Events

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Foreword

This UCC Freshers Guide exists to help new members settle into and make the most of the club and its resources.

If you are a fresher, try to read this as it provides an easy way to learn about (and hopefully get involved with) current projects, an insight into the clubs structure and a general reference for how to manage day-to-day tasks. We recommend reading about the dispense system, UCC accounts, committee and groups (so you know who to ask about things) and most importantly the events for this year (one word, LAN!).

The latest edition of this document is located at:

> http://www.ucc.gu.uwa.edu.au/infobase/guide/

About UCC

The University Computer Club (UCC) can be intimidating to new members - many strange looking computers (not all IBM PC derived) running even stranger operating systems (not just Windows!). But stick around and you will be rewarded with skills and knowledge that are both useful and fun (you might even get better at fragging as well =P).

Over the last couple of years, a free operating system called Linux has gained popularity. The UCC runs Linux (mainly Debian), but this is by no means the only operating system you can get your hands dirty with as a member. There are boxes running non-free Unicies (Solaris, Digital Unix) as well as Mac OS9, Be and recently a couple of Windows gaming boxes.

For more information about the club and to see changes made to the club since this guide was published, please visit the UCC website at:

> http://www.ucc.asn.au/

Getting Involved

Setting up an Account

Once you have joined UCC, you may wish to request an account. An account enables you to use UCC's user machines and receive mail at addresses like username@ucc.gu.uwa.edu.au and username@ucc.asn.au. You will also be able to use dispense (see the dispense section of the guide).

You will need to ask a wheel member to set up an account for you. Find a wheel member some time and ask them to help.

In order to set up your account you will need to show your current UCC membership card and think of a username. Your username will be used for your logins, your email address and your website address. Usernames must be eight letters or less (and may contain numeric digits).

Events

See the listing on the inside cover (page 2) for our events in 2002. Stay tuned to the ucc-announce mailing list, as other things will come up from time to time.

Projects

There are people around working on various insane projects. There are people walking around with knowledge about practically everything, including electronics and various types of programming. If you want to find out about ongoing projects subscr

ibe to the mailing lists and hang around the clubroom. Some ongoing projects include:

- Robot Work
- The MOSIX cluster
- The OpenDispense software project
- Making hardware to interface with the snack machine

See www.ucc.asn.au/projects/ for an ongoing list of these and other projects.

Several current and old guard UCC members worked on the Sungroper project (www.sungroper.asn.au), which involved building a car for the 2001 Darwin to Adelaide World Solar Car Challenge.

If you have projects of your own, you will very likely find someone willing to help.

Offer to help out

There is always something that needs to be done. You can run for committee at the AGM or help in the (infrequent, yet mammoth) clean-ups. If you have a cool coding idea that would be useful and you would like to implement it at the UCC, talk to people about it and/or discuss it on the mailing list.

The UCC Committee

The UCC's committee is responsible for the general running of the club. They make decisions on how the club's money is spent, the organising of the events and they delegate certain functions other groups (see), like the maintenance of machines by wheel.

Any member is allowed to come to the meetings of the committee; in fact, we actively encourage it. It is actually not as boring as it sounds and is a great way to get involved with the club and meet the club's more active members.

According to the UCC's constitution, the committee is composed of eight members:

President

The President is the figurehead of the club and the contact between the Guild and the Clubroom. He or she is also responsible for coordinating the committee.

Vice President

The Vice President assists the President in his or her duties and fills in where necessary.

Secretary

The Secretary is responsible for the minutes of committee meetings and for the incoming and outgoing correspondence of the club.

Treasurer

The Treasurer is responsible for handling the finances of the club. This involves regular banking of the club's money and preparing the budgets.

Ordinary Committee Members (x3)

The three OCMs assist the rest of the committee as needed. This may include things like organising events, restocking supplies in vending machines, etc.

First Year Representative

The Fresher Rep is responsible for represent the interests of the first time members of the club. This is the easiest way for you to get involved with the committee! (You are of course allowed to run for any position!)

The President, Vice President, Secretary and Treasurer form the Executive of the Committee, they are ultimately responsible for the actions of the club and are therefore the sole signatories on the UCC's bank account and liable for anything that goes wrong.

UCC's Groups

Wheel

wheel@ucc.asn.au - Wheel is in charge of maintaining the club's machines. They are the group with root access and they are they best people to see if you have broken your account or something else.

Coke Group

cokegroup@ucc.asn.au - The coke group are the people to talk to if you want to add money into your coke account (see the dispense section later).

