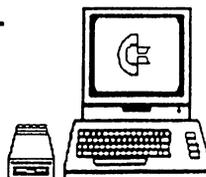
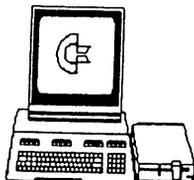


LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.

P.O. Box 9551
Louisville, KY
40209-0551



The 1581 Drive

The standard drive for the Commodore system is a 1541 with a 5.25" disk, and all systems and software are built around it's architecture. Then along came the 1571 and upset the whole applecart. It sports double-sided mode and burst mode for speed while still maintaining 1541 emulation. Now comes the 1581 and the 3.5" disk. Fast and high capacity, it doesn't even attempt to be compsetible with the standards of the 1541, so what good is it? What can, and can't it be used for?

The 1581 is a mass storage device which holds 3160 blocks of data. A 1541 holds 664 blocks so if we divide 3160 by 664 we come up with 4.76 or just over 4 3/4 disks per 1581! With disks seldom being full, you can usually store the contents of 5 1541 disks on one 1581 disk.

Well, that's interesting but since it's not 1541 compsetible, what GOOD is it? The 1581 loads and runs almost any kind of program that isn't copyrighted. As device 8 the 1581 will work with most non-protected programs. This is because copy protection on Commodore software is pretty much specific to the 1541 disk. Any program which doesn't use specific tracks and sectors to store information is probably going to work on the 1581. Actually the best use for a 1581 is to store "DATA". Data, meaning letters typed on your word processor or data from some other application software. Most of us use our 1581 as drive 8 and load and run from a 1541 or 1571 and use the "81" as a place to keep the "data". A 1581 will hold the entire dictionary and several years of letters and address files for the average word processor like SuperScript or FontMaster. Almost any application that allows the use of a second drive (i.e. drive 8) will make full use of the great speed and space provided by the 1581 drive.

Copying is different when copying to a 1581 because most copy programs assume that both drives are the same. Since most of the time you will be copying from a 5.25" drive to your 1581's 3.5" disk you will have to use a "file copier". These copy files one at a time or in groups but do not attempt to copy by tracks or position or any other format. Files are copied by filename and no attempt is made to check where it comes from or where it goes.

David Snyder

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#####

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Treasurer's Report
 By **Bill Bunch**

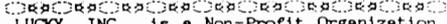
*** JUNE 1995 ***
 Beginning Balance... 559.49

INCOME:	8 222.00
Library.....	8 50.00
Raffle.....	8 52.00
Dues.....	8 120.00
Interest.....	8 0.00

EXPENSES:	8 206.13
Newsletter.....	8 61.53
Postage.....	8 23.60
BBS for June.....	8 117.00
Register Corp....	8 4.00

Ending Balance..... 8 575.36
 Variance: (+ 15.87)

An itemized statement of the above is posted at the Monthly Meeting.



LUCKY, INC., is a Non-Profit Organization whose purpose is to unite and educate users of Commodore computers and related equipment.

LUCKY in no way condones nor allows copying of copyrighted materials at any group function. Guilty parties will be subject to dismissal.

GENERAL MEETINGS are held the second Tuesday of every month at the Beechmont Community Center, 6:30 - 8:00 PM. Demonstrations are given on both hardware and software at these functions, with occasional guest speakers and a regular question and answer session. Also available to Members Only are Public Domain Program Disks from the Club's Library for a small copying fee.

BOARD MEETINGS are held at the Central Jefferson County Government Center, 7210 Outer Loop, from 7:00 - 8:00 PM, the Wednesday of the week following the General Meeting.

MEMBERSHIP is \$20.00 a year, per family, which includes access to the LUCKY BBS, Library, Monthly Newsletter, and special drawings.

The LUCKY REPORT (newsletter) is published monthly and is available at the General Meeting. DEADLINE for submissions to the REPORT is two weeks prior to the General Meeting. It is "manufactured" on a C=64, C=128, various 15xx drives, Pocket Writer II 128, FontMaster II, both 64 and 128 versions, and printed on a Panasonic KX-P1180 and C. Itoh 8510 printers.

The LUCKY BBS is operated 24 hours a day and is designed with Commodore Users in mind. Special access is granted to LUCKY members, but all callers are welcome. The phone number is: 502/633-5397.

Participation and input is appreciated by all Members.



