

# The Village Green

- {1} Table of Semi Contents
- {2} Officers, Contact, Next Meeting
- {3} Last Meeting Notes
- {7} LR Rambles <about last issue>
- {9} Fixes to Last Issue
- {11} Da Stuff from #21
- {12} DLH DVD Offer {get them}
- {13} DVDs <what came in>
- {13} Things from Cincinnati Group
- {14} Font Experiment <requested>
- {14} VCSweb Update
- {15} Why the C= <a rant>
- {18} Da Pix <images for print readers>
- {18} CyberSpace Additives
- {19} Colour Use <questions about>
- {20} Images <questions about>
- {21} What Goes In Here <questions about>
- {22} Battle Field Report
- {24} Adverts and Notices
- {25-32} GeoPaint Experiment #2

*Happy Birthday Gaelyne Gasson*

# 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. Cracking PAL->NTSC Mad Max {#21} Linux & General Destined {#8}

---

Deputies: Commodore Librarian #30, Editor Vixen {#3} Editor dmackey828  
SysOp Imperial Warlord {#2} SysOp Vixen {#3} & WareCat {#23} 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 until 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 #10 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 19/Oct/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

# Notes from 15/Oct/2009ce Meeting Make up Meeting notes

Open: 03:45 on Friday 16/Oct/09ce. Make up meeting

Newsletter: Approved, local and long distance reported in.

Chancellor Report: For so many issues, like 4 years worth. Always started out with something regarding our furry Constable. Feels so odd not to use here for the opening. Well she isn't adjusting to the house and other kitties that well yet. But she is still doing her Constable job for us in the house. Possibility of her returning to the shop/ACUG central looming.

Several things to be inserted in this issue. Items bought from the Cincinnati group, the 20 DVDs from DLH, and more importantly the new vcsweb. Last issue we announced in the CyberSpace and in some of the print copies. Ah the text got moved to the page with the jpegs. covering some of the issues before it was noticed. Karl S. Konka, an orbit member of the group. Drowned in the Columbia river sometime around the 9th. His cars have been given to the other owner. We turned over the keys we had been holding for Karl. But that left the question of the linux tower and a printer that we have been sitting upon for about a year. While he was homeless. Neither of these items had been used by us. Though he in a way gave them to us. Printer is new, the linux tower came from free geeks. None of his relatives, who have

our contact information, have made any request for the items. Karl never used the tower so there is nothing from him upon it. He used the free system at the senior center. So the short of this is that since LR has the new tower thanks to N(0.16 and N(0.30 is using the compaq pos. This new tower was given to him. Despite what the sho-vah says about LR never doing anything for anyone else. New tower is being set up for him to do online work, DVD things and maybe some C= emulation. Adding to the power of our group.

**September 5'Cs:** We actually gained both the Sept and the Oct issue. Doing the Sept one for this month. A slight editorial first. LR was going to pawn off, err he means to train another local member to do some of the Editorial work. Seems that they all said he is the only one that can do the job. His reply was that they haven't found a machine dumb enough to replace him. Besides that the machines have a better union. Reason for that was they caught him spending three hours on the 5C's double sided disk. Reading every article and making the notes for the following report. Words seem to be his part in the group.

OK that out of the way, it is a bummer to do the disk issue. Because it is so great and I have to gloss over the stuff, not giving it the proper treatment. Keeping that in mind here goes a report on the September issue. Starting with the articles. Tips from Groups: is 12 screens complied by Eloisa Yeargaine. Much of this is from groups in the 80s that I suspect are no longer around. Starts off with information on spread sheets, doing IIRC 132 characters. A few codes to help the printer, announcing sideways from TimeWorks. Next is a bit on combining Print Shop, saved as text and importing that into the doodle programme for art work. Comes

with some information about using a ML Monitor and gives some commands or are they codes? An announcement on a cardco interface upgrade chip. Showing the age of some of these tips. There is a bit for those using PlayNet, remember that would become Q-Link. This is on the smilies. Nice to read an article from the time when these things were fresh and new to most people. Sort of like how we are today. A piece on the squeaking of the Okidata printer. This happens as it prints. Old members here at the [ACUG](#) told [LR](#) about a pricey spray from the auto parts shop. Which he forgets the name. But this article that was researched. Talks about a minute drop of 30 weight oil on your finger, and placing that on the shiny metal bar for the printer. A mod to type in for speedsript users to defeat the tape/disk request. How to test your fast load cart. Double spacing on print outs of programmes for note taking, and the command for the printer to do that from the screen. There was one on making a message flash on the screen. When we tested out the lines in a rush. Didn't get it to work. A problem in line 60 with a next but no for.

Uncle Bill has some 7 screens of things to try out. LOAD"\$\$",8. Right double the sign. This will give you the header for the disk, and just the number of blocks free. Don't have to go through a full directory. We tested it and it does work. OK the next one is old but still true. CBM save and replace is smegged up. Uncle Bill has the following lines to insert to save and replace. 63998 end 63999 open 15,8,15,"s0:filename":close15:save"filename",8. OK we here have done that but with the lines like at 5. These lines are the last two that the 64 will see. To use this, just tell the prg to run 63999 and you will save the prg. To use the quote marks in a text that you are writing

in a print line. Tell it to print chr\$(34). SYS65511 will close off all files for you. and he has several other tips and short programmes. One makes the word written have reverse colour and snakes back and forth going down the screen. Yeah Leiko tried that one.

Eprom part 13 is 11 screens. Dealing with doing customize work with the kernal. such as changing the screen colours, and even changing the text on the screen when it boots up. We saw one of those years back. White screen with black text for the regular C= information. Plus some guys name on the screen as well. Sold it for very little to No.30. ML Made Easy part 6 is 10 screens. Lyle Giese goes into more about the SEQ reader from part 5. Al included the source code on the disk for this one. Be a great help when we make it to ML. Last one is 14 screens with our [LR](#) doing his lamer report on Jiffy Dos.

Programmes on side #1: Starting off is Computer Magic. Has some intro information. Runs 18 blocks. Lays out three rows of playing cards. You just tell it each time which row it is in, and it will, after a few shuffles of the cards. Tell you what you had selected for your card. Sky Patterns is 57 blocks. Some intro discussion. Then you are shown some of the constellations. Pressing the F1 key will give you information about the constellation, and on some of the major stars in that constellation. Finally at the end there is a little game. Which has you identify the constellations. As your space ship makes it to the planet, or you lose a year travel. End is an astronaut on the planet with a flag. Bearing your name and how long it took you to land. Tell you right off that it is an easy one to use and taught us a lot. Like how to find Polaris. Add as well that we play a RPG called 2300A.D. Which uses a real star map.



Meaning that some of the stars listed in this programme are on the star map we have for the game.

Compatriot is 31 blocks. Al has dox for it on the disk. Uses joystick port #2. Timer and score, the object sit to launch the missile at the enemy that is flying over head. You have some control of the missile after it is launched. Takes time to get used to the pull back and let go fire command. As well as controlling the missile. Life Styles is a Style demo of 64 blocks. There are dox you can read and do a little with this demo. Long scroller talks about what is happening in the window. Nice music but the demo itself is slow in feel to us. Whatzit is 21 blocks. A word descrambler, using joy stick port #2. Has some dox on screen. Starts off with several different catagories. Select that and then you get a new screen with the scrambled word. Ah but unlike other ones. You must control the "\*" symbol on the screen with the joystick. Place it under the letter in proper order and press fire. Oh did I forget to mention that the scrambled word is in a maze and you have to traverse that to get under the proper letter? Fun and frustrating to get a good score.

Side #2 is Al's 1541 edition of CommodoreFree #32. Just way too much to go into proper depth. This issue covers an obituary and the website quoted for Paul "Dunric" Panks. An interview with Vanessa, known to us for years as vanessaD on the irc. She talks about her history in the C=, the 128 SoundStudio and does mention that quick camera thing for the C=, that LR still wants to build. An article on Jiffy Dos mods. This one comes from our member DMackey. Can't tell for certain but it does look like it may have came from our Newsletter. We do send a copy

to Commodore Free each month. Good for you DMackey-828. Request for the programme C64Assembler, manual too would be helpful. Any reader that has a copy of that, please send a disk image to Nigel at Commodore Free. Nigel reprinted an early article about post script and Geos. Using that to help with the one by LR. Adding some input on areas that LR left a bit muddy in his report. News on Amiga, C-16, Knight & Grail game released and a lot more. Give it a read online or grab the 1541 file from the site, or even get a copy from us.

**Ryte Bytes:** 5 pages this issue. Lenard talks about the plans for the new work of the run/stop restore book. Like a new name is needed for the compiled work. Gabe who did the original cover. Happens to be no longer 8 but almost 17. His work for the cover is being done on a Mac at school. First attempt was not just right for the cover. Lenard explains what he did originally in the print out of the pages. He knew the text looked bad, but as he said he bluffed his way through. This time he will use GeoWrite and the NLQ setting on the printer. Text will again be double spaced. {Aside to Lenard, can send you the disks for Perfect Print Letter Quality for GeoWrite, including several fonts. This will smooth out jaggies for you. They are in PD realm now.} He is going to go over and re-edit the original stories. Remove a letter he wrote long ago on the local membership and replace it with a more modern one. Mentions his story of his Pulpit BBS. Wanting to put that into the book. Saying he needed to contact LR for permission. Well LR caught that and sent off an e-mail to Lenard. Explaining that the work is his to do with as he desires. We hold no claim to it past the use in the ACUG material. Place that he had the books bound before doesn't do glue anymore. He may be going for coil binding. As for the pictures,

well the originals where not done on the C= and he is thinking of putting them in the back of the book as a colouring book. Considering what to do for illustrations for the pages in the book.

Jack mentions that they have had 2 new people show up at the meetings. Rediscovering the Commodore. That is good news for any group. At the meeting Lenard displayed how he does the work to make the newsletter. I am lost on it myself for a decent report. As he uses some word text thing, on a non C= machine. Copies it over with Big Blue Reader. These two things are something I haven't used. Though we have more than one copy of BBR. Use of Wrong is Write, that I understand. Used it in this issue of the Village Green for DLH's announcement of the DVDs. Of course then into GeoWrite. Well the demo went fairly well. A few misunderstandings about needed material. But almost everything was there for the demo. Well except that the monitors there where 40c and Lenard {like me} uses the 128 80c GeoWrite programme.

