HAPPY HALLOWEEN

HINTS AND INFO
Larry Bailey

I've learned lately that there are a lot of novice out there in computer land. That most programs are over their heads. This is mainly because they do not have the manual, docs, exc.. for their program. This article is to be helpful to the old and the new

If you're having trouble debugging a program, wait until just before the error is executed, then press the stop key, which usually gives you a good idea of the location of your bug. When I say bug, I do not mean the type you kill with a swatter. This is a bug in the program. A little computer humor.

When debugging a program, list the lines of interest, then use your cursor to follow the line while you read or review the program. It works even better if you change cursor color.

There is a lot of debugging programs out. Check around and try to find a good one that suits your purpose.

Or, Read the error message and make sure you understand it. If necessary, consult your user's guide. List the line with the error message and read it over for obvious errors. You should be able to spot most Syntax errors if you read carefully. Basic often chokes on anything that looks like a keyword. Print out the value of each variable on the offending line and write down its value. This will help you find errors like a bad array index or a bad argument to a string function. Now if that didn't get you confused, then wait a minute. If possible, execute in succession each separate Basic statement on the line. You might be able to tell which statement killed the program. If these steps fail or expose a problem that you don't know how to fix. then you probably don't understand how your program works. In this case, you should read over it, tracing out how it executes until you understand the problem. You need to learn how to solve your own problems if you ever really want to know what you're doing. As a last resort, seek help.

(Special Note). My article that was printed in the Sept, 1994 edition of The Lucky Report, called "add a Reset Button". I would like to make a couple of add ons to this article. One is that the reset button will also work with the 1541 disk drive. The part number for the SPST momentarily normally open pushbutton from Radio Shack is part number 275-1547.

Until next time have fun with your computer. I'm still learning myself

WELCOME
COREY HODGE
TO THE
LUCKY
Club

LUCKY REPORT

HOW TO WRITE AN ARTICLE
by Dan Koleski

On several occasions, we have requested some sort of article to be submitted by our members. It's not always a case that those of us that usually do the articles can't or won't do the articles anymore, but we would like to see some free items but more than that, we would like to have some involvement from other members. The purpose of this article is two fold. One, to encourage you to write an article for the club's newsletter, and two, to show you how easy it is to write an article and what you need.

In essence, if you have your trusty Commodore computer and as much as one program, you have everything you need. I guess one other item you might need is a good word processing program, but this might be the one program you have. Basically, all you need is a subject to write on and sometimes, this is the hardest part to do. If you have any program that you use with any regularity, you have what it takes to write an article.

All that we are looking for is a brief article on any program. Tell us what you do with it, some of the programs special features, likes and dislikes and the such. If it's a game, maybe give us some of your tips and hints. A spreadsheet, tell us what you do with it.

As a member, you can check-out a program from the club's library and do an article on the entire disk, or just one program on the disk. (Preferrably, the whole disk). Once you have submitted the article, you get the disk you check-out and one other disk from club's library.

The only other items that might assist you are a good Dictionary and possibly a Thesaurus. These are not essential, but can come in handy. If you are afraid of spelling, grammar and all, submit what you have and the article will be edited before re-printing. Once you have written your first article, you'll find out how relatively painless it is and hopefully, you want to submit more. We sure hope so.

So what are you waiting for. Pull out that favorite program of yours and warm-up that keyboard. By helping us out, you'll be doing your group a service and it won't hurt your self-esteem to see your name in print when your given credit for the article.

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Next Month's Meeting
November 8, 1994
6.30 PM
Jefferson Mall

Treasurer's Report
By Bill Bunch

Sept

An itemized statement of the disbursements is available at the Monthly Meeting.

LUCKY REPORT

HINTS AND TIPS
October 1994
by Dan Koleski

I've found a few more Hints and Tips from some of the Newsletters we have been receiving. I thought I should pass them on to you. Enjoy.

From the "Hub Area Commodore Club" of Yuba City, California came the following tip, Author Unknown.
  The head of your disk drive can get out of alignment after much use. You can realign it with simple Commodore Commands. With any disk in the drive, type
OPEN 15,8,15,"!"
CLOSE 15

(This refers more to the drive head getting confused or stuck. Actual hardware misalignment is not going to be corrected by issuing software commands.)

