

• FloodFAQ 2.0 •

That's right, FloodFAQ 2.0 is complete! Instead of throwing the pages and pages of text into Docmaker, I set up an html version for all of you that are interested:

<http://www.ntbbs.org/ntbbs/emc/floodfaq/>

You probably also noticed that the file itself is included in the EMCVol10.sit archive.

Enjoy!

-Freakman

• MacWorld Exposition 1997 - Show Report •

This year's show had a strong military atmosphere. People wearing camouflage and flak jackets strolled about the show, communicating on their hands-free radios. I followed these strange mac-commandos until I found where they were coming from, the Power Computing booth. With a booth almost as large as Apple Computer, Power Computing stole the show.

After asking around, Cuahtemoc, Cowboy, and I were given permission to ride in the Power Computing Hummers driving around outside the show. We saw one, waved it down, and jumped in it in the middle of traffic. The Hummers are very capable vehicles. The Power Computing employee driving it showed us how it was able to drive up onto curbs and corner at high speeds. He also demonstrated how to push other cars out into traffic, deflate and inflate the tires while moving, and use the loudspeakers mounted on top of the car. The Hummer's most impressive capability was it's braking. While we were driving on a curb, a small, geo metro car pulled out in front of us. The Hummer skidded to a stop, barely missing a chance to run over this speed bump of a car.

Quake was spotted at the MacSoft booth, in the far corner. Curiously, nobody was demoing it, and nobody was around checking it out. Upon closer inspection, the copy running was a beta of a demo, which was set to expire January 31. From the looks of it the port is behind schedule.

Next to the MacSoft booth, Bungie was demoing Myth, their newest game. I played a network game of Myth against three other show-goers, it looks like a sure hit. The game was being carefully guarded by Bungie employees, so further inspection was impossible. Myth is far from being finished. Bungie had no release date set, and it crashed often. Bungie also was showing Weekend Warrior, a very bland game. In Weekend Warrior, all you do is go around and hit people. The graphics suck, unless you have a 3D accelerator board.

Nishinden was showing a 40" flat-screen plasma monitor. I was all set to pick mine up until I

noticed the \$15,000 price tag.

Motorola's booth was exceedingly lame. The only thing that saved them from complete lameness was the fact that they were giving away free shirts.

Apple was showing off their new Emate 300s. These Newtons on a clamshell are amazing! 800 bucks for a killer newton with a keyboard built in. One problem: they will only be available through educational outlets.

Apple's twentieth-anniversary mac, the Spartacus, was on exhibit at MacWorld Magazine's booth. The Spartacus was being carefully guarded under the careful eye of a Rent-a-cop, who explained that "they are giving it away because the colors are whacked."

This year's show was definitely more exciting than previous years. I walked away from the show with eight free shirts, and tons of product literature. If you haven't been to a MacWorld exposition, you're missing out. If you're on the east coast, MacWorld Boston is coming this summer. If you are on the west coast, you will have to wait another year for MacWorld San Francisco.

- c_D

• [∂A∂] - Anarchy 1.0 •

narchy 1.0 is a script for Ircl 2.6bx created by Plugs. You're looking at the future in Ircl scripting!

This is similar to other scripts and different than other scripts in a few different ways. Each feature in this script is taken care of by it's own menu/window of configurations. This gives Anarchy a VERY slick and unique look compared to the other scripts currently being offered for Ircl. Check out the features:

XDCC Offerror

`/offer --` will bring up a dialog to set all your prefs

`/plist --` will override the automatic lister and list you files to the channel

When you type /offer while online with Ircl, this window will pop up (after you select the offer path) and you can configure your file descriptions, offering time delay, and your target channel for offering. Note: future versions will include multi-channel offering support!

Logger Commands

/alogs on -- will turn the logger on and set you as away

Simply type in your away message, [Anarchy] will display your message to the current channel in this format:

Logger Commands

`/alogs --` will let you view current saved messages and set you back if you wish

As you'll notice, there is a slick looking menu that contains all of your logged away messages with the time/date/message. You can scroll through your list, clear message by message, or clear all message. Simply click "Back" when you're done reading your messages and [Anarchy] will let

everyone know you're back at your computer!

War Commands

/flood -- will bring up flood dialog

From this popup menu, you type in the target nick that you'll flood, the number of clones you have online, and which type of flood to use. This is where [Anarchy] is unique compared to other Ircl scripts--it has VERY EFFECTIVE flooding, and when used correctly, [Anarchy] can be very effective against any type of client. Read the FloodFAQ 1.5 for more details on flooding with [Anarchy].

[Anarchy] contains the same flooding style that Death 2.1 had, as Plugs was the writer of that script as well. This is nice however, as you don't have to run a separate application anymore to flood. [Anarchy] is also NOTICEABLY faster with CTCP floods and DCC bombs. If you used Death 2.1, you'll NEED to check out [Anarchy].

My thoughts...

Personally, I'll use this script more than any other, most likely in conjunction with LSD 2.0. LSD 2.0 is still a different type of script compared to this, only because [Anarchy] does not (yet) have shortcuts for commands on irc. No big deal, the two of them can easily be used together.

The /plist is VERY clean, no sloppy output to the channel, easy to create descriptions, easy to create new lists, the menus really make this script badass.

Although I'm not a huge fan of auto-away messages, this format is quite cool, and this is the first script that I've seen the ability to log messages SUCCESSFULLY.

This script is FULL of potential, and I know Plugs will be working frantically to produce a new version as soon as possible. As mentioned above, the next release will include multiple channel /plist support, among other things. Kudos to Plugs for very cool ideas on this script, you may find it on EFNet's #emc.

-Freakman

Editor's Note: Yes, v1.0 is old, the current version of [A]narchy is 1.8 and has a couple new features and bug fixes--the interface is still the same as the featured one above. EMC Volume #11 will focus on [A]narchy 2.0 by Plugs that'll have a whole new interface and new flooding features! Also, this works for either Ircl 2.6 or 3.0.

• **Cyber Strike** •

For those of you wondering about the articles in CA newspapers and online news regarding the latest piracy busts, here's the inside scoop:

*** Exactly ONE year after this bust:

Now, let's put two and two together. The FBI all of a sudden launches this "Cyber Strike" with 9 known people that will be busted, right out of nowhere? A little *too* smooth for them, might this be related to the tag-bust case that occurred one year earlier? Most likely.

A few friends notified me that the most recent busts were all PC related piracy rings, which is what "Pirates with an Attitude" and "Razor 1911" are associated with. How convenient that the SysOp of the tag-bust ordeal agreed to "help" MS and Novell in their BBS investigations. So, this generally means that he has narced on BBSes that he was on, and now MS and Novell are on these BBSs' asses. Normally, things like this can take a year to organize, which very much explains the recent busts, and the reported 9 different people that were going to be busted (probably the people that the sysop narced on).

A few people that were running Hotlines asked me whether or not I thought it was safe to openly run one. Well, no, it's never safe, but if you have it setup correctly, you have the users UPLOAD first before downloading. That way, anyone "investigating" would theroretically have to upload an illegal file before you would give them the access to leech away. This question was asked in regards to the Cyber Strike that has been launched, which is really nothing more than a scare. This recent strike was focused mainly on BBSes in the CA area which are PC-related, according to sources.

-Freakman