

UCC
FresherGuide 2018



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

2018

Contents

0	Introduction	2
1	UCC::Clubroom	3
2	Finding the Clubroom	4
2.0	Directions	4
2.1	Maps	4
3	Your Account	5
4	Dispense 101	6
5	2018 Events	7
5.1	Fresher Welcome	7
5.2	Gozz's Introduction to Programming	7
5.3	Annual General Meeting	7
5.4	Quiz Night	7
5.5	Camp	8
5.6	44th Anniversary Dinner	8
5.7	Charity Vigil	8
5.8	Movie Nights	8
5.9	CITS Night	8
5.10	VIVE Nights	8
6	UCC::Groups	9
7	Services	10
7.0	Drinks & Snacks – Dispense	10
7.1	Games	10
7.2	Email	10
7.3	WebHosting	10
7.4	File Storage	10
7.5	VM Hosting	10
8	Cheet Sheet	11
9	Communication Technologies	13
10	Getting Help	14
11	Connecting The Dots	15

0. Introduction

President's Welcome

Incoming message from Chris Forbes <president@ucc.asn.au>:

Welcome to the UCC and our 40th Anniversary Fresher Guide!

Welcome to the University Computer Club, or UCC, the best place on campus for all your computer related interests. UCC is a technical and social club designed to allow students to make new friends, work on projects, learn programming skills and play video games together. Whether you are beginner programmer, a 1k mmr Dota scrub or just like looking at shitty memes, there is a place for you here at UCC. Being a part of UCC along with the other Cameron Hall clubs is a great opportunity to make lifelong friends, and will make your experience at uni that much more rewarding.

This guide will hopefully teach you about the various services that we as a club have to offer, as well as the basics for new time members. It will help you find our clubroom, set up your account and get you started in experiencing the benefits that being a UCC member can provide. Make sure you also have a look at our upcoming events, especially the Fresher Welcome on Tuesday the 6th of March, where we will give you pizza and let you touch our techs.

I know starting university can be overwhelming, and some of the stuff in here might seem tricky, so if you have any questions, please feel free to talk to me in person, or send me an email at committee@ucc.asn.au

Chris Forbes [DJF]
UCC President 2017

What is UCC

UCC is a club dedicated to the social and technical side of computers. Founded in 1974, UCC 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, with many of our members going 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, LAN's, and a camp. Hopefully this guide provides some insight about the club.

1. UCC::Clubroom

The clubroom is usually open from about 9am 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 of 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!



Figure 1.1: <<https://webcam.ucc.asn.au>>

2. Finding the Clubroom

2.0 Directions

The most popular way to find UCC is to first find the UWA Tavern, then follow the fence clockwise around the outside until you find the staircase marked Cameron Hall at the back. Go up the stairs to the top and walk forward to find UCC. The two maps below should give you a general view on where to go. Of course you can always ask a member for help getting here, either online or in person.

2.1 Maps

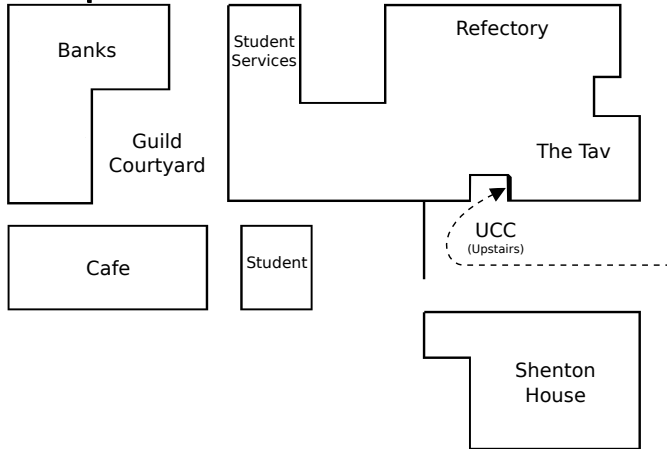


Figure 2.1: The Guild Village. Cameron Hall = The Tav

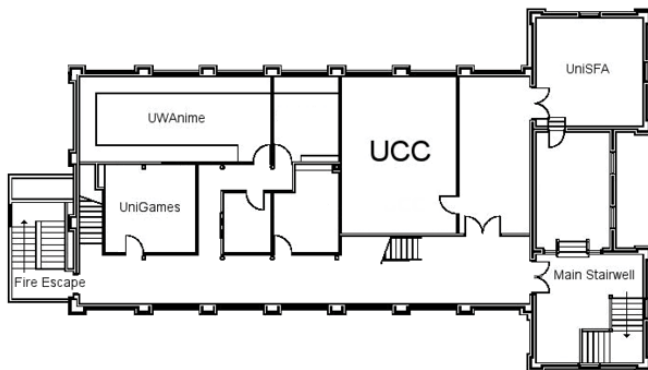


Figure 2.2: Second Floor of Cameron Hall

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 it through with you. You'll need your campus card with a 2018 UCC Membership sticker. Alternately, 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 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 an SSH client. 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 payment of UCC hosted events.