From the Melbourne Commodore Computer Club of Box Hill, Victoria came the following tip.
FREEZE A LISTING
Using the C64 and being a programmer, I have found that there is no facility on it to temporarily "freeze" a program scroll while it is being LISTed to the screen. This means that you have to try to see what is going on while the listing glides gracefully upwards before your very eyes.

Recently I came across the following short program which fixes this. The C64 has a small unused block of memory between locations 679 and 767, just right for a small machine-code routine. There is also a vector at address 774 which is used when BASIC LISTs a program, and a flag at address 653 to detect when the SHIFT,CTRL or the COMMODORE keys are pressed. By combining all these wonderful pieces of information, the following routine was produced to perform the required function.

To add the LIST freeze facility to your C64 you just load and run the following small listing, and the facility will be installed automatically.....Dorthy

```
10 FOR C=679 TO 686. READ A
20 POKE C,A. NEXT C
30 POKE 687. PEEK(774): POKE 774,167
40 POKE 688. PEEK(775): POKE 775,2
50 DATA 72,173,141,2
60 DATA 208,251,104,76
```

The final tip came from the C.H.U.G. Gazette of Fremont, Ca who borrowed it from Terrier Twins of Alton. Ill

DISABLING THE STOP AND RESTORE KEYS
On the 64, POKE 808, 225 will disable the STOP and RESTORE keys, separately or in combination POKE 808,237 will enable them again.
On the 128, POKE 808,103 disables STOP and RESTORE while POKE 808,110 enables them again.

HAPPY HALLOWEEN

LUCKY REPORT

I've been pondering this title, "EDITORIAL". Since Roger and his wife, Mary, actually do the editing of articles and he puts the newsletter together, I would consider him to be the editor more than myself and his title is "Newsletter Editor". Usually when I read the Editorial in a magazine, the editor talks about the contents of that publication for the most part. So I decided to look up the word editorial, and this is what I came up with

EDIT: 1. To prepare and edition of, 2. To direct the publication of. 3. To assemble.
EDITOR: 1. One that edits. 2. a person who writes editorials

I think you get the picture. I'm going to change my title of this article starting with our next newsletter. In the future, this article will be called "L.U.C.K.Y. HAPPENINGS". Now that I have that off my chest, lets get down to some real business.

While I'm on the topic of newsletters, I guess I will tell you that December will be Roger's last month as our club's Newsletter Editor. He says it isn't as much fun doing anymore and wants to pursue other areas. I was concerned about finding just one person to take over these duties, but not only did one person come forward, but we had three request for this position. One is a joint venture, James Walters and Daniel Travis, said they would like to try to do the newsletter jointly. Scott Wray also came forward wanting to do the newsletter as well as Kirk Wyatt. What we have come up with to settle this dilemma is a Newsletter Showdown. I will present each interested party with a disk containing the same four articles. They will be required to edit these article and come up with a newsletter for the club to judge and vote on. While on the subject of Newsletters, be looking for the December Newsletter, Roger's last issue. We are planning to put together a super double edition. I'm working on coming up with some really nice articles I've come across and we plan to put together something special for you. In fact, it was decided that at least once a year, we need to attempt to do this. Hurrah for us!

I need to bring up the subject of monetary exchange at our meetings. We are not suppose to be exchanging money at our present location and if we get caught again, we're out. I don't want to see as much as a penny shown at the meetings. This does bring up a problem and for now, we will just rely on an honor system until we can come up with something better. If you purchase anything from library whether it be disk, cases or whatever, you will need to mail a check to the P.O. box on your newsletter, the club's address. As for raffles, we will not be having our regular raffle until we get this issue settled. We will still have our door prize and if you win the attendance drawing, we will mail the money to you.

Since I'm on the subject of meeting places and all, I have secured the Beechmont Community Center for our December and January meetings. I'll have more on this in November along with directions. This is the same place we held about four of our meetings last year and we are looking into the possibility of moving to this location permanently. We really need to hear from you all on this. Please, if you purchase something from the library, take the time to send the money in or get it to one of the officers somehow. Thanks.

If you've been looking for some of the disk cases like we had before, they should be available again tonight. Also, we should be getting a large supply of disk in for the club so we can again have disk to sell to members along with skins and disk notchers.

