The Village Green

Looking for things for
MossyCon6

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, *Eproms* dmackey828, *linux* destined {#8}
Cracking PAL->NTSC Mad Max {#21}

Deputies: *Commodore Librarian* #30, *Editor/SysOp* Vixen {#3} Imperial Warlord {#2}
WareCat {#23} *WebMeister* Balzabaar *Editor* dmackey828

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 #12 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 $1.00 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
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 20/August/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

Notes from the 16/July/2009ce Meeting

OPEN: Some time near 7ish

NEWSLETTER: Approved, locally and from L.D. members

CHANCELLOR: The following reports where submitted before the actual meeting. Since it is the party night for us and meeting is fast if not suspended. We had a nice, though short visit on 28/June/09ce. Robert Bernardo {No.10} stopped by with Peter Hanson <sp?>. The gentleman from the U.K., who is also known as the King of the Plus/4. Peter pops to the states every few years and this is his third trip to our area. A500 of course had to have her petting from him. Peter gifted LR with a limited edition figure from the X-Men. Along with the usual stack of Brit Cit newspapers with the "page 3" girl. Plus a nice Brit Cit magazine. That also has some girl pix in it {BG}. On our side, LR laid on Peter the last two months of club disks. At the least showing that there is activity happening in a users group.

Robert had a couple items to show us. One was a new cart for the 64. He had just gotten it, and the cart was tested out on the 64c in the shop. Contains from the fast look that we saw, many games. Though it doesn't roll over with the listing on the screen. You have to use the F key to scroll back though the listings. Time being short there wasn't much of a chance for a demo. Robert also had a device that is being repaired. One that we had heard stories about, but never had seen before. Can't remember the name of it, though it starts with an "S". This puppy, the same colour as a tan breadbox 64 or the 64c. Slides into the back of the 64. Allowing one to use the 64 and to run the 64 as an Apple. Many open slots are inside of this unit, and at the moment it is under powered. Our member Matt along with Jeri Ellsworth have worked on the power supply section to bring it up to proper voltages. At the time that we saw the unit. All it did was toss up on the screen, as we were told was some sort of non Commodore error message. LR remembers that there was a chip in there called the 64 phantom. Plus some empty chip sockets and a light that was just hanging in there, which none of us, including Robert could figure out where it went. According to what Robert said, this unit was touted as being the way to have the best of both worlds. But it took so long to be delivered that by the time it came out, there was little interest.

LR did get the definition of "CHAV" from Peter, and it beats as well, with more explanatory statements than the google search gave him. Still it seems to be a derogatory statement over some sort of new fashion and attitude fad. Talk about many Commodore and U.K. things. Robert found some Commodore 64 programmes on the rack from the Cove school buy. Educational ones that he picked up in a bulk buy with A.C.U.G. discount. Around 6:30pm. Shop was closed and we went to the commune. Where Robert showed the cart that he couldn't use at MossyCon5. One that does music. Having the keyboard that looks like a piano and fits over the 64 keyboard. Explaining that this additive makes the system work. But

we only had a 64c in the shop and the 128Dce. Neither of which are laid out to accept that musical keyboard thing. As we understand there is another way that deals with all the actual keys on the Commodore keyboard to create and play the music.

Robert spoke about an Amiga engineer that wishes to go to CommVex. The possibility of the end of the Vintage Computer Fare. Something about "for profit", that we missed in understanding. Robert also took the three 128Dcr keyboards for repair to Ray. A.C.U.G. agreed to cover $50 of the repair cost for LR out of recent income to the group, from memberships and some sales. As all the work for the group is done by LR and for the most part on the 128Dcr. He was also a bit upset that when he heard LR had some heart problems after a walk. That LR didn't go to the Doctor. Robert was reminded that the Doctor trips for anything are on hold, till the sho-vah fixes the evil that he has done to us. LR feels that strongly about the groups that the sho-vah is attacking, including the A.C.U.G.

Sadly Peter was exhausted from his travels. Spoke on a few things with him. LR interested in current British media presentations. How some of the shows on BBC America are censored in the states, but not in the U.K. Some comments about the freedoms that we say we have and don't in the states. Talked about grand kids, as Peter has one, and LR has two that he didn't know about till almost a year ago. All too early they had to leave for dinner, which LR recommended if it was open the local British themed place. Then they needed to make their way to Seaside, about 20 miles south of us, as that is where they found a decent priced motel. On Monday, they were to head to Seattle area. Long drives in a short time this year. We hope that they had a good time here and that they have a safe trip. Only bummer is that we didn't have a lot of notice that they were arriving on Sunday. Camera battery wasn't charged up for any snaps.

AmiTech-Dayton Gazette: For June, came in after the meeting. Eric starts of with remembering an article on the death of Linux. Yeah there are "dissenting opinions". As some of the members, local and L.D. use Linux. Eric goes on about the meaning is the average man not choosing Linux over other systems. He then mentions that the writer of that article gave the date of 2002 for the death of Linux. Speaks about the linux notebooks <no idea what they are>, then goes into the death of Amiga as being in the mid 90s. That is for the average man, not for the computer savy. His purpose of this line is that there are two types of people in the world of computers. First type is the ones that know something about computers. Next type is those that don't, and may not care to know anything <besides plug and pray>. Eric speaks about in the "way back, way way back" days. The majority of computer users where of the first type. One needed to know something about them not only to operate them, but to select the right one for ones needs. Today computers "are a commodity, and like any appliance most people don't really care about its workings." He goes on to show things about ease and name brand attitudes. While Linux will the same things <faster as well as more efficient in my experience> It is also is less bulky and "Free". But it does mean that the user has to know something. While the other systems are not that way. He goes on with how the Amiga is the same way, with the part of needing to know something about computers. Yet is does the same things as

the others. Stating "Even with all the various systems I've used over time, the Amiga family is the only one that's been special to me over the last couple of decade, above and beyond the basics, that is".