One guy made a disk of games to play. Card games from the sounds of the titles. But seems to have been another game that Lenard has a copy of at home. What he found interesting is that at Rookie level the aliens don't appear. Where on his copy they do around 12th level. Moving the difficulty up a notch. He found them to show up on 3rd level. Interesting thing, if I read it all right. This is a type in game from a magazine. Lenard was intrigued that the two copies typed in by different guys years back. Worked so differently.

Treasurer: Holding at \$36.20, LR covering paper and postage from his pocket.

Commodore Librarian: Slight change this month for the files. Holding off on the games from Dunric. Bringing on side #1 a collection of Geos things for our members. Some fonts that we once had, and a few that we never had in the collection. Yeah there is even one that is a new to us D&D font. Several GeoPaint files. Digital Mac to GeoPaint of Bogart. Digital to Mac of Marina Sirtis, who played on STTNG, oh she is topless. 1581 - FD-2000 disk sleeve with cut out instructions for cut and fold. Several 1st Ed AD&D PC sheets. No not made by LR but by another Geos/Gamer in 1988cc. We did get LR to promise not to comment on these AD&D files. Also there is a file that like the others has been zipped. Yet this one is a .D64 that was zipped. GeoBusterv4. According to the data we gained. This will take out the copy thing protection. Well what we mean is that it removes that thing that won't let you use a used util on your Geos system. Because it was encoded in some form to the original users system. At the moment with the internal 1571 out in the 128D. We haven't been able to test this one. Review would be appreciated. Side #2 has It Was My World Chapter #4. Both the general and the adult version. In zipped GeoWrite. Both sides have a read me file with more information. Most likely it is drenn, but it was made locally and 100% on the Commodore.

Editor/SysOp: Got some good replies on the last issue. Both print and CyberSpace. But instead of placing that long story in here, along with the new plans. That will be in the Ramblings part. Just say for now. All of it was done here at the ACUG command center. Now there is a bit of a difference this issue. Well there was but I went over the issue and changed it. Had a request to increase the font size on the print issue from 14 to 18. As 14 point was too small for some readers. Not had a question of

the font since we moved from 12 point to 14, till now. So this issue is in 14 point. Except for one section that is 18 point to give you feel of the difference. My comments and reasons for returning the issue to 14 point will be found in that are. Would like your feed back on how well it reads for you in the print issue. CyberSpace have no worries, font will be reset to 14 for your edition.

Deputies:  $\mathcal{N}o.30$  has finished on the work started by  $\mathcal{L}\mathcal{R}$  on the new set up for our back issue disks. Boxes are now labeled and ready for the disks. Task is to find where we stashed the other disk boxes and the loose ones. So much to fix & rebuild from the sho-vah attacks.  $\mathcal{N}o.21$  is e-texting and or scanning some of our books for C= users. Though he had to return to Nevada to his Dad's place. Getting the traditional run a round from the V.A. He is working on a new CD of C= things for us. We will be sending him some items via e-mail to assist. Preserving the world of Commodore.  $\mathcal{N}o.8$  has popped by in order to assist us with the linux work. As we try to use it to improve our C= output for the group.  $\mathcal{N}o.16$  has done as best as he could this last month. Weather, and his new fluctuation in work schedule has been a downer. Gas prices don't help that much either.

S.I.G.'s: Things have picked up a bit on programming.  $\mathcal{N}o.30$  has returned to his project of making the Char. Gen. for the M.S.P.E. game. Using the monster maker that  $\mathcal{L}\mathcal{R}$  had modded several years back. Though of and on in his work. He just recently discovered why the drive was spinning and fixed with a little input from  $\mathcal{L}\mathcal{R}$  the close statements from where he has the file load from disk.  $\mathcal{L}\mathcal{R}$  is slowly going over books to find something that will spark the interest in

programming again. Geos has been on the regular work of making articles, stories and game material. Still working on making better CyberSpace material and failing in the converting.

Demos, Discussion, Close: Demos where some of the images that are on the disk. Along with this issue at 18 point on the screen. A print out of a nuke bomb blast. Mac to GeoPaint conversion. Found on one of the disks from  $\mathcal{N}o.21$ . Discussion was about the reason for the make up meeting, current mental decay of  $\mathcal{L}\mathcal{R}$ . Both topics came close to the dissolution of the local chapter of the ACUG. For matters of privacy. These discussions were closed. Make up meeting ended 04:45pm All immediate matters resolved.

## *Lord Ronin Rambles*

### *The Tale of the last issue*

Well guys lets start off on the print issue of last months newsletter. As stated in last issue.  $\mathcal{N}o.21$  found and gifted us with the proper stapler.  $\mathcal{N}o.8$  gifted us with two toner carts for the printer. Man they used a big box to send two big boxes. Stuffed with packing in each for those carts. One of my sons {Rama O.E. Mohr} gifted us a long while back with the camera that puts the image onto a floppy disk. That covers the basic tools. So now how it was made.

I shot those 5 images, well  $\mathcal{N}o.30$  had to do the one of the monitor and the model number on the monitor. I couldn't bend or crouch to take the shot. Anyway that was done with the camera. I looked at them on the camera monitor, and wrote down the image description with the number that the camera assigns to the image. Side bar here, do the same for the colour pix for the CyberSpace issue. Writing



was done throughout the month. Putting it down on disk as it was fresh in what is left of my mind. Popping in those GeoPaint images for the test as I went along. Not sure if I will have any ready for this issue. As I record this just after I made and posted the last months issue copies.

OK here is what I did, as stated in last issue. I was going to try to do the entire task of print copies here at the command center. Did it! that is what the print readers received last issue. At this time the locals have gotten theirs first and feed back has been good. Text came out lighter, was able to gain the proper shade for the box on the front page. All the images, the 5 that I placed on page 19 came out exceptionally clean. The darkness and well I don't have a word to properly described the dark and grainy look to the print edition from the photocopy machine, is gone. Though there is a touch of bleed through from one page to another. This so far hasn't been a problem for the readers.

Well the actions went this way. After the writing, then the lay out for three pages in GeoPub. Page #1, page #19 and page #20. Page #19 was to have under the image a description. I didn't have the time to work out the placement from a full sheet to the booklet form. I mean the ratio to place the image on the page and not kill the text. So I just bypassed that part. Page #1 being the cover with the nice box of grey, and page #20 the wrapper. Also with for text, a use of gray in GeoPub.

Pictures were laid out on page #19. Where we have a bit of a problem on the first copies run. After spell checking, well about 5 words were pushed onto page #19 and I didn't see

that happen. So I had to lower the jpegs on the other copies.

Ah do you think that I am alluding to something? Right you are! You see to print the address on the last page. Rather than the ash stained with finger prints and shedding hair caught in the sticky tape. As the label is taped to the issue. I printed the address on each copy. So I thought that I could just go into GeoPub and change that page for each address. Hey, yeah I can. Mind you that it doesn't mean a thing to the GeoWrite post print file that I had made for the prior printing. I have to go in there and kill off the prior issue. Then in GeoPub, change page 20 to the new addy. Next in post print. Create a whole new file. Yeah that means lay out the entire 20 pages. Place the GeoPub front cover onto page #1, the GeoPub with addy on page #20. And install all 5 images, for each of the copies of the print issue. Takes about 15 minutes or more per copy. Layout to final stapling. 5 jpegs took the time to layout as best as possible and without covering those 5 words. Also took the longest to to print out. Printer had to deal with over 250kb before it printed the images.

After all 5 sheets of paper had been printed on each side. Tell you now that this HP 2100TN laser printer is better than the optra-40. In the fact that I don't have to move the sheets around from bottom to top. Just place the paper back in the slot <one at a time> on the blank side in the reverse order that it came out of the printer. Anyway try to get them straight. Run the long bar stapler into position. Still working out the exact place for the staples. Pop in two on the spine. Then a pair on the edge. One neater looking newsletter is done for us.



OK and then what about the CyberSpace issue? That too was a new experiment. This time I put in 7 colour pictures. Well to be honest at the time that I write this, I have just copied the file from the ram to the floppy. Not yet seen how well if at all it came out. You see there are those 7 colour jpegs installed. But the size of the post script file says it is 2530 blocks that is also 632kb according to the information on the file. Seems wrong to me.

Well what I did was to lay out the text in GeoPub. Didn't use the colour borders like last time. Took away the border on all the boxes. Coloured only the handy scan images and some of the titles to areas. Made a coloured box around the area for the placement of the jpegs. Did some text under the area. Hope that it is in the right spot. Made only 17 pages for the CyberSpace issue this time around. Not that this cut off any of the text for the CyberSpace readers. Well the description of the pictures that the print readers had, that was cut. Also remember that when I take off the bold face. 20 pages for print readers becomes around 16 1/4 for CyberSpace. Nor did I this time scale up the jpegs. I planted them in the areas just as they appear in size to me in post print.

Why? Simply because I didn't know how big this file would be in post print. Once before, using jpegs that came from another source, and where larger in size. I tried to run around 7-10 of them in the newsletter. They made the issue too large to fit on the disk. So I had to cut them to 4. The reason that that has been the number of jpegs in the CyberSpace edition so far. This time around I tried more, and with this experiment. I can see more about how far I can go in making

the big colour issues of the CyberSpace Village Green. As well as the game stuff I want to do for the local group and publications.

A few days have past since the above was scrawled down. 9 attempts where made to make the CyberSpace issue. End result, for the print readers, was not as good as it could have been. Get to that in a moment. State here that I was able to fix all the problems that caused the text to be double and triple printed. Coming out in the wrong columns, and not in a column. Scary to see the blank columns, where text should be sitting. Not sure on how I did all of it or the real cause. For those wanting to mess around with doing the same. Here is what I suspected and what I did to correct the problems. Add here though that I didn't put a colour box to shadow the handy scanner images. Nor do I understand exactly the cause of the gray background to them. Only happened when colour was turned on for the CyberSpace issue.

## Fixing the Issue

*What I accidentally found*

Came to my mind when writing in GeoWrite. Every time that I make a change to existing text. I see flashing by the page numbers. This also happens in GeoPub. Meant to me that the entire text was being re-written each time some adjustment to the text occurred. So that would explain in GeoPub why text was not in the original spot. Causing the colour boxes to be in the wrong spaces. That is why in some places on last months issue the normal blank line between paragraphs is not always there for us. I was at my wits end and left it that way. GeoPub formats in two columns differently than the original 81 right margin setting I use.

