The Village Green

MossyCon5 is approaching

Officers of the A.C.U.G.

Those that didn't run fast enough

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

S.I.G. reps: Amiga Scott Farley [#16], Emulators Scott Farley [#16], GEOS Lord Ronin,
Basic Programming Lord Ronin.

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

A.C.U.G. History & Policy

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

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

Contact and Next Meeting

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Next Meeting is 7:00pm 19/Feb/09ce at Mohr Realities Games. Demos, visitors and Smokers welcome.

Open: Slight delay as there was an ACS lesson and work going on before the meeting. So we opened at 7:15pm

Newsletter: Read and approved. Comment joke about a typo regarding the "gay scale" in the picture discussion. Rather than gray scale.

Chancellor: A500 is again in heat "loving" phase. Greeting the locals with her merows and rubbings. The official call to order of the meeting. Sunny during the day, a bit chilly. Compared to last month a nice day and evening. Complaint about the fag butts in the walkway. Caused, before meeting the sweeping of the walkway to the shop. New Oregon law says can't smoke in bars. So guess where they toss their fag butts from above us? Blatant discrimination against a part of American population. Policy statement of the shop and therefore the ACUG. "They aren't paying me not to, not giving me compensation not to smoke. Lincoln freed the slaves, Patton got our people out of the camps. They didn't paint me black and name me Toby, so smeg them!".

Day of the meeting a 6 page issue from the Cincinnati Commodore Computer Club {4C-er} arrived. Arrived in a large envelope that had a hard and heavy thing in it. Ramblings will have the fast report on the "extra's" that arrived from CCCC. First page of the newsletter is from Snogpitch, their Prez. Speaks on his fun with the uIEC, and more fun with his C= system this year. Rest of the page is about past and the future {May 23-24} Expos. Page #2 is from Six about the request for articles from members. The guest article from LR. Listing of the additives to the issue. Which are talked about in the fast Ramblings insert. Along with the Librarians report in which he states he has been making a collection of Amiga ADF things. Lots of Fred Fish stuff. Ah Six, the A.C.U.G. is placing a request for the first of the CDs released of these files. Need to rebuild our Amiga library. Also he is working on making .D64 images of 1541 disks. Having around 12,000 it seems laid on him at C4 2008. Ah we want them as well {Greedy Grin} which may happen as there is a thing stated about the possibility of a CCCC web site with all their .D64 files listed. Our deckers will be waiting to do "data steals". Page 3 & 4 have LR's bit on user groups. At the bottom of page #4 is a bit on Alan Reed's new 64NAV. A file manager for the 64HDD Professional. Page #5 has the Commodore Logo as Sudoku. A game we have heard about but never seen before. Page #6 is the officers and contact listings.

14/Jan/09ce in a PM on the IRC with our No.8 as well as in an e-mail from him. KilrPilr, a long time C= user is leaving the C= world. Selling off his collection of all items. Should have more and a contact listing later for those interested. Like the e-mail and maybe the url for the photos.

We gifted al anger with a CyberSpace copy of the newsletter. He may be interested in joining. Though he likes more graphics in the issue that we currently present. He did give us permission to use any and all images from his site for articles. In gift issues of CyberSpace copies. Rama was sent one showing how his old camera is of use to us in the group. Another was sent to Adira and the grandkids of LR as she is soon to take her

training in the National guard.

Time this month did not allow the proper look over of the rest of the 5C's disk mag. The lessons on ACS for **No.16** along with the intense work of doing the editing for the CD. Add to that the small fact that the 64c or the PSU for it is going out. Been flaking on us recently. In our mail list, Balzabaar isn't certain he can make this MossyCon. Hopes to be here for #6. when he does arrive he mentioned that he will do a demo and lessons of eprom burning. This will be of a help with the articles that have been in the 5C's issues. Enabling us to learn more about doing our own eproms.

Treasurer/Exchequer: Frozen still at $36.20

Commodore Librarian: Pulling from .D64s that **No.30** zipped for us. These are the over 1,000 .D64s that Garth, in Australia gifted to us sometime back. Which **No.30** needed to zip up one by one for our ability to use with **C=** equipment. This time around we have on Side #1 a read me file that **LR** made to explain the games. The games are BC's Tyres, Popeye, Bastow Manor & Arcadia 64. Side #2 has Operation Lost Cat installments 106-117. Just two more installments to present for next month. Word is that there are only a couple finished installments of Operation Wandering Cat, in GeoZipped GeoWrite at this time. Since the MossyCon5 work put a hold on the writing. Though the complete story will be going on through out the year and planned for the MossyCon6 Cd next year.

Editor/SysOp: Sent to Nigel a CyberSpace copy of the newsletter. He wrote back that it seems to be bitmapped. Though he is going to try something called ORC to pull off the text. His belief is that this is a way that I can send the articles to him, and send images for the articles. Having them put in the CommodoreFree issues. Thanks go to Charles Gutman at 8bitdesigns. He found another box of 3 1/2" disks and posted them to me. Was great as they where in the shop at hand when I needed one for the Harlock Geos article later in this issue. Which is a longish story in and of itself. That I am putting in the Ramblings. Near his article. At this time I am not exactly certain that the part 2 will fit in this issue. Owing to the layout part of it being a full two pages created in GeoPub. Which in the layout in post print must have two completely blank pages to be presented. This is his first work with Geos and GeoPub. I am hoping we have a new Geos user. As I will be working with him to learn more on this great **C=** tool. Along with the other stuff that came in that envelope from CCCC. As after I wrote the fast report. I looked a bit more at the CDROM. Discovering some interesting manuals for the 1541 and the 64.

Deputies: **No.16** was able to gain two part days this week to work upon the ACS creation. Although there was the problem of the programme crapping out. AT this time we are not certain why there was crashes, lock ups, bad loads, free spins on the drive while attempting to load. Fear that the 64c has a problem was running high. Till the PS was checked and it was rather hot. Replaced that an hour before the meeting. No problems {editor note: at this moment, the system was on for the entire meeting. Next day as I write these lines. The ACS programme is in the entry screen going through the demo, for the umteenth time as a test} That past, **No.16** has created the first part on all the characters to meet and try to defeat the player. Completed all the missile, melee weapons and the armour. His next work is on the treasure for the game.

After that the harder work on portals, and obstacles. Before laying out the regions and rooms. Work is going faster now that it isn't as alien.

