The Village Green

Lord Ronin made it to 59 this month

Passed fed housing inspection. So still have a place to live.

Working on things for the next MossyCon

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 mulitiverse.

Contact and Next Meeting

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BBS {being recreated} 503-325-2905
inet: lordronin@vcsweb.com
sho-vah side Ph# 503-325-1896 Inet: alberonn@qwest.net sho_vah69@yahoo.com
Website http://www.acug0447.com

Next Meeting is 7:00pm 18/June/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

Open: 7:05pm

Newsletter: on hold, unapproved

Chancellor: Our constable, little A500 is slated after LR gains that stimulus cheque for disabled, for her kitty fixing time. As after over three years of care. We feel that she is now physically & emotionally ready to handle the operation. Meaning that this is the last meeting she will preside at, while in her loving kitty heat. {SEG}

Constitution, the one that is on the HD with maurice, states that at least three months before the July business meeting. The fact that elections are held then and offices open are to be announced. LR did that in the CyberSpace issue last month. This issue they get it repeated, and print readers have it for the first time. Well then offices are.....

Chancellor: sorry new members, they put me in here for life over 10 years ago

Treasurer: <current officer is No.16.>

officer is to keep track of the input and output of the group funds.

Commodore Librarian: <current officer is No.2>

officer is to maintain the back issue disk library, issue the monthly disk

Editor: <current officer is LR>

officer is to create the monthly newsletter, on C= equipment keep back issues of all newsletters created and received, handle the libraries of hardcopy and software

There is a bit more for the duties of each office. LR has more on that for the interested parties as he did the 5 rewrites of the constitution for us. Any one interested in the offices, feel free to ask for more information, and place name for office. Voting will be done via email, and IRC in July. Final vote and tally will be at the July meeting and announced in IRC, the mail list and the August newsletter.

Over in LR's editor section. He will tell more about the work for DLH's bombblast site. What we are doing for there and at the same time for ourselves.

Something that we have put out a few time before is the idea of lowering the membership cost. Since at this moment we are at an almost pairity of CyberSpace to print issue members. Last two new members split between print and CyberSpace. LR has more in the editors bit.

5C's April issue: Articles start with a 4 screen joke thing called Hackers test. LR seems to be a Gizmo. Two parts for installment 8 totalling 32 screens on EPROM. Bit past us locally. Deals with the autostart of the cart when the computer is turn on. ML made easy by Lyle Giese runs 21 screens. From our prespective it start well. Talks about good books to have and we have just about all of them. Makes mention of an assembler, supermon, and that is on the disk. Goes into some terms, and into hex notation. That is where we started to lose the focus. LR said that we really need to do hands on and not just read, and yeah need a hex to dec calculator.

This one added to the other information, we think may help break that ML barrier that has grown in the group. Bug is the story of the first recorded bug in a computer. Takes two screens. Maintenance by Myron Daniels. Starts with using swabs and 99% alcohol to clean the heads on the drive. In a debate between that style and the use of cleaning disks. Taking 6 screens with also the need to clean the contacts with a cleaner that doesn't leave a residue. At that point LR repeated the story of a modern cleaner that destroyed a 64c of his.

   Programmes start with Keno. Has on screen dox. Nice colour use and just enough sound to keep one interested, yet not be distracted. Crab fight is next. That was put on a recent disk for us. No dox in the game. Al has presented the dox on the disk. Insulter does remind me of at least one of my ex wives. Fun novelty programme. Border maker will make a marquee type border. You can set it for speed, 1-3 colours and the graphic that will be the border. Al gives us some dox for it, and the 7 block prg does have several REM statements that help. Singing Lass concludes the programmes. Looks like a koala picture of an anime girl. Her mouth moves to the tones of the song that is played. End of the song, she winks, and her hair and clothes change colour. While the song starts again.

   Amitech-Dayton Gazette May issue. Eric talks on telling people on his internet groups about the Amiga, when the question arises. Speaks on how most of them are ignorant of the Amiga. He states that he has been recommending emulators for those that use other systems. Though we here, are more interested in learning how to use real Amigas. Prez speaks about retirement and then into Kareoke.

   Ryte-Bytes arrived as jpgs. FWIW: LR put the two pages into one pdf and sent it to Lenard. This may be a way to help out the Kansas city group. First page and a half, deal with what is a bit of preaching. Not aware what may have happened to the Roach family. Something negative appears to have occurred. All of that was stated to explain that projects as well as article are going to be delayed. Including their newsletter and the one that he does for the Fresno group. Jack talks about their last meeting. Sadly Lenard missed it and it seems that what ever is going on, will cause him to miss the next two meetings. Sounds like an old member appeared, there was a look over some Load Star disks and a game was presented. We here wish all the best for Lenard and his family at this troubled time.

   Treasure: $36.20 in the jar. Still have to find a coin counting machine, or get a ride to the bank for the rolls of 1 cent pieces. Plus pull funds from LR's account, from the sale of the CDs and other items, through paypal. Full count as soon as that is completed. Working our way to the start fund of that non profit idea. Update on this idea in regards to the coin counter at the Safeway store. Takes 8.9% and change from each $1 run through it, easier to use it as it is just three blocks away, and in the range of LR and walking. Bank requires a ride. Yet we don't lose the few cents on the dollar. Group at meeting decided to be as cheap as LR and work out some way for a ride to the bank.

   Commodore Librarian: Because we have some demo lovers and S.I.D. lovers. OK and because we have been sorting out the 1581 disks that came in the buy LR did recently. Side #1 has a few demos, mostly with S.I.D. bits. Hardcore has many screens, some music, mostly it is animation. Digital Concert has 4 songs they say, and the band it timed/sequenced to play with the music. Amiga sho has a few Amiga 1000 pix and digital voice. Game Music V, here we have 20 ripped songs. Stereo has a good pic, with some animation and 4 songs. Small read me file for both sides, and the menu.

Side #2 has, as requested, another CommodoreFree issue. This one is #27. Thanks to Al Jackson at 5C's, for making the .D64 versions.We did learn that the new menu is done in the dotbasicplus prg. CF 27 has reports on the 2nd U.K. users group meeting. Badder did his, though aside to Nigel, ah like what the smeg is a "CHAV"? Nigel and Shaun gave their reports on the event. LR had to agree with Nigel. As when he saw Metal Dust at MossyCon 4. Not able to tell foreground from background either. Parts A&B of installment 12 of Beginning. Interview with Snogpitch of the Cincinnati group. One with Owen of spectrum vic 20 emulator. http://simonowen.con/spectrum/vic20emu/. Another with Quernhorst of the Shotgate game cart. News on the 128 Basic 7 competition, Acid 64 player, Aztec C http://www.aztecmuseum.ca/ as the site has been reworked. 64Copy v4.4 has been released. Loads more, including a Full Motion Video thinggy for the C= . http://www.amidog.com/c64/fmv/. Along with a section on the Vic-20. We are down to about 500 disks left in the blank box. All of the blank disks LR bought a few years ago. If the pos linux thing worked, we would have been able to place an order with that disk making company in Calif.

