it went over to where my CD/TV is stored.

⑤=items are the above mentioned drives and monitors. Monitors will need cleaning and may just be repair parts for us or Ray. Books arrived in a box. I didn't keep one of them Elementary Basic or something of that name. I know the book, have a copy, so does 030. Looked at it and it is on the upcoming list for Basic lessons. Heard on FIDO long ago how good this one was, and heard that from a member of a Portland U.G. about 10 years ago as well. In fact he offered a lot of money for my copy. Since Balzabaar is learning a bit on Basic. I told him about the book and suggested that he keep it for his collection. Won't go into the list of books that came in, some we have and those are going up for members and users. A list will be forth coming. Those that we didn't have, like one for the ⑤=and amatuer radio, the Geos Programming book and others are in the A.C.U.G. collection. Under the care of the greedy ⑤=freak. Two flat 128 units came in, along with a breadbox 64. Which has a factory cheat layover on it, for ham radio. And to add to that it looks like it works with the ham carts that I picked up several years ago <and mislaid again>. Quite a haul of cables for both the ⑤=and Amiga, or so we think. I'll

review the books for Al at 5C's. Well I can't list everything at this time. Nor state what works and doesn't work. Since it is being stacked up off the floor for customers to enter the shop. Final word on this great collection is that some goes to the local members. Others are going to be availible to groups and ⑤=users. Funds raised will help the always broke A.C.U.G. or go to LRC smoke and beer fund {G}

Semi off topic for a moment. Did some online work and some experimentation on the kajira. Well on the good news side. I was able to get those frelling words to show up again in the bottom task bar. Somehow while 030 was editing some documents for us. By that I mean taking out the crud and leaving it clean ascii for translation later to stock PET. Preller locked up and he had to try a few things, which led to a complete turn off. But when restarted, those words in the bottom bar failed to reappear. Really hard to switch between things websites etc when you can't go to them in the words. What is worse is that they wouldn't close out. Lets just say that there were a large amout of messages telling me firefox was already running. That I had to close it off before starting. I know that, because when I got the words back, there were over 20 items in that close off list. Over half of them were for the firefox messages. OK that is a story that says the fat freak can actually do something right. Even if it was in a frustrated very angry accident. What it meant is that I was able to go over some mail with the gfx browser. Go to some sites that where mentioned on the ⑤=lists and DL files. Such as that Geos Audio player item. That file and others are now in a folder for a CD burn, of ⑤= files. Also in some way I found how to access the hidden files. Ones that I had DLed from my mail and from sites, with the 128 and Wave. We had copied them down to the kajira and they were hiding some place. Found them by accident. they too are in that folder to be placed on a CD for us.

Negative news is two fold. First Robert Bernardo our 010. Had asked me when I was going to pay him for the monitors he brought on his last visit. A simple request, and very embarassing to me. As I had spaced that out, with all that is going on at this

time. Gave him my apology and asked for the correct amount to send him. Shop sales are non-existant, got screwed on an online sales thing. Bread real short this month. Intention is to pay him after the first, with a touch extra for waiting. In a jovial way, or I thought it was, I mentioned that we had taken the Amiga items for the group, that were in the truck. I knew that Robert was "interested" if I remember the quote from Balzabaar correctly, in the Amiga items. Not that he had a heavy claim to them. Since mark <the sho-vah> reed stole our Amiga collection. I saw a chance to have Amiga material again. We took that to basically start the Amiga in the group with books, software and a touch of hardware. All of the local members have at least one Amiga. But with the theft of our material. Amiga dropped from an elected office to a S.I.G. As most of the material was not the property of the sho-vah, but the collections of other members. My thought was that this is a start to rebuild Amiga in the group. Along with the few items that I had and where missed by the sho-vah. This would be the start and when 016 returns from his year in the catbox <Iraq>. He who has the greater interest in Amiga, would be studying and perhaps, just perhaps with other Amiga things collected in that time and then some. Amiga could return to the group as a viable and even full office again. Those where my thoughts.

