The Village Green

Officers of the A.C.U.G.

Those that didn't run fast enough

Chancellor: (Sensei) David O.E. Mohr
Treasurer: Scott Farley {#16}
Commodore Librarian: Imperial Warlord {#2}
Editor/SysOp: Lord Ronin from Q-Link {#1}

S.I.G. reps: *Amiga* Scott Farley {#16}, *Emulators* Scott Farley {#16}, *GEOS* Lord Ronin,
Basic Programming Lord Ronin.

Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen {#3} Imperial Warlord {#2}
WareCat {#23} *Cracking PAL->NTSC* Mad Max {#21} *Linux & General* Destined {#8}
WebMeister Balzabaar

A.C.U.G. History & Policy

Legend has it that we started out in 1978ce as a PET group. Documents exist that show us active in 1983 as a functioning users group. A.C.U.G. stood for "Astoria Commodore Users Group". This is untill the early 90s with the scare from Escom. Then it was changed to be "Amiga & Commodore Users Group". This was changed after an attack on the group by Mark Reed. Who destroyed the Amiga part. Name became "Anything Commodore Users Group" at the July 2006ce business meeting. Group now stands to work with all Commodore PC platforms, including emulators.

Membership is open to all of like mind. A desire to learn and explore this collective PC platform. Cost is #18 per year for North America. Though the attack upon us has cut back many resources that are being slowly rebuilt. Members will receive a membership card, Certificate of membership and a starters disk. All created on a Commodore or hardware that works with a Commodore. Members also receive the monthly publication "The Village Green". A newsletter of group happenings, interests and very biased opinions pro Commodore. Page count is now returning to 20 pages in booklet form. Most often done with Post Print 3.8. An Electronic version is also at times available. Members are able to have the longest time and no U/D credit cost on the BBS {currently being rebuilt} Local members have access to the software and hardcopy library and all members have a discount on Commodore and Amiga items bought through the sponsor shop, Mohr Realities Games. Members also can gain the monthly 1541 disk "The Penny Farthing". Copies are 75 cents each month. Regardless of the amount of disks issued. Long distance members are able to gain the disks in .D64 through the Inet or from the BBS {both options are being recreated at this moment} We consider ourselves to be the most fanatical Commodore group in the multiverse.

Contact and Next Meeting

Snail Mail: ACUG #447 623 29th St. Astoria Ore 97103
Voice/Machine: 503-325-2616
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Website http://www.acug0447.com
Next Meeting is 7:00pm 21/May/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

Open: 820pm Meeting held for #16 and work schedule.

Newsletter: Read & Approved

Chancellor: A500 likes her new kitty perch. On top of the laser printer that is now on the computer table. Controlling the meeting with half closed eyes. May be in the report, but Robert stopped by on the 6th, Monday and saw the test of the SD2IEC cart and the reason why the uIEC doesn't function on the 128Dcr. He also collected the A1200 from LR for the installation of OS 3.9. Big section of this issue will be on the *Mossy Con 5* topic.

New items to the group and members, arrived this month. First was an A2000 from Robert Bernardo. LR will be gaining the owners e-mail and write a thank you note. This one needs a new battery, has though a 3 1/2" drive and an unknown in size HD. Also has a board in one of the slots, that appears to be a fully populated with RAM. We will be replacing the battery and then making a spot for it to be set up. Giving us an Amiga in the shop for use, and for us to learn how it works. As there was software in the collection. Plus a book that looks like it starts one off like the dum ork lamers we are, in regards to Amiga. LR will talk more on that in his section, and on the collection of C= things that he bought.

FCUG: Fresno Users Group newsletters, for Jan/Feb 2009ce & Nov/Dec 2008ce. Was hand delivered to us by Robert at MossyCon5. Bummer is that in the rush of closing down the con and packing up. Our copy of the Nov/Dec issue is just one double sided sheet and incomplete. Unfortunate as what we do have is some very good information on using the Big Blue Reader <We recently gained about the 8th copy of that prg in a buy. But have yet to use any copy>. The review and tips gives a better understanding for us on how the BBR function. Better than what we picked up from the fast look at the manual. Jan/Feb issue starts with Lenard explaining Why the Nov/Dec issue was released at the end of January. Some personal things that happened at the Roach Motel. Lenard reports that he has not been able to find anyone that knows anything about the collection of C= things he saw at the Chiefs stadium. Adds that he is now the President of the Kansas City group for the next year. Hoping to stimulate the group more, and to keep it from folding. As it is written in their constitution. [FWIW: our constitution is on a certain HD] Fiscal standing for the past couple of years by Disk Estel. Robert then gives a 2008ce year in review for the FCUG. Then the same for the C= community. Nice to see in that one that here in the A.C.U.G. we not only held our own in membership. But we this year in 2009ce gained a new member.

AmiTech-Dayton Gazette: One of the problems that happens when a clean up occurs. Some things just want to hide on you. The March issue of the AmitTech-Dayton Gazette has done just that to us. LR did read it before all the moving. His memory is that Eric speaks on some work he has done with a new bit of Amiga stuff. When the actual issue is found there will be more on this one. Maybe e shouldn't have cleaned up after all? {VBG}

RyteBytes: Came in to us electronically as jpeg pages. LR is willing to try an experiment for Lenard in making those into a pdf file. If it will be small enough for Lenard to use. First page covers their last meeting. We can see the excitement from Lenard about the number that showed and the demos that came in that night. He writes about the Disk from Ken Clayton. Called the CUGKC 6 Pack. A listing of utils and tools. Some of them we have not heard about before. Like to gain a copy if possible. Silo 64 as a game that as demoed. Think Lenard did better than any of us here, when we tried that one out a few years back. He did a demo on Check it out, a prg that he has worked upon. Didn't follow all of it with the connection to an old RUN mag prg. Though it sounds interesting for those doing financial actions. He did mention that it does not work on all CBM printers. Such as the need to tape it to paper when used on the 801. Glad to hear the meeting was such a good success.