At the meeting itself. Discussed putting the Commodore Free on the disk. Some are grabbing the issues as pdf DLs from the site. No one locally is getting the .d64 file, that we put on the disk. Since they don't have a way to bring it to the C= as we do at the moment. For the nonce things will continue with using the .d64 files that Al makes and sends to us on the 5C's disks. As LR did warn the group, that he has more stories that can be put on the disk instead. {eg}

Editor / SysOp : First thing that I need to propose, is funds diverted from what is supposed to go to the treasury for a repair job. The keyboard on this 128D has some bad keys. Needs a cleaning from Ray. Be in the range of $50. Out of the three that I have, they are now all in the same condition. Have a flat that I think works, which can be used temporarily. Since all the writing is done on my system, asking for a bit to help in the cost to keep it going for us. {at meeting the locals voted unanimously to cover this, since all the work for the group, in writing as also in much of the disk work is done on the 128D. OK and they watched LR have to rock and pound on keys, along with using the caps lock and shift lock key just to type the "Water" and that included the quotes. Vote was 100%. A box must be scored up and note sent to Ray. {editor note: thanks guys}

Now then, there is that thing for/about DLH and the bomblast site. If you haven't seen it yet, it is one that is preserving Commodore material. I understand that there are CDs one can buy of the collections, as well as DL the material. Part of the material that I saw, where newsletters. Saw from some of our old and gone exchanges, and even saw that there were listed some of the Commodore MaiLink issues. In a Saturday IRC with DLH. We talked about that and what could we as the ACUG do to help preserve C= things. End of that is that we will be scanning our newsletters, and what we saved in exchanges for that site. I was told that OCR is the best way. Save for the coloured paper that was used at one group. This is something that we have to experiment upon. As we have done some jpg scan work. Not any OCR stuff. Barely any work in placing them into a single pdf file. This work is a part of what No.30 was going to be doing, as deputy, for us for a library CD. Sort of kills two birds with one stone. {G} However there is a fly that popped up in the ointment for this project. That compaq pos that as to be a temp <tmp> unit last year. Now is acting up so bad that it is not in the least trustworthy. This project along with the majority of other work for LR is limited or cancelled till a new machine can be found. Perhaps the one from No.16 or maybe from No.8. Though all of us are in the same economic boat these days. No.30 has some success but even that is getting worse.

As to the BBS. Slowly I am drawing the layout of the ckt board for Eddie. {see it later in this issue} Either we have some of the jumpers out of place. Or when the board was installed backwards, originally, something got fried. Too make that in some form that is understandable, I am doing it in Geopaint. That will be made into a post script file and then into a pdf. Finally sent to Eddie to see if it is correctable in the jumpers. Or I save up and buy another one.

Right then the topic of membership reduction in cost. Bit of history for all, first. Back in 1993ce when I joined the group. Membership was $12 a year with a family membership and half year memberships. Disks for the C= where only 25 cents. 75 cents for Amiga ones. Group had close to 45 members. Not sure of the number at that time. Wasn't an officer then, though did see around 20 people at my first meetings. ACUG at that time, met at the local college in the student union room. One of the Amiga uses as also a college employee. College at that time also had Amigas. Cost for the group, I mean the monthly output was small. There was no monthly cost for the meeting. Newsletter was one sheet of paper. Contained notes of the meeting, officers, contact and next meeting time, date and place. Folded over with the address and stamp on the blank reverse side. Printed out on an Amiga, no photocopy work.

There was a couple hundred dollars in the treasury. When the college let the group go, over something that I never learned about. Group moved to the library and that bread as gone in monthly room rent for 2 1/2 years. Hey so where the members, as they split when escom fell. We were at a membership of {hold onto you hats} three. Shortly after they elected me the prez, I was already librarian and editor. They split like rats from a sinking ship.

What did I and the sho-vah get as an inheritance? Hmm, I got a box, that had some old late 80s exchanges of newsletters, some stuff about being able to do the TWS copies, a tattered few pages of the constitution, the impression stamp from CBM for the users group. Took a few months to score up six 50 count gray boxes of what was the C= library. Most of that was some extra copies of the monthly unnamed disk, and pirated LoadStar disks. Took less time for the sho-vah to gain a box, cardboard box of the Amiga library. After it had been sanitized. Even then many disks where bad. At least out of the small percentage that he tested. Oh yeah and the rent for a year that was contracted for the library. Dismall sounding right?

OK I don't like to talk about this next section. Sounds too much like ego boosting. I moved the group to our shop. There we held meetings. Also was a way to gain, slowly, new members. Yeah it is a game store and therefore the local members were and are into the games as well as the C= . Ego sounding drenn now. I created the BBS, bought software collections, as well as hardware and hardcopy, and more that isn't worth the mention as I don't go into the ego boosting stuff. Suffice to say that all the stuff that is for the group to use, including the several hundred factory blank disks. I spent my money and shop cash. As the simple fact is that there wasn't and isn't enough coming in for expenses. We had upped the membership and disk cost to the current $18/ year and 75 cents a month for disks. Or $27 a year for both at one shot.

That all taken care of for the history part. Where are we today? I still pay for every thing. From the stamps, photocopy, printer paper, $9 a month for the yet to be used again dedicated phone line for the BBS, items offered to us, through the $200 a month for the shop space that is more ACUG than a shop. And the $140 a month for the storage shed for the over flow. That is why it as voted many years back that I am a charter founder of the new group, and some of what comes in for the group, goes to cover some small part of the output. Oh yeah the sympathy part now. This is done on $670/month disability cheque from the feds. OK so I

really believe in this system and spend all my money to keep it and the group going.

  Members have also donated a lot of stuff to the group. Balzabaar with the website, Destined/weirdwolf for computers and other hardware. Eddie <the one> for help and hardware for getting the BBS back up again. Along with a few others, all earned the best we can do in compensation, several years of free membership. Yeah we also put out several issues to other user groups.

  So then we have thousands if not hundreds of thousands of files on over 5,000 1541 disks, unknown amount of 1571 disks, close to 500 1581 disks, at least 250 FD disks. Around a dozen or more CDs of C= material. 13 1541s tested and will be used in a class on alignment and then they are up for members. Magazines, books, manuals for programmes and more. Then there is the Amiga stuff, which we don't yet understand. A few thousand disks for certain and there are also magazines, CDs, and books.

  All of that needs to be preserved in some form, as well as sorted for use. A long process that is still going on. Plus we will have as soon as we get the SD cart thing worked out, the BBS back. Then we have the mail list and the IRC. Most important for members, local and long distance, we are motivated and our PC platform is still the best and the most fun to use.