However in Roberts return message to me, where he gives me the amount I owe him for the monitors. Reminds me that I need to send one of them to Ray for parts or repair. But that was understood at the time of the sale. My impression is that I have highly offended Robert, by taking the Amiga items for the A.C.U.G. This impression is from the manner of his reply. Which was much more curt than previously. As it appears that these Amiga items where slated/ear marked for Charles Gutman of 8bit designs. A fact that I was unaware of at the time. I mention all of this as I want to publically apologise for taking the Amiga items. The fault is all mine and I do humbly apologise to Robert and Charles, and

especially to Balzabaar who was caught in the crossfire of this encounter. At this time, I am re-collecting the items and placing them in another box. If Robert still wishes them, to fulfill his obligation to Charles. They will,eventually all be in a box for shipment or pick up. I know all too well what it is like to lose items that are yours. Again I apologise for this event and misunderstanding of on my part. Updates on this problem as things progress. (*as of a week before meeting no definate word on the Amiga items has come to us*)

Postscript printer is set up. Now if I can just find the correct disks with geozip and post print 3.8. I can make the test. 030 is at this precise moment looking for the disks. When we put the kajira on the same desk as the *128Dcr* those disks where moved. Exactly where is now the big question and hunt

Many a day has passed since the above lines. Many a thing has happened, lets cover these things in no real order {G}. Well Destined - WeirdWolf - 08 popped by just a couple or so days before a major surgery. Sadly I was at the bank during the day. Taking care of the paper work for the dispute on the close to $300 that this online company took from my account. As if that wasn't stressfull enough. Take a guess who just had to come in the bank and be at the teller window right next to me. OK those that said the sho-vah get 10 points. Those that said the sho-vah and no neck norma, his wife. Get 25 points. Although no words were said, the looks where enough. A smug satisfied at the pain and suffering he has created expression was on his face. According to 030 and Mahtzoid {026}. They had almost a predatory look when the entered and saw me. Which changed as soon as they noticed that I had two mates there with me. Shorten this down a bit. I ended up with the shakes and it was strongly suggested that I have a couple of beers. These were a brace of 40oz Steel Reserve at 8.1% alcohol. On an empty stomach. Making my ability to understand all that was going on with 08 as well as running the game that night, a bit hard, to say the least

08 had brought by a DVD burner, which I have yet to understand how to use. He also brought

what was to be a simpler Linux system for me. This one called Vector Linux. Bummer is that after all his work. I ended up switching hard drives back to the kubuntu beta one. As I found it easier and didn't get the scary msg about being in root and destroying the system. He also worked with that small laser printer. That produced the copy sheet. But didn't work with the Vector Linux at my place. Though it did at his pad. I have more work to do on this one for set up on kubuntu. As I sobered up we talked on the things till around quarter of 7am. When he had to leave in order to catch his bus back to Vancouver Wash. His torment for this was the club disk, the old starters disk and the entire Operation Red Cat collection. Poor man, recovering from his operation and having that stuff to look at, as relaxation. One item that he brought by, which I don't understand how to use is a cable. There is on the cable an end that is what I take to be a USB connection. Other end has what looks like it fits in the swiftlink output. There is also an adaptor that plugs on that part. This appears to fit into a centronics port, like what is on the printers, that are non CBM. What he told me this for, I was too stressed and and sloshed to hear and remember. I suspect that it is a cord to connect in some way the kajira <linux system> to her master the sacred *128*. How I don't really know. But do want to publicly thank O8 for coming over and apologise for my condition that night. Even though the others explained the situation to him.

Printer from Ron Bain arrived as earlier mentioned. Time has not been kind for me to do the full tests that I want to, and then again there is this money problem. I owe him at this time for the unit, and am not able to pay the full amount this month as promised. Make me very embarassed. Test that was given shows that it produces colour to a degree. I used the carts from my other optra 40. No black ink appears. Even after O3O did the traditional clean job on the cart. May need a new black cart and more refills. As we are out of them at this time. That waits till next month. As we simply don't have the bread at this time. So

you luck out and get this edition of the newsletter without all the extra drenn that I still have waiting to install <SEG>

