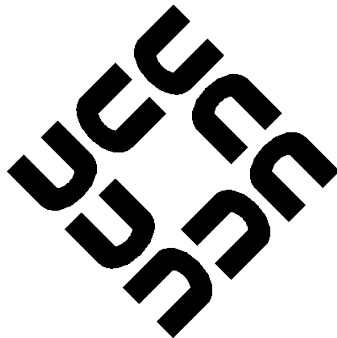


UCC :: Fresher Guide

The University Computer Club Inc.



<www.ucc.asn.au>

2019

0. Introduction

0.0 President's Welcome

From Felix von Perger <frekk@ucc.asn.au>:

Welcome to UCC, members new and old! I'm Felix, President for 2018 and second year student at UWA.

This is an exciting time for UCC, and there's a lot on offer – from sysadmin experience with our very own datacenter (just ask a "wheel member") to playing with exotic and arcane computer systems (look for the BeBoxen), and even the option of gaming on our clubroom desktops! (yes, we have gigabit internet :D)

Don't be scared to hang out in UCC's clubroom and join our events! Cameron Hall may be of questionable aesthetics (and don't mention our "machine room") but you'll always be in great company whenever you drop by.

So come along and do projects, socialise with friends (and make new ones), try something different, ask questions and most importantly: have fun!

All the best, Felix [FVP]

0.1 Getting Started

UCC is a place to hang out and experience technology. To facilitate this, we run lots of services and events; see the contents page below.

The best place to start is to activate your account by visiting the clubroom.

A PDF copy of this Fresher Guide, with colour, weblinks, indexing and contents page linking is available here: [<https://www.ucc.asn.au/infobase/freshguide/>](https://www.ucc.asn.au/infobase/freshguide/)

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1. Finding the Clubroom

1.0 Directions

The most popular way to find UCC is to first find the UWA Tavern, then follow the fence clockwise around the outside until you find the staircase marked Cameron Hall. Go up the stairs to find the top and walk forward to find UCC. The two maps below should give you a general view on where to go. Alternatively you can always call the clubroom or ask a member for help getting there, either online or in person.

The clubroom phone number is: (08) 6488 3901

For contacting the club online:

- Facebook: <<https://www.facebook.com/groups/universitycomputerclub/>>
- Discord: <<https://discord.gg/G8bsgBE>>

