



The Adventure

VOLUME 6, NUMBER 10, October 1999

Venturing Crew 369!

Calendar of Events:

11/5-7/99	Slate Run Campout
11/17/99	itec Convention
11/19-21/99	Campout [Klwanis Falling Rock]
11/14/99	Spaghetti Dinner for the Church
12/17/99	Silver Beaver Applications are due
12/18-20/99	St. Stevens Food Drive
12/21/99	Christmas Party
12/24/99	National Young American Applications due
1/28-30/00	Campout [Longhorn]
2/5/00	Pot-Luck-Court-of-Honor
2/5/00	Sleepover
2/6/00	Scout Sunday
2/26/00	Maple Sugar Festival
3/4/00	Maple Sugar Festival
5/13-14/00	Flower Planing at Murfield
5/20-21/00	Flower Planting at Murfield
6/24/00	Wyandotte Lake, Scout Family Fun Day
6/9/00	Sleepover
6/10/00	Garage Sale
7/2-8/00	Summer Camp
7/4/00	No Meeting
10/13-15/00	Book Binding Campout [Exchange Lodge]
10/31/00	Pizza Party
12/15/00	Silver Beaver Apps Due
12/19/00	Christmas Party
12/26/00	No Meeting
12/28/00	Leave for New Zealand

Garage Sale

James D. Corder

Boy Scouts of America, Venturing Crew 369 had their second annual garage sale on Saturday October 2nd. "Junk & Stuff" was donated from all over.

Friday October, 1st the Crew spent the night in the church pricing object of various value. Beds, Books, Clothes, Computers, and more. The Crew raised \$506.10 for the General Fund!

Spaggetti Dinner

James D. Corder

On Sunday November 14th 369 will be cooking a full spaghetti dinner for the Reformation Lutheran Church to say thank you for all the support you have given us over the past years.

The Pack, Troop, & Crew will be in full dinner as waiters, cooks, and hosts.

The Garage Sale

Ian Cunyngham
kriegman@columbus.rr.com

I had a great time at the garage sale over the weekend. To start we priced things out, talked, and played a games late into the night. When Mr. Corder (our advisor) woke us up early we ate on the move and started setting up the yard sale. We were out till mid afternoon working to sell as much as we could. When I got home I crashed for 24 hours! Even though it was tiring it was a blast.



Web Status, For October

Hits	Pages	Title
57141	4713	Bible
72273	11089	Venturing
138854	18826	Scouting
21586	4075	Exploring
98889	11990	ExpNews
67459	4868	Links
329823	25735	Post
64738	7078	Calendar
106066	8345	Members
62209	5888	Adults
4472	944	Toadies
22115	2095	Youth
35342	3850	Program
1349	530	Project

Venture Code

I believe that America's Strength lies in her trust in God and in the courage and strength of her people.

I will, therefore, be faithful in my religious duties and will maintain a personal sense of honor in my own life.

I will treasure my American heritage and will do all I can to preserve and enrich it.

I will recognize the dignity and worth of my fellowmen and will use fair play and goodwill in dealing with them.

I will acquire the venturing attitude that seeks the truth in all things and adventure on the frontiers of our changing world.

Crew Finances

<u>Topic</u>	<u>Need</u>	<u>On-Hand</u>
The Adventure	\$95,000	\$600.00
General Fund	\$3,000	\$1,349.75
Floor Fund	\$2,500	\$2,500.00
Electrical Fund	\$2,500	\$2,500.00
Flag Fund	\$1,000	\$0.00
Room Fund	\$3,800	\$0.00
Grand Total	\$6,949.75	
In the Bank	\$6,000.00	
Cash on Hand	\$949.75	

Up-an-Coming Crew Expenses

12/01/99 Crew Charter	\$30.00
12/01/99 Crew Insurance	\$175.00
12/31/99 Registration	\$335.00
Monthly The Adventure	\$75.00

Up-an-Coming Member Expenses

09/01/99 Registration	\$25.00
09/28/99 Book	\$25.00
06/01/00 Summer Camp	\$175.00

exp369@post369.columbus.oh.us

Mailing to this reflector grants 369 the uncompensated and unrestricted usage of your mail/posting in its [but not limited to] WebPage, Newsletters, books, flyers, etc.!!!

