

# UCC

## A Detailed Guide



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

2023

# 1 Introduction

## What is ucc?

ucc is a club dedicated to both the social and technical side of computers. Founded in 1974, the club has been the perfect place for anyone with a passion for computers for almost half a century. ucc has been an innovator, placing a drink machine on the internet in 1992, and many of our members have gone on to achieve great things.

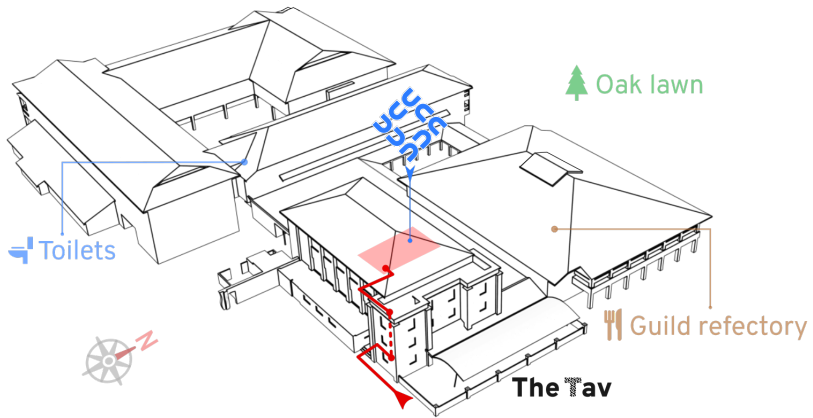
We also have our fair share of gamers, with loads of game-related events throughout the year. ucc prides itself on being a place for all sorts of people with a fondness for computers to hang out. We have many regular events throughout the year including pizza nights, tech-talks, and many more. Hopefully this guide provides some insight about the club.

To get started, drop by our clubroom (see the map overleaf).



*All comics taken from xkcd.com*

## 2 Find The Clubroom



The ucc clubroom is located on the top floor of Cameron Hall, almost directly above the Tav. The main entrance is around the left-hand side of the building (facing the Tav with the carpark behind you). That's the one shown on the map above.

There's also a set of stairs leading up from the loading bay which can be accessed through an alley, next to the Guild Village toilets. It's handy shortcut coming from class, but it's not the easiest to find until you've been shown.

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## A Message from the President

Welcome to the club! I'm Cormac, current ucc President. The purpose of this guide is to give a pretty good introduction to ucc – what we do, events we hold, and a slew of knowledge related to the services we provide to all our members. Included, you will find:

- A map to the clubroom, which resides within Cameron Hall.
- An introduction to DISPENSE, the system that ties all of our internet-connected snacks and drinks together (and personally, the best banking system ever :-))
- An outline on our various groups – Our AGM is on the 17th of March, and we'd love to see you join committee or get involved!
- Plenty of events, which include VR, LANs, Tech Talks, and more.
- An overview of just some of our member services, such as Email, web hosting, game hosting, which is in addition to our very cheap food and drinks, and finally,
- a Glossary, to keep track of all those pesky buzzwords and acronyms you might hear around the club.

Hopefully all of this hasn't confused you, and if it has, feel free to check into our Discord (link in guide) or shoot us an email at [committee-ony@ucc.asn.au](mailto:committee-ony@ucc.asn.au).

Want to know where to start? Our Fresher Welcome will be in the clubroom on the 3rd of March at 3:00PM, and other events are on page 13. Feel free to also drop into the clubroom whenever we're open :)

### 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 you through the process. You'll need your campus card, or whatever other form of ID you used when signing up. Alternatively, 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 gigabit 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 the ssh program. If you're having trouble, just ask someone in the clubroom — we don't byte!

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 a free drink token and \$1 free credit!** You can then use this credit for everything from the drink & snack machines, to payments at ucc-hosted events.

#### Keep track of your details here

My ucc username:

My ucc email:

My UID (5 digits):

### 3.1 SSH for the greater good

ssh lets you remotely access UCC's servers. These can be used for programming, web hosting, file storage, dispensing drinks, and much more.

