UCC::FresherGuide

The University Computer Club Inc.
<http://www.ucc.asn.au>
<ucc@ucc.asn.au>

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Contents

0 Introduction 1

0.0 President's Welcome 1

0.1 Vice President's Welcome 1

0.2 Fresher Representative's Welcome 1

0.3 Murphy's Welcome 1

1 Finding the Clubroom 2

2 Your Account 3

2.0 Getting it 3

2.1 SSH for Great Good 3

3 Dispense 101 5

4 UCC::Events 6

4.0 Fresher Welcome 6

4.1 Annual General Meeting 6

4.2 Easter LAN 6

4.3 LANs 6

4.4 Cameron Hall Quiz Night 7

4.5 Camp 7

4.6 40th Anniversary Dinner 8

4.7 Cameron Hall Charity Vigil 8

4.8 Tech Talks 8

4.9 FUCC Camp Scholarship 9

5 UCC::Groups 10

5.0 COMMITTEE 10

5.1 WHEEL 10

5.2 DOOR 10

5.3 COKE 11

5.4 WEBMASTERS 11

5.5 WINADMIN 11

6 Clubroom Use 12

7 Communication Technologies 13

7.1 Mailing Lists 13

7.1.1 ucc-announce 13

7.1.2 ucc 13

7.1.3 committee 13

7.1.4 tech 13

7.2 IRC 13

7.3 Social Media 14

8 UCC::Services 15

8.0 Games 15

8.1 Drinks and Snacks -- Dispense 15

8.2 Mumble 16

8.3 Clubroom Music 16

8.4 Email 16

8.5 Web Hosting 16

8.6 Wiki Hosting 16

8.7 User Logins 17

8.8 File Storage 17

8.9 Network Servers 17

8.10 Virtual Machine Hosting 17

8.11 Windows Server 18

8.12 IRC 18

8.13 General Use 18

9 Common UNIX/Linux Commands 19

10 Glossary 20

0. Introduction

0.0 President's Welcome

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

%TODO: Remember to write welcome before printing

0.1 Vice President's Welcome

Incoming message from Sam Moore <matches@ucc.asn.au>:

% TODO: Abuse power to write welcome message.

0.2 Fresher Representative's Welcome

Incoming message from Kier Campbell <vanish@ucc.asn.au>:

% TODO: Find the Fresher Representative. Is he still alive?

0.3 Murphy's Welcome

Incoming message from A. C. C. Murphy <murphy@ucc.asn.au>:

This year UCC turns 0x28 (40). Therefore, I have been asked to write a special welcome message.

%TODO: Get someone who is actually funny to write Murphy's welcome.