  Right then, all of that just to document the following. I propose that at the business meeting in July, that we change the membership cost to the following {like this is really a democracy} Membership be reduced to $10/ year. Disks to be raised to $1.00 per month. Disks and membership then becomes $22 per year. Long Distance members, send me feed back and your vote via email or the mail list or the IRC. {idea was accepted locally}

  Off of that topic and onto some updates on long awaited projects. Backup copies of Lenard's disks have been found and remade, along with the .d64 backups. This had been done earlier, and the lost. Majority was recreated. Trouble is in the scanning of the manuals for preservation. Just our lack of experience and skills. Learned how to place the individual images into a file. Just not clearly yet, and not with the OCR aspect. By meeting time. No.21 should have the text intro and some scans for the Judge Dredd game. I finally found the manual for that game. Hope reigns that those disks for Eddie can also be found. Anyway, this will be used in the trained release of the game. Made a special tool starter disk for our new member dmackey828. Sent that off as zipped .d64 files. Might be a problem with a file on his copy. Although a test of the master copy, from which the zipped .d64 images where made, worked. In fact the tools from the specific master disk, where used to make the images. Yet now he will be able to make his own zipped image files and open them on his C= units.

  Little Leiko looked over the above, said it wasn't ego boosting. Something about being a dedicated smeg head to the group. Then a nice kiss and a reminder about explaining the thing about the meetings. Meetings are slated to be the 3rd Thursday of the month at 7pm. Held at the shop. That is the official statement. Truth of the matter is that at this time. Ah well, the officers, and a good portion of the deputies, are local and are either in the commune, or in the game group. Which means that in reality, the meeting started about 13 years ago. Hasn't closed yet. As we do C= stuff daily. Like writing this stuff on the 128 in Wheels.

  Deputies: No.30 has moved the linux pos from the hall into what was once the BBS computer room. This because of the need to clear out the hallway, where the computer had been for the past 2+ years.

Workmen had to replace some flooring in that are. This worked along with the big purge that is happening in the house. Hunting for those disks for Eddie, as well as making thing ready for the 128 setup to run the BBS. He has also been practicing scanning for us. Did try to do some cross platform work with the Amiga and its drive that will see heretic and 1581 disks. Copied a jpg file from the linux pos system. Amiga sees the disk, but will not access the file. Did the same when I used GeoDos to transfer the file to the ram. Then placed it on a 1581 disk. Same result, as before, sees the disk and file, won't even let it be copied to the work bench. No idea as to why. Sort of cancelled the Amiga thing again. No.16 has been sorting in his storage shed. Shall be selling some extra C= items on ebay. Did gift us with a working 1571 with jiffy dos, but minus the case screws.

S. I. G. s: Programming has gone slow. Not saying it is either great or dead at this point. Schedule for the mutual learning class is set for No.30 on Saturdays, and No.16 on Tuesdays. Some has been done, but life has been interfering when we had these other plans.

Geos work has been on writing. A little on the RPG map and adventure work. Page layouts, font changes, header & footer ideas. Did slow to a crawl with the key board problem. Things for all the locals here have been in disorder with the things that have happened in our lives with the con and the H.U.D. inspection, that failed. Then the repairs to the house and all of the assorted drenn the entails.

General C= stuff, like hardware and some software play. Did do some of that with No.16 as he was testing at the GHQ the items going up for sale. Played with the rainbow writer prg as a test prg for copy a prg from one disk to another. That is the prg that LR uses for the read me files on the club disks. First time that No.16 had used a screen writer. State that he used the Dr. Who theme music. Selected font, cursor and the font screen effects. Also did some copy work with the jiffy dos file copier. More on this in the demo part, as it happened before and during the meeting.

Demos/ Discussion/ Close: Showed how to edit the document in GeoPub. This is the PC sheet for the Top Secret game. Containing LR's character. Original was laid out in GeoPaint. Having the lines and the text for the form. This was then turned into a large photoscrap, and placed into a photoalbum. After that, placed in a GeoPub file. Where the data for all the form areas, was installed with the text tool. In this demo, it was how to remove the existing data in order to update it, since the character had advanced. Demo on repairing and adding data to a PC sheet in GeoWrite. Then as these two game related projects needed to be printed out, one for the nights game. And they are both double sided. Demo on how to print three copies of one, double sided, and one copy of the first, double sided.

Sadly a demo of a bad disk. Testing work showed that the factory disk of the 1581 tool disk was bad. Demo of using Omega Q in the use of moving file names in the directory. Used that to put the files in the proper order on that 1581 disk. Disk didn't take it, and smegged the directory. Demo on the use of Mcopy to take one of LR's 1581 tool disk, and copy it to the smegged factory disk. Failed with an non understandable disk write error. Visual inspection of that disk showed there was a gouge at about track 40, other gouge and scratches where seen on the media. Disk turned out to be physically bad. Testing of the 1581 in load, save, copy, scratch, initialize and validate. Format was another problem. At the end of the meeting, the 1581 had passed all but format. Which is vastly better than it did at the start. A disk of files even copied to this one, at the start, would not be read on two FD units set for 1581. Seems that the more the bugger is used, the more it is deciding to work right. There is a second one that has jiffy dos, at this time it is a bit out of alignment.

LR did a demo of making a LNX file on the 1581. Using ultimate lnx 3. Turns out that this is the first LNX file he has ever made. Had to explain the basic concept of a lnx file. Showed the demo files on this months disk. Interesting in how the animated items, worked in sequence with the music. Allegedly closed at 8:30pm. Like we ever really close {VBG}

Lord Ronin Rambles

Ah time for me to eat up space on things related to the group and that means also things that are related to the most holy and sacred C= . Now then what can I say? THE KEYS ARE NOT WORKING. Oh sorry, I sort of mentioned that in the editor part. Say how many of you have had the fun of pressing and rocking a key to have it register? <rant deleted on fighting with the keys>

Been asked to explain again the reason that I am not going to use the 128D if the <rant about keys deleted> with the SCPU. As the BBS system. So here goes No.8. In the past, under the older method. I used the 128D with the FD, HD and the SCPU for the BBS. Which ran 24/7. Sounds great of course to have that operating. Some flaws to that idea cam up during the operation. First is that it is fast that way. Too fast for some users <we call them deckers>. Lowest baud rate that I remember on the board was 1200. They had problems with moving about the board. OK even getting through the log in. As there are places where they had to press the space bar. And that didn't easily register. At first I thought it was a problem with the 28.8 modem. Or the software of the system. No it was the SCPU that was going to fast for the other side to easily be seen for many of the key strokes. A good example is the archery and the darts game. Here the player has the missile weapon on the left of the screen, target on the right. One or the other moves. SCPU makes it move way to fast to play. Another thing is the rate for the DL of files. I mean to say the time for the action as given to the decker. Way off, though a part of that is from a setting done in the set up for SysOp to enter and take the phone off the hook. Now the thing is that we want the BBS to be for all, and that means the people that have pulled the system out of the closet after 20 years. Or picked it up at a yard sale. Getting this thing called a 300 baud modem. Try it out with us and find the world of Commodore for themselves. Bummer if they can't connect.

