
Subject: Apple //e Powered BBS Operational
Posted by [<address_is](#) on Fri, 18 Jan 2013 05:25:26 GMT
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Hi all,

After a lot of trial and error I managed to get a telnet accessible Warp Six BBS operational using a Platinum //e, a Rasberry Pi (running tcpser), and a USB to serial converter. Surprisingly the whole darn thing worked by just plugging the serial converter directly into the //e's super serial card. A CFFA 3000 is used for disk storage.

You can connect to the board by visiting matrixreturns.dyndns.org on port 6401. Just like the old days it can only take one caller at a time. My //e lacks a clock so it doesn't enforce time limits at the moment :).

I recommend using syncterm as a client on a Mac or PC.

I'll try to keep it running as long as the hardware holds out and there's interest. Hope to see you!

Subject: Re: Apple //e Powered BBS Operational
Posted by [Benoit0123](#) on Fri, 18 Jan 2013 07:25:38 GMT
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<address_is wrote:

> Hi all,
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> Six BBS operational using a Platinum //e, a Rasberry Pi (running tcpser),
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> I recommend using syncterm as a client on a Mac or PC.
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> I'll try to keep it running as long as the hardware holds out and there's
> interest. Hope to see you!
>

I managed to connect using Safari and the telnet:// prefix for URL which launches external Terminal application, and I registered.
As I never used a BBS when it was common usage in my country (I am a perfect newbie for this kind of thing), I do not really understand what some entries

meant. So I found myself "locked/trapped" when the BBS prompted for a library name. I did not find the guideline to return to main menu from there, so all I was able was to kill the telnet process hoping that it has released the connection from your side.

I'll give it a try this evening and see if your BBS has some file upload/download capabilities.. and I'll look for the terminal application you advise for doing so.

Thank you again and best regards,
Benoît

Subject: Re: Apple //e Powered BBS Operational
Posted by [mrbrad](#) on Fri, 18 Jan 2013 07:31:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 1/17/2013 11:25 PM, address_is@invalid.invalid wrote:

> Hi all,
>
> After a lot of trial and error I managed to get a telnet accessible Warp
> Six BBS operational using a Platinum //e, a Rasberry Pi (running tcpser),
> and a USB to serial converter. Surprisingly the whole darn thing worked by
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> interest. Hope to see you!
>

eventually I'd probably be interested in how you did the above...I'm in the process of getting the Lost Gonzo BBS backup ...mostly for just my own use (be nice to have a fully functional file area again so i could find drivers/etc)...anyway the software I used was

Worldgroup 3.20 256 node with a Synchronet BBS as a door/game server underneath (mainly because he had a way to use multinode doors like l.o.r.d. or tw2002 w/o the use of desqview and 16bit doors under XP)

Worldgroup has a DIALOUT module so I plan again on getting the 1st apple //gs running Tpro 4.2f RPG BBS (an rpg with bbs built around) and on a 2nd //gs FutureVison Metal 4.0xev...that was a more modern apple ii bbs using metal text/script language to compile)

anyway with DIALOUT i can make these BBS packages also available thru the internet ie telenetable

as with your bbs i could only take 1 user at a time..people used to fight to get in heh

anyway your version may be more streamlined then mine to get an apple // bbs up....there are a couple door packages that also do Dialout functions like my wg module...for those interested simply download

www.synchro.net (free bbs pkg) and find said doors and viola you can do the same pop you apple ii bbs up on the internet...(man i need a life)

anyway cool again keep us posted

brad
former sysop lost gonzo bbs (hopefully soon to rise again)

anyway keep us posted...

