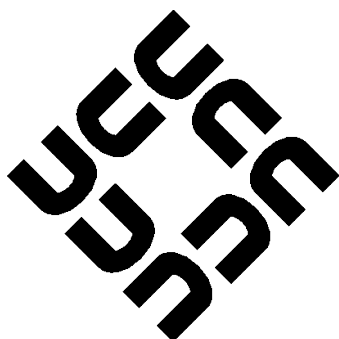


# UCC::FresherGuide

The University Computer Club Inc.



[<http://www.ucc.asn.au>](http://www.ucc.asn.au)  
<ucc@ucc.asn.au>

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*"Interroga de Consensum Gradu Servitium nostra"*

## 0. Introduction

### 0.0 President's Welcome

Incoming message from Samuel Shenton <samuel@ucc.asn.au>:

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

UCC has always been a social club for students interested in computers who want to meet new friends, work on projects or play games during breaks. No technical experience is necessary to join up but if you do want to learn more and get involved with computers be sure to attend our many Tech Talks and Hacking Nights announced on our primary mailing list ucc@. We also host a bunch of social events throughout the year such as LANs, the Quiz Night, our Annual Camp in July and Charity Vigil. Be sure to attend the Fresher's Welcome and Annual General Meeting to get the best introduction to the club and run for Fresher Rep, a great first step to becoming involved in the UCC Committee.

The UCC Clubroom has been the focal centre of the club for years. With numerous clubroom desktops, machine room and our famous Coke and Snack Machines it provides everything you could want on a typical university day. Recently, some new chairs, keyboards and mice have been purchased to improve equipment and an Oculus Rift bought for all members to try out, just ask a door member.

Founded in 1974, the UCC is one of the oldest student run computer clubs in the world, even older than the Computer Science Department here at UWA. To celebrate, we are hosting a 40th Anniversary Dinner in September where members old and new will gather to learn and reminisce over our rich history. History which no doubt will be dug up again throughout the year.

So make sure you come to the clubroom, set up your account and enhance your university experience at UCC.

Samuel Shenton [SAS] UCC President 2013

# 1. Finding the Clubroom

## 1.0 Maps

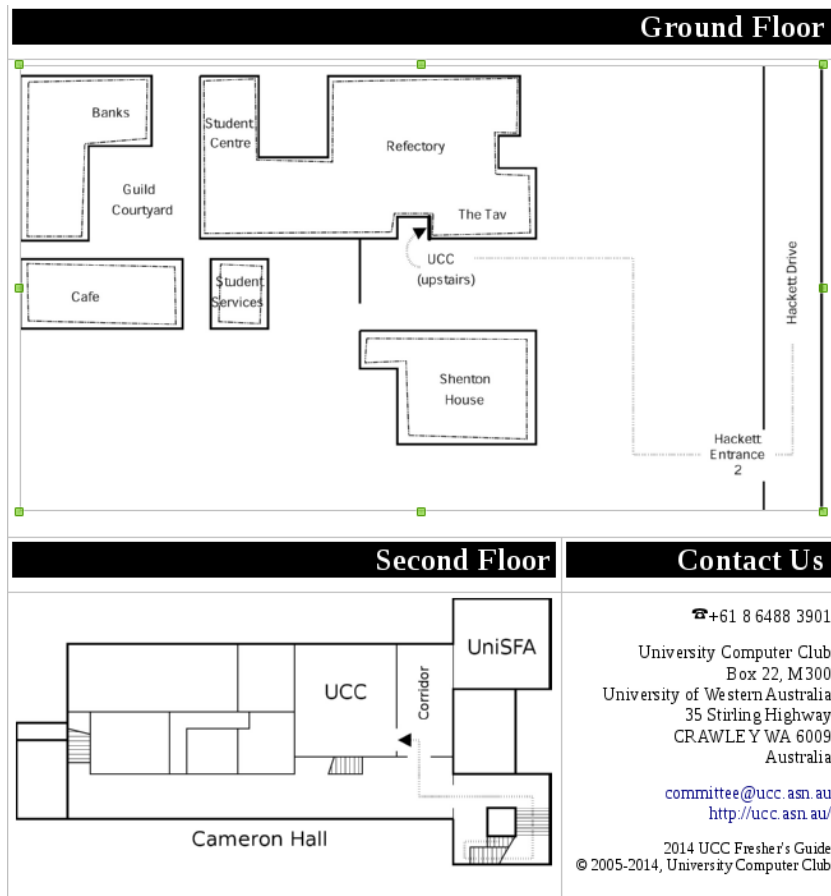


Figure 1.1: Maps

## 1.1 Directions

1. Starting from the carpark outside The Tav, follow the arrow on the aerial picture to get to the Cameron Hall door, then go up the stairs to the second floor and follow the bottom map.
2. If you see a coke machine and a snack machine, you are in the right place. The UCC clubroom has lots of computers and a couple of couches.
3. If you accidentally find yourself surrounded by books and a fridge, you're in UniSFA -- try the other door in that corridor.