5C's: March disk and April came in. For space doing March this time around. Articles start with MIDI by Dave McFadden and is 7 screens long. A humorous story about trying to learn about the strange thing called "MIDI". EPROM part 7, broken into 2 parts totalling 25 screens. Discusses the EPROM in the use of a cart, and a touch on using it to replace chips in the C≡. Talk on the 8K part and bank switching. We personally need more lessons on ML to follow the information. Though it is to be taken and converted to Geos then printed out hen the entire series if completed. C≡ on PC a 7 screen piece by Dick Estel. Though not calling the C≡ a "PC" is a tad bit offensive here. Dick explains the work and steps with tools and the link for them. On how he as able to take normal C≡ art like colour Geos and Koala. Convert them to BNP then to JPEG so that they can be used/seen on the heretic format. We are wondering if this works on linux as well. Created some interesting ideas if this is possible.

Cyber Spies: A 5 screen piece from an unknown author about how We are being placed into data bases. A bit on what to do to keep our privacy. Does explain the what is a cookie. **Err/Reset/Spell:** Three bits, as one file at 8 screens. Starts off with Doreen Horne talking about using a T&S editor to repair data. What is possible and what is not. Based on the type of programme and things like compiling. Second one is by Ivan Blitz. Here he gives a simple way to install a reset switch in your disk drive. Thinking about trying that one. Last one is a poem about the spell checker in PC platforms. Where pretty much every word is spelled wrong. That is to say wrong for the word that should be there, but not wrong for a word that sounds the same. Gotta score that one and use it in the Village Green

Programmes on the disk start off with Bridge, there is a tad bit of explanation at the start. But in reality, this is to help in contract something. Requires knowledge of the game Bridge. Bottle Caps is the next one. A CBM edu game. Does have on screen dox. Objective is to make the other player take the last bottle cap. Good for some mental math. But you play against the 64, and well it always beat LR in the test. Sleuth is a text like game. A murder has been committed. You press the key and read what a couple of the suspects state. One is guilty and one is also a compulsive liar. Take notes for this one or you get framed for the murder. Attack Force is a upward scrolling flying type shoot em up. Multi mission, has nice sound and the colours are well balanced. Tough to dodge things and blast the targets. Uses port #2. Hammer/Jarre, is sort of a demo. There are to bits of music. LR likes the Magnetic Fields one. SID is well done for both pieces. But that isn't the unique part. There is a stereo cassette machine on the screen. Sure there is an information scroll box above it, but here is the great part. The wheels of the cassette turn. Topper is that the VU meters for left and right channels work in tune to the music. So does the little red light. Nice demo and it ill show up on a Penny Farthing in the future.

Side #2 is CommodoreFree #27. Same great looking and easy to use menu screen. Editorial where Nigel speaks on the British users group. Tutorial here the ending parts of Basic is presented. Three interviews. Starting off with Snogpitch of the Cincinnati Group. Owen of the Vic-20 Emulator, and Quernhorst. Two sections of news for the C≡ people. A small section about things for the Vic-20 and a lot more. DL the pdf or see the copy on disk at the shop.

Treasurer: Holding at $36.20

Commodore Librarian: Thanks to Matt for the files on side one of

this months disk. Several stories on this one to relate. Made the master disk several weeks before the meeting. Then with the stress of MossyCon5 coupled with 10 days after that the H.U.D. inspection for our rental assistance. Scary as that is the no rent no home trip. Boiling that all down, after the inspection on the 15th. Didn't know till that night, had forgotten all about duplicating the disk, making the sleeves and the labels. Did all of that before the ride to the store that day.

But after all that fun and chaos <our normal state> What was put on side one is an intro, and the menu screen tied together. From the menu you can read the information on the files in the read me file. Have for our pleasure, The Evil Dead, this one for #30 as he is a fan of that movie. Learned at the meeting that #16 is also a fan. Based on the movie, secret here is to fire it up and do nothing. After the hi scores etc. What looks like the average "demo" of the game, has the instructions of what you are to do, scrolling at the bottom of the screen. Miss that and you have no idea what to do, like LR did at first. Though Leiko made it to the hi

score when she tested the game.

Andy Capp •5. Put out IIRC by Remembrance. We put it out many years ago in the group. This is a bit different. Cleaner than what we remember from the first time. Also it has 5 trainer/tamers. Plus there are the dox on how to play in the game. That we most assuredly didn't have last time around. We also know that LR is a fan of that cartoon strip. U.F.O. •10 is not from the T.V. show, bummer. Good shoot 'em up game. Has the 10 trainer/tamer to it, and more importantly the story and dox for game play. Last game is called Mermaid, a different type of hunt and seek game. touch of tongue in cheek humour to it as well. worth a look see, and though it isn't listed as being trained/tamed there are a couple of so of them in the game. Side #2 has CommodoreFree #26. At the March meeting in the demo part, it was talked about a bit about putting on the CommodoreFree mags each month. So our members can have a copy in the 64 mode. Starting with this issue, that is the stay for a while. Though there are some back issues that may be in special disks during the year to catch up to current.

