

LOLCATDOG for [DIE]

1 – Why do I want to be on Door?

Someone's gotta

2 – What difference will putting me on door make?

+1 Total door members

3 – Where would I find the Door Group policy?

<https://www.ucc.asn.au/infobase/policies/door.ucc>

4 – Why do we have Door Members?

Someone's gotta manage and maintain the clubroom, and letting non door members do it sounds like a bad idea

5 – Who should I contact about questions/concerns about the policy?

Committee

6 – How does the committee officially contact Door members?

Emails to Door group

7 – What is the vending machine code to unlock the door?

Execute order 55

8 - If someone is violent, refuses to leave, or otherwise poses a danger to people or property, you should call UWA Security. What is their number? Give both the emergency and non-emergency numbers.

Execute orders 6488 2222 (Emergency) and 6488 3020 (Non-Emergency)

9 – Briefly describe how the door system works

The Door system works by sending the command to the server, which then screams electronically at the door lock.

10 – If I am unable to open the door using the snack machine, how else can I access the delicious computers?

Using the terminal in the corridor to access dispense, and using the code "dispense door", or asking one of the people with meatspace keys to actually physically do things.

11 – Who actually has the aforementioned meatspace keys?

The President of the club

The Vice Presidents of the club

The Guild Student centre (If I was exec, lmao)

Treasurer

Secretary

12 – What needs to be done when closing the room?

Closing the Clubroom

- Any litter in the clubroom should be removed and binned
- All members and their property should be removed from the clubroom
- The lights and fan should be off
- The soldering iron should be off
- When closing the clubroom, the following things must be secured:
 - The tool cupboard must be locked
 - The machine room must be locked
 - The windows must be closed
 - The clubroom door must be shut and locked
- If Cameron Hall is empty the main door, the door at the top of the stairs, and the fire escape should be closed and locked

13 – What needs to be done when leaving Cameron hall?

See above

14 – If I can't fix a thing, who's problem does it become?

Technically still mine, but also committee

15 – What is my current dispense account balance?

Three Cents

16 – What is Zanchey's balance?

Eighty three cents as of now.

17 – where is the dispense log kept?

/home/other/coke/cokelog

18 – What was the first drink dispensed this year?

Coke

19 – Name someone able to open the vending machines

Anyone with strong enough arms.

20 – How would I rename slot 5 to vanilla coke?

dispense slot coke:05 "Vanilla Coke" [current price]

21 – How would I disable slot 33 of the snack machine?

dispense slot snack:33 dead [current price]

22 – what's wrong with the command?

The capital Z