On Linux or MacOS simply open a terminal and type `ssh username@ssh.ucc.asn.au`. Follow the prompts, enter your password and you're away!

For Windows, install the program PuTTY, enter the address `username@ssh.ucc.asn.au` and click "Open". If you're on a clubroom machine, PuTTY is installed for you.





## 4 Dispense

At the same time as you set up your account, you'll 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 your 5 digit UID and a 4 digit PIN into the keypad. This allows you to dispense both drinks and snacks.

You can also use your campus 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 the servers.

```

/-----Dispense-----\
-- Coke Machine
-> sugar free red bull      99
   solo                    80
   lemonade                80
   mountain dew            80
   fanta                   80
   coke                    99
   coke no sugar           99
-- Electronic Payment System
  laserprint 5 pages       10
  membership (non-student and non-guil 2500
  membership (non-student and guild)  2000
  membership (student and non-guild)   1500
  membership (student and guild)       1000
  membership (first-time student membe  500

  Oreos - Machine Room      202
  UCC T-Shirt               4000
  UCC Sleeve Logo Tee      2500
  UCC Matrix Tee            2000
  UCC Polo                  1800
-----\
ACC Murphy                $19.74          coke,door
q: Quit                   Arrows: Select    Enter: Buy

```

## 5 Clubroom

The clubroom is usually open from about 10am 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!

## 6 Groups

### 6.1 Committee

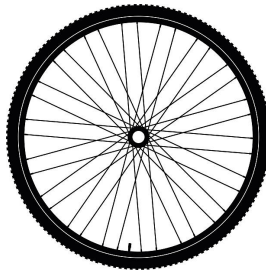
Like most clubs, ucc elects a committee, who are responsible for the day-to-day running of the club. The committee spends the club's money, ensures we're well stocked with drinks and snacks, and organises events. In order to keep the club running smoothly, the ucc delegates certain functions to other groups, such as Wheel and Door (see below). Any member is permitted to attend a committee meeting, unless the President has declared the meeting is closed to general members. If you would like to receive reminders of the meetings, as well as the upcoming agenda, subscribe to the committee mailing list. For

historical reasons, minutes are posted to the general mailing list (`ucc@ucc.asn.au`), so you probably want to subscribe to that too.

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 `<group>@ucc.asn.au`.

## 6.2 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 tends to have members added via recommendation to committee, and works with them. 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*.



## 6.3 Door

People in Door group are responsible for the clubroom. They can hold the room open for members, add and refund DISPENSE credit, and enforce the clubroom rules. Many serve as a familiar face for people who visit the club, so if you hang out in the room a lot, consider applying!



## 7 Upcoming Events

### 7.1 🙋👋 Fresher Welcome

**When:** 3rd March @ 15:00

**Where:** ucc Clubroom

New to the club, or just want a reintroduction? Join us for our fresher welcome! We will be showing people around the clubroom and our services. Come along and meet fellow freshers, play games, and there might even be pizza.

### 7.2 🗣️ Tech Talk - Building the Internet

**When:** 9th March, 23rd March, 6th April @ 16:30

**Where:** ucc Clubroom

How is it that data gets from your phone at UWA to Google in Sydney, or from your home router in Mt Lawley to a Minecraft server in Los Angeles? Run by longstanding member (and UWA tutor) James Arcus, you will learn how to build a small scale-model of the Internet in the clubroom, complete with its own ISPs, domain names and "ucc Wide Web".

### 7.3 🗳️ Annual General Meeting

**When:** 17th March @ 17:30

**Where:** Guild Council Meeting Room

This is the big meeting where the club comes together to vote on a new committee for 2023 and discuss the club. We have a position just for new members: the Fresher Rep. If you're interested in joining the committee, or just have an interest in what goes on behind the curtain, come along!

