

**UNIVERSITY  
COMPUTER  
CLUB**



**2012 FRESHER  
SURVIVAL GUIDE**

## President's Welcome

Welcome to the University Computer Club! UCC is a social and technical club for anyone who has an interest in computer science. Whether you're here for the gaming, the software and hardware development, or just want somewhere to hang out and socialise with interesting people between lectures, I'm sure you will love it. UCC members in the past have left<sup>1</sup> with lifelong friends, great stories to tell, and an amazing amount of contacts and skills – all you have to do is get involved!

We all know that the start of uni is an information overload of epic proportions, so here is a guide in nice, big writing, with some easy, sequential steps to get you installed and configured for the club with enough memory spare for some actual university content. It will guide you through finding the clubroom (it's quite well hidden), getting your account set up, getting access to the noms in our coke and snack machines, and then all the other stuff like how our carrier-pigeon and smoke-signal systems work. Don't do these things out of order or you will experience much pain.

I strongly encourage you to attend the fresher welcome night at the end of first week – UCC will apply hot pizza to you, and it's a great opportunity to meet all the other freshers, especially if you are considering running for Fresher Rep at the Annual General Meeting in second week.

All the best for 2012!

Andrew (Bob) Adamson  
President, 2011



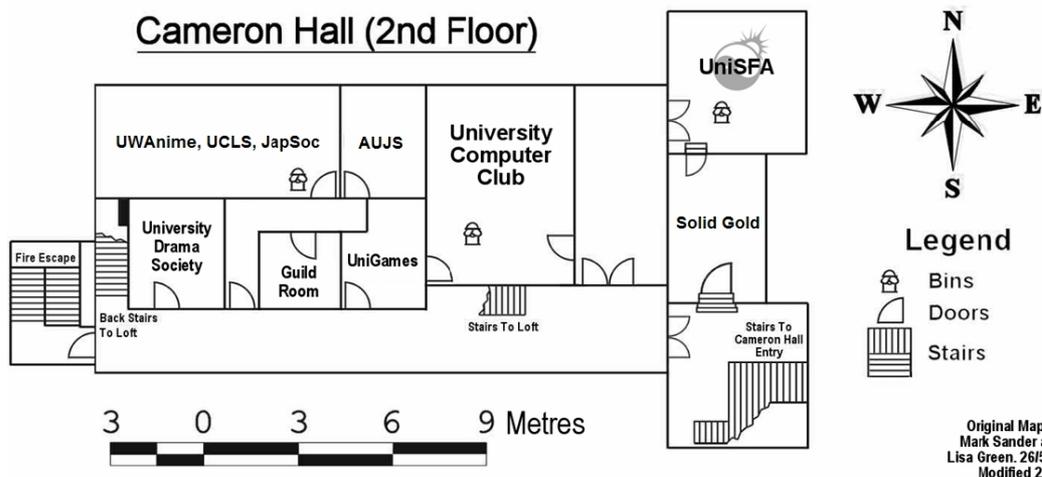
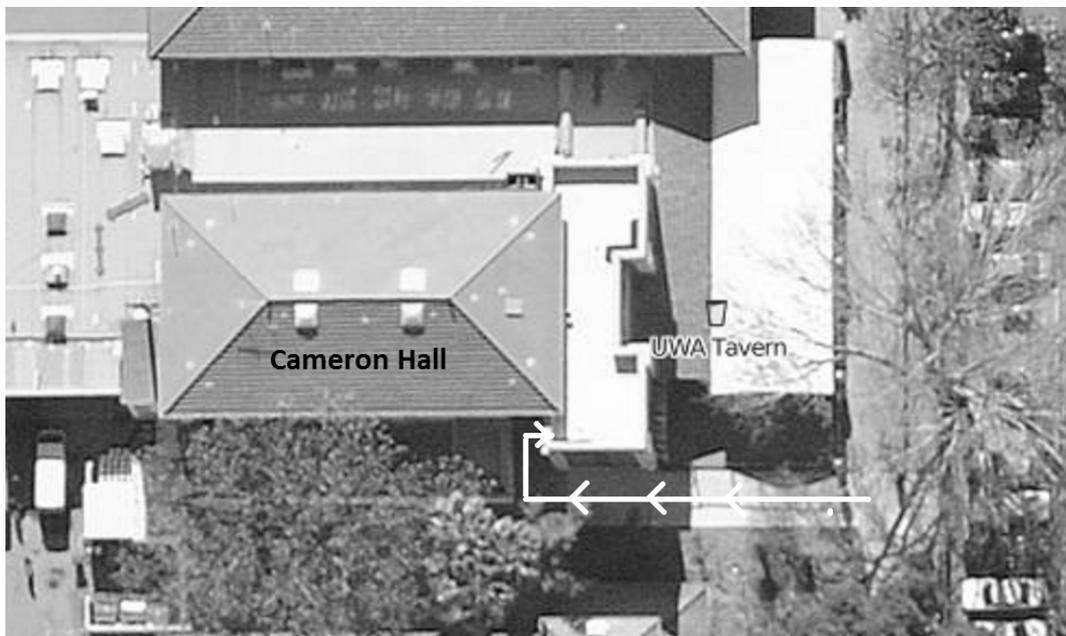
<sup>1</sup> Or not left, as UCCans tend to stay members for a really long time after university