1.1 Maps

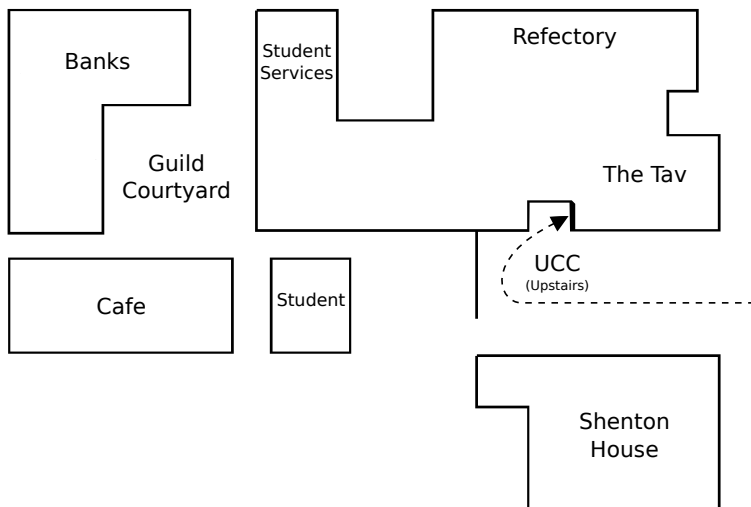


Figure 1.1: The Guild Village. Cameron Hall = Above The Tav

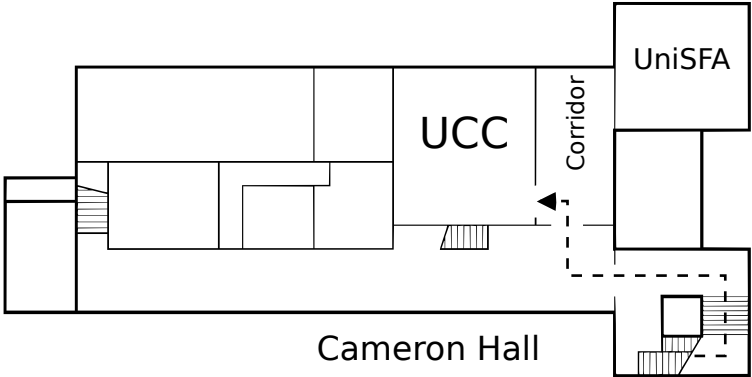


Figure 1.2: Second Floor of Cameron Hall

2. Your Account

2.0 Getting it

SIGNING UP AT THE O'DAY STALL IS THE FIRST STEP TO GAINING ACCESS TO ALL OF UCC'S SERVICES. THE NEXT STEP IS VISITING THE CLUBROOM TO CREATE AN ACCOUNT.

Your UCC account is *the most* important thing you can have as a member. The account lets you log into any of our clubroom machines, user servers, wireless network, online drink and snack machines, and more. It also provides you with an email address that we may use to communicate with you.

Once you're at the clubroom and ready to create an account, ask around for a member who can set up your account. Members in UCC are kind and will let you know who can help if you ask. You'll get to choose your own user name and a password. The person who sets up your account will also show you around the clubroom and how to operate our drink and snack machines.

With your account, you can use it to log into any of our clubroom machines. If you want to log onto one of our servers, you'll need to use the SSH program. If you're having trouble, just ask someone in the clubroom — we don't byte!

2.1 SSH for the Greater Good

SSH is a program that lets you remotely access UCC's servers. These can be used for almost anything (legal) you can imagine; programming, website hosting, file storage, IRC chatting, dispensing drinks, and many more things.

The easiest way to use SSH is from a Linux clubroom desktop. Simply open a "terminal" application, type `ssh username@ssh.ucc.asn.au` and enter your password.

From a windows computer, open a program called "PuTTY". Enter the address `username@ssh.ucc.asn.au` and click "Open". You can SSH from home using the same address.

3. UCC::Clubroom

The clubroom is usually open from about 9am until 11pm. It is also sometimes open on weekends and most days during university holidays. There is a map to the clubroom in Chapter 1. If you want to check the clubroom is open and who is there, check out <<http://webcam.ucc.asn.au>>

The clubroom has a heap of desktop computers, a server room, a projects area with tool cupboard, and assorted storage areas for parts, books and components. These things are all there for members to use — the locks on everything are to keep thieves out, so please don't be put off, and just ask if you need to get into something.

We don't have cleaners, so look after the clubroom! There is always a door group member in the room, and one of the things they do is help with the big clean ups were the whole room gets turned inside out and upside down, so if they ask you to clean something up, it is a good idea to do so. Of course you don't need to be asked, so if you see something that needs doing, feel free to do it!



Figure 3.1: <<http://webcam.ucc.asn.au>>

4. UCC::Events

UCC runs a lot of events. You should go to them! For the most up to date information, ask on Discord or see our Facebook group.

- Facebook: <<https://www.facebook.com/groups/universitycomputerclub/>>
- Discord: <<https://discord.gg/G8bsgBE>>

4.0 Fresher Welcome

When: Monday, March 4th, 5:00PM

Where: Cameron Hall Loft (above the UCC clubroom)

The Fresher Welcome exists to welcome you to the club. All first time members get **FREE pizza**. And there will be current members there to talk with and get to know, and all of your questions about the club and how to use it will be answered.

4.1 Movie Night

When: Weekly on **Wednesday**, Starting March 6th

Where: UCC clubroom

UCC holds movie nights in the clubroom throughout the year complete with pizza and couches. A relaxed night to hang out with fellow UCCans.

