

# The Gopher Times

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*Opus 1 - Gopher news and more - Nov. 2021*

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## A Newspaper for Gopher

josuah

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Starting from today, *The Gopher Times* is going to be published. How can a paper-oriented journal make sense in this hypermedia [1] era?

Rather than a continuous feed of upmost shocking headlines, *The Gopher Times* publishes news you can read without a cookiewall or paywall.

Paper newspapers go through a long chain: reporters, photographers, redactors, editors, columnists, layout artists, typesetters, printers, carriers and other supportive technicians... and are sold for a quarter.

The web considerably shackled the landscape: the high speed of computers made real-time text news a reality, where time from Trump's tweet announcements to publication is below a few hours.

This journal diverts the present norm by 90° by using `troff(1)` as its foundation: a *typesetter* producing static documents ready to be printed.

A new markdown to troff converter [2] as well as an entire custom macro set `mw` [3] are built to fit screens of all shapes, and build-up the sensibility of an actual journal.

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[1] term used by Roy Fielding (Apache httpd)

[2] [git://git.z0.is/notmarkdown](https://git.z0.is/notmarkdown)

[3] [git://bitreich.org/tgtimes](https://git.bitreich.org/tgtimes)

There are a lot of books in a library, and it is the role of teachers to build up a sequence of books to learn a topic. This Nixers.net forum thread follows the path of Operating System and UNIX working and design.

**The UNIX Programming Environment:** from shell scripting to C programming with UNIX system calls by Kernighan himself.

<https://nixers.net/showthread.php?tid=2390>

**The UNIX-HATERS Handbook:** A semi-humorous edited compilation of messages to the UNIX-HATERS mailing list.

<https://nixers.net/showthread.php?tid=2417>

**The Art of Unix Programming:** by Eric S. Raymond, history and culture of Unix programming

<https://nixers.net/showthread.php?tid=2466>

**Computer Science from the Bottom Up:** a shop class for computer science: where do you go to learn what is under the hood?

<https://nixers.net/showthread.php?tid=2508>

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## The good old web

That thread in the Nixers.net forum proposes to recognize a website given a small screenshot.

Hackers sometimes build webpages for a software project, a community, even an error page, which never ever changed. Website appearance sometimes enter deep into our memories.

We remember places we lived in, faces of people we met... but also how web pages look? Are web pages like places we frequently visit? You might be surprised:

<https://nixers.net/Thread-Web-Tag>

## **Analgram Authentication**

20h

As you know, bitreich is always ahead of time and in introducing new technology. We now offer members the authentication to all services via

`gopher://bitreich.org/I/memecache/bitreich-2fa.jpg`

Via your analprint scan you are distinguished from all other humans. No other human has such an analprint as you have. You are special.

In case you want to authenticate, come on #bitreich-anal on IRC and send the picture of your analprint. We call this the analgram authentication. It is secure, cannot be easily copied and the biometric feature is hidden for most of your life. No simple photo can steal this credential.

Current work is done to make this a standard for all U.S. and EU funded projects and contracts. Hopefully the future is anal-gram!

Sincerely yours, Chief Backwater Officer (CRO)

## **BAN Party on 2021-10-03**

20h

This Sunday, on 2021-10-03, at 13:00 UTC, we will have another BAN party, to play the new Supertuxkart release. There are new tracks, new drivers and more fun. For this BAN party we set a new time at 1pm, so friends from America and Australia can join in at a natural time.

Sincerely yours, Main Gaming Officer (MGO)

## **BAN Party Results**

20h

Today we had a two part BAN party. The first onw was teeworlds, since this was easily running and through a community effort openra in the newest appimage got setup in some virtualbox debianesque setup on FreeBSD. It really ran. And so in a combined effort of Dutch Australian and German armies, we defeated the

enemies using all kind of weaponry, from naval to aircraft units. Long live Bitreich!

Yes, it was very much fun.

Next time with more players we can play even bigger maps. Everyone is invited!

Sincerely yours, Chief Gaming Officer (CGO)

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## Other newspaper projects

josuah

**OpenBSD Webzine:** As a complement to undeadly.org, the OpenBSD Webzine provides a condensed summary of what is new on OpenBSD.

<https://webzine.puffy.cafe/>

**The Webpage:** Aggregation of multiple RSS feeds, rendered server-side into a paper newspaper looking page. Similarly to The Gopher Times, the layout of the document published is static.

<https://webzine.puffy.cafe/>

**Low-Tech Magazine:** This magazine published a simplistic version for its solar-powered server, with dithered images and other techniques to save bandwidth and reducing the workload server-side.

<https://solar.lowtechmagazine.com>

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## 10k Meme BAN party on 2021-10-31

20h

The Bitreich Meme database is approaching 10k memes. To celebrate this, we will hold a BAN party on 2021-10-31 on 11:00 GMT (12:00 CET). The time is adapted so bitreich people from America and Australia can join in at the same time.