## Step 1: Find the clubroom

UCC is a social club, and our clubroom is the hub. To find the clubroom, follow the maps on the bottom of this page, starting from the carpark outside the tav. Follow the arrow on the aerial picture to get to the Cameron Hall door, then go up the stairs to the second floor and follow the bottom map. If you see a coke machine and a snack machine, you are in the right place. The clubroom has lots of computers and a couple of couches. If you have accidentally walked through a TARDIS door and find yourself surrounded by books and a fridge, you're in *UniSFA*<sup>2</sup> – try the other door in that corridor, or just ask someone who looks less confused than you.

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 sometimes open on weekends.

You can see if the clubroom is open via the Internet by using the webcams<sup>3</sup>



<sup>2</sup> Words in italics are defined in the Glossary.

<sup>3</sup> <http://webcam.ucc.asn.au/>

## Step 2: Set 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 the UCC clubroom (see the map near the front 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 sticker (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://muphy.ucc.asn.au/>. While the *Wheel/Committee* member is hard at work, here are some interesting facts about UCC machines, accounts and the like.

UCC has been know to run a variety of hardware and different computer architectures, including x86[-64], PowerPC, SPARC and ARM, running operating systems like Mac OS X, Debian, Ubuntu, OpenSUSE and a general plethora of Linux distributions, OpenSolaris, Access (written almost entirely by a member) and, of course, Windows.

Your UCC account will get you access to virtually every machine in the clubroom<sup>4</sup>. Some restricted machines live in the machine room (the room with the locked glass door), and generally run important services, like networking. If you're interested in servers, ask a friendly wheel member to give you a tour.

There's lots more information about UCC machines on the website, and later in this guide. Your account enables you to remotely access many UCC services via SSH. SSH stands for Secure Shell and is used to remotely access machines from anywhere on the internet. Many UCC members use this feature (and a program called "screen") to maintain a permanent "lurking" presence on the IRC server.

At this point, you can sit down at any computer and log in with your freshly minted credentials. Do this now, you'll need it for the next step.

While you're waiting for the machine to log in, write your credentials below.

**My UCC username:**

**My UCC email address:**

**My UCC web space:**

**Something to remember my password:**

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<sup>4</sup> Assuming no-one has broken any user login stuff since this was written, which is not a particularly safe assumption

### Step 3: Your first encounter with `dispense`

All first time members get \$5 of dispense credit to use for whatever they want out of the snack or coke machines.