I've been bringing in each month, past issues of RUN magazines for members to check out. Very few persons have been taking advantage of this feature so it has been decided to stop bringing these magazines to the meetings. If there is a magazine you are looking for, call me ahead of time and I will bring it in. Besides having almost every copy of RUN, we also have almost every GAZETTE magazine and several AHOY!'s as well as various other old Commodore magazines.

The Louisville Hamfest was October 1st and 2nd and your club had a table set-up there to let people know that we still are here to serve them. Several club members manned the booth showing programs and handing out flyers. Just another way we are attempting to reach out to our community to let it know that even if Commodore itself is playing dead, we are still alive and going strong.

We had 41 persons present at the meeting in September, so this makes the second month in a row we've had over 40 persons present at the meeting. I believe we had around 45 at the August meeting. We had one person join last month, and I've heard from two other people that are intending to join this month. This is really good for all of us but we can't relax. We must constantly find ways to reach as many of the Commodore users that are still out there, and there are literally hundreds out there in our area alone. If you have any ideas on ways to get the word out about your club, let us know.

If you haven't been on the L.U.C.K.Y. BBs lately, you are really missing out. With some outside help and Dave's own endeavors, several improvements have been made to our board. Several new pictures have been added at various locations as well as some new areas added. CHECK IT OUT!

I cannot think of anything else to talk about at this point, so I guess I will end this discussion and move on to my next event. Remember, if you have any ideas for the club, let us know. We can only be as good as you'll let us be. ENJOY!

LUCKY REPORT

SUPER SNAPSHOT V5
INITIAL IMPRESSIONS

by Dennis Avery

This month marks my first anniversary as a member of the A.C.U.G. One year ago in August I purchased my Commodore C-64 at a yardsale and in September I joined A.C.U.G. It's been an amazing year which seems to have been more like three years packed into one. Getting to know the Commodore computer and collecting a fairly sizable library of software has been interesting and a great learning experience. The greatest attribute of the A.C.U.G. lies in the talents and varied interests of the members and their willingness to extend a helping hand to the "new guy."

A.C.U.G. Tech Advisor, Clif Baird, was kind enough to loan me his "Final Cartridge III" and called to follow up on how I liked it. I had been using the Epyx "Fast Load" cartridge as a utilities tool and also to speed things up with my 1541 drives. The "Final Cartridge III" was clever and had some very good utility functions, but all in all, I found it very cumbersome to use and the amount of steps required with the mouse or joystick to input disk commands made things operate at an excruciatingly slow pace. There were lots of bells and whistles without much in the way of efficient production. I expressed these concerns to Clif and his response was "Have you ever tried the SSV5?" (Super Snapshot V5 cartridge). I jumped at his offer to gave it a try and once again, Commodore computing has taken on another whole new dimension in capability and useability. The following descriptions are those of a new user to the SSV5 as this cartridge is comprehensive beyond my abilities or knowledge level to date. It's going to be fun to "grow" into what this cartridge can do. Here is what I've found out to date.

SUPER SNAPSHOT V5 was designed and written by Marcel LeBlanc and Ron Smith, who are Canadians and have a company called LMS Technologies, Ltd. The board layout for the SUPER SNAPSHOT was done by Quality Circuits Manufacturing, Ltd. Also the folks at Kracker Jax helped in the development of the SUPER SNAPSHOT parameter and disk copier.

The SSV5 requires a Commodore 64, 64C, SX64, 128 or 128D on the 64 mode) and is capable of using the following drives: 1541, 1541C, 1541-II, 1571, 1581, or 1541 compatibles such as the FSD, Indus, Commander, MSD, etc. The SSV5 package includes 1) SSV5 cartridge, 2) an instruction manual, 3) a SSV5 System Disk, 4) a warranty registration. The SSV5 is unique in design since it is open-ended and future upgrades to the cartridge can be done easily and at a very reasonable cost. Future modules are presently under development, and as changes and developments are made, previous buyers will be able to update to the latest version. SOFTWARE SUPPORT INTERNATIONAL, 2700 NE Andresen Road, Suite D14, Vancouver, WA 98661 1-800-356-1179 handles the domestic support of the cartridge.