Other reason for this choice. Well that happens to be a fault and a fact of the sho-vah daily attacks on us. Since in those days, I worked the shop four out of seven days. I could do the BBS things, like email, and the game turns and what ever else that I needed on my days off. Ah at this moment, thanks to him, not had a day off since January 2006ce. Yuppers here in the shop 7 days a week since then. Just one of his attacks each day. So till this situation is resolved, my work time on the board will have to be slammed into the existing schedule of my life. Where part of that was doing file work. Good news is that most of that work was done in the shop, and then taken to the BBS where it was installed. Writing was and is done in Geos, like this newsletter. That was done on a day off on the BBS HD. Since partition 54 holds, or held the 128 Geos. Means though that the board was closed at that time. Most of that day for callers. Say here that it was set up for the decker to get a busy signal, and not a no pick up. Add to that, using The Wave for my inet work. Even when I used QWKRR the off line reader for the 128 for news groups. That still took the board off line for not just getting the packets, but for the time it spent to answer the mail and send it back.

Since till the sho-vah fixes the things he has done wrong. I am in the shop 7 days a week. I can use that time on a 128 with the SCPU here to do all my work. Using, while the pos lasts, a linux system for the inet. So when we have the BBS running. I can keep it up longer each day and have it work for the deckers. Without my constant taking it off line for other C= work. And allow, I suspect that there can be more beginners with lower baud

rate modems. Who will easily be able to connect to the real C= BBS.

Another thing that I was asked to mention is the use of the numbers for certain members. Ah, that is a two part answer. First is the one that these are their account numbers on the old Village BBS. These will be the same when we have that back up again, soon I hope. Second is that I am good at numbers, horrid at remembering names.

Projects: Current work for me for this past month, has been forced upon me by health. Not able to do the shop sorting work. So sat in front of this 128D and wrote. Did at this point chapters 4,5,6, and part of 7 for the 2020 ADULT story. Did three chapters in a PG-13 level story called "It was My World", deals with the cross from one reality to another theme, and based off of RPGs and the RPG, of that name that I have been working on for several years. Then was asked if I could spice it up for a mature reading audience. So been editing another version of the story. Did several pages on a lesson set for how to run a RPG, and scripted out one for players. These should be ready by the next con. Placed on the CD, and the RPG things, will also be on another CD that will contain many fanzine things. Like Harlock and I had planned, before he dropped out of the project. Part of that C= project will go to the ACUG funds.

Still in the project aspect, and ok this is a way to see if an idea I came up with the other day will work here in GeoWrite. Hope it will print out right as well. Below should be my fast done block diagram of the current jumper setting on the SD cart. Copy of this is also going, if it hasn't already, to Eddie. Seeing if there is some sort of error in the settings. Then if that is the case, and it works after resetting, BANG! We start the BBS set up.
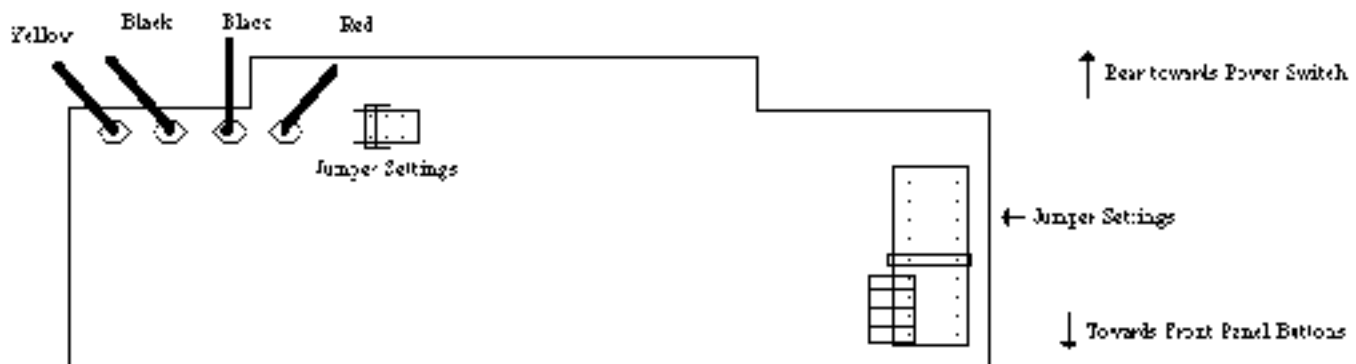
Lets hope that it is a simple little jumper problem and not a burned out thinggy. Then the board comes back, and I can regale you with tales of the BBS {VBG}

OK one other thing. That image is a GeoPaint, into a photoscrap, into a photo album, and then pasted in here. So a new project is using some converter things and the handy scanner to create images, that can eventually through work, be inserted in the newsletter. I am not certain about jpg to gif to GeoPaint at this time. See as we go along, since there is more to learn on the C= for me.

Over in the Chancellor section. Stated that I made a pdf of the to pages of the Ryte Bytes May issue. Then sent that back to Lenard. Did that because he had problems in making a pdf file on his heretic system. As I remember something that he had written a while ago. One page came out larger than what his yahoo account

would allow for an attached file. Don't remember what that size is for him. What I made, and I increased the size of the pages for easier reading, ended up with the two pages as a pdf file, at 1.8mb. Other reason that I wanted to make this pdf. Needed to explore the process hands on. So then this meant that No.30 who has been teaching himself how to make the pdf things in open office, without any dox. Gave me the short and sweet method. Now I can do a bit more and it will be better than what I have been doing, for the groups.

update 26/May/09ce: Odd to sit here in the shop and not have the A500 kitty bugging me. She is at the vet at this moment getting "fixed". Be back in a few hours. Just so used now to pushing her head back, as she would lick my hands as I typed. Ah, back to the update. Regarding the pdf project. I did receive a couple days back an e-mail from Lenard. Thanking me for the file I had sent him of the issues in pdf. Told m that he has tried to DL a pdf maker, but it is always corrupted. Does that say something about the heretic system? Asked me to look at the issue at their website. Where if memory serves me right, the web master is the one that put the pages into a pdf. I did the requested comparison.

Project: Been working with No.30 on the scan and pdf file project. Surprise, found a way to find some dox. Didn't know that I had to be Inet connected at the same time. Dox are a help but not as much as I had wanted. There was a piece on making a multipage document. Best I could get was a collection of the scans in a folder. I was hoping that it would save it as a pdf and as one file. If that can happen, I don't know how, so it is back to the scans and putting them into open office 2.4, making the one pdf file. As one thing that came to my attention during the test, was that I have no choice in the style of the scan in multipage. Need to make them OCR for the preservation on our CDs and especially for the bomblast site.