You can see if the clubroom is open online at  
<<http://webcams.ucc.asn.au/>>



Figure 1.2: This is what the clubroom looks like

## 2. Your Account

### 2.0 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 memorise, 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 byte!

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>

## 2.1 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 (see Chapter ??), dispensing drinks, and many more things.

The easiest way to use SSH is from a Linux clubroom desktop. Simply open a "terminal" application, type "ssh" and enter your password. It should look like Figure ??.

From a windows machine, open a program called "PuTTY" (or "KiTTY" on some machines). Enter the address "ssh" and click "Open". See Figure 2.1.

Once you are logged in, a good way to start is running "irssi -c irc" and then typing "/join #ucc". The interface of irssi takes some getting used to, but when combined with "screen" (ask someone for help) it is a powerful weapon for procrastination.

You don't have to be in the UCC clubroom to use SSH! Simply use "username@ssh.ucc.asn.au" as the address to connect to.

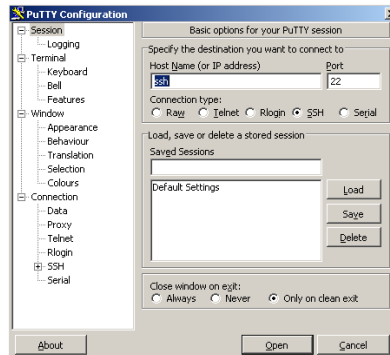


Figure 2.1: Use PuTTY to SSH. Just press "Open"

### 3. 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 (Figure 3.1). 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.



Figure 3.1: <<https://secure.ucc.asn.au/dispense>>



## 4. UCC::Events

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

### 4.0 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.

### 4.1 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.

## 4.2 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.

## 4.3 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.

## 4.4 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).

## 4.5 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).

## 4.6 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.

## 4.7 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.

## 4.8 Tech Talks

When: Throughout the Year

Where: UCC Clubroom and/or the Loft

Tech talks are a chance to demonstrate your own tech-y knowledge, or learn from someone else. Taking place throughout the year, as interest demands, the talks will cover a variety of topics, previous ones including introductions to TOR, learning basics, 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.

## 5. UCC::Groups

The UCC committee delegates specific duties and responsibilities to other people in the club. These groups, traditionally modelled after UNIX groups, are referred to often.

You can see who's in each group online. Alternatively, if you're looking for a member of a certain group, shouting out "is there anyone here in group?" will sometimes get you an answer.

Membership of these groups entails a certain amount of trust. It is generally accepted that you will nominate yourself to the group once you feel you meet the requirements. Alternately, someone from the group may nominate you.

The requirements for applying for a group can be found by determined searching at [<http://www.ucc.asn.au/infobase>](http://www.ucc.asn.au/infobase).

More information on the groups can be found at [<http://www.ucc.asn.au/infobase/groups>](http://www.ucc.asn.au/infobase/groups).

### 5.0 committee

Contact: [<committee@ucc.asn.au>](mailto:committee@ucc.asn.au)

The Committee is appointed each year by the members (that's you) at the AGM. They handle the day-to-day running of the club, managing money, events and holding grumpy meetings each week, which members like yourself are welcome to attend.

The Fresher Rep is your voice on the Committee. Get to know them and let them know how incredibly happy you are! If you have problems, they'll always be ready to listen.

Fresher Rep: [<fresher@ucc.asn.au>](mailto:fresher@ucc.asn.au)

## 5.1 wheel

Contact: <wheel@ucc.asn.au>

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. Wheel have infrequent meetings, where they sing the secret wheel song.

## 5.2 door

Contact: <door@ucc.asn.au>

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.

### 5.3 coke

Contact: <coke@ucc.asn.au>

The Coke group are the people to talk to if you want to add money to your dispense account (see the section on dispense). They can also credit your account for bad dispenses and other tasks related to dispense.

### 5.4 webmasters

Contact: <webmasters@ucc.asn.au>

The Webmasters are charged with maintaining the UCC web presence. Becoming a Webmaster usually involves showing some interest in the UCC website. It shouldn't be too hard to get on this group.

Please. Someone save us from the horror of doctype graham.

### 5.5 winadmin

Contact: <winadmin@ucc.asn.au>

The Winadmins group was created to give trusted members administrator access to the Windows desktop machines in the clubroom. Sprocket is the equivalent group for Linux desktop machines.

