

# UCC :: A Detailed Guide



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

2020

# 1 Introduction

## What is ucc?

ucc is a club dedicated to both the social and technical side of computers. Founded in 1974, the club has been the perfect place for anyone with a passion for computers for more than 40 years. ucc has been an innovator, placing a drink machine on the internet in 1992, and many of our members have gone on to achieve great things.

We also have our fair share of gamers, with loads of game-related events throughout the year. ucc prides itself on being a place for all sorts of people with a fondness for computers to hang out. We have many regular events throughout the year including pizza nights, tech-talks, and many more. Hopefully this guide provides some insight about the club.

To get started, drop by our clubroom (see the map on page 4).



*All comics taken from xkcd.com*

## A Message from the President

For those of you new to the club, welcome, for those of you who are returning, welcome back! I'm James, a final year undergrad and current club president.

The goal of this guide is to show you all the things the University Computer Club has to offer, as well as the basics (like where to find the clubroom in the first place!) You'll find out how to set up your account, start using our services, and more. Did you know that the club has a soldering station and a 3D printer, or that we offer free web hosting for members? If not, then this guide is for you.

ucc is both a technical and social club. It's a great place to work on projects and learn new skills, or to kick back, relax and game on one of the desktops. No matter what part of computer science and technology interests you, or if you just like hanging out with fellow tech-minded students, you'll find something to enjoy at ucc.

We've outlined our calendar for the start of semester down below. Of particular note is the Fresher Welcome on the 3rd of March (pizza included for freshers!) and the Annual General Meeting on the 10th. There's also plenty more to come, so check your emails, like us on Facebook, and keep your eyes peeled for some exciting events. On behalf of all of committee, we'd love to see you around.

For those of you new to uni life, it's an exciting time, but we get that it can be a little overwhelming. If you have any questions about anything in here, the club, or uni life in general, feel free to drop me or the rest of committee a line via [president@ucc.asn.au](mailto:president@ucc.asn.au) or [committee-only@ucc.asn.au](mailto:committee-only@ucc.asn.au).

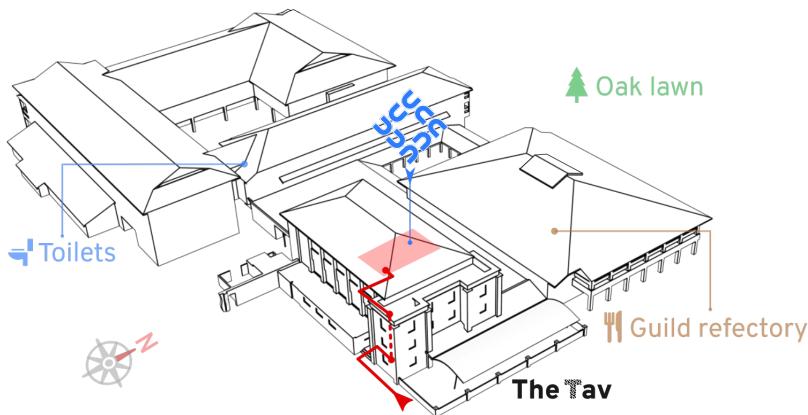
Happy Hacking!

James Arcus [MPT]  
ucc President

# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
<b>2</b>	<b>Find The Clubroom</b>	<b>4</b>
<b>3</b>	<b>Your Account</b>	<b>4</b>
3.1	SSH for the greater good . . . . .	5
<b>4</b>	<b>Dispense</b>	<b>6</b>
<b>5</b>	<b>Clubroom</b>	<b>7</b>
<b>6</b>	<b>Groups</b>	<b>7</b>
6.1	Committee . . . . .	7
6.2	Wheel . . . . .	8
6.3	Door . . . . .	8
<b>7</b>	<b>Events</b>	<b>9</b>
7.1	Fresher Welcome . . . . .	9
7.2	Make the Most of ucc . . . . .	9
7.3	Annual General Meeting . . . . .	9
7.4	Artemis LAN . . . . .	9
7.5	How to Use a Cheap SDR . . . . .	9
7.6	Quiz Night . . . . .	10
7.7	46th Anniversary Dinner . . . . .	10
7.8	Tech Talks . . . . .	11
7.9	Movie Nights . . . . .	11
7.10	Vive Nights . . . . .	11
7.11	LANs . . . . .	11
<b>8</b>	<b>Services</b>	<b>12</b>
8.1	Drinks & Snacks – Dispense . . . . .	12
8.2	Games . . . . .	12
8.3	Email . . . . .	12
8.4	Web Hosting . . . . .	12
8.5	File Storage . . . . .	13
8.6	VM Hosting . . . . .	13
<b>9</b>	<b>Glossary</b>	<b>14</b>
<b>10</b>	<b>Contact</b>	<b>15</b>
10.1	Social Media . . . . .	15
10.2	Email . . . . .	15
10.3	Mailing Lists . . . . .	15
10.4	Other . . . . .	15