Colour boxes where in the right places on the pages. Just that the text underneath them wasn't right. This also happened to the spots where the jpegs where inserted. A few experiments showed me this correction. The not moving the text in GeoPub did a lot to fix the text and colour and on the screen page correctly. Experiment after experiment to see where the exact problem had happened. Well it taught me some more on the use of GeoPub. I was thinking that this copy had gone South like my original GeoPub.

All the colour stuff was in the correct locations. At least what looked right on the screen as I placed the colours. Looked all correct on the screen in GeoPub. But didn't come out right in post print. This is where my hair turned whiter. Where was the smeg up? Pages 1-16 where done in one file, pages 17-18 in another file. Because of the 16 page limitation in GeoPub. Second file with colour boxes was fine. Most of the text there was actually added in the editor of GeoPub. Slowly I found the areas of difficulties. If I hadn't done the second file and added it to the post print document. Wouldn't have started on the track that ended with the issue coming out. There was a growing chance that the issue would have just been the GeoWrite pages turned into the post script file in post print.

Page by page on the linux machine. I looked at the smeg ups. Seeing that it started at one spot and quickly like the old snow ball rolling down hill. The pages got worse and worse. Now fixing the one area on page #4, made things come out fine, almost. Took care of several problems. But not everything. Big problem was on page #2. The standard page of officers etc. Some how that got cut off about 1/3 of the way into the Policy part. And as a 40

column not 80 as the page should read. That tossed off the rest of the following text. Putting the rest of page #2 underneath page #3 left hand column. Well I had to recreate that page from the template, and install it again. Bingo, it all came out right, well right enough at that time to be able to present as a newsletter. I understand how things can be smegged and frelled up after a change has made the placement of all the characters in the GeoPub laid out document. After the change has been made on the following pages. Not yet figured out how something effects what is before that change part.

What came out for last CyberSpace issue is of lower quality than what I usually make. This is written about two days after the issue went out, and feedback has already arrived. Problems mentioned was of course the scale difficulty. Still working on how to put the EPS files into one document to make it into a pdf. Colour lines on the pages. I did that in the September issue as a test. Mimicking the effect of the Traveller 2300A.D. game book. Did B&W lines like that in the past and that had a negative feedback. OK colour is the way and eventually I will find the right colour for the readers. Cover with the shade to the table of semi contents. This was an experiment as well. Trying to do it like some of the BBS screens we made in the past. Have around 32 colours counting the gray scales to use on this, so combinations are a bit difficult. As I don't see the actual colour till I have it on the linux machine. OK gang the feed back for this experiment came out great. I'll work on the colours more for you.

Text in the jpeg areas & the jpegs. Right some parts of the right hand part of the text was chopped off. Why I am not certain. Looks fine on the GeoPub screen. Well, the text is actually

in the fill pattern used. Next time around, I will expand the text box. See if that fixes the problem. As the only thing I can relate that too, is when I use an imported font. Spacing isn't always exact. Though the fonts used are not imported, they were laser writer fonts. I'm guessing here that the fill pattern when it is converted to colour, is wider than the on the GeoPub screen shows. Expanding the box on the right hand side will hopefully remove the cut off text problem. Add here that in the EPS experiments, this cut off problem didn't happen. Ah to get that part working for us.

Good feed back on the placement of the jpegs and the use of the coloured box. Requests to make them bigger in this issue have also been presented. I'll give that a try out as with doing all the lay out 9 time and a few minor experiments on top of that, have helped me judge the size and spacing better. Thanks to all that sent feedback. Now to more brightening things.

## Da Stuff

### Things that came from No.21

Right now I have taken a break from looking at a large collection of 1581 disks that No.21 left with me. A mess of S.I.D. stuff, including something that is supposed to play S.I.D.s on the 128 in Geos. Hundreds of Geos files. About 5 GeoPaint one that I have looked at, and if things run right. There will be some on this months Penny Farthing. Collection of AD&D PC sheets in GeoPaint made back in 1988ce. Just to show you that I am not the only one that does RPG on/in Geos {BG}. Found some nudes and hard core on the disks as well. Nope guys that isn't going on the Penny Farthing. Fonts, some we have already, others that we once had <insert

maurice rant>and quite a few that we have never heard of in our time. These will be zipped up for us and presented as time and space allow on the Penny Farthings. Spreading and preserving. So many things to look over at the moment that I am not certain what to have us put out for this months Penny Farthing, yet {EG}

Now on some of the 1541 disks that came in, well haven't fired them up yet. Did get a Geos 128 in the box, without the manual. No.16 is interested in that for himself. Since all he has is the Down Load version. & disks from CMD of the Perfect Print "LQ" series. A thing that No.16 is also interested in picking up. My copies are some place in the thousands of disk boxes <S>. However copies shall be made. Programme is useless to me with the post print and laser jet system. However it does make very good print outs of GeoWrite as I remember from doing that and some GeoPub work many years ago. Several games, and I mean factory ones. Along with dox for things. On that topic we did gain the Simons Basic manual. That is a new thing to us. Now to find the disks. Those we have a few of around here. Gained some Scantronix handy scanner factory disks. Claimed them for myself. Being the only local member with the handy scanner. Want to make some backups. Prize of the lot so far is the GeoBasic disk, and the manual. We may be able to do a little work in Geos programming with that material. As a fast thumb through the manual. Doesn't seem to be too gear head for our level. Only problem is the disk. Internal 1571 drive isn't working at the moment on the 128D that is used for regular work. Thinking about installing Geos 64 on the 64c.

OK found some rolls of rat shack paper for the plotters. Didn't see a printer driver in the Geos disks for the 1520. Still have to make space



to set up the printers for testing. We did gain many wrapped ribbons. Think I stated earlier that some will fit the Star printer, others have to be wound into the Star carts. Oh did find the proper driver on the Geos disks for the Star printer.

## C= DVD Offer

This announcement was sent to me and posted on our mail list. Thanks go to weirdwolf/destined! a.k.a. No.8. DMackey, and Robert Bernardo.

Date: Fri, 02 Oct 2009 13:56:00 -0500  
Subject: Commodore Archive DVD Set's now available (20 DVD'S for \$20 + Shipping)

Hi, I have some dvd sets availalbe from my Commodore Archive Website <http://www.bombjack.org/commodore>. 20 DVD's full of Magazines, Newsletter, Application Manuals, Games Manuals, Books, Etc.. This is only the Commodore 8-bit items, no Amiga items yet. See Below for listing. Price = \$20 + \$5 for shipping (United States) or \$20 + \$8 for shipping (Worldwide) PAYPAL = dlh@bombjack.org. All money left after purchasing dvd's, sleeves, envelopes, and postage will go directly back into the project. Recently I was able to double the bandwidth allowed on the website from 1,000GIG per month to a whopping 2,000GIG. So you don't want/need all 20 dvd's. Just pick the ones you do at \$1 each. Example: If you only want dvd's #'s (5, 11-14 and 19) 6 total, then it's \$6 + shipping. Make sure you clearly specify which #'s you want. Give copies to your friends, share with others. As 'The Softrunner Group' used to say "WE DON'T DELAY WE'LL SPREAD IT TODAY"

DVD 001 - Ahoy Magazine (All 61 Issues)

DVD 002 - Compute! Gazette (All 83

Issues) Special Issues (All 5)

DVD 003 - RUN (All 94 Issues) Special Issues (All 5)

DVD 004 - Commodore MicroComputer Cyborg Gazette (All 3 Issues) Info (All 49 Issues)

DVD 005 - Commodore Magazine (All 34 Issues) Commodore Power-Play (All 23 Issues) Commodore World (All 25 Issues) Diehard (All 23 Issues)

DVD 006 - Family Computing (All 64 Issues) Special Issues (3 Issues)

DVD 007 - Zzap64 (All 107 Issues) Micro 6502 Journal (72 Issues)

DVD 008 - Compute! and Gazette Special Issues (6 Issues) Enter (13 issues) Go64 (English) (13 Issues) Home Computer Magazine (All 11 Issues) K-Power (All 8 Issues) The Transactor (55 issues)

DVD 009 - Big K (All 12 Issues) Commodore DiskUser (All 36 Issues)

Commodore Format (All 61 Issues plus Supplement)

DVD 010 - ARES (All 17 Issues plus 2 Special Issues) Blip (All 7 Issues) Commodore Computing International Commodore Horizons (All 27 Issues) Compute! Apple Compute! II (All 3 Issues) Compute! PC Micro Adventure (All 17 Issues) Personal Software Sierra

News Magazine The Guide to Computer Living TPUG

DVD 011 - Compute! Issues 001-040

DVD 012 - Compute! Issues 041-080

DVD 013 - Compute! Issues 081-120

DVD 014 - Compute! Issues 122-160

DVD 015 - Your Commodore (All 84 Issues)

DVD 016 - Your Commodore Special Issues (7)Your 64 (All 14 issues) Commander Re-Run BBS Retro Gamer (01-55)

DVD 017 - ACE (All 55 Issues)



DVD 018 - Books  
DVD 019 - Advertisements, Applications,  
Commodore Disk-Magazines, Disks, Games,  
Hardware, Program Protection  
DVD 020 - Newletters Misc (couple video  
and ISO images)

Thanks David dlh@bombjack.org  
<http://www.bombjack.org/commodore>.