Well here we understand that in many ways. Though more for the Commodore64/128 systems. There is something about knowing at least a bit on how the computer works. That make it special. For many of the locals, that is why we aren't yet up on Amiga. We were not taught the system. Nor had the material to learn the system. Seen the heretic system. Seen how people treat it as, well like a disposable lighter. Dumping the old stuff for the new. Hey is that why we are getting linux things from a place that resyke's the old stuff and installs linux? We may have problems using it, but Linux for us is sort of like the Commodore, at least in the attitudes of the users we have met. Around here and for others, Linux isn't dead. then again neither is the Commodore.

RYTE-BYTES: for July arrived in three jpegs from Lenard. Who starts off with the apology for again being late with the newsletter this month. There are many factors at work against him on the home front. For him to be as prompt as he wishes. A factor that we know here all too well. One of the reasons that our cat box liner is started shortly after the meeting of the prior month. Lenard reports that Les and Helen of their group had worked on the library room schedule. They have it booked though 2012ce.

Things are not that great for them on the home front. Based on what I read, seems that the idea to buy their home, as fallen on hard times. Final word isn't presented in the newsletter. However if the sale fails to them. They will have around a month to find, buy and move into a new place. Good news is that there are people willing to help them in the move, if it comes to that one. He has asked for time off from work to be able to attend the July and the August meetings. Hope that this happens, as he is editor and President of the group. Based on the idea that he will be there, he wishes to do a demonstration of how the newsletter is made. Needing for that a 128, a 1571 and a 1581. He will have the disks for Geos, Big Blue Reader and the other that are needed. Showing how he moves files from one system in "doc" to the C= and puts the newsletter together. If the items are not able to be brought, he will show a video of how it works. A new idea is sending of their newsletter out as FAX, was presented.

Jack reports that the weather has been hot. Then reports on the meeting for June. Where Ken gave a demo of his print Screen programme and Gary demoed How to use winvice, which is hoped will continue at the July meeting.

TREASURER: Holding for the moment at $36.20. See Catch Basin area for more information.

C= LIBRARIAN: What to present for this anniversary meeting as a disk? That was the question that started several months back. Pull items off of disks that we saved, or from CDs that we have gained? No that didn't seem just right to me. I wanted to have something that we

had made for the disk. Plans came about, but sadly life happens when you have other plans. The original plans failed to bear fruit. However some members suggested and idea and after some disagreement on LRs part. We have two disks this month. That we think reflect what we are doing and what we are about, in the C= scheme of things. First disk covers stuff that we are doing. One chapter of a new story series by LR. This though is on both sides is two different editions. Side #1 is for general readers. While Side #2 has the more adult version of the chapter. Idea came about as a way to cover different reader tastes. LR said he would talk on that in his sections. Of course it was written in GeoWrite. The fonts used are in each of the chapter 1 GeoZip files. Second disk shows our desire to preserve C= things. As it is a double sided disk of Geos fonts. Side #1 has just 11 laser writer fonts. These came from a link that Nigel at Commodore Free sent us. In order to help our CyberSpace issues. Some of them are used in this issue of The Village Green, print as well as CyberSpace issue. Side #2 has 21 GeoFonts. Called "MEGA", though we have had little use of them in the past. They were found on disks that we are salvaging. Adding to our store of things for the BBS when we can get it up, and our own library. As that is being rebuilt. So there we have work created by us and things saved by us. Showing both of our primary interests with the C= .

EDITOR/SYSOP: Print readers missed out on all the fighting that was done for the CyberSpace readers last issue. Which was recorded for the CyberSpace readers {EG}. I found a working copy of a GeoPub and decided to try it out. Well the CyberSpace issue was bit colourful. Though it took 7 attempts to lay out the jpegs correctly. Issue was made into three columns. I should do more on that in the Ramblings for the end report on this project. Explaining the actions to all of the readers. I'll tease you here with the fact that with the colour additives and 17 pages, with 4 jpegs. After converting to pdf, bugger was around 5.4mb.

At this time, which is a month before the meeting. I am not ready to use this GeoPub for the print edition. There is more to learn for me on the operations. As this version doesn't have any dox. Not exactly compatible with the manual that I have, but still more for me to learn about the sacred Commodore. Should talk a bit about the last issue. Besides it seems we used a TARDIS and moved back to the year 200ce. Yeah there is a typo in the footer saying it is the July 200ce issue and not the 2009 issue. Swear that I hit that 9 key. Ah well can't touch type and was too focused on the GeoPub experiments.

Cover failed to come out in the print shop correctly. Their new photo copy machine has different settings to the old one. Did give a gray scale colour to the box with the text. Made some interesting halo effects around the characters. That do not appear on my original print out. There is a box around the title "The Village Green". That was supposed to be a very light gray box. Looks that way on the print out. Didn't show up at all on the photo copy. Picture at the bottom of the cover. Well that was one shot with the camera set for B&W. Instead of having it converted from colour to B&W on the linux system. Looked good on the camera as well as the print out. OK a black cat on a black bag is a study type picture. Came out much darker on the photo copy. I experimented with the border. Making it farther away from the

picture and thicker. Oh and this is a direct unscaled jpeg placement in post print. Wasn't too certain it would fit underneath the table of contents.