Hard Drive arrived from Eddie the One. Actually three of them. Two are 4+GB units. One is a small 200MB job. That holds some back up Geos Files. One of the two 4+GB units was set up with rescued files from the older HD that I sent to him. Meaning that I have my GeoDict back. Must save that for spellchecking the booklet for issues. <EG> Eddie also added some Geos files for me. Hey Eddie, you replaced many of the LQ fonts that we lost on the original drive now with Maurice. Thanks man that helps us out for the BBS. There is alot that I need to look over in what he sent. Right now at this moment <1Z/SeptV07ce - Tonight is new years for us Rosh Hosanna> I am slowly copying the files from the HD of Wheels. He placed them in one area and I am putting them into the traditional area, that I have used for many a year. Then I am going to reinstall Wheels and use the HD clock. As when I did it before and was working with just floppies. Well I had to use the smart mouse and that for time and date is quite off.

Ah, but there is a problem. I tried to use Fcopy+ to move files around. Wanting to put the BBS files into partition #1. Worked fine in jiffydos immediate mode. Where I was switching around for the partitions and even nested subpartitions. No problems in even a 4 layer nested subpartition with jiffydos in file hunting. BUT! in Fcopy+, and I used two diferent copies. Selecting the device was a piece of cake. Bugger locks up when selecting the partition. Gives a 74,drive not ready,00,255 as the error. Wrote to Eddie and he has a couple of ideas. As do I, these are to be tested shortly. Getting the HD back and working seems to be a slight difficulty. But that BBS will be back up some how. As he sent that other 4BG unit, which is still factory sealed in the bag. If I have to, I will hook that one up and do the entire set up on it. Trying to Fcopy + from one HD to another. As I do have one more controller laying about.

OK Roger and Six, this can be read out at the meeting. I recevied a great disk of demo work from Charles Needham of the 4C=er group. Man I am sorry that it has been since Feb that I replied to

you. At this time I have 4 double sided disks. Full of things for you. Yes as many of the Geos Games for you Lady as we could score up. Apparently an entire year of the clubs library of disks is missing. Have some note writers and assorted Geos things for you as well. May run into 5 disks. Hope that they can be posted to you in October. I didn't forget you, just lost in time and space.

Al Jackson will soon receive, as funds allow. A double sided disk of articles for the newsletter. Side one has the loadstar pass around programme called EdStar II, along with my review of it and some of the commands, plus the short bit from loadstar issue #105. Which does state it is a pass around. Several editorials and reviews on things. Like Chapter #10 in the Geos manual. Where you learn to use the print drivers to change the document. I use that one from time to time for things entering into Geopub. Then back to GeoPaint. Where the tools from both art styles can be used for the work. Not that I am any good with it at all. Reviewed the Space Pirates game, ChevyTech demo thing, a rare find of an early Geos book for GeoWrite and GeoPaint. Around v1.2 I suspect from what I read. Did teach me some things that I didn't know. Like how to make a newsletter in GeoPaint. Our own modded version of the monster maker with a report on it, as in how it works and what our little group did to modify it for our useages, is also on the disk. About 30 submissions and two programmes. We hope that some of it may be of use to Al at 5C's. Just have to print the sleeve and the lable, and find the bread to post it to him. On that topic, I have already started on the second disk for 5C's

Finally overcame my shame at being so ill and not having enough time to keep up with my obligations, in a proper time frame. That I answered Nigel at CommodoreFree mag. Thankfully he is understanding at the long silence from me and the stated reasons. Sent him one submission about the BBS plans. Might see that in the mag in October. As of this time, I have to write them live online as a

reply to the mail. Sort of slows down my e-mail work. But I owe him quite a few of these submissions. Have to catch up on them. [/me smiling in remembrance] I just flashed as I wrote those words, about when in 87ce I was declared permanently disabled. They told me to find something to occupy my time. Now if I can just find the time to do all that I should be doing. (LOL)

Finally grabbed every @≡image file from Cinemaware. These are now in the folder of @≡ to be later burned to a CD for us. Sound that there was a reply in the forum there to my question about reverting the Amiga files back to normal from the .adf style. Amongst that the guy was also interested in the C=. I replied and told him about our mail list and homestead for @≡ information. I took it from his writing that he is in Oz.