%%%%%

OK freaky one back again. As you can guess,  
I ordered the set. Pulled out of the use for shop  
order pocket. Be a lot of stuff for me to review  
and for us to experiment upon {EG}

## The DVDs What came in

Doing this before the meeting. Secret, the  
disks will be demoed at the kibbutz on vella  
{the linux system} after the actual meeting. As  
it is meeting day, Thursday. The day that the  
disks arrived. Ordered them Saturday night,  
and DLH posted them on Tuesday. Well that is  
because of the Monday holiday drewn. Not  
been the time to look at them as of yet.  
Shopping day, ride arrived and took about 2  
1/2 hours for shopping today. Can tell your  
right now that it came in a flat rate priority  
box that ran just a few cents less than the \$5 for  
shipping. Bubble wrap and other packing  
holding a ziplock bag in place well protected.  
Inside the bag a stack of DVDs, each one  
numbered with a print out of what is on each  
disk. Now I intend to change the paper sleeves  
to jewel cases for us and work out a more  
indepth sleeve for the disk. Now gang, even  
though DLH speaks a couple pages back about  
spreading the DVDs. Imperial decree here is  
that we will only do that for the members that  
can't afford the disks. As guys we have many  
of them here, but still costs a lot to have the site

up at that speed with all of this data. Plus more  
coming in. Remember DLH refused my offer of  
payment to send back my book he scanned in for  
the site. Lets lay some bread on him for doing  
the job that we have tried to do in hard copy.  
OK disk review after we have looked at them  
{G}

Thursday night I was up early at the kibbutz.  
Where I went online and made a hasty  
announcement based on what happened that  
caused the no meeting. At the same time I put in  
the first of these DVDs. On this one is the  
collection of Ahoy magazines. All I was capable  
of doing was give a fast look over issue #1. That  
issue, with some colour is wonderfull. A few  
pages have a bit of yellowing. Nothing  
detractive at all. I'll be spending a lot of time  
reading and making review reports on the issues  
for us as time goes along. Only one drawback to  
these DVDs. One that I can understand for cost  
reasons. DLH places them in paper sleeves with  
the plastic see through front. For me to remove  
one of these DVDs requires the destruction of  
that paper sleeve. So at this time. I am not going  
over them, Until I can pick up some jewel cases.  
Besides that will have me work more on making  
superiour sleeves for the jewel case cover from  
what we done in the past. Having a better  
MossyCon CD for #6. Overall gang, score these  
DVDs up. They are worth much more than what  
he is charging. Get them now before he realizes  
he is underselling them {VBG}

## Things from Cincinnati Group

Wednesday 14/Oct/09ce, a big box was in the  
foyer. Containing the order from Cincinnati.  
We gained a stack of 1541 disks. One double  
style disk box for 1541s and a single line disk

box. Plus one of those 10+ holders. Great for specific disks. 1581 style disk holder and a disk box for 1581s. Help us here in organizing the disks. Might eventually get to see the counter and the Computer desks. Now to find a place to put them, before the sorting. Loads of sorting to be done around here.

## Font Experiment for the Issue:

OK gang, there are two font experiments for the issue. First is the request to raise the point size up from 14 to 18. As a reader said that the print issue point size at 14 was too small for easy reading. I raised up the point size of the departments starting at page #3 from 14 to 18 in Haviland. Then raised the point size to 18 for all of the main body text. Well that is what I originally wrote. After looking at the issue. Before the meeting. I just couldn't take how much this point size is a screamer on the screen. Also I hadn't done the the below VCSWEB update. Nor Demos, Discussion, Close in the meeting part, or completed the information on the departments. This is at the moment on page 13. Before I reduced the font back to 14 point. This was page 18, and mostly filled. Now I really lean to 14 point. But I put this in the 18

point for you to see and decide. Which is better, this new 18 point, or the regular size of 14 point? You tell me and that is what we will use. Second test is a new font, non laser. Called "Der Vaterland". This one is also placed on this month's disk. Test is to see how well if at all it will look in both the print and the CyberSpace issue. Again you tell me. This font came out fine, in fact better than the LW fonts used on the sleeve and label for this month's disk. But what will it look like in the print out and in CyberSpace. Well the good news to that is you have less to read from me. Bad news is that means for others that send in stuff, less space. At the 18 point print version. So let me know what you prefer in the print issue copies. I lean to the 14 point. While for the CyberSpace readers, if you also want this 18 point. Let me know as well.

## VCSWEB Update

Been a lot of changes since I reported about this in the last issue. Still am not fully or even remotely aware of the story on what went on. Past what I reported last issue. That aside for now. I and the others at vcsweb.com have access again. Now it isn't like it was before. So far no pine so forget going on with a Commodore.

Must login as "username@vcsweb.com" and then in the box under that install your password. Yeah the new place that they are using has the login screen that way. Next screen has several options. First off is which email thing do you want to use? Horde or Squirrel Mail? Rod & Gaelyne suggest Horde, and they have used Squirrel Mail for many years. I tried Horde and am completely lost on how to operate it. Way too many icons for this icon illiterate user. I am using Squirrel Mail at this time. All of my folders are there and work properly, so far.

Back to that in a moment. Once you have chosen your e-mail thing. Under that is an option to make that the auto-load version for you. This I haven't done. Other things like e-mail filter, that confuses the hell out of me and therefore I haven't done anything with it. I mean in pine I set some numbers. I am floored at this one that wants me to send myself an e-mail. Too confusing, not enough documentation/explanation. Password change and a couple other things for you to look at. Once you are in your email. Things work pretty much as before. Speaking now from primarily returning to Squirrel Mail. Rod & Gaelyne move my address book back to Squirrel Mail. Didn't seem to want to work in Horde. Rather important to me as the e-mail addies for the members of the ACUG and some family members are in that thing.

Problems, and there are a few as things are still being ironed out. For me it is spam. They deleted around 2 gigs of spam before putting up my mail. I used Horde at that time and had 197 pages of e-mail. Pushing somewhere around 3,000 plus pieces. 4 of them where email from people or a mail list that I wanted. The rest was .... yuppers you

guessed it spam. thanks to *Nos* on a recent visit. He installed an of line reader. My first for linux, called icedove. Well I dislike having to do all the clicking for the certificate stuff each time I log in and send a message. But it does chop a lot of the email that is spam. Average is 173 pieces of mail each day. Some of this is from the mail lists that I am on. Some are from face book and from normal everyday messages from friends. At best there are 10 that I want to read. Mind you icedove is getting pretty good at what is spam for me. Now then the reason that I know the number. Simply because icedove isn't giving me everything. I mean that some pieces of mail I want. It is considering spam. Nor do I know how to correct that problem. So I have to go to vcsweb and manually go over that list of mail. Killing the spam and keeping the few things that icedove didn't send to me. Like my netflix information. Most recently as this is written. A new problem has happened. When I try to sign out. I have been getting a 404 error. Have to then close off that tab or what ever it is called.

Bugs in the system for certain. Much to be done to work out the spam problem. Thank yous go to Rod & Gaelyne who spent a lot of time to get this working for us. Even with the problems that have appeared. We again have the COPS & HOMESTEAD lists. These are now written in with the vcsweb behind them. Be time spent, but I am certain that things will again become smooth running for all of the vcsweb people. Thank you Rod & Gaelyne.

## Why the C=?

I get this question on the Inet and in the shop. Bet you do as well at times. There is no hard answer for this one. Each man has his own reasons. Mine are it is my first PC. I can



understand it, it does what I want, I can make it do things, not the other way around. Such as the new breed of computers. It is fun to use, stimulates the mind. Easy to learn, like there are books for it, not found that for my linux. Also I am not a follower of the herd. This is what I enjoy, the Commodore. Linux does other things. Not as much fun or as easy as the C= .

Take a simple day as an example in what I do here at central. At the kibbutz, sit at the linux <vella> system. DL mail, chop through it and swear that later I will answer the stuff. check on the progress of dragon killing on castle age at face book. Then I must be off to the shop. {man must I ever be} Here I spend the day puttering with C= stuff. Be that moving and testing hardware. Trying to sort out papers, and other hard copy. Attempting to organize the software. Though most of the time it is in front of the remains of the 128D. Working with Geos/Wheels. Doing the newsletter, articles for other publications, RPG things for my group, stories/novels and other writing things. finally tearing myself away after 6 hours or more. Back to the kibbutz for an hour before the game of that night. Try to do some e-mail, hang out in our IRC chat, and smack that dragon. After the game, watch .avi files of Bleach {gotta be a way to make them work on a stand alone DVD player}. Then off to the rack. Repeat this for the rest of the week.

OK vella shows me the CDs and the DVDs. Though I am yet to understand if that format is a market ploy for or from the newer systems. Just to make you buy the newer systems. Ah but leads into the realm of projections of what PCs would be to day with the "what if" idea of Commodore not getting

smegged. Not going to say that vella is faster than the 128D with the SCPU. Speed discussions are meaningless between platforms. Been in too many of them already. Nor the programmes that are similar between the two systems. Such as DTP {is there one for linux?} and WP. Because of the simple fact that they may have the same basis. But are different.

So why then do I feel more at ease with the C= than with vella? Been working on that idea for a long article as part of a review. My vella shows me gun videos <I am not a fan of the AR platform> along with anime, and other movies. 128D doesn't, but it isn't a video player, though I bet it could be. Does the 128 play music? Besides S.I.D.? Yeah I know there was a thing going to play audio CDs through the system. Using the CMD SCSI controller. I tested that one out several years ago. Didn't like my CD 4x caddy using system. Heard about other forms of music that could be played. But honestly the terms and the how have yet to be explained to me on the method, or the format of the music.

"The Commodore is a game machine." Yeah we have had that often over the years. And yes as we know it will play games. I have a lot of them sitting patiently for me to play. I'll state the obvious now, yeah more for the C= than for the linux. Part of that is that I can DL linux games. But can't find the dox on how to use them. Also no idea of where to find more of them. Anything out there like Pool of Radiance? A good S&S RPG? No idea of that answer and that means that I have no idea where to look. Before you say it, no google isn't my friend. And this brings me to the manuals and the dox. Where are they? I have open office 3 on vella. I have Wheels/Geos in front of me. I have no dox to my knowledge for open office. I have books at hand for Geos. Well I am reviewing them for articles. But they are



there, manifested in print not 18" from my hand. Where are they and how to find them for linux? Right it is in the dox on how to find the dox, after you have found the dox.

Guessing now, that one could say that I am overwhelmed by the linux system. I can remember the feeling of the first time the screen came on the 64. When I gained it back in 1993ce. Scared to do anything. But that tattered book with the bent and twisted metal coil binding, called the users guide. Changed that to the fanatic of today. FWIW tis the only instruction manual for the C= that I have ever gone through cover to cover. So what I am saying is that the approach to the C= compared to linux or any newer platform, is dramatically different. Commodore sets out to educate the user. Granted one has to find the pathway of books and magazines in order to follow the training for themselves. but it is there. Newer systems appear to me to expect the user to have some inborn instinct of how things work at the get go. Take cut and paste as a simple example. Highlight what you want in Geos, use the Commodore and the "C" key to cut it, go to the document that you want and at the correct spot, use Commodore and "T" key. There it is on the screen. Also that information is written in the manual for you to learn and go back for a refresher. Ah on my linux system. Some one <Hoi destined!> had to tell me about the commands to cut and paste. Along with where to and how to use it for IRC and e-mail. Not only don't I have a manual, like the Geos one to look that up. I had no concept that cut and paste could be done in anything but Geos, or a reason to consider that fact. Making me wonder what else I am missing.

