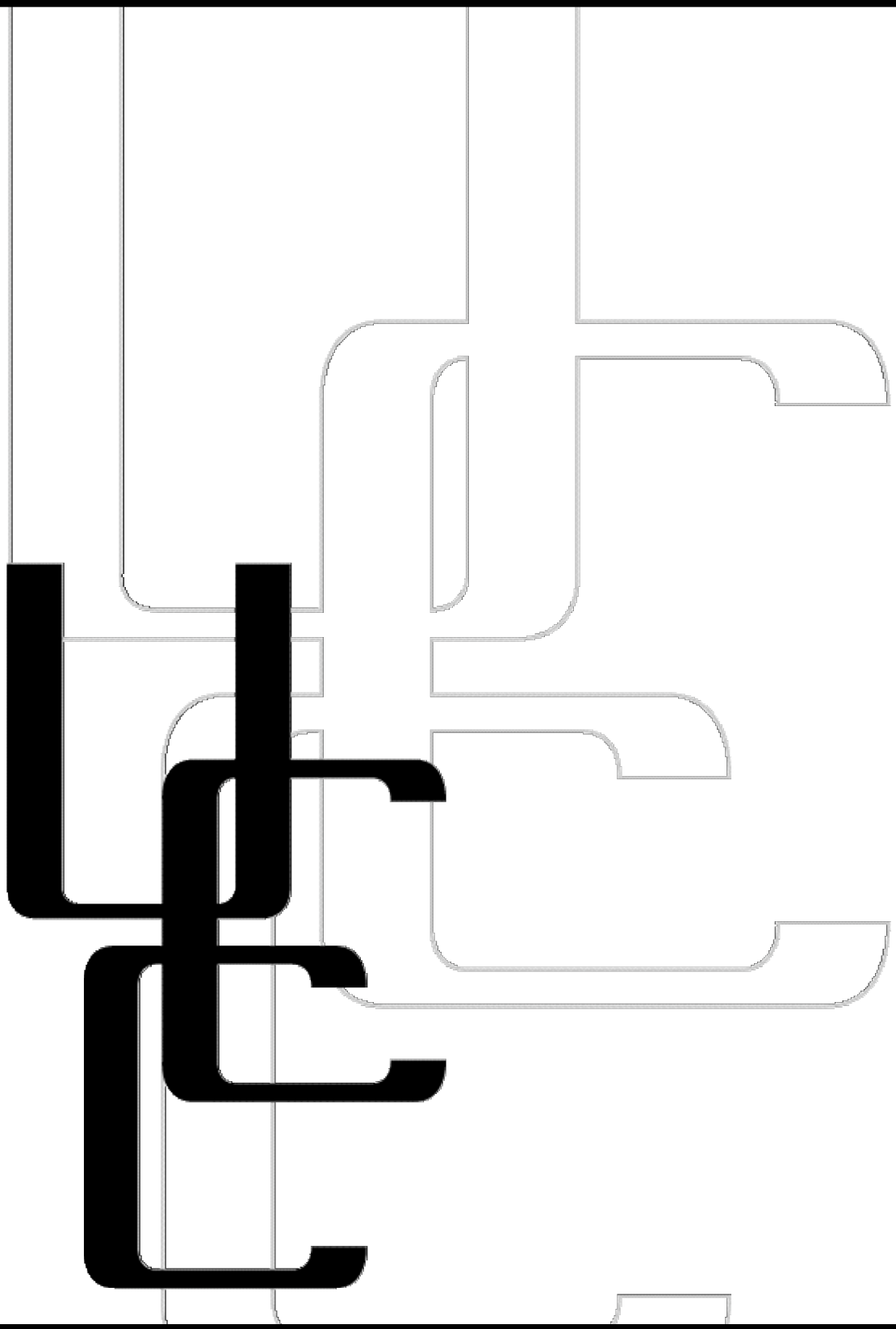
University Computer Club



# Fresher's Guide 2004

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

# Events

## UCC Fresher Welcome

**Fri 12th March 2004**

**Clubroom**

**6pm**

The fresher welcome allows new members to meet and chat to both new and older members of the club over pizza. Pizza is **free** for first time members. There will also be an Introduction to UNIX for interested members.