DISK LIBRARY
 BY STEVE GRASSMAN

To avoid confusion, please direct all questions to the Library Assistants at the other end of the table. **PLEASE Do Not BOTHER THE COMPUTER OPERATOR!!** This will minimize mistakes on backups being made. *Thank you.*

To order diskettes, fill in the order forms provided by the Library Assistants. Make sure you **PRINT** clearly the information requested on the form. This will speed up the filling of orders.

Notes from the Red Room:

By: Dan Koleski (club president)

Fellow L.U.C.K.Y. members:

HOWDY! Just thought I'd throw a little western flavor into this article. It's early on Tuesday morning and our June meeting is tonight. So why am I writing my July article this early in June. VACATION! I leave for my vacation Friday and will be gone for over two weeks. I didn't want to return and have to hurry up and throw something together and put Leg and Dan under a lot of pressure to get the newsletter out. Now they will have plenty of extra time, at least with my part.

Since I'm writing this so early on, I may not be covering everything that has taken place, but I will try to cover everything I can remember and need to cover. There will be NO E-board meeting for June, so I'll hit the highlights.

To be honest, not a whole lot has happened the past month to write about. All the library books are completely up to date for the first time in about three years. We have plenty of new disks available for the library, so check them out. We just received the disk from the club in Boise, Idaho as well as one from C=T.U.G. in California and a couple of others. Also, don't forget to check out our club's own Disk Of the Month that Larry Bailey has put together for us and while you're at it, thank him for his efforts.

If you ordered one of the T-shirts with the Commodore Logo on it, come by and pick it up. If you still want one, see me and I will take your order. We did really well on the raffle for the 1581 drive and we should give it away tonight. Our next large raffle will be a complete C64 system including a 1541 drive and a 1702 monitor. Don't forget to get your tickets for this raffle as well as the software raffle.

The board has been pretty busy according to Dave. He is slowly but surely getting programs put back into the download section, so check it out. Leg has also been pretty busy with the board and is still working on the game SIGMA that he intends to install on the board. As for our demo for this month, at this writing, I'm not sure what it is going to be. I believe Legacy mentioned doing a demo on something, so we will just have to see what develops. We have decided to go ahead and have our Telecommunications SIG either during July or August. We will let you know when we decide this for sure. Don't forget, the Dayton Computer Festival is sneaking up on us fast.

We have been picking up several new members this year and I usually try to announce the names in here somewhere. But, people are joining so fast and through so many different people, I am not sure who all has joined of late. I do know of two new members, both from out of state. We welcome Lynn and Dan Fleming from Columbus, Indiana and Terrance Deak from Dickson, Tennessee. If someone else has joined and I didn't mention you, I apologize.

I'm done. I know that thrills you. Try to enjoy your summer, but don't completely abandon your computer and your computer club. We will still be here working for you.

Later,

Dan Koleski

The Bored Room

By Dave Snyder, Sysop of LUCKY BBS

Ah, the LUCKY BBS. Its been around for years. Matter of fact it's been around long enough to be the oldest continuously running BBS in the area. Most of that is good news. The down side is that users are taking it for granted. It's assumed that it will always be there. BBS's generally come and go. Some last only a few days, others a few months. If you value your BBS, USE IT!

LUCKY BBS has been active for about 8 years. I'm not sure even Q-link lasted much longer than that. Actually, there is pretty good usage as far as callers. But as one user commented, many of them are 'LURKERS'. People that come and look and leave no sign that they were there. That is a good thing when visiting the wilderness or national parks, but when visiting a BBS, you want people to know you were there by posting messages and sending mail.

Users of the BBS might have noticed a new touch lately. There is a feature that pops up a little tag line every time the main menu appears. Keep watching for new little items now and then. There might be something for you. Did you know that C-Net wishes you "Happy Birthday" at your next logon or after your birthday?

This month the G-Files section is back in operation. G-Files are just text files for your reading pleasure or you can use your buffer to capture them for saving to disk or printing. There are some of the old topics and a few new ones that we found on the internet. We are finding new things weekly on the internet, but we need to know what you are interested in. Areas that don't get any responses in a long time will probably be shut down. There is no sense in keeping an area open that is not creating responses. It's hard to find things to keep the active areas going, let alone the ones with no activity. It just takes a second to let us know you are there. If you don't know how, no

problem, just ask. If you don't want to ask just hit 'h' from any menu and follow the instructions for the help files. They are very comprehensive and useful. You will be amazed what you might learn there.