1. Finding the Clubroom

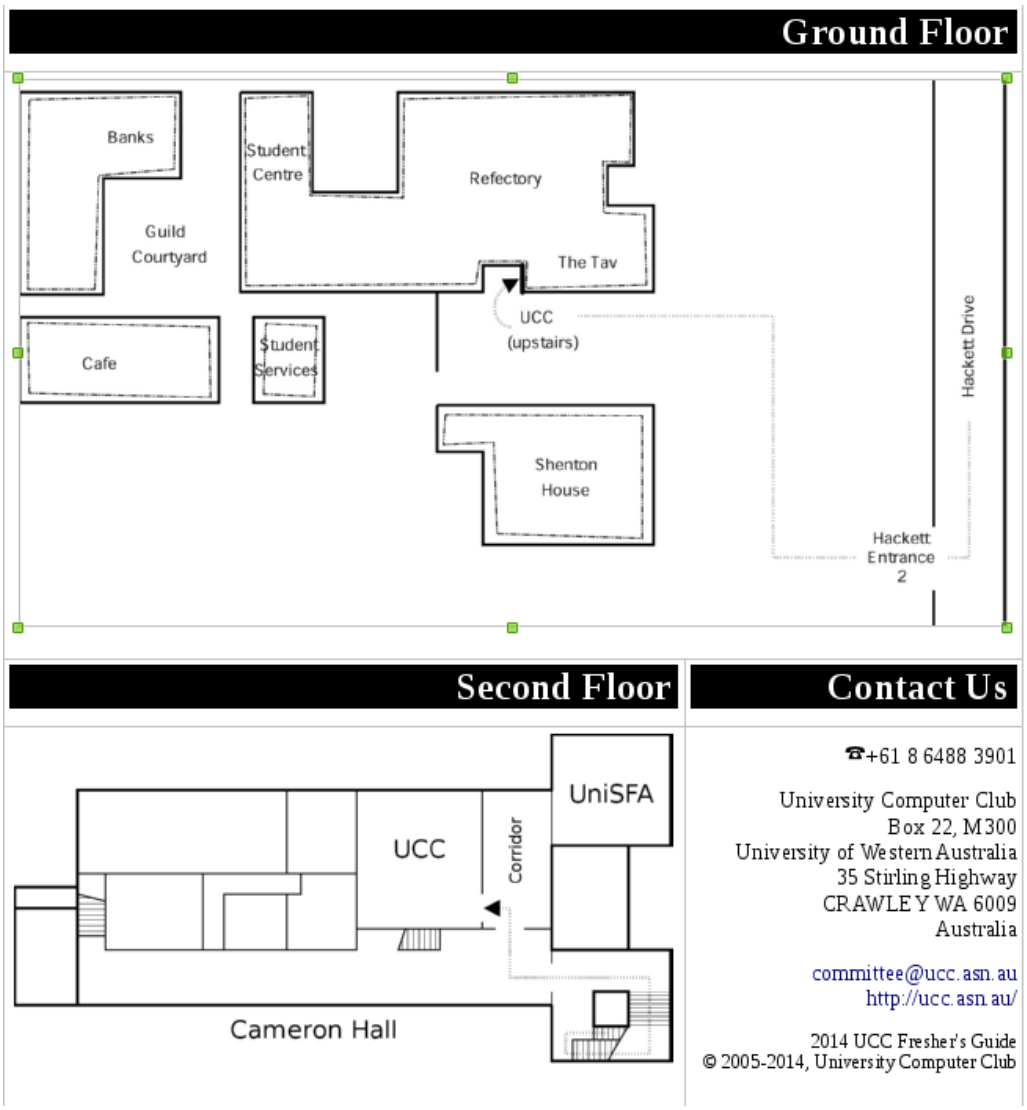

Figure 1.1: Maps

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/>

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 7), 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 ssh" and enter your password. It should look like Figure 2.1.

From a windows machine, open a program called "PuTTy" (or "KiTTy" on some machines). Enter the address "ssh" and click "Open". See Figure 2.2.

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.