So yeah the new platform after a tad bit over three years, well let me add I am on my 3rd system and 4th OS. Still is like trying to play a game without the story line or the dox on the controls. Let alone an overlay of the keys to be used. But that isn't the only thing that makes the newer systems so alien to me. I'll add here that there is a similar problem for me with Amiga. But that may change now that we have the manuals. Just need to get a working Amiga. Another thing that as I step back from the machines, I find interesting. The connection I have to the C= being a gamut of sensations. Isn't there for any other platform. Now I have read about this on lists from other users. Who have no difficulty tossing the week old heretic system for the newest version. But still have the C= stuck off in storage. Just not able to depart with it, and for those that did, wanting it back again in some form.

Can't speak for them. Only for myself. Doesn't matter that this system doesn't do all the fancy stuff. That we are told is a "must have" thing. No, for me the C= system is something that I can use. No way can it be said to be simple. If it was simple, there wouldn't be so much stuff out there for it at this time. I'll never live long enough to learn as much as I want to about using the system. Nor play all the games that I have collected. Not even talking about the tools and utils for it, or books magazines. We know that there are mountains of things for this system. Guess that the sheer weight of that fact shows there is something special then and now about our PC. I was going to title this report "Commodore does more than any other PC". Too long for splitting up into columns. Too long to explain the meaning of the title. But in truth that is what I am saying. For me, the C= does more than the other systems. Because I can use it and feel in

command. Even though I barely can programme a couple of lines. I feel that I am working with and in control when I use the C= . 'Tis a friend to me that at times gives me a helping hand. Not just in the physical meaning. Other systems just aren't, and here I use my word, "alive" to me. Nor when I use the other systems, do I feel in charge of the situation when I am doing something. I feel left out of the loop. Alone and at times unwanted. OK that is also sort of the feeling I get when the C= gear heads start spouting techy stuff on chats and lists.

So then, in this personal rambling. why the C= ? Because it isn't all of the other things that are being pushed on the public system. Information for it is at hand. Does what I understand a computer to do for me. I can make it do what I want, well a good portion of the time. We still have arguements. Does a lot of things without the gloss, bells, whistles and other flashing of the newer styles. Most of all, it is my friend and tolerates this ignorant old man trying to learn how to use it, while the other systems are cold, demanding and lifeless. Like they said long ago about the C= it is a friendly PC. so yeah that is why I use the Commodore. He is my friend and teacher. Even puts up with my constant pipe smoking.

## Da Pictures

Well there aren't any jpegs in the print issue this time around. Can spend a moment and come up with some really fantastic con job. However the truth is, I am recovering from an attack and just to smegging weak to set up things for the camera. Yeah be nice when the sho-vah fixes things and this health problem can be treated again. But off the downer stuff. since I gained these GeoPaint images. Been wanting to try an experiment. Won't know till they print out if this works. Page #19 should

have some GeoPaint pages, along with some text. If lucky there will be 4 of them on the page. This is to experiment with the post print insertion of GeoPaint at different sizes. Seen it done long ago with the UCUGA newsletter. Want to see if it is possible for me to do something on that line for us. Adding to the understanding of what I am faking for us each month. As this is written, the actual pix are not selected. As I need to check them again. Add some information on the GeoPaint page. Before inserting it, as it is a test of insertion and the font in GeoPaint to post print. {update on this later on}

## CyberSpace Additions

Well there we have what the print readers see. Actually this month, the issue is out a couple weeks early. First time in my entire 15 year career as the Minister of Propaganda, err I mean Editor. Notes I have for the next issue talks a bit about the reasons for that to have happened. How all the above information came to me during the month before the meeting. Being ill, all I was able to do was sit at the 128 and do writing. Plus not having to wait for a week or more for a ride to town to the photocopy place. Since we are printing it all here at central.

I also noted to discuss those GeoPaint images and how they turned out, in the next issues departments. Well since the print issue is ready for posting. And the CyberSpace readers gain more information. Truth is that it came out not as good as I wanted, but not as bad as I had feared. Four GeoPain pages, reduced to 1/4 page size. Well that isn't exactly true. Though in here they will be 1/4 page. Since the print issue is in booklet format. The GeoPaint images are around 1/8th original size. As I put four of them

on one page. Not exactly scaled 100%. That is my fault. Easier to do them in here, than it is to do them in the booklet. I mean here it is simply divide 8x10 to 4x5 in order to make the page fit more exactly. Since there are borders created by GeoPaint the 8 1/2x11 size is not correct for the actual image.

Which brings me to this issue and the differences to it from the past ones. No jpegs this time around. Would you believe me if I tell you that this is because I want to make this a GeoPaint experiment issue? That I have these new to me GeoPaint files, and I want to present them to all of the CyberSpace readers? Or that after the bout with the breathing and the chest pains. I just don't have the strength to set up the camera and the objects to be shot? Well hope that next time it will be better for me. Been about a week now and slowly recovering energy. So then the idea of some form of images in here came down to the four that are in the print edition/version and a few more that I have in mind. Call it the easiest way I can do things this issue for us. As well as really demonstrating what I am learning in post print & GeoPub.

A few things to say about the GeoPaint images that I plan to insert in this issue for us. My selection, though not completed at this moment of writing. Hopefully will show different abilities of our beloved system. As examples of this, there are some Mac Paint to GeoPaint conversions. Honestly I haven't found any Mac Paint files to use with the Mac Attack tool in order to convert. No idea of how and where to look for them. Some of these are not that bad looking. While others are either too light for my eyes or too dark. One in particular comes to my mind. The WW-II USAAF unit symbols. That one was

created using the Handy Scanner. Since I also have one and have used it in the past. I was exceptionally impressed at how good and clean this man's scans are for his page of clip art. Besides the fact he has them fairly well scaled on the page for clip art work. A feat that I have not yet worked out every time. He mentions that he uses a tool that came with the Handy Scanner, on the sheet itself, which is unknown to me. I use a converter tool in Geos for the images off of the save disk. Some of these GeoPaint offerings are to demonstrate the skills of the artists. While there is one that is a map of the three levels of a castle in Bard's Tale. Showing how GeoPaint can be used for sharing game information. Don't ask how long it took to make that map. I have tried with some games to make maps for the old BBS. Hours of play with notes. Next more hours making things on the map and trying to have them to scale.

## Colour Use

Colour has been a thing that has been talked about in e-mails and in chats. I need more input on this part for us. Understandably finding the right colours for the frames for the columns is going to take some time. Clashes with colours used on the titles for highlighting are bound to happen. Yet the majority of the feedback has been for the use of the frames for the two columns of text, but in colour. Well it does look better that way than the way years back we did it in just a black line.

Highlights of words. Here is one that has been brought up a bit. Colour used is one thing to consider. On this we are not in agreement, well yet. Appears that there is some that want a brighter colour and others that want more pastorial, and those that want the issue to look less like the colours of an acid trip. Meaning too



many colours used in the issue. Well on the first two parts I will have to work it out over time. Got the last one understood. Yeah there has been a lot of colours in the issue. I was selecting them randomly. Mostly for two reasons. <1> wanting to show off the colours that we can use. <2> Ah the SCPU makes the patterns for the colours zip by super fast. Hard to keep track of the exact ones wanted for different boxes, lines and text. Have done some further experiments on this problem. Found that I can keep one pattern for the colour fill in boxes, circles and lines. As long as I don't change them. Meaning that I have to go through the issue and do, say the colour for the exchanges in the Chancellor area. Before highlighting with colour any other word/title. Yeah I should stay with just a couple or three colours for that aspect. Leiko was wondering as she looked at an issue if I was having a flashback to the 60's and some good sugar cubes {EG}.

Colour for use around the images, and images to be used. Got the point that the last issues have been a bit colourful. One of these points is colour around the images placed in the issue. Now these are done in GeoPaint. Where I make an area to hold the image. Crossing fingers and praying to the C= headed goddess that the image will fit in that spot later on in post print. Box is made after the text is placed in the columns. Then the page is riffled as they call it, with the show button. That is followed by going into the editor mode and checking for layout. After that it is into page graphics. There I do a line selection. Width as well as the fill pattern for it to become later a colour. Colour choice is done as best as possible from a cheat sheet in Bruce Thomas's book. But I can tell you that the colour printed in the book. Is not what I

see on the pdf version on vella. Also there are changes, small, but there, on the colours as seen on other systems. In fact by some accident that I did on vella on the last issue. I actually saw the post script/pdf data for the issue. No idea how that was done. What they titled some of the colours was not what the manual calls them.

Well the colours for the lines that form the boxes around the images is another thing that is going to take some time. Avoiding the clash between other colours on the page. Highlights as well as the lines used for the frames. Working on that one as we go along.

## Images

OK here I am at a loss as to what to use. I am not that graphic orientated. Do want this to look good for us. I mean you did spend the bread to receive this and deserve something decent. But exactly what should go in here for images? Oh eventually i would like to be able to have nice titles for the images, and have something on the page in an image that relates to the data on the page. That honestly is going to take me some time and experience to create. Yet I also do not want this to become something on the lines of a comic book, or for the purists, a panel art book. I mean by that statement, too many images and not enough text.

Well that is a something that we have to deal with as this improves with each issues experiments. However what to put in here as an image? Up to this point it has been stuff shot with my camera. Mainly some C= items and stuff for RPGs. The latter as an experiment of the camera's ability to do small

items with clarity, as well as post print and the colours that can be presented through it to the eventual pdf.

This issue with the GeoPaint stuff is a bit more C= related in subject matter. Does bring me to the thing for policy about images for submissions. A thing that I have had some thought about. First off for subject matter. Images must in some way relate to the C= or the Amiga. I mean we are a group that supports and wants to learn about these fantastic PC platforms. But I am not talking here about just a shot of your system, for a submission. Though that is a great idea of sharing what you have with others. On that note, yeah this is a thinly veiled part about submissions with images. As this issue shows I can insert GeoPaint into the pages. I can even do a full page for the issue of GeoPaint. Naturally if it is a Geopaint image, it is then related to the C=. What about jpegs? Well to be honest for this system I need them around 57kb in size. You would need to scale them down to fit that so they will work in the newsletter. Now I can copy the image and make the new copy into a B&W one for the print issue. If you want the article and image to be in both editions.