It's coming up... its going to be great, the great 'LUCKY Telecom SIG'. That's Special Interest Group for those of you who didn't know. We're going to have everyone bring their own terminal program and we will help you customize it and teach the fine points. We want your time on the nets fun and profitable. Start now thinking about what you want to know. Make notes and bring the notes and a copy of your favorite terminal program. If you don't have one, be there and check out what others are using. You can go home ready to communicate.

Summer is generally the slow time for all computer activities, but there are good things happening around the clock. I just got a new "Commodore World" today and new stuff is being produced for the Commodore even though the company is 'dead'. I was reading that a new low power drain 1750 ram expansion is available. This one you don't need the heavy duty power supply to operate. Its called the 1750 clone. Everyone who wants to continue seeing support for the Commodore needs to get out there and return the favor by supporting the magazines and suppliers that are still there. Support is a fickle thing, if YOU want it you have to GIVE it back.

Dave Snyder, Sysop

.s

The Big Wheel in the Sky...

Well, due to technical difficulties beyond my control (aka MY JOB), I am still here. I still have not determined the fate of a PC, but for the moment it is safe. My co-editor in crime has finally acquired a printer (at least, a real one), so I can begin to dump large amounts of stuff on him now.

Summer is here, and I am not feeling particularly fond of my machine friends, in fact, other than checking my mailbox on my Internet gateway, I have been downright trying to avoid them. They have done nothing to me, but I don't want to do anything to them either.

I have just returned from my vacation in New York, with my girlfriend, and things are looking up. She is interested in the newsletter, and that makes me more interested in continuing to do it. She does not know much about computers, but she wants to learn, and maybe we can get her to help by writing some beginner articles.

I am guessing that Dan-o (my co-editor) is looking forward to a transfer in his job sometime this summer. It will mean working on the newsletter via the Internet. If this comes to pass, we may very well have to drop to a permanent 12 page newsletter, simply because of the extra work involved. I wish you luck Dan-o, as I know you would me.

I'm trying to cut this short, as I don't feel very well right now, but I covered all of the major stuff. L8r...

AND THE WHEEL TURNS YET ANOTHER TURN...

Legacy

RUMINATIONS...

This month I have both good news and bad news. The good news is that I am going to continue to write for the newsletter. The bad news is that I will be doing it long distance. That's right, I have been transferred to a store in Dayton, Ohio. It's only about an hour and a half from Louisville so I will continue to try to make it to the meetings. Also, I will still call the BBS, I'll only be able to call about once a week or so. Actually, that's not really much of a change. I haven't been calling as often as I should lately. The transfer isn't exactly a promotion, however, I am getting a raise and from a business point of view it will be a better location for me. Also, I'll only be minutes away from the Dayton Computer Festival (BIG grin)!

You'll notice that this month's newsletter is only twelve pages long. We have had a shortage of contributions lately. I am hopeful that this is only because we are in the middle of summer and in future months we will get more submissions from new sources. If you haven't written anything for the newsletter but maybe have an idea for an article, WRITE IT!!! Any and all submissions are welcome.

I have a lot to do in the next two weeks because of the move so I'm going to have to rely on Legacy a lot for the August newsletter, but I should be back full tilt in the September issue.

Well, that's all for now, I'll be in touch, so don't forget me or your Commodores!

LIVE LONG AND PROSPER, L.U.C.H.Y. PEACE AND LONG LIFE, Commodore.
TANSTAAFL *Dan Truitt*

BEACH-HEAD C64

I've been a little slow about doing a review. So I have picked out one of the best, in my view, war games. We have many, many of these in the Commodore stock pile to chose from. So sit back and let's review.

BEACH-HEAD; this is for the C64 computer. Most computer war games involve moving little units of your army around a grid map. I do not care to much for these, even though some may. Not the most action-packed way to fight a war. However, Beach-Head, puts you right in the thick of things, facing enemy ships and planes head-on. It's a one- or two-player game whose object is to win a naval victory, then move inland to knock out the enemy fortress of Kuhn-Lin. There are six different phases in the campaign, each presented with finely detailed and colorful high-resolution graphics.

As the game begins, you get an overhead view of your ten-ship fleet, represented by four white dots floating in the ocean. On the left, a long stretch of beach reveals a narrow entrance to the bay. The fortress can be seen blinking in the lower-left corner, and the enemy fleet lies at anchor in the harbor.