Subject: Re: Apple //e Powered BBS Operational
Posted by [mrbrad](#) on Fri, 18 Jan 2013 07:43:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 1/17/2013 11:25 PM, address_is@invalid.invalid wrote:

> Hi all,
>
> After a lot of trial and error I managed to get a telnet accessible Warp
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> interest. Hope to see you!
>

er ...i got on and made an account ..it worked fine using HyperAccess
8.4 (reg ver)..just as another terminal pkg that worked ok fyi

brad
former sysop lost gonzo bbs

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Fri, 18 Jan 2013 13:00:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

mrbrad <mrbrad@ll.net> wrote:

- > anyway with DIALOUT i can make these BBS packages also available thru the
- > internet ie telenetable
- >
- > as with your bbs i could only take 1 user at a time..people used to fight to get in heh
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- > anyway your version may be more streamlined then mine to get an apple //
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- > like my wg module...for those interested simply download
- >
- > www.synchro.net (free bbs pkg) and find said doors and viola you can do
- > the same pop you apple ii bbs up on the internet...(man i need a life)

Thanks Brad! I ran a synchro BBS for a short time - it's a great modern BBS package. I found there were so many other great synchro boards out there that it was hard to make something really unique. Running an old school board on original Apple hardware certainly is :).

Thanks for checking out the experiment! Feel free to add me to your door interface when you get it up and running.

-Lon

--
LonSeidman.com

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Fri, 18 Jan 2013 13:00:40 GMT
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- > I'll give it a try this evening and see if your BBS has some file
- > upload/download capabilities.. and I'll look for the terminal application
- > you advise for doing so.
- > Thank you again and best regards,
- > Benoît

Some of the naming conventions it warp 6 are a little odd. The library

section is where you want to be but it is a little confusing. I uploaded an old Connecticut BBS list to the site just to see how it works. Since the board runs at 2400 bps those file transfer take a lonnnngggg time :).

-Lon

--

LonSeidman.com

Subject: Re: Apple //e Powered BBS Operational
Posted by [Michael Black](#) on Fri, 18 Jan 2013 15:50:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

> <address_is wrote:
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> upload/download capabilities.. and I'll look for the terminal application
> you advise for doing so.
> Thank you again and best regards,
> Beno=C3=AEt
>

I'm not sure your experience is abnormal.

I remember calling BBSs and getting lost, and bck then you generally had=20
to register before you could do little or anything, so you'd go through=20
this registration process only to find not much at that BBS. And until=20
you got familiar with things, the layers of menus would seem like a maze,=
=20
where you could get lost.

It got better with experience, though I went from about 1985 to 1993=20
before I actually stayed on a BBS. Every time I'd try, I'd not find=20
something of value, so I'd give up for a while and then start again. Maybe=
=20

it was just the BBS numbers I came across, they were just starting up so=20
they were promoting, yet didn't have enough user base or file base. Or=20
maybe I just called the wrong ones. Only about 1993 did I find things (or=
=20
specific BBSs) to keep me calling back the same BBS.

Michael

Subject: Re: Apple //e Powered BBS Operational
Posted by [Joshua Spatz](#) on Fri, 18 Jan 2013 16:12:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

On 1/18/2013 12:25 AM, address_is@invalid.invalid wrote:

> Hi all,
>
> After a lot of trial and error I managed to get a telnet accessible Warp
> Six BBS operational using a Platinum //e, a Rasberry Pi (running tcpser),
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> I'll try to keep it running as long as the hardware holds out and there's

> interest. Hope to see you!

I think I've accidentally crashed your board. I was testing out file transfer using SyncTERM, but its YMODEM function doesn't appear to be compatible with the batch YMODEM function of the board; the transfer timed out on my end, but it seems to be stuck in a waiting loop on your end, and your board won't respond any longer.

Sorry about that.

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Fri, 18 Jan 2013 18:44:14 GMT
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On Friday, January 18, 2013 11:12:04 AM UTC-5, Joshua Spatz wrote:

> I think I've accidentally crashed your board. I was testing out file
> transfer using SyncTERM, but its YMODEM function doesn't appear to be
> compatible with the batch YMODEM function of the board; the transfer
> timed out on my end, but it seems to be stuck in a waiting loop on your
> end, and your board won't respond any longer.

:) No worries I'll reset it tonight when I get home.

Subject: Re: Apple //e Powered BBS Operational
Posted by [D Finnigan](#) on Fri, 18 Jan 2013 19:30:08 GMT
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<address_is wrote:

> Hi all,
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>
> I recommend using syncterm as a client on a Mac or PC.
>
> I'll try to keep it running as long as the hardware holds out and there's
> interest. Hope to see you!
>

I'm in!

telnet matrixreturns.dyndns.org 6401
Trying 50.133.160.138...
Connected to matrixreturns.dyndns.org.
Escape character is '^['.