## 2 Find The Clubroom



The ucc clubroom is located on the top floor of Cameron Hall, almost directly above the Tav. The main entrance is around the left-hand side of the building (facing the Tav with the carpark behind you). That's the one shown on the map above.

There's also a set of stairs leading up from the loading bay which can be accessed through an alley, next to the Guild Village toilets. It's handy shortcut coming from class, but it's not the easiest to find until you've been shown.

## 3 Your Account

*Signing up on O-Day (or in general) does not give you an account instantly. To get an account, you will need to go to the clubroom!*

Once you get to the clubroom, someone will be able to help you make your account. Simply tell someone that you need a new account and they'll run you through the process. You'll need your campus card, or whatever other form of ID you used when signing up. Alternatively, you can sign up at the clubroom.

Your account gives you access to all things ucc. You will gain access to a ucc-hosted email address <username>@ucc.asn.au, a webspace at

<https://<username>.ucc.asn.au>, the vending machines, the club gigabit WiFi, and many more services. The person who signs you up will be able to show you how all these things work.

Once you have an 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 bite!

If you need to add money to your UCC account, you'll need to ask for someone on the *Door group*. They will be able to put money onto your UCC account for you. **First-time members get \$5 free credit!** You can then use this credit for everything from the drink & snack machines, to payments at UCC-hosted events.

### Keep track of your details here

My UCC username:

My UCC email:

My UID (5 digits):

## 3.1 SSH for the greater good

SSH lets you remotely access UCC's servers. These can be used for programming, web hosting, file storage, dispensing drinks, and much more.

On Linux or Mac OS simply open a terminal and type `ssh username@ssh.ucc.asn.au`. Follow the prompts, enter your password and you're away!

For Windows, install the program PuTTY, enter the address `username@ssh.ucc.asn.au` and click "Open". If you're on a clubroom machine, PuTTY is installed for you.



## 4 Dispense

At the same time as you set up your account, you'll also have your Dispense account set up. Dispense is the program that allows users to store credit and purchase items from the coke/snack machines. Door members can help you add credit to your dispense account. Call out for one in the clubroom if need be, there's always one around.

The easiest way to dispense a drink is probably the web interface at <https://secure.ucc.asn.au/dispense>. Simply enter your username and password and then select a drink.

Due to technical reasons, snacks cannot be dispensed using this interface. Getting a snack will involve typing your 5 digit UID and a 4 digit PIN into the keypad. This allows you to dispense both drinks and snacks.

You can also use your campus card or SmartRider as a log in device on the snack machine. To do so, log in to the Snack Machine and hold whichever card you want to use up to the card scanner (it's the thing with the blinking green light) and the card should auto-enrol. To log in using the card, simply hold the enrolled card up to the card scanner.

You can also access Dispense using the `dispense` command. Dispense isn't installed on clubroom machines so you will have to use `ssh` to access one of the servers.

```
/-----Dispense-----\
-- Coke Machine
-> fanta                      69
    solo                       80
    vpure                      151
    creaming soda               89
    pasito                     77
    nullc0ke                   93
    coke                       91
-- Electronic Payment System
    laserprint 5 pages          10
    clue                        128
    UCC T-Shirt                 4000
    UCC Sleeve Logo Tee         2500
    UCC Polo                    1800
    membership (non-student and non-guild) 1250
    membership (non-student and guild)      1000
    membership (student and non-guild)     750
    membership (student and guild)        500
    MACHRM - kitkat original           115
\-----/
ACC Murphy          $19.74        coke,door
q: Quit            Arrows: Select   Enter: Buy
```

## 5 Clubroom

The clubroom is usually open from about 10am until 11pm throughout the semester. It is also sometimes open on weekends, and most days during university holidays. If you want to check the clubroom is open and who is there, check out <https://webcam.ucc.asn.au>

Within the clubroom there are a bunch desktop machines, tons of books, couches, a server room, and many people with a wide array of knowledge. We encourage our members to use them as they see fit.