Project: That A2000, now I did get a battery for it from redrumloa. Guy on one of the chats who sells such items online. Got it in just a few days. As of this time, the day after the meeting, not installed it yet. Shall be using this for a hard ware project with No.16. Though it will be me that is going to do the soldering, with help from working hands {G}. Still would like to thank the guy that laid it on Robert Bernardo {No.10} who gifted it to us at MossyCon5. Need to get the e-mail addy for that one. According to the folding yard stick. The monitor on top of the A2000, will fit on the computer desk of No.30's that he has in the shop. Should also have the keyboard fit in front of it, a small problem for the placement of the mouse for left handed users. Anyway, once the battery is installed, and it tests out OK. We will finally have an Amiga working in the shop. In fact it may be the only working local Amiga. There have been requests about who if anyone gets the unit. This is still on the debate section. Doesn't matter on that, as the unit has to stay in the shop/GHQ untill either the tower returns or my 1200 returns for ACUG use.

News Brief: In #c64friends on the 23rd of May. At the C-4 expo, it was announced that Jim Brain has a license to make Jiffy Dos chips. I got the jpg of the image that was shown {looks like a projection on a wall} If lucky this will be in both versions of the newsletter. Been some talk on the homestead mail list on this one. I did a little follow up to a forum with some more information. At this time the chips from Jim for the vic is still up in the air. May be cleared up by the time this makes it to you. Seems that click here <Maurice> can still do jiffy dos as well. That is sort of muddled up in my mind. Some sort of legal thing I guess. If there is any thing else that Mark Fellows {guy that holds the CMD rights as I understand} is licensing to Jim, it hasn't been published at this time.

Update: Mentioned that I had made the scan of the cover of the cassette version of the Judge Dredd game and did the SEQ of the dox with some background colour. Got a reply from our No.21. Didn't yell at me, as

would be his right, since getting the dox to him took about 4-5 years. Game will be released soon from MHI. Learned that he is doing OK now. Staying at his Dads place, as his Dad is recovering from a surgery. Been a bit worried as he wasn't able to communicate for several months. We all understand the economy things. Does have close to 800 GeoFonts collected and being tested. Along with some other files he has been working upon. We hope to see them here soon.

News Brief: Our member Balzabaar, in the mundane world, is in the Navy in as I can best relate as broadcasting. We had all been hoping that he was going to be transferred into Washington. Don't know if that is going to happen at some time. He is being sent now to Afghanistan. Should be back IIRC in Feb of 2010ce. At first it was thought that the acug0447.com web site would have to close. Thanks go to Balzabaar for finding a place for our website and others. Sadly his two BBS's will have to be closed till his return. Special {secret} meeting of the ACUG high council {da officers}, in recognition of his service to the ACUG and mostly to this country. Have agreed to, ah smeg the fancy talk. Thanks Balzabaar for all that you are doing and don't worry about the membership fee, for many a year to come. Not sure if that is a reward or punishment {LOL}

Project: Work on No.16's things for sale has been a bit slow. Lousy weather with this heat and the sun, then cool and damp the following day. Re-tested and worked over the 2nd of the troublesome drives. Bummer is that it isn't jiffy dos equipped. Good news is that after some more head banging around from just plain use, and a dusting. We have that one working. Now it is able to read and write to itself. Better is that what it writes to disk, can now be read on another drive. Need to find a better ad more accurate way to put 1581s into alignment. We lucked out on this one, and with the box, it will go to ebay. Cleaning helped as well to put the head accurate. Did work on the 1581 that he wishes to keep. Just a little bit of testing, Ran it through the format, write, copy, read, initialize, validate and scratch commands. This one has jiffy dos. Tested the file that it wrote to another drive and no problems. This one stays in his collection for use.

Hope that we can make the 1st one we tested bang into alignment. That one is still off a bit, and it does have jiffy dos. If we can't make it work, shall transfer the jiffy dos chip to the working one, and have it for sale that way. next is the 1541-II drive, I seem to remember, for testing. then a flat 128 with the 1750 reu. Bummer is that it doesn't have the disk or manual. I think that they can be found online though. Couple other items that I forgot at this time, to be tested as well.

Project: Been hearing from our new member dmackey828. That besides it being all my fault that I have made him into a fanatical worshipper of the C= headed goddess. He had scored up an eprom burner, some dox, eproms and I am not certain about the eraser. But has been having a fine time <I head something about the eprom burner making to the trash can once> in making these chips. Have asked for an article on his "fun" in learning to burn them. Side part of this is in...

Project: The ever going on project of the shop/ C= stuff being sorted, and lost and resorted. Health picked up a little, or I am just getting another stubborn streak. Dove into disk sorting. Mainly as I promised that I would copy all the articles on EPROM stuff from the current series in the 5C's issues, and send the SEQ files for him. Found some disks that have been hiding on me, found some that like to play hide and seek. Need a heat seeking missile to find them, or a sonic screw driver that detects computer disk life forms. One of those is the December 2008ce issue from 5C's, that just has to be not in the stack of disks. Have all the rest to current installment 9. Bugger will show eventually. Then I'll put it on the 81 disk and make a nasty thing for dmackey828. Not sure if I want to make them into a LNX or LBR, pop that on a 1541, make it a .D64 and

then GeoZip it for his "enjoyment".

Did find almost all of the original collection of my work with that Dungeon Creator from a decade ago. After some of the writing work is accomplished, I'll be doing my attempt to relearn and work on some adventures. Even found a mod I started on Eliza. REM on it says I started in 1996ce. Nothing Fancy, just some data statement changes and I didn't know what I was doing, still don't, but that doesn't stop the fun of trying.

Request: Guess that this is the best way to present this topic. One of the online acug mail list members, posted a few questions on Geos Wheels. I tried to answer them to the best of my ability in a short time. One thing that he did say was on the topic of pictures of the screens, or so I interpreted his question. What I have planned and at this time of writing, is taking some screen shots of the thing that is in front of me. Yeah the Geos/Wheels screens, in GeoWrite, as that was a part of the questions asked. Put these in the picture book area on the yahoo mail list thinggy. At the least for a little bit, so the prg can be seen in action.

BBS: Today, sort of blog/journal style here, Saturday 30/May/09ce, got an e-mail from Eddie. He saw the GeoPaint drawing that I made to pdf and sent to him. Same one that is pages back. Not at this time replied, only have part of that cup of coffee in me, and of course late on everything. He sent me a link to the spot to see a jpeg of the jumper setting. OK I am not certain that they are correct. Mind not wanting to leave the dream state and enter what passes as a shared reality for me and the rest of the world. Didn't even do a sketch at that time of the lay out, to compare with what we have as settings. My putrified mind stuck on one point that Eddie said in the e-mail. We are short a jumper. OK now that I am more awake, I wonder if the jumper things that are not, ah jumping for a better word, can be put in the proper place to jump? Look into that for the hardware class lesson.

Update: On the 26th of May {isn't that when Linburg landed in France?} Our furry constable A500 made a trip to the kitty Dr. at the unheard of, unghodly hour of 8am. No.30 pulled an all nighter to take her there on time. Then a bit later yelled to get me up, opened the shop and headed into town to collect the discount coupon. 2:30pm I headed out to pick up the kitty. Who was really stoned man, big black eyes. Not great, on a black cat.