Thanks go to Nigel at CommodoreFree. He sent me a link for some Laser Writer Geos Fonts. I am trying some of them out in this issue for both the footer, header and some department areas. See if they make things look better for us. In both the Print as well as the CyberSpace issue.

DEPUTIES: Not a lot to report with the summer time happenings. No.30 did burn a CD or misc. Commodore things and other items for us. As it needs to be done now, with the upcoming demise of the linux system. He has been pulling the stuff on that system, burning CDs to preserve all of the files. Later they will be sorted and put on properly labeled CDs for our library. A future project in making CD library of our Commodore and later on the Amiga things. Been some sorting of the piles of things in the commune and the shop. As specific items are being hunted for in the unsorted piles. Left over from the fast move to save them from the leaking ceiling. That is about the extent for this month.

S.I.G.s: Had in Geos, a bit on the RPG adventure with No.16. What the maps represent, how to read them and how to apply them to the text part. This being his first adventure to run under a more structured manner. As described in last issue. A few more of these lessons, and it is hoped that he will be making his own maps for his upcoming adventures.

DEMOS, DISCUSSION, CLOSE: Lets call this the party part.

The Elections - Party, Meeting

Well as expected, the results are in and there isn't much of a change. OK prime officers didn't change. Even with the benevolent dictatorship of our group. <u>Chancellor</u> was right out, as that one was a life position as of several years ago. <u>Treasurer</u> is our No.16 again. <u>Commodore Librarian</u> No.2 The Imperial Warlord. <u>Editor</u> Our beloved and feared LR.

By the power granted from the Chancellor and in that constitution on the Hard Drive with Maurice. Deputies where conscripted, err assigned. <u>Commodore Librarian</u> No.30 <u>Editor</u> No.3 and because of his work for the newsletter, and the fact he was nominated for the position. dmackey828. No good turn goes unpunished around here. Rest of the usual group of Deputies, were not released from their slots.

Vote was held and a discussion on the price of the membership. Some thought to reduce the cost of membership to $10 per year, others thought that $12 per year would be better. After a bit of discussion, behind closed doors in the smoke filled room. Came out that the cost for the next year would be lowered to $12 per year for membership, and raising the cost of the disks from 75 cents to $1.00. This to run till the 2010 meeting. Where cost factors will be discussed

again. The fact that just over half of the membership now gains the newsletter via CyberSpace, allows the ability to drop membership costs. If we gain more that want the print issue. Then the rider to the vote allows for an emergency meeting of the officers, local and via the IRC to discuss options and if needed increase the cost for new members.

Now then as for the party. Cake was finished a couple of hours before the meeting, with the last touches of the tootsie roll ah, erhm, uhm, well if you have a kitty you know what they represent. Matt was able to arrive, a bit early. Caught LR cutting paper with the paper cutter. He had ridden his bike the 70 +/- miles from the Tillamook area for our meeting. His job has been keeping him away from several of his outside interests. Yes sadly even the Commodore. But then again in these times, it is nice to have a job.

He gifted us with a play station 1 unit. Minus the LCD screen that he had used for another project. Talked about working on the power supply for Roberts device. That is the thing that plugs into the Commodore and has it run Apple stuff. Also his newest score, that he got at a big clearance thing at IIRC a good will. Where he found an Osborne computer for $5 with disks. He was able to get that bugger working. Discovered that in some aspects of CP/M it is compatible with the Commodore 128 in CP/M. He mentioned that he had put away his 64, and has the 128 out for use now. I remember something about him saying a thing about a SX as well. At least the part of how great the monitor is compared to some other 5" monitor screen.

We talked about many things, boats, ultra light aerocraft, balloons, the group, and of course the Commodore PC platform. Good news is that the only snaps of the party/meeting came from my camera. Some of them will be in the different versions of the newsletter. Could have been more and of the feared creature that appears to breath smoke, be covered with hair and serve the great $C\equiv$ system. Yeah the dredded LR. Ah but the good news is that Matt had the wrong card thing for his camera. So all are safe from seeing the pix of the freaky hippy on the inet. {LOL}

Matt had wanted to head back around 8pm. Riding the bike that is more for in town that hi-way work. Plus the fog was rolling in south of MossyTown. Ah, but it was time for that stuff in the litter pan. Yearly cat box cake. This year made by No.30 and all on his own. This is the type of cake that you do not give to a two year old. There were jokes about Matt bouncing off the walls on his ride back from the sugar rush. Jokes about why we save the cake till the end of the party. Because the overtalkative me, would be talking a lot more and one hell of a lot faster. If we had that cake before the meeting {LOL}. Well things did have to end, and that was past 8:30pm. Matt was late and did have to go to work early in the morning. Took some of the cake with him, along with both disks released for the party. And though we are small, uneducated on the system to the level we wish to be. We are still here, and still active, still learning, still collecting and still USING Commodore. Now that we have turned 31 years old here at the *Anything Commodore Users Group* . So then what great things can we learn personally and as a group in the next year? More Geos for me, programming for the locals, Hardware for some locals and long distance members. We have dmackey828 learning about Cart making. We have much more to learn!!!