Our Principals:

- 1) Honor before all else.
- 2) The difference between a winner and a loser is that the winner tried one more time.
- 3) K.I.S.M.I.F.
- 4) Y.C.D.B.S.O.Y.A.

Our Creed:

Exploring: Enthusiasm, Energy, & Excellence.

Venture Crew 369:

Venture Crew369 was chartered on December 31, 1994 to the Reformation Lutheran Church.

Venture Crew369 specializes in UNIX for Programmers while emphasizing a deep theme of Engineering Computer Information & Science through an Entrepreneurial Spirit. Membership in Venture Crew 369 is open to young men and women between the ages of 14 [and in high school] and not yet 20. Annual Membership fees are \$25

Our Web Page:

<http://post369.columbus.oh.us>

The views in this NewsLetter are strictly those of Venture Crew 369 and they do not necessarily represent the views or opinions of the Reformation Lutheran Church or the Boy Scouts of America and/or the Simon Kenton Council.

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Terry Jones	Committee Member
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Aaron Morris	plebe



Venturing Crew 369
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We are looking for a new sponsor for The Adventure. Can you help?

Associative Arrays (Hashes) in Perl5

Nathaniel Graham npgraham@usa.net

Associative arrays, which I will refer to as hashes from now on, are one of the most powerful features Perl has to offer. This is because hashes offer database functionality at a very low level, with little overhead, making them useful for small programs whose design would benefit from a database, but does not require (or merit) using a true RDBMS (Relational DataBase Management System) like Oracle or Informix.

A hash is, basically, a form of an array. Usually, an array is accessed like this:

```
variable_name[offset]
```

Perl uses syntax exactly like this for its arrays. If it looks familiar, that's because it was taken from C. The variable name represents the starting address of the array. The offset is how far from the beginning of the array we should look. This is logical, because an array is really just a contiguous (or unseparated) portion of memory allocated into discrete chunks (how big each chunk is depends on what the array is of; if the array is of characters, each chunk is 1 byte). Each chunk is stored at a different offset. The offset used to access each bit (pun

intended) of data is not related to what the data is.

Generally, a hash is a meaningful shortening of some data. Preferably, for every different permutation of data, there is a hash unique to it. In practice, it difficult/impossible to design a hash function (an algorithm that produces hashes) that has zero collisions (a collision is the term for the same hash being derived from two different sets of data).

In Perl, a hash is an array that is indexed with a hash (the general kind). How the hash is made is your (or the programmer's) problem. But the rest is handled by Perl. To refer to some piece of data stored in a hash, you have only to run your hash function upon the data, and use the result to index the structure. Our syntax then looks like this:

```
associative_array_name{hash}
```

This has a number of pleasant results. First, unlike searching a normal array, the time for which increases as the size of the array increases, searching a hash always takes the same amount of time (the time it takes to run the has function).

Second, relating multiple arrays of data to each other becomes very easy. If you want to store a person's name, address, and phone number, you could generate a

single hash and store each field with that hash. Hence, when you generate that hash for a person's name, that same hash tells you how to locate related data (his address and phone number) immediately.

Third, (and the last I will list), a hash can be used to give greater meaning to the fields within an array. Instead of simply being the fifth field (indexed as number four, because it is in the fourth place from the beginning of the array), it can become the REG field (mentally insert something meaningful to you here). Not only does this make it easier to code using this the first time around, but just as importantly, this makes it clearer to someone else who is trying to maintain your code later on (or you, trying to fix a bug or add a feature).

For more on using hashes (okay, a LOT more), grab a Perl book (ask Stephen Potter for recommendations).

Solaris and Sun's Community Source License

Nathaniel Graham
npgraham@usa.net

Sun Microsystems recently announced that future releases of their Solaris(tm) operating system will be available in source form as well as binary. But, unlike Netscape, which earlier this year made a similar move with the Netscape browser, Sun is not releasing Solaris with an "Open Source" license.