W E L C O M E !

to

The Matrix Returns BBS

Welcome to The Matrix Returns.

Matrixreturns.dyndns.org 24 hrs. 2400 bps is the best you'll get

Enter your ID number or 'NEW' :

--

]DF\$

Apple II Book: <http://macgui.com/newa2guide/>

Apple II Archive: <http://macgui.com/vault/>

Apple II Web & Blog hosting: <http://a2hq.com/>

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Fri, 18 Jan 2013 20:17:55 GMT
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On Friday, January 18, 2013 2:30:08 PM UTC-5, D Finnigan wrote:

>> I'll try to keep it running as long as the hardware holds out and there's
>
>> interest. Hope to see you!
>
> I'm in!

I'll validate you! Welcome aboard!

Subject: Re: Apple //e Powered BBS Operational
Posted by [Egan Ford](#) on Fri, 18 Jan 2013 20:23:20 GMT
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On 1/17/13 10:25 PM, address_is@invalid.invalid wrote:

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> Six BBS operational using a Platinum //e, a Rasberry Pi (running tcpser),
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> interest. Hope to see you!
>

SyncTERM looks pretty amazing. I'll have to explore it further. I noticed it didn't have any Apple II fonts.

I wrote this a while ago:

<http://jerkwerks.com/bbs-get-your-retro-on/>

If you scroll pass the rhetoric there are links to retro fonts (Apple II, PC, etc...) for use with terminal emulation. I also included notes on how to use with OS/X xterm and Terminal.

I wrote that article before I found these fonts:

http://www.thugdome.com/software_a2f.html

that I use on <http://asciiexpress.net>. I like the later because they include scan lines. There is a bug however with reverse video spaces. Anybody here know how to edit TT fonts?

IMHO, using retro fonts to access vintage BBS software greatly enhances the experience. When I have time I'll try to get Apple II fonts working with SyncTERM.

Subject: Re: Apple //e Powered BBS Operational

Posted by [D Finnigan](#) on Fri, 18 Jan 2013 20:31:28 GMT

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Lon Seidman wrote:

> On Friday, January 18, 2013 2:30:08 PM UTC-5, D Finnigan wrote:

>

>>> I'll try to keep it running as long as the hardware holds out and

>>> there's

>>

>>> interest. Hope to see you!

>>

>> I'm in!

>

> I'll validate you! Welcome aboard!

>

Thanks. I just posted a bulletin.

Subject: Re: Apple //e Powered BBS Operational

Posted by [D Finnigan](#) on Fri, 18 Jan 2013 20:40:20 GMT

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Egan Ford wrote:

>

> SyncTERM looks pretty amazing. I'll have to explore it further. I

> noticed it didn't have any Apple II fonts.

>

> I wrote this a while ago:

>

> <http://jerkwerks.com/bbs-get-your-retro-on/>

>

> If you scroll pass the rhetoric there are links to retro fonts (Apple

> II, PC, etc...) for use with terminal emulation. I also included notes

> on how to use with OS/X xterm and Terminal.

Mac OS X users should also try the Cathode terminal emulator:

<http://www.secretgeometry.com/apps/cathode/>

Subject: Re: Apple //e Powered BBS Operational

Posted by [scott](#) on Fri, 18 Jan 2013 23:33:50 GMT

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In article <1485543905380179113.818986address_is-invalid.invalid@news.giganews.com>, <address_is@invalid.invalid> wrote:

> After a lot of trial and error I managed to get a telnet accessible Warp

> Six BBS operational using a Platinum //e, a Raspberry Pi (running tcpser),

> and a USB to serial converter. Surprisingly the whole darn thing worked by
> just plugging the serial converter directly into the //e's super serial
> card. A CFFA 3000 is used for disk storage.

IIRC, I ran my BBS on Warp Six for a while...don't recall it only supporting
numeric user IDs or having such a ridiculously short maximum password
length. Then again, brute-forcing even a short password would've taken
forever at 2400 bps, especially since you'd need to dial back in after a few
failed attempts...