OK back to subject matter. Might seem hardline that part about being related to the C= and/or Amiga. Yet at least coming from my perspective. As a user of the C= for most everything related to a PC. I can see a lot of stuff that can be used. Yeah now I am going to use RPG for the examples. GeoPaint maps of a game. Be they for a dice RPG or ones that have been made for a C= or Amiga game. Like the one I started on for Might & Magic I. Your own or found art work in GeoPaint. Or in another art programme. I have a tool that is

supposed to convert the image from other art programmes to GeoPaint. Never done that before. OK what about jpegs? I mean that is a big thing here to be able to insert them into the newsletter. Well still on the RPG line, as that is my other love {ssshhh, don't tell Vixen that one} I have around 300 "mini-figs" those 25mm = 1" scale lead figures. For the games. OK a thing that I am going to do in the future for the fanzine CD. Yeah made this way too. Show the steps for painting them. Well that is RPG and C=. If I figure out how to make a jpeg into a GeoPaint. Well that is something to show and explain. Find a pic of a rare to us at least C= or Amiga item. Hey that is something to share with others. Screen shots of your work in progress. Worth publishing along with a bit on what you are doing.

OK that can go on for a long time. but you get the idea for what can go in here and it really isn't that limiting after all. As long as it can be tied to our systems. Then it is fine. So then that leads to the bit on what you are doing and lets hear about it. Otherwise you are making me think that I might actually be a writer. We don't want to prove *N<sub>o.30</sub>, N<sub>o.8</sub>*, Vixen and my Mother correct do you? [LOL]

## What Goes in Here?

Now that is a question that I have been asked in different ways over the past few issues. I mean in this CyberSpace part. Is there something super special that is just for us? Is this area just for things that are online for C= and Amiga users? Ah you know gang, I had never considered that at all. See, the original CyberSpace was just the post script to pdf version of the master copy of the print issue. By that I mean it was just the GeoWrite text, converted with the bold off, well when I learned

that was the problem. Then sent off to those that didn't want dead trees. Over the last year that we have done CyberSpace issues. Ah, well, there has been some improvement. OK I hope that they are improvements from how this started out. Anyway, there are extra pages in the CyberSpace issue over the print issue. That is because of the removal of the bold faced that is used in the print issue for the imported font. OK 20 pages become 16 1/4 when the bold face is removed.

Now I could jam in a mess of images, as discussed earlier. That would then keep the text between the two versions the same. Just that I am not that much of a GFX sort of man. At this time I don't have a clear cut reply to those questions. Things are happening in the C= world. I sort of like the print issue to reach the hands of the members around the same time as the CyberSpace issue. Meaning that the CyberSpace issue is delayed a few days. Besides the work of the different lay outs and testing. So that means there is time and space for other events to report. True that so far in that thing, parts of what you read here are placed in the next issue for the print readers. But not everything that is placed here makes it to the next issue, for the print readers.

So then, as the coffee starts to kick in today. Exactly what can go in this section? Well stuff that happens that didn't make it to the print issue for different reasons. Updates on things that are happening around here and to our long distance members. Doesn't have to be just online related, as one member asked me because of the title for this version. Nope anything that relates to us can go in here for us. True as stated above that some of it will be in the next issue for print readers. Not

everything, so in a sense this is a bunch of extra things for the members who gain the CyberSpace issue. That is the best that I have at this time on the topic. Making it an open one for the members to discuss.

## Ending Stuff

OK I am now in the filler part for this issue. Writing in the editor in GeoPub, and well, hoping that this will lay out right for the issue in post print. As there where some things done that may have smegged and frelled it all up. another thing that is a problem at this time is that the floppy drive has gone funky on vella. didn't want to read the disk with the Penny Farthing for October. Says in some places that it is mounted, and in others that it isn't. Not sure what to do to fix that and place the files to the desktop to send to those that get the disks via e-mail.

## Battle Field Report

Good news and bad news. Polarity of the news is up to the readers viewpoint {G}. Doing this part after a long battle with the linux machines. Deal with that part first. Somehow vella has stopped working on the floppy disks. At this time depending on what you click on for the icon. The thing is mounted, or it isn't mounted. A big long error DB shows up that says some weird stuff about networks and requested something, and none of that makes sense to a C= user. Why can't they have stayed with the ease and simplicity of the C=? Error channel 15 would be a lot easier to understand and look up in the drive manual.

Next we have the problem of the disks. Two disks, with the files for CyberSpace where inserted in the machine and Gave me the above idiotic messages. So I had  $\$0.30$  try them out on



his machines. The pos and the un-named new tower. For a time we thought that there wasn't a working floppy in any linux machine. After I wrote the previous ending part and made the post script file. Stuck that on the disk with GeoDos. Handed it to *Nep.30*, who took it to his machine and bingo. The disk can be read and the files were transferred to his desk top, then to an email and finally to my desktop. Proving that the problem is in vella and she is destroying the disks. OK we can do this long way around for a while to be able to have the CybeSpace stuff for our members. He is after all a deputy in the group {EG}.

Letting us get the stuff out to you can be considered good or bad news. Now the results of the experiment. As what I wrote earlier isn't appearing in here for us.

First thing that set my stress level up was that the pdf conversion didn't have a spec of colour. Must have not seen that in the post script area. Rushing too much to get this out early. My error on that one, I think. Saw at once that I needed to expand the word "issue" in the footer, as half of the "e" was missing, and the birthday greetings to Gaelyne on the cover had the last "e" completely missing. Zaph font was used and I remember that was what I had used last issue for the information under the jpegs in the issue. Also having the same problem. Learning, albeit slowly, as I move along with our newsletter.

Big thing is that you will not see the GeoPaint images in 1/4 insets on the pages. Did make the issue to 23 pages. However, even with my lazy and imperfect attitude to things. They came out {insert 35 minute pause to think of a decent word phrase to use} like funting, drokking, drenn. Text on them wasn't a

problem in bing crud. I had expected that part. Even though I used the largest point set of 24 points. Nope not even the fact that they didn't fit in the pre-made boxes right. Though a smeg of a lot better than I had thought. No it is the actual resolution of the images. Even the digital converted ones of the A-bomb, Bogart, and Einstein where, ah too gray, and distorted. That one of the WW-II symbols. I really wanted that one to show up, too dark and no distinction.

OK where is the problem? Honestly I don't know for certain but have like Ninestien in TerraHawks would say "A theory". Said earlier that I have seen this 1/4 page done before. OK to specify, Dale Sidebottom did an issue of the CML for the MTTM group several years back. He asked me for some input, and that after some emails ended up with a couple of GeoPaint RPG maps. Ah one was a star ship deck plan and the other was a simple AD&D map, done in GeoPaint. Along with some text that I did as way of explanation for the GeoPaint things and how I use them for the games. He lasid them out in 1/4 size on the page with the text placed in them. IIRC One was top left and the other was bottom right. He used a 2 column style. I know that he used a Lexmark gigantic laser printer at the time, that did colour. So it would be pretty much correct to state that he used post print to make the issues. That CML as well as the UCUGA ones.

On top of that, I used to do something of the same. By putting a GeoPaint on the front cover of the print issue. Before requests came in for a table of contents to be placed there. Remember that the print issue comes out in half page style. So then the print out comes out fine this way. But the pdf converting fails. And yes because I use an imported font. Both versions are made into disk files. Well I want the readers to see the

GeoPaint work. I also want to see how it will turn out in the issue. Meaning that in this case I am going to insert them at the end of the issue as separate full sized pages. No this idea will not work in EPS. As related in another issue. For some smegging reason. EPS makes the GeoPaint image come out in reverse. White is black and black is white.

However except for the above mentioned things, and one colour box on a title that was the wrong size. Because GeoPub didn't display the font. the issue came out correct. I mean no triple printing on columns or things in the wrong place. Laid out right. Which helps confirm my theory of the previous issues problems. OK let us put this together again and see what happens, along with what ever filler I can do to fill in the white areas {EG}.

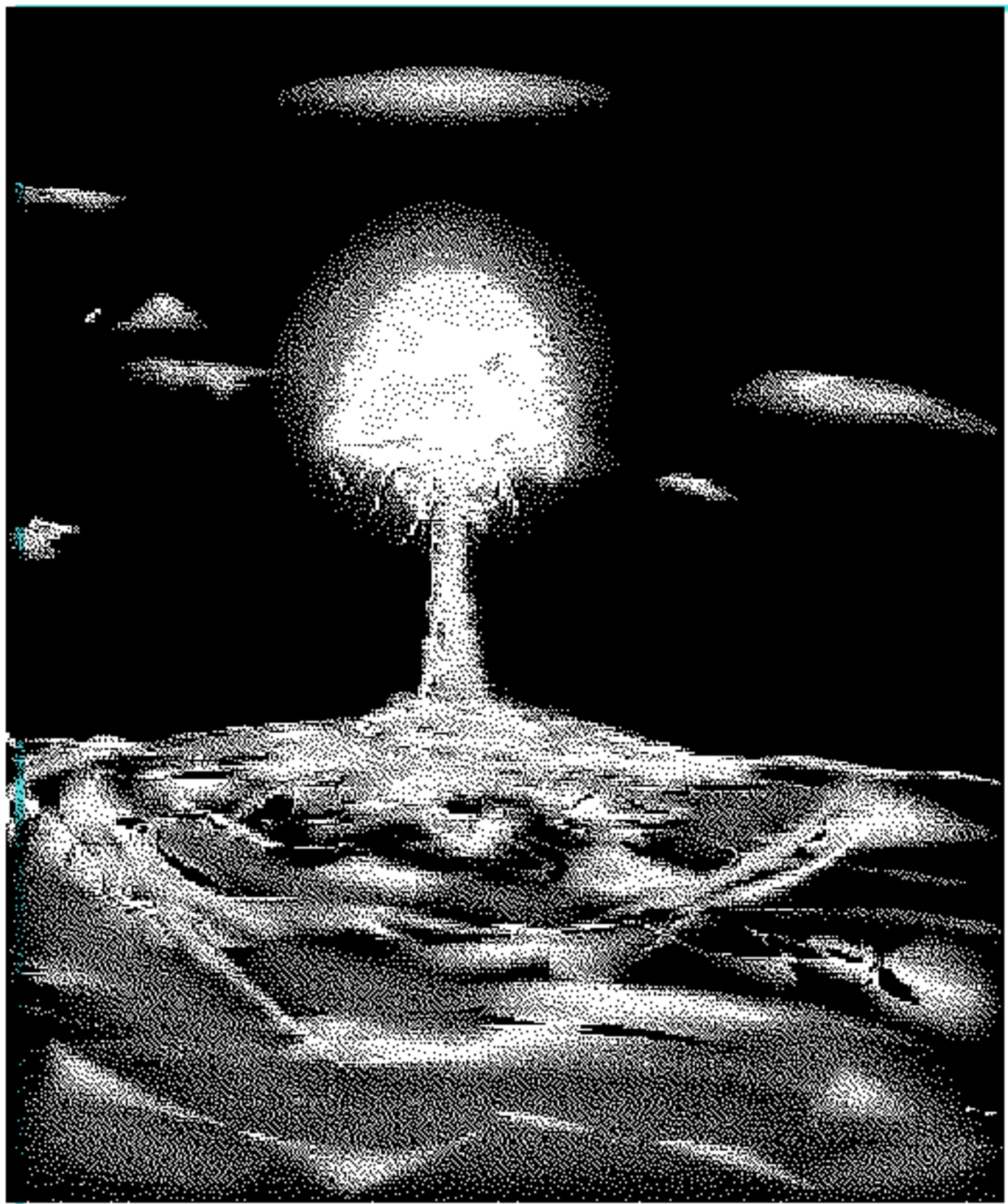
1581 with  
Power Sully,  
Manual,  
Factory Disk  
and Jiffy Dos.  
\$130, shipping  
included in the  
states.

