

SUBJECT: XCHANGE

FROM: RASA SMITE <RASA@PARKS.LV>
DATE: SAT, 24 OCT 1998, 17:15:50 + 0300

PICTURING THE EVERYDAY "LIFE" OF NET.RADIO: IRC CHAT AT #XCHANGE

This chat is only a picture—a part of one particular net.radio night in early spring, 1998. The Xchange network is an attempt (only) to create a platform for “collaborative communication” in the field of net.audio. It started, and is still based on, the notion of “picturing” audio content, not so much on producing it... (The content is created by the contributors). But there are many more people, radios, and ideas on this globe—a huge variety of types of communication and of collaborative work, each going in different directions and moving towards the discovery of new and undefined spaces... Just as varied are the people involved, their different communities, and the way they are growing, developing and then splitting again. Altogether this is defining an environment... for acoustic space. The acoustic dimension is a powerful tool in the organization of it. At the moment, the following question is emerging: How to develop multidimensional and free-flowing space, within which you can communicate and develop space for a multiplicity of ideas while still keeping it as undefined and open as possible...

Subject: Avoiding heat death on the Internet
From: Phil Agre <pagre@weber.ucsd.edu> (by way of Pit Schultz)
Date: Sat, 14 Jun 1997 13:09:05 +0200

Much of what people are doing on the Internet is great. But much is not. Here is a common dysfunctional pattern: some people decide to

“start a discussion group.” So they create a mailing list, put a bunch of people on it, and say “okay, let’s have a discussion.” Maybe they’ll send out something interesting to “get discussion started.” Several things proceed to happen:

* Since nobody really knows what the list is for,

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the direction it takes will often be heavily influenced by the first two messages that go out on it—that is, the initial discussion starter and the first issue that someone raises in response. The harder these first two people try to “start discussion” by being stimulating and controversial, the more powerfully they will set the agenda for the list. People will react to those initial

points, and other people will react to those points, and the whole discussion will be sucked into one of fifteen standard conversations that everybody in that world has had before.

* This initial explosion of messages will cause many people to panic and say “help! you’re flooding my mailbox! get me off this list!”

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* Notwithstanding the excessively narrow focus of the initial discussion, the people on the list will come up with five different ideas about what the list is supposed to be for—without it ever occurring to them that alternative ideas exist. They then start grouching at one another for abusing the list. Or even worse, they start scowling inwardly at one another for abusing

the list without ever raising the issue—or not raising it until they're full of anger and resentment about it. Nobody can decide when to take a branch of the discussion "off-line" to private messages. This problem is especially bad on those systems which do not have a concept of a "thread" (roughly, a series of messages with the

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same Subject line), so that people can choose not to receive any more messages on a given thread. But of course, most mail-readers on the Internet (as opposed to Usenet or the Well, for example) have no such concept.

* After an initial burst of discussion, the list falls into something resembling heat death. The

level of traffic goes down, and nobody is sure what to do next. Everybody was just reacting to other people's messages anyway, so zero traffic becomes a stable pattern.

* The next step, after a couple months of silence, is for someone to post a political action alert to the list—whereupon a batch of people

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will try to get themselves off. But of course they did not save the automatically generated message that explained how to do this, and the intervening silence has removed any sense of concern for the well-being of the list, so they do it by sending messages to the whole list. This, of course, causes other people to do the same thing, whereupon someone tries to prevent this

effect from snowballing by sending out a helpful, constructive message like "hey, you idiots! didn't your mama teach you anything? why don't you just unsubscribe by sending a message to <greeblex@blort.snort.com>?"

Internet discussion groups can work well despite these dynamics, but only in special cir-


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Another interesting experience of co-streaming is creating the loop. Each broadcaster takes another's live stream, re-encodes it, and sends it on for the next participant. In this loop, sound input is going around and coming back with a little delay (5-10 seconds) creating multiply sound layers. If sound keeps travelling around, the stream gets more and more noisy, and finally turns into one continuous noise (depending, also, on the amount of participants). Another way of using the loop-connection is to cut down the feedback—for example, it can be used for remote interviews and discussions, news exchange, etc.