Amongst the other things that he is doing **No.30** has finished the "easy" parts of the Traveller Aide Society <TAS>, Imperial Interstellar Scout Service <IS> and Imperial Navy <IN> forms from Traveller into GeoPaint. Now the more complex ones that take over a day are his sighted project. After that it is back to his Dungeon Creator project.

S.I.G.'s: RPG; has been the work on the ACS from **No.16** & **LR**. Where **LR** has been more of instructor on the project for **No.16** not yet returning to his own ACS project. GEOS/RPG; is where **LR** has worked after doing the editing for the Operation Red Cat story. Doing the next level of the High Colonies dice RPG.

Discussion/Demos/Close: **No.30** received e-mail from the man in Calif doing the repair work on his Power Tower. Things are bad. Ram is broken and has to be replaced. Mother board isn't working, CPU mount thing isn't working, most of the Hard Drives are bad or dead. Worked for a short time and then died. Ram simms are all broken. He told the man that he would let him know what to do after he checked things out. Thankfully **No.16** has a spare mother board at Victors for repair. That is is willing to sell **No.30** for use in repairing the Power Tower. Cost for all of this will make the Power Tower not be ready for MossyCon5. The amount of things wrong with the Power Tower has cast some suspicions on what did the sho-vah do to it before presenting it to **No.30** in payment for a debt?

No.16 has to and is working on making a spot to set up either the Amiga One or his 128. <suggested the 128> if he goes with latter then he will be installing his Geos/Wheels setup with his RL. More discussion on the elements and balance in creating a game with the ACS. This also flows over to the Dungeon Creator project. Questions about the work to be done in RPG Geos creation for the con. Time and complexity for a good adventure. What and the time frame of when for the BBS to be worked upon. Led to the discussion of doing the SD cart experiment again for the controller. Since when that is completed the BBS work can continue. Demoed off the games on the club disk. **No.16** was the test subject. Games are hard and he did about as good a **LR** when they where tested. Must give him credit, he caught on to how to play the Arcadia 64 game faster than **LR**. Closed at 8:30, late for the nightly game. But **C=** discussion did continue after the meeting and during the game.

Lord Ronin Rambles

OK gang this is done the week before the actual meeting. Some of it is properly placed in the Editor area, and updates will be there. Just finished installment #48, as I called it, of Operation Red Cat. That is the last one of that series. Now converted from standard PET to GeowRite 2.1, boldface, font selected, paragraph and margins laid out, and each line now properly tied into place from 40 to 80 format. One line at a time. Makes around 100 pages of text in the GeoWrite version. Also laid out and make into post script and then to pdf

format. Both on the folder area for the MossyCon5 CD.

So now it is too late in the day to work heavily on the next project. That being the completion of the High Colonies RPG adventure for the disk in Geos. So time to make this file, while I am dissolving some zipped .D64s that a man in Australia sent me. Hope to have the stuff put on this months disk. Though there is the fear/problem of the PAL to NTSC cropping up.

At this time we have almost broke the 200mb level of the folder for the CD. Still have more RPG related things to create and install. Also that project for photos and scans have at this time before the meeting. well not been done yet. As explained in the cyberspace part of last issue. Man it takes over an hour to do one installment of the entire converting job of the PET to the final on the disk task. Reminds me it sure is a lot longer in time for the GeoDos thing to copy CBM to DOS, than it does to copy DOS to CBM.

Must admit that what I thought would be a fast paced and easy task for us. Ah, has turned to be a lot more work than expected. Still it is a Commodore thing and it is being done. OK bad news time. Just went up to the kibbutz for a "hippy box" break. There No.30 was looking at his e-mail. Three messages from the guy that is working on the Power Tower for him. All I heard was his comments and saw a few lines. Sim things are bad, HDs are bad, and more. Got a blinking yellow or orange light. Didn't catch that all properly. Things are bad and it now seems to be a fouled and smegged up mother board. Even after the new OS was installed. More on this part when I can get a more complete report, from No.30 at the meeting.

Those out of the area may have heard about the weather around here in the northwest of Oregon. The rain with the floods. A good reason why No.8 has not been able to escape his metroplex and make it over here, roads are closed. Well unless you have a U-Boat {G}. But it is giving us time to work out some details for the linux thinggy and parts that are going to be needed. At this time it is strongly suggested that it is to be posted. Rather than have No.8 go through the hell of lugging it and the other items on the bus and then the couple miles from the bus stop to the kibbutz.

Making an insert here, as on the day of the meeting a package arrived from Cincinnati. Newsletter part is in the Chancellor section. The other stuff that arrived in the large envelope, I am relating in here for us. Several stickers of C= and "mos technologies" fell out of the envelope. Have these off to the side for special use. {my coffee cup needs more of them} Must ask Six for the price on several of the large ones to give to the local members. Three other things, besides the newsletter where in the envelope. The hard thing turned out to be a CD in jewel case. This CDROM has, in .D64 format the first 2,000 disks in the CCCC disk library. Makes me jealous that we are older but don't have that many disks. There is also latest version of VICE for the heretic, DOS and Mac. No idea what Six means by DOS. Doesn't mention linux though. Includes several documents relating to Commodore Christian Bauer's article on "the inner workings of the VIC chip". Plus there is an un listed collection of PDF E-Books <what are those?> "relating to various Commodore topics."

You may have gotten the idea from the short above report. That this just came in as I opened the shop. Jumped right to the 128D and started to do this insert. Well there is more in the envelope. On good card stock and in colour is the SX-64 paper model. The one that I tried to DL when it was released and for some reason was utterly unable to get a copy. This bugger is going to be scanned and saved before it is created, by the one

with hands that work **No.30**. The other thing is some sort of "paper doll modelled on the Commodore 64". Another thing to be cut and folded with glue. Also to be scanned for preservation first. Nice amount of things to be presented and the idea of doing this as a year end thing is good.

Now then before going into more things that have happened in and around the group. Time to torment all with the 4th part of the ACS review thing. Good news, is that next month is the last one for this series. Unless I get talked into making a new one or redoing the entire lot. {SEG}. Maybe I can put in some of the other reviews. As at this time the things for the CD are the most important items to finish and that is taking time from doing reports and reviews.