Without a doubt, dispense is one of the most important systems in UCC. It's a mishmash of software and hardware, which over the years, has evolved from a simple way to electronically dispense drinks to a system which acts as your personal electronic wallet at UCC. 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, from the coke machine itself or even by swiping your student card over the snack machine's card reader for grin-inducing simplicity.

#### Step 3A: Run dispense on *motsugo*

**If at any point you get stuck, ask a friendly club member for help. We've all had to do this ourselves at one point.**

Dispense is not installed on the clubroom machines, instead it's installed on the servers.

- If you are on Windows, open PuTTY. Type "motsugo.ucc.asn.au" (or just "motsugo" when in the clubroom) into the server field, and click connect. If asked to trust the server, click yes. Use your freshly minted UCC username and password to log in (your password won't show on the screen, that's normal).
- If you are using Mac OS X or Linux, open a terminal (Terminal, Konsole or xterm). Type "ssh motsugo.ucc.asn.au", and if asked if you trust the machine, type "yes" and press enter. Type your password when prompted, then hit enter.
- All going well, you should now be presented with a prompt looking something like "motsugo:~> ". Congratulations, you are now logged into *motsugo*.
- Type "dispense" (without the quotes) and press enter, a menu should show up.
- Welcome to dispense. UCC drink and snack machines do not accept money directly. To get at their delicious contents you will first need some Coke credit (don't forget, you've already got \$5... unless you've used it already!). The usual method of doing this to shout "Is anyone here on Coke?" in the clubroom. Assuming someone says "Yes!", you can ask them nicely to add some money to your account. After showing them the amount of currency you wish to have added (please, Australian dollars only), place it in the safe as they credit you, then purchase away!
- Use the arrow keys to navigate the menu, enter to select and 'q' to quit dispense. Enjoy!

#### Step 3B: Set up a PIN, use dispense from the snack machine

The snack machine has been connected to dispense. You can access dispense through the snack machine keypad. However, you need to set up your account for this. While you're logged into *motsugo*, type *ucc-set-pin* then enter. Do not use a valuable PIN (e.g. a bank PIN) because Wheel members can see user PINs... if they want to.

You'll be given a 5 digit UID after setting your pin. Write it down and memorise the PIN.

#### **My UCC 5-digit UID:**

You can now type in your 5-digit user ID, followed by your four digit PIN to authenticate on the snack machine (watch out for the '3' key, it's a little funny). Then you can type the two

digit codes for items in the snack machine, or a drink number followed by '8' (the machine will scroll the available drinks across the display after logging in; Coke is always '68'). If you are in the Door group, you can also use the machine to unlock the door.

Step 3C: Enroll your student card / SmartRider

To 'enrol' your student card, follow the above instructions to log into the snack machine, then hold your card to the reader for a few seconds (the machine will beep when it's enrolled). Once enrolled, simply swiping your card will log you in without entering your UID and PIN.

## Step 4: Email and mailing lists (carrier-pigeon system)

### 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>5</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. Gmail can also be configured to automatically fetch your mail.

### Mailing Lists

The UCC 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. 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* – all new members are automatically subscribed to this list
- *ucc* – the general discussion list, most of 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, and you were asked if you want to join this list on your membership form. If you said no, subscribe now.
- *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.

You can subscribe to mailing lists from our very retro interface at

<http://lists.ucc.gu.uwa.edu.au/mailman/listinfo>

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<sup>5</sup> <http://webmail.ucc.asn.au/>

## Step 5: IRC (smoke-signal system)

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. A number of members run `irssi` within screen, which lets their chat persist between logins, so you may also wish to.

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 UCC's server is no exception. Keep your sense of humour firmly engaged at all times. For a sample of this humour, we suggest reading the Quote Database at <http://zanchey.ucc.asn.au/qdb/>

## Step 6: Events & Projects

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 2012 on the next page. 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>6</sup> and the website<sup>7</sup>. There are two mailing lists commonly used for events: *ucc-announce* and *ucc*.

### 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.

UCC has had various projects completed in recent years, including (but definitely not limited to!) upgrading our snack and drinks machine, providing an OpenID service and running automated tests on the GNOME desktop environment.