Geos 2.0 still  
Factory Sealed!  
\$30, includes  
shipping in the  
states.

ACUG Meets  
7pm West caist  
time on #acug  
on /server  
irc.newnet.irc

Place your  
ad/notice here,  
free

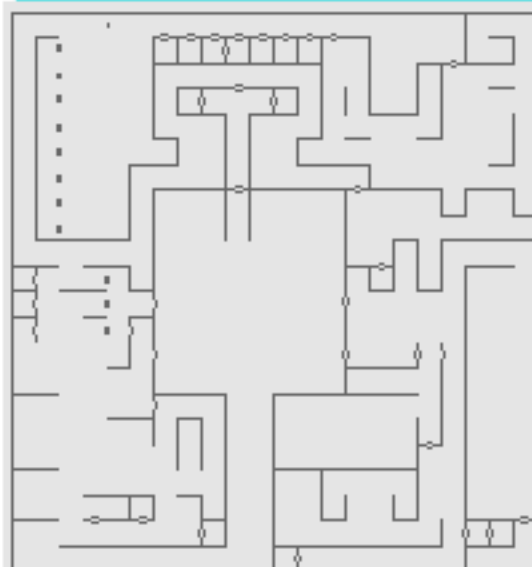
Looking for Geos  
& RPGers



Looks  
better  
on  
print  
than  
on the  
Screen  
Font  
experi-  
ment,  
as  
well  
as  
insert  
experi-  
ment.

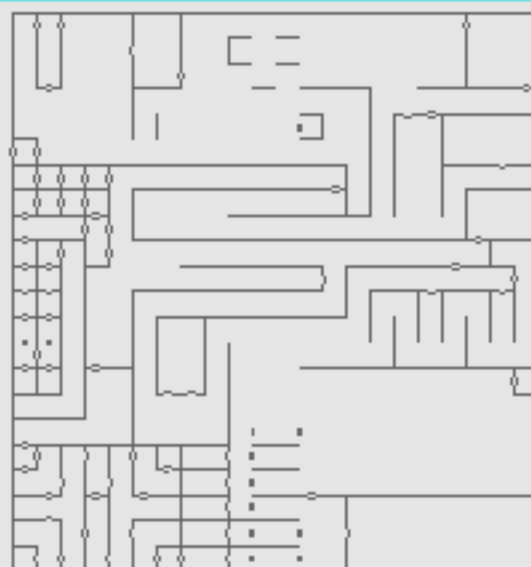
A Bomb test. Perhaps 2nd one {Underwater detonation} at Bikini?  
Can't see the ships in this pic. Mac to Geopaint convert. Tested here  
for size of image and text in the issue.



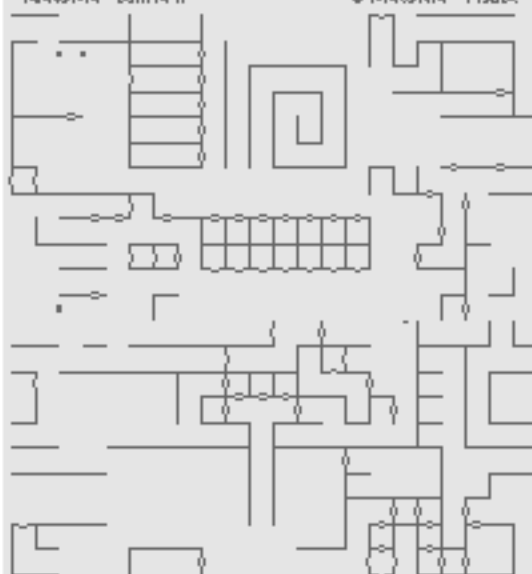


LEVEL ONE

LEVEL TWO

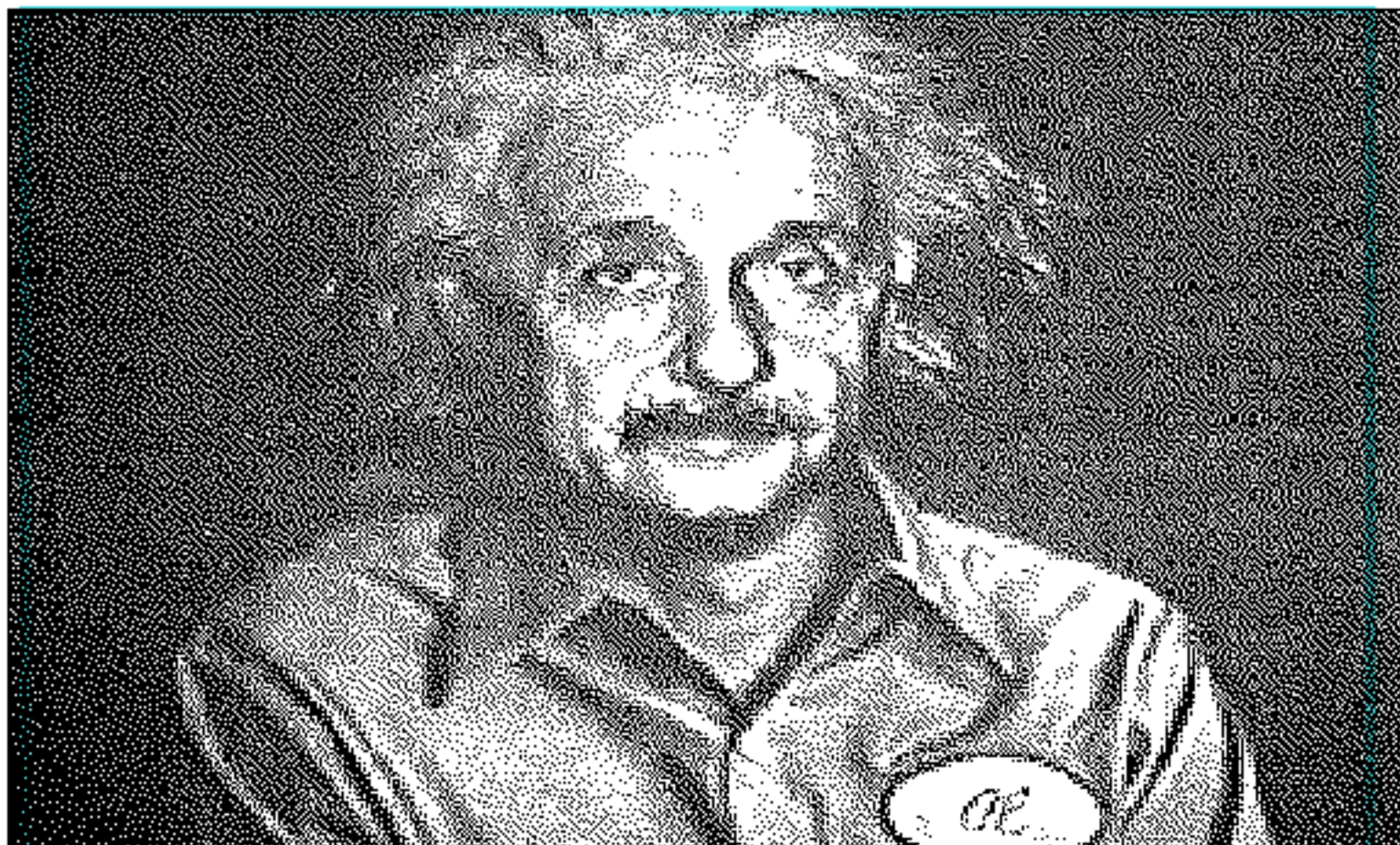


LEVEL THREE



Maps for Harkyn's Castle in Bard's Tale. As the D.B. from the early 90's states, No.30 has played this game and Identified this for us. Using it here for the experiment in text on the GeoPaint page, mixed with the inserting in the issue of

## The Village Green

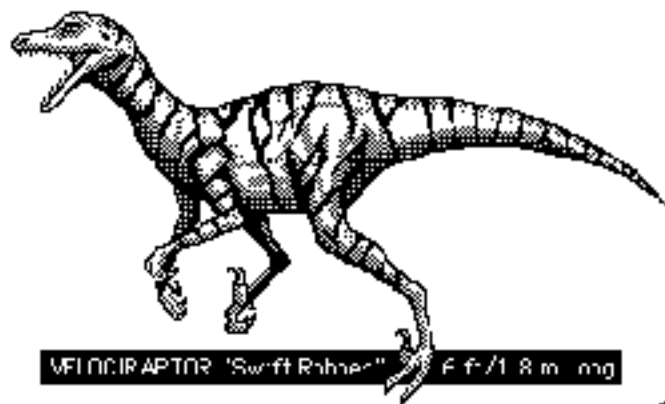


According to the Icon this is a Mac to GeoPaint conversion of a digital image. On this collection from No.21, there are two different Icons for these conversions. One has the word "RUN" on the Icon. Perhaps from a RUN magazine?