Adventure Construction Set
Part #4

ɛ LORD RONIN FROM Q-LINK ɛ

Hey I did it, completed the work on the game. Saved it and made a copy to use as a test play. Last part is a topic for a little later in this part of the monograph. Actually you can save the game at any point for play. A thing that I now see as a great advantage. I mean you can save the game after you complete an area, those "regions" as they call them. Make a copy, right a copy as what you do in the game will be on the disk. So copy it, and yeah they have a copy feature that takes about 15 minutes of disk swapping. Then you can test out that area of the game with all the rooms. Should have understood that when I started. But nope, I am having to do the entire game from start to finish.

My first adventure has 7 "regions" on the main map, where there will be many chances to meet friendly and not so friendly random encounters. Back to that in a moment. I created a total of 79 rooms. Save the heart attack on that one. Hallways are considered rooms as well. What I first want to talk about is in the area of making custom spaces. As that is what made the last part of the game creation go at almost light speed for me.

I sort of covered that as I was going along. But I didn't understand it till an accident happened. You see in doing the custom spaces, you do the icon thing as we talked about before and have some effect happen. Lots of choices for that part. One of them is to have a something happen and that can be a long text message. Well long compared to the three line 36 character ones that they call short messages. When that is selected they say that I am to fill it in at the time it is used in room creation. Sure the way I just wrote that sounds confusing, and I was trying to be bit more instructive than what is written on the screen. I created a few of them and gave them different names, info 01, data 01 and the like. Ah but you see that when I started to use them. I discovered a fact that wasn't made plain in the manual or on screen.

You get to fill in the information that will appear when the character steps or bumps that square/icon. <Remember that you don't have to select an icon>. Then your message will be presented. Sure that seems like what I said above and in the past. Ah but you see you can use that one square of info, over again. No not with the same message, you write a new message each time that it is used!

What that means from my more story telling mindset is that now I found out that I can make that information square and place it in the room near the entry. Allowing the character to step on it and present to the player

the information for that room. Sounds like what one would expect. That is what I wanted to do, just that I made a mess of them, ah taking up a lot of space slots that now I see I didn't need to do in the least. I can simply use that one info space, install it and then write a NEW message each time, ah like up to 254 of them. As the screen starts of with message X out of 254. I did close to 40 of them.

OK in truth I found this by accidentally clicking on the same info space selection that I had used earlier. Wasn't till I did a room examine did I discover that I had used the same square twice. Being on a time crunch and also I hate to redo something over again. I just increased the use of the info spaces as I created more parts to this adventure. Rather than go back and redo the rooms.

On screen the map of the room will disappear, and the message will then appear. Has a border around it that shortens the characters per line you can write. Oh yeah there is no wrap around feature. Makes it a bit hard for those of us that can't touch type {G}. Still with some creative word use, one can place a message that informs the player to the room. This can also be used, so I interpret from the manual, in stacking. Meaning a message that shows up on an item. Sort of explaining the use of the item.

But for me it allows the ability to add more colour to the game. Also in truth saying that the room is filled with, oh say desks for the secretarial pool, is a lot easier to do than fill in the room with the desk icons. That may eat up the amount of things that can be put in the entire "region". OK I haven't run into that problem yet. Did though in stocking with the creatures/people. What I am trying to say is that this find of mine makes the game creation easier for me from the story telling point. Though "Mining Colony 64c" is my first attempt and will be bulky as well as crude. The ones that will follow shall be better at least in the ability to set the colour and the atmosphere that I desire for the tone of the game. Well that is my thoughts at this time. Much more for me to learn as I stat on other adventures for the MossyCon5 CD.

PLAY TEST!! Sure you made the game and understand all of the what and where. Which is the problem right off the bat. You know where the good stuff is located and what you are to do in the game. Even though you gave a "mission briefing" to the player. You are more in tune to the adventure then they are and that is a problem. Play test the game! That is what I am doing at this time. Oh did I find some problems. First off I selected my icon and I still don't know how they create the character. One I chose has limited stats and no items. Right character was armour and weaponless. Seems also that the start point that I selected was closer to the first "region" than I thought. Well in my first play test, a random encounter popped up. Confused me on this part. Thankfully it was a friendly one. Gained some healing materials. OK next enter the first room of the first area. I knew that there are two no icon squares that give a bit more mission info. There is also a bad guy and a weapon. That worked out right as expected.

Except that the weapon, at that time it was a long sword, will not damage the armour of the guy that is in the first fight with the character. Granted that his stats where of such that he was having a hard time damaging the character I selected. What that means is that after around 11 minutes of no one really hurting the other in melee combat. I decided to change tactics. Ran around the guy to the next door. OK it was late at the shop, rushed for time and had forgotten a few things. Not the fact that when you are a square past, the guy can switch to missile weapon and blast you. Nope it was that there where more in the next room, like two of them. It that isn't bad enough, the guy from the first room followed me into the next room. So now there are three of them.

What is scarier to the player is that they all move and take their turns trying to kill him. Ah but lets add to that the fact that in that room is a character called "receptionist". I didn't understand, when I created that character, that she would also move. Made her a friend to the player character. Now I as the author know that she is a friend to the player character. But will the player know that? Nope, but it does add a bit to the game. Good thing he can't target her {BG}. Combat at that time was just too long. Look I play a game called Top Secret. that is a dice RPG and I have played it for 28 years. Combat there is done in 5 second turns. Each turn being calculated. If you think that means it goes fast. Then think of three players, 5 bad guys and automatic weapons. Where each shot <Uzi has 4, Gailil SAR has 6> must be rolled to see if it hits, and each shot has modifiers, for those number of rounds. Oh did I forget that that Rate of Fire ROF> is per second? Right my Uzi character is shooting 4 rounds that have to be rolled to hit, area hit and damage created. And that is just the first second. Then the other players and then the bad guys. Plus there are rolls to make to see what happens to the targets if hit. Missile combat can take 30 minutes for one 5 second encounter. That is because it is a very realistic game. Mention this because combat in the ACS game shouldn't be that realistic as it isn't set up for that at all. Nor should the combat parts take 5 or more minutes to do something.

Granted that there is time spent in the combat. This is the player doing a mess of button pushing on the joystick. As in melee combat he needs to do that after pretty much each movement of the bad guy and his character. Missile combat is a bit different. But don't expect that either the turns or the rounds move at light speed. They don't in the least. This is something that I had seen, but till running my own game. Had not understood in ACS. Another thing that comes to my mind at this time. Just because one can have a max of 4 players in the game at once. Don't design it to be that way. Granted I made a couple of tough rooms that will be easier if there are 4 players. But guys come on the odds today of even 2 playing at once is how remote? Well unless my games are fantastic and people are just dying to play them in droves {LOL}. On that note I will add here that according to my understanding it is possible to enter another player into the game at any point. One of the options during the game that is seen from a players option bar is add another player. I understand, though have never done it myself, that they will start at the same starting space that the prime character does in the game. Meaning that they don't just pop in the same room as the player. So gang when the battle is hard and tough, don't expect your friend to show up there and help. Besides if things work as I have seen to this point. He will weaponless and armourless as well.