Lord Ronin's Ramblings

Guess that it is time to discuss the last months CyberSpace issue for the readers. This isn't to be taken as a push for print readers to change to CyberSpace. Only what I was able to put out last time around with this new to me tool. For some reason my older copy and some others that came my way of GeoPublish have died, or been lost. The one that I was using, and just for shop signs. Well it did a number on making the newsletter. Duplicating pages, putting things in the wrong area and in general. Making the entire thing look and become useless. Mentioned last time IIRC that I found a copy on some DL disk that I had gotten from some link at some time in the past. Well it worked for me, and that is a strange thing. Talked a bit on this in the last issue.

So what happened to the issue for the CyberSpace gang? Well I made the issue at 12 point. Print readers this is made at 14 point. CyberSpace is not in booklet format. As when that is converted the pages are not correct, and they are sideways on the screen. If there is a way to fix that, I haven't found out yet. Lets go to the look of the issue after it was as close as possible this time around for it to have been sent out. And no I am not happy with the results, they are just better than all the tests that I had made and sent out as beta.

There are 17 pages. Bummer on page 17. Says that it is page #1. Though I set the master page thing to make it page #17. That didn't seem to take. Did it like the manual said, or at least my interpretation of the manual. But lets start at page #1, ah the real page #1. Compared to the previous issue covers, this one is blinding. The text is coloured, and the text is in a coloured box. Counting the 9 gray shades, 14 of the Commodore colours and the 9 extra ones, there are 32 colours for me to use. Cover is a bit bright {G}. Footer is in black, and the font that I used became very jaggy in the disk file making and converting to pdf. There is a small header as well. That is better looking in the font use. But to make the page more eye catching, or burning. There is a bar under the header that is a green, and the one over the footer is a blue. Think I used the pastel ones. Oh the colour in the manual from Bruce Thomas on using GeoPub, isn't exactly the same looking on the page as it is on the screen for me.

Page #2 is the usual business stuff and save for the colour bars. Nothing done on that page. Page #3 where the meeting notes appear. Well that is different. Made it in three columns as a test for the 12 point font. In my tests two columns were too wide for 12 point. But would be fine for 14 point. Awaiting feed back on that one at this time. Now then I found out how to make the coloured boxes from Bruce Thomas's manual on GeoPub. Gave it a try and most of the time I can make a coloured box on the text for the different header listings of topics. I say most of the time because the size on screen is not 100% what shows up after converting. Admit now that I did some practice work afterwards with shadowed boxes as well. Need to do more on that with the colours.

OK tell you now that I can't see the colours on the GeoPub screen. This colour part is a section of the post print programme. What I am doing as best as I understand is using the fill patterns as a substitute for the colour that they represent in post print. Right that means the

coloured text is at times impossible to see, and the boxes may not be exactly right. Moving to page #4, there is a jpeg. Our Constable, who didn't like her picture taken after the first attempt caught her in the eye with the flash. She has an unhappy, "I'm gonna get you for that monkey boy" look on her face. But she has been on the lap and purring since that time {G}. There are 4 jpegs in the newsletter for CyberSpace. In short, they where shot with the camera, the disk put in the FD-2000, files copied to RAM with GeoDos. Then I laid them out in post print and measured their sizes. About 2 1/4" x 2 1/4". For the newsletter, I doubled the size to a 4"x4". That is done by laying out the text in GeoPub. Then making the box for the image at the right size. Generally this part would take a photoscrap from the photoalbum in Geos. Here I left the area blank. Then "riffled" the text. So it flowed around the box. Did a look at it in the editor mode in GeoPub. Then moved to the next page.

The other three images appeared on pages 8, 12 and 16. All the jpegs where taken with the camera my son gave me. Tell you here that they look great on the linux system at 100%. But require the upscale to be in any form viewable in GeoPub. Save for the kitty pic on page #4. I selected the three screen shots, as they are part of the test work for sending that Geos lamer series to Nigel for CommodoreFree. Adding screen shots to improve the information from my miserable writing skills or more properly lack of them. Text on the screen looks fine elsewhere but not in the 2 1/4 size that post print made them. I mean that the information on the screen that I shot, can even be read on the little digital colour display on the camera, but not in the size that post print defaults.

Well there was some problems. The size of the box in GeoPub was made for the size I was going to scale the pictures. I made notes of the X & Y of the place on the GeoPub page. Using the numbers on the side and top of the page in GeoPub. Slapped the picture on that page in post print. Gave it a border, and set the distance of the border, even the thickness. Ah the numbers for the X & Y do not seem to be the same exactly between GeoPub and post print. At least that is my theory. Picture insertion is an art not a science. So several attempts were made and converted and viewed and notes made on which directions the pictures had to be moved to not cover the text. Some of these where pointed out with an illustration by No.8 in a e-mail attachment for me. Though they are not as close to the text as they could be. In the final <and that is what I called the file> experiment, no text is covered by the jpegs. For me that is the most important part at this stage.

Now gang I took the brown acid at Woodstock. So perhaps that explains why my mind doesn't work that well. But after saying that, this is what freaked me out. I wrote 19 pages for the print edition, with page #20 being the wrapper. OK I know that when I take out the bold face the page count goes to around 17 1/4 pages. Dropping the point size to 12 would give me a smaller page count. But ah, using GeoPub with header and footer, and don't forget columns. This being the first time I used three. Two was what I used 6 years ago. Ah that usually, OK all of the time in the past. Jumped up the page count. I was at page 13. Before I started to add stuff for the CyberSpace readers. Looked over all the text after converting the test. Looked at it on the GeoPub editor screen. Text was all there, and mind now, there are the insertions at that time for three jpegs in reserved space. Numbers just didn't add up.