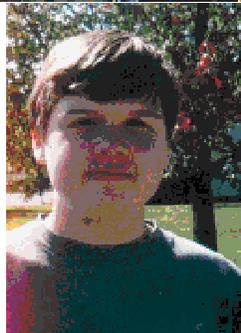
Instead, Sun has created a new form of license, the "Community Source" license, which is an attempt to get the best of both proprietary and open-source licensing.

Open Source licensing allows potentially huge numbers of people to debug and develop code, making for faster production and more robust programs. However, because of the large number of people involved, splits resulting in multiple, incompatible versions are common. Also, without a central authority to coordinate development,

Venturing Crew 369



Garage Sale

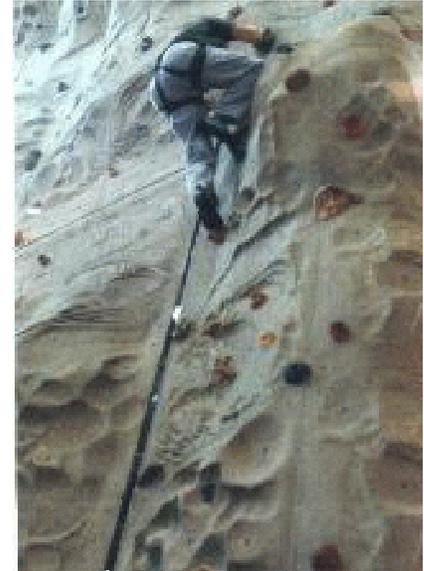


open-source software can suffer from a lack of direction. Finally, because of the large number of people involved, the difficulty of maintaining the source tree, and the frequent lack of commercial support, open-source nearly always means no warranty.

Proprietary software has none of the disadvantages of open-source, but has none of the benefits as well. With fewer eyes scanning code, on fewer platforms, in fewer environments, bugs, porting, etc... can take considerably longer, and be less fruitful (consider: of those OSes vulnerable to the teardrop attack, which one had a fix for the attack first? Linux had one within hours; Windows NT took months). But warranties abound, and there is always a central authority controlling the direction and ownership of the code.

Sun's Community Source License (SCSL) is designed to do everything. The SCSL makes the source code available to anyone, free of charge. Anyone using it for research, development, or non-commercial use can do as they please with it for as long as they please. Any modifications are your problem. Preferably, modifications are sent back to Sun. If you wish to use SCSL software in a commercial environment, or resell said software, you must obtain a license from Sun. If you alter SCSL software for use in a commercial environment, you must send the modifications back to Sun for possible inclusion into the primary source tree. The code belongs to Sun no matter what you do with it.

The SCSL allows Sun control over intellectual property rights, the direction of the software, complete ownership, and the ability to control and guarantee compatibility. However, the SCSL allows other people/organizations to customize SCSL software to their needs, fix bugs in software, rather than merely report-



ing the existence of one, and improve performance and enhance code in ways Sun had not yet explored.

As the Open Source revolution continues, the SCSL may provide software vendors with an alternative to losing control over their code, while still gaining the advantages of providing their source to the public.

Ho-Sheng Hsiao hsiao.39@osu.edu

Java was released under the "Community Source License", so in essence, Sun did not create a new license; it used one that they have created before. Note that during the time Sun released Java under that license, there was pressure from the other partners (IBM, HP, etc.) to loosen up control of Java. I do not know if that had any significance in Sun's decision to release Java under CSL. Java and Solaris are not the only stuff Sun has released either. Star Office too ... I know you know this, Nathaniel; I am commenting so you can clarify in this article for readers (in case they did not know).

Instead, Sun created a new form of license, the "Community Source" license, which is an attempt to get the best of both proprietary and open-source licensing. The Community Source License has been used previously with the majority of Sun's java software, and there has been some talk about releasing

their new acquisition, StarOffice, with it as well. But until now, Sun had not released mission-critical software, such as Solaris, with this license.

Stephen P. Potter spp@spp.users.ds.net

You might want to look into this a little more. Sun did not just create this license. They've had this license for some time now. There are several similar licensing systems as well. How does this compare with the GNU Copyleft or the Perl Artistic License?