So then back to the way play test. Since it is taking a long time to load the ACS programme today. In my example earlier of what happened when my character entered that room and started the battle. What were my plans at the time the game was written and then at the time of play? Actually not too concretized at either point. I had in mind a battle that would be a couple of minutes in length. As the bad guy shoots at the character. The character may or may not have a weapon. In the case at hand that is a no weapon and no armour. So I placed what I thought at the time would be a melee weapon for a battle that would take a short amount of time. Defeating the bad guy would give the character some low rank weapons and armour. Along with a bit of healing material. That failed in a radical way. Armour presented to the bad guy in generation is tougher than the weapon. Though the numbers looked good to me. Part of learning. So why did I then have the character race around to the next door? Because I knew that there was a room to run through, followed by another one. In that one is the mag pass key to open the armoury. Where the top of the line weapons and armour are stored. OK I knew this as hey I made the adventure. But in a conversation with some of my gamers. Who are more into vid theme games than I. The idea of going through three rooms to find the needed items is just not something they would have considered. Yet in a dice RPG they would run to find cover and other items for

the battle. Gave me an insight on the concept of being programmed by vid games.

   So today I am changing the <if ACS ever loads up> first weapon found. Then making a new copy and starting off fresh, again with the same icon character. Want to make the game playable, but a challenge, yet not too much of a challenge that the player will give up on it and never see the whole story. That is why the play testing of the game, before releasing it, ah the music plays. Meaning time for me to go to work, and then tell you more about the ACS trip.

   Well back after testing the adventure. My comments are #*@%&&& with a large amount of ***@@@! added in for good measure. This is also 24 hours later that I mark these comments. Bet you can guess something went wrong. Yuppers it did, and I am not sure how to fix it at this point. OK cognify the mind and start off. Yeah I did change that weapon that is found at the start. Accidentally selected a different character. Well the fact that non magical attacks do half damage is nice. I don't remember setting that one up. Still starts with no weapons and armour. ACS and I have a difference of opinion on the random monsters. Regarding the percentage chance of them showing up. 30% is a 3 in 10 chance, not 8 out of 10. OK I can adjust that one. Otherwise there are more encounters outside the play areas than inside. No my complaints at this point are two major ones.

   Major complaint <A> is that at this moment, there is entry to the "regions" from the main map. But you can't return to the main map. I was under the impression that the "gateways" where 2 way. Though at the time they where installed. I wondered about the lack of an icon in the room and the examine said there was nothing there, thought it was just their way. Now I must replace all the icons with something that will work. If I can find out what will work.

   Major complaint <B> is that this adventure at the first "region" is a monty haul one. Loads of stuff for the character to use. Though battles are shorter than before, seems to my eyes that it will be almost a cake walk for the player. Except for the need to dump items behind him to pick up new items. Ah he can only hold so much of certain items and they can be used therefore as a road block. Stuff that the enemy drops. Not certain if I want to tailor that down on this game. Since I have not completed all the areas at this time. Going back to those random encounters. I learned something there that appears in the rooms as well. The bad guys are really dumb. They shoot the nearest target. Even one of their own. The friendlies, well they will use some of the items given to them in generation. A random thing. But they do try to move near the player character. Armed ones will fight on your side. Set that I made as "The Dead" is useless. They are more of a treasure chest. Blast them and they leave behind the items carried. Being dead they don't move. Well it was a good idea, just failed me a bit.

   Remember that a little bit above I mentioned about that information space? Not certain if I did the ones that I found on the first "region" with that space. But yeah a different message appears. However the same three line short message appears, just before the main message. This I think I can rectify. Or at least cover with a new idea. Hey I am supposed to be a cranky old man, set in my ways. Not trying to figure things out and actually "thinking"!

   Some philosopher some place said <when that was a minor in college for me> that all the world is conflict. Smeg I wish that the beloved **C=** hadn't studied that philosophy {G}. Still the old war horse is gonna battle

with the ACS again today and perhaps gain some ground. Though the almost 30 minutes to copy and the 45+ minutes to load are a PITA. But I have determination, stubborness, nothing to do today till customers arrive, and A500 the shop cat is going to help my sitting on my lap and purring. Got my magic kitty amulet to beat back the evil magic of the ACS deamon. {LOL} Seriously the point of being monty haul is a problem. Takes away from the challenge of the adventure. But finding that balance for all players is why they made a rating of skill for the games. Along with the need for the DM to tailor the games to his own Dice RPG group. All I can tell you right now is that this is a big learning experience for me and that we are going to make it work. Bummer is that you get this serial report as a review on the work. Meaning there is another chapter to this one. {SEG}

Again with the Ramblings

I am wondering how it is that there is so much fur in the mouse. As it needs to be cleaned so often. Yet the A500 isn't allowed on the table with this 128Dcr. Gotta be some form of kitty magic.

OK a bit of time has passed and I have been asked in the IRC about the Wandering Cat story, as well as the next part of the very adult 2020 story. Nope don't think they will be on the CD. Wandering cat is about 90 pages in three 30 page installment/chapters and no where near finished. While the 2020 parts 4 and above. They are just some data notes taken from the first three chapters in Geos. But they will be done, I hope by MossyCon6 and will also be on the monthly disk if things work out right and some time is freed up after the MossyCon5 CD project. Why people want to read the drivel is past my understanding.

Now this next part. Tis a rewrite of what I had first put in here. Being a bit on Harlock and his work with Geos and a little history from what we have talked about in the IRC. Problems that he and I are having in communication on the Geos stuff. Along with a summation of the reason for the problems and how that can and does effect the discussion between different PC platform users and the generations. But I wasn't saying who it was in the original piece. Since the first part of his article for The Village Green follows that piece. Needs a rewrite to work also as an intro to Captain Harlock the Space Pirate.