So then I added a long bit on, well this same topic for the CyberSpace readers. Getting with another jpeg the count up to 16 pages. There I added the last jpeg, and put in a space filling, as well as it being a reminder. For Sale section, hey remember you can place 4 sale and want adds in the newsletter, as well as announcements. Or you get to read my drivel for the issue. Hmm is that an offer or a threat? (LOL). Now then my next idea, as I got the pages to work in the footer as I desired. Left and right sides for the number of the page. Ah, need more work on that one. I decided that I wanted to add one more page. Since GeoPub will take no more than 16 pages. I would add one more. Giving the last part of the on going report of the experiments. OK and a mess of the ideas for Commodore and RPG things that where flipping at the time in my mind. Well it seems that with the header and the footer that about 85-90% of a stock GeoWrite page is what the GeoPub page I made will take. I mean in the three columns, and with the header/footer part.

Tried out the circle fill pattern for a colour. Actually got it in place on the first time as an oval. Placing it over the topic head for the page. Now I told the master page thing that the page number should be on the right, and that it would start at page #17. Bastard has it as page #1. I don't know yet, on how to fix that, hey it took two manuals and an accident to figure out how to make and store the master page as a left and right one. Really have to clean that up a bit more.

Anyway there we are with the CyberSpace newsletter. Colour boxes for text, some coloured text, columns, colour jpegs, colour bars. Does it look OK? Well the tests I sent out and also sent out a couple free samples to interested Commodore people. Say that they are impressed with what we can do with our system. But I want to go past that part and see about the columns, 2 or 3, raise the point size. Other things to make it look better. On that line we have discussed the print issue, such as doing it in colour. That would mean we would have to print out all the issue copies on the printer. I mean that 5 double sided sheets in colour would run us around at least $10 for each copy, at the print shop. So that idea is out. We could with a small print run of issues. Make it on the laser printer. If we could afford the colour cart for the printer. That is being looked at off and on again. Wouldn't have columns, but would have the colour boxes and jpegs. However to offset the cost of materials. Membership cost may have to be raised, and we just lowered the cost. Hate to have a yo-yo effect. Meaning that there is more research to do on cost per page thing. Thanks go to Nigel at CommodoreFree, for his observations and his help in font work. This should make some more improvements for us. He turned me onto 11 laser writer fonts to try out in the next issue, err like man that means this one.

Hunting for Things

Really been looking for some specific disks. We know how that goes "had it here just the other day, now where did it go?" Yeah that problem. Now I haven't found what I was looking for at this time, a couple of weeks before the meeting. However I did find a FD disk. One that has some scrawl I put on it, saying it was DL of something, and the disk was bad. Well OK it is one of my earliest disks, being one of the aoHell ones. When I was re-using those floppies

that they sent me, on the FD. Was going to toss it, then decided to test it out. Wow man, there where some GeoFonts on the disk. A couple of them are bad I suspect. Spent a day in copying them from that disk. Scared at any moment the disk would go out on me. Which is why the bad rating for it in the pile. But it worked long enough to copy the files to ram. Then for the next day it was zip them up with GeoZip and put them on a virgin FD disk. End result is that right now there are 125 files on the disk. And I just found another one the same way, and the same listing style. But it too is willing to give me the files. Making another couple of days to be spent on getting these files preserved. The may have come from GEnie when I was on line there, right after the rape & murder of Q-Link. A good score for us. Especially when the BBS returns. May make a GeoFont disk for the anniversary party. More on this as it develops. Now a few pixels on the screen but over a day later, the update. Off of the two 1581s. Not counting bad files, and duplicates. Preserved 178 fonts. Past that there may be more hidden Geos thing. What I am looking for in these recently found stacks of disks. The missing Omni 128 disks. Yeah I think the sho-vah or his agent stole them along with some other things from the kibbutz. Just to make my life miserable. But that is another topic. I have found bits and pieces of Omni games and other parts of the system. But not the actual distribution disks. I'll try to get these ready for copy and sending to Eddie. He may find some of the code he is looking for in them.

Catch Basin Stuff

Last issue we had a couple articles from our new member dmackey 828. Who had been letting me know about his ever increasing skills with the eprom burner. Heard recently that he has now put the programme that does this work onto a cart. That he tested in the 128. Sorry to say that I am not following all of his information. As it is past my level of understanding at this point in time. Hoping that he will continue to give us more information.

No.8 should be popping by before the anniversary meeting. Said something about collecting the SD (now for the 2000A.D. fans, that doesn't mean Strontium Dogs) cart thing and taking it to a couple or so people to be looked over. I'm having the feeling that it just hates me. Well now after I wrote that part. No.8 was not able to make it before the meeting. Talking to him on the night of the anniversary meeting, in IRC. He is still planning to make the trip. Though at this moment the replacement linux system is not a happening. By the time this is read, I'll have helped him out on some problems with a 1084 monitor. Because we keep the manuals for such things when they came into the shop. Preservation of things Commodore, that is one of our tasks. As we keep it alive.

Made contact with Ray Carlsen on the 128D keyboards. Robert took 3 with him. All have the same problem, not functioning keys. 99.99 positive it is the cat fur, hippy fur, ash, dander and this place is dusty with the thumping in the bar up above. Stuff floats down heavily at times. My fault for not leaving a cover on the keyboards. Oh wait I can't say that! According to the sho-vah, I never admit when I am wrong. Anyway, $50 at least is held from the sales we have made to cover the cost of the repairs. These will be done in a while. Ray told me that he waits till he has several projects for a block of time. Oh and he has finally

retired from his job at the University of Washington.