Some projects running at the start of 2012 include:

- Cameron Hall 3D – Mapping the clubroom's residence in 3 dimensions.
- Drinks machine upgrade – Replacing the aging innards of our aging Coke machine to use new technology
- Kerberos tinkering and deployment for the clubroom
- Replacing the door reed sensors and reimplementing the ucc door status server
- Automating the virtual machine creation process so any member can easily spin up a VM

Information on various club projects can be found on the wiki<sup>8</sup>. 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'll likely find some help from other members, if you ask politely.

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6 UCC mailing lists can be found at <http://lists.ucc.asn.au>

7 <http://ucc.asn.au/infobase/events>

8 <http://wiki.ucc.asn.au>

## Events in 2012

(organisation/dates subject to change)

### UCC Fresher's Welcome

**Date: Friday 2<sup>nd</sup> March**

**Time: 6pm**

**Location: UCC Clubroom**

The Fresher's Welcome exists to welcome you, as a new member, into the club. There will be a number of older members around 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

**Date: Tuesday 13<sup>th</sup> March**

**Time: 1:00pm (Common lunch hour)**

**Location: Guild Council Meeting Room**

The AGM is the meeting at which the new UCC committee will be elected for 2012. The only way to be represented is to attend. At the AGM you can run for, and vote for, the various committee positions. 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

**Date: UWA Easter Holidays (April)**

**Time: 3:00pm – 10:00am**

**Location: Cameron Hall Loft (above the UCC Clubroom)**

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 choice. LANs are **FREE** for members, but friends are most welcome (at an additional cost of \$5 or so).

### UCC::Progcomp

**Date: 14<sup>th</sup> May**

**Time: Midday**

**Location: UCC Clubroom**

If you are good at programming or like the board game Stratego, or even just one of those, you should enter UCC::Progcomp! Stratego is a popular board game of incomplete information, and there is plenty of room for different tactics, simple and complex. There are also prizes. For more information, visit the competition website at <http://progcomp.ucc.asn.au>, and join the *irc channel* #progcomp. We might also hold other competitions later in the year.

### Quiz Night

**Date: TBA**

**Time: TBA**

**Location: The Guild Tavern**

UCC and UniSFA run a quiz night annually. The quiz night is a hilarious evening of silly games, answering questions (ranging from the slightly obscure to incredibly obscure), and hurling (verbal) abuse at the judges – but not too much. In theory, prizes are awarded for those teams who answer the most questions correctly. In practice the judges decide who wins based on a complicated system of bribery. Needless to say, this is an 18+ event.

### **Cameron Hall Charity Vigil**

**Date: Semester 2**

**Time: TBA**

**Location: Cameron Hall**

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. This is one of the bigger events of the year.

### **UCC 38<sup>th</sup> Anniversary Dinner**

**Date: September**

**Time: TBA**

**Venue: TBA**

UCC has its birthday. This year, UCC turns 38 (0x26). Dinner has been held at a number of locations over the years, but is always priced for students – previous venues have include the Santa Fe Restaurant in Subiaco, the Royal Perth Yacht Club, and the Royal Restaurant in East Perth.

### **Camp**

**Date: Second semester**

**Time: TBA**

**Venue: TBA**

Last year UCC, Cassa and ComSSA held a joint computer clubs' camp, at the Woodman Point recreation centre. After the success of last year's camp, we will be looking to run another one this year. The camp involves a weekend of gaming, tech talks, and (for those who are inclined) physical activities such as swimming. Camp is a great way to get to know some of the more interesting members from not only UCC, but also the clubs from other universities.

## **Other Events**

### **UCC Committee Meetings**

**Date: Weekly**

**Time: TBA**

**Venue: UCC Clubroom**

UCC Committee is fairly active, and holds weekly meetings throughout most of the year. All members are encouraged to attend committee meetings, and aside from the *mailing list* for committee, this is a good way to make your opinions heard.