Lets set this up for you. Harlock is a C= user in Canada, and a member at this time of TPUG. Slowly he is building & rebuilding his collection under the watchful eye of the kitty "tigger". Hmm I seem to have that same thing at the kibbutz and here in the shop. As I understand he has a vic and a C= 16. Along with his sacred 64. Few 41s and an 81. I sent him a sealed Geos for his 64. He did the maverick copy work and was ready to go. Till the problems arrived. PReviously in 2008 summer issue <IIRC> of the TPUG newsletter. He had done an article called "Radioactive 64 {tis in the shop gang}. Funny I forgot to ask him what he used to write that piece. But back to the problems.

Enthusiastically he started on doing a couple of articles that where to go into this cat box liner. Seeing many of the great features of Geos, over other C= word processors. But he can't get the image into the page as he wants it. Causing no end of difficulties and stressful attitudes. Reason for this is that he wanted this large image. As I understand it to be, one that was converted from a jpeg to a gif and then to GeoPaint. Well I have yet to be able to scale the gif to GeoPaint to the size of a photoscrap. He is having the same problem. In a recent <to date of writing> chat with Harlock. He was telling me that the Geos part was telling him that the

image is too big. Though he has a tool I sent that does large photoscraps for an album up to 27kb. In fact that is the size of the image, as I have a copy of it for this issue. Making him dislike Geos as from what it says he is of the impression that it will put the image there on the GeoWrite page.

Now I have been through this thing is a sort of similar way. The fact that it will take only a photoscrap and that has to be in an album. And the fact that it places it in the center of the area selected, only. These are the things that sent me to GeoPub. So what is the first problem? Harlock is used to the way things work on other platforms. Second problem is words. They just aren't conveying the same colour and meaning between the generations.

First problem is the same that I have, but in reverse. Based on IRC chats with him. My impression is that he is seeing in the late 80's text of the Geos Manual. Terms and words, with the eyes and experience of the late 90's to current mind set and definition. I have this same problem. But it is trying to understand the new colour and atmosphere of the usages of the words of today. Coming only from a **C=** structured background.That sort of blended in with the second problem. My inability to use the correct words to explain things to him. Since pretty much I am parroting what the manual says. So my image is about the same in time and space as the manual. Not being able to present the concepts in a more contemporary time frame of verbal images. And to think that at the time the **C=** was in main stream use. I never heard of it and was a computer phobic.

Sent a copy of GeoPub to Harlock. Along with some other tools that will take a large photoscrap of up to around 27kb IIRC. Still haven't found Big Clipper for him as of this writing. Funny thing here is that I pulled them from my tools sub-partition on the HD. Including my GeoPub copy. {Smeg off on that Maurice, you got 12 years of my life in your hands} OK I have a copy of GeoPub that is supposed to have the encryption disabled. Underline the "supposed" part. Suffice that it works with Wheels and it works with the free DL of the Geos 128 prg. Ah that is the same prg I hasten to add. Anyway, I GeoZipped the files up and used GeoDos to put them on a disk. Which I then through the process sent as attached to him. He was unable to open them. Not sure why, as I had sent him fonts in the same way before. Save that this time I did do the time and date stamp on the files. Other wise they are listed as 1/Jan/00ce.Or in GeoDos they read 00:00:00 for the date and the time. But read with that January date in my linux system. I remember part of what he sent me in a IRC PM. About skipping over the "filename.cvt" part and that there is an error in time date stamp. GeoDos does day/month/year in two digits. He sent the files to our No.8 who had no difficulty in unzipping them, and then rezipped them for him, sending them back. Only difference is that No.8 was on his linux system and Harlock is on the heretic. Hmm, does this mean that the linux system is much more open and friendly?

At this point in the story. I have taken screens shots of the steps of GeoPub. Which I will send to him. Thanks to that camera from my son Rama. Hope that the photo steps will be of help to him in the set up work. As they have from file starting to the zoom in of a photoscrap in the center of a GeoPub page, with the text flowed around it, fairly neatly. OK it is a cruddy 1/14th of the 1/4" grid map that I made for gamers. Just stuff that I grabbed and put up fast. But I am trying to present the abilities in photos where my words fail me. As I don't speak the language of todays computer mind set. Or any generation for that matter. Me um jist ah dum ork.

Point of the above for us is to see <A> that there are newbies to the **C=** or some of the hundreds of aspects of the **C=**. Who need to have some one, better qualified than I. Present the information. <B> Words may

look the same. May be said and sound the same. But the meanings that are held between the generations of people and computer users. As well as with computer platforms are different. In regards to the mental image that is produced in the mind of the transmitter and the receiver. Such as how I destroyed my linux system. When for me the word is spelled as "temp" and not "tmp". When I was following instructions given to me in doing some root work. Ah, I don't do that sort of thing anymore. Because of the problems in the words and mental images that the words create. <C> the above problems can actually turn off prospective users of anything dealing with the **C=** . If we as the users are not clear on what we mean and present. A thing that would by our hands help to shrink and not expand the people that use the **C=** .

  OK a full cuppa coffee later. Been looking for a real good way of hammering the above home. At the moment I am looking at a **C=** box. Got a great picture of a girl in to me a decent outfit. OK that means very little. Got space stuff and D&D stuff. Looks real good and man I can tell you that isn't what you see on the screen. You all know what the images are going to look like for the game. Not photo perfect like the drawings on the box. Why is that? Because if we are smart. We turned the box over to see the screen shots. But mostly because we are experienced with the on screen graphics of the **C=** . Key word here is "experienced" and that expands from the graphics for a game. All the way into the concepts and actions of programmes for the **C=** . Because of our use of the things, we have that understanding. How to present this to someone else, who has other mind images and meanings for the terms we use? What does bit mapped and Hi-res mean to us? <got me I am just looking that stuff up at the moment for an article> What do the words mean to users of other platforms that are starting to use the **C=** or a new programme for the **C=** ? Honestly I don't have the answer as I am **C=** and do not relate to other platforms. That one is for open discussion to all readers and to the exchange user groups. As I write this there isn't an ending for the man and his work with the Geos world. Hope that I can give a happy ending to it before the meeting.

  Well there is a bit of a happy ending. Though after the meeting. Harlock send me a .D64 with the files and the font that he used. Have the following article from him, in regular GeoWrite. Which I did a bit of reformatting and changed the font from the Commodore one off of the distribution disk. So it would fit and flow better in our cat box liner. Part two of this article was done in GeoPub. In that he had attempted to install the image. That being the jpeg pic scaled and converted to gif. Then made into a GeoPaint image. I gave that a look over and found some problems. What is surprising to me. Harlock did the same ones I did at the first time I inserted an image into GeoPub. Well I am waiting for him to mistake Master Page for Page Layout and have all the stuff on that page show up on every page of the document. I did that one more than once.