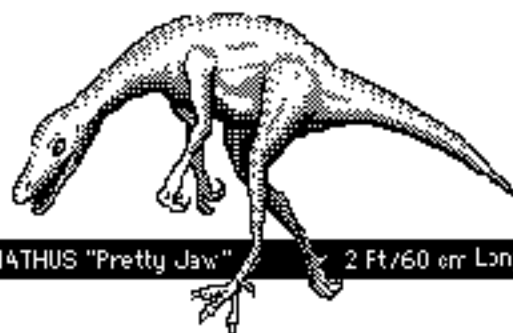
I have seen this one in the past, though not with the additive of that button on his shirt. No idea if that was done in Mac or in Geos. But eventually when the BBS is back up again. This one will be in the Geos node, People Data Store.

# Jurassic Clip Park #1

By Keith Berdak



VELOCIRAPTOR "Swift Runner" 5 ft / 1.8 m Long



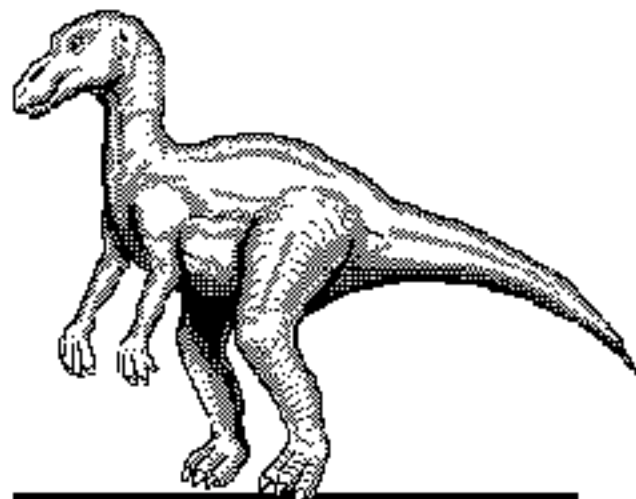
COMPSOGNATHUS "Pretty Jaw" 2 Ft / 60 cm Long



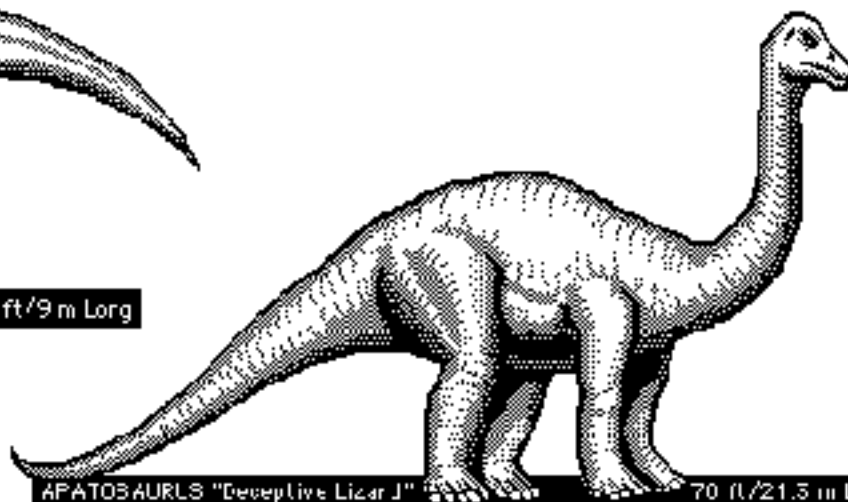
DILPHOSAURUS "Dual-Crested Lizard" 20 ft / 6 m Long



TRICERATOPS "Three-Horned Face" 30 ft / 9 m Long



MAIASAURA "Good Mother Lizard" 30 ft / 9 m Long



APATOSAURUS "Deceptive Lizard" 70 ft / 21.3 m Long

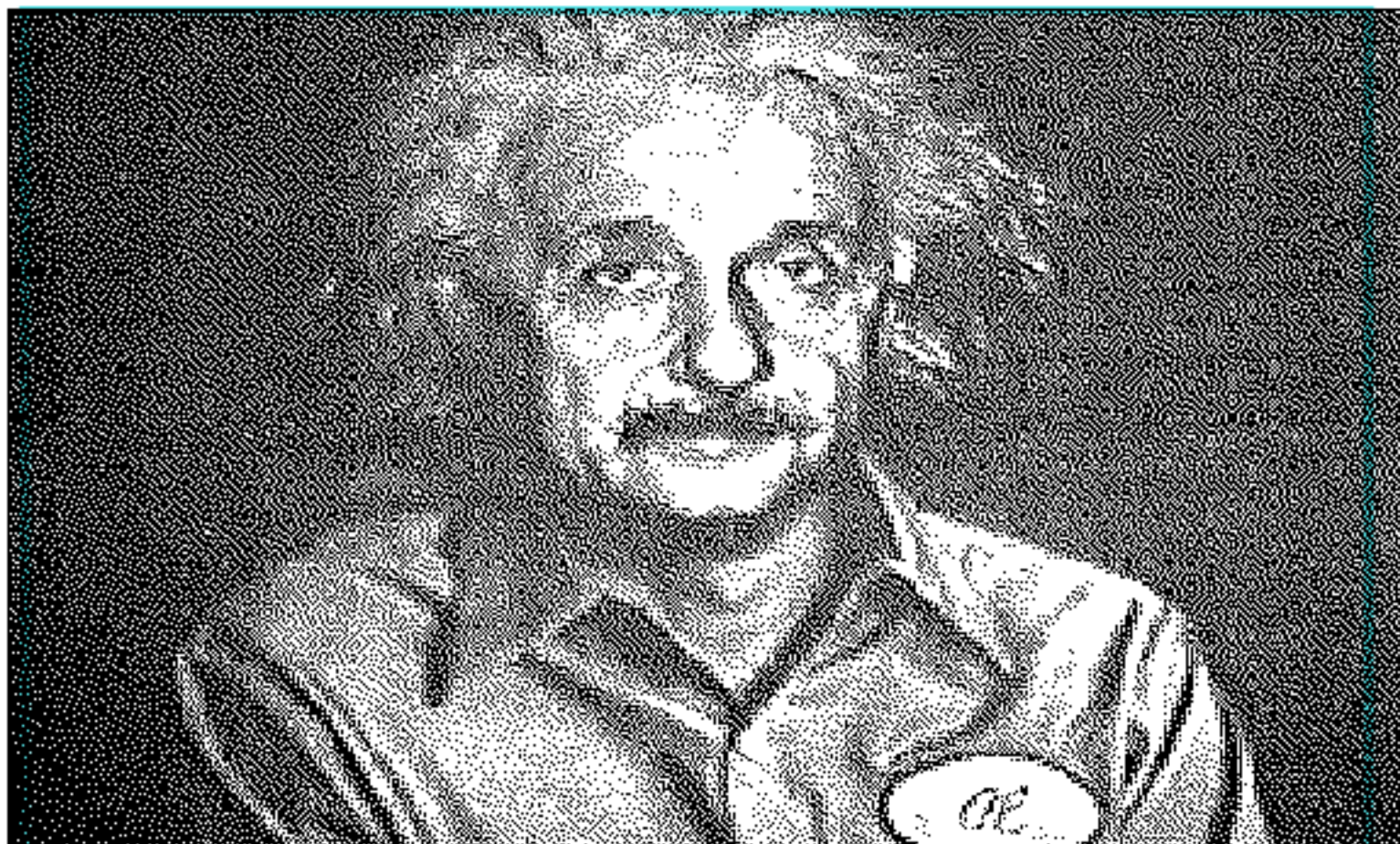




According to the Icon. This is a Mac to GeoPaint image. Not certain on what convert tool was used, by the look of the Icon. Tis a digital from some source, and now it is GeoPaint for us.

Though as can be seen, it is only a half page. that is in height. while it is a full page wide. Not something to print on a 1525 printer {G}

This one came to us on a collection of 1581 disks gifted by No.21. On his most recent visit to us. Things he has collected in his travels and saved for the future of the Commodore community.



According to the Icon this is a Mac to GeoPaint conversion of a digital image. On this collection from No.21, there are two different Icons for these conversions. One has the word "RUN" on the Icon. Perhaps from a RUN magazine?

I have seen this one in the past, though not with the additive of that button on his shirt. No idea if that was done in Mac or in Geos. But eventually when the BBS is back up again. This one will be in the Geos node, People Data Store.





geos file	
open	⌘Z
duplicate	⌘H
rename	⌘M
info	⌘Q
print	⌘P
delete	⌘D
undelete	⌘U

geos disk	
open	⌘O
close	⌘C
rename	⌘N
copy	⌘K
validate	⌘V
erase	⌘E
format	⌘F

**KEYBOARD SHORTCUTS:**  
**desktop**  
 ⌘A & ⌘B to open drives A & B.  
 ⌘ Shift A & ⌘ Shift B to swap with drive C  
**File Selection (Icon Mode):**  
 ⌘1 thru ⌘8 to select page files  
 ⌘ Shift 1 thru ⌘ Shift 8 to select border files.  
**Movement through the Pad (Icon Mode):**  
 U and n (CFSP key) to page forwards & backwards.  
 1 thru 9 to go to pages 1 to 9. 0 to go to page 10  
 Shift 1 thru Shift 8 to go to pages 11 to 18.

select	
all pages	⌘W
page files	⌘X
border files	⌘Y
desk op	
select nput	⌘I
RESET	⌘R

page	
append	⌘S
delete	⌘T

--LEFT--

**geowrite**

edit	
cut	⌘X
copy	⌘C
paste (text)	⌘T
paste (pic)	⌘W

options	
search	⌘S
find next	⌘H
change, find	⌘Y
open reader	⌘H
open footer	⌘F
select page	⌘U

page	
prev.	⌘←
next	⌘→
goto	⌘G
break	⌘L
CTR_I tab	

font style	
plain text	⌘P
bold	⌘D
italic	⌘I
outline	⌘O
underline	⌘U
superscript	⌘>
subscript	⌘<

in the ruler	
left	⌘A
center	⌘C
right	⌘R
full	⌘J
single space	⌘K
1½ space	⌘M
double space	⌘D

JUSTIFY

GEOS  
SHORT  
CUTS  
by  
JOHN  
E. LIST

--RIGHT--

Nicely done, and looks like the fonts used in the manual for the illustrations. Though many of these cross over to Wheels. Not all of them. Great for those that are using Geos in 64 or 128.

Granted that it is a bit biased for the 64 version. But the command do work. Add at this time that there are some keyboard short cuts in GeoPaint in the 80c mode. When the tool bar is off the screen. Commodore and U will delete for you.