## UCC::Lan I, II and III

**27/28th March 2004**

**15/16th May 2004**

**(UCC::Lan v3 TBA)**

**Cameron Hall Loft**

**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

**Tue 22nd March 2004**

**Guild Council Meeting Room**

**1pm**

The Annual General Meeting is where the UCC members will elect the committee for 2004.

New members are encouraged to attend. For more information see the *Committee* section below.

For those who can't find the Guild Council Meeting Room, a troupe will be led from the Clubroom just before 1pm.

## UCC Quiz Night

**Thurs 6th May 2004**

**The Guild Tavern**

**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.

## Zone 3 MTD

**26/27th June 2004**

**Zone 3**

**Midnight to Dawn**

Take out the stress of uni in a night of fun-filled action, running around with laser guns and general wackiness.

## UCC Programming Competition

**7/8th August 2004**

**Cameron Hall Loft**

**12pm (for 24 hours)**

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

## UCC 30th Dinner

**Sat 11th September 2004**

**Venue TBA**

**7pm**

In 2004, UCC turns 30! We hold an annual dinner to celebrate UCC's birthday. Help celebrate our pearl year!

## UCC Camp 2004

**26th to 28th November 2004**

**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!



These dates were correct at the time of printing.

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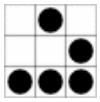
# Foreword

If you're reading this, then you've either joined or are thinking about joining the University Computer Club. This fresher's guide exists to help new members settle into and make the most of the club and its resources. We hope you'll find this guide helpful in getting you familiar with what the UCC is, and that you'll continue to hang around the club and contribute to its culture long enough that you'll get roped into writing this guide one day.

So have a read of this guide, treat it as a handbook for learning the ropes of the UCC. Especially read the sections on setting up your user account; the UCC machines; what `dispense` is; the committee; and the other groups (wheel, coke, door, etc) that form the UCC. Contribute your enthusiasm and skills to the UCC and try to get involved with the club as much as possible. Help out with a project, or even start a project of your own.

The latest edition of this document is located at:
http://www.ucc.asn.au/infobase/freshguide/

Davyd Madeley
Editor, 2004 Fresher's Guide



# About UCC

The University Computer Club (UCC) can be intimidating to new members - many strange people (they're not all weird) sitting at strange computers (they're not all PCs) 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).

The UCC runs a number of different architectures and operating systems. These include x86, PowerPC, MIPS, Alpha, m68k running operating systems like IRIX, HP-UX, NeXTStep, MacOS (both Classic and X), Linux, *BSD, Linux and Windows.

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

After joining the UCC, you'll want an account. A UCC account allows you to log into machines at the UCC. 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. As well as giving you access to UCC machines, a UCC account also gives you an email address (*username*@ucc.asn.au) and a presence on the web (http://*username*.ucc.asn.au/).

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).

If you can't think of a username, a good starting point is to use your actual name. However, be aware, most common first names are already taken as usernames, so you might have to include an initial somewhere in there.

## Events

The UCC runs a large number of events throughout the year. Events include LANs, competitions in programming, a quiz night and the annual birthday dinner. UCC members also throw a large number of informal parties, to which members are free to attend. See the listing on the inside cover (page 2) for our events in 2004.

UCC events are commonly announced on one of the mailing lists. There are two main mailing lists, *ucc-announce* and *ucc*. New members may find themselves already subscribed to these lists.

UCC Mailing lists can be found at: http://lists.ucc.gu.uwa.edu.au/mailman/listinfo

## Projects

There are people around working on various insane projects. There are people walking around with knowledge about practically everything, including electronics, computer programming, web design, robotics and even things like arts and music. If you want to find out about ongoing projects subscribe to one or more of the mailing lists and hang around the clubroom. Some ongoing projects include:

- The OpenDispense software project
- Designing cardreaders for dispense and the electronic door.
- Interfacing the snack machine with *dispense*.
- Reverse engineering the iTunes (DAAP) protocol
- The UCC newsletter, *Murphy's Lore*
- Monorail~ Monorail~ Monorail! Mono… doh!