We don't have cleaners, so we rely on our members to look after the clubroom. There is always a Door member in the room if it's open. Of course, if you see something that needs doing such as cleaning up, feel free to do it!

## 6 Groups

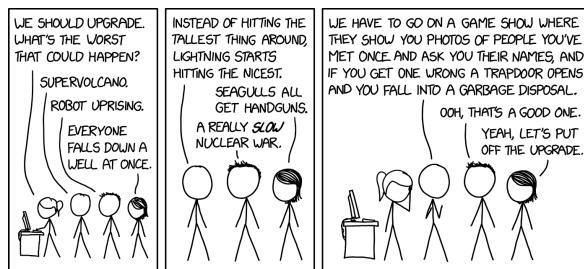
### 6.1 Committee

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 drinks and snacks, and organises events. In order to keep the club running smoothly, the ucc delegates certain functions to other groups, such as Wheel 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 the general mailing list ([ucc@ucc.asn.au](mailto:ucc@ucc.asn.au)), so you probably want to subscribe to that too.

ucc has several groups to which the committee delegates responsibilities and duties. These groups help keep the club running on a day to day basis. Each group can be contacted via <group>@ucc.asn.au.

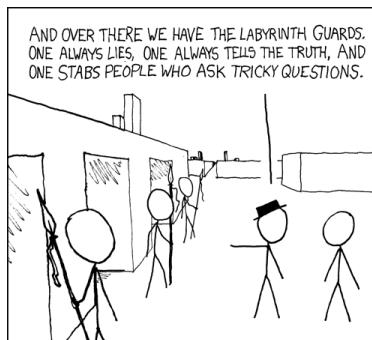
## 6.2 Wheel

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 tends to have members added via recommendation to committee, and works with them. 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 secret *wheel song*.



## 6.3 Door

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 member in the room has to leave, then everyone will have to leave until another door member arrives. Door members also have the right to remove people from the room for poor behaviour. They are also the people to talk to if you want to add money to your Dispense account (see the section on Dispense). They can refund credit to your account for bad dispenses and other tasks related to Dispense.



## 7 Events

### 7.1 Fresher Welcome

**When:** Week 2, 3 March @ 16:00

**Where:** ucc Clubroom

This event is to welcome new members to the club. There will be members new and old to talk to and get to know, and pizza. The meet & greet will be followed up by our first tech talk of the year.

### 7.2 Make the Most of ucc

**When:** Week 2, 3 March @ 17:30

**Where:** ucc Clubroom

Our first talk of the year will be presented by the outgoing President, James, and will aim to run through how to use and get the most out of some of ucc's services. Think of it as the Fresher Guide++.

### 7.3 Annual General Meeting

**When:** Week 3, 10 March @ 17:30

**Where:** Guild Council Meeting Room

This is the big meeting where the club comes together to vote on a new committee for 2020. We have a position just for new members: the Fresher Rep. You should attend to either run or vote for the person who will represent you in the committee. If you don't know where it is, people will guide you from the clubroom.

### 7.4 Artemis LAN

**When:** Week 3, 14 March @ TBA

**Where:** ucc Clubroom

Described as the best Star Trek game that was never made, Artemis is a bridge simulator game has you crewing a spaceship along with your team. And week 3 is Space Week. What more could you want?

### 7.5 How to Use a Cheap SDR

**When:** Week 4, 17 March @ 17:30

**Where:** ucc Clubroom

Interesting radio signals are all around us, many of them completely open to whoever has the right equipment. And that right equipment is a \$25 SDR. Come and learn about the different projects you can do with one.

## 7.6 Quiz Night

**When:** TBA

**Where:** The Tav

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].