What about software packages such as sendmail and bind, both of which have available-source licenses, but which have only one official distribution and no divergent versions?

UNIX had its roots in open-source. What does this say about the state of the UNIX marketplace?

Appendix

GNU "Copyleft" - The GNU license allows nearly anything. In fact, the only thing you may not do with "copylefted" software is distribute it with a license that is in conflict with the copyleft, such as one that prevents further redistribution. You are perfectly free to alter the software and redistribute it, but you must make the source code available to people to give binaries to. You can resell the

software. You can change the software, call it by the same name, and compete with the original author's work. The GNU copyleft basically acts to keep copylefted software copylefted and freely available.

The Perl Artistic License - The Artistic license is a somewhat more restrictive form of the copyleft. The Artistic license is designed to prevent someone other than the author from creating a "branch" or split in the source tree (i.e., two different versions with identical or similar names). You may still modify, distribute, etc, as you could with the copyleft, and you are still required to make the source available. However, you are no longer required to provide the source directly to someone if they do not have Internet access, as making the source freely available via the Internet is considered sufficient. Also, unlike the GNU license, control of the Standard Version, and what is considered the standard version, is firmly vested in the original author.

The BSD license - The BSD license is very simple. You may do whatever you want. This is the ultimate in "Open Source", in that you are not in any way restricted in what you may do with software so licensed. You may, if you want, freely modify (or not) the source, compile it, and distribute binary-only ver-

sions under the same name but a different (commercial) license.

All three of the above licenses allow anyone to use software so licensed in any way they wish (use, not modify), be that in a commercial environment, at home, or at school. The SCSL specifically allows educational and personal use. It also explicitly allows unlimited use in research, which can go on indefinitely. Commercial use, in the strictest, narrowest sense, requires you to purchase the software from Sun.

Your Web Page

Janice Culbertson

I was surfing the web for a printable check list for my son & I who are going on a camping trip this weekend. He is a second year Webelo in the Santa Fe Trails council. I came across your web page and I MUST commend you on your list!!!

The most important item of all, you did not fail to mention....The Bible!!! I was also excited to see that you had links to 2 different versions of the Bible plus a 1 year reading plan. Too many Scout groups have gotten away from The Bible and the God of the Holy Bible in fear of hurting anyone's feelings. I am

impressed that you recommend, acknowledge and recognize God, Our Creator, on your web site and on your scouts check list!! Thank you and may God Bless YOU!!

Why The Adventure?

Jason Cunnygham

PacoElTaco@aol.com

One question some people might ask them self's is why write for the adventure? Personally I think that the reasons are as clear as they are important. To start off with I write in the adventure for the experience, also it never hurt anyone to write for an international newsletter. I write for the Adventure to practice my technical writing/documentation, sure I may do some writing for school but this is a whole different world. And the final reason I write for the Adventure is because it is a fun responsibility that I have to Venture crew 369.

Venturing Day 1999 October 16

Ho-Sheng Hsiao hhsiao@lost-realities.org

Venturing Crew 369 sent a contingent to the Galayn's Venturing day. But what was there to do at Galayn's beside that climbing wall? Very few people actually continue on to the back. There, we see a private pond for canoe and kayak demos. There's also a fishery, just so you can test out your fishing equipment.

Or, if sports is what you're looking for, there are also basketball courts, a volleyball court, and a batting cage. You can pay money to practice at a batting page, or go to Galayn's.

The camping section was the most interesting. Galayn's gives a discount for all registered scouts. Steve Wilkinson in charge of the Easton Galayn's camping department also has extensive experience in Scouting. We were



treated to a fascinating presentation for backpacking.

At the first look, there are not a whole lot to backpacking. A novice can strut into Galyan's, or any other supply shop, and ask for the biggest, most expensive backpack. It would not fit. The presenter, [COMMENT: add name here], showed us where most of the load should go, how to choose a pack that fits the curve of your back, and general principles on what to pack (if you can't do more than four things with an item, leave it behind).