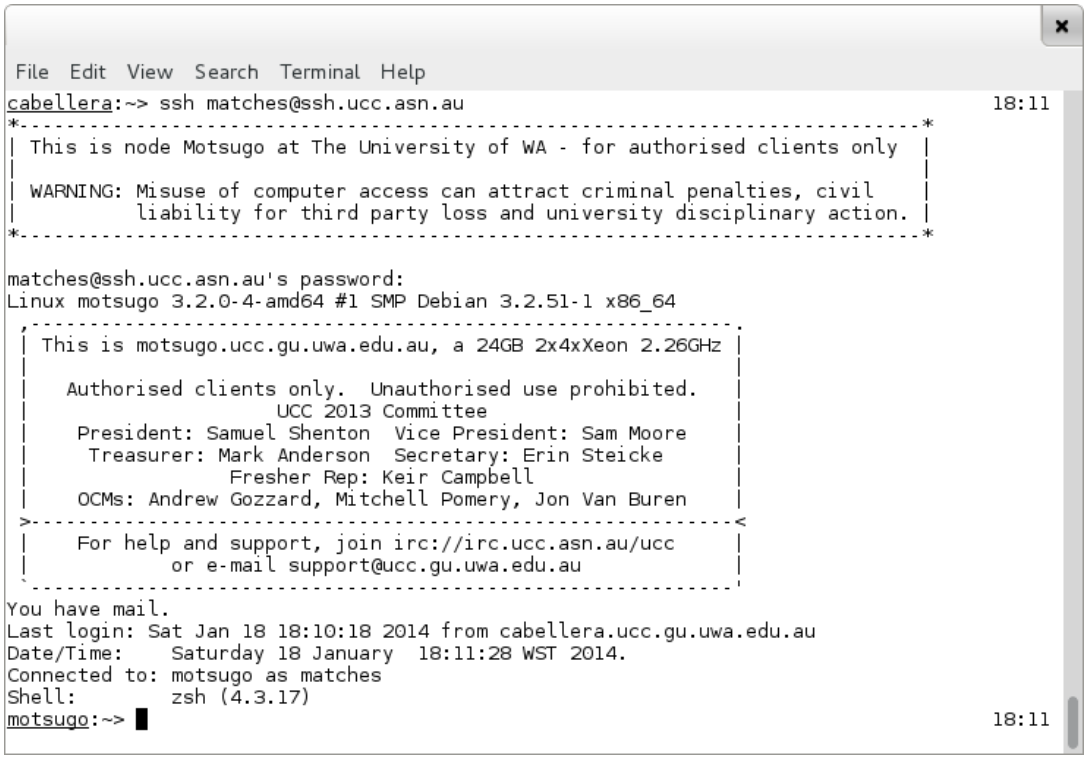

Figure 2.1: SSH from Linux

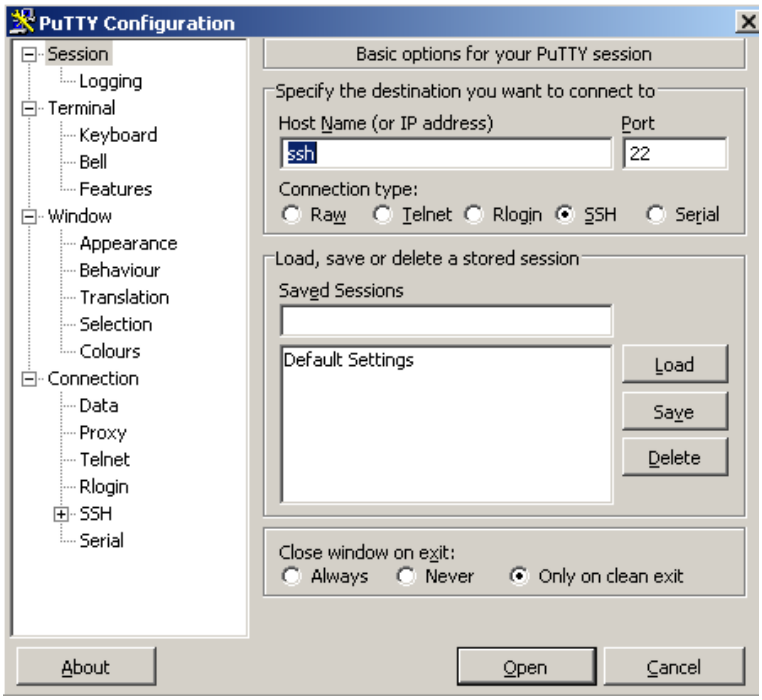

Figure 2.2: Use PuTTY to SSH. Just press "Open"

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: The web dispense interface at <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 31st, 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 Leshenaultia

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 of 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 - around mid-semester study break - From Dusk til Dawn

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.

4.9 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.

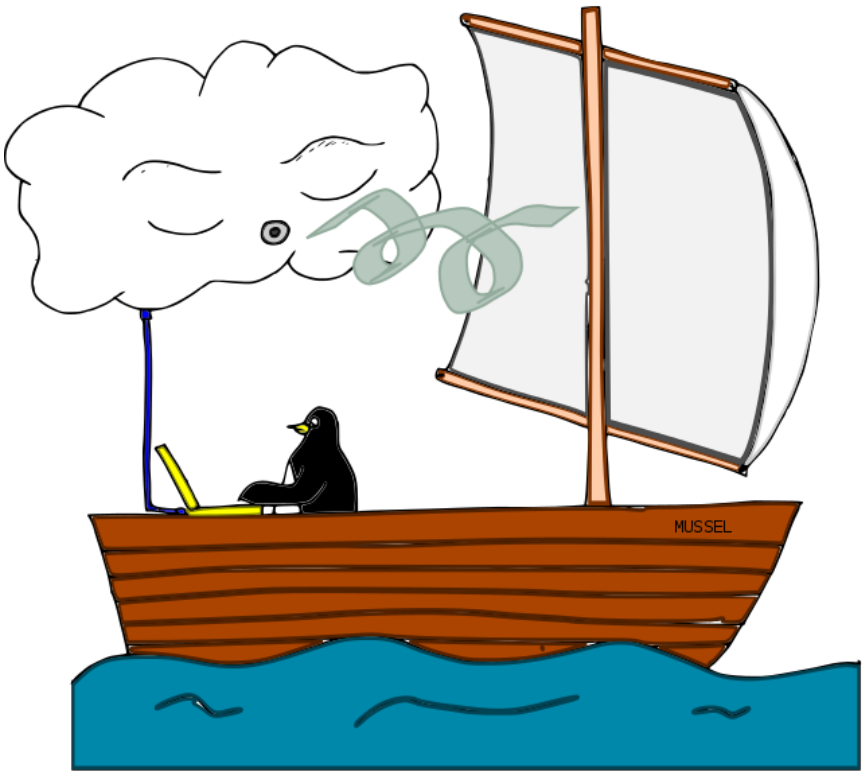

Figure 4.1: Tux enjoys Lake Leshenaultia at UCC::Camp
(Please note: There will not actually be watersports at the camp)

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 (photos are sometimes included). 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 a set of requirements. This set of requirements is sometimes vague. Often it requires determined searching on the website (<http://www.ucc.asn.au/infobase>) to find. New group members are also often nominated by the existing group members.

5.0 committee

Contact: <committee@ucc.asn.au>

Members: <http://www.ucc.asn.au/infobase/groups/committee.ucc>

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>

5.1 wheel

Contact: <wheel@ucc.asn.au>

Members: <http://www.ucc.asn.au/infobase/groups/wheel.ucc>

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>

Members: <http://www.ucc.asn.au/infobase/groups/door.ucc>

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>

Members: <http://www.ucc.asn.au/infobase/groups/coke.ucc>

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>

Members: <http://www.ucc.asn.au/infobase/groups/webmasters.ucc>

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>

Members: <http://www.ucc.asn.au/infobase/groups/winadmin.ucc>

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

6. Clubroom Use

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>

Figure 6.2: <http://webcam.ucc.asn.au>

7. Communication Technologies

7.1 Mailing Lists

7.1.1 ucc-announce

Address: <ucc-announce@ucc.asn.au>

Subscribe: <http://lists.ucc.asn.au/mailman/listinfo/ucc-announce>

An announcement list through which we let members know about Events and the like. You are automatically subscribed to this list when becoming a member.

7.1.2 ucc

Address: <ucc@ucc.asn.au>

Subscribe: <http://lists.ucc.asn.au/mailman/listinfo/ucc>

Having a party that you want to invite UCCans to? This is the list for you! Most UCCans subscribe to this list so it's a great source of information and discussion on both the club and general technical things.

7.1.3 committee

Address: <committee@ucc.asn.au>

Subscribe: <http://lists.ucc.asn.au/mailman/listinfo/committee>

The list where committee matters are dealt with and circular discussions occur. If you are interested in the running of the club then you should subscribe to this list.

7.1.4 tech

Address: <tech@ucc.asn.au>

Subscribe: <http://lists.ucc.asn.au/mailman/listinfo/tech>

Technical question? Suggestions or discussion around UCCs setup? The list used to discuss UCC's hardware and machines.

7.2 IRC

Without a doubt, the easiest way to waste time in or out of UCC is chatting on our Internet Relay Chat (IRC) server.

You'll get to chat with some of the older members of the club who may not even be in Perth. Some of these old guard may seem a little grumpy or intimidating at first, but give them a chance, they are gold mines for information about the club and all things tech! We also have members from CASSA and ComSSA, clubs at other WA unis.

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

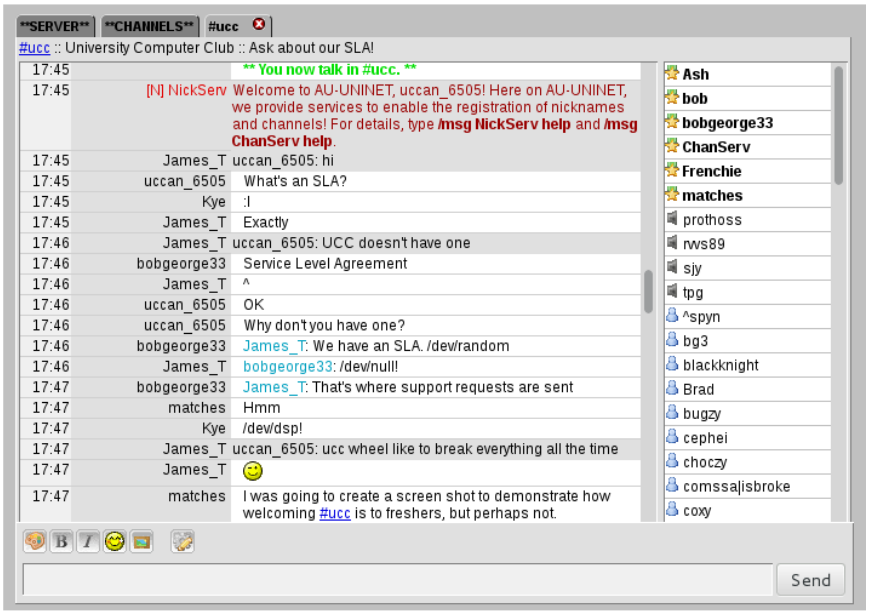

Figure 7.1: What normally happens when a Fresher joins IRC

IRC produces some incredible quotes. You can see these at <http://zanchey.ucc.asn.au/qdb/>.

I didn't say they were wise or funny, just incredible.

7.3 Social Media

Dragging itself kicking and screaming into the 21st Century, UCC has managed to set up a social media presence in something called the "cloud".

- The UCC Facebook Group is located at: <https://www.facebook.com/groups/universitycomputerclub/>
- The UCC Status Twitter Account (used mainly to tell everyone things are broken): <https://twitter.com/ucc_status>
- GitHub: <https://github.com/ucc>

8. 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. The more you know...

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

8.0 Games

Machine(s) Involved: *heathred*

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.

8.1 Drinks and Snacks -- Dispense

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

UCC's most successful service is undoubtably 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.

8.2 Mumble

Machine(s) Involved: *heathred*

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.

8.3 Clubroom Music

Machine(s) Involved: *robotnik*

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.

8.4 Email

Machine(s) Involved: *mooneye*

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 foward 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.

8.5 Web Hosting

Machine(s) Involved: *mantis, mussel*

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>.

8.6 Wiki Hosting

Machine(s) Involved: *mooneye*

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

8.7 User Logins

Machine(s) Involved: *mussel, mylah*

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.

8.8 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 accessable 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.

8.9 Network Servers

Machine(s) Involved: *murasoi, mooneye*

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.

8.10 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*.

8.11 Windows Server

Machine(s) Involved: *maaxen*

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.

8.12 IRC

Machine(s) Involved: *mussel, mantis*

IRC is discussed in Chapters 2 and 7.

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

8.13 General Use

Machine(s) Involved: *motsugo*

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.

9. Common UNIX/Linux Commands

A large number of the UCC's computers run UNIX or Linux. If you've never encountered UNIX before, it might be a bit daunting for you. While most UNIX operating systems come with nice graphical desktops, the power is all in the text-based shell. Here are some common shell commands, in no particular order. There will be a "Learn to Linux" night at some point to help you out with some of the finer points.

Many commands have an available help summary that you can get by appending --help.

Command	Description
logout	Logs you off the system. Do this before you leave.
ls <directory>	Lists the files in the given directory (folder).
cd <directory>	Change to the given directory (folder).
mkdir <directory>	Add the specified directory (folder).
rmdir <directory>	Remove the specified directory (folder).
pwd	"Print Working Directory" -- Displays the path of the directory you are currently in.
less <file>	Read through a file (*space* scrolls on a page, *q* will quit)
cp <source> <destination>	Make a copy of a file in a new place.
mv <source> <destination>	Move (rename) a file.
rm <file>	PERMANENTLY DELETES A FILE. THERE IS NO "RECYCLE BIN"!
alpine	This program can be used for reading emails.
nano <file>, vim <file>, emacs <file>	Three different text file editors. nano is the simplest.
finger <username>, tla <username or TLA>, who	Check to see who someone is and if they are logged in.
ssh <username>@<hostname>	Log in (securely) to another (UNIX) machine.
ping <hostname>	Ping another machine to see if it is up and what the latency is. Press *Ctrl-C* to cancel.
man <command>	Displays the manual for a command. See man man for more information.
top	Displays an updating list of current processes on the system.
ps	Lists the processes you are running on this terminal (names and PIDs)
ps aux	Lists all processes running on the system
kill <PID>	Tell a process it should stop. kill -9 will kill a process immediately.
passwd	On *mussel* - Change your login password
dispense	Get yourself a delicious drink!
gcc/g++	C/C++ compilers for compiling some awesome code you wrote.
python	Python interpreter for interpreting some OK code you wrote.
irssi	Join IRC to chat/argue with other members