I believe there are many more possibilities for live transmission experiments in the net, but these are some basic principles we have experienced during the X-Open Channel live sessions.

information&communication channel | for net.broadcasters
http://xchange.re-lab.net (Xchange) net.audio network
xchange search/webarchive: http://xchange.re-lab.net/a/

SUBJECT: REWIRED COMPILATION
FROM: DAVID HUDSON <DWH@BERLIN.SNAFU.DE>
DATE: MON, 19 OCT 1998 22:45:51 + 0200 (MET DST)

Date: Wed, 7 Jan 1998 11:28:35 -0800
To: rewired@rewired.com
From: andrew sullivan <andrew@eline.com>
Subject: Active Maastricht Screens

- >>WHERE is the German zine ?!!
- >
- >WHO is asking? (for it?)
- >
- >Micz Flor (micz@metamute.com)

For me, that exchange really sums up a key difference in the way that Euros and Americans tend to view net development; it reminded me of a public post on the

with real, live other people. This spirit of politically noble laziness is dragging down the Internet.

In fact, the people who helped me articulate these phenomena work mostly with kids. Mike Cole <mcole@weber.ucsd.edu> and Olga Vasquez <ovasquez@weber.ucsd.edu> in my

old department at UCSD, for example, run after-school computer clubs for kids. They discovered early on that you can't just provide a bunch of computer activities and helpful college students and tell the kids of have fun and learn lots. Instead, you need to provide a structure of some kind that is intrinsically rewarding and offers a sense of where you cur-

Rewired message board by Richard Barbrook, who was quite the item at the time of his post and acting spokesperson for Europe on the state of net.culture. The quote's a bit out of context, since he is addressing a more fundamental difference in approaches to development and not the specific issue of web publishing and net.culture, but I believe that his perspective is one that is unfortunately common and detrimental—at least among the Euros I've known who follow and use the net daily.

Comments like the following below by Barbrook do damage precisely because there is no reason that europeans have not taken a more aggressive role in "owning" the net—or at least complaining about reasons that prevent them from doing so. And rather than have some of the more outspoken figures act as driving forces in defining a new direction, we have only the comment that the American way is stupid precisely because so many are moving without thinking first—I could almost sense the academic invoking the myth of Prometheus.

So, while Barbrook and those following his approach to developing a european net identity sit back and think about the best possible scenario, I wonder if he ever stopped to ask himself which scenarios—as dumb as they might be—were defining his options and the forces that may or may not limit them. For those models will be the ones that work, and there's only one way to find out if something works.

<http://www.rewired.com/Board/Messages/12.html>

Unlike the Californian ideologues, we don't have any easy and simplistic solutions for how the hypermedia industry should be developed. However, the first step towards finding a way forward is to try to understand how really existing capitalism is evolving, rather than relying on the idiocies of neo-classical economic texts. It is better to ask intelligent questions than to give stupid answers!

All the best.

Richard

Hypermedia Research Centre

<http://www.hrc.wmin.ac.uk/>

I think you should take this even further, however, and address how the net has really transformed an entire segment of the U.S. economy—whether we like it or not. It took years to develop the physical and intellectual infrastructure to make

rently are in a larger picture. So, for example, each computer program comes with an activity sheet—an actual sheet of paper with easy, medium, and hard challenges for using the program. Also, the kids are constrained in which programs they can use by a floorplan through which they move a game piece (a "creature"): when they do well at one program, they get to

move to an adjacent "room" of their choice. Now, some people will say that this is more grown-up domination of kids. I say that kids need friendly, flexible structures to scaffold their development. If you think you can get kids learning real stuff in a totally unstructured environment, you go ahead and do it. Let us know when you succeed. We'll stop by and have a

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this “high-tech” economy work (the way it works), and, in large part, it works on the backs of the freelance community here—perhaps an unfortunate result of the neoclassical “tests” to which Barbrook refers.

I don’t think many Europeans get that. That is, how many of the wage-earners in this business do not have jobs, only a brief contract. While this is probably not the direction most of the people on this list would like to see any economy take, I think Europeans gave up on the best known alternative—government having a pretty firm grasp on the economy—when they ratified Maastricht. If Europeans do not see themselves in the bottom of the neoclassical test-tube now, they’re in for a rude awakening.