They trimmed her claws, I guess because they didn't want her to scratch the stitches. Or could it be that she was un co-operative in being taken out of the carrier? {EG} In any case, she made it back to the shop/ACUG ghq. Where after a fun time of trying to walk, and the hind legs failed. She had some lap time and pets. Now she also had to freak out the freak. By rolling off the printer to the desk, between the printer and the shelf. Pitiful meeows, and her furry facial expression, reminded me that I had read someplace about cats having the same number of facial muscles as a human. Scared me that she might have ripped open her stitches. More pets, and then she decided to hide under a stack of disk boxes, printers, and other C= stuff. Came out over a day later. Now she is almost back to normal. Demanding her pets, at the door when I arrive each day. Eating her sabbath treat today as I write these lines.

Newer members may wonder at why the above trip about a cat in a C= newsletter. Despite her name and being the constable/mascot of the local group. There is a long history for her and us. One that would eat up the rest of the pages of this and next months issue. The real short is that she came to us for rescue. Being abandoned by her owner. Well before that we had found her and at the request of the owner. Tried to return her. But the people at the house, refused. Owner told us that it is our fault because we don't speak spanish. I'll not rant on that part in here. We took the kitty to the shop and had her there for several weeks. Till the owner

stole her away. Later in that year <2005ce> there is the kitty wandering about, eating out of the trash can <used diapers>. Came to the shop door and cried to come home. OK took her in again. Losing her the first time was traumatic. Starved and looking bad, she came home. 4 months later the owner wanted the kitty. I said no, and the cops came by. Cops agreed that the kitty belonged to us. Long legal talk deleted here. Two days later, arrives the head of animal control. Long story short here, that bitch already had at least 2 counts of animal abuse/neglect. If she hadn't had three kids, she would be in jail. She can't own an animal in Oregon. But A500 was still listed at the local vet as hers. He had to take her for an exam, and do the paper work. I didn't want to lose her, but more than that I didn't want the bitch to get her. No worries on either, kitty would be mine, and the bitch can't get near the kitty. He learned how much A500 wanted to be here in the shop. When it took both of us to get her into the carrier.

Tell you here and now, that when she came back that evening. I heard her yelling all the way down the driveway of the carpark, all the way till she entered the shop. Smelled me and the pipe and quieted down. She went to her kitty hiding place, which is how she got her name. As that place was on a pair of dead A500's. Must have liked the KB layout. The good news is that she was now all legally registered though the humane department as mine. Her name as A500 and even registered at the vet. Paid for by the head of animal control. That slips into the bad news. I knew she had some hurts. Let me see, what did they find? Oh, not much, neck damage, hip and tail damage, at least one paw damaged, all of her ribs on the right had side had been kicked and broken at least twice and healed wrong. No question as to who did it from the age of the injuries. I knew that the kitty had at least 4 litters, that the owner didn't care to take any responsibility. I remember that owner said the kitty, didn't use the kitty box, didn't purr, didn't like to be held, and won't sit in the lap. Ah right no, she just got off my lap after washing my hands while I am writing and purring so loud I have trouble hearing the Celtic air show on the radio. Any way that was back in the late fall of 2005ce. It took this long, not only to save the bread for her fixing <other emergency expenses>. But to get her weight and her health up to handle the operation. Physical and mental for her. Stress can kill a cat.

So A500 has been a part of the shop and the ACUG for several years. Has to be in the lap of all the members that are working on the computers. Naturally creating problems, like helping to type prg lines. Pity that the great C= just doesn't understand cat basic programming as a language {G}. She loves the computer stuff in the shop. Ignoring the game and comic book items. Right now she is on the bag I use for transporting the newsletter to and from the copy place, and it is on the printer, sleeping nicely. Oh yeah one fear that they had for her, was that all the drenn she ate and other factors of her previous life. May have made her diabetic. A thing that I am not too familiar with in cats. Anyway point of this historical thing, is that our constable has been "fixed". Now not only safe, but healthier, and we hope happier.

Update: Guys I am smegging it real good. Lets welcome the newest member to the ACUG DragonFlu. Our third new member this year. Somehow I am not driving them away anymore. Anyway I met DragonFlu on our IRC. Based on what I have picked up. He has run a BBS in the past, I think it was on a 64 system. Interested in running one again, and on a 128. Knows a lot about the workings of the IRC. Well most every one does know more than I on that topic. Now then, DragonFlu is located in the Colorado Springs area. No, for our Sci-fi fans, I don't think he works for the S.G.C. {BG}. He is interested in the C= telecommunications as well, along with a few games. However he will be gaining this catbox liner as the cyberspace editiions, and the Penny Farthing disks as well. Poor man to face that much input from me here at the GHQ a.k.a. the Green Dome.

Announcement: Our No.16 will be gone for the majority of this month. He has his yearly two week National Guard training out of this state. Shall miss the meeting and the slated days for more testing/repair of his C= items, as well as the returning programming and other S.I.G.s

Notification: Tried out this different style this issue of information passage. Tacking in the data all in the rambings section and classifying it, looked nice as a layout idea. Started out OK, but for me at least, lost the effect after the first few entries, and has become to sterile in feel. Not even Sci-fi in scope. I'll look for other ways to present what shakes around here, and in the far flung reaches of our ACUG Imperium.

Update: Still hunting for the December 2008 issue of the 5C's newsletter disk. As that has the installment of the eprom information that I am missing for dmackey828. I must make a medal and or an award for members that have needed disks that have entered the time space warp, without using a TARDIS! Perhaps it is just hiding on me so I have to do more shop purging? While on the subject of dmackey828. I have bugged him for articles. Well trying to save you guys from reading this full blown drenn of mine. I have asked for his background in the C= , his current work learning to make eproms on the C= , his website that lists us, and naturally his new work with Geos. Hmm I could be cruel and ask for that from DragonFlu as well. {EG}

Just Plain Filler Drenn: Guess I must bow to the local gang and say it, Lord Ronin's body turns or turned 59 on 7/June/09ce. The mind has never aged since, what, 18 or less?

That out of the way. You are more likely interested in the things going on the fact that there isn't enough space to toss in one of those dull articles I have stuck away. So then the following bits are all the last moment before this is put in Post Print things that have gone one over the past few days.

Been seeing in the IRC of ours, that dmackey828 has become addicted and broke to and from the sacred and most holy C= at the moment he has been focused on the eprom work. Finding help on other channels, and gaining some circuit board type things, for making cartridges. I looked at them, from the links that he posted. Mind now that we have not locally done any eprom work at this time. Yeah we will be picking his mind when we start our own experiments. He also posted a link to a place that has the 64kvdc set for installation in the 128 flat. I must remember to send him some files that I have which use that extra ram.

No.30 has picked up the 4000 mother board from No.16 and it will be sent to that man in Calif. Who has the 4000 power tower. Replacing the one that the sho-vah destroyed with his treatment and glueing in chips. What else is needed after that is unknown at this time. I have made the start of an arrangement, that is not solidified, on a linux tower from No.16. As a something to replace the failing pos compaq thing. If this does go through for me. No.8 will be needed to explain and help in the set up of a linux system as this bugger has the heretic stuff on it.