## 6. UCC::Clubroom

The clubroom is usually open from about 9am until 11pm (staying later than this requires *a good reason* and giving notice to UWA security). It is also sometimes open on weekends, and most days during university holidays. There is a map to the clubroom in Chapter 1. If you want to check the clubroom is open and who is there, check out <http://webcam.ucc.asn.au>

The clubroom has a heap of desktop computers, a server room, a projects area with tool cupboard, and assorted storage areas for parts, books and components. These things are all there for members to use -- the locks on everything are to keep thieves out, so please don't be put off, and just ask if you need to get into something.

We don't have cleaners, so look after the clubroom! There is always a door group member in the room, AND YOU WILL DO WHAT THEY DAMN WELL TELL YOU TO DO AS THEY ARE THE ONES WHO HAVE TO COME TO CLEANUPS IN THEIR FREE TIME. Of course, if you see something that needs doing such as cleaning up, feel free to do it!



Figure 6.1: <http://webcam.ucc.asn.au>



## 7. UCC::Services

This Chapter provides an overview of UCC's services (as of January 2014); how to use them, what they are for, what servers are responsible for them. The full hostname for a server is *server.ucc.asn.au*.

Servers are usually named after fish beginning with M. This is because they are in the Machine Room, and they run Linux. The mascot for Linux is Tux, a penguin, and he likes to eat fish.

Remember that all services are maintained by UCC's members. If you are interested in learning more, or running a new service, ask someone!

### 7.0 Games

Machine(s) Involved: *heathred*

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The Heathred A. Loveday memorial games server hosts the following games on a regular basis:

- Minecraft - The server is *minecraft*, a VM on *heathred*
- TF2
- Enemy Territory (popular at LANs)

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.

## 7.1 Drinks and Snacks -- Dispense

Machine(s) Involved: *merlo, coke machine, snack machine*

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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.

## 7.2 Mumble

Machine(s) Involved: *heathred*

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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.

## 7.3 Clubroom Music

Machine(s) Involved: *robotnik*

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

## 7.4 Email

Machine(s) Involved: *mooneye*

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UCC proudly runs its own mail server. You have an email account <username@ucc.asn.au>. The address <username@ucc.gu.uwa.edu.au> will also work.

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.

Alternately, you can use one of several methods to check your UCC email directly.

1. alpine -- Connect via SSH and run "alpine".
2. webmail -- Several options will be presented to you at <<http://webmail.ucc.asn.au>>
3. mail client (eg: Thunderbird) -- The server name is *secure.ucc.asn.au*. Use port 993 and IMAP. With your UCC username and password.

## 7.5 Web Hosting

Machine(s) Involved: *mantis, mussel*

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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>>.

## 7.6 Wiki Hosting

Machine(s) Involved: *mooneye*

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

## 7.7 User Logins

Machine(s) Involved: *mussel, mylah*

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We use something called LDAP for authentication and linux accounts. SAMBA is involved for windows logins. Only one member really knows how this works, so I will move swiftly on.

## 7.8 Network Servers

Machine(s) Involved: *murasoi, mooneye*

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Murasoi is a wheel-only server which serves as a router for all of UCC's networks and runs the infamous "ucc-fw" firewall. Murasoi also acts as the DHCP server.

DNS is on mooneye. The magic that makes <http://username.ucc.asn.au> point to your website happens on mooneye.

## 7.9 File Storage

Machine(s) Involved: *mylah, enron/stearns,*  
*nortel/onetel, motsugo*

With your account comes not one, but *two* "home" directories for your files.

The one most commonly seen is accessible on clubroom machines. It will be named `"/home/ucc/username"` on clubroom linux machines. On servers however, that path leads to a different home directory; to get to your clubroom home directory (called "away") you must access `"/away/ucc/username"`.

Home directories on the servers are considered slightly more secure than your "away" directory.

If you are using Linux, you can use the program "sshfs" to mount your home or away directories remotely. This is probably the most convenient way to upload, download and edit files. Under windows, the programs "WinSCP" or "Filezilla" are recommended.

## 7.10 Virtual Machine Hosting

Machine(s) Involved: *medico, motsugo, heathred, mylah*

Members who are particularly nice to wheel group can get their own VM hosted at UCC. *medico* runs the amazing ProxMox interface and is used for all new VMs. The typical way to use this interface is from a web browser on *maaxen*, a VM running on *medico*...

*heathred* is used for VMs when wheel complains that they aren't important enough to justify using all of *medico*'s CPU \*cough\* minecraft \*cough\*.

## 7.11 Windows Server

Machine(s) Involved: *maaxen*

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*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.

## 7.12 IRC

Machine(s) Involved: *mussel, mantis*

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IRC is discussed in Chapters 2 and ??.

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

## 7.13 General Use

Machine(s) Involved: *motsugo*

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SSH access is available to several servers, but *motsugo* is the best choice for general use. It is mostly used for personal software projects, and to run members' screen sessions so they can be *constantly* connected to IRC.