In short, I think one of the reasons that no one, as Micz suggests, is calling for the German zine is that they might just be content with watching the Americans do it where they do it best: on the screen.

Now the French, that’s a different story. I’m sure that they are behind XGML!

Andrew Sullivan, eLine 330 Townsend St. #220 San Francisco, CA 94107 415.543.0760 fax -0761 http://www.eline.com	REWIRED “AA For The Web” http://www.rewired.com
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The Rewired List was started in December 1997 so that a relatively manageable group could speak informally about the issues brought up by the online zine, Rewired (<<http://www.rewired.com>>). As it turns out, because the approximately forty subscribers are more or less evenly divided between Europeans and U.S. Americans, conversation more often centers on cultural and political comparisons and contrasts between the two continents. eLine Productions in San Francisco runs the list, and Berlin-based David Hudson moderates.

look, and ten bucks says that you’re actually training the kids to obey a whole range of hidden control trips while pretending to be free and spontaneous.

Margaret Riel <mriel@weber.ucsd.edu> has done similar things on a larger scale over the Internet with networks of teachers across the

globe. They don’t just connect the kids by e-mail to scientists at the South Pole: first they set up a whole elaborate curriculum, covering several topics from math to science to literature, so that the children have read and written and talked and listened about the South Pole for weeks, comparing notes with one another as they hit the library and type in their work. All

SUBJECT: RHIZOME

FROM: RACHEL GREENE <RACHEL@RHIZOME.ORG>

DATE: FRI, 23 OCT 1998 19:09:05 - 0400

RHIZOME <<http://www.rhizome.org>>

Each time that technology, subjected to certain cultural imperatives, ceases to be that which we expect of it, then art, always victorious, defends itself by inventing new tools. At the margins of the art world is new media art. Here, art massively disengages itself from mainstream practices in order to find its own space. New media art is a nomadic space, a kind of rupture. All else will not be art.

RHIZOME maps this territory by publishing and indexing a wide range of art discourse. Started in early 1996 as an experiment in democratic, community-driven discussion, RHIZOME is proud to be an organization on the underbelly of the American art media. Reaching thousands of people every week (artists, academics, students, housewives and the heartbroken), RHIZOME is a channel for critical writing, chatter, email art, and also the self-promotional emails that may eventually provide important groundwork for new media art history. Publishing these sometimes banal, sometimes personal, sometimes critical rivulets of data, one might consider RHIZOME the pre-eminent tabloid publication of the new media art community.

Modeled on the form of the "rhizome"—a nonhierarchical, living network without center—RHIZOME's charter is to be part community center, part art magazine. While RHIZOME is explicitly interested in developing a critical vocabulary to discuss new media art, and in issues relating to technology, culture, and politics, it is intent on addressing these topics in ways understandable to those who don't read Lacanian diagrams or speak English as a first language. RHIZOME is user-powered; it is a bottom-up, free media where the users are the authors are the readers. We develop new forms and map new spaces. The RHIZOME robot sends email, filters and indexes texts, archives information...and replicates itself into the next millennium. Subscribe to RHIZOME for a look at the current state of new media art.

of this structure means that everybody knows where they are going, everybody is ready for what happens next, and the whole activity has a natural point of closure.

What the Internet needs is a vocabulary of structures for e-mail discussion lists. Nobody should bother creating a list until they have a

good reason for it that everybody has signed onto. This will mean doing some consultation, building consensus, and accepting that communities take time to grow. It will also mean having a definite goal and structure for the list, including a statement of the conditions under which the list will have achieved its purpose and be shut down. Of course, nobody should

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Alex Galloway <alex@rhizome.org>
Rachel Greene <rachel@rhizome.org>
Mark Tribe <mark@rhizome.org>

Subject: Syndicate [the Nettime mix]
From: Erik Kluitenberg <epk@xs4all.nl>
Date: {}

Date: Fri, 1 Mar 1996
From: abroeck@v2.nl (Andreas Broeckmann)
Subject: V2_East / Syndicate Newsletter 96/02