*(If you don't know where the Guild Council Room is, join us in the clubroom beforehand, where we will travel to the venue as a group.)*

## 7.4 VR Night

**When:** 31st March @ 15:00

**Where:** ucc Clubroom

Come down to play a number of VR games such as SUPERHOT, Keep Talking and Nobody Explodes, and more with other ucc members!

## 7.5 Charity Vigil

**When:** Week 6

**Where:** Cameron Hall

Stay up late playing games, and giving money to charity to buy yourself an unfair advantage. Done in collaboration with other Cameron Hall clubs!

## 7.6 Artemis LAN

**When:** Week 7

**Where:** ucc Clubroom

Described as the best Star Trek game that was never made, Artemis is a bridge simulator game that has you crewing a spaceship along with your team.

## 8 Annual Events

### 8.1 UnCharity Vigil

**When:** TBA

**Where:** Cameron Hall

Stay up late playing games, and giving money to Cameron Hall clubs to buy yourself an unfair advantage.

### 8.2 Annual General Meeting

**When:** 17th March @ 17:30

**Where:** Guild Meeting Room

Yearly meeting where the club reviews its previous year and elects a new committee.

### 8.3 Charity Vigil

**When:** Week 6

**Where:** Cameron Hall

Stay up late playing games, and giving money to charity to buy yourself an unfair advantage. Done in collaboration with other Cameron Hall clubs!

### 8.4 UniLAN

**When:** July 1st @ 12:00PM, also in Semester 2.

**Where:** TBA

Running overnight, this massive LAN is run in collaboration with clubs from UWA, Curtin, Murdoch, and ECU. Join us to play some classic LAN games, compete in tournaments, or just hang out with your friends!

This is THE LAN to attend, and will also be running a second time, later on in the year.



## 8.5 🍴 Anniversary Dinner

**When:** TBA, Semester 2

**Where:** TBA

Each year, UCC celebrates its anniversary with a dinner-time event. This year, it's our 49th anniversary. Feel free to come along to meet some of the older members, as well to have a general chat with your fellow UCCans.

## 8.6 ❓ Cameron Hall Quiz Night

**When:** Early semester 2

**Where:** The Tav

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].

## 8.7 ❓ Tech Clubs Quiz Night

**When:** Semester 2

**Where:** The Tav

Another quiz night! This time with a collection of the UWA tech clubs. [18+ Event].

## 8.8 ⚡ Joint Camp (TBA)

**When:** TBA

**Where:** TBA

In previous years UCC, Unigames, and UniSFA have run a joint camp after Semester 2 ends. It's yet to be confirmed for this year, so keep an eye out for news.

## 9 Services

*This is an overview of the services running. The full host-name for a given server is `server . ucc . asn . au`. Remember that these services are maintained by UCC's members, so if you want to know more, ask someone! The servers are usually named after a fish starting with "M", as they are in the **M**achine room and run Linux, the mascot of which is Tux: a penguin, who likes to eat fish.*

### 9.1 🍷 Drinks & Snacks — Dispense (see page 8)

ucc's most successful service is undoubtedly the internet-connected coke machine and not-quite-internet-connected snack machine. They communicate 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.

### 9.2 🎮 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.

### 9.3 ✉ 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.

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.

## 9.4 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 <https://<username>.ucc.asn.au>.

## 9.5 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 backups.

THERE'S BEEN A LOT OF CONFUSION OVER 1024 vs 1000, KBYTE vs KBIT, AND THE CAPITALIZATION FOR EACH.