Let's plug it in and see what we have here (always label-side up and with the power off!). On powering up we get a distinctive screen with the

"Snapshot,"

Disk Library
By Steve Grassman

LUCKY REPORT

"Snapshot."

LMS Technologies logo in the background. A status line tells you that "TURBO DOS (a custom fast-loader) is on." Next, six options are displayed.

F1 = Set Up For Snapshot

F3 = Disk Utilities

F5 = Extended Life (modules)

F7 = Will jump to BASIC with all features enabled.

F8 = Will exit to basic with all features turned off.

Delete = Will go to BASIC with all features enabled, but will NOT execute the auto-boot sequence.

AUTO BOOT! Yes, the SSV5 allows you the option to boot your favorite programs on the 64 right from power-up, just like the Commodore 128. Also, your 64 will now support the BOOT command. On the SYSTEM DISK is a program entitled BOOTSECTOR MAKER-simply load and run the file and you will be prompted to insert your target disk and for the name of the program that you wish to auto-boot. Press RETURN and a special command is written to track 1, sector 0. When finished, a message appears "BOOTSECTOR INSTALLED" the disk is now auto-bootable. Do not worry that a program will be overwritten as the program checks for this. There are several ways to invoke the auto-boot feature.

1) Pressing F7 from the opening screen will exit to basic and the auto-boot sequence will be initiated.

2) Issuing the BOOT command from BASIC.

3) Do nothing-after 60 seconds an internal timer will, in the absence of another keystroke, exit to basic and boot. If no disk is in the drive expect a little 1541 head knocking.

The F1 option is the first step in the "Snapshot" process. This is the archiver portion of the cartridge and is the most effective memory capture utility on the market (domestic or foreign). It will produce a working copy of any program that is entirely memory resident-even many programs that load in files after the program has begun can be successfully backed up. The exceptions to this are programs that are dongle/key protected, so this is where side one of the SYSTEM DISK comes into play with KRACKER JAX parameters, and SHOTGUN II, for those "problem" programs.

The F3 option takes you to "Disk Utilities" menu. Here you have four choices. 1) File System-The file copier supports 1 or 2 drives of the types previously stated. The source and destination drives are selected using the F1/F2 and F3/F4 keys. F5/F6 allows you to check the directories of the source and destination drives respectively. The F7 key will take you to the FILE UTILITIES MENU which contains a DIRECTORY of the currently selected device, SOFTWARE DEVICE NUMBER, RENAME FILES, and SCRATCH FILES. By pressing F8, you are taken to the BUFFER CONTROL MENU where you can determine the amount of buffer that the file copier has to use from four potential sources, depending on your system. These are COMPUTER RAM, C128 VIDEO RAM, RAM EXPANDER (any size), and 32K CARTRIDGE RAM. 2) DISK COPIERS - Allows for single or dual drive copying and is "F" key supported. 3) NIBBLER-SSV5 will prompt you to insert the system disk and the nibbler (Shotgun II) is loaded and you can then select from single or dual drive versions. 4) PARAMETER COPIER

- The SSV5 gives the usual prompt to insert the KRACKERJAX parameters on the SYSTEM DISK.

The F5 option takes you to the EXTENDED LIFE routines. This section contains 1) SNAPSHOT - The actual archival section. The original start-up screen option only pre-configures the system. This is fully explained in the manual. 2) SCREEN COPY - A screen dump utility which will dump virtually anything (graphics or text including sprites!) If you have a color printer it will give you dumps done in full color. Also, you can select small, medium, or large screen sizes. 3) GAME MASTER - A utility which makes tough games a little easier. The sub-options are.

1 **SWAP JOYSTICK PORTS** - Allows you to swap without manually switching joystick ports

2 **SPRITE KILLER** Allows you to disable sprite collisions. With this you can kill (a) sprite to sprite collisions, (b) sprite to background collisions or to both

3 **SPRITE RE-ENABLE** Turns sprites previously disabled back on

4 **JOYSTICK AUTOFIRE** Designed to save thumbs or fingers for those games that require continuous pressing of the fire button

5 **INFINITE LIVES** Never run out of that last player again!