//
/ v \ Scott Alfter (remove the obvious to send mail)
(IIGS(<http://alfter.us/> Top-posting!
^/ >What's the most annoying thing on Usenet?

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Fri, 18 Jan 2013 23:52:32 GMT
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So it looks like the Y-Modem file transfers are broken, if you want to download or upload a file
please use X-modem.

Thanks!

-Lon

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Fri, 18 Jan 2013 23:56:55 GMT
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On Friday, January 18, 2013 6:33:50 PM UTC-5, Scott Alfter wrote:

> In article
> IIRC, I ran my BBS on Warp Six for a while...don't recall it only supporting
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> numeric user IDs or having such a ridiculously short maximum password
>
> length. Then again, brute-forcing even a short password would've taken
>
> forever at 2400 bps, especially since you'd need to dial back in after a few
>
> failed attempts...

This is the public domain version so perhaps a commercial version had a little more security. It
definitely would take awhile to brute force it and I'd hate to disappoint the person who manages to
break through. There really isn't much to see :).

I'm sure back in the day of "elite" BBS's there was a lot of good stuff hiding behind those user access walls. Given the high price of storage and communications back in the day I can imagine some of these BBS systems costing quite a bit to get up and running.

Subject: Re: Apple //e Powered BBS Operational
Posted by [BLuRry](#) on Sat, 19 Jan 2013 02:36:08 GMT
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On Friday, January 18, 2013 5:52:32 PM UTC-6, Lon Seidman wrote:

> So it looks like the Y-Modem file transfers are broken, if you want to download or upload a file please use X-modem.

>

>

>

> Thanks!

>

>

>

> -Lon

So, uh, what's the deal with the Aardvark love?

-B

Subject: Re: Apple //e Powered BBS Operational
Posted by [Sean Fahey](#) on Sat, 19 Jan 2013 03:02:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Friday, January 18, 2013 8:36:08 PM UTC-6, BLuRry wrote:

> So, uh, what's the deal with the Aardvark love?

Moved on from after when Muskrat Love went out of style?

Subject: Re: Apple //e Powered BBS Operational
Posted by [Kevin](#) on Sat, 19 Jan 2013 03:32:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Friday, January 18, 2013 9:02:13 PM UTC-6, Sean Fahey wrote:

> On Friday, January 18, 2013 8:36:08 PM UTC-6, BLuRry wrote:

>

>

>

>> So, uh, what's the deal with the Aardvark love?
>
>
>
> Moved on from after when Muskrat Love went out of style?

its much safer than radar love

Subject: Re: Apple //e Powered BBS Operational
Posted by [gids.rs](#) on Sat, 19 Jan 2013 04:35:07 GMT
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>> Moved on from after when Muskrat Love went out of style?

> its much safer than radar love

or porcupine love

Subject: Re: Apple //e Powered BBS Operational
Posted by [Ken Gagne](#) on Fri, 25 Jan 2013 20:19:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow! Warp Six! I ran a BBS on it for four years. I'll definitely have to check out a telnet version.

I don't recall there being a commercial version of Warp Six. But I did write a freeware, multiplayer, asynchronous door game for it; LMK if you'd like to try getting it up and running.

-Ken

Subject: Re: Apple //e Powered BBS Operational
Posted by [scanjo99](#) on Sat, 26 Jan 2013 09:47:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Friday, January 25, 2013 2:19:13 PM UTC-6, Ken Gagne wrote:

>
> I don't recall there being a commercial version of Warp Six.
>

Warp6 started out as shareware. :)

Subject: Re: Apple //e Powered BBS Operational

Posted by [scanjo99](#) on Sat, 26 Jan 2013 11:04:21 GMT

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Lon -

I uploaded an .SHK file of Warp Six v3.0beta to my web site and added a link. Couldn't get an upload to work to your BBS using SyncTERM. I did manage to crash you though... :(

<http://www.iowajohnsons.com/warp6.html>

If you want to play with those files, keep in mind I never wrote an updater program and you need to be running v2.5 or you could have issues if you get a lot of users signed up. I think the "read.me.first" should get you up to speed. I browsed through some of the files but it's been a long time since I did anything with it.