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

If you have projects of your own, you will very likely find someone willing to help, ask around or post to the mailing list. Remember to ask politely.

## 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 project 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 (see above), someone is guaranteed to be interested.

## The UCC Committee

The UCC's committee is responsible for the general running of the club. They spend the clubs money; ensure we're well stocked with coke and snacks; organise the events and delegate certain functions to other groups (see below), for example wheel, coke and door.

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**<br>*president@ucc.asn.au* | 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 and chairing the meetings. |
| **Vice President**<br>*vp@ucc.asn.au* | The Vice President assists the President in his or her duties, filling in and helping out where necessary. |
| **Secretary**<br>*secretary@ucc.asn.au* | The Secretary is responsible for the minutes of club meetings and the incoming and outgoing correspondence of the club. |
| **Treasurer**<br>*treasurer@ucc.asn.au* | 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)**<br>*ocm@ucc.asn.au* | 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**<br>*fresher@ucc.asn.au* | The Fresher Rep is responsible for representing the interests of the first time members of the club. If you want to get involved in the club as a first year member, this is the best position for you. All freshers are nominated for fresher rep automatically (unless you got yourself elected to another position, of course). |

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**<br>*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 someone else's). |
| **Coke**<br>*coke@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**<br>*door@ucc.asn.au* | The door group is responsible for the clubroom. Only door group can unlock and keep the clubroom open for members. This means, if you are in the clubroom and the only door group member has to leave you will need to leave as well, until another door member arrives.<br><br>Members of door group are sorry when this has to happen, but they do have a responsibility to the club and to the Guild. |
| **Webmasters**<br>*webmasters@ucc.asn.au* | This is the group responsible for maintaining the UCC website. Point mistakes out to them, via email. |

You are encouraged to get involved with the club and one of more of its groups. However, these groups do entail a certain amount of trust, so you may not be allowed to join for time. Do not despair, showing an interest through contribution to the club will get you further then just having the skills.

# Using the Clubroom

## Where is the UCC?

The UCC is located on the third floor of Cameron Hall. It is above the Guild 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 machine. The coke machine does not accept coins, instead it is accessible 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. For more on dispense, see below. The snack machine 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 unsorted and uncatalogued technical books at its disposal (well other people disposed of them and we picked them up). You can read the books freely in the clubroom or borrow them.

## Tools

There are tools for destroying (fixing) computers: soldering irons, a digital oscilloscope, screwdrivers and multimeters, as well as discrete components and plenty of cable. If, however, you prefer brute force, there is also a drill, jigsaw, hammer, files, hacksaw, chisels and much, much more. All tools should be located in the large orange tool cupboard. If they're not there, they should be. When using the UCC's tools, please do not use them to cut live power cables.

# 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.

### Maintaining your Coke Account

The UCC drinks machine does not accept money. To get drinks out of it you must first get some *coke credit* into your account. The normal method of doing this is to yell: ‘‘is anyone here in coke?" 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.

### Using Dispense

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. 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. If required, ask someone in Coke group for help.

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 *“manual phone*” to pay for the call, and then ask somebody for the phone code. If you print something on a clubroom laser printer, you should dispense a “*laserprint*”. Some charges, such as use of the charged ssh server, or SOCKS proxy will be automatically charged to your coke account.

Type ‘`man dispense`’ from *morwong*, *mussel* or *mermaid* for more information.

## Computing Facilities

You can use any machine in the clubroom. You’ll need a username and password to log onto just about every machine. If you don’t have your username and password yet, read the section above about *setting up your account*. A word of caution, if you change your password the Windows machines may not know about it, try logging on with your old password.

For email and general use, the user boxes *morwong*, *mussel* and *mermaid* are available to log into.

You can also log in to these machines from elsewhere to check your email and use them as you normally would from UCC. If your ISP is part of WAIX (check out the list at http://www.waia.asn.au/waix/participants.shtml) you can log in for free by connecting to *`machinename`*`.waix.ucc.gu.uwa.edu.au`. If your ISP isn’t part of WAIX, a charged ssh service (cost of bandwidth is deducted from dispense) is available at `ssh.ucc.asn.au`.