Because we were also going after our Ranger awards, we tried out the GPS demonstration. While we got a brief glimpse at the GPS device, Galyan's did not have a course set up for us. So instead, we plan to acquire our own device and set up our own GPS course.

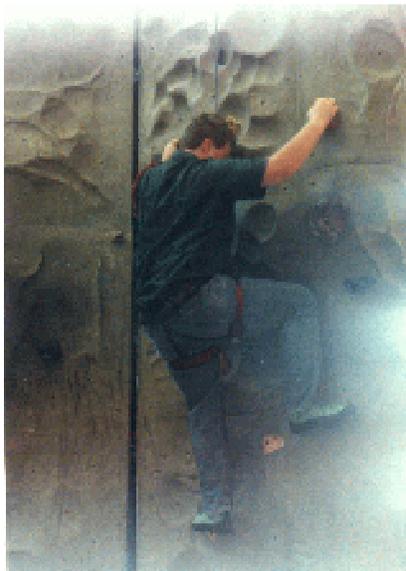
Besides these presentation, there were other activities that let us youth members come in contact with other members in other crews. There's the climbing wall and the kayaking. We also attended the nascent Venturing Officer's Association. While the whiteboard was covered with a lot of ideas the VOA should do, many of the future plans seem tentative. At the very least, we have some form contact information with the youths that were there.

At least, we get the sense that we aren't the only ones participating in Venturing. That was what made the whole day enjoyable.

Follow-up to Raid level 0

Bill Schwanitz
type_o-@columbus.rr.com

For those of you who read last month's issue of the Adventure entitled Raid Level 0, I covered the general idea of, well.. Raid 0. I did however make a slight mistake..



In the paragraph where I was mentioning what to do if you loose a disk, I stated that you can simply pull out the disk and insert a new one. I had indicated that you could recover from this kind of disaster. This is not true. Raid level 0 works in a way, that depending on the chunk size (see below, I will explain that one now that I know what it is) you will loose a large portion of the file('s) lost. The only way to recover from this is to restore off of tape or to simply re-initialize the array, aka newfs!

Explanation of chunk size

As you will also recall, in the last article entitled Raid level 0, I noted that I did not know what the chunk size was. I have figured out what this is.

In a stripe, you are placing a data across multiple disks. The chunk size is the amount of the file stored on each disk. Let us assume you have a chunk size of 32K and you want to save a file which is, to keep the numbers round, 128k. The first 32k and third 32k of the file would be stored on disk1, the second on disk 2 and so on. Depending on the algorithm used by the vendor will determine how it handles files smaller than 32k. I have not had a chance to delve into this portion yet.

How Venturing Crew 369 Has Changed My Life

Neil Coplin *coplin.7@osu.edu*

I first joined Venturing Crew 369 about this time last year. Then, I didn't know what I had gotten into. I thought it to be a way to learn UNIX and other technical skills that would help me in my life that I wouldn't be able to get anywhere else. I was right, but that wasn't all. That isn't why I stayed.

I stayed because I saw something that would help to shape myself into someone more than what I had thought of becoming. I stayed because here were people in the same field that I was going into, who had been there, who had done that. It has been said that a man will learn from his mistakes, while a wise man will learn from the mistakes of others. Here is a place where I can learn from the mistakes of others (and their successes too). Here is a place where I can seek guidance in my life. It has been this much and more, and it has only been in one short year.

After being with Venturing Crew 369, I feel as though I'm closer to being a part of the business world. I don't feel so much of a kid anymore. This is a program that I can help shape and mold. It has given me a feeling of actual control over my future. It's given me a perspec-

tive on life that says, "Do everything now, so you don't have to do it (and more) later." It is this kind of perspective that will let me retire by the age of 40. This is just one thing that Venturing Crew 369 has done for me.

Through the Crew, I have also had the opportunity to meet new people. While growing up, I never did do much traveling around the city itself. I didn't know many kids outside of my high school. Through the Crew, I have been able to meet people that I wouldn't have gotten to meet otherwise, and since they're in the Crew, they have many of the same interests that I did too. This meeting new people does not just apply to the youth in the program too. All of the adults in the program are very amazing people. Yet they are your friend too. In your youth, we sometimes don't see that friendship can span age gaps. The Crew has helped me overcome this foresight.