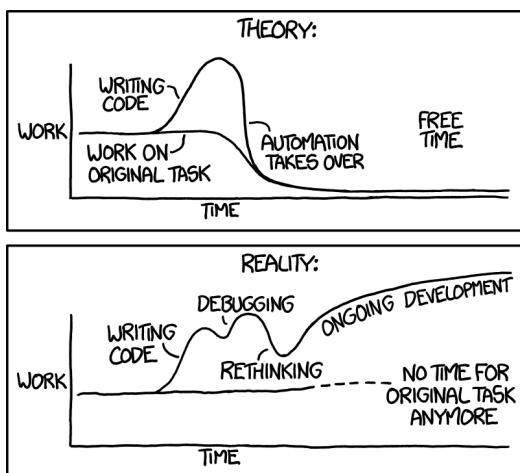
## 7.7 46th Anniversary Dinner

**When:** TBD, Semester 2

**Where:** TBA

Each year, UCC celebrates its anniversary with a dinner-time event. This year, it's our 46th anniversary. Feel free to come along to meet some of the older members, as well to have a general chat with your fellow UCCans.

"I SPEND A LOT OF TIME ON THIS TASK.  
I SHOULD WRITE A PROGRAM AUTOMATING IT!"



## Common Events

### 7.8 Tech Talks

**Where:** ucc Clubroom

ucc runs semi-regular tech talks throughout semester on a range of topics. Only one is confirmed so far, so stay tuned.

### 7.9 Movie Nights

**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.

### 7.10 Vive Nights

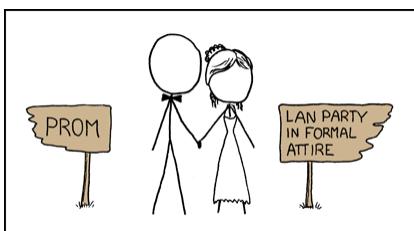
**Where:** The Loft

ucc has a VR headset that we setup on a regular basis for our members to use. Come along for an evening of games and pizza.

### 7.11 LANs

**Where:** ucc Clubroom or The Loft

We try to run a few LAN events across the year for gamers to come together and have some fun. What gets played really depends on what people are interested in. Let us know if there's something you'd like to see run via the committee@ mailing list.



## 8 Services

*This is an overview of the services running. The full hostname for a given server is `server.ucc.asn.au`. Remember that these services are maintained by ucc's members, so if you want to know more, ask someone! The servers usually are named after a fish starting with "M", as they are in the Machine room and run Linux, the mascot of which is Tux: a penguin, who likes to eat fish.*

### 8.1 Drinks & Snacks — Dispense (see page 6)

ucc's most successful service is undoubtably the internet-connected coke machine and not-quite-internet-connected snack machine. They communicate 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.

### 8.2 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.

### 8.3 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.

A webclient is available at <https://webmail.ucc.asn.au> for ease of access. Other methods such as alpine for your own mail client work as well.

### 8.4 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 <https://<username>.ucc.asn.au>.

## 8.5 ─ File Storage

With your account comes not one, but two “home” directories for all your file storage needs. Both can be accessed through SSH, FTP, a UCC Windows or Linux machine, or from your phone if you have a FTP/SSH client installed. There is (currently) no enforced limit for how much you can store, but very large accounts are left out of our backups.

THERE'S BEEN A LOT OF CONFUSION OVER 1024 VS 1000, KBYTE VS KBIT, AND THE CAPITALIZATION FOR EACH.

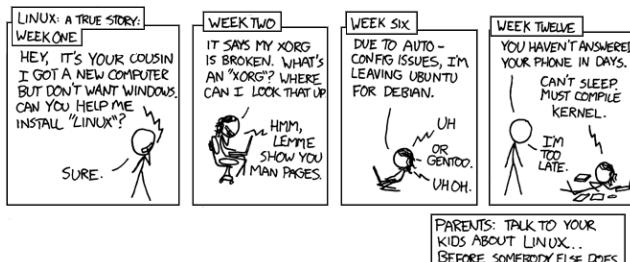
HERE, AT LAST, IS A SINGLE, DEFINITIVE STANDARD:

SYMBOL	NAME	SIZE	NOTES
kB	KILOBYTE	1024 BYTES OR 1000 BYTES	1000 BYTES DURING LEAP YEARS, 1024 OTHERWISE
KB	KELLY-BOOTLE STANDARD UNIT	1012 BYTES	COMPROMISE BETWEEN 1000 AND 1024 BYTES
KiB	IMAGINARY KILOBYTE	1024 $\sqrt{2}$ BYTES	USED IN QUANTUM COMPUTING
kb	INTEL KILOBYTE	1023.937528 BYTES	CALCULATED ON PENTIUM FPU
Kb	DRIVEMAKERS KILOBYTE	CURRENTLY 908 BYTES	SHRINKS BY 4 BYTES EACH YEAR FOR MARKETING REASONS
KBa	BAKER'S KILOBYTE	1152 BYTES	9 BITS TO THE BYTE SINCE YOU'RE SUCH A GOOD CUSTOMER

## 8.6 ─ VM Hosting

Members can get their own VM hosted at UCC by contacting someone on the Wheel group to set it up for them.