4.2 Vive Night

When: Weekly on **Thursday**, Starting March 7th

Where: Cameron Hall Loft (above the UCC clubroom)

UCC has a virtual reality headset and games to play with it. Come along and play Superhot, Beat Saber or play fetch with a mechanical dog.

4.3 Annual General Meeting

When: **Friday, March 8th, 1:00PM**

Where: Guild Council Meeting Room

The AGM is the meeting at which the new UCC Committee is elected for 2019, who keep the club running through running events, upgrading machines, and other day to day activities of running an organisation. We elect a Fresher representative onto the committee to represent you on the committee. Please attend and exercise your right to vote or run for a position to keep the club running smoothly. If you don't know where the Guild Council Meeting Room is, arrive at the UCC clubroom a little early to join the mass exodus.

4.4 How to UCC

When: Tuesday, March 12th

Where: UCC clubroom

Learn how to get the most out of your UCC membership through taking advantage of UCC's many services.

4.5 Tech Talks

When: Weekly on Tuesday, commencing March 21st

Where: UCC clubroom

Socialise over discussions of modern technology.

4.6 Cameron Hall Quiz Night

When: TBA, Usually held in April

Where: UWA Tavern

Bringing together the various clubs of Cameron Hall, the quiz night is the only proper time to use your smarts throughout your degree. (18+ Event).

4.7 CITS Night

When: Before Your Project Due Dates

Where: A Suitably Large Learning Space

UCC teams up with other computing related clubs, such as PCS, to help you finish your CITS projects and answer any questions you may have. Members who have taken the CITS units before will be there to give guidance.

4.8 Camp

When: Midyear Break

Where: Camp Leshenaultia

The UCC goes camping, minus the tents. There is a dormitory. During the winter break, UCC will host a camp at Camp Leschenaultia. This is a chance to get your computer out of the house for a few days, tinkering and playing games with a whole bunch of other members. There will be internet. (18+ Event).

4.9 And Many More Events in Semester 2!

5. UCC::Services

This Chapter provides an overview of UCC's services; how to use them, what they are for, what servers are responsible for them. The full hostname for a server is `server.ucc.asn.au`.

Servers are usually named after fish beginning with M. This is because they are in the Machine Room, and they run Linux. The mascot for Linux is Tux, a penguin, and he likes to eat fish.

Remember that all services are maintained by UCC's members. If you are interested in learning more, or running a new service, ask someone!

5.0 Drinks and Snacks — Dispense

UCC's most successful service is undoubtedly the internet connected coke machine and not quite internet connected snack machine. These use serial communications to talk to `merlo`, which runs open source software written by talented members including John Hodge, Mark Tearle and David Adam.

A relay connected to `merlo` can be activated by door members from the snack machine to open the club's electronic door lock.

5.1 Games

The Heathred A. Loveday memorial games server hosts many games including: Minecraft, TF2 and Wolfenstein: Enemy Territory (ET).

Administrator access to `heathred` is fairly unrestricted; it is also available as a general use server. For example, its GPU has been used in the past for number crunching projects.

5.2 Email

UCC proudly runs its own mail server. You have an email account `<username@ucc.asn.au>`.

Upon creating your account you can choose an address to forward all emails to. You can change this at any time by editing the `".forward"` file in your home directory.

5.3 Web Hosting

Members can publish their own sites! SSH to a server and edit the files in the directory `"public-html"`. The website will appear at <http://username.ucc.asn.au>.

5.4 File Storage

With your account comes not one, but *two* "home" directories for your files.

The one most commonly seen is accessible on clubroom machines. It will be named `"/home/ucc/username"` on clubroom linux machines. On servers however, that path leads to a different home directory; to get to your clubroom home directory (called "away") you must access `"/away/ucc/username"`.

Home directories on the servers are considered slightly more secure than your "away" directory.

If you are using Linux, you can use the program "sshfs" to mount your home or away directories remotely. This is probably the most convenient way to upload, download and edit files. Under windows, the programs "WinSCP" or "Filezilla" are recommended.