Part of the funds for this repair, come from previous sales. Ah but this paragraph is about the most recent sale. I finally did it, I made that sellers account on ebay. Hesitantly, I placed one of the 1581s with psu, manual and disk up for sale. Shot a pic of it with that camera. Well ah, guys it sold for a C note to a guy in Denmark. On 7/July/2009ce the funds arrived in paypal. Fast vote of officers held previously said to use that bread to pay for the KB repairs as well. There are two more to put up for sale to make the funds for the non profit thing. Plus some interfaces, joysticks and software that are planned for sale. If that fails to raise the funds. Then I will add the comic books and game material that is in the shop. Till we can make the funds. Though it did cost $45 to ship it, the remainder will go into the kitty {no not the organic ones} for the key board repair. As there are two more to sell. Along with some other items. In order to make the funds for the non profit status project. In fact this was talked about with Matt at the meeting. Who also agreed with the need to have repaired 128D key boards. So the writing work, and the newsletters can still be created. Making that take precedence over the non profit part. But the shop will be adding more to the online sales.

Got to meet Jim Scabery in IRC the other night. He remembered our No.16, but had forgotten that we have some disks on loan from him. That I must set up a system to copy for our library. Though till we have a working Amiga. That format platform is out of reach for copy work. Did gain his e-mail address and forward it to No.16 and to dmackey828 who is looking for things like a 128D. New members will have no idea of this man. Well guys, he lives in the Portland metroplex. IIRC he was a sales and a repair station for C≡ and though his health is bad, and now on oxygen. He still has C≡ items for sale. No.16, No.8, No.30 and Robert have been to his shop on more than one occasion. Sadly with the sho-vah situation. I am in the shop every day, and have not had the pleasure of meeting Jim IRL.

OK gang here is the plan for the non profit thing. As laid out at the meeting and behind closed doors in the smoke and cat filled room. Once we can put the funds together, and go for the non profit trip. I am donating the shop to the A.C.U.G. By that I mean it will be the official source of funds for the group. In short that means the profits from the shop will be going to the A.C.U.G. I worked in a place that did that for a kitty shelter. Well it has been said that I am biased for the C≡. A new will is being made so that the gang that inherits from me will get the shop/A.C.U.G. thing as the non profit corp. Keeping it going after my demise. Which must say the sho-vah is doing a good job of expediting.

This Months Disk Story

OK guys, been asked to explain the disk more than what is in the librarian section. What can I say about it? The font disk is pretty well covered in the librarian part. Save that there is a little read me file on each side. Guess the gang wants me to talk about this new story and why it is on the disk for this month. There are some in the group that think that I can write. This of course is heavily disputed by me. I did the Operation Red Cat, followed by the Operation Lost Cat series. Then did a very adult level story called 2020. That was just three chapters.

What hasn't been printed is an adult story that is the prelude to No.30s All Flesh Must Be Eaten game that will be running on the BBS as a PBEM. I was asked {think I heard a snap as the arm was twisted} to write more on the Cat series. As well as the 2020 series. OK I have started on those for the next MossyCon CD. Had an idea for a new story. Not just a story line but to write it in two ways. A general reader one. Low on the sex and violence, as well as language. But that idea met with some roadblocks from local members. Who wanted it to be less tame, or as we term it "barny" style. So why not make each chapter for the two different spectrums of reading interest? That is the other idea for the story concept. OK means doing one, duplicating the file. Then editing and re-writing the other edition/version.

Though it isn't seen in this first chapter. The story line is how this girl. Who didn't fit into her society. Beauty, femininity and brains. Found a group of people that accepted her into a world of things that interested her. Things like the art and literature of fantasy, sci-fi, horror and yes she found Role Playing Games. That part is covered in the first chapter. The following chapters have her going through, well not to be a spoiler. Lets just say that her world changes, and more than once. In a way that would, well be a big spoiler to you. The idea itself is based on a RPG that I have been working upon for many years. Off and on, and with the C= have now been able to speed my work. Easier to create and edit on the screen in Geos. Than it is to try to do all of that in my rotten penmanship. Someday I hope to have that finished and put out for play. All done on the C= of course.

This chapter is around 364 blocks. Adult version is a little longer. Oh that is the GeoZipped size and includes four fonts. These fonts will not be in the future files. GeoZip was used to make the files. One can unzip them, and have the ".CVT" file, and then use convert 2.5 to open them up. Chapter will fit on a 1541 disk, and not much else. As I remember the chapter at 33• pages is over 400 blocks. So you may want to pull the fonts to another disk first.

The Story about making the Story

Since those lines where written. I have completed the first three chapters for both the general and the adult writing levels. Editing the other version for that reader region tastes. Though this is fantasy writing, and some up coming chapters are sci-fi. Yeah it has it's roots in RPGs. The work is Geos and it is not only WP {Word Processing} This is also DTP {Desk Top Publishing} Done on the Commodore. Now the vile and sickenly demented thoughts that make it to the screen. Come from my corrupted mind. Can't blame the C= for that one. Well you can guess that I have been asked about how this work is done for us, and the other poor people that are tormented with the work.

All right then, and to be as short as possible. Goes this way, mind comes up with an idea. Don't ask how, I swear that I blew my mind over 40 years ago. Then I set up GeoWrite. Run the chapter idea as it floats out of my brain, with the help of A500. Who has to try her paw at typing. Try to make a sort of cliff hanger at the end of the chapter. Which runs around 36 pages. Some are a bit bigger, and will not fit on a 1541 disk. As I recently discovered. 38

pages seems to take it to around 500+ blocks. Anyway, after the words that make no sense are placed on the screen. Sometime in the future, I use the $C\equiv$ and H keys in Geos to duplicate the file. Enter that and then edit it to read for the reader tastes of that new editions. So yeah there is the first file. then it is duplicated and edited to make the other version of the chapter.