Games we will play:

- OpenRA Dune2k, CNC and RA Be sure to have a current version due to multiplayer protocol changes.

- Teeworlds
- SuperTuxKart on extreme level Be sure to run the newest version because of new race tracks and characters.
- Armagetronad
- Wireguard
- Whatever game you like to play.

Everyone is welcome. We will be using a mumble server for instant audio talk, where the details are revealed on #bitreich-en on BAN party day. Please join there to get further details.

Sincerely yours, Chief BAN Officer (CBO)

## World of Animals

0x1bi

Back in the nineties when Windows 3.1 was still very much a thing, my old man, while doing his post graduated studies, found this story on some Russian usenet group, saved it, printed it out, posted it in his office.

Years later he made the mistake of giving me the internet. And I found the same story, now on the world wide web.

I've taken the time to translate the story from Russian to English such that everyone can enjoy the gifts of Russian usenet koans.

Enjoy responsibly.

>> Медведь был безобразным, косолапым и грязным животным. Однако добрее его не было никого во всем лесу. Но звери замечали только его внешность, на что Медведь жутко обижался, ловил их и жестоко избивал ногами. Поэтому звери его не любили. Хотя он был очень добрым. И веселым. Он любил задорные шутки. За эти шутки звери его скоро жутко возненавидели и били. Да, трудно быть на свете добрым и веселым.

The bear was a filthy, clumsy, and dirty animal. However, no one was as loving as he was in the whole forest. But the animals only saw his exterior, to which the bear became upset, caught them, and brutally beat them with his legs. Even though he was very loving. And happy. He loved practical jokes. For these jokes the animals started to hate the bear and beat him. Yes, it's hard to be loving and happy.

>> Волк был тоже безобразным и грязным. И еще он был очень злым и жестоким. Но звери не испытывали к нему ненависти и не били. Потому, что Волк умер еще в раннем детстве. Потому, что Медведь родился раньше Волка. Да, хорошо, когда Добро побеждает Зло.

The wolf was also filthy and dirty. He was also very evil and cruel. But the animals didn't hate him and didn't beat him. Because the wolf died early in his childhood. Because the bear was born before the wolf. Yes, it's good when good triumphs over evil.

>> Заяц тоже был злым и жестоким. И грязным. И еще он был трусливым. Гадостей Заяц никому никогда не делал. Потому, что боялся. Но его все равно сильно били. Потому, что Зло всегда должно быть наказано.

The rabbit was also evil and cruel. And dirty. He was also a coward. The rabbit never committed any evil as he was scared. But he was still beaten. Because evil must be punished.

>> И Дятел тоже был злым и жестоким. Он не бил зверей, потому, что у него не было рук. Поэтому, он вымещал свою злость на деревьях. Его не били. Потому, что не могли дотянуться. Однажды его придавило насмерть упавшее дерево. Поговаривали, что оно отомстило. После этого звери целый месяц боялись мочиться на деревья. Они мочились на Зайца. Заяц простудился и умер. Всем было ясно, что во всем был виноват Дятел. Но его не тронули. Поскольку не смогли выковырять из-под упавшего дерева. Да, Зло иногда остается безнаказанным.

The woodpecker was also evil and cruel. He didn't beat animals, as he didn't have any arms. So he took his anger out on trees. He was not beaten, as no one could reach him. One day a tree crushed him to death. The animals said it took revenge. After that, then animals were afraid of pissing on trees for a month. Instead they pissed on the rabbit. The rabbit got a cold and died. Everyone knew that the woodpecker was at fault. But he wasn't beaten, as no one could get him out from the fallen tree. Yes, sometimes evil remains unpunished.

>> Крот был маленьким и слепым. Он не был злым. Он просто хорошо делал свое дело. Это он подъял дерево, которое упало на дятла. Об этом никто не узнал, и поэтому его не избили. Его вообще били редко. Чаще пугали. Но его было очень трудно испугать, потому что он был слепой и не видел, что его пугают. Когда не удавалось испугать Крота, звери очень огорчились. И били Медведя. Потому, что им было очень обидно. Однажды Медведь тоже захотел испугать Крота. Но Крот не испугался. Потому, что Медведь его убил. Нечаянно. Просто Медведь был очень неуклюжим. И звери его очень сильно избили. Даже, несмотря на то, что Медведь сказал, что пошутил. Плохо, когда твои шутки никто не понимает.

The mole was small and blind. He was not evil. He just did his job really well. It was he who dug under the tree which fell on the woodpecker. No one knew about his digging and he was not beaten. He was rarely beaten. More often scared. But it was really hard to scare him as he was blind, and didn't see that he was being scared. When the animals were unable to scare the mole they became very upset. And beat the bear. One day the bear decided to sacre the mole. But he didn't scare the mole. Because he killed him. Accidentally. As he was very clumsy. And the animals brutally beat him for killing the mole, even though the bear said it was a prank. It's unfortunate when no one understands your pranks.