INTRODUCTION

This is the second Syndicate Newsletter. In the first sections there is some information about how the list/network is taking shape. Some people have submitted information for distribution through this channel, and we want to invite everybody to do the same—either by posting stuff directly to <syndicate@aec.at> or for inclusion in the next newsletter (no later than end March 96, but earlier if a lot of material comes in) to <abroeck@v2.nl>. Any information that is of interest to the media art community in East and West Europe, from the dates of your forthcoming events to strategies for winning sponsors and grants, is welcome. Also, the submission of your own FAQs (Frequently Asked Questions) would be useful. The V2_EAST WEBSITE where all this and more information will be collected for reference is under construction. Please, invite other people who might be interested in the Syndicate to subscribe to the list.

Best wishes, and see you soon, Andreas Broeckmann
(V2_East)

Date: Tue, 5 Aug 1997
From: kitblake <kitblake@v2.nl>
Subject: Syndicate: Deep Europe Visa Department

force people to run their lists this way. But it would be most excellent if decent standards could be established within which people can create software to support such things. Sure, plenty of companies sell conferencing systems to organizations whose people are required to do things together. But that doesn't mean that those people actually go through the social

processes needed to use the systems at all productively, and it certainly doesn't mean that the benefits of those systems become widespread on the Internet.

A lot of the problem, then, has to do with technical standards and the like. But the problem is also cultural. Many people have lost, or never

DEEP EUROPE VISA DEPARTMENT

Intro: The Syndicate convened again at Documenta X in Kassel. Its members form a distributed community, initiated two years ago as a network of people who stay in touch through an internet mailing list. They share a common interest in media cultural developments in Eastern Europe, and the loose goal of the Syndicate is to further cross-pollination and synergy/support between East and West.

It's interesting when you meet somebody whose words you know but whose face you've never seen. In "normal" encounters, you see someone, sense their personality, and perhaps probe their thinking. In a distributed community, you already know their thoughts, so when finally face to face you explore the person. It makes for a social scene.

VISA DEPARTMENT

On Saturday we produced an event, the deep europe Visa Department. The name, deep europe, was invented for this workshop in the Hybrid WorkSpace at documenta X ("dX"), and must be taken with a grain of salt. But most of the participants are from the East, and that is another Europe. It's across the BORDER, and residents on the other side are not E.U. citizens. They must apply for a visa to visit. For Germany, for instance, the application costs 50DM, for England 100DM. And you may not get it. You have to wait. You have to answer questions. "Do you have any transmittable diseases?" "How much money are you bringing?" "What is this organization that's inviting you?"

It's a different world. When you're sitting at your dining table, and you hear the bra-a-a-t of a Kalishnikov on the other side of the wall, well, you "sort of" get used to it. As Edi Muka said, like you "sort of" get used to a rollercoaster ride. Obviously, living in an environment like that means your media addresses certain issues, and those projects are the focus of the Syndicate.

Preparation for the deep europe Visa Department integrated with the other activities. Flyers were made and spread around Documenta. They invited everybody to a performance and party on Saturday night, and to come apply for a visa to deep europe between 2 and 6. A deep europe logo was created, taking a cue from the dX "d", integrating it with an "e", and adding an accent, an Eastern inverted caret character. This was used in documents, stamps, signs, and badges.

Forms were created. They were written in Albanian only, with no translation; they

learned, the skills for working together. Although the 1960s counterculture is out of fashion now, it put a "lot" of effort into learning how to build community, how to organize and empower people, how to run things democratically, how to fight fair, and how to be a powerful human being without having to exercise power over other people. In my opinion, the net

needs these skills badly. And so does the rest of the world. People who believe in liberty ensure an authoritarian world unless they teach people how to organize themselves through their own efforts, and the problem of using the net productively might be an occasion to rediscover this.

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asked the usual questions. Erasers and potatoes were carved into stamps, and various colored ticket books were found. From the dX participant nametags, badges for officials were made by overlaying a laserprint with a window cut out so the photo would show through. Of course, the deep europe logo was on the badge, and in a technofascist typeface was the word "Absardze": this is Latvian, and it's a new, thus obscure word, which means "guard" or "control." Throughout the event, hardly anybody, even from the deep europe group, knew what it meant. Which means it was perfect.