Committee meetings typically involve shouting, death threats, and the spectacle of eight grown men arguing about what colour the club should paint its new bike shed.

## Step 7: Learn about Cool Stuff we have/do

### Computing Facilities

You are welcome to use pretty much every machine you can see in the clubroom. There are also a number of servers in the machine room which you can log into via SSH (look for PuTTY or KiTTY on a Windows computer), including *muschel* and *motsugo*. There's a list later on in this guide.

Many of our machines run some flavour of UNIX (Linux, Mac OS X) 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* later on in this guide.

Wireless access is available with the SSID UCC. If you're having trouble, try asking someone with a laptop (if they're not too busy). We trust you not to abuse our connection (and we also monitor the connection).

### 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

UCC has a lot of tools (plenty of them are people!). Last year the tools got used for everything from making teenage mutant ninja turtles costumes to RC cars and regulated power supplies. Our collection includes a good soldering iron/rework station, a digital oscilloscope, a power drill, a jigsaw, numerous multimeters, as well as screwdrivers, various pliers, crimping tools, saws, crimping tools, a glue gun, more crimping tools, prototyping gear, as well as various electronic and crimping tools. There is also a workbench area specifically for projects. All of these tools should be located in the big brown/orange tool cupboard (unless someone is lazy) and should be returned there afterwards (even if someone was lazy). Tools cannot just be borrowed; to avoid the wrath of the committee email [committee@ucc.asn.au](mailto:committee@ucc.asn.au) to ask permission first.

Check out <http://ucc.asn.au/sevices/tools.ucc> for a full list of tools'n'stuff.

When using UCC's tools, please do not use them to cut through live power cables or remove (and summarily lose) radioactive alpha emitters – safety first!

## Books

UCC has a large number of books we've picked up over the years. 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 have a title, and update <http://wiki.ucc.asn.au/TheftBook> if you borrow something. UCC rarely purchases books, but mail the committee if you think we really must own a certain title.

## 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 UCC is easy to understand. Lots of stuff found in 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, else try the IRC channels (see Step 5), email [ucc@ucc.asn.au](mailto:ucc@ucc.asn.au), or call 0118 999 881 999 119 7253.

## Helping out

The clubroom is a shared space, so bear in mind you're sharing it. Putting rubbish in the bin, using headphones and keeping conversations to a reasonable volume so others can still talk are all helpful. If you see something that needs doing, like cleaning up, feel free to do it. This even includes fixing computers if they're not working so long as you email [tech@ucc.asn.au](mailto:tech@ucc.asn.au) with a summary of what you did. However, don't throw away any broken computers or electronics – someone else might be planning to fix it. There are several clean-ups a year when a group decision is made on what obsolete and broken hardware should be thrown out.

## UCC Online

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

Homepage	<a href="http://ucc.asn.au/">http://ucc.asn.au/</a>
Webmail	<a href="http://webmail.ucc.asn.au/">http://webmail.ucc.asn.au/</a>
Mailing Lists	<a href="http://lists.ucc.asn.au/">http://lists.ucc.asn.au/</a>
Planet UCC	<a href="http://planet.ucc.asn.au/">http://planet.ucc.asn.au/</a>
Status Updates	<a href="http://twitter.com/ucc_status">http://twitter.com/ucc_status</a>
Webcams	<a href="http://webcam.ucc.asn.au/">http://webcam.ucc.asn.au/</a>
Wiki	<a href="http://wiki.ucc.asn.au/">http://wiki.ucc.asn.au/</a>

## Step 8: Learn more about UCC, do cool stuff

### A Little History

The University Computer Club was founded in in 1974, making it one of the oldest computer clubs in the world. 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 the industry). Members of UCC have also been involved in numerous high profile open source projects, including *GNOME*, *Mozilla*, G++ (the *GNU C++* compiler), *FreeBSD*, the *Linux* kernel, the Dropbear SSH server/client 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.