Your home directory is where your files are stored on UCC machines. The UCC currently offers each of its members two different home directories, `/home` and `/away`. `/home` is mounted on *morwong*, *mussel*, *mermaid*, *azure*, *munchwabbit*, *chartreuse*, *piggery* and *centuri*; `/away` is mounted on the *cybium*, *cobbler*, *pitch*, *velvet* and *arctic* but is accessed through the location `/home`. *mussel* also mounts `/away` to allow users to easily copy files between the two.

We also have a wireless access point set up in the clubroom. To use it, set your computer to use the access point `ucc`. If you're having issues, your best bet is to ask somebody who has a wireless card sticking out of their laptop (not an uncommon sight in the clubroom these days). The wireless access point is a bit restrictive in the services it allows. If you want full access to the internet from your laptop, you might want to consider using the UCC access point to connect to SNAP (http://snap.uwa.edu.au/).

## UCC Machines

The UCC has a large number of machines, both for members to log into, and for the provision of services to the club. *User Machines* are usually located in the clubroom or the corridor. However some machines are in the machine room, and can't be logged into directly.

**User Machines**

| | |
|---|---|
| **User Boxes (Servers everyone can login to)** | *mermaid*<br>*morwong*<br>*mussel* |
| **Windows 2000/XP + Linux Dual Boot** | *cobbler*<br>*cybium* |
| **sgi Indigo 2** | *azure*<br>*munchwabbit*<br>*chartreuse* |
| **Apple Macintosh** | *nautilus*<br>*arctic*<br>*sultana*<br>*toad*<br>*bowser*<br>*mario* |
| **X-Terms** | *krycek* |
| **Diskless Clients** | *velvet*<br>*pitch* |
| **Digital PC164 (Alpha)** | *piggery* |
| **Digital DEC3000** | *centuri* |
| **Printers** | *sodium* |

**Servers**

| | |
|---|---|
| **Dispense** | *mermaid* |
| **DNS** | *mooneye* |
| **Files** | *meito*<br>*morwong* |
| **Flame** | *mooneye* |
| **FTP** | *mermaid* |
| **Mail** | *mooneye* |
| **NIS** | *meito*<br>*morwong* |
| **Router** | *cthulhu*<br>*hydra* |
| **WaveLAN** | *flying* |
| **Music** | *maroon* |
| **Web (HTTP)** | *mermaid* (proxied by *mooneye*) |
| **Webcams** | *flying*<br>*maroon*<br>*kormoran* |

# Top 20 Unix Commands

| Command | Does… |
|---|---|
| `logout` | Leaves the system (do this before you leave). (Pressing *Ctrl-D* should also log you out). |
| `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>`<br>`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. |
| `pine`<br>`elm`<br>`mutt` | 3 different programs to read your email. Pine often proves easiest for first time users, however doesn't offer as many features. |
| `pico <file name>`<br>`vim <file name>` | 2 different editors to edit text files (`vim` is somewhat more complex then `pico`). |
| `grep <text> <filename>` | Searches for some text in a file |
| `finger`<br>`who`<br>`w` | Check to see who else is on that machine, how long they've been idle and where they are connected from. |
| `w3m <url>` | A text based web browser (that can actually do images). Takes a bit of skill to learn, press *Ins* to bring up a menu. |
| `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 |
| `man <command name>` | Displays the manual for a command. Manuals offer lots of information about the command you are interested. See `man man` for more information. |
| `top` | Displays the an updating list of current processes |
| `ps` | List the processes you are running (names and ids). Use the command `ps aux` to see everyone's processes. |
| `kill <process id number>` | Stop a process you are running (If it refuses to die, try `kill –9` to have it forcibly killed) |

A help summary for a command is available by typing `<command name> --help` (eg `ls --help`) or by reading the *man*page (see *man* above).