Editor/SysOp: Been tearing the shop apart. Doing search and

rearrangment for some time. Big push was done for the *Mossy Con 5* in the thought that there may be an afters at the shop. As there as last year. Didn't happen, but many things have been found. Lost and found as the manual for the MSD Dual drive. I have one, that is hiding on me, and #30 has one. But only one manual. Piles of disks to be tested. As the Omni ones for Eddie the One have yet to surface. Starting to think that some one stole them to create difficulties. Computer desk has been rearranged. The printer is now on the desk. Covered with a shoulder bag. Since it is one of the thrones for A500. Yeah gave up fighting her on that one, kitty wins. Good thing this was done including a trip to the storage shed in the borrowed jeep. Because of the next parts.

OK gang, gotta admit that this is being written through out the month before the meeting. One of the reasons that we can start to be more concise on that is happening around here, and yeah get the smegger out on time {VBG} Already written my report on *Mossy Con 5* for the mail lists and this Village Green issue. Now I saw the video of the con on Tuesday the 7th night. Hope to have space for Shadowland with that link. But for me it was jerky, no vid board I think is the problem for me. Anyway I registered for blip and then did a comment with an addendum. That has a few people writing to me and not as fans. By the time that you read these words. I might likely have smoothed that all down. But hey at least there is more converse on the lists!! Even with me having to make myself the lamer bad guy.

What then came into my greedy hands? First off there is the Amiga 2000 and the assorted software. There is a 1526 printer and some spare ribbons. SimAnt, SimCity, SimEarth in boxes with dox. These interested me. Deluxe Paint and IIRC Video. Looks like the one is needed for the other. #30 has just the factory disks. Now he has the box and the dox. Some sound sampling looking things, video titler are what are in boxes. Plus a disk box of loose

disks and a few cardboard boxes. These will be sorted after we can test them. Also a box of disks that are 5 1/4" sized. Cut for a 1571. There as no 5 1/4" drive on this 2000. Some disks are DD and others are HD. Do not know if they are additives or have anything Amiga on them. As for the Amiga. Well I have not decided on that one. We need an Amiga for user use in the shop. Problem is that the Amiga desk is not big enough to handle the monitor and the 2000. A new thing or arrangement must be created. Along with some members requesting that 2000 for their collection and use.

I was contacted by a guy in Kansas about his Commodore collection. Over 2 days 6 boxes arrived. Last to arrive came in postal. Because of delivery times for them and for me are not compatible. There is way to much to list in here, and not all has been tested and sorted. Highlights are KPX1150 printer in excellent condition, with probably spare ribbons. KPX 2023 24 pin printer also in great condition and perhaps extra ribbons. Couple joysticks, both have boxes, one is still sealed. Three 1581 drives <not tested yet> having the power supplies, manual and disk. Joysticks and drives will go for sale. Anything over the cost I shelled out for this stuff goes to the treasury for that non profit cost. Got in a tenex 64 power supply. Still in the sealed bag. Couple of Xtec super graphic interfaces, in boxes. One is still sealed. These items are going up for sale. What appear to be 2 Action Replay carts with manuals. The manuals say that they are v4. Must be tested, if they are this item and work. They go up for sale for us. Several more items, like a printer switch box and a 64Kvdc thing for the flat 128, and chips listed as 310654-03 and -05. They are going up for sale. Software that I tested has many things that e are keeping for library. Slide shows, animation and too much to list this time around. OK and there as some Geos things as well. That is just testing the 1581 disks. If there is space I will list items for sale with price and shipping in this issue. First come principle on these gang.

BBS stuff, thanks to Eddie the One. We have a 4gb SD cart that contains a full BBS set up. <report after installation test> There is also some thing that is so small, that it needs an adaptor that is the size of a SD cart to fit. States that it is 4gb. <report after testing, is later in this issue>

Deputies: *#30* to start on scanning project for us. Working on magazines and
books for the C= and Amiga. There are a lot of them and this is going to be a long project. Have to buy more CDs and jewel cases. *#16* had worked on the SD/BBS project and that is reported later in this issue. May be interested in doing that drive reset switch project in the future. After a place is arranged that will fit a 2000 Amiga. Either the one that e gained, or one of his ill be in the shop for use. A task that has much work for our Amiga S.I.G. man {EG}. Hasn't yet gotten his C= set up in his place. Time & space problems. *#30* has been making the measurements and plans for his own custom built computer centre in his loft. Plans are "afoot".

S.I.G.S: #30 has a print out of the dox for Dungeon Creator. File was on one of the CDs from Matt. Copied to a disk, then with wrong is write converted from ascii to stock GeoWrite. Edited to 14 point Times Roman <bold> then run through post print 3.8 and printed out as 18 pages. Lot easier to read than the older and faded/torn fan fold that LR did many years ago. This will help #30 in his RPG game creating projects. As well as any others that desire to do the same.

Geos and RPG are working together. Discussion on making adventures and LR has started on a few projects of PC sheets and an outline for some <undisclosed at this time> adventures. All written in Geos. Returning to another project is the re-write in Geos of the Monk's Adventure. Which as originally written on UP paper from a radios station, and maps done on of standard scale grid map. All will be done in Goes for the new 15• part adventure. A groan came from LR, as he stated he found some notes he had scrawled. Some of them are partially readable. Enough that he remembered many Geos projects that he as to do for us. Just didn't tell us the number or the level of them. Beating his head on the monitor and mumbling something about new cards, certificates, patches, awards, toner for the printer and other hard to understand things through the pipe, tears and maniacal laughter.

Discussion/Demos/Close: Major point of discussion was

getting to some sort of regular planned schedule of events for the group. As in regards to study of the parts of the CBM line. OK that is fancy talk for get the smeg squared away for lessons on what we want to learn about the things we like at this time on/in the C=. Because of floating days off for #16. A regular day for him is not possible. Saturday was agreed upon for lessons with #30. One day a week for #16. Which day that fits for him, is of course based on what days off he has that week. Group agreed we need to do this, and it was decided in discussion to adopt this set up for the time being. Starting the week right after the meeting. Expecting #30 on Saturday, and #16 stated that he would be by Monday. Doing his shooting and other tasks before the shop opens.