5.5 Wiki Hosting

UCC uses a Wiki called "MoinMoin" to store documentation on servers, events, and miscellaneous things. It is visible at <http://wiki.ucc.asn.au>.

5.6 Virtual Machine Hosting

Members who are particularly nice to wheel group can get their own VM hosted at UCC.

5.7 Windows Server

`maaxen` is our token Windows server. It can be accessed through RDP, but beware, as it only supports two simultaneous sessions. `maaxen` boasts a range of useful programs including Notepad and Matlab.

5.8 IRC

Our two IRC servers are bridged with CASSA and ComSSA, computer science associations at other Universities.

6. 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.

Membership of these groups entails a certain amount of trust. It is generally accepted that you will nominate yourself to the group once you feel you meet the requirements. Alternately, someone from the group may nominate you.

The requirements for applying for a group can be found by determined searching at <http://www.ucc.asn.au/infobase>.

6.0 committee@ucc.asn.au

The Committee is appointed each year by the members (that's you) at the AGM. The Committee are responsible for the day-to-day running of the club, spending the club's money, ensures the club is well stocked with drinks and snacks, and organises events. In order to keep the club running smoothly, UCC delegates certain functions to other groups, such as Wheel and Door (see below).

Meetings tend to be held in the clubroom. Any member is permitted to attend a committee meeting, except the rare instance when the President has declared to general members. If you would like to receive reminders of the meetings, including the upcoming agenda, subscribe to the committee@ mailing list. For historical reasons, minutes are posted to ucc@, so subscribe to that if you want to keep up with what the club is up to.

The Fresher Rep is your voice on the Committee. Get to know them and let them know any suggestions you have to improve the club. If you have problems, they'll always be ready to listen. Fresher Rep: <fresher@ucc.asn.au>

The relevant mailing lists can be found here: <https://lists.ucc.gu.uwa.edu.au/mailman/listinfo/>, Or googling "ucc mailing lists" second result has the link.

6.1 door@ucc.asn.au

The Door group is trusted to be responsible for the clubroom itself and generally keeping the place inviting.

Only a member of door group can unlock the clubroom and keep it open for members during the day. So there will always be someone in the clubroom to answer your questions. This also 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. Door members also have the right to remove members from the room for poor behaviour, in the interest of keeping the clubroom an inviting space.

Door members are the people to talk to if you want to add money to your dispense account to pay for more drinks (see the section on dispense). They can also credit your account for bad dispenses and other tasks related to dispense.

6.2 wheel@ucc.asn.au

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. To keep the network safe: if someone abuses their account, their account 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 secret wheel song.

7. Communication Technologies

7.1 Social Media

Here is where we can be found on the web:

- Discord: <<https://discord.gg/G8bsgBE>>
- Facebook: <<https://www.facebook.com/groups/universitycomputerclub/>>
- Steam: <<http://steamcommunity.com/groups/UCC>>
- GitHub: <<https://github.com/ucc>>
- IRC — See below

7.2 Email

Some useful emails you may want to contact are:

- Committee: committee@ucc.asn.au
- Fresher Rep: fresher@ucc.asn.au
- Anything Tech Related: tech@ucc.asn.au

7.3 Mailing Lists

UCC often uses email for communication. There are various lists that you can sign up for at <<http://lists.ucc.asn.au>>. The most popular lists are ucc-announce@ for announcements and ucc@ for general discussion.

If you are interested in technology, join the tech@ list. If you want to be kept up to date with management of the club, join committee@.

7.4 IRC

Without a doubt, the easiest way to waste time in or out of UCC is chatting on our Internet Relay Chat (IRC) server.

You'll get to chat with some of the older members of the club who may not even be in Perth. Some of these old guard may seem a little grumpy or intimidating at first, but give them a chance, they are gold mines for information about the club and all things tech!

You can connect with an IRC client to <irc://irc.ucc.asn.au:6667> and join the channel [#ucc](#), or with a web browser go to <<http://irc.ucc.asn.au>>

For more details, see our wiki: <<https://wiki.ucc.asn.au/IRC>>