4. Dispense 101

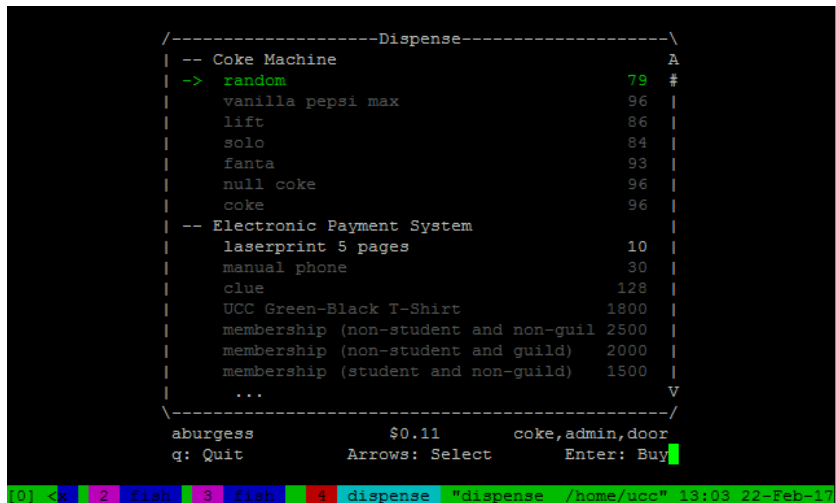
At the same time as you set up your account, you will also have your dispense account set up. Dispense is the program that allows users to store credit and purchase items from the coke/snack machines. Door members can help you add credit to your dispense account. Call out for one in the clubroom if need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

A terminal window showing the Dispense program interface. The title bar is "/-----Dispense-----\". The interface is divided into two main sections: "Coke Machine" and "Electronic Payment System". The "Coke Machine" section lists items like vanilla pepsi max, lift, solo, fanta, null coke, and coke with their respective prices. The "Electronic Payment System" section lists items like laserprint 5 pages, manual phone, clue, UCC Green-Black T-Shirt, and various membership options. At the bottom, there is a status bar showing "aburgess \$0.11 coke,admin,door" and "q: Quit Arrows: Select Enter: Buy". The terminal prompt is "[0] <k> 2 fish 3 fish 4 dispense \"dispense /home/ucc\" 13:03 22-Feb-17".

```
/-----Dispense-----\n| -- Coke Machine                                     A\n| -> random                                           79 #\n|   vanilla pepsi max                               96 |\n|   lift                                             86 |\n|   solo                                             84 |\n|   fanta                                            93 |\n|   null coke                                       96 |\n|   coke                                            96 |\n| -- Electronic Payment System                       |\n|   laserprint 5 pages                             10 |\n|   manual phone                                   30 |\n|   clue                                           128 |\n|   UCC Green-Black T-Shirt                       1800 |\n|   membership (non-student and non-guild)       2500 |\n|   membership (non-student and guild)           2000 |\n|   membership (student and non-guild)            1500 |\n|   ...                                           V\n|-----/\n| aburgess           $0.11       coke,admin,door\n| q: Quit           Arrows: Select   Enter: Buy
```

Figure 4.1: Dispense from a terminal

5. 2018 Events

UCC runs a lot of events. You should go to them! Dates and times may be subject to change. You should also check out our Facebook page where we will advertise all of our events throughout the year.

Semester 1

5.1 Fresher Welcome

When: 6 March @ 1600

Where: UCC Clubroom

This event is to welcome you, a new UCC member, to the club. There will be members new and old to talk to and get to know.

5.2 Gozz's Introduction to Programming

When: Starting Wk2; Thursday 1600 Weekly

Where: UCC Clubroom

Ever wonder how computers work? Do you want to learn to program but not know how to start? We'll be teaching people from absolute beginners to those with a bit of skill everything you might want to know as we work towards building a basic game from scratch. We'll be using C++. The first session will be "Learn to Linux" which could be useful for anyone who would like to use GNU based systems.

5.3 Annual General Meeting

When: 13 March @ 1300

Where: Guild Council Meeting Room

The meeting to elect the new committee for 2017. We have a position just for you, the Fresher representative. 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.

5.4 Quiz Night

When: TBA

Where: University 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].

Semester 2

5.5 Camp

When: Midyear Break

Where: Lake Leschenaultia

UCC goes camping, minus tents. During the winter break, UCC members travel up to the dormitory at Camp Leschenaultia for a weekend long LAN. There will be internet. [18+ Event]

5.6 44th Anniversary Dinner

When: TBD

Where: TBA

The 44th anniversary of our club. For the celebration, a dinner will be held. Feel free to come along to meet some of the older members, as well to have a general chat with your fellow UCCans.