Talked about the games, and the menu with the intro. Speed of the scroller is too fast to be read. LR said that he will look for another one, but that is the only one he has at this time. which does a bottom scroll. Discussed how to move images around. Using autograph, and ideas of projects to test between art styles of Koala, Blazing Paddles and Geos. A topic that has been discussed in the past, but not experimented with at this time. Showed off the disk, rather quickly. Time was a bit pressing for the rest of the nights activities. Closed in a short meeting around 9:45pm.

MossyCon5

I'm doing this long before the meeting. OK actually the day after the con so things are semi fresh in my still tired mind. At the sci-fi cons this is called the "deCONpression" time. After effects of the high stress that leads up to the event. Then the high energy output at the event. Followed by the crash for afters. Lets get into what went on, in front of and behind the scenes. Before I space off at the 128Dcr keyboard, listening to the Kinks and Jeff Waynes War of the Worlds. They just arrived today. Great for after con tiredness. {G}

As reported in the pages of this kitty box liner, for several months. We here locally have been doing things for the CD. Photos of C= items. Scans of the same. Making the Adventure Construction Set games. Then making those into zipped and unzipped .D64 files. All the converting of GeoWrite/GeoPaint things to pdf. Yeah all of that stuff that we talked about here in the past several months. What was also made, and sort of at the last minute. Well the day before the con. Sleeves and labels for some 1541 disks. These I put together as a special additive for the con. Placed the Stereo SID player v10.3 on the disk with the 1541 and 1581 booters. Then an eccelctic collection of SID pieces. Side #2 has more SID, like the entire Rocky Horror Picture Show and some anthems as well as themes. Bit more on that in a moment.

Had an idea, this was to take that almost 20meg file that as sent to me several years ago. That is the size of the file in zip format. Sent by one of the Q-Guides in the music area of Q-Link. Sadly it has been so long that I don't remember his name to give him proper credit. Couldn't do a lot with that file. Since at the time I was on the 128 and well as many know. The partition size for me is 16mb. Bugger don't fit on the CMD unit. Now that I have a linux system. I thought that if I sent that file from my home directory through pine. Then DL it to the desk top in Squirrel Mail. I could open it and start doing file copy to floppies. *30* and I had many a year ago worked with Gaelyne on commands to open up the file at vcsweb to grab files one at a time. A long and complex project that never went too far. Like the files never made it to the BBS. OT: at least now there will be a large amount of music on the BBS in the future.

That was the majority of side #1. IIRC about 30 files. Side #2 has around that number as well. Slight difference is that I had DL-ed most of those files when I was on Q-Link. Point is that there is close to 100 files on the disk, counting both sides. All more preserved files from Q-Link. Adding that to the files on the CD, well there are a lot of files for people {VBG}.

OK now to the event itself. Packed up Saturday night into the borrowed jeep. Only a few things to add in the morning. Naturally must take the famous Lord Ronin Top Hat. Cash in case I would do any sales of product. Ended up that I didn't even go in that direction. Grabbed the SX-64. Had many plans for that unit. Most didn't pan out for upcoming reasons. Warmed up the jeep. Then drove the several blocks to the event site.

Right long time readers know this means for me to be there at 10am, I had to be up at 9am. that being around 4 hours before my usuall crawl out of the coffin time. #30 pulled an all nighter to make certain I was up on time. Had the coffee in the big cup ready for me. So I would at least look semi alert. Bummer is that made him too tired to attend the event. There had been a lot of pre-con stress going around that let's admit it, I was the probable cause with my get things ready rush.

Made it just a few minutes after 10am. Tis a vile and evil day. Blue sky and not normal slate gray. That U.F.O. [Unidentified Flaming Object] was back heating up area and removing the water from the air and the people. Felt that we should find some useless things, like dollar bills, virgins and windrones to sacrifice to the rain god. Was this to be the setting for the day? Not a good outlook for this area.

A few of the Moose Lodge members were outside having a smoke break. <rant deleted about oppression and discrimination against smokers> Sat in the jeep and loaded the pipe. Wondering if the contact man <Karl Konka> was at the site or was I early? Getting ready to split back to the shop. Make A500 happy by spending a long day with her. Karl popped by the window of the jeep. Wanting to know what he was to do at that time. After having seen the area just a week plus earlier. I didn't want to take my boxes down to the lower level through the inside. I mean first Karl would have to use his key card for every trip to open the main door. Second the steps are steep and twisty inside the building. Hard to describe the building and layout for those not familiar with this town. Lets just say that the building is two story and the second story is at street level. However there are on either sides of the building, what are best to call pits. Yeah the road is higher than the ground level. I'll bypass the stuff about fill over the river and all of that OK? {G} Anyway, the north side of the building has a very old set of concrete steps. Which are in a straight line to the door we wanted for our event. I had Karl go inside and open the door for us. While I was planning that out, here came this car from California. Recognized that one as being Robert Bernardo from the FCUG. Couldn't see him in the car. Too much light for my light sensitive eyes. And, well there was all of this Commodore stuff in the car. Sort of blocked my view.

Behind the Moose Lodge is the Ace lumber yard. Karl was able to gain permission to open the interconnective gate. This saved Robert from the long and many trips from the street to the door. Going up and down that long flight of steps. Parking his car at the gate. Trip was about 20 feet from car to the door and on a flat plane. Karl took my stuff down the steps for me.