A soundtrack was put together. Rasa Smite (<<http://ozone.parks.lv/Xchange>>) pulled a bunch of audio off the net, including some military song from Edi Muka's video-performance project, a sort of Donnau anthem, and this became the basis for the mix. Analog noise was filtered in, to mimic a bad sound system. This manic march was played—loud—during the proceedings. At various intervals an announcement was woven in. This was usually in some unintelligible East European language. A series of barked commands in Albanian, or Serbian instructions that may or may not apply to you. Once in a while some English, "Please be patient," and eventually a longer one, "May we have your attention please. If your visa permits entrance for more than one day, you may be required to take a blood test." This one bit of understandable information then faded away, "Blood tests are conduc...." The manic march paraded on. Throughout Saturday afternoon it looped continuously.

At the entrance to the event, Alexandar Davic and Michiel van der Haagen set up a video surveillance camera—one of those CU-SeeMe eyeballs, it stared down the crowd. Also present was a microphone to pick up the crowd's mutterings. The signal was displayed on a monitor near the door, with a distracted Absardze sitting there not watching it. Other material was shot with a HandyCam, and this will be combined with, naturally, the manic march for a soundtrack, into an event compilation.

The walls surrounding the entrance made a kind of banked curve the visitors had to follow, lined with tables, forms, and officials. One Absardze in supershades managed the door, letting people in two by two. The process applicants had to follow was typical mind-mushing bureaucracy. Little translation was provided, and forms had to be filled out correctly. Iliyana Nedkova: "Oh, you have a yellow ticket? You have to go to that table over there and get a green one." And fill out a form. Marjan Kokot: "Green ticket? Here's the form." In a language few people can read. One Absardze was sitting at his desk looking bored, reading a magazine, a

[Originally forwarded through the Red Rock Eater
News Service (RRE). For more information, see
<<http://dlis.gseis.ucla.edu/people/pagrerre.html>>.]

Well, in homage to the immortal Turing test aimed at recognizing a specific kind of intelligence, I have decided to engage in a similar "Cosic test" of activism. Here follows a short description of the test:

COSIC TEST

The Cosic Test is aimed at deeper understanding of group motivation, and is structured in such a way as to enable a singular researcher to perform it alone, although assistance can ensure more accurate and fast measuring. This methodologically complex epistemological strategy consists of two main parts: (a) I talk, and (b) I wait.

(a) In the "I talk" part, the task of the researcher is to offer a profiled collaborative project to a group of declared activists, with the invitation to meet outside of the conference hall after the given meeting and talk of direct action. It is important that the project offered is of maximum usefulness to the goals declared at the meeting.

(b) In the "I wait" part, the researcher has to go out after the meeting and stand there for about fifteen minutes until every meeting-participant has left not only the conference hall, but also the lobby.

DESSAU RESULTS

One person approached me in the hall and about seventy passed me by. After analyzing the profile of the enlisted collaborator, it became clear that this person is the K.I.E.Z. technician and is not subscribed to the list. Therefore he was not acknowledged as relevant to the analysis.

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Date: Mon, 27 Apr 1998
From: Tapio Makela <tapio@projekt.net>
Subject: Syndicate: report fragment 1 from Stockholm

Dear Syndicated,

I am writing this brief and partial report from Stockholm, "The Shaking Hands and Making Conflicts" event; Andreas Broeckmann and others will continue. The

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I still have roots but those roots have given me aerals as well as a body.

Subject: :::recode::: Re: computer as metaphor
Reply-To: Susan Hansen <shansen@carmen.murdoch.edu.au>

>Well, for a start the computer is now a metaphor for
>how the brain works. Sometimes it’s even a metaphor for
>how the body works—i saw a news segment on TV
>recently that compared the workings of the immune system
>to it. [MW]

The computer (singular) is one of the more pervasive metaphors for the (disembodied) brain. I’m sure no one needs reminding of the kinds of dualisms these kind of metaphors draw on.