Next is to do a font change. This doesn't happen all the time, but there are time that I find a different font, or the font that I used fails in the printing. So I go in and then change the font to something that I think works better for print converting or for atmosphere. At that time I try to do a re-read. Make some notes that inspire me for new additives and ideas. Catch some mistakes in story flow and story line. And look for paragraphs that have no separation. Hate that in books. Now space between paragraphs. Then it goes into the spell checker. Where it seems that GeoSpell with GeoDict have this thing that they don't list the words that I use. Most of that is in the endings to words, like "ing", "ies", "ed", and the like. Then there is my habit of spelling in English over American. Good thing I have the pocket Oxford English Dictionary next to me at the 128D. Plus I can add the words that are right, just not in GeoDict to my personal Dict. Well there are things like my dyslexic fingers that spell half of words in reverse. That I have to fix in GeoSpell. Next thing is to GeoZip the file. On all of my story work. I put in the fonts used into the first chapter. So text and fonts are all GeoZipped into that one file.

Looking at this months disk. There are two versions of chapter #1. Without the fonts, it looks like I can put both versions of the chapters on one side, in the future. So the reader can delete the one that doesn't interest him, or he finds too offensive. Now the above work from font change into GeoZipping is done for each version. But one thing that isn't on the disk is that post script version. That will be on the CD for next year. Now you may have read before about the converting the post script file to pdf on the linux thing. Well I have been writing about that for other places. Which means that there are 4 different files for each chapter. Take this first one. There is the General GeoZip file, The Adult GeoZip file, The General pdf file, The Adult pdf file.

Making the post script file that then becomes the pdf file is in some ways easy and in other ways difficult. Every page must be converted from bold face. $C\equiv$ and V does a page global. Then $C\equiv$ and B. Takes out the bold face. That is the easy part. But on a recent job of removing the bold face. Well the non bold face was 5 1/2 pages shorter that the original. What this means is that, well the stuff on the next page will show up at the bottom of the current page. So I must go to the bottom. Highlight that stuff and turn it into plain text. Some times what appears as I do that isn't full sentences, but individual words. Takes a bit of time. If you have done a lot of this sort of thing. Then you know that the spaces between paragraphs can be either too much or none at all. So every page must be looked over to make sure of the proper paragraph format. I do this sort of thing each month for the newsletter for the CyberSpace gang. Well that is the in short of how the stories make it from my sick mind, to the disk. Important thing is that it is done on Commodore.

Now we have a piece by the deputy minister of propaganda {EG}

SysOp Memories
dmackey828

My BBS was called "Hells Border BBS" it was up 24/7 - 365day BBS. It was a normal BBS till the hacker in me decided to make it something different. A couple guys always called the BBS and offered to RUN it for me. I would supply the hardware, Phone line etc... while they ran it remotely. I thought that was a good idea as I was working a lot and really didn't have the time to validate callers, read messages before they were posted and so on. I was called "UltraGorgon or UltraG" The co-sysops were "STATIC" & "GUNTH" these guys knew DMBBS inside and out which was a good thing for me. Made things much easier.

The BBS was run on a C= 64C, DMBBS v4.xx, a Ram expander (1700 128k expanded to 256k), One 1571 in 71' double side mode, a 1541 and three 1581 drives. The 1571 was drive 8, the main system disk, as it was in 71' mode, I didn't have to change disks from boot disk to system disk after the system started. All games and other extra BBS stuff was all loaded into the REU so I could use the floppy drives for FILE Areas. It was a pain getting the BBS backup if the system went down. The floppy drives were 8, 9, 10. 11 & 12. 8 was the 71' drive, 9 was the 1541 and 10, 11 and 12 were the 1581 drives. I also had a Supra RS-232 2400 baud modem. Most at the time were 3/1200 baud max so I was a BBS that was called often by a lot of users.

The message boards were the usual stuff (For the most part) Public, Wanted/For-Sale, BBS Help, a Technical sub for talking about hardware/software and what not. File requests. You get the idea. then we had the SPECIAL SUBS, Adult material, Hacking info, Pirate warez Etc....

The file areas didn't have much for the "LOCAL" folks. Almost all of the file areas were pirate warez. The guys that ran the BBS remotely hooked up with the pirate group MIRAGE. I wish I could find a few files that mentioned the BBS in the intro screens, you know the ones that have the fancy music and nice graphics and all the stuff MOST of us wished we could do but never learned how. Used to have couriers (The guys that did all the Longdistance calling) call everynight and fill all of my disks. It sure seemed like everyday I had to put new blank disks in the drives for all the files. It was a lot of fun having the 0day warez, fresh cracked files that no one else had. The best part was that I had another system to play all the new games on. I don't recall how long the BBS was up for, I know it was at least a couple years. It was around the time things in the C= world started slowing down.