While the Crew is designed to help the pursuit of a career, and becoming an adult, it also does something that is even more important. It teaches you to be a child again. It is Boy Scouts after all. So let's go camping! We always remember to have fun in the Crew, and while you are shaping and molding yourself to the business world, you remain yourself, and a kid.

Garage Sale Ho-Sheng

Hsiao *hhh@lost-realities.org*

Again, we've have success with our Garage Sale. Besides a fund raising event and a practice in communications, we hanged out with old friends and new friends -- but friends, nonetheless.

We were able to help out several of the people who dropped by. One lady had recently acquired a heap of old computer equipment, but had no books for it. She acquired a heap of computer books from us. A gentleman took a look at our Sun, our pile of cards, cables, monitors -- and decided that he wanted all of the computer parts. We happily obliged.

Though we did not have the as many items donated to us as the last garage sale, we still raised enough funds to continue operating. Thank you, from Venturing Crew 369, for helping out.



Venturing Day at Galyan's

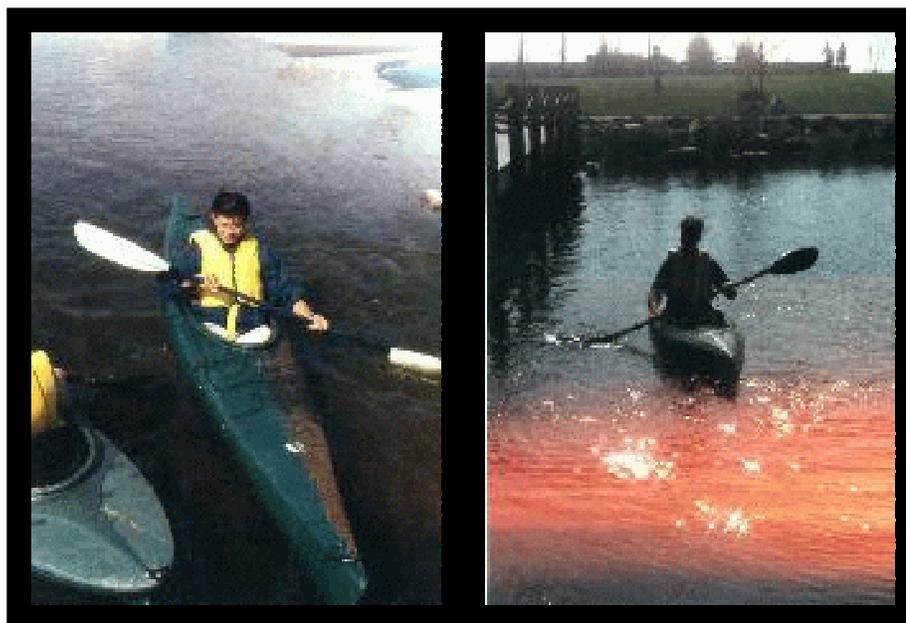
Neil Coplin *coplin.7@osu.edu*

Stroke to the left; stroke to the right; stroke to the left; stroke to the right. Alright, I'm kayaking! This is fun! Now while I admit I'm not ready to shoot even a class three rapids, I do now know how to kayak. You learn something new and exciting everyday.

That's what this day was about, even if that something new and exciting was just meeting a new person. Of course, it was much more than that, as many of the people in the crew found out when ascending a monstrous climbing wall. It was too bad I was outside kayaking when they did this, or I would have had to ogle at the speed at which Mr. Orrick defeated the wall.

There was, of course, the activity that we came there for in the first place-- learning to use a GPS. While we didn't entirely learn how to use a GPS, we did at least get to see one. They don't look that hard to use (probably easier than a compass I'd say). In an effort to get our ranger awards, the crew will now be considering getting a GPS. Mr. Orrick mentioned that he may be able to get a GPS donated to the Crew, and we shall see how that goes.

