

# 0. Finding the Clubroom

## 0.0 Maps

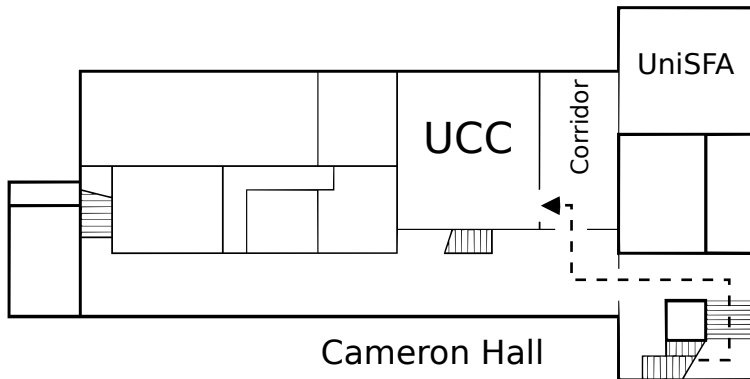


Figure 1: Second Floor of Cameron Hall

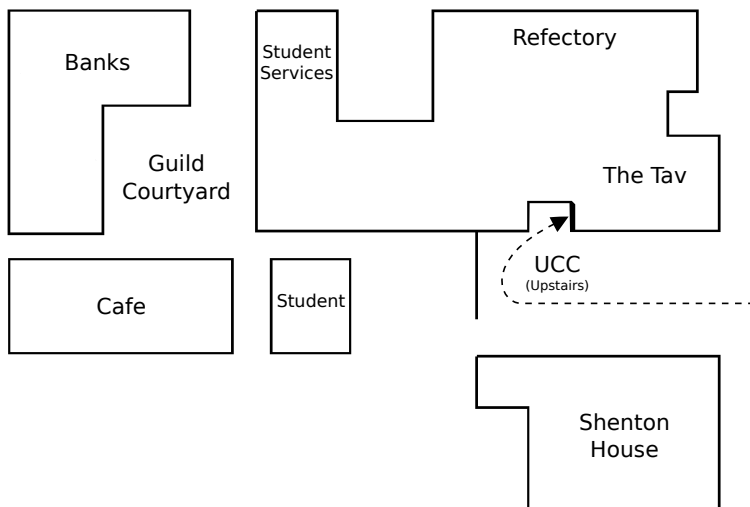


Figure 2: The Guild Village. Cameron Hall = The Tav

# 1. UCC::Events

UCC runs a lot of events. You should go to them! Dates and times may change.

## 1.0 Fresher Welcome

**When:** Friday, February 28th, 5:00PM

**Where:** Cameron Hall Loft (above the UCC clubroom)

The Fresher welcome exists to welcome you, a new UCC member, to the club. There will be a number of current members there to talk with and get to know, and all of your questions about the club and how to use it will be answered. As a bonus, all first time members get **FREE pizza**.

## 1.1 Annual General Meeting

**When:** Tuesday, March 11th, 1:00PM

**Where:** Guild Council Meeting Room

The AGM is the meeting at which the new UCC committee is elected for 2014. The only way to be represented is to attend on the day. As a Fresher, you should attend to either run for or vote for the position of the Fresher Representative, who will be your liaison for the committee. If you don't know where the Guild Council Meeting Room is, arrive at the UCC clubroom a little early to join the mass exodus.

## 1.2 Easter LAN

**When:** Easter Weekend, 3:00PM until the morning after

**Where:** The Loft (above UCC Clubroom)

UCC runs a number of LANs throughout the year, some with proper organisation, some without. The Easter LAN is the first big LAN of the academic year, taking place over the Easter weekend, the first weekend of mid-Semester one study break. We play a number of different games, and of course you can organise your own. LANs are free for all UCC members, but you can bring a friend for around \$5 (though of course you should encourage them to join). Bring your own PCs, or use one of the limited stock in the clubroom.

## 1.3 LANs

**When:** Throughout the Year, From Dusk til Dawn

**Where:** The Loft (above UCC Clubroom)

The UCC hosts a number of more LANs throughout the year. As above, the Easter LAN is the first big one. Expect other LANs during the semester and breaks.

## 1.4 Cameron Hall Quiz Night

**When:** First Semester, probably in May, Evening

**Where:** UWA Tavern

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

## 1.5 Camp

**When:** 18th to 21st July

**Where:** Lake Leschenaultia

The UCC goes camping! Without tents. There is a dormitory. During the winter break, UCC will host a camp at Camp Leschenaultia. This is a chance to get your computer out of the house for a few days, tinkering and playing games with a whole bunch of other members. Don't worry, you won't be without precious internet. (18+ Event).