Tried this year to be more prepared than last year. Last year I was also rather ill at the time. Also didn't have a set of wheels to transport things. Brought some table coverings. Long one for Robert's display. Imperial emerald green with a gold trim. Had a red one for myself. Made an "L" shape of the tables and laid out the cloths. Had to run an extension cord and this time I did bring my own strip box. Also some extra power cables and serial cables. On the

Just in case basis. Matt arrived with his "toughbook" 64. Along with our #8. Both had very little sleep as well. #8 had been travelling for over a week. Matt would be leaving early to take #8 the 100 miles or so to Vancouver, then he needed to drive back to the Tillamook area. Good 300+ mile trip for him.

I took some shots with the camera that my son Rama sent me. Matt had one that took stills and some sort of motion. Robert had his Hi Dev vid camera, as well as a normal film camera. We were ready for the thousands of people to show up. OK if that happened, some one else would be writing this report. I'd be in the ground from the heart attack {G}. Love to tell you that a mess of people arrived for the event. But that isn't the case. Several that had wanted to show, had to cancel. Steve Jones, who would have had a great demo of a moog system that ties to the ℂ≡ took ill after a recent trip to Puerto Rico. Gene Woods from the UPCHUG group had his car decide not to operate. Terry from Wyoming didn't have the funds for the trip. Harlock from Toronto, well let us just say that he changed his viewpoint of the A.C.U.G. and myself. Giving him the excuse not to attend.

Still with less than expected in attendance. MossyCon5 came out well. Some off con topics were resolved. But that is not of this report. Lets start off with Robert who started the presentations. I'll do the best as I can with my sleep deprived memory. Not going to remember it all and not going to have the names right. Also we now start on the war of the machines and Robert. Tis good to know that I am not the only one that fights with the machines. {BG}

Robert had brought his Amiga One, with the new OS 4.1, along with a smaller monitor, that came from the school. Appears that the monitor is biased and discriminatory to anything but windrones. Refused to recognize the Amiga One. Robert tried to explain the board inside as a form of power pc thing. One that is no longer manufactured. Though there is another one at an un beliveable price in Euros, ah that is on the high side I add. A small chip thing in a bag that was to be shown by Steve Jones. Had something to do with SID sounds. As I understand it is used by the 8 bit weapon people. But does not save the sounds. Bit fuzzy on this one. New Jeri Ellsworth stamps. Larger and much cleaner looking. Robert had found a better place that does custom stamps. He also had a non working 2040 PET dual drive. A thing that I had never seen IRL before. Hope is that Ray Carlsen can repair it for him. Two devices that looked like unfinished bits of projects, lay on the table. I'm weak on the names of them. They are both a sort of ulEC. One of them by Jim Brain, the other by another group. Get back to these in a while.

Next on the presentation as <sad to say> the A.C.U.G. presentation, hosted by <here is the sad part> me. Now I had been torturing the attendees with my SX-64, playing the SID collection. Time to hype what we had done for the vid recording. Stumbled about on that, explaining about the 1541 disk that as made, and then the stuff on the CD and how that as

created with mostly Commodore tools. Brought some things that I may sell. Used them for a presentation of familiar and obscure objects for the C=. The rare, still sealed Geos 2.0 with GeoWrite 2.1 for the 64. Three still sealed 10 count boxes of Verbatum disks. These were for institutional use. Came from a buy from a school district. Okimate-10 with ribbon cart. That one was used.Had one that was still locked in a box. Never seen one in a box before. FWIW the Okimate-10 was my first real C= printer. Mum had an Okidata-120 in the set she laid on me for my first computer, back in 93ce. This one had the disk for operation. I sort of spaced out at the time the things on the disk in my mind. Brought two of the commonly used and popular only because they were common, atari joysticks. Demoed them as to how they are useless for left hand people. Then showed my fave joystick, the Quickshot.

Brought a couple of old modems. Not ones that were made for the Commodore. But I know from Mad Max, who gifted them to us, that he had used them in the past on his system, and IIRC on his BBS's the Outer Limits and the Pink Panther. Promodem 1200 by Prometheus which is a long skinny unit. Almost the same colour as the 64c. Then the us robotics password 2400 baud. Both require the centronics cable adaptor to work with the C=. Talked about that and a bit more on what we are doing and want to do in the group. For those going to buy the vid, and or look at it online. good news, there was not a single question to me this time about Role Playing Games!!! <the cheering may now start> {vid is at blit.tv.com search for mossycon5, link is in Shadowland later in this issue}

Matt then did his presentation on his "Tough Book". I could say many things about it, and all positive. Well the negative is that the keyboard is too small for this aulde freak. Has a nice LCD screen. Back lighting is a future additive. So is a charger ckt and the other needed things. Such as but not limited to the disk <SD card> input. On the vid is the inside of the unit. Just wasn't enough room for me to take a shot of it at the time. Oh yeah and I asked Matt for a report, break down of the unit. Because he can explain it so much better than I.

Next Robert opened up one of the flat 128 units that he brought for demo use. This was to show the 128megabyte chip <sorry the full name escapes me>. And now we return to the war of the machines and Robert. Popped this one open, and there was JiffyDos inside. Or so we thought at the first. Looked like the correct CMD 64 chip. But there was a chip that had a window and a black covering over where we where to install this 128 mega chip. Next to that as the servant chip. The JiffyDos chip and the Servant chip had been wired together. Popped out chips and tried to make it work. Oh yeah I did have to take a trip back to the shop. But not for the poor lonely kitty. Needed a 40/80 monitor for this presentation.

