

# ChaosMeeting 2016/36

Date	26/09/2016
Time	20:00
Location	<a href="#">ChaosStuff</a>
Location Opening	~17:00

## Agenda

- ToDo
- Freifunk – [orimpe](#)
- hack.lu – [orimpe](#)
- repair Cafe
- Pressekonferenz – [prometheus](#)
- erfa request

## Minutes

### ToDo

from [ChaosMeeting 2016-35](#)

Assignment	Member	Deadline
<input type="checkbox"/> take a new photo, write the letter to Assange.	<a href="#">virii</a>	coming soon
<input type="checkbox"/> modify membership paper - minors member	<a href="#">metalgamer</a>	07/2016
<input type="checkbox"/> make a gift to the Circl Team	Members	14/10/2016
<input type="checkbox"/> write to MixVoip	<a href="#">orimpe</a>	/
<input type="checkbox"/> Keep pushing for Internetzzz	<a href="#">prometheus</a>	/

### Freifunk

The first routers are buy, Frontend is partly moved to c3l, and the gateway is ready ~18€ per month.  
The code should move from Github to project.c3l.lu.  
We create a logo, and [metalgamer](#) is donating the stickers / flyer's. Thanks

### Hack.lu

- Gathering books and stuff to sell.
- [orimpe](#) print a few snowden busts.
- We should order new posters.
- Sell flora power and club mate.
- take power cords
- Ultimaker 2
- mate schnaps

The money we gather is collected by the c3l and later the FVDE got a don (~50% of the revenues) by the c3l.

Virii, prometheus and orimpe are present.

## Repair Café

The Repaire Café create a budget, the members cant send their wish list and the RC is buying the Stuff.

like this:

<http://www.velleman.eu/products/view/?id=415978>

## media conference

C3L got good media attention comparison to "other" ASBL's



## The CCC & erfakreis

We should asking again to become a "official" erfakreis. \\So we can get some support from the CCC to push our projects. \\Perhaps we just have to join a erfameeting and ask.

From:

<https://wiki.c3l.lu/> - Chaos Computer Club Lëtzebuerg

Permanent link:

<https://wiki.c3l.lu/doku.php?id=organization:chaosmeetings:2016:cm-2016-36&rev=1540232512>

Last update: 2018/10/22 20:21