### 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>9</sup>.

### The UCC Committee

Like most clubs, 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>9</sup> <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. Door members also have the right to remove members from the room for poor behaviour.
<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>10</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>10</sup> <http://ucc.asn.au/infobase/groups/>

## UCC Machines

### In the clubroom...

<b>User Servers</b>	<i>motsugo</i> (Debian) <i>musundo</i> (OpenSolaris) <i>mussel</i> (Xen/Debian) <i>maaxen</i> (Windows Server '08)
<b>Oligoboosts</b>	<i>characid</i> (Windows/Ubuntu) <i>combtail</i> (Windows/Ubuntu) <i>cichlid</i> (Windows/Ubuntu)
<b>Windows Only</b>	<i>catfish</i> (Win 7)
<b>Other Desktops</b>	<i>red</i> (SPARC Ultra III, Sun OS) <i>caeruleus</i> (Diskless LTSP) <i>crenicara</i> (Diskless LTSP)
<b>Printers</b>	<i>phosphorus</i> (HP 1320)

### Outside the clubroom...

<b>Other Desktops</b>	<i>chaenopsis</i> (Diskless LTSP)
<b>Backup Servers</b>	<i>molltiz</i> (Debian) (currently located in the Faculty of Arts)

### Services...

<b>Dispense</b>	<i>merlo</i>
<b>DNS</b>	<i>mooneye</i> (Debian)
<b>Files</b>	<i>motsugo</i> <i>mylah</i>
<b>Games</b>	<i>heathred</i>
<b>Login</b>	<i>mussel</i> <i>motsugo</i>
<b>Mail</b>	<i>mooneye</i>
<b>Routing</b>	<i>murasoi</i> (Debian)
<b>Switching</b>	<i>coconut</i> <i>palm</i> <i>olive</i>
<b>Wireless LAN</b>	<i>coromandel</i> (OpenWRT)
<b>Music</b>	<i>robotnik</i> (Ubuntu)
<b>Web (HTTP)</b>	<i>mooneye</i> <i>mussel</i>
<b>Webcams</b>	<i>camwhore</i>
<b>Xen Host</b>	<i>mylah</i>
<b>KVM Host</b>	<i>motsugo</i>

Each user has two different home directories, a (more) secure home directory hosted on *motsugo* and an insecure home directory hosted on *mylah*. 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 clubroom machines	merlo
mussel	meersau	mylah
musundo	musdea	mooneye
motsugo		camwhore
		murasoi

You can find out more about our machines, including exciting bits of history, on the web<sup>11</sup>.

<sup>11</sup> <http://ucc.asn.au/machines/>

## Common UNIX Commands

A large number of 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 <username>@<hostname>	Log in (securely) to another (UNIX) machine. Specify a different username if required (e.g. for robotnik).
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 man man 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). ps aux and ps -ef display all running processes on the system.
kill <process id number>	Stop a process. kill -9 will forcibly kill a process.
passwd	Change your login password.

Many commands have summary help available from <command name> --help (eg ls --help) or their *manpages* (see man above).

# 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>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 UCC due to its stability and 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 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 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 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.
<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.

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<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 Thunderbird.
<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 then 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>OpenSUSE</b>	A much better operating system than Ubuntu (look for a green background on the login screen)
<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>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 equipment from UCC. It has traditionally been a book, but is now a page on the wiki <sup>12</sup> . Note, it is not for borrowing any tools, unless permission granted by <i>Wheel Group</i> .
<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 UCC.
<b>Unifi</b>	The official way to get access to the Internet at UWA. It is replacing SNAP, which was the old way to get internet. You have 1GB a day, last we checked.
<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.

<sup>12</sup> <http://wiki.ucc.asn.au/TheftBook>

## **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 businesses who kindly sent us their old kit or helped us out with new equipment. Their trash is our treasure: in particular, Netapp, UWA Information Services and Apache Energy. We would also like to acknowledge Triangle Technology who helped us out with a PLC for our coke machine.

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

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**For more information, remember to check out UCC's website at:**

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

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