Your first decision is strategic: Steam straight into the harbor, or try to sneak up on the enemy by approaching through a secret passageway into the bay, located further up the coast.

Guide the Fleet through mines and torpedoes. You do this by maneuvering your ships one by one across the lake and out the exit at the upper-left side of the screen.

Unparalleled Animation! The three-dimensional sensation achieved in this sea-to-air battle is unparalleled. It's like really being in the middle of combat. Even flashing bursts as shells explode.

Calculating your broadsides. This is the ship to ship battle. The shrill whistling of incoming shells alerts you before they hit. Each time the joystick is pushed forward, the guns are elevated half a degree. You will think that you are on the battle ship USS New Jersey.

Attacking the beach. Sink all the ships, and the overhead view reappears so you can steer your fleet to the beach. This scene puts you in the seat of a small tank that must

weave through a series of closely placed walls and mines while you blast away at gun emplacements. Once in motion, you can't turn back. The sight of the cannon exploding and a little white flag waving from the remains of the fort is another visual plus that makes this shoot-em-up one of the best of its kind. You can choose from four skill levels. Even has a pause function, in case you want to call a temporary truce. I'm loading my game up now.

Beach-Head is by Access Software. Load it up and blast the @!:#\$\$ out of them. MAY COMMODORE LIVE FOR EVER.

FROM THE ROOM DOWN UNDER

Larry Bailey



August 1995

S	M	T	W	T	F	S
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20	21	22	23	24	25	26
27	28	29	30	31		

Disks Of The Month

L.U.C.K.Y D.O.M. #F177
July 1995

SIDE ONE / 128 Programs

Program One-
DISASSEMBLER -80. Program will disassemble object code for the C&D 128 models, that is stored in memory, or it can disassemble a disk file containing the object code, also can view code on monitor or print to printer. Use a Seq. file reader to read the Disassembler.Doc. This is in directory, does not show up in menu.

Program Two-
LHARCS.DOC.ARC. A 128, REU, 1571 drive needed. Program is for making SFX files. Needs REU or 1750 or larger capacity to use this to its fullest. This will dissolve an LHARC file. Docs are included. Runs under CS-DOS. Modules are to include the LHX files. LHX is a file that will dissolve 64, and 128, MS/DOS any Amiga formats. Full docs and specs are included, dissolve with CS/DOS.

Program Three-
Gradebook 128/80 128 program, 80 col, 1571 drive. Will print, several printer options to choose from. Program is a grade filing system. You can keep records of people on file, delete, load, save, reorder, average grades, correct, menu has these options and more.

Program Four-
RESURRECT 1571 Program needs to be loaded in 40 col. mode. A 128, 1571 disk utility. This program will take a 1541 disk and run it for errors using a 1571 drive. With this program you can save a sector, save a file, save entire disk, read instructions. This program will correct "soft" read errors on your disk. Help you to retrieve at least a portion of the bad file.

Program Five-
PROVERBS A collection of sayings, proverbs, and definitions. Has instructions for 128, 80 col, 1571 drive. For you poem lovers.

Program Six-
128 C/G EDITOR 128 computer, 1571 drive. Continue, list, edit, display, load, save, DOS Wedge. Program will use either single or dual side disk drive mode.

SIDE TWO / C64 Programs

Program One-
RUNEMAL.64 Program, tells your future. Like using rune stones. Gives you choices of three different readings. Gives you present and future or the notion of reincarnation.

Program Two-
PSY.XX- Arcade type game. You have your own fighter space ship. You try to stay alive by dodging cliffs, other guns, and ships that are out to get you. Lots of action, good graphics.

Program Three-
ARC.250.SDA. This is a Self-Dissolving Archive. Put on disk with lots of room before dissolving. A program to make your own SDA programs. Also has instructions. For the 1541, or 1571 drive.

Program Four-
SX64VIDEO Load "Run.To.View". This will load up your six DD files. You can use the 1541 or 1571 disk drive with your C64. You can read some DD files, other pictures. Program tells you how to install external Video/Audio input jacks. Also, how to install a power supply isolation switch. Program will also run Koala pictures. File limit is 17 files.

Program Five-
FORMATTER Disk utility for the 1541 drive. Gives you nine options of different things you can do. For the C64 computer.

FROM THE ROOM DOWN UNDER JOYSTICKS

Welcome back to another LUCKY REPORT. More great reading from each and every article. I would like to discuss a subject that everyone may enjoy. An item that has been around forever. Joysticks.