  Now I am not picking on or at Harlock. Smeg he did better than me on his first attempt. What I am going to point out in what was wrong, in just a few moments. I want to use this to illustrate the points I made earlier about the "words".

  So then what was the problems for him? On his side it is just inexperience. On my side, a failure to present the information correctly as you shall shortly read. He hasn't a manual for GeoPub as of yet. Making the ability to first define the area properly. Rather hard to see from the book illustrations. Since there isn't a book. Yeah that was the first thing. He made the area too small to insert the text. Well I mean on the first page, the page could have been larger in layout. Noticed this on the screen first. Then when I did a Zoom. I saw that there where only the tops of the characters at the bottom of the page. I re-laid out that page. Though the text

that was short on the bottom of page one. Did appear on the second page. My fault on this one. As my photo didn't cover a full screen layout. I did about 3/4 of a screen page. To illustrate what he would be seeing. I should have also included a shot of a full page layout.

Page #2 in his GeoPub article is the same error that I made. Where I also burned up a lot of printer paper trying to find out what I had done wrong. His printer is on the fritz. Hey anyone got some spare parts for an MSP-803? So he didn't waste a mess of paper like I did originally. Top of the page is good with the layout of the text. Under that is the box he made in Page Layout to install the 27kb image. On the screen it looked wrong to me. The box was there, the dotted lines shown. But the image was across the box area yet only a few lines tall. Gotta be a word expression for that one. I went to page graphics and did a zoom. Hmm, the image doesn't look that great in converting. Well after seeing the original colour version. It isn't that great. But I'll get to that in a bit. What I did see was that the image was incomplete. Now my fault here is telling Harlock about the scale and stretch to fit parts in page layout. I hadn't refreshed myself with them before discussing them in brief. Should have had more recent experience. Harlock gave it a try. I didn't even tell him about going to page graphics to use the zoom feature. Or how to get out of the zoom feature. Oh Harlock that is easy, just select from the task bar pull downs the "preview" option. I forget the hot keys for it.

I made a page #3 for experiments. There I tried several ways to insert that image. Don't worry gang. I have the originals on a 1541 disk. Learned that lesson already {S}. Still I couldn't get the image to fit in the box right. Wasn't making the box large enough. Next I used an old trick I found to see the size on the page of the original image. I went to page graphics and inserted the image there. In that tool, there is no size work. What it is, is what shows up. Wow man that image is about half a page in size. And it is the width of the page. A test print of the image failed to be useful. Not anything that Harlock did, just that the converting did what I was afraid of, as it has happened to me. There is too much brightness from the monitor screens and that made the rest come out pretty black and gritty. The original scaled down image has some sort of almost RF looking interference on it. Which I have had problems with in the past. Making a weird pattern all over the GeoPaint convert. Because of that, and the fact that Harlocks work should be seen and enjoyed. I edited it to have his image on the front cover in the print edition, and the colour one as the last page in the CyberSpace issue. I say for his first time, with no manual and an idiot trying to teach him Harlock did a fantastic job in GeoWrite and GeoPub.

Second Time Around
Part I
Captain Harlock

Recently I found myself thinking back to my first time around as a Commodore user and comparing to what I'm up to in the Commodore world now. Back in 1980 was the first time I'd used a computer, a Pet 4016 or 4032 (not sure which now) with the old large style Datasette. It was in school and the first one they had so each student got less than half hour on it that year. I remember it was some drill & practice programs written by the teachers. When I'd mistyped an answer I backspaced a bit too far and thought I'd erased part of the program. Little did I know I had nothing to worry about, nor how much I was hooked on the whole computer experience.

But in those days a 10 year old kid didn't have the means to a computer quickly. So for the next 4 years it was all I could do to get time on the commodore pets at school. Luckily 2 friends down the street were sons of a school principal so on weekends & summers I also got access to Commodores of various flavours there. I soon realize I wanted one of my own. Paper routes were my only source of spare cash back then. But by april of 1984 I was in reach of my first computer. I was hung up on either a Commodore 64 or an Atari 800XL. So one wednesday night my parents drove me to Agincourt mall where the Woolworths store had a good computer selection. They were out of Atari systems so the 64 it was. Half hour later I walked out with a 64, Datasette and a blank tape. Even with "just" the computer, datasette and 10 inch B&W telly I didn't get much sleep that night which was a sign of things to come. That weekend saw me finish my paper route earlier than ever so I could head to the mall for computes gazette and "32 basic games for Commodore 64".

Later that summer we moved to Whitby where I found the next chapter in my Commodore adventure. At my new high school I found a bunch of new Commodore using friends to exchange programs with. But being the only remaining datasette user limited my options. By October of that year (1985) I acquired a 1541 with help of my parents. So yet another late night formatting disks and trying programs on the test/demo disk. It's hard to imagine anyone having fun doing that now. But it was ground breaking for me. Unlike new users today I started developing my programming knowledge from a stack of books & magazines and trying snippits of basic learned at school. But there was more, I wanted a printer avoid the curse of hand writing essays. Then seeing the messages the phone phreaks left each other on Cable 10 got me interested in modems.

But again I had to wait for these things as various high school jobs allowed me to afford them. An MPS-801 printer arrived at christmas of 1985 allowing me to print my doodle pics, and speedscript files (another gem from Computes Gazette). It wasn't until July of '86 that I got a Bot Engineering Pocket modem at a blinding 300 baud just when everyone else was going 1200 (another trend in my life). Thanks to a couple of guys in the Whitby Commodore group I'd also discovered the BBS world. It was the SCTV bbs which got it's theme from one of my favourite comedies. I even ran my own little bbs called "the Universe", a big name for what was probably the smallest bbs in town then at maximum of 75 messages and 80 users with a half dozen downloads. That is compared to others like System III with hundreds of files & users and 700 messages.

But little did I know disaster was just around the corner. A shorted regulator in a power supply toasted both my Spartan (an Apple II+ clone that plugged in back of the 64) and the 64 itself. So January 1988 saw me without a working Commodore and relying on other computers for the next few years. Fortunately my Commodore habit didn't die off. As fate would have it, I'd be back. That's a story for next time though.

THE END?

Second Time Around
Part II
Captain Harlock

In the first installment I'd left off in the beginning of 1988 without a functioning 64 system. But unlike those heretics who downgraded to bog slow XT clones I went another route. I was using a few Atari 8bit & ST systems for a number of years, which I still have. But my mind never really left the Commodore Universe.

Fast forward to 2003 and I made the jump back into the Commodore Universe once again. I picked up an Amiga 500 with external drive but no monitor at a Hamfest in March of that year. But as it had a broken key I didn't start in on that right away. Over 2003 and 2004 I also picked up a few Commodore 8bit machines. Namely 3 C16's, a Plus/4 and a 64 which I'm typing this article on. I also added a few 1541's, Datasettes, 2 modems and an MPS-803 printer to the mix.

But I found myself with another quandry. Aside from a few commercial pieces of software I had, there was no access to other software in my area, or so I thought. Even with the modems I had I couldn't get on a Commodore bbs in my area, they'd been gone for some time. As many coming back into the Commodore Universe have discovered, there is commodore software to be found on the internet. I was in luck, and in for more work as fate would have it. Everything I found was inside some nefarious D64 files which as you know are commonly used for emulators. But I have no use for emulators as I once again have the real thing. No sooner than discovering this I also discovered the funtabulous XE1541 cable to connect a 1541 to one of those heretical computers, and the useful Star Commander so I could read & write 1541 format disks from those D64's.

Just when things were rolling along peachy keen there was another pair of setbacks. A move to Cobourg in 2005 and another in 2006 kept me busy and away from my retro computer usage for a while. But that was not to last, I soon hijacked a wobbly chair and tv table to place my Commodore setup next to my basement couch so I could at least use one of my 8bit machines at a time. But I knew I should find a more permanent setup where I could place more than one of my retro computers at once. As I was once again acquiring commodore hardware for some of my projects. Another 64, 1541, Buscard II and 8050 drive for my Amateur packet radio system, another 64 and 1581 for my bbs project.

Once again opportunity struck in my favour. I found an old folding table in the shed and dragged that inside the house & down to the basement. I also found a small wheeled tv stand from the early 70's. That was the basis for the Amiga 500, and one each of my 64 & 16's. The Christmas holidays saw the last bit I needed fall into place. And what a good bit it was. My brother in law David, who is a good woodworker as one of his hobbies, had made up a tabletop hutch for my Commodore table to hold the monitors and some of the other peripherals. Below is how the setup stands at the moment. On the left is a "64G impersonator" which is a Rev.A 64 painted "river rock", a light grey colour, 1541C, Datasette, another 1541 & 1581, with the obligatory 1701 monitor. The right Side contains an Amiga 500 with supra ram expansion (1Meg total), 1011 floppy drive & 1084S monitor.

Another Ramble

Hope that you are flipping to the font or the back. Depending on your issue preference, in order to see the items as they are presented above. I hope to have more articles from Harlock in the newsletter. Beats my drivel of course. I am just gonna have to be better on teaching Harlock on the use of Geos and the almost infinite things that people made for it over the years. Add here that one of the things the he and I share is a love of the BBS. Our hope is that with his interest in the Color64 one for his 64 system and when I have the Village back up. Running Centipede 128. That the information I had read/heard someplace about being able to do a network between us is a reality. Though I lack the information to present properly. I understand that he is also working on a radio packet thing for the future with his 64 system. Well if "tigger" lets him work on the

things. Cats are a bit demanding of their own space of attention. And our **A500** reminds me that I need to get Harlock on the mail list for our group.

   Thanks to Harlock and his two part article. You are saved a lot of my babble this issue. Still print edition readers are on the last page. Must say something, or find graphics to install. Nope no gfx that I can use. Must babble some more on what is going on.

   Old time readers and some of the locals, know that I collect the Triad releases. Recently gained a couple more. Since I can now transfer them. Must start doing that for our disk and library. OK there are a lot of things for me to do with and in the **C=** realm. Just never enough time to do it all <S>. MossyCon5 disk and the problems that it has created, solved and new ones created has been the primary thing for right now. Officially the burn date is 15/Feb/09ce. Moved from the 1st of Feb. Robert reported to me that I just need 30 days to confirm our time at the pizza palour. Originally thought that I had to do it 60 days. Want to take a week of decompression time after the burn. Yeah you know that isn't going to happen is it? {VBG}

   Right now there is still the need to complete the other levels for the High Colonies RPG dice adventure. An ACS adventure, as well as some pix to take, articles to write, intros to the areas of the CD to write. Plus the lessons to others on the ACS work. That is the big stuff. Fiddling little bits that eat up time. Are things like renaming the files from the format of 8 and 3 that GeoDos uses. I mean "olc119.ps" becomes "olc119.pdf" with the converter in linux. But then I have to re-name it to be "Operation Lost Cat 119.PDF". Remember that there are 118 more of them to do. Oh did I forget to mention that I have to do the same for the 119 zip files? Then there are the 48 Operation Red Cat pdf and the 48 zip files as well. OK every file pretty much is renamed for the CD. I try to make an intro file, a read me one. That I name with a "0" and other stuff. So it is the first file in the directory of the particular folder on the CD. Loads of work. At times frustrating as all holy hell. But it is also fun and it is for the greater good of the **C=** . Next year I hope to have finally created the scenes a.k.a. diaramas for the temple of the **C=** headed goddess that I mention so often. along with a few other items of that line. Always planning, and of course this is subject to the attacks of the sho-vah. Been planning this series of scenes for several years. Just about have the needed material to create them now. Skills, knowledge and understanding is another topic. {G}

   What is happening around here for the next few weeks. Or at least slated to happen. As this issue is going to be completed in advance of publishing date. For a rare occurrence. Already stated about the High Colonies project. The ACS adventure, Traveller forms, which as this is written on the 17th **No.30** is working on at this time, with 8 left. The Dungeon Creator project is his next task. **No.16** is getting, as reported a day or two a week on his ACS work. Has to fit with his work schedule. So far no submissions from others, on the ACS or any other game making programme. More snaps to take of our collection. In the hopes that there are those that tell us how the stuff works and how to use it. Same for the scans of material. Never a dull moment right? Well too many projects started by me that have yet to be finished. I want to state here that the scan idea for Lenard on the project I am so terribly late in returning to him. May have a new twist. Convert the text to gif and then to GeoPaint is the new Idea. So by print readers. Hello CyberSpace readers.