OK now it is a good thing that Robert brought more than one flat. At this time I'll shorten the report. Suffice to say that the next one had torque screws and neither of us had that style of a screw driver. Finally one had proper Phillips screws for the case. Some idiot in assemble then put torque screws to hold the shielding. Well Robert by use of a small flat head was able to open that up and pop in the chip. Bypass getting the 128 into the proper mode, and the

bloody swtiches on a 1084s are on the back. Finally after more than an hour of battle. We were able to see the 128 megabyte chip activate. First thing to understand is that it will defeat the F1 key in JiffyDos. That key is used to turn on this 128 chip. White on black for the screen in 80c mode. There are three menu screens reached by pressing the spacebar. I got to do that for the video. Can't tell you all that is in those menus. Some I just don't know about. Robert showed a word processor. I have the faint memory that there is also a spreadsheet thing, but may be wrong on that idea. There is a mess of Maverick in these menus. We gave a look in 64 mode on that part. Zed is there as well. Strange is that there is a key press that makes it IIRC Robert said 26 lines tall. Leader Board Golf is on menu #3, as is a strange Solitair game. Did have to do some switching between 40 and 80 mode. My personal opinion of this chip is mixed. Nice to have these things built in, but for my major 128 work. That being the forth coming BBS and Geos/Wheels. I am just not fully sold on this chip for my use. Yet I can see it is a good thing and would be a help, even with the servant as part of the menu options, for other 128 users. Who are not as specific as I am with my system.

At about this time one of the Moose members popped in, and was interested in how long we would be there for the con. I had slated us till 5pm. Since my time piece is defunct. Robert checked the time. Man how did the day go so fast. Time was close to 4pm. OK must move quick. There was more that Robert wanted to show, and not everything we did was able to be recorded. Next up where these two strange looking as if they where unfinished devices.

One is the uIEC from Jim Brain. The other is from another group, who's name escapes me. Both use the SD cart to store data and both can read and write through the C≡ using IIRC W-Copy. First up was Jim Brain's uIEC. I had heard about these on the chats and on the mail lists. But could not understand what they are and how they work. Then Robert put it into the 128 Flat and fired it up. The uIEC is set for 10. I understand that there is a way to change that device number. But it takes some sort of programming and Robert didn't explain that for me, thankfully. As my head was wrapping around what I saw on the screen. I saw what looked like a regular directory. Header had it as [1 "   "35 2A]. OK I know that the 1 is like the second drive in a device. There is no disk name, and the ID seems to be the same. Then it uses the good old fashion 1541 "2A" code. Robert had a few .D64 files and Galaga as a non .D64 file. This one he loaded up. I was expecting to see a fast load. That didn't happen and Robert explained that it needs Jiffy Dos or it works like a regular 1541. The flat in use didn't have Jiffy Dos.

SD cart in use was a 4gb unit. Same size as I remember that Eddie is sending for us for the BBS. Smeg it is so frelling tiny. Yet it can hold an unknown to me amount of C≡ files. The second unit requires a power supply, and not the ·5v from the cassette port as Jim's uses. This one runs IIRC total for the two boards at $45 or so. Works pretty much the same as the one from Jim. However, after seeing both of them in action. Yeah I want one now that I understand what they are and how to put files on them. ‹Think the second one use is called SD to IDE› I need to lean to get the more expensive unit. Though in recent e-mail with Jim, I

have learned more on his unit that is changing my mind. At the con there was one point that made it shine out for me over Jim's. There are switches on the back for disk changing. A great thing when you are doing tasks that take more than one disk. Such as when I make the intro screen for the disks, and when I use the rainbow writer for the read me files. Plus there is the need in many games to "swap" disks. That is what sold me, for my uses on the more expensive unit. There is another reason that happened after the con.

So having to make the presentations fast and shorter than would have been fine in my mind. We closed MossyCon5 near 5pm. Yeah that is strange, MossyCon5 on the 5th closed at 5. OK I must be tired to find oddness in that one. Packed up the jeep, and I'll leave that alone for now. Let me just state that I do not have the jeep anymore. Karl appears to have reclaimed it for unknown <for this publication> reasons. Returned to the shop, with the items from the con that I had brought. Plus an Amiga 2000 that Robert had gifted to us, along with a 1526 printer and software for the Amiga. Some one in South San Francisco had passed it along. I will be getting this man's e-mail and sending him a personal thank you from us. Boxes placed in the shop for unpacking and sorting on Monday. Well that was the idea. Didn't happen at all.

I went to the house, pulled out something to defrost for food, and then wrote a long and inaccurate report of the con for both Homestead and our A.U.C.G. list. tired, yet happy at the fact Robert came with all the groovey things. Monday as to be a test day for the project he left with me.

Karl took the jeep away sometime near 5am. Never did have that talk he wanted with me. As I crashed early and read a couple 40 year old Mack Boland books. Monday though it was to the shop and set up the test for Robert. Did have to move boxes around and there was some flooding to handle first. Separated the Amiga software for members and for the library. The 2000 will be set up <after I replace the battery> in the shop as the only working Amiga. Ah but you want to know what was this project for Robert? Well it was to test the ulEC with the SCPU. Jim made his unit take power from the cassette port. Good and inexpensive thought and practice. Made a nice plug for that, with TOP right there so it doesn't go in backwards. A feat I am great at doing. Two long bolt things are on the sides. Making the inserting and removal so much easier. Problem is that you can't plug this into the cassette port on a 128Dcr. Metal case around the cassette port is too narrow. Now since I primarily use a 128Dcr for my work. {editorial update: Now I wrote some things about this and Jim Brain has been teaching me the error of what I said. True the ulEC will not fit in the port. One can just cut off the tabs and it will. There are in truth more 64s and flat 128s working than the 128Dcr. He also informed me that the power supply for the other unit is an extra for the customer to buy. I as wrong on several points that I will annotate to this report, as I learn and understand them.} Robert was here for the test. As I wanted him to witness what happened. He now had to dig in the car. That for some reason even though it had less in it from the gift of all the A2000 items. Seems to be fuller than before, when he packed it on Sunday afternoon {G}.