I had the usual games on the BBS, Empire Delux, foodfight Stockmarket, Credit Bank and a bunch of others I'll probably never remember, I know it took a bit to load them all into the REU when I fired up the BBS. The game EMPIRE was a game where you had to grow wheat to sell to make money for buying other stuff like land, Arms etc. I had a couple local guys that would call up everyday without fail and gang up on ME the SYSOP. It was a lot of fun to play those simple games with OTHER people and NOT just the computer. That is one thing I hate about the internet, you will ALMOST NEVER meet the people you talk to. Foodfight was

a game where well you tossed FOOD at the other users of the BBS at least the other users that were playing the game also. Stockmarket was a game of buying stocks and selling them while trying to be the richest person in the game. Credit Bank was a mod that allowed you to store FILE Credits for later use. This way you didn't lose them at the end of the day. the File credits were reset at the end of every day but with credit bank, you could have MORE than the daily limit. It could be setup so that a user could only have so many credits save in the credit back.

I gotta say, the worst part about running the BBS in the configuration that I had was when the system locked up or we lost power. I made a program that when run, would initialize the REU, load all the games into it one at a time. Set the 1571 in double sided mode with the U0>M1 command and then load the system up. I also think at the time I was the only BBS with more than 4 floppy drives running at once. If I could have bought another 1581 I would have. Ahh well.

{LR} OK I bugged dmackey for his review of his BBS. He sent this to me as a .CVT, but if there was a title for it, it was lost. So the work is his the title is mine. Hey you think we can get him to operate a Centipede BBS and start hooking them up to each other? {BG}

Shadowland
Posted on acug0447@yahoogroups.com

Paul "Dunric" Panks, programmer of c64/c128/plus4 adventure games and member of this commodore mailing list, passed away on July 5, 2009. his obituary can be found at <http://www.legacy.com/obituaries/azcentral/obituary.aspx?n=paul-allen-panks&pid=129569 950>   sad that he died so young,

Robert Bernardo
Fresno Commodore User Group

{LR} I've known Dunric for many years. He would send his work at times to the group on Disk. Talked at times on our semi mutual health problems. Butted heads on some things on the list as well. He did great work on his games, and was regularly posting his results and questions to the Commodore lists. He will be missed.

AmiTech-Dayton Gazette: July issue came to us as we were working on this issue. theme for the issue seems to be on "piracy". Starting cartoon strip at the bottom of page #3, which is also the start of Eric's article. He ends that in the second column on page #4, and there is also a comic screen shot on the same subject. His start out on this editorial that software piracy will kill [fill in the blank] system. I can understand. I strongly suggest that readers of this cat box liner take a look at this article. If Eric grants permission to me, I'll scan it and send it to the L.D. members. He talks on things like owning the material that the information is on, but not the information when you buy say a CD. Adding that there are "contract" like things saying what you can and cannot do with the material. Well that is true in what one of our members found out on a vid game he bought. Where it said that if he didn't

agree to the "conditions". Oh they were in the dox inside the box. Then he was to destroy the item. Ah no word on getting his money back. Send it to them at his own cost. Again no word about getting his money back. Take it back to the store. Like who really keeps those receipts, and oh yeah it was opened so they wouldn't take it back anyway. He wasn't a support of or one himself of pirate things. Till that incident.

I don't understand many of the points that Eric brings up in his editorial. Mainly because I personally am not up on the new tech. Torrents, P2P, file sharing are terms that I have heard and tried one torrent one time of C= magazines and that turned out dismal. Other members have tried to explain torrent to me and it is past my understanding. Eric speaks out about the difference between theft and piracy. About how the people that make and try to sell their work. And guys it is something that they spent time and money upon to create. And the pirate side. Sure it costs a lot of money to gain some of this CD,DVD, Music, Software and no I haven't gotten MP3 figured out yet. Yeah the sellers of that stuff charge and arm and a leg and everything inbetween. Is piracy theft or fighting back against oppression? Well for me, and I am not typical on this one. If I can copy what I have or have lost. I will do it. Because that is the only way to regain it, or find it, because it is out of print. I have pdf of some AD&D things that have been out of print for over 25 years. Don't see T$R printing 1st ed game books for me do you? Or Sega making 64 games again? OK I talked to them years ago and they don't care if I make copies for local use of 64 stuff.

What about a record that I had and played to death? I want it back, and how do I get it? Why DL it from some site. Since it is off the market today. So on that thread. For me I am looking for old things that are no longer produced. I don't need new music or software. Because I am not into the new music, and for software. Well I run linux and all I have found of interest is a free DL. All of this is to bring the A.C.U.G. policy on piracy. If it isn't in production today. Then it is preservation. If it is still being made, copy it and it is piracy. We do not support either C= or Amiga piracy. We do support preservation. Yeah I have many of Eric's works. Flip the Frog and other cartoons on Fred Fish disks. At one time we DLed all the gif versions of Sabrina online to try to run in the newsletter. Gotta try that again. Yes I know that he has a pay site. The adult one and have seen some of the work there, just don't have the bread to sign up. Though I admit to having a couple of the images from there, and have not passed them around. Because Eric deserves his coin for his work. As he is still putting it out. He still supports Amiga. Not like Randal the scandal. My own work in what passes for writing. Sure I spend hours making it. Then pretty much give it away. Because I am old, and save for the sho-vah problem, rather comfortable in my life. If I was selling the stuff. Well I would be just a tad bit nuclear about it being stolen by others. Anyway that is my take on the piracy/theft situation, and again I suggest all members take a look at this article.

NEXT MONTH

Be a couple reviews of the 5Cs disk newsletter. As with all that goes in here this time. I didn't want to skimp on them.

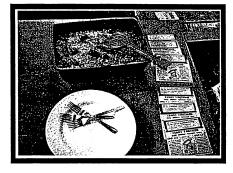Next page is party meeting pix. You are saved from my writing a page. <Print readers>

Snaps here are of kitty box cake, Matt of the Tough Book fame, Militant freak & A500

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