CyberSpace Edition Additives

A thing that Iwant to bring up in here, away from the print section, at least for the nonce. Happens to deal with the ideas that we have been discussing locally and in some chats. Cost of CyberSpace members for the newsletter and for those that desire it, the monthly disk. As it stands the cost for the membership for the newsletter, and the soon to be redone certificate and membership cards. Runs $18 usd per year. This is based upon the cost of photocopy and postage. Based on the 20 page booklet we put out. Runs use about 97cents per issue. Or roughtly speaking about $12 a year per member to put out the issue. I have no idea at themoment what a 1st class stamp costs anymore. I'm so old I remember the buffalo on a 5 cent stamp for 1st class. That leaves roughly about $6usd for incidentals. OK past the smoke & beer fund for me. Pay the guy to take us to the printer place. Plus there are several still remaining user groups with which we exchange. That part I do in the Chancellor section. Now then the disks cost 75cents per month. For at least one double sided disk. Right the cost is also 75 cents for a blank disk to members. Posting that disk or at times disks <the cost is the same if there is more than one disk at 75cents per month> through the snail mail is, well prohibitive. A good and decent mailer costs at Fred Meyers 99cents. Toss a couple what 45cents now for a samp and we have about a dollar. Round up and it is about $3usd per month for the disk to be posted. Did a few to other 𝐂▬ publications. As well as to other users. Semi breaking even that would make the disk about $36usd a year. I don't write or find stuff that is great enough to warrent that level of bread. Which is why we don't post them. Zipped .D64 as attached or when the board is up again, the ACUG file area. Currently we charge $27usd for the membership that covers the newsletter and the disk. Based on locals picking up the disks, or Long Distance members getting it attached.

What we have now is about half of the members, that includes the newsletter exchanges. Opting for the CyberSpace issue. Last month we only did half the number of copies at the print shop. Maybe it is too early for this thing. But as stated once before. At this point it is at or near the time to consider a different price for CyberSpace members. As the cost of the production for CyberSpace is less. Well the need for a stack of heretic drives and disks is another matter. Since that is part of the transfer process. But there is no paper on my side to run in the printer. OK don't get out special font either. Not till some one tells me how to do that part. No postage and no cost to copy the pages. If it runs us less to produce. Then shouldn't we lower the cost?

Well it sounds good. But is it fair to those that want the paper issue? That is the thing we have been working on around here. The thing that I am asking for your input upon. Paper costs more than the electrons. Electrons are cheaper than a 1541 disk. So what would be a good price for the CyberSpace members to receive the issue that way as well as if they want the disk as a zipped .D64? At the moment we are at a loss to come up with a good price plan. One that doesn't sound like we are punishing the people that opt for the traditonal method of newsletter and disk. So then I am asking for your input. Long Distance CyberSpace members and the guys at the exchange groups. What sounds fair, but not punishing to the others?

Next thing that we have been discussing for the CyberSpace issue, isn't the disks. that actually works the same as the issue, in regards to the transfer from the 𝐂▬ to the linux system. On a 3 1/2" floppy. Nope it is the design of the issue. Lets start that off on the next page.

The Look of the Issue

First the use of fonts. Best that I have found is this Times Roman from the Laser Lovers disk. If there are more fonts that can be used for post print out there. Ones that don't require a substitute to import. As that doesn't seem to work for me yet. I don't know of them. So stuck for now with this one as the better of the lot on that disk. Headers, footers and what ever the term is used for indicating different topic areas in this drivel. These I have been using different types of Geos fonts. Including ones for the LQ-Perfect Print system. As I find ones that I like they are stuck off to the side. Sadly I just printed out the issue and found out that "Norm 18" as a Geos Font. Isn't loved by some part of the post script system. Defaults it out to what I think is courier. Which is what it usually will do to any font it doesn't like.

Next is layout and images/graphics. Full page is great for the booklet print issue. But there have been requests to do this versionin a column style. I have mentioned this a bit in the past. To the best of my understanding it can be done with GeoPub. Well in at least two different files. As there is a 16 page limit for GeoPub. In the past on the Optra printer. when I ran 16 pages of GeoPub. There where a mess of problems with it skipping a page or two. Not intheprinter exactly. though that could have been the area of error. I mean that things like page #4 turned out to be page #6 and it added more pages that way. Doing some dupe of pages. Thought it as me in layout. But that was proven to be wrong. At that point we stopped using GeoPub. In order to make the issue at 20+ pages for CyberSpace. There would need to be more than one file created from the text file in GeoWrite. There is a way to bring the text from where it ended in the previous file to the new one. I don't need to worry about headers and footers. If I make those in GeoWrite as blank pages. From comments presented to me over the last several months. This seems as if it would make reading the issue better for the members. Need your feedback on this one. But understand that with all the MossyCon5 stuff in front of all else. This task, as it will require several experiments to be made proper. Has to wait for a spate of time.

Graphic images in the issue. This requires more time to prepare, I mean if we use the GeoPub process. As in there I must define the area first. Then insert the image. That is if the image is in a Geos format. In that part of the work. I can install the images from photoscraps. Even some large ones up to 27kb. Gained from different sources, such as the handy scanner and the Computer Eyes prg <need camera>. If I could convert some images into Koala. Which I am supposed to be able to do on the linus system, but can't. These could be converted from koala to GeoPaint/photoscrap with a Geos tool that I have. In this way the image is on the screen in GeoPub and I can edit it for clarity in GeoPub. If I don't have it that way. Like I insert a pic that is a eps or a jpeg, doing that in the psot print lay out. The area must be formed first in GeoPub. Then it is T&E if I can place it on the page properly inside the defiend area. Though I have done it before, it is an art form, not a science. Remember that inpost print I can scale the image. Such as the colour one on the next page of Harlocks set up. Man he is much neater than I. Images are a thing that I can use, though I am more text orientated. Likeing images to assit in the text. But today we have here more ways to bring images to the issues. That camera from myson that puts jpegs onto a floppy. Thumbnails form online sources. That scanner that I amplayingwith and have used on the last two issues for ilustration of GeoDos and post print. Plus you the reader have these and probably better resources to use in making images for your articles. This isn't past either the realms of possibility of the system or my skills. OK at the boundary of my skills. But it can be done. Trip here is your input on what you want us to do in making a better issue. Ah besides me shutting up on all my drivel.

Next page is the colour image from Harlock. This is the set up he describes in part #2 of his article.