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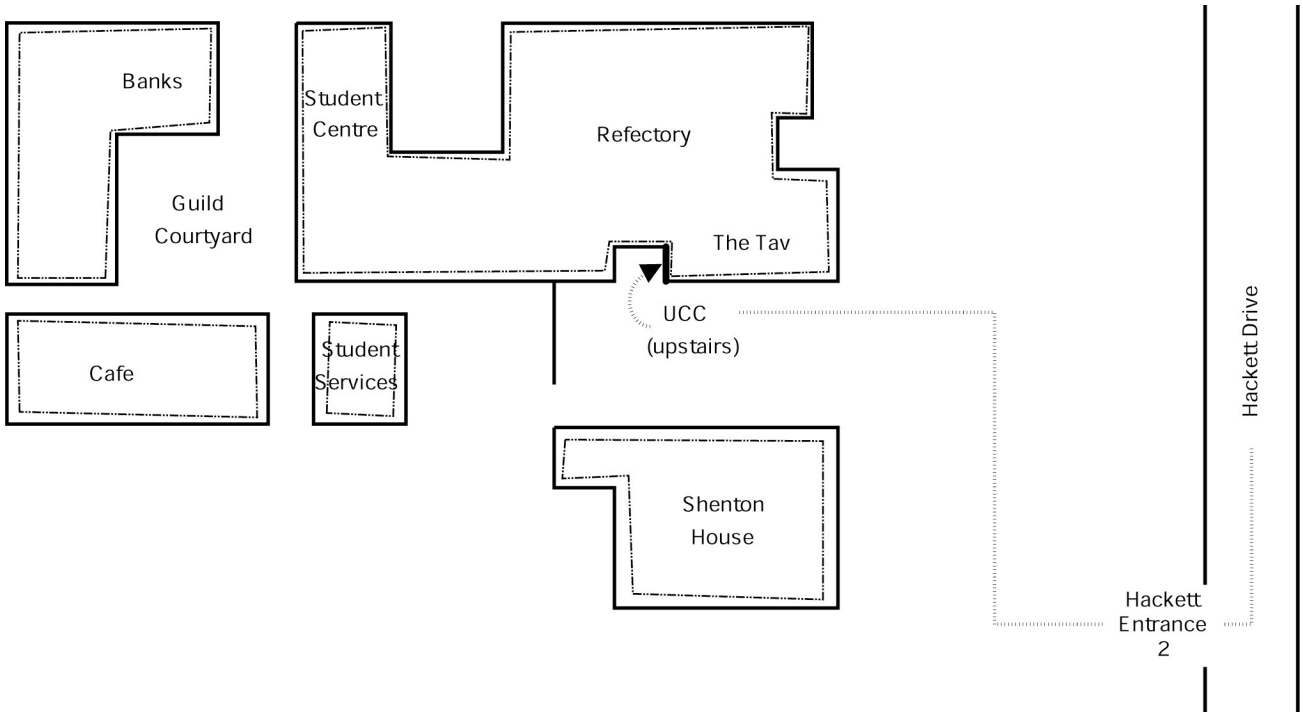
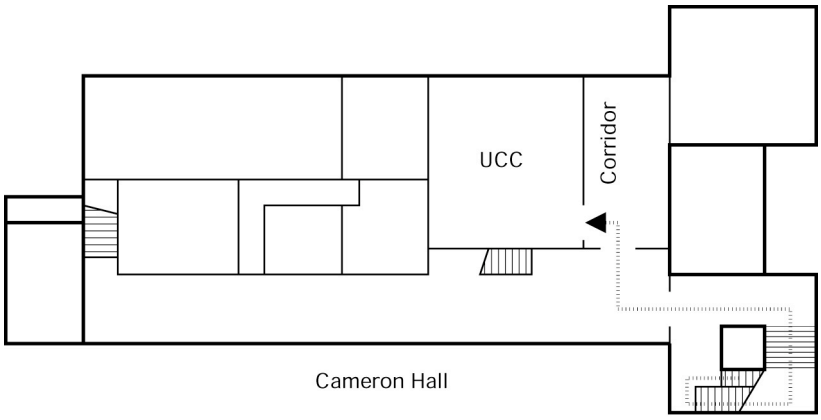
# Map to the UCC

## Ground Floor




## Second Floor




## Drink Voucher

*use this code with the terminal in the UCC for the drink of your choice*

## Contact Us

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2004 UCC Fresher's Guide
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