Found the other unit and hunted for the power supply. After locating the component parts. I connected it to the 128Dcr. Gave it a try out on that Galaga game. Only 45 blocks. Loaded pretty good, well when I remembered that it was 64 game and not 128 in 80 or 40 mode. Used keyboard for the game rather than a joystick. Actually beat wave #1 with the game at 20Mcps. Did poorer on wave #2 at 1Mcps. Loaded fine from the SD cart. Directory had me a bit scared. Started off fine at 20Mcps. But then froze for a few seconds. Followed by the rest of the directory. May have something to do with the large amount of free space and that it can only count so high. I also understand that there is a browser to DL and place on the cart. In order to make directory hunting easier. One thing we couldn't test and that was loading a .D64 file. Robert didn't remember the command to open the file for use. All in all I am impressed with this SD cart thing. Both of these items are good and it takes a better man that I am to understand the strengths and weaknesses of each one.

Well that takes me to the end. Robert kindly took the A1200 of mine that needs to have the OS 3.9 installed and we couldn't have it access the CD Rom unit. Even though it said it was mounted. Should see it later in the year and working. Robert will return in June with Peter from England, the King of Plus/4. We also started the talk on MossyCon6. Ah but let us leave that thought alone for a while. I have many ideas, but also have to eat something. Didn't eat for almost three days before the con. Had a nice bit of roast last night. Tonight it is a game and something highly alcoholic. {VBG}

S H A D O W L A N D

POSTED TO THE ACUG MAIL LIST BY ROBERT BERNARDO
BIOS has posted my video of the April 5 "MossyCon5 - with Robert Bernardo, Matt Bingenheimer, Dave {Lord Ronin} Mohr" at http://blip.tv/file/1968184 See the Nerd's Lair, Matt Bingenheimer's Tough Book C64 DTV, Dan Newbury's Megabit 128 ROM adapter, and more. My thanks to Jeri Ellsworth for editing the video so quickly.

POSTED TO THE ACUG MAIL LIST BY ALIENSRCOOLUK

For those of you that haven't discovered Ben's awesome project. On Mon, 6/4/09, Christian Liendo <classified> wrote:From: Christian Liendo <classified>Subject: Commodore 64 LaptopTo: "General Discussion: On-Topic and Off-Topic Posts" <classified>Date: Monday, 6 April, 2009, 12:18 PMBen Heckendorn Posted his video and info on his C64 Laptop.. http://benheck.com/04-05-2009/commodore-64-original-hardware-laptophttp://www.youtube .com/watch?v=0AwfyBzeidk

POSTED TO THE HOMESTEAD MAIL LIST BY JIM BRAIN

rbernardo@*** wrote:> On Mon, April 6, 2009 6:49 pm, Jim Brain wrote:>> >> (http://www.nkcelectronics.com/sd2iec-daughter-boar2.html). That is a>> \$14.99 option that provides IEC connectors and disk swap buttons. I>> also think the daughtercard is a kit and must be assembled for that price>> (it might be available pre-assembled at an additional

cost)>> >>   Another SD2IEC user has confirmed that the> daughterboard can be ordered pre-assembled at no> additional cost.> I think NKC should add that to their web site, as the "kit" idea might scare some people off. in any event, as long as LR understands the switches will work on both units and they are provided as part of the $14.99 daughtercard, I think he has all of the information needed to make his decision.Jim

Lord Ronin from Q-Link wrote:> changed. Out of the two, I am not leaning to the Jim Brain one. No> offense meant to Jim. The option that I saw for disk changing on the> other unit makes that one more in line for the heavy use that I have for> the uIEC thing. As I do a lot of disk changes, like playing games that> are multi disk. But yeah I want one of these now for myself. Having seen>   The other board is a NKC Electronics SD2IEC: http://www.nkcelectronics.com/sd2iec-boar2.html ($44.99). I can't personally speak to the board, as I do not own one, but I am sure it's a fine unit. It also is a bit cheaper than the uIEC ($50.00). However, I think it's important to note that the demo showed the NKC SD2IEC *AND* the SD2IEC daughtercard (http://www.nkcelectronics.com/sd2iec-daughter-boar2.html). That is a $14.99 option that provides IEC connectors and disk swap buttons. I also think the daughtercard is a kit and must be assembled for that price (it might be available pre-assembled at an additional cost)Both SD2IEC and uIEC units provide disk swap functionality (they share the same DOS code, so they share the same functionality). Thus, you are free to install switches on the uIEC for disk swap support.However, because the uIEC cabling is manually intensive, I am readying a similar daughtercard for the uIEC. It provides disk swap switches as well. I'll probably initially offer it for free, and then later split it out as a $10.00 option, much like NKC.Jim

{Been in some e-mail with Jim, besides the above. He has by that mail and these posting educated me more on the uiec and with the advantage of the daughter board, and I am not yet sure about the Dv # switching. I am now leaning towards his product}

I don't think the instructions for how to join IRC through Q-Link have ever been posted here, so here are the steps for how to do it:
1. Sign on to Q-Link.
2. Go to People Connection.
3. You'll be in the Lobby, Press F7.4. CRSR Down to "Change rooms or enter Box Office", Press F1.5. Press F1 on "Go to a public room".
6. When prompted to enter name of public room, enter "irc c64friends" and hit Return.
7. Notice the room name up top should say "Irc c64friends".
8. The number of people will not be correct, wait 20 seconds, then type "//who" and you'll

get a list of who is in the room. Note that you can join any IRC channel on the NewNet IRC network. Just replace "c64friends" in the step above with the name of the channel you want to join.-Andrew

Lord Ronin Rambles

Well may be we should replace "rambles" with "cries". Things didn't work out as desired on our recent project. We have been trying, ah that is #16 and I, in putting together the SD Cart for the BBS. I wrote to Eddie the One about the 78,SYSTEM ERROR,00,00 that showed up when we did the "@" for what is the error. When we did the format, and well, that was in the last issue. All those problems. Out of his kindness, Eddie sent a formatted 4gb SD cart, and an adaptor for this tiny thing that is also a 4gb cart. Both are formatted and one has a mess of files I understand. Not sure about the tiny one. Eddie in an e-mail mentioned that perhaps the ones we were trying to use, may have some incompatibility to them These he formatted and copied files to on his system. They should work.