The immune system is another abstracted system imagined to be lurking within our opaque (yet permeable) skin. More often conceived with the aid of bio-military metaphors (foreign invaders, defense forces...) but the computer offers a less overtly masculine rendering of what remains an ordered and logical system....

>Sooner or later, it’ll be the network (if it isn’t already). [SM]

Here is a more unsettling metaphor. The network cannot be neatly placed as either mind/body. It is multiple, fragmented, and collaborative—it lacks the sturdy boundaries of the (singular prosthetic) computer.

Not an autonomous domain.

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>here at 3am all the euro/northern hemisphere lists have woken up and
>begin to pump blood into the system [LW]
>Not surprisingly interest
>now focuses on DNA imagined as a kind of digital code. [MW]

The human genome project has followed a similar path of imaginings. The initial working aim was to create an enormous physical clone repository for the storage

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and a way of doing things. But in the absence of that culture, how does democracy function?

I am thinking of Vietnam and Cambodia, particularly Cambodia and the misery that can be caused in the name of liberation. Ordinary poor folk don't think in terms of concepts and rights, only in tilling the land, feeding the family, having a better life. And the offspring of these people are in a perfect position to be exploited by those who cry democracy but are really purveyors of power. The mistake the Indo govt made was in not introducing democracy when it could, during the "peaceful" times. The Suharto family got greedy.

Indonesia's main concern now is to provide enough so that Indonesians can eat. It is true that the conditions in Indonesia are appalling. It sickens me to the stomach to think that, after all these years, the wealth of the country lies in the hands of very few.

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But apart from the troubles that have been brought to light in the past year in Indonesia, what of the inherent racism against Chinese in that country which, I might add, existed even before they amassed such great fortunes to the detriment of the rest of the country that it is not a surprise that they are so greatly hated/envied. And then there's the explosive mixture of Muslim, Hindu, and Christian cultures. Everyone wants a say and everyone wants their say to be bigger and better. I am thinking of Sikh and Hindu clashes in Northern India, Muslim and Hindu clashes in India. Kashmir...etc. Pakistan and Bangladesh broke away. How does Indonesia break away from itself? Split into 300,000 tiny islands and break Java into three pieces? Then who gets Jakarta?

This racism is only slightly more obvious in Malaysia with biased economic policies designed to benefit one race.

And I still remember the Philippines during the Marcos regime and the complaints from Filipinos living in Malaysia that conditions in the Phil are getting worse, even without the Marcoses. And there is that problem in the southern island, of Muslims wanting to break away from the rest of the Phil. Instead, they cross the sea into Sabah (Malaysia) where they know they will be welcomed by the Malaysian government because they are Muslim.

And Mao Tse-tung and Pol Pot and Mrs. Mao.

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Next 5 Minutes or Metaforum; a big one that truly shows Nettime's sweet face is the meeting planned for May 97, which will be held in three different cities in former Yugoslavia: Ljubljana, Zagreb, and a seaside resort. Nettime seems to be an island of humanity in the mediated world of the net and its periphery. Anybody can send anything at anytime to the open list. Although for a discussion mailing list this is in itself not unusual, combined with the very personal treatment of its members, it means that Nettime could be a fertile breeding ground for new writing talent, a free space to experiment with styles and ideas for artists or theorists—or, most interestingly, a place for nonwriters in the extreme sense of the word to vent their opinions on highly philosophical matters, a place where professional intellectuals and "illiterate" mediaworkers communicate. But this is precisely where something seems to go wrong.

Nettime has a lot of members. The issues that are written about titillate many minds. Yet only a very small part of its members "open fire," even when the battle is practically in their own backyard. We have heard someone say he is afraid to write. Why is that? Speaking in public is not easy, most of us know that, with the exception of the natural performers. But is that really the only problem? From very different corners, the same remarks about Nettime can be heard over and over again. The texts, the announcements, and the world that seems to be hidden behind them are considered extremely interesting, but there is this enormous threshold fear of reacting. And again, it seems to be associated with these same good texts.