## 1.6 40th Anniversary Dinner

**When:** Saturday, September 13th, 7.00 PM til late(r)

**Where:** South Perth Yacht Club

The big non-tech event of the year, the 40th Anniversary dinner is an opportunity for new members to meet the old blood of UCC, the ones that are still kicking on. Taking place in the lovely South of Perth Yacht Club, this fully catered dinner will be a good celebration of 40 years of computing. Expect entry prices to be around \$60 to \$80.

## 1.7 Cameron Hall Charity Vigil

**When:** Semester 2 - mid-semester study break - Overnight

**Where:** Cameron Hall

Once a year, all of the clubs in Cameron Hall get together and hold a night of fun and games to raise money for charity. While the details of the night are still to come, the UCC will probably host a LAN. There will be an entry fee for this event, but expect it to be fully worth it.

## 1.8 Tech Talks

**When:** Throughout the Year, as Interest Demands

**Where:** UCC Clubroom and/or the Loft

A chance to demonstrate your own tech-y knowledge, or learn from someone else. Previous topics include: "Introduction to TOR"; and "The Magic of Data Compression". Early on in the semester, a number of tech talks will cover learning to use the club's machines.

## 1.9 FUCC Camp Scholarship

**Incoming message from James Cox and Lionel Price:**

For new members to UCC, Lionel and I would like to tell you about our full-ride scholarship program. We realise that Camp is fairly expensive, but as once-freshers made good we are financially able to provide unto others. Previous recipients of these scholarships have gone onto great things so we are proud to offer it once more in 2014. I would encourage everyone who is interested to take advantage of this offer - I had a great time my first UCC Camp which is part of the reason why I now offer this scholarship.

Two first-time UCC Campers will have their entry fee paid for by us. As before, you will also obtain the privilege, if you should so wish, to add a pink F to your UCC tags, denoting sophistication, intellect, and exclusive membership of an elite group of teamkilling imbeciles.

To be eligible for this award, you must be a UWA student, member of UCC, and to not have attended a previous UCC Camp. Applicants will also need to declare in writing that they will participate in at least one game of DotA during UCC Camp, and that when we play ET you will not be a noob in the back with a mortar accomplishing nothing all match.

## 2. UCC::Services

### 2.0 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.

### 2.1 Drinks and Snacks — Dispense

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

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

### 2.2 Mumble

What's that? I couldn't quite hear you?

Mumble is a thing for voice chat whilst playing games. `heathred` runs a surprisingly popular Mumble server.

### 2.3 Clubroom Music

From within the clubroom, you can navigate to `<http://robotnik>` to play music over the speakers. Beware, as repeated abuse may lead to activation of the dreaded "loldongs" mode.

### 2.4 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.

## 2.5 Web Hosting

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

## 2.6 Wiki Hosting

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

## 2.7 Virtual Machine Hosting

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

## 2.8 Windows Server

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

## 2.9 IRC

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

## 2.10 General Use

SSH access is available to several servers, but `motsugo` is the best choice for general use.

## 3. Your Account

### 3.0 Getting it

SIGNING UP AT THE O'DAY STALL DOES NOT GIVE YOU ACCESS TO ALL OF UCC'S SERVICES.

YOU NEED TO CREATE AN ACCOUNT AT THE UCC CLUBROOM.

Your UCC account is *the* most important thing you can have as a member. In addition to providing a way for us to communicate with you, the account lets you log into any of our clubroom machines, as well as granting you access to our user servers, wireless network, online drink and snack machines, and more.

Once you're at the clubroom and ready to create an account, ask around for a Wheel or Committee member and have your membership sticker (we normally put it on your student card on O-Day) to set up your account. You'll need a user name and a password to memorize, but it's a pretty simple procedure once you've found the right person!

Now that 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!

Changing your UCC password can either be done by Ctrl-Alt-Del on a windows machine or using the command `passwd` on a Linux/Unix machine. Accessing the UCC WiFi network can be a bit tricky (particularly on Windows machines). Ask someone if you need help, or refer to [<http://wiki.ucc.asn.au/Wifi>](http://wiki.ucc.asn.au/Wifi)

### 3.1 SSH for Great Good

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

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

## 4. Dispense 101

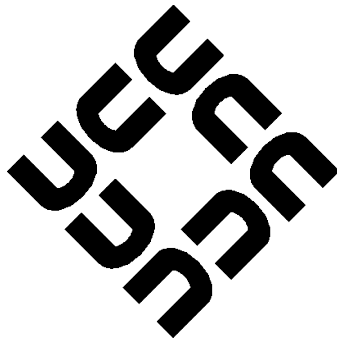
At the same time as you set up your account, you will also have your dispense account set up. Dispense is the program that allows users to store credit and purchase items from the coke/snack machines. Coke members can help you add credit to your dispense account. Call out for one in the clubroom if need 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 a 5 digit User ID and a 4 digit PIN into the keypad. This allows you to dispense both drinks and snacks.

You can also use your Student 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- enroll. 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 UCC's servers.



This is the only place in the guide I could fit the club logo