This month I am suspecting that the front side of the Penny Farthing will contain CommodoreFree issue #3, as that one was replaced to us by Al at 5C's. So now I will be able to continue with this disk mag for the locals. A point that I did make to Nigel. Back side is the second part of the ADULT story called 2020. Here is what is scary. A couple people got the entire three episodes a while back. Well I have been asked if I would expand the story a bit passed the set three episodes. When are they gonna learn that I iz nut a ritter?

Back to the HD situation, as a day or so has passed. Eddie sent a msg back on ideas to use with the Fcopy+ problem. As well as more information on the use of the fans that he sent. These ideas will be given a try out soon. Geos test worked well, all the files that where saved from the HD where copied from the current position into the SCPU Ram and then to the partition of choice. Although none of the subdirectories were saveable. Main files have been brought accross. Having a small problem remembering how to have the FD recognised. Doesn't seem to see the disk that is inside. For now that is a small annoyance. After all this time away from a @≡ Hard Drive. I am taking it slow and easy. Remembering the steps for the HD as well as for Wheels.

Random thoughts at this point. Coffee hasn't kicked in yet, and it has an entire day of catchup to overcome. Talking about the HD, reminded me of the article that I did for 5C's about Jiffy Dos. You see we had discussed copy things in the #c64friends. How to copy USR and REL files. As I was wondering about the future project of putting the files over to the kajira for that CD burning task. According to the Jiffy Dos manual, which I am sending a copy to Balzabear, found it and have it laid out. Just waiting postage. Anyway back on track. Jiffy Dos will do PRG, SEQ, REL and most USR files. Geos ones are right out. This helps out a whole smeagging <guess who was up to 5am watching Red Dwarf series 5?> lot for us. As there are REL files in the BBS partition. Hold the cheers at this time. In Jiffy Dos you can change PRG, SEQ and USR files to those file types. Basically you use the copy single file method and just type over the existing file type with the new file type in the directory name. Do the copy and then on the target drive, the file is listed as the new file type. A little faster than using Omega-Q II, from my experiences. Well it won't change a REL file. Since it has been said, that our file types, may not be recognised by the kajira. I mean things like SEQ, USR and REL. I may have to do a round about method. Where I copy files to disks, then make those into zipped .D64 image files. Marking them in some sort of code for the file placement on the HD. Ending up with using the copy system, ah that is the one we don't know about yet, to transfer the files to the kajira desktop and place them in a folder for CD burning. A few complicated extra steps <1328 blocks deleted for content on the lack of compatibility of the kajira to the 📁> In the end it will be worth it to have the files on a more permanent storage media. Than HDs that go bad in 3-8 years. As has been my experience with them in the past.

After doing the really strange weird and unusual thing of actually proof reading <mostly for ideas> the previous pages. Still waiting for the coffee to kick in, I looked at the Modded Monster Maker section. Besides

kicking myself for spacing out that I was working on a disk of monsters for the group. Did remember something from the submissions to 5C's. In the Q-Link guide of files. While I was going over it for the submission review, I found the original Monster Maker file, on page 92, middle column. Uploaded on "07/30/88" by "Carthoris". Just a little trivia thing to pass along. What saddens me greatly is the loss of these 35,000+ files. That according to the Q-Link software directory was what is in the book and what was on Q-Link. Well in 1990/91 as the directory states on the cover. I can tell you that they weren't all there when I was doing a data steal in the last months of Q-Link. Word that I heard was that some virus damaged the files. Around 1993ce, or so I was told. There are pages of game files in the directory. By that I mean ones to help in 📁 games as well as for the dice games. I got as many as I could afford in online time, and what was left. Though I must admit that I was very new at that time to the entire aspect of online anything. Staying on this subject a bit, there is a ton of things listed in the art section. That is where the different art styles are listed. Files who's names start out with "gg", "dd", "jj", some don't have a listing like that, others GeoPaint. Ah to have the "Dungeon Master Temple". File name "gggg temple". No idea what that means for absolute certainty. I did get a semi corupted Judge Dredd koala file. For Geos I scored up the Space 1999 Moonbase logo and the Terrahawks logo in photoscraps. Say did you know that someone made a SID of the Theme for the T.V. show Sledgehammer? I just saw that in the directory as I was hunting up a few things for this part. Untill a year ago that wouldn't have meant anything to me. Ol 🅖 lent me his two season DVD set of Sledgehammer about that time. Now I would recognise and understand. Hey did you know that Q-Link had the theme to the Gerry & Sylvia Anderson late 60s T.V. show called "UFO"? They did and yeah I scored it up. Use it from time to time on disks. Oh wait, Q-Link also had the entire Rocky Horror Picture Show sound track. Yeah even the couple of songs that are not on my first pressing album. Sent a copy of that one to Gaelyne Gasson. As she is also a fan of that one. I could go on and on about the files. But do I really need anymore depression in my life? ;-? Just like to find