Door Group

doorgroup@ucc.asn.au - The door group is responsible for the clubroom. They have permission to unlock the room (using dispense of course) and there must be a member in the clubroom at all times it is open, to watch over the room. This means, if you are in the club and the only door group member has to leave you will need to leave as well, until another door member arrives. Apologies for any inconvenience this causes but it is important to make sure our clubroom is looked after.

Webmasters

webmasters@ucc.asn.au - This is the group responsible for maintaining the UCC website. Point out mistakes to them, via email.

You are encouraged to get involved in the groups but because they are positions involving a certain amount of trust, the committee will not admit you to any of the groups before the minimum of 6 months active participation in the club.

Using the Clubroom

Where is the UCC?
The UCC is located on the third floor of Cameron Hall. It is above the Tavern. See the back cover for a map.

Vending Machines
There are two vending machines in the corridor outside UCC, a coke machine and a snack vendor. The coke machine does not accept coins, instead it is accessed by using the dispense program on your nearest computer/terminal and deducts money from your coke account. It is one of the cheapest drink machines on campus to grab a can from. For more info on dispense, please see . The snack vendor currently accepts coins and works as you would expect, but a project is underway to change all that! If you would like to help with this, please see the projects section of this guide.

Clubroom
The UCC is, in our opinion, the most open clubroom on campus. It is open from about 9am until 11pm almost 7 days a week. Exact times depend on when a door group member arrives and wants to use the clubroom but Security kicks us out at 11pm.

Books

The UCC has a vast array of technical books at its disposal (well other people disposed of them and we picked them up =P). You can read the books freely in the clubroom or borrow them.

<u>Tools</u>
There are tools for destroying (fixing) computers: soldering irons, a digital oscilloscope, screwdrivers, resistors, multimeters and plenty of cable. If, however, you prefer brute force, there is also a drill, jigsaw, hammer, files, hacksaw, chisels and more.

Computing Facilities

You can use any machine in the clubroom. You need to login with your username/password when using the Unix based machines. The two machines running Windows (Cod and Cobbler) do not require you to login and neither does the Mac (Nautilus).

For email and general use, the user boxes Morwong, Mussel and Mermaid are available for use. Login to these machines via a console box.

You can also log in to these machines from home to check your email and use them as you normally would. You can login for free via machinename.waix.ucc.gu.uwa.edu.au, if your ISP is part of WAIX. If not, charged ssh (cost of bandwidth is deducted from dispense) is available at ssh.ucc.gu.uwa.edu.au.

All UCC members get a website which is accessible via both www.ucc.gu.uwa.edu.au/~username/ and www.ucc.asn.au/~username/. Put your web pages in the public-html/ directory in your home directory.

We also have a wireless access point that has just been set up in the clubroom. In fact, it is so new we have not written documentation for it =). Your best bet is to ask someone.

Dispense

Without a doubt, 'dispense' is the single most important program for life at the UCC. Over the years it has mutated from a simple way to dispense from the drinks machine, to a vital UCC accounting, network services and even password and username checking system.

<u>Maintaining your Coke Account</u>
The UCC drinks machine does not accept money. To get drink out of it you must first get some "Coke Credit" into your account. The normal method of doing this is to yell: "Is anyone in the Coke group here?" in the clubroom. Assuming someone says "Yes!"; you can ask them to put some credit into your account. They will take your money or ask you to put it into the UCC cashbox. In the latter case, get one of the plastic bags from a box on top of the filing cabinet, put your money in the bag and tell the Coke group member the amount and the bag number before putting it into the marked receptacle.

<u>Using Dispense</u>
Type 'dispense' at a prompt on morwong, mussel or mermaid. This will bring up a menu of what is currently available, along with your current account balance. Use the arrow keys to move up or down, or type in the number of what you would like. Pressing the return or enter key will dispense whatever the arrow is pointing to, and pressing the escape key or 'q' will quit.

If you dispensed a drink, you should hear the machine in action within a few seconds. You can then pick up your chosen can.

If you know what you want, you can bypass the menus and type "dispense *drinkname*" for the first thing with a name starting with the letters in *drinkname*. The system is not perfect, and there can be problems. Sometimes, it may just be slow. Other times the drink machine itself will stop working. Keep an eye on your account--mistakes or software problems have given people the wrong balances on many occasions. If in doubt, you can examine the logs on the system--ask someone in Coke group for help.

Type 'man dispense' for more information.

Automatic and non-automatic deductions

You'll notice that in the bottom half of the dispense menu there are other choices. These let you pay for non-food items, conveniently, with your credit. If you make a call to somewhere outside of the University from the club telephone, for example, you should dispense a 'phone' to pay for the call. If you print something on a clubroom laser printer, you should dispense a 'laserprint' for each page.

Apart from your deliberate use of the dispense command you may accrue incidental charges for services such as network traffic using the SOCKS gateway. Network traffic charges are automatically deducted from your account.

UCC's Machines

<u>User Machines</u>

User Boxes (Servers everyone can login to)

mermaid
mojarra
morwong
mussel

Windows 98 + Linux Dual Boot

cobbler
cod

sgi Indigo 2

azure
scarlet

Apple Macintosh G3

nautilus

X-Terms

mulder
scully
skinner

Digital DEC3000

centuri

BeOS

magenta

NeXt Box

beige

Printers

phial
sodium

Others

Machines in corridor outside clubroom

Servers

Dispense

mermaid

DNS

mooneye

Flame

mooneye

FTP

mermaid

Mail

mooneye

NIS

mooneye
morwong

Router

hydra

WAIX

mojarra

Web (HTTP)

mooneye

Top 20 Unix Commands

Command
Does…

```
logout
```
Leaves the system (do this before you leave)

```
ls <directory name>
```
Lists the files in a certain directory

```
cd <directory name>
```
Change to a specific directory ('.' Is the current directory and '..' is up one)

```
mkdir <directory name>
```
Make a new directory

```
pwd
```
Show the directory you are currently in

```
more <file name>, less <file name>
```
Read through a text file (space for next page, q to quit)

```
cp <file name> <new name>
```
Make a copy of a file to a new place

```
mv <file name> <new name>
```
Rename a file or move a file to a new place

```
rm <file name>
```
Deletes (removes) a file, permanently (there ain't no Recycling Bin in Unix m'boy!)

```
pine, elm, mutt
```
3 different programs to read your email

```
pico <file name>, vi <file name>
```
2 different   editors   to   edit   text   files   (vi   is   hardcore)

```
grep <text> <filename>
```
Searches for   some   text   in   a   file

```
finger, who
```
Check to see who else is online

```
lynx
```
Text based web browser

```
ssh <host name>
```
Log (securely) in to another Unix machine

`ping <host name>`
See if another machine is up and how long the delay is between your machine and it

`uptime`
Lets you know how long the machine has been up for

`top`
Displays the an updating list of current processes

`ps`
List the processes you are running (useful for the next command)

`kill <process id number>`
Stop a process you are running (kill –9 <process id number> will kill it even more unkindly)

If you type man <command name> (eg. `man ls`), it will display the man page and help you learn all the different ways to use the application. A shorter version of this is also available by typing <command name> --help (eg `ls –help`).

Sponsors

Map to the UCC

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www.ucc.asn.au

UCC Fresher Welcome

8th March 2002

Clubroom

6pm

This is our way of welcoming freshers to the club and showing them what the club has to offer. There will be FREE pizza for first time members.

UCC LAN I, II and III

16th March 2002

27th April 2002

21st September 2002

Cameron Hall

3pm 'til Dawn

Every once in a while we get the urge to play games, which is exactly what the LANs are for – blast away that uni stress!

UCC AGM

22nd March 2002

Guild Council Meeting Room

1pm

The AGM is where the UCC member's elect their committee for the year. As a fresher, you are able to nominate for any position, especially the **Fresher Rep** position.

This year's AGM is in the Guild Council Meeting Room (top floor of Guild Building above the Guild Student Centre and Bankwest ATM).

UCC Quiz Night

16th May 2002

The Tav

7pm

Form a table of friends (or we'll give you friends, if you are lacking) and come for a night of frivolity and the occasional quiz question.

UCC Beer + Pizza

26th July 2002

Loft

7pm

Who wants a silly Wine and Cheese night? Real geeks drink beer and eat pizza. After all, any excuse for getting drunk…

NB: You must be 18+ to attend this event.

UCC Programming Competition

10th August 2002

Loft

12pm (for 24 hours)

A 24-hour programming competition to test your ability to code and code quickly.

UCC 28th Dinner

23rd August 2002

Venue TBA

7pm

In 2002, UCC turns 28! We hold an annual dinner to celebrate UCC's birthday.

UCC Camp 2002

22nd to 24th November 2002

Venue TBA

12pm onwards

A weekend of geek away from Perth – but do not fear, computers are welcome. A perfect end to the uni year!
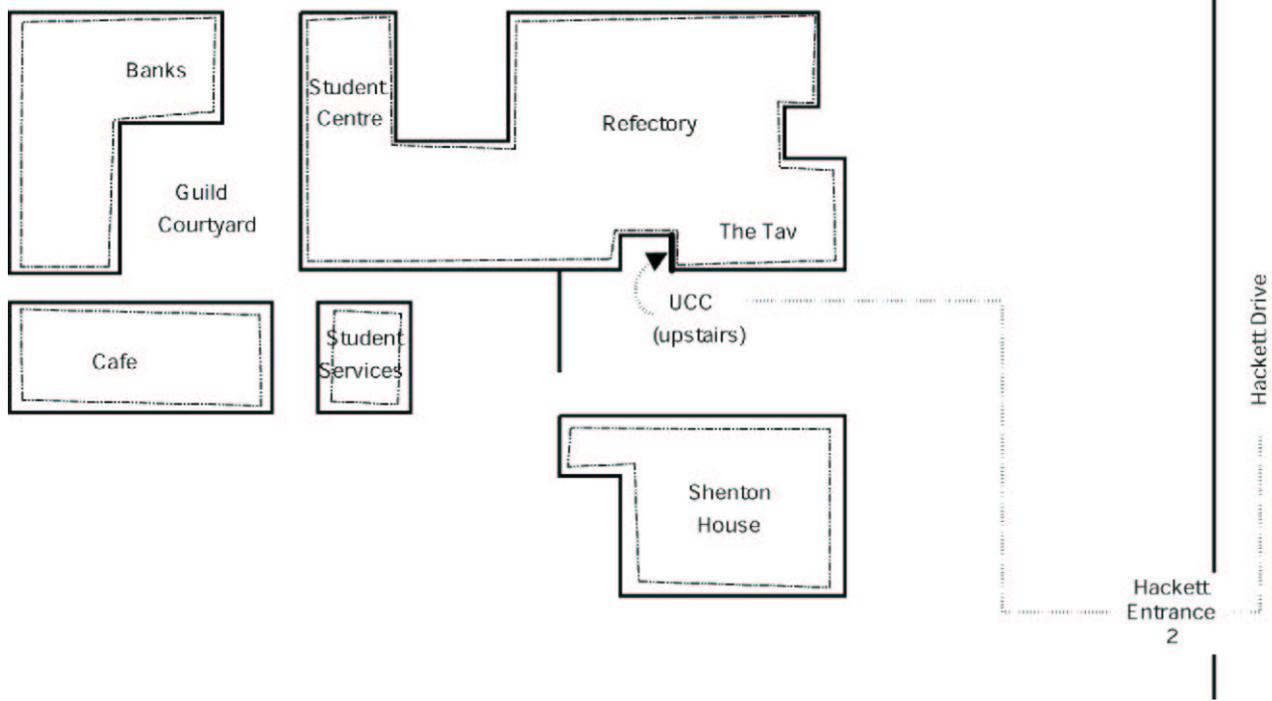
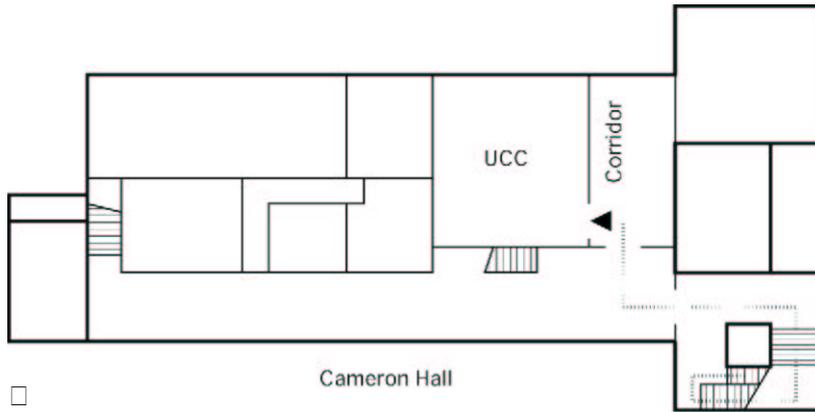## Mother's Foods

10% off food

(excludes some items)

11 Broadway, Nedlands
(08) 9386 1780

Ground Floor

Banks

Guild
Courtyard

Student
Centre

Refectory

The Tav

Cafe

Student
Services

UCC
(upstairs)

Shenton
House

Hackett
Entrance
2

Hackett Drive

Second Floor

UCC

Corridor

Cameron Hall

Contact Us

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35 Stirling Highway, Crawley, WA 6009

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www.ucc.asn.au

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