It's free, easy, and highly recommended.



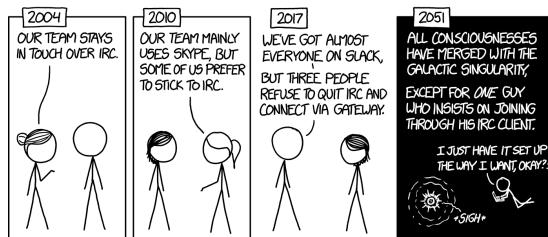
## 9 Glossary

Term	Description
<b>Dr ACC Murphy</b>	A computer called Murphy. Truly infamous around the clubroom.
<b>TLA</b>	Three Letter Acronym. Every TLA is unique and most UCCaneers have one to refer to themselves in documentation.
<b>Dispense credit</b>	Money on your account used for the drink and snack machines.
<b>IRC</b>	Internet Relay Chat. An old-school protocol for chatting with people online that many UCCans still use daily.
<b>The Loft</b>	The area above ucc in Cameron Hall that looks down into the ucc clubroom. LAN gaming and other activities take place up there.
<b>Mailing lists</b>	A way of communicating with a very large number of people via email. The ucc has several mailing lists of varying popularity.
<b>UCCan</b>	Someone who spends a lot of time in the ucc.
<b>Fresher Rep</b>	The committee member (always a fresher) who is elected to represent the interests of new members.
<b>Door group</b>	The group responsible for maintaining the clubroom and its contents.
<b>Wheel group</b>	The group responsible for maintaining computers, accounts and services in UCC.
<b>UniSFA</b>	University Science Fiction & Fantasy Association. A fellow club in Cameron Hall.
<b>Unigames</b>	A club specialising in board games, RPGs, etc. A fellow club of Cameron Hall.
<code>passwd</code>	Enter this command while on a ucc server to change your password.
<code>ssh &lt;server&gt;</code>	This command, when given the name of a server, will allow you to connect to the machine from your computer.
<b>Motsugo</b>	Host of secure user home directories, main user shell server. Also a fish.
<code>man &lt;command&gt;</code>	Outputs the manual for a command. One of the best pitstops for information on UNIX commands.
<code>irssi</code>	A terminal-based IRC client.
<code>dispense</code>	Opens the terminal window to dispense a drink from our drink machine.

# 10 Contact

## 10.1 Social Media

	Facebook page	<a href="https://facebook.com/uccuwa/">facebook.com/uccuwa/</a>
	Facebook group	<a href="https://facebook.com/groups/universitycomputerclub/">facebook.com/groups/universitycomputerclub/</a>
	Twitter	<a href="https://twitter.com/ucc_status">twitter.com/ucc_status</a>
	Steam	<a href="https://steamcommunity.com/groups/UCC">steamcommunity.com/groups/UCC</a>
	GitHub	<a href="https://github.com/ucc">github.com/ucc</a>
	Discord	<a href="https://discord.gg/aPpvXGy">discord.gg/aPpvXGy</a>
# IRC		<a href="irc://irc.ucc.asn.au:6667">irc://irc.ucc.asn.au:6667</a> or <a href="https://irc.ucc.asn.au">https://irc.ucc.asn.au</a>



## 10.2 Email

Some useful emails that you might like to contacts are:

- Committee: [committee-only@ucc.asn.au](mailto:committee-only@ucc.asn.au)
- Fresher Rep: [fresher@ucc.asn.au](mailto:fresher@ucc.asn.au)
- For anything tech-related: [tech@ucc.asn.au](mailto:tech@ucc.asn.au)

## 10.3 Mailing Lists

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

- If you are interested in technology, join the [tech@](mailto:tech@) list.
- If you want to be kept up to date with management of the club, join [committee@](mailto:committee@).

## 10.4 Other

- Website: <https://www.ucc.asn.au>
- Wiki: <https://wiki.ucc.asn.au>
- Phone: (08) 6488 3901