>> Лиса была очень хитрой. Она могла запросто обхитрить кого угодно. Когда ей это удавалось, то ее не били. Но иногда ей не везло. И ее били. Били всем лесом. И она уже не могла кого-нибудь обхитрить. Потому, что очень трудно го-нибудь обхитрить, когда тебя бьют. Однажды ее избили до смерти. Да, жилда всегда на правду выйдед.

The fox was very cunning. She could easily outsmart anyone. When she could outsmart someone, she was not beaten. But when she couldn't, she was beaten. Hard. And at that point she couldn't outsmart anyone, as it's hard to outsmart someone when you're being beaten. One day she was beaten to death. Yes, truth will always come to light.

>> Кабан был большой, сильный и страшный. Его все очень боялись. И поэтому его били только всем лесом. Или просто кидали в него камнями. Кабан этого очень не любил. И однажды ночью он спрятал все камни в лесу. За это его очень сильно избили. Больше Кабан никогда не прятал камни. Воистину говорят - время собирать камни и время их не трогать никогда.

The boar was big, strong, and scary. Everyone was scared of him. That is why he was always beaten with the whole forest. Or simply stoned him. The boar didn't like that. One day he hid all of the stones in the forest. For the he was beaten really hard. After that, the boar never hid stones. And so they say, there is time to collect stones, and time to not touch them.

>> Козел не был ни злым, ни добрым. Он был просто Козел. н часто козлил. И его боялись бить. И он своим козловством всех достал. И тогда его избили до смерти. Потому, что иначе он бы умер от старости. Когда-нибудь. Когда Козел умер, Медведь сильно плакал. Потому, что он в тайне любил Козла. Да, любовь зла, полюбишь и Козла.

The goat was neither good nor evil. He was a goat. He often goated. And the animals were scared of beating him. With his goatness he got on everyones nerves. And he was beaten to death, because otherwise he would have died of old age. Someday. After the goat died, the bear cried, because he secretly loved the goat. Yes, love is a cruel mistress.

>> Ежик был маленький и колючий. Он кололся. Он не был злым, он кололся по своей природе. Из-за этого его били только в живот. Ежик этого не любил и стал бриться наголо. И тогда его стали бить как всех. Да, очень трудно быть не таким как все.

The hedgehog was small and prickly. He wasn't evil, he was prickly by his own nature. For that he was beaten exclusively in the stomach. And so the hedgehog started shaving bald. And he was beaten like everyone else. Yes, it's hard to be not like everyone else.

>> Скунс был почти таким, как Заяц. Но только очень нючим. Он плохо пахнул. Его били только в полиэтиленовом пакете. Тогда запах был не такой сильный. Однажды у Скунса был день рождения. Он пригласил всех зверей, потому, что был жадным и любил подарки. И звери подарили ему новый полиэтиленовый пакет. И сильно избili до потери сознания. И Скунс задохнулся в пакете. Так его и похоронили. В пакете. В очень Дальнем Лесу. Потому, что мертвый Скунс вонял еще сильнее. Потом пришли жители Очень Дальнего Леса и в сех сильно избili. Им не понравился запах мертвого Скунса. Да, с соседями надо жить в мире.

The skunk was very much like rabbit. But very smelly. He was beaten only inside a plastic bag, because then the smell wasn't as bad. One day the skunk had a birthday party, and he invited all of the animals as he was greedy and he loved presents. The animals got him a new plastig bag. And then proceeded to beat him until loss of consciousness. The skunk then suffocated inside the bag. That is how he was buried. In the plastic bag. In the very far away forest, as a dead skunk smelt worse than a living

skunk. Then the animals from the very far away forest came and beat everyone hard. They didn't like the smell of the dead skunk. Yes, you must love your neighbour.

>> Хомяк был тоже очень жадным. И богатым. Если бы он делился своим богатством, его бы били не так сильно. Но он был очень жадным. За это его били сильно. И ему все равно приходилось делиться. И он горько плакал. Да, богатые тоже плачут.

The hamster was also very greedy. And rich. If he shared his riches he wouldn't be beaten as hard. But he was greedy. And he was beaten hard. And he still had to share his riches. For that he cried. Yes, even rich people cry.

>> Лев был царь зверей. Он правил лесом. Царей бить не положено. Это закон. Но звери давно забили на закон. Звери били и льва. Ни за что. Потому, что так уж здесь повелось.

The lion was king. He ruled the forest. You're not supposed to beat kings. Such is the law. But the animals gave a fuck about the law. They beat the lion. Why? That's just how things go in forest.

>> Мораль: А зори здесь тихие...

Moral: Sunrises here are quiet...

## **Publishing in The Gopher Times**

you

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Want your article published? Want to announce something to the Gopher world? Directly related to Gopher or not, reach us on IRC with an article in any format, we will handle the rest.

<ircs://irc.bitreich.org/#bitreich-en>