5.7 Charity Vigil

When: Semester 2 - Overnight

Where: Cameron Hall

Once a year, all the clubs of Cameron Hall get together for a night of fun, games, and raising money for charity. The details of the night are still to come, but UCC traditionally hosts a LAN. There will be an entry fee for the event.

General

5.8 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.

5.9 CITS Night

Where: UCC Clubroom

Close to major project due dates for the computer science faculty, UCC hosts a night where people taking computer science units can come in to work on their projects. Gaming is generally discouraged on this night.

5.10 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.

6. UCC::Groups

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 e-mail: <NAME>@ucc.asn.au

Committee

Like most clubs, UCC elects a committee, who are responsible for the day-to-day running of the club. Committee spends the club's money to ensure we're well stocked with Coke, snacks and to organise events. In order to keep the club running smoothly, the UCC delegates certain functions to other groups, such as those below. All members are permitted to attend a committee meetings, unless otherwise stated for odd circumstances. If you would like to receive reminders of the meetings, including 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.

If you're interested in joining the committee; make sure you come down to our AGM on the *13th of March* where you can run for the Fresher Representative, OCM, or any of our other positions.

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 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.

Door

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. 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 also refund credit to your account for bad dispenses and other tasks related to dispense.

7. Services

7.0 Drinks & 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.

7.1 Games

The Heathred A. Loveday memorial games server hosts many games including: Minecraft, TF2 and Wolfenstein: Enemy Territory (ET). Members are also able to use Steam accounts on the computers. 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.

7.2 Email

UCC 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.

7.3 WebHosting

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>>.

7.4 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 back-up server.

7.5 VM Hosting

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

8. Cheat Sheet

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

Term	Translation
The Machine Room	UCC has built a small room inside our clubroom to host all of our servers. If you would like to see inside, ask a <i>wheel</i> or <i>door</i> group member to show you in!
Theft Book	If you would like to borrow something from UCC, you can! To do so, ask a <i>door</i> member and record what you have taken on our theftbook. It can be found on our wiki
Wiki	The greatest source of information about UCC. It is located at < http://wiki.ucc.asn.au >.
UCCan	Someone who spends a lot of time in UCC
Committee Minutes	The text recording of the committee meetings. All of the minutes from our meetings can be found on our website at < https://www.ucc.asn.au/infobase/committee/ >.
Planet	A web page that syndicates blogs. UCC has one at < http://planet.ucc.asn.au/ >
Mailing List	A way of communicating with a very large number of people via email. The UCC has several mailing lists of varying popularity.

9. Communication Technologies

Social Media

- Facebook Page: <<https://www.facebook.com/UCCUWA/>>
- Facebook Group: <<https://www.facebook.com/groups/universitycomputerclub/>>
- Twitter: <https://twitter.com/ucc_status>
- Steam: <<https://steamcommunity.com/groups/UCC>>
- GitHub: <<https://github.com/ucc>>
- discord: <<https://discord.gg/G8bsgBE>>

Email

Some useful emails that you might like to contacts are:

- Committee: `committee@ucc.asn.au`
- Fresher Rep `fresher@ucc.asn.au`
- For anything tech-related `tech@ucc.asn.au`

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@` for announcements and `ucc@` for general discussion.

If you are interested in technology, join the `tech@` list. If you want to be kept up to date with management of the club, join `committee@`.

IRC

UCC hosts our own IRC (Internet Relay Chat) server that many of our members use. You can connect with an IRC client to `irc://irc.ucc.asn.au:6667` and join the channel `#ucc`, or with a web browser go to <<https://irc.ucc.asn.au>>. The IRC channel is mirrored to a discord channel at <<https://discord.gg/G8bsgBE>>.

Other

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

10. Getting Help

For a lot of freshers, UCC can seem like a daunting place at first. A new environment, new people and new tech often leaves some people unwilling to ask for help. UCC members are almost always willing to lend a hand to new members. If you don't understand something, ask someone! As a rule of thumb, Committee members, Door members and Wheel members are always around the clubroom and are always willing to help or point you in the right direction. UCC also has a wiki <wiki.ucc.asn.au> which holds a lot of information about the clubroom and commonly asked questions. You can even ask questions on IRC or using the mailing lists. UCC is here to give its members the opportunity to get up close and personal with hardware that you may well deal with one day out in the big wide world. Previous members have gotten jobs because of what they achieved whilst in this club.

ASK QUESTIONS

BE PREPARED TO STUFF UP

LEARN FROM YOUR MISTAKES

ASK MORE QUESTIONS

It's the ethos of this club - we've all been there!

11. Connecting The Dots