them and preserve them for others to use and enjoy. OK all of that is also to state that locally, this directory is being used to identify files that are suspected of being from Q-Link. So they can be better listed on the BBS and on club disks.

That GeoWrite & GeoPaint book that I reviewed for 5C's. Really I did grab a few bits of new insight. I am thinking that I should write a long report for Lenard at the Kansas Group. This might be a way to create a newsletter for him. All in Geos and without the need of the cut and paste work that he has been doing. An idea if he is interested. Since I suspect that it is the way that GeoVision was created. Now if I am using the correct name for this magazine. The issues where in GeoPaint files. I have not seen a full isssue, as I gained used disks indirectly from the author. OK that means I scored up his work disks from another source. Columned out and with graphics. A couple are digital photos. I suspect Computer eyes or VideoByte where used for that and then trimmed to fit? Anyway this book goes over the parts of both GeoWrite & GeoPaint. Then shows how to use the text scrap and text album to create the newsletter. Found it facinating, as I have always used either GeoPub or direct PostPrint 3.8.

Now then what is on the slate for projects around here? 030 has many newsletters left to sort and then place in the plastic sleeves. Then there is still that magazine indexing project. Also work on learning to programme that dice roller and expand it into a larger character generator for the M.S.P.E. game. A project that all of us are working upon locally, from time to time. After the hair tearing and head bashing on the screen events {G}. Disk sorting is a constant ongoing, ok off and on again project. He is still working on the Amiga 2000 system. Has the zip drive connected and able to grab some information from it at this time. Still need the HD for it, and he would like to figure out how to install the spare CD burner. But problem is a controller. As this CD burner is IDE and his system is SCSI.

Then there are the other projects, that if we don't get sidetracked, like usuall. More of the All Flesh Must Be Eaten game maps for the players. We did close the game while 016 is in the catbox. A full set of maps had never been created. Although a goodly portion of them had been and where stored on the HD that is with Maurice at this time. These maps had been issued in a booklet format through Post Print as they where needed for the players, during the course of the game. Now a new set is being made, some alterations, and it is my hope that these will be completed by the time that 016 returns from the catbox.

Naturally I have some large adventures to create for upcoming games. These as well as the above maps, are all being done in Geos. Right now it is impossible to do the work at the speed that I would like, and that printer is yet to be made into a working machine for us. Going to have a lot to print when things are back to normal {BG}

One thing that has been completed. Yeah that is a surprise to me as well. The files for the Traveller sheets. 030 had in the past made several of these files. Being different forms, worksheets and the character record sheet for the Classic Traveller game. They were all placed on the HD in the Geos RPG Aides data store <file area>. Since that HD is with Maurice for the last 19 months. Those files are lost. Or so we thought. True that many of them are lost. However while doing some disk searching. Several where found in GeoPaint or converted form. This will save 030 many hours of recreating his work for the board and gamers. As these forms where also presented to the gamers in the local group. Sadly the partial work that we were doing on other games, in regards to the forms and sheets that are used in the games. These are on the HD with Maurice. We are going to have to start again to recreate them for the group and the BBS.

That's it for now. Next month if all works well. We can have the booklet again. Don't know if that is good news or a warning. {BG}

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