Been reported that we have done a bit of hardware work with No.16 on items he intends to sell. There are still a few more that need to be tested. Bummer is that he will have left, by the time the print issue is in your hands. Work, prepping for this yearly training session and some personal difficulties have caused a slow down in this project. Hope that we will be able to pick up again after his return. As there are more hardware things to do for us, past his collection.

Speaking of that, today <6/June/09ce> I received some information from Eddie the One about using the jumpers on that board. There are several that are not being used at the moment and I can take one of them to use for the missing connection. As much as I want to do that today. I promised that I would wait till No.16 was here in the upcoming week. As it is hardware and he enjoys this sort of thing. So that means I must wait in anticipation for his arrival on Tuesday IIRC to do that jumper movement, and see if the thing works. If so then mind you there is a mess of work for me to do on BBS set up. Even with thanks to Eddie the One for a copy of his innercircle BBS layout. As I must try to recreate the Village as close as it was in the past. No then to find all those scrawled notes, and if I can find them. Can I read them? Some new members may wonder at the delay. Older members have read how I feel about promises, like with the entire sho-vah situation.

As I am doing this fill up stuff. No.30 is working on the 64c. Creating an adventure with the Dungeon Creator. This will take some time, but it is a good sign that we are putting some things back together again. Lots of glue and a big hammer of course.

Personally, this last month has had me just writing things, for the most part. Started on chapter 5 of the adult version of that "it was my world" story. Have almost finished the 4th chapter of the general audience. Then must start on the general, well call that PG-13 level audience chapter 5. Have to go back to the very adult 2020 chapter 7, and chapter 3 of the Wandering Cat story. Plus as part of the Geos RPG lesson. Making a starter adventure for No.16 to complete and run for his DM training/lesson. Of course that is in Geos and I must make a pdf of the post script file and send it to him during his training session with the Nat. Guard.

Have other projects to be done for people that have sat a long time partially completed. So many things to do and to learn with the sacred and holy C= that there is never enough time. Wondering if this is a bad thing or not {VBG}

Twice monthly IRC cyberspace meetings have picked up. Though at times there is the threat of me doing a Geos/RPG adventure writing course. If things don't pick up in conversation. We had had at times 11+ people logged into the chat. May not sound like a lot, but it sure beats the times it was just me and the chanserv bot. Talks have been on a wide variety of things. Not all I admit on the C= . Yet it is C= people talking about their interests and yeah it does slip around to the C= and how it relates to things. Besides me and my RPG stuff. Talk on ham things and our sacred PC platform. Chip making, some techy things that I have had go over my head. A good few hours spent a couple times a month. 1st & 3rd Mondays at 7pm west coast time. /server irc.newnet.net /join #acug.

Well the "r" key has died on me. Only way that you are seeing that letter here, is simply because I took all the bad key letters and made them into a file. Using the cut and paste tool of C= and T, I paste in the letters, and then delete the un-needed ones. Going to see if one of the flats that came into me, will work. Hope that I can transfere that little mmu board. No dox anymore, so it is draw it out and hope for the best in moving it to the flat. Then send 3 key boards to Ray for repair. Loads of hippy and kitty fur in the key boards. A500 and I must be shedding heavily. {BG}

Next page has the Shadowland things that I picked up in the past few weeks for us. Added some comments to the input. Updates and things that were posted on the topic at a later time. Getting a bit better with the copy, transfer, and converting process of the text.

POSTED BY ROBERT BERNARDO OF F.C.U.G.

   Cloanto has released C64 Forever, "a revolutionary preservation,emulation and support package". Similar in nature to Cloanto'sbest-selling Amiga Forever package, C64 Forever runs on the PC andprovides an emulation of the C64, PET, VIC-20, and C128; a database of thousands of games, 200 games and demos, and historical facts and photos. C64 Forever is priced at $19.95 for the downloadable versionand $24.95 for the boxed version. For more information, go to http://www.c64forever.comC64 Forever information is also available on Facebook and Twitter.

   {editors mumblings} I have yet to look at this site. Another individual posted on a list that there is no Commodore playable version of this item.

SENT BY JIM BRAIN TO LORD RONIN

   * The other company is NKC Electronics.   * NKS's two boards are $60 for the pair ($45 for the SD board and $15 for the additional board with the connectors on it)   * NKC's offering is called SD2IEC   * The uIEC now comes with a connector card like the NKC unit and it   has switches.

   {more mumblings: Jim sent this, along with explanations of terms on other subjects. I just learned in the IRCon the 6th of June that the standard commands for the CMD hard drive work on the uIEC. As I understand it, @cp71 works, as does @cd//kitty box/. In moving from partitions and sub-partitions.}

POSTED TO COPS BY TOM GOOSER

  Dell has a color laser printer that is Commodore compatible on sale for $329! I just got this printer and it is wonderful! It has a parallel port and supports Postscript as well as PCL. Dell is also offering free shipping at this time. Check it out on their website. It is the model DELL 3130cn Color Laser Printer.

   {another murmble: on the cops list there was a question about this working with the post print prg. Tom confirms that this post script level 3 printer works with pp 3.8}

Print Ending Statements: Ok a reminder here about the elections. Need your input before the
July meeting. Snail Mail, E-Mail, message on the machine, IRC, knock on the front door, all that sort of thing.

   Since the key has gone out, and I don't think the paste will work in GeoPub. I may have to make a substitution for the letter "rR". Want to do this before attempting to change the 128 systems. Fingers crossed, but print readers are safe from any further drivel from me for a month. {EG}

CyberSpace additives: Well gang, I lucked out. After doing a spell check, and then a layout with
the cover for the print edition. Followed up by post print and the actuall printing of the issue. The system didn't lock on me, as is usual with turn the printer on and off. Most of the time I have to reset the 128, then load from the HD Wheels, set up again the Ram and all of that lot. Luck out is that I had forgotten to duplicate the file. Could have lost it in the Ram. Now I can make this section, and use as few words that have a"rR" in them. Since that letter has to be pasted into the word and then the bold face turned off. This will be the last thing that I do on the 128D, till the Key Board is fixed.

Thing that is bothersome to me at this time. All of the things must be shut down. That includes the HD, which has been a bit finicky on coming back on again. Hate to shut it of and then back on again. Also in a bit of a tizzy about popping open the 128D to take out that MMU thing. Need good eyes and hands for that task. So then once these pages are completed. Then the .ps file on disk to take to the linux system to make into the .pdf. This unit is going to be shut down and dissasembled. Well after the things on and about it move to a new location, and the flat is opened. Hope that this will be an easy task, the flat functions and in a day or less I will be back to sitting here and putting down those adult sickening tales that pop out of my mind to the Geos system.

No.30 has been doing his M.S.P.E. character generator util again. Sadly with the long delay between the last time it was dealth with, and now. He couldn't get into what had been done and has had to begin a new, from bare bones. Great news just happened. No.30 had in his loft a 128D keyboard, that turns out to have been one that I had loaned him a long time back. Not having a 40/80 monitor at the moment. He brought it to me and I can now not worry so much about the problems with the switch of the MMU chip. Though I must send those other keyboards off for repair. The day got a lot better and it is also my 59th birthday as well.