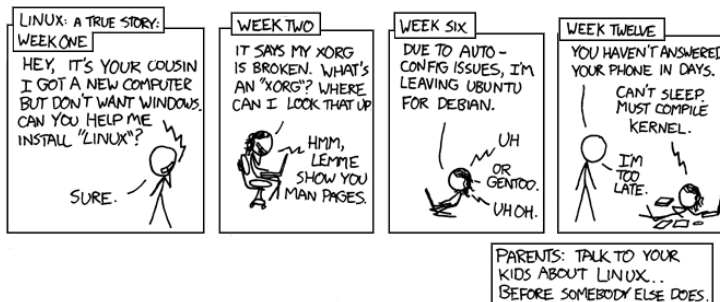
HERE, AT LAST, IS A SINGLE, DEFINITIVE STANDARD:

SYMBOL	NAME	SIZE	NOTES
kB	KILOBYTE	1024 BYTES or 1000 BYTES	1000 BYTES DURING LEAP YEARS, 1024 OTHERWISE
KB	KELLY-BOOTLE STANDARD UNIT	1012 BYTES	COMPROMISE BETWEEN 1000 AND 1024 BYTES
k <i>i</i> B	IMAGINARY KILOBYTE	1024 $\sqrt{2}$ BYTES	USED IN QUANTUM COMPUTING
kb	INTEL KILOBYTE	1023.937528 BYTES	CALCULATED ON PENTIUM FPU.
K <i>b</i>	DRIVEMAKERS KILOBYTE	CURRENTLY 908 BYTES	SHRINKS BY 4 BYTES EACH YEAR FOR MARKETING REASONS
KB <i>a</i>	BAKER'S KILOBYTE	1152 BYTES	9 BITS TO THE BYTE SINCE YOU'RE SUCH A GOOD CUSTOMER

## 9.6 VM Hosting

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

It's free, easy, and highly recommended.



## 10 Glossary

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

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# **11 Friends of UCC**

## **11.1 UniSFA**

A social club for all things nerdy. UniSFA offers a hub of sci-fi and fantasy books, screenings, discussions, and other related events throughout the year. Come by to relax and read, debate recent books/episodes/movies and make friends!

## **11.2 Unigames**

Dealing in tabletop games, such as roleplaying games, board games, card games and wargames, their clubs room is home to everything between casually playing Junk Art or Betrayal at Baldur's Gate between classes to ongoing regular Dungeons and Dragons and Call of Cthulhu campaigns.

## **11.3 Programming Competition Society**

The best place on campus to learn programming skills in a fun and relaxed environment, with programming competition skills lectures, and study nights for programming-related units.

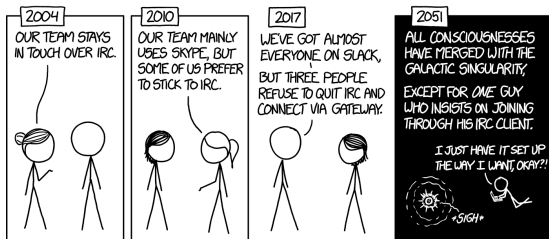
## **11.4 Pantomine Society**

Panto is a semi-improv theatre troupe based on a foundation of inclusivity with a part guaranteed to anyone who auditions. Three yearly shows are written, performed, and crewed by members with plenty of fun events in between.

# 12 Contact

## 12.1 Social Media

- Facebook page [facebook.com/uccuwa/](https://facebook.com/uccuwa/)
- Facebook group [facebook.com/groups/universitycomputerclub/](https://facebook.com/groups/universitycomputerclub/)
- Twitter [twitter.com/ucc\\_status](https://twitter.com/ucc_status)
- Steam [steamcommunity.com/groups/UCC](https://steamcommunity.com/groups/UCC)
- GitHub [github.com/ucc](https://github.com/ucc)
- Discord [discord.gg/28bdDESWG6](https://discord.gg/28bdDESWG6)
- # IRC [irc://irc.ucc.asn.au:6667](https://irc.ucc.asn.au:6667) or <https://irc.ucc.asn.au>



## 12.2 Email

Some useful emails that you might like to contact are:

- Committee: [committee-only@ucc.asn.au](mailto:committee-only@ucc.asn.au)
- Fresher Rep: [fresher@ucc.asn.au](mailto:fresher@ucc.asn.au)
- For anything tech-related: [tech@ucc.asn.au](mailto:tech@ucc.asn.au)

## 12.3 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@.

## 12.4 Other

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