After the planned day for everyone else was over, the VOA took over. Of the Venturing Crews attending, Venturing Crew 369 was the heaviest in attendance. After a quick get to know you and some brainstorming, stomach's growled and the day drew to a close. What fun! All the excitement of the outdoors in the convenience of your own (or Galyan's) backyard.



Being a 'New Guy'

Aaron Croylecroyle.6@osu.edu

Since this is my first article, I figured I would tell a little about myself, and let you all know why I joined Venture Crew 369. I'm currently a first quarter student at The Ohio State University. I was brought to the Crew by Neil Coplin, who I met through my classes here at OSU.

I grew up in Parma, OH (that's just south of Cleveland, for those of you who didn't know). I went to Valley Forge High School, and graduated 18th in my class of 412 without really trying. Now in my search for higher education and a career, I have found Venturing Crew 369. Which defiantly seems like the place I need to be to get where I want to be in life and the connections here are unbelievable.

After attending just two meetings I found a great group of guys, all of whom are friendly and interested in the same things as me. Mr. Corder seems like a wonderful person who really knows what he wants and where he going, an excellent role model. From my experiences so far, I'm fairly sure that I could get the technical instruction that is presented in the course; but that is not what the Crew is really about. It is about leadership training, and giving youth a direction and purpose in life.

Quote of the month! Advice

Benjamin Franklin

They that will not be counselled, cannot be helped. If you do not hear reason she will rap you on the knuckles.

Samuel Johnson

Advice is seldom welcome. Those who need it most, like it least.

Troop 622's Best of the Web Award

Congratulations,



The judges have viewed your site and we are pleased to announce that you have won Troop 622's Best of the Web Award! It was a pleasure to have the opportunity to view your page. It was excellent. You had information on everything!

Silver Award for Troop Web Site Excellence



We are pleased to announce that Venturing Crew 369 has been given the Silver Award! Your Crew's web site is excellent and is definitely one to be proud of.

Once again, thank you for your web site. It was truly a pleasure to visit it.

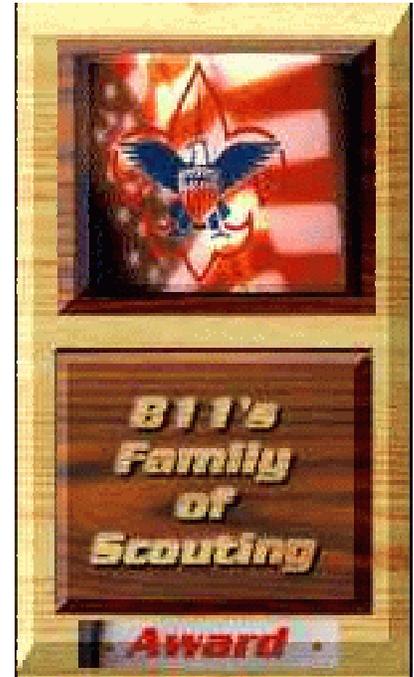
YIS The Excellence in Troop (Crew) Web Sites Award Staff.

Check Us Out!

<http://post369.columbus.oh.us>

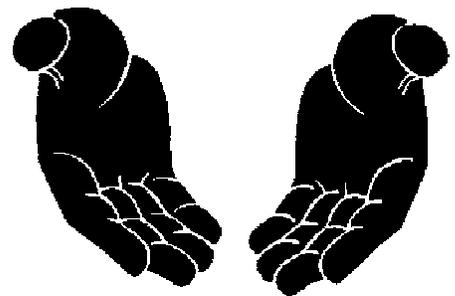
811's Family of Scouting Award

Dear Crew Web Master,



It is my pleasure to congratulate you!!!! Our Judges have viewed your web site, and they have decided, that your site is a great example of upholding the Scouting traditions, and ideals on the world wide web. Proudly display the "811's Family of Scouting Award" on your site, you deserve it!!! Again thank you for your contribution to the world wide web, and for your part in the Worlds Scouting movement.

Sincerely yours in Scouting, Jean Dunlap, Webmaster "The Swamp Fox" 811's Family of Scouting



Venturing Crew 369 is success is 100% because of God, thank you and Amen!