At conferences the way an idea is communicated is a mixture of that of the objective, learned scholar/professional and that of the master speaker, the politician, the salesman. Theories are presented and discussions are initiated in the old-fashioned manner of the college, where knowledge was a clearly shaped object of power, with a beginning and an end and, perhaps, guards flanking its sides. Even the audience seems to submit to these rules of polite respect for an erect manner of speaking that also dominates universities and political meetings. New media are not just effecting old media like books, TV or radio. They also effect institutions. Academies will have to deal with this revolution just as much as television companies will—their heritage needs to be dealt with and transformed. We do not mean to say that what comes out of this heritage, like styles of writing and thinking, is wrong or needs to be dumped; merely that they feel a bit uncomfortable in the context of this list.

Fortunately, Nettime does not pay its contributors for their efforts. This saves us

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MUST KILL %CONTENT MUST KILL !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!— —
%CONTENT MUST KILL %CONTENT - % - U N - S U B - S C R I B E — —
MUST KILL %CONTENT MUST KILL !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!— — % - U N - S U B -
%CONTENT MUST KILL %CONTENT S C R I B E — —
- !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!— — % - U N - S U B -
S C R I B E — — !!!!!!!!!!!!!!!!!!!!!
ah target=[7-11.org]

SCRIBE—
-
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
—%-UN-SUB-
S C R I B E — —
!!!!!!!!!!!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!—%-
UN-SUB-SCRIBE—
—
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
—
- % - U N - S U B -
S C R I B E — —
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
—%-UN-SUB-
SCRIBE—
-
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
—%-UN-SUB-
S C R I B E — —
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UN-SUB-SCRIBE—
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—
- % - U N - S U B -
S C R I B E — —
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—%-UN-SUB-
SCRIBE—
-
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—%-UN-SUB-
S C R I B E — —
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UN-SUB-SCRIBE—
—
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
—
- % - U N - S U B -
S C R I B E — —
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
—%-UN-SUB-
SCRIBE—
-!!!!!!!!!!!!!!!!!!!!

Q-where did we

!!!!!!!!!!!!!!!!!!!!—%-UN-SUB-SCRIBE— —!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!— - % - U N - S U B - S C R I B E — —
- % - U N - S U B - S C R I B E — — !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—%-UN-SUB-
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—%-UN-SUB- SCRIBE—
-!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—%-UN-SUB- -!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—%-UN-SUB-
SCRIBE—!!!!!!!!!!!!!!!!!!!! SCRIBE—!!!!!!!!!!!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!—%-UN-SUB-SCRIBE— !!!!!!!!!!!!!!!!!!!!!—%-UN-SUB-SCRIBE—
!!!!!!!!!!!!!!!!!!!!—%-UN-SUB-SCRIBE— !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—

end?

Q - t a r g e t

'_close_all_'

Q-suggest: put all
mesg into /7-
11/<some>/

Q-and think about
an auto_count thing
for

Q-rotating archive
after x mesg

deonMouseOver="s
elf.status='.';;
deonMouseOver="s
elf.status='.';;

>>NAME: ... 7-11
>>DATE OF BIRTH:
...9-97
>>MODERATORS:
... NON
>>NO. OF SUB-
SCRIBERS: ...71
>>HAPPIEST MEM-
ORIES: ...711.org
>>SADDEST MEM-
ORIES: ...Re:
>>HOPES FOR THE
FUTURE: ...NO
CONTENT

- % - U N - S U B -
S C R I B E — —
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
——%-UN-SUB-
SCRIBE——
-
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
——%-UN-SUB-
S C R I B E — —
!!!!!!!!!!!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!——%-
UN-SUB-SCRIBE—
—

- % - U N - S U B - S C R I B E — — !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!——%-UN-SUB-
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!——%-UN-SUB- SCRIBE——
SCRIBE—— -!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!——%-UN-SUB-
-!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!——%-UN-SUB- SCRIBE——!!!!!!!!!!!!!!!!!!!!
SCRIBE——!!!!!!!!!!!!!!!!!!!! !!!!!!!!!!!!!!!!!!!!!——%-UN-SUB-SCRIBE——
!!!!!!!!!!!!!!!!!!!!——%-UN-SUB-SCRIBE—— !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!——
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!—— - % - U N - S U B - S C R I B E — —
- % - U N - S U B - S C R I B E — — !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!——%-UN-SUB-