Scott

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Sat, 26 Jan 2013 14:24:52 GMT

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I'd love to try and get a door game operational! Thanks to the CFFA it's a lot easier to experiment with this thing.

Ken Gagne <kgagne@gamebits.net> wrote:

> Wow! Warp Six! I ran a BBS on it for four years. I'll definitely have
> to check out a telnet version.
>
> I don't recall there being a commercial version of Warp Six. But I did
> write a freeware, multiplayer, asynchronous door game for it; LMK if
> you'd like to try getting it up and running.
>
> -Ken

--

LonSeidman.com

Subject: Re: Apple //e Powered BBS Operational
Posted by [Lon Seidman](#) on Sat, 26 Jan 2013 14:24:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks Scott! I'll give it a shot and reboot the IIe :)

<scanjo99@gmail.com> wrote:

> Lon -

>
> I uploaded an .SHK file of Warp Six v3.0beta to my web site and added a
> link. Couldn't get an upload to work to your BBS using SyncTERM. I did
> manage to crash you though... :(
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> long time since I did anything with it.
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> Scott

--
LonSeidman.com

Subject: Re: Apple //e Powered BBS Operational
Posted by [damon.wicklund](#) on Thu, 20 Jun 2013 22:24:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

On Thursday, January 17, 2013 9:25:26 PM UTC-8, addre...@invalid.invalid wrote:

> Hi all,
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> I recommend using syncterm as a client on a Mac or PC.
>
>
>
> I'll try to keep it running as long as the hardware holds out and there's
>
> interest. Hope to see you!

Cool. I missed out the golden age of BBS (too young) so this my first time experience with one. I used my Apple IIgs and Spectrum to connect.

Damon Wicklund

Subject: Re: Apple //e Powered BBS Operational
Posted by [ajross.nz](#) on Thu, 22 Aug 2013 20:41:48 GMT
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On Friday, 18 January 2013 18:25:26 UTC+13, addre...@invalid.invalid wrote:

> Hi all,
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> I recommend using syncterm as a client on a Mac or PC.
>
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> I'll try to keep it running as long as the hardware holds out and there's
>
> interest. Hope to see you!

Awesome work! Managed to connect last night using my Platinum //e, which is connected to a Linux box via a SSC and an RS232->USB adapter running Modem MGR.

A lot of the functions don't seem to work well, I couldn't write you an e-Mail for example, it bummed out when it asked me for a username to send the email to, but I guess these are things in the works with your upgrade to 3.0?

Do you guys know of any terminal emulator for Apple 2 that supports ANSI or even a colour terminal? Sure would be nice to see a little colour in my connections!

Cheers from New Zealand!

Alistair

Subject: Re: Apple //e Powered BBS Operational
Posted by [Steve Nickolas](#) on Thu, 22 Aug 2013 21:16:15 GMT
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On Thu, 22 Aug 2013, ajross.nz@gmail.com wrote:

> Do you guys know of any terminal emulator for Apple 2 that supports ANSI
> or even a colour terminal? Sure would be nice to see a little colour in
> my connections!

It's not color but Apple Access // does support VT-100 emulation.

-USO.

Subject: Re: Apple //e Powered BBS Operational
Posted by [bhtooefr](#) on Fri, 23 Aug 2013 01:22:36 GMT
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Steve Nickolas <usotsuki@buric.co> wrote:
> It's not color but Apple Access // does support VT-100 emulation.

If you have a IIGS, ANSITerm and Spectrum both have color ANSI emulation.

--

Eric Rucker - <http://bhtooefr.org> - bhtooefr@bhtooefr.org

Subject: Re: Apple //e Powered BBS Operational
Posted by [uyjulian](#) on Fri, 23 Aug 2013 08:59:25 GMT
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Eric Rucker wrote:

> Steve Nickolas <usotsuki@buric.co> wrote:
>> It's not color but Apple Access // does support VT-100 emulation.
>
> If you have a IIGS, ANSITerm and Spectrum both have color ANSI
> emulation.
>

Amazing. Tried it out.

It works, took a few tries to connect.

--

I has a Apple IIGS