But back to No.30 and his project. He is currently working on modding an existing programme that we had used for the basis of our initial work to make the {bet I shouldn't have hot swapped the key baords} parts of load, save for the data created by the char. gen. As he just put it away, I haven't seen what he has done with this new attempt. Frustration created the problem of doing it over again, as he can't remember the what was being done. Well it has been over a year, and the event that destroyed his interest and enjoyment has been slow to dissolve. Told him that I would look at the original programme. Try to list out the variables for him, and hook up a printer, so with Jiffy Dos I can print out the programme. Plus my own copy that I was working upon with him at that previous time, is doing its fun of playing hide and seek. I intend to take his programme and copy it for myself. Then make the adjustments that I remember experimenting with at that time. See if I can make headway. There is still the need to list the skills, and come up with a way to allow the player to buy them, but also to be able to not buy them at levels that he can't reach as well as not spending more points than he has to spend on the skills. Going to be asking for help in some places I can see.

Should be on page 20 the colour image that was sent to me, about the Jiffy Dos announcement. I didn't edit the size of it, so hoping it will fit. Looks pretty good on the cover of the print issue in black and white. I can add that hints of future things to come have floated out in the chats. I hope that we will see more of the long missing items coming back for us again.

As we have new members this issue. I want to go over again just how this useless collection of free floating electrons comes about. First it is written in GeoWrite on the 128Dcr with the SCPU and using Wheels. Then there is this additive as the bold face removed creates more pages. Blod face is used for the print issue as we print it out in post print with an imported font. Love to know how to do that for this version. Anyway, this part is added to the clone of the print issue. I change {if I remember} the footer from print to cyberspace. Oh that is a term from the Shadowrun game. Just like the term Shadowland for the news area. Anyway this is then taken to post print 3.8. There I add the page one data, which is created in what is left of my GeoPub programme. Well there is a change in things at this point. I do the print issue by making it into a disk file. Then go into GeoWrite and change /TimesBold to /VillagePlain. Insert that font into the printer and then print out the issue. Dealing with the cyberspace {no a cyberman doesn't create it} issue. I lay it out, put in the cover, and then make it into a post script disk file. Setting the format for linux, as the heretic one makes a file too big to fit on the heretic formatted 3 1/2" floppy. Following that, I use in Geos/Wheel the tool GeoDos. Which does

a lot of things, that I have yet to understand. This is where I copy the file to the floppy. As GeoDos reads and will write to the heretic format disks. Along with normal formatted disks. Last part is to take the disk, copy the file to the desktop of the linux thing, a real pos that I have at this time. Use a tool called IIRC imagemagick to convert the file to pdf. Then attach it to each e-mail that I send off to the CyberSpace members. Point of all of this is to state and document the sources, that this newsletter is around 99% Commodore made for the CyberSpace readers.

OK now then with that all over. I remember that I have been asked to define some of the terms we use around here for the new members, and for older members that didn't get some of this at the start. So then the terms that we use, off the top of my head. DECKER: term from Shadowrun, derived from the game and book neuromancer "console cowboy". There are other names from other Cyber them based games. For us it means anyone that enters the Inet, www, or a BBS. We used it first for the BBS. JACKING IN/OUT: also from the Shadowrun game. Basically it means log in or out of a telecomunication system. SHADOWLAND: also from the Shadowrun game. This is a place where the deckers, that are shall we say not licensed in the matrix, hang out and share comments and information. Some of it true, some of it speculation and a lot of it wishfull thinking. THE VILLAGE GREEN: sure it is the name of this collection of electrons. Comes from the album "The Kinks are the Village Green Preservation Soceity". Title song is the anthem of the ACUG. Though the some of the name Village Green on that album also holds some aspects for the meaning of the term. In general it is the dictionary {O.E.D.} definition. A place of common meeting. Retro name, for retro PCs.

THE VILLAGE: Name of the returning BBS. Comes from the cult 60's T.V. show, "The Prisoner". Let you google that one up {BG} Been a fan of it since the airing back in the 60's. Has a lot that I can identify with to this day, like tech moving too fast. PENNY FARTHING: Name of our monthly disk. Also from the above T.V. show. A large front wheeled, small back wheeled bicycle. Symbol of The Village. PC: multiple meanings on this one. First of cours is the meaning for a computer. The C= is a PC by definition of being a Personal Computer, and this returned 128D keyboard says it is a Personal Computer. But the initials also stand, in our world for Player Character. This is the avatar/alter ego that one uses in Role Playing Games. HERETIC*: fill in the * with what fits at the time. Our term for any computer that isn't CBM 8bit or Amiga. Mostly it is used for a micro$oft windows thing. THE STACKS: almost a literal statement of the collection of disks that I have collected. Stuck in disk boxes and crammed where they can be set. Most of them are not checked and or catalogued. Some where around 5,000 plus 1541 disks, not counting the 1571s or the 1581s or FD-2000. However that term also referes to the books and magazines, and yes the collection of our and the exchange newsletters. Old story of so much to do, and so little time to do it. Tis fun though, if at times cause for a massive freak out. SMEG: term from the Red Dwarf T.V. show. Lets call it a substitution word. FRELL: from the FarScape T.V. show, also a substitution word. DROK: from the Judge Dredd comics. Justice department approved expletive. DRENN: another substituion word from FarScape. DM: Dungeon Master, originally the guy that ran the D&D and or AD&D games. Now used as a generic term for the guy that runs any RPG. Though IIRC it is a copyrighted term with T$R.

There that is enough of that for now. Any more terms that we use here that aren't understood, besides bad typing skills. Feel Free to ask what we mean by them. Now then on the next page should be that announcement that appeared AIR at C-4. I grabbed it on a Saturday night when the guy, who's name I forgot, posted the link in one of the chats that night. Till next time, I gotte get the Smeg out of here, and make this Frelling thing into a post script file for converting and transmission tonight {VBG}

LATE BREAKING NEWS

BRAIN INNOVATIONS IS FINALIZING
AGREEMENT WITH HIGHLAND IT SOLUTIONS
TO DISTRIBUTE CREATIVE MICRO DESIGNS
'JIFFYDOS' ROM OVERLAYS, IN BOTH
IMAGE FORMAT AND ACTUAL HARDWARE
VERSIONS.

JIFFYDOS ROMS AND ROM IMAGES ARE
AVAILABLE FOR PREORDERS NOW AND WILL
SHIP ON OR AFTER JUNE 22, 2009

EXPECTED PRICES FOR ROMS: $USD20 FOR
SINGLE ROM IMAGES, $USD30-$35 FOR
C128/C128D ROM SETS

AN AMNESTY PROGRAM WILL BE AVAILABLE
FOR ROM SETS DISTRIBUTED WITHOUT
ADEQUATE LICENSING