JOYSTICKS REPAIR. This covers some minor repairs that may be done on the stick yourself. First there are several models and makes of the joystick. There are the C1311 and the Atari model CX40. The C1311 cannot endure much heavy game playing. The fire button no longer fires, or you have little or no movement in one or more directions, or the character moves only in one direction and you have no control over it. Although the stick looks fine on the outside, to take it apart would be more trouble than it's worth. Right? Wrong!

A turn of the SCREW. I've repaired several joysticks. All it takes is a small phillips screwdriver (about #1), a small slotted-head screwdriver (about a 1/8 inch head), and about fifteen minutes of your time.

LETS DO IT. Turn the joystick over and remove the four phillips-head screws and the bottom cover. CAUTION, watch out for springs. Take some time to look over the contents before going any further. That way, you won't forget where everything goes when it comes time to reassemble. With the bottom cover removed, you are looking at a small board with six wires connected to it. Make sure they are all connected, because the culprit could be as simple as a loose wire. Write down the color and location of each wire just in case two or more come loose. Now remove the board and turn it over. Make note of the red fire-button and spring and the clear plastic-molded wheel inside the joystick handle, remember their positioning.

Now look at the board. It consists of five metallic tripads with the accompanying runways that go to the wires. The board is covered with a plastic nonconductive tape that holds

the tripads in position. The tripad's feet rest on the outer edge, and its center hovers over an inner runway. Each outer runway has a 4.5 voltage level on it and each inner runway has a zero-voltage level on it. Forcing your joystick in the direction of the pad forces the pad down to short the inner runway to the outer runway, causing your screen character to move in that direction.

Now to the problem. More likely than not, one or more of these pads have been flattened by your excessive joystick maneuvering. As you can see by the construction of the board, it doesn't take much force to damage one of the pads. Locate the flattened pad. Example, if you don't have fire power, its the pad located under the fire-button. If you can't move to the left, it's the pad to the left, and so on. Go to the closest edge of the board and work your slotted-head screwdriver under the tape, being careful not to scratch the runways. Work it under the pad, and holding down the tape around the pad, give the screwdriver a small, careful turn and raise the pad up off the contact. This should arch the pad so that its feet are touching the runway but its center is slightly raised.

After you are sure that the pad has a convex shape, withdraw your screwdriver and press the tape back in place. Make sure everything is in position and assemble the stick, reversing the steps you followed to take the joystick apart. That's all there is to it! If everything is in order and you were careful not to scratch through a runway or leave a wire hanging off, or leave a spring setting on your work table, your stick should be ready for action.

Do not throw your old sticks away, if they cannot be repaired, they are good for salvage of parts to repair other sticks. Hope you have enjoyed this article. See you next time.

FROM THE ROOM DOWN UNDER
Larry Bailey

PHANTASMS AT 2400 BAUD

This month is going to run a little out of sequence. I received a couple of letters asking for ways to choose an Internet Provider. So I did a little research, and this is what I came up with:

Finding an Access Provider

- Check with your employer (you might already have access)
- Ask a friend or co-worker
- If you have access to email (via a friend or online service):
 - Send a message to ftpmail@decwrl.dec.com that reads:
connect nic.merit.edu
chdir /internet/providers
get Internet-access-providers-us.txt
quit
 - Send a message to listproc@www0.cern.ch that reads:
<http://www.umd.umich.edu/~clp/i-access.html>

You can always use one of the national providers. Some of the major ones are: Netcom (800/501-8649); Performance Systems International, or PSI (800/774-3031); and AlterNet, the largest (800/258-9695).

You also have the option of accessing the net from the major online services, such as America Online (AOL), CompuServe, and Prodigy. In the end, they will be more expensive, since you have to pay hourly connect charges for their other services, regardless of whether or not you use them. Most Internet providers offer flat rate access, where one price gives unlimited access for the month.

Once you have located the provider(s) in your area, you need to compare the access provided. They should offer 14.4 Kbps or 28.8 Kbps dialins (even if you are not going that fast, it shows that they are going to stay current). They should offer at least e-mail, Usenet News, telnet, and FTP services. Usenet is the Internet's discussion forums (like Subboards on BBSs). Telnet allows you to logon to other computers, as if you were at a local terminal to them. This allows some features you may later wish to use. And lastly, FTP, or File Transfer Protocol, for retrieving files from the net.