10. Glossary

Term	Translation
Dr ACC Murphy	A Computer Called Murphy. Dr ACC Murphy is infamous around the UCC. He even receives mail!
BSD	Berkeley Systems Distribution - a UNIX developed at Berkeley, now better known through the FreeBSD, NetBSD and OpenBSD UNIXes. musdea runs FreeBSD.
blog	aka. weblog - sort of like a journal on the Internet (you don't have one?). Think of it as a tumblr for grown-ups. Syndicated by a Planet.
Coke credit	If you gotta ask, you ain't got it! Coke credit is how people usually refer to money in your dispense account.
Coke Group	The people who can put money (Coke credit) in your dispense account.
Debian	a Linux distribution popular in the UCC due to its community nature.
DEC Terminal	A dumb serial terminal, useful for plugging into the serial console on servers (possibly via a terminal server). Has a model number like vt100, vt200 or vt420. There's one in the corridor you can log into mussel and dispense drinks from.
dispense	dispense started off as a way to dispense Cokes from the online Coke machine, and has since grown into the way UCCans think the world should do business.
Door Group	the group of people charged with keep the room open, tidy and safe.
Firefox	A web browser by the Mozilla Foundation, arguably the second-worst Internet browser - the worst is every other browser.
Flame	Flame is the UCC's MUD (Multi-User Dungeon) and may or may not be haunted.
Fresher	A new university student, usually also a first time UCC member.
Fresher Rep	Fresher Committee member, usually chosen because they look like they'll make a good worker drone in the future. Represents the freshers at committee meetings, if they attend.
GNOME	GNU Networked Object Model Environment - an open source desktop environment aimed primarily at UNIX computers. Quite popular in the past, before it removed all of the features people liked.
GNU	GNU is Not Unix - a layer of libraries and utilities to implement a UNIX like operating system, commonly used on top of Linux.
Internet Explorer	Just use Firefox. No, really.
IRC	The lifeblood of UCCan communication. Internet Relay Chat lets you share news, stories and terrible puns with other members worldwide.
KDE	The K Desktop Environment. A rival of GNOME which some members prefer. Contains a frankly scary number of features, and a memory footprint to match.
kernel	The core of an operating system. All operating systems have a kernel, some popular ones include the Linux kernel and the Mach kernel.
LDAP	Lightweight Directory Access Protocol: the black magic used for authentication at the UCC.
Linux	the kernel (basis) of an open source UNIX operating system that has developed quite a following among computer scientists and engineers.
loft	the area above the UCC that looks down into the UCC clubroom. LAN gaming and other activities take place up there.

Term	Translation
machine room	The UCC data centre. This is the small room with the glass doors that is located within the clubroom. All of our servers are kept in this room. It is locked when there is no one from Wheel around.
mailing list	a way of communicating with a very large number of people via email. The UCC has several mailing lists of varying popularity.
Mozilla	develop several open source web related products, such as Firefox and Thunderbird.
OCM	Ordinary Committee Member - the worker drones of the UCC Committee, they do lots of work, for little reward.
Oligoboot	boots more then one operating system (selectable when you boot).
OpenSolaris	A UNIX developed by Sun Microsystems, and abandoned by Oracle.
NeXTStep	An operating system developed by NeXT before they were bought out by Apple. Lots of NeXTStep is incorporated into Mac OS X.
open source	A software ideology, where the source code to software (what is compiled into the program you run) is freely available. Also known as Free Software, exactly what makes a program open source is a good way to get into an argument.
Planet	A web page that syndicates blogs. UCC has one at <http://planet.ucc.asn.au/>
Secret Wheel Song	The song that is supposedly sung at the beginning of each Wheel meeting.
SLA	A Service Level Agreement. A document describing how reliable services are. UCC does not have one, and you should not ask Wheel members about it.
terminal server	Sort of a router for serial ports, allows you to connect to one serial port from another. Usually connected to DEC Terminals, servers and dispense. (It can also refer to other sorts of servers which provide login sessions over the network).
theft book	this is where you write down that you borrowed tools from UCC. It is not for borrowing books; you mail books@ucc.asn.au to do that.
TLA	Three Letter Acronym - a way to refer to UCC members, often used in the minutes of meetings. Use the tla program or visit the UCC website to decode them.
Ubuntu	A Linux distribution derived from Debian. Funded with space money.
UCCan	someone who spends a lot of time in the UCC. Some UCCans pass their units.
Unifi	The University wireless network. Available around campus where UCC's wireless is not. You need to be a student to access it though.
UniSFA	the University Science Fiction Association, the ones down the hall.
VM	A VM or Virtual Machine is a computer emulated on top of another computer. Many of the UCC's servers run inside VMs. The claim is that UCC's VMs are not a "single point of failure." That's the machine they are all running on (medico).
WAIX	WA Internet eXchange - a group of ISPs and interested bodies who peer resources on the Internet for mutual benefit.
Wheel Group	the group responsible for maintaining computers, accounts and services in UCC.