Right, full of glee and trying to wait till #16 could make it on his day off. The set up stared me in the face. But I won out and didn't do the task before #16 arrived for this hardware project. Popping the new SD cart into place, hoping to see treasures on the screen. Not even fearing the long hours for BBS set up that would come shortly after the successful test. I really wasn't ready for the no boot, error light, Defaulted to Dv #30 for the controller. Press the "@" key for the error, and get 78,SYSTEM ERROR,00,00. Not a good time. First thought is that this controller from CMD, aquired new! Went out on me for some reason. Has the new 2.8 boot rom. But something happened. Or so I thought. Go another one and we tried it, removing the Zip drive unfinished project. Hey lets make it short. that controller with boot rom 2.8 when fired up ...... Same smegging thing!!!!!

OK here is where we are at, at this time. Three SD carts of different size and manufacture, have been tested in two different controllers. All having the same result. Only common thing is the boards that do the converting stuff. I know that when #8 & #30 & I were starting it up the first time. when #8 brought over the boards, cart and reader. The top board was inserted backwards. Jumpers where moved trying to understand the dox that came with the system. They went up to the house and looked online at what the pictures showed. How we knew it was backwards. Did something fry, or are jumper pins wrong? I don't know. Sent an e-mail to Eddie about it and am waiting a reply. Perhaps it is a simple fix we can do here? Till then we are still at phase 4 of the project.

Add to the above, that after depowering the stock HD. Been having trouble with it, keeping power and operating. So pretty much all of the files from the HD in the Geos partition went onto 14 FD disks. Still operating from the HD, and saving to the HD, but also to the FD save disk. Now because it arrived today {Saturday the 18th}, and there is more shop arrangement

to find the things that I arranged last time. Here is the April 2009ce AmiTech-Dayton Gazette: Eric & Ron are dealing with Tax season. Making it difficult to have the section from Ron the prez. {sometimes there are benefits to being disabled, like no taxes}. Seems that they had to have a trapper {I did a little of that for a short time, turned out not to be my bag} in order to remove the Raccoon that as in the attic. Has me wondering if that bugger ill show up as a character in the Sabrina OnLine series in the future {G}. Don't know if their Raccoons are as big as our North West 30#• ones. But back to Eric's piece. He talks then on the different machines that he uses, and a bit on the reasons why for each one. Goes into the problem of floppy disks, and what some people say is the killer for them. As that is a problem he has with file transfers on his different systems. He doesn't think it is the CD or the Zip disk, but the USB flash drive. His A4000 doesn't, or at that time didn't have a USB thing. But that has changed. Now his machines get pretty much equal work. Last part states that the Newsletter is put together on an Amiga. FWIW: ours is put together on a Commodore.

For Sale
Profits go to treasury for non profit status fund

Have more things than listed here, as this is just what has been tested at the moment.

1581 {3}. Tested for scratch, validate, read, write and format. Comes with power supply, 1581 factory tools disk and original manual. Asking $80usd each. This includes about $20 for postage and all the packing, box and that sort of cost.

Tenex C-64 power supply {1}: Not tested, because the bugger is still sealed in the plastic. Comes with Schematic. This is in a metal box for the case on the power supply. Asking $100usd and that also includes all the shipping stuff, as I know it is around $11 just for postage.

1541/1571 Drive Alignment {1}: From Free Spirit Software, good condition, disk and manual. $25 usd shipping included USA & Canada

Tested the two Action Reply carts. One is a bit strange, but worked, doesn't like JiffyDos on the 64c. The other works fine in basic testing. Both are V4.2 and have manuals. Sold as a pair for $80, shipping included, USA and Canada.
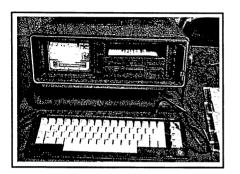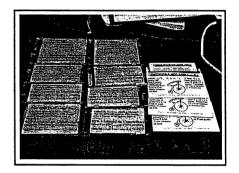
NEW MEMBER

Right gang, we have a new member to our A.C.U.G. Daniel Mackey a.k.a. dmackey828 from Fulton New York is the second member to join us this year. I'm smegging it some how I know. He is on our mail list and our IRC. Last I heard from this ham operator and from the sound of it returning Commodore user, who likes S.I.D. music. Was that he had gained the DL version of Geos 128 and working with it. Having a little problem with his printer though.
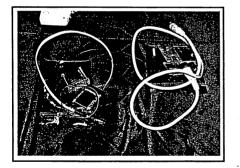
THE COMPUTER WARS ARE OVER. THE COMPUTERS WON!

So then welcome to the group dmackey828.

The Photos

Print readers, here are a few pic in B&W that I took at MossyCon5. Since I have to enter them in Post Print. Should go this way, the SX as it played S.I.D. Then the CDs and the S.I.D. 1541 disks. Followed by the ulEC and the SD2IDE cart device. Next the screen of the 128 mega bit chip, and then the rare 1551 drive. Check our website for others.