The fourth option of the F5 EXTENDED LIFE section is UTILITY MENU from it you can set up for a new snapshot (fills memory with the snapshot pattern) Also you can determine the status of TURBO DOS (both load and save), the function keys, and the wedge. Here you can check directories and send disk commands to format the target disk, scratch files, etc. There is an escape back to the original

LUCKY REPORT

sub menu. The fifth option contains a number of monitors resident in the SSV5 cartridge. These are.

CODE INSPECTOR V5 – A very powerful machine language monitor whose capabilities are a hacker's dream come true. It allows you to go into the program while it is running, check to see what's going on, and lets you exit after interrupting without corrupting anything in memory!

M/L TRACK & SECTOR EDITOR – Included in the monitor is the capability to read AND write sectors to and from a disk.

DRIVE MONITOR – With this feature you can access, examine, or modify drive memory

VIDEO RAM MONITOR – This new addition to CODE INSPECTOR gives you the ability to examine the C128 video RAM.

REU MONITOR – This supports examination and working with RAM expansion units

SPRITE MONITOR – From here you can view all the sprites in resident memory, and then save to disk or move into another disk to replace an existing sprite.

SAMPLE MONITOR (SOUND) Allows you to capture sound samples for use elsewhere

CHARACTER SET MONITOR Allows you to scan memory for custom character sets and to save them as character set files

The last option, F5, is "SNAPTERM," a cartridge resident terminal program which is available at the touch of a button.

The SSV5 cartridge has one of the best DOS wedges on the market. The function keys are designed for conve-

nience. For example, by simultaneously pressing the Commodore & run/stop keys, the SSV5 will load the first program on the disk. To load a specific file, you press F3 for a directory listing, then cursor up beside the desired file and then press Commodore-run/stop. This loads the same as typing LOAD "name", 8, 1 Also F1 will load the first file on the disk except that it loads as LOAD "name", 8. The F2 key shows the current setting of the function keys, which can be redefined by the user. The F4 key gives a selective directory. If you wanted to see only files beginning with the letter "S," you would press F4 and then S* followed by RETURN. The F5 key runs the BASIC program in memory F6 is a delete of the next character to the right The F7 gives a LIST of the BASIC program in memory Using F8 jumps one into the monitor section F9 (C=+F1) moves the cursor to the bottom of the screen F10 (C=+F3) changes the border color F11 (C=+F5) changes the background color. The SSV5 has a file reader which reads BOTH program and sequential files – just type "name," where name is the file you wish to view This also works by typing F3 to get a directory, then typing "*" over the first number of the file size?e and then RETURN

The SSV5 has TURBO DOS, a load enhancement which speeds up load time on the 1541 and 1581 by as much as 15 times, and saving is up to 7 times faster! Think that's amazing?? The SYSTEM DISK contains TURBO'25 modules. These utilities convert SNAPSHOT single files using TURBO'25 CONVERTER, which takes about a minute. Again, this only works on single files. These files are in a non-standard format so regular DOS commands do not work on them. However, on the SYSTEM DISK is

TURBO'25 UTILITIES which allows you to manipulate these special files The resultant speed is amazing I have several large (200 block +) files that normally take several minutes to load, and in T'25 format this takes about six seconds!!! REAL FAST!!!

The SUPER SNAPSHOT V5 is worth its weight in gold. I would like to see it incorporate more in the way of menu-driven commands. For example, you must send a special DOS command in order to format a disk (> FNO= name, id). Without the manual, and lacking embedded instructions, this could be tough to get around However, this is a minor inconvenience given the powerful capabilities of this very useful cartridge. Try it. I'm sure you will be impressed.

Author's Note:

The impetus behind writing this review was the urging and kind assistance of Mr. Clifton Baird His failing health did not deter him from spending many hours with me on the phone, giving me tutorials on the SSV5. What is amazing to me is that he did so from memory, as he was unable to use his computer. His passing on Thursday, August 18th, 1994 marks a great loss of technical experience for A C U G, but more importantly, a man who reached out with a helping hand I will miss my friend.
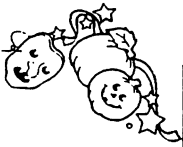
Annual
Christmas
Party and
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Market

December 13, 1994

Beechmount
Community Center
at 2nd & Wellington

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