If you are going to be using a Commodore, SLIP/PPP access is not going to be an option for you. This is a special protocol for access the net with systems like PCs, Macs, Amigas, and larger machines. I have heard of a project to make a graphical browser for the Commodore 128, but it will require some extra hardware, namely a Swiftlink, and a REU.

Remember, once you are on the net, you can look for other providers, and you can talk to a large number of people. Ask around... you might find a cheaper provider, or a better one... and once again, if you are on the net, and have email access, drop me a line. My address is:

LEGACY@IGLOW.COM

To all LUCKY Officers, and Members:

Thanks for a wonderful year. It was our first, it shall NOT be our last!

-Legacy & Dan

Trivia Answers

A \$020) Simple. Commodore made office furniture, which includes desks and filing cabinets. They simply used the facilities and parts on hand. The fact that, at the time the PET came out, people equated physical stability of a machine as an indication of its worth, served only to reinforce the decision. Also, the system had to hold up the built-in monitor.

A \$029) The answers I was looking for are END and STOP, although someone correctly pointed out that GO TO can be construed as a misspelling.

A \$02A) CIA - Complex Interface Adapter. The german Magazine 64'er calls it a Control Interface Adapter, but that is not its official name.

A \$02B) A lot of people answered redefinable characters, but that alone does not provide FULL-SCREEN graphics. 256 8*8 cells gives you a little over 1/2 of the screen in graphics, but the VIC has the ability to make each character cell be 8*16, which gives enough pixels to map the entire default screen.

A \$02C) Two. One on back, one on side near the back.

A \$02D) CBM80 at \$0004. The letters must have bit 7 set. So, the actual PEXTRC11 codes are:

195, 194, 205, 056, 048.

\$c3, \$c2, \$c6, \$30, \$30 in hex

A \$02E) MOBs (Movable Object Blocks).

A \$02F) Wow, I got so many responses to this! This question actually dealt with a typical user, but people sent in descriptions of what the code does and how to patch it. So, there are two sets of answers to this:

(Complex answer omitted)

1) If you put the cursor at the bottom of the screen and type 82 characters (not 81) and then trying to delete back to the 78th one.

2) Any of the following will work: Do not use the following colors for the cursor: red, blue, yellow, light red, dark grey, light blue, light gray. Some people devised a IRQ wedge that will recover from the lockup. Have the following lines as the first lines of a program:

10 open 15,8,15 20 input"15,a\$.

3) There are actually two ways to recover. They are:

If you have a reset button installed on the 64, reset the machine, then load and run an unhex program. (I accepted this, but I figured most people would assume this much). If you have a tape drive installed, press either Shift-J or move a joystick installed in port 1 in the UP direction. Then, respond to the directions on the screen "PRESS PLAY ON TAPE". Next, press RUN-STOP to stop the tape load.

Commodore Trivia

Commodore Trivia comes to you compliments of Jim Brain. Jim posts a monthly trivia contest on Internet. His address is: BRAIN@MAIL.MSEN.COM
Thank Jim!!!

Q \$030) On a Commodore 64, what is the amount of RAM available for BASIC programs to reside in?

Q \$031) Name one Commodore computer (pre-Amiga) that used two general purpose microprocessors?

Q \$032) What are they?

Q \$033) Who was the Chief Executive Officer of CRI when the Commodore VIC-20 (VC-20) was introduced?

Q \$034) The Commodore 64 and 128 (among others) have a TOD feature. What does TOD stand for?

Q \$035) What location in the Commodore 64 Kernel holds the version number?

Q \$036) The first computer Commodore sold was the KIM-1. How much RAM was available on the KIM-1?

Q \$037) Who designed the architecture for the 6502 integrated circuit?

SEARCH - A - WORD

THEME: WORD PROCESSING TERMS

Find the following words in the puzzle below either across, up-and-down, or diagonally.

block	insert
copy	merge
cut	move
delete	paste
find	tab

```

q f y c o r e z i l
i k q u o t c y d b
k y u t r k d n l k
b f p e z e i o f y
a p s o l f c g l m
h n e e c k z m h e
i f t q s b o b j r
k e s d q v a i o g
j o a i e t p y v e
u k p x d j p c y e
  
```

Pages From The Sages

(Borrowed from CRCCC, Feb. 1994)

POKE, PEEK, and SYS List

POKE 10,65 (norm=0) Turