

# UNIVERSITY COMPUTER CLUB

```
<html><head><title>UCC</title></head><body><h1><p>
... .. / ... ..
int main(argc, argv) { char *argv[]; { in
HAI CAN HAS STDIO? I AS VAR GIMMEH VAR VISIBLE
do echo $line | s s/s/n/ > output.txt; d
fac n = (foldl (id x - x*k k <- [1..n])) 1
SELECT id, name FROM tbl.user WHERE username LIKE
2y - 8x3 + log y = 4x2 + √x (ln y) = 0
cn=machine ou=group,dc=ucc,dc=group,dc=edu,dc
5CF6 E597 00 F098A 0739 6890 F590 F073 C11A
printf($x,39, $y='printf($x,39, '%s%c,39);', $
DIM Protected Friend User AS String, I
[>++++++>++++++<<+.>+.++++++.-.+
import java.util.Properties public class StreamWriter
-(return_type)instanceMethod:(param1_type)param1
array.each_index {|index, value} puts "#{index}: #{array
PROGRAM ARRAY1 CSUM=0. CMAX=-1.E38 CMIN=1.E38 GOTO
```

UCC

## Events in 2009

### UCC Fresher's Welcome

Friday 6<sup>th</sup> March

7.00 PM – 11.00 PM

#### Cameron Hall Loft (above the UCC)

The fresher's welcome is there to welcome you, as a new member, into the club. There will be a number of older members there to chat with. This is a great event to get to know some people and put faces to names. First time members get **FREE** pizza!

### UCC Annual General Meeting

Tuesday 10<sup>th</sup> March

1.00 PM (common lunch hour)

Guild Council Meeting Room

The AGM is the meeting at which the new UCC committee will be elected for 2009. The only way to be represented is to attend. As a fresher, you should attend in order to run for the position as Fresher Representative. If you don't know where the Guild Council Meeting Room is, arrive in the UCC a little early and follow the mass exodus.

### Easter LAN

Saturday 11<sup>th</sup> April

3.00 PM – Sunday morning

#### Cameron Hall Loft

The UCC runs a LAN party once every two months or so. These are your best chance to play against other UCCans at the LAN games of your choice. LANs are **FREE** for members, but friends are most welcome (typically at an additional cost of \$5 or so).

### Monday At The Movies I

Monday 16<sup>th</sup> March

8.00 PM – 11.00 PM

Cameron Hall Loft

This year, UCC will be resurrecting Monday at the Movies, an event from ages past (according to our older members). Starting on 16<sup>th</sup> March, and continuing fortnightly on Mondays, we'll be showing the "Classic Hackerz" movies (Wargames, Hackers, Sneakers, The Matrix and TRON). Come down on the 16<sup>th</sup> March to watch *Wargames*.

### The UCC's 35th Anniversary Dinner

Friday 18th September

The UCC has a birthday. This year, the UCC turns 35 (0x23). Dinner has been held at a number of locations over the years, but is always priced for students – previous venues have included the Santa Fe Restaurant in Subiaco and the Royal Perth Yacht Club.

### Cameron Hall Charity Vigil

Semester 2 – date to be confirmed

Once a year, all of the clubs in Cameron Hall get together and hold a night of fun to raise money for charity. There is a cover charge, but you do get fed.

More details to come later in the year.

### Pizza and Beer Nights

Last day of exams – Friday 13<sup>th</sup> November

Exams are over. We will apply alcoholic beverages and bread-based fast foods to our stomachs in the refined grounds of the UWA Tav.

for more events, check out  
<http://ucc.asn.au/infobase/events/>

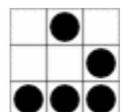
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## Start Here

If you have a short attention span, here's what to do if you're new at UCC:

1. Get an account (see page 4).
2. Put some money in your dispense account (see page 11).
3. Dispense a Coke (see page 11).
4. Log in to the UCC servers from the clubroom or home (see page 10).
5. Join the IRC server (see page 12) and say hello.
6. Read the rest of this guide!



# Welcome to the UCC

Hi! Welcome to the UCC, I'm Luke. This is a club for people who like computers, and moreover, for people who like people who like computers.

We're a social club basically, but just bring a friendly attitude and you can find UCC to be a launch-pad for new skills and learning, new experiences, and new friends. You're welcome to come use our facilities any time UCC is open - usually between 8:30am (later on weekends) and 11pm - for whatever takes your fancy. Development work is especially encouraged, but you'll also find a selection of the latest games to distract yourself with. The best thing you can do as a new member is talk to people (we're all here to meet people), and be sure to come to the Fresher Welcome and AGM to run for the lofty position of Fresher Rep! I certainly had a lot of fun with it.

Finally, welcome to the club.

Luke Williams  
President, 2008

## About the University Computer Club

The University Computer Club (or UCC for short) is a very unique group indeed. The UCC was founded in 1974, making it one of the oldest computer clubs in the world. The UCC has had its share of (in)famous hackers, with members who have gone on to work at such prestigious organisations as IBM, Apple, Google, Microsoft (and iiNet). Members of the UCC have also been involved in numerous high profile open source projects, including *GNOME*<sup>1</sup>, *Mozilla*, *G++* (the *GNU C++* compiler), *FreeBSD*, the *Linux* kernel and the Squid proxy server.

Of course, not all UCCans are elite computer programmers: we have our fair share of sysadmins, gamers and *goons* – basically, anybody who's interested in something at least tangentially related to computers can probably find someone to talk to in the clubroom.

The UCC runs a variety of hardware and different computer architectures, including x86[-64], PowerPC and SPARC, running operating systems like Mac OS X, Debian and Ubuntu Linux, OpenSolaris and, of course, Windows.

## Getting Involved

So you've joined the UCC and you want to get involved? It's easier than you might think. Just turn up to the club room (see the map) and hang around. Some things you might like to know about getting involved with the club are detailed below.

### Setting Up Your Account

One of the reasons for joining the UCC is to get a machine account. Machine accounts give you access to all of the UCC machines (with a few exceptions), as well as email, a web presence and many other benefits.

To set up your UCC account, you will need to go to the UCC clubroom (see the map on the back of this guide) and find a *Wheel* or *Committee* member. If you go up to the clubroom on O'Day there will probably be a Wheel member waiting for you. Otherwise, you'll have to shout out asking for help from a Wheel or Committee member.

Once you have secured your Wheel/Committee member, you'll need to show them your UCC membership card (which you got when you joined). You will also need to think of a user name for your account. Your user name will be used to log onto UCC machines, as well as for your email address and web page. For example, the user *murphy* will have the email address [murphy@ucc.asn.au](mailto:murphy@ucc.asn.au) and webspace accessible at <http://murphy.ucc.asn.au/>.

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<sup>1</sup> Words in italics are defined in the Glossary.

## Events

The UCC runs a number of events throughout the year, significantly more than many of the other clubs on campus. You can see a selection of events planned for 2009 on the inside cover of this guide. Not all of our events are computer-ish in nature. However, a significant portion of them are (we are a computer club, after all). Events include LAN gaming nights, the birthday dinner and of course the Fresher's Welcome. We have also run the occasional programming competition. UCC members also throw a number of informal parties throughout the year, which members are free to attend at their own risk.

Events, both formal and informal, are announced on one of the *mailing lists*<sup>2</sup> and the website<sup>3</sup>. There are two mailing lists commonly used for events: *ucc-announce* and *ucc*. There is more on the UCC's mailing lists near the back of this guide.

## Projects

At any one time, you're pretty much guaranteed to find a few UCCans working on projects in and around the clubroom, usually at the detriment of their studies. The sum of the UCC's membership covers pretty much everything you could ever want to know on topics like electronics, computer programming, physics, internet memes, astronomy, web design, robotics, civil engineering and even things like medicine, music and the fine arts. You may have to ask on the *ucc* mailing list to find some of these people, but they are usually very willing to help.

Some projects completed recently include:

- Running automated tests on the GNOME desktop environment.
- Reprogramming the USB missile launcher.
- Upgrading the snack machine to accept student cards.
- An OpenID provider service for UCC members.
- UWA Pirate Handbook – an ongoing project to document what UWA units are really like.

If you have a project of your own, mention it to some people. Ask around for help in the clubroom and on the *mailing list*. You might find some help... if you ask politely.

## The UCC Committee

Like most clubs, the UCC elects a committee, who are responsible for the day-to-day running of the club. The committee spends the club's money, ensures we're well stocked with Coke and snacks, and organises events. In order to keep the club running smoothly, the UCC delegates certain functions to other groups, such as *Wheel*, *Coke*, and *Door* (see below).

Any member is permitted to attend a committee meeting, unless the President has declared the meeting is closed to general members. If you would like to receive reminders of the meetings, as well as the upcoming agenda, subscribe to the *committee* mailing list. For historical reasons, minutes are posted to *ucc*, so you probably want to subscribe to that too.

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<sup>2</sup> UCC Mailing Lists can be found at <http://lists.ucc.gu.uwa.edu.au/mailman/listinfo>

<sup>3</sup> <http://ucc.asn.au/infobase/events/>

The UCC committee consists of 8 club members:

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<b>President</b> <a href="mailto:president@ucc.asn.au">president@ucc.asn.au</a>	The President is the figurehead of the club and the club's primary liaison with the Guild. He or she is also responsible for coordinating the committee and chairing the meetings.
<b>Vice President</b> <a href="mailto:vp@ucc.asn.au">vp@ucc.asn.au</a>	The Vice President assists the President in his or her duties, filling in and helping out where necessary.
<b>Secretary</b> <a href="mailto:secretary@ucc.asn.au">secretary@ucc.asn.au</a>	The Secretary is responsible for dealing with correspondence in and out of the club. It is also his or her job to take minutes at committee meetings, and ensure they are posted to the mailing list and on the web.
<b>Treasurer</b> <a href="mailto:treasurer@ucc.asn.au">treasurer@ucc.asn.au</a>	Possibly the hardest job on committee, the Treasurer handles the club's finances. This involves regular banking, clearing out the cashbox and preparing biannual budgets for the Guild.
<b>Ordinary Committee Members (x3)</b> <a href="mailto:ocm@ucc.asn.au">ocm@ucc.asn.au</a>	The three OCMs assist the committee as needed. OCMs carry out tasks like organising events, restocking supplies in the vending machine and helping to produce club publications.
<b>First Year Representative</b> <a href="mailto:fresher@ucc.asn.au">fresher@ucc.asn.au</a>	The Fresher Rep is a position with a long tradition of broken promises. Every year, the Fresher Rep promises to turn up to committee meetings and fails to deliver. The job of the fresher rep is similar to that of an OCM, however they also act as the liaison between the freshers and the rest of the club.

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The President, Vice President, Secretary and Treasurer form the Club Executive and thus are ultimately responsible for the actions of the club.

As a member of the UCC, you are eligible to run for any position on committee you wish. Elections are held at our Annual General Meeting (nominations are submitted at the meeting itself). We generally consider First Year Representative to be the best position for people new to the function of the UCC committee. However, freshers have been elected to the committee in the past, typically as OCMs.

All freshers who turn up to the AGM are automatically nominated as candidates for Fresher Rep. The non-fresher members then elect the Fresher Rep (yes, it's a little backwards).

## TLAs – Three Letter Acronyms

Most UCC members have a TLA to identify themselves. You don't have to choose one immediately; however, they are used at committee meetings and to refer to people in shorthand. Your TLA can be anything, as long as it's unique. Originally, TLAs had to be made up of three letters, but people are now using numbers and other ASCII characters as well.

The history behind the UCC using TLAs: they were used to log in on operating systems that used RAD40 (Radix 40) for encoding usernames. A list of known member TLAs is available online<sup>4</sup>.

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4 <http://ucc.gu.uwa.edu.au/member/tla.ucc>

## UCC Groups

The UCC committee delegates specific duties and responsibilities to other people in the club. These groups, traditionally modelled after UNIX groups, are referred to often. It pays to be aware of what the responsibilities of each group are.

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<b>Wheel</b> <a href="mailto:wheel@ucc.asn.au">wheel@ucc.asn.au</a>	Wheel is in charge of maintaining the club's machines. They are the best people to see if you're having problems with the computers. Wheel maintains its own membership, but works hand in hand with Committee on issues relating to account policy. If you abuse your account, it will be locked by a Wheel member. The unlocking of accounts is at the discretion of Committee. Wheel have infrequent meetings, where they sing the <i>secret wheel song</i> .
<b>Coke</b> <a href="mailto:coke@ucc.asn.au">coke@ucc.asn.au</a> (appointed by committee)	The Coke group are the people to talk to if you want to add money to your <i>dispense</i> account (see the section on <i>dispense</i> ). They can also credit your account for bad dispenses and other tasks related to <i>dispense</i> .
<b>Door</b> <a href="mailto:door@ucc.asn.au">door@ucc.asn.au</a> (appointed by committee)	The Door group is responsible for the clubroom itself. Only a member of door group can unlock the clubroom and keep it open for members during the day. This means that if the only Door group member in the room has to leave, then everyone will have to leave until another Door group member arrives.
<b>Webmasters</b> <a href="mailto:webmasters@ucc.asn.au">webmasters@ucc.asn.au</a>	The Webmasters are charged with maintaining the UCC web presence. Becoming a Webmaster usually involves showing some interest in the UCC website, as well as approval from an existing Webmaster or member of <i>Wheel</i> .
<b>Winadmins</b> <a href="mailto:winadmins@ucc.asn.au">winadmins@ucc.asn.au</a>	In response to the decreasing availability of <i>Wheel</i> members during the day, the Winadmins group was created to give trusted members administrator access to the Windows desktop machines in the clubroom.

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You can see who's in each group online<sup>5</sup> (photos are included). Alternatively, if you're looking for a member of a certain group, shouting out 'is there anyone here in *group*?' will usually get you an answer.

Unlike committee, obtaining membership to one of the UCC groups does not involve being elected. Membership of these groups entails a certain amount of trust, so you may not be allowed to join them straight away.

The exact entry requirements are often vague and it is generally accepted that you will nominate yourself once you feel you meet those requirements. Members join Wheel by invite only, and will be asked to attend a Wheel Meeting, where they too will be taught the *Secret Wheel Song*.

Do not despair if you're not made a Wheel member immediately. Sticking around and showing an interest through contribution is more important than just having the skills.

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<sup>5</sup> <http://ucc.asn.au/infobase/groups/>

# UCC Machines

In the clubroom...

<b>User Servers</b>	<i>martello</i> (Debian) <i>musundo</i> (OpenSolaris) <i>mussel</i> (Xen/Debian)
<b>Oligoboosts</b>	<i>combtail</i> (Windows XP/Ubuntu) <i>spaghetti</i> (Windows XP/Ubuntu)
<b>Windows XP</b>	<i>lupine</i> <i>sacrilege</i> <i>chaetodon</i>
<b>Apple Macintosh</b>	<i>apollo</i> (Mac OS X)
<b>Printers</b>	<i>phosphorus</i> (HP 1320)

Outside the clubroom...

<b>Terminal Servers</b>	<i>chimera</i>
<b>Linux</b>	<i>cybium</i>
<b>User Servers</b>	<i>manduba</i> (OpenSolaris) (currently located in the Faculty of Arts)

Services...

<b>Dispense</b>	<i>mermaid</i>
<b>DNS</b>	<i>mooneye</i> (Debian)
<b>Files</b>	<i>martello</i> <i>musundo</i>
<b>Games</b>	<i>heath</i>
<b>Login</b>	<i>Martello</i> <i>musundo</i>
<b>Mail</b>	<i>mooneye</i>
<b>Routing</b>	<i>madako</i> (Debian)
<b>Switching</b>	<i>curviceps</i> <i>lorenzo</i> <i>olive</i>
<b>Wireless LAN</b>	<i>clearwing</i> (OpenWRT)
<b>Music</b>	<i>robotnik</i> (Ubuntu)
<b>Web (HTTP)</b>	<i>mermaid</i> <i>mooneye</i>
<b>Webcams</b>	<i>falling</i> <i>nautilus</i> (MacOS 9) <i>novorossiisk</i> (MacOS 7) <i>robotnik</i>
<b>Xen Host</b>	<i>mermaid</i>

Each user has two different home directories, a secure home directory hosted on *martello* and an insecure home directory hosted on *manbo*. Secure machines mount the insecure home directories as */away*. Some machines can not be logged into by non-Wheel members.

Uses secure home directory	Uses insecure home directory	Not for general access
martello	All Windows machines	falling
mussel	All Macintosh machines	madako
manduba		mooneye
musundo		nautilus
		novorossiisk
		mermaid

You can find out more about our machines, including exciting bits of history, on the web<sup>6</sup>.

<sup>6</sup> <http://ucc.asn.au/machines/>

# Common UNIX Commands

A large number of the UCC's computers run some form of UNIX. If you're never encountered UNIX before, it might be a bit daunting for you. While many UNIX operating systems come with nice graphical desktops, the power is all in the text-based shell. Here are some common shell commands, in no particular order.

Command	Description
logout (you can also use Ctrl-D)	Logs you off the system (or closes the shell). Do this before you leave.
ls <directory name>	Lists the files in the given directory (like dir on DOS).
cd <directory name>	Change to the given directory.
mkdir <directory name> rmdir <directory name>	Add/remove the specified directory (like md/rd on DOS).
pwd	"Print Working Directory". Displays the path of the directory you are currently in.
more <file name> less <file name>	Read through a file ( <i>space</i> scrolls on a page, <i>q</i> will quit).
cp <source file> <destination>	Make a copy of a file in a new place.
mv <source file> <destination>	Moves a file to a new place (also used for renaming files).
rm <file name>	Deletes (removes) a file permanently.
alpine elm mutt	Three different programs to use for reading your mail. alpine is often easiest for first time users, although lacks some features.
nano <file name> vim <file name> emacs <file name>	Three different editors to edit text files. vim and emacs are somewhat more complex to use than nano, but much more powerful.
finger who w	Check to see who else is on a machine, how long they've been idle for and where they are connected from.
w3m <url> lynx <url>	Two text based web browsers. They can take a bit of skill to drive. In w3m, press <i>Ins</i> to bring up a menu.
ssh <host name> ssh <hostname> -l <username>	Log in (securely) to another (UNIX) machine. Specify a different username if required (eg, for tartarus).
ping <host name>	Ping another machine to see if it is up and what the latency between you and the target is. Press <i>Ctrl-C</i> to cancel.
man <command name>	Displays the manual for a command. Manuals offer lots of information about the command you are interested in. See <code>man man</code> for more information.
top	Displays an updating list of current processes on the system.
ps ps aux ( <i>Linux</i> ) ps -ef ( <i>other UNIX</i> )	List the processes you are running on this terminal (names and ids). <code>ps aux</code> and <code>ps -ef</code> display all running processes on the system.
kill <process id number>	Stop a process. <code>kill -9</code> will forcibly kill a process.
passwd	Change your login password.

Many commands have an available help summary that you can get by typing `<command name> --help` (eg `ls --help`) or by reading the *manpage* (see `man` above).

## Using the Clubroom

The UCC clubroom is located on the 2<sup>nd</sup> floor of Cameron Hall (right above the Guild Tavern; see the back cover for a map). The UCC is usually open from about 9am (after the first door member arrives from 8am lectures) until 11pm (when UWA Security kick us out). It is also open on weekends from about noon 'til 11pm.

You can see if the clubroom is open via the Internet by using the webcams<sup>7</sup> or using Jabber/Google Talk<sup>8</sup>.

### Computing Facilities

You are welcome to use pretty much every machine you can see in the clubroom. You need a user name and password to log in (see *Setting up your Account* if you don't have one). There are also a number of servers in the machine room which you can log into via SSH (look for PuTTY on a Windows computer), including *mussel* and *martello*. See *UCC Machines* in the middle of this guide.

Many of our machines run some flavour of UNIX (Linux, Mac OS X, OpenSolaris) so it might take a bit of time to learn how to use them. To help you out, we have included our *Common UNIX Commands* in the middle of this guide.

Wireless access is available with the SSID *ugg*. If you're having trouble, try asking someone with a laptop (if they're not too busy).

All our computers have an unrestricted connection to the Internet, although clever traffic engineering means that some sites are much faster than others. You do not need to set up a UWA proxy while using UCC computers. We trust you not to abuse our connection.

You can connect to the UCC from outside by using *SSH*, which allows you to connect to other computers over the Internet. You'll need an SSH client: try PuTTY on Windows, or the Terminal on Mac OS. As a starting point, try connecting to *ssh.ucc.asn.au*, which should be accessible from anywhere in the world. Alternatively, if you're inside UWA or connected to one of our peering networks, you can connect directly to *hostname.ucc.gu.uwa.edu.au*. For more information on logging in to UCC machines, see our Network Login page on the website<sup>9</sup>.

### Reading or Redirecting Your UCC E-mail

If you intend to become a member of any groups, it's important that you either read your UCC mail using a mail client (including our Webmail system<sup>10</sup>), or forward it somewhere else (like a Gmail account). To forward your e-mail, create a *.forward* file in your home directory and enter your preferred e-mail address in it.

### Changing Your UCC Password

To change your password from a Linux or UNIX machine, use the command `passwd`. To change your password from a Windows machine, press Ctrl-Alt-Delete and select Change Password.

### Tools and Hardware

The UCC has a lot of tools for fixing (or destroying) things. We own a good soldering iron, a digital oscilloscope, a power drill, a jigsaw and numerous multimeters, as well as screwdrivers, various pliers, ratchets, crimping tools, saws, hammers, etc. All of these tools should be located in the big orange tool cupboard (unless someone is lazy) and should be returned there afterwards (even if someone was lazy). Tools can be borrowed, if they are written down in the *theft book*.

When using the UCC's tools, please do not use them to cut through live power cables or

7 <http://webcam.ucc.asn.au/>

8 <http://ucc.asn.au/services/door.ucc>

9 <http://ucc.asn.au/services/login.ucc>

10 <http://webmail.ucc.asn.au/>

remove (and summarily lose) radioactive alpha emitters!

## Books

The UCC has a large number of books. As well as lots of books we've picked up over the years for free, the UCC also has a number of expensive, definitive texts on a variety of technical subjects. Topics include electronics, operating systems design, GUI programming and computer science. The book collection is pretty much uncatalogued and unsorted, so you'll have to search for what you're looking for. Email [books@ucc.asn.au](mailto:books@ucc.asn.au) to ask if we might have a title, or to say that you're borrowing it. UCC rarely purchases books, but if you think we really must own a certain title, mail the committee.

## Getting Help

Sometimes you might get stuck trying to work out how to use a machine or something in the UCC. Don't be afraid to ask for help. Not everything people do in the UCC is easy to understand. Lots of the stuff designed for UCC is a bit complicated, and it might not be obvious how it works. Find someone who looks knowledgeable (and preferably not too busy) and perhaps ask them if they can help you out, or try the IRC channels (see below).

## **Dispense**

Without a doubt, *dispense* is one of the most important systems in the UCC. It is a mish-mash of software and hardware and over the years has evolved from a simple way to electronically dispense drinks to your UCC electronic wallet. Services, printing, phone calls, drinks and snacks can all be paid for with *dispense*. It even allows *Door* group to open the electronic door lock. Dispense can be controlled from the command line, from the keypad on the snack machine, and even by swiping your student card over the card reader attached to the snack machine.

## Maintaining Your Coke Account

The UCC drink and snack machines do not accept money directly. To get at their delicious contents you will first need some Coke credit. The usual method of doing this is to shout "Is anyone here in Coke?" in the clubroom. Assuming someone says "Yes!", you can ask them to please add some money to your account. You will need to get a plastic bag from on top of the safe (under the windows), show them the bag with the money in it, and then put it in the slot in the top of the safe.

## Using Dispense from a Console

The traditional way to use dispense is via a UNIX terminal on *mussel* or *martello*. Typing dispense at the prompt will bring up a list of purchases available to you. If you do not wish to select an item you can press q to return back to the prompt. You can also pay for phone calls and paper for the laser printer this way. You can then ask someone in Coke for your item, informing them you dispensed the item.

## Using Dispense from the Snack Machine

The snack machine has also been connected to dispense. You can access dispense through the snack machine keypad. However, you need to set up your account for this: use the *ucc-set-pin* command from a UNIX prompt on *mussel* or *martello* to do this.

You can now type in your 5 digit user id, followed by your four digit PIN to authenticate to dispense. As well as the two digit codes for snacks in the machine, you can request a drink by selecting the slot number followed by an 8 (the machine will tell you what drinks are available if you wait for it to all scroll past; Coke is always 68). If you are in *Door* group, you can also use the machine to open the door.

To 'enrol' your student card so that it can be used to dispense drinks, follow the above instructions to log in, and then hold your card up against the reader for a few seconds. Once enrolled, you can just swipe your card instead of logging in with your UID and PIN.

## UCC Online

The UCC currently has a number of websites and online services available for members. Some UCC websites include:

<b>Homepage</b>	<a href="http://www.ucc.asn.au/">http://www.ucc.asn.au/</a>
<b>Webmail</b>	<a href="http://webmail.ucc.asn.au/">http://webmail.ucc.asn.au/</a>
<b>Mailing Lists</b>	<a href="http://lists.ucc.gu.uwa.edu.au/mailman/listinfo">http://lists.ucc.gu.uwa.edu.au/mailman/listinfo</a>
<b>Planet UCC</b>	<a href="http://planet.ucc.asn.au">http://planet.ucc.asn.au</a>
<b>Status Updates</b>	<a href="https://twitter.com/ucc_status">https://twitter.com/ucc_status</a>
<b>Webcams</b>	<a href="http://webcam.ucc.asn.au/">http://webcam.ucc.asn.au/</a>
<b>Wiki</b>	<a href="http://wiki.ucc.asn.au/">http://wiki.ucc.asn.au/</a>

### Mailing Lists

The UCC's mailing lists are the best way of getting in touch with other UCCans. Many of our members are not able to be around the clubroom due to work commitments, or because they are no longer in Perth. Yet still these members retain a partially active interest in the club through its mailing lists. The UCC hosts numerous mailing lists, for all manner of topics, browsable via the web interface listed above.

The UCC has a number of lists that you might be interested in:

- *ucc-announce* – the announcements list; you were asked if you wanted to be subscribed to this list when you signed up. If you said “no”, subscribe now.
- *ucc* – the general discussion list, most of the UCC's discussion takes place on this list, as well as announcements for informal events like parties and trips to the pub (when you're old enough). Most UCCans are subscribed to this list.
- *committee* – the open committee list, anyone interested in committee matters can sign up to this mailing list. The committee also has a private list for sensitive matters: *committee-only*.
- *tech* – the list for discussing the UCC's hardware and computers. General computer discussion should take place on the *ucc* list instead.

### IRC

Without a doubt, the easiest way to waste time in or out of UCC is chatting on our Internet Relay Chat (IRC) server. It's also a great way to get help with problems you're having at UCC, with computers generally, or with Uni life.

The best way to get on our server is to SSH to UCC (see the Computer Facilities section) and then type *irssi -c irc.ucc.asn.au*. After you've connected, you can type */join #ucc* to join the UCC channel.

Alternatively, you can try connecting from home with mIRC or XChat – connect to the server *irc.ucc.asn.au* and join the channel *#ucc*.

Beware – some denizens of IRC are a bit strange, and the UCC's server is no exception. Keep your sense of humour firmly engaged at all times.

## Sponsors

Thanks to all the UWA departments who have sent us computer gear, and a big thanks to the Guild, who support us financially and provide us with a clubroom.

Thanks to all the Perth businesses who kindly sent us their old kit. Their trash is our treasure: in particular, iiNet, Fugro Seismic Imaging and Woodside.

For more information on all of our sponsors, both this year and in previous years, check out the website: <http://ucc.asn.au/sponsors/>

## Acknowledgements

This guide is published each year thanks to the hard work of dedicated UCC members, including David Adam, James Andrewartha, Rufus Garton-Smith, Luke Williams and Scott Young. This guide rests on the shoulders of giants, thanks to past work by Davyd Madeley, Bernard Blackham, Nick Rohrlach and many forgotten others.

Thanks to everyone who manned the UCC's stall and clubroom on O'Day. Finally, thanks to the Committee and member of Wheel, who keep the club running, even when they really don't have time.

The UCC remembers Heath Loveday, after whom our games server 'heath' is named. Heath passed away in January 2009. Heath's computer, 'sacrilege' remains available in the clubroom for member use.<sup>7</sup>

**For more information, remember to check out the UCC's website at:  
<http://ucc.asn.au/>**



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# Glossary

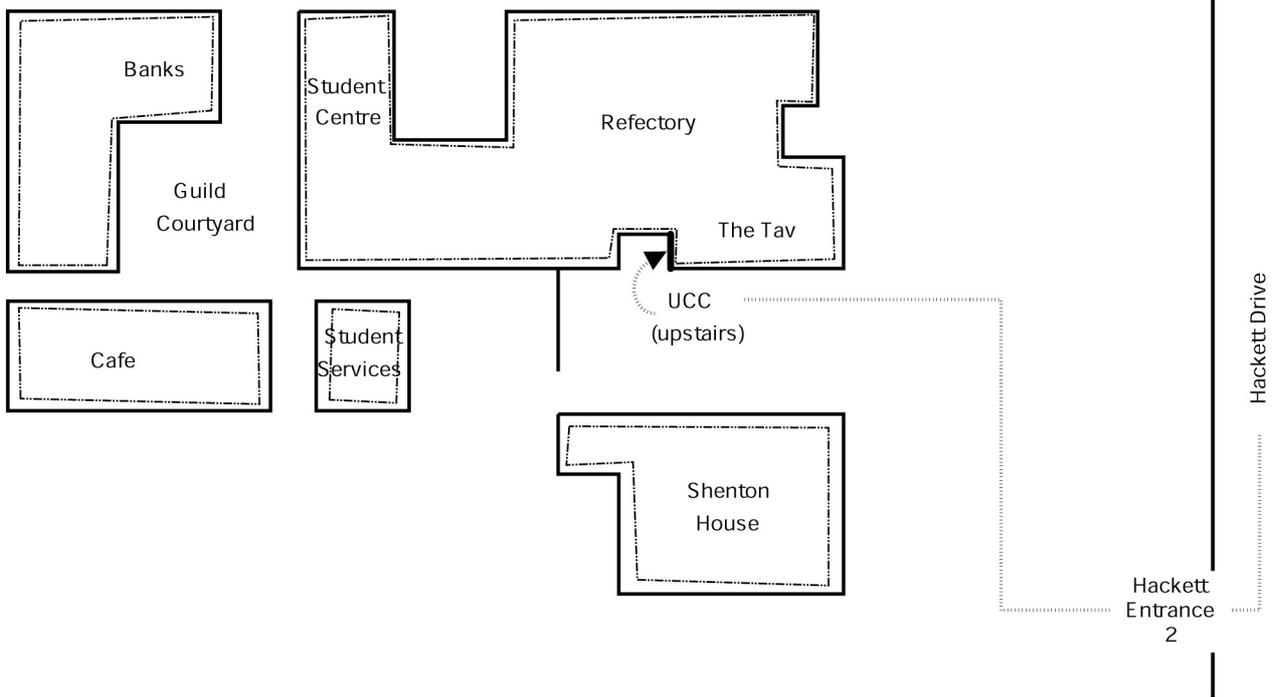
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<b>(ACC) Murphy</b>	<i>aka. Dr ACC Murphy</i> – A Computer Called Murphy. Dr ACC Murphy is infamous around the UCC. He even receives mail!
<b>Alpha</b>	A CPU architecture produced by <i>DEC</i> .
<b>BSD</b>	Berkeley Systems Distribution – a UNIX developed at Berkeley, now better known through the FreeBSD, NetBSD and OpenBSD UNIXes.
<b>blog</b>	<i>aka. weblog</i> – sort of like a journal on the Internet (you don't have one?). Syndicated by a <i>Planet</i> .
<b>Bright link</b>	A connection to the Internet supplied by the ISP arm of Western Power. It allows us to get a free connection to anywhere on the Internet.
<b>Coke credit</b>	If you gotta ask, you ain't got it! Coke credit is how people usually refer to money in your <i>dispense</i> account.
<b>Coke Group</b>	The people who can put money ( <i>Coke credit</i> ) in your <i>dispense</i> account.
<b>Debian</b>	a <i>Linux</i> distribution popular in the UCC due to its community nature.
<b>DEC</b>	Digital Equipment Corporation – made a lot of cool stuff, including the PDP and VAX computers and VMS. Bought out by Compaq, who were bought out by HP.
<b>DEC Terminal</b>	A dumb serial terminal, useful for plugging into the serial console on servers (possibly via a <i>terminal server</i> ). Has a model number like vt100, vt200 or vt420.
<b>dispense</b>	dispense started off as a way to dispense Cokes from the online Coke machine, and has since grown into the way UCCans think the world should do business.
<b>Door Group</b>	the group of people charged with keep the room open, tidy and safe.
<b>Firefox</b>	A web browser by the <i>Mozilla Foundation</i> , arguably the second-worst Internet browser – the worst is every other browser.
<b>Flame</b>	Flame is the UCC's MUD; however unlike most MUDs, Flame is not a game, and is mostly used for chatting.
<b>Fresher</b>	A new university student, usually also a first time UCC member.
<b>Fresher Rep</b>	Fresher Committee member, usually chosen because they look like they'll make a good worker drone in the future. Represents the freshers at committee meetings, if they attend.
<b>Goon</b>	Members of a certain online forum use this term to describe themselves.
<b>GNOME</b>	GNU Networked Object Model Environment – an <i>open source</i> desktop environment aimed primarily at UNIX computers. Popular in the UCC.
<b>GNU</b>	GNU is Not Unix – a layer of libraries and utilities to implement a UNIX like operating system, commonly used on top of <i>Linux</i> .
<b>IRIX</b>	A UNIX used on machines made by <i>SGI</i> .
<b>Internet Explorer</b>	Just use <i>Firefox</i> . No, really.
<b>kernel</b>	The core of an operating system. All operating systems have a kernel, some popular ones include the <i>Linux</i> kernel and the <i>Mach</i> kernel.
<b>LDAP</b>	Lightweight Directory Access Protocol, used for authentication at the UCC.
<b>Linux</b>	the <i>kernel</i> (basis) of an open source UNIX operating system that has developed quite a following among computer scientists and engineers.
<b>loft</b>	the area above the UCC that looks down into the UCC clubroom. LAN gaming and other activities take place up there.

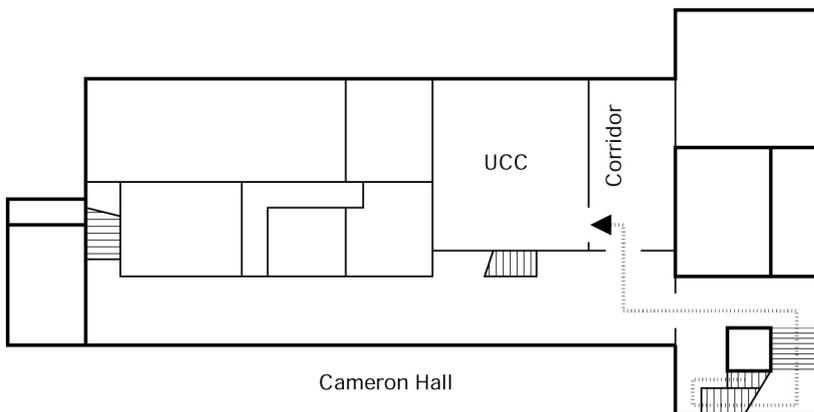
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<b>machine room</b>	The UCC data centre. This is the small room with the glass doors that is located within the clubroom. All of our servers are kept in this room. It is locked when there is no one from <i>Wheel</i> around.
<b>mailing list</b>	a way of communicating with a very large number of people via email. The UCC has several mailing lists of varying popularity.
<b>MIPS</b>	Microprocessor without Interlocked Pipeline Stages – a computer architecture used extensively by <i>SGI</i> and in the Sony PS2.
<b>Mozilla (Corporation)</b>	develop several open source web related products, such as <i>Firefox</i> and <i>Thunderbird</i> .
<b>OCM</b>	Ordinary Committee Member – the worker drones of the UCC Committee, they do lots of work, for little reward.
<b>Oligoboot</b>	boots more than one operating system (selectable when you boot).
<b>OpenSolaris</b>	A UNIX developed by Sun Microsystems.
<b>NeXTStep</b>	An operating system developed by NeXT before they were bought out by Apple. Lots of NeXTStep is incorporated into Mac OS X.
<b>open source</b>	A software ideology, where the source code to software (what is compiled into the program you run) is freely available. Also known as Free Software, exactly what makes a program open source is a good way to get into an argument.
<b>Planet</b>	A web page that syndicates <i>blogs</i> . UCC has one at <a href="http://planet.ucc.asn.au/">http://planet.ucc.asn.au/</a>
<b>Secret Wheel Song</b>	The song that is supposedly sung at the beginning of each <i>Wheel</i> meeting.
<b>SGI</b>	Silicon Graphics Incorporated – used to make cool graphics workstations such as the Indy and Indigo2 machines.
<b>SNAP</b>	Student Network Access Project – the way to get unrestricted access to the Internet at UWA, charged to your <i>tartarus</i> account.
<b>tartarus</b>	Also referred to as the UWA Student Server or Student Netusage account.
<b>terminal server</b>	Sort of a router for serial ports, allows you to connect to one serial port from another. Usually connected to <i>DEC Terminals</i> , servers and <i>dispense</i> . (It can also refer to other sorts of servers which provide login sessions over the network).
<b>theft book</b>	this is where you write down that you borrowed tools from UCC. It is not for borrowing books; you mail <a href="mailto:books@ucc.asn.au">books@ucc.asn.au</a> to do that.
<b>TLA</b>	Three Letter Acronym – a way to refer to UCC members, often used in the minutes of meetings.
<b>Ubuntu</b>	A <i>Linux</i> distribution derived from <i>Debian</i> . Funded with space money.
<b>UCCan</b>	someone who spends a lot of time in the UCC.
<b>UniSFA</b>	the University Science Fiction Association, the ones down the hall.
<b>WAIX</b>	WA Internet eXchange – a group of ISPs and interested bodies who peer resources on the Internet for mutual benefit.
<b>Wheel Group</b>	the group responsible for maintaining computers, accounts and services in UCC.

## Ground Floor



## Second Floor



### Drink Voucher

*use this code in the UCC on O'Day for the drink of your choice*

### Contact Us

+61 8 6488 3901

Box 22, M300  
Guild of Undergraduates  
35 Stirling Hwy  
Crawley, WA, 6009

[committee@ucc.asn.au](mailto:committee@ucc.asn.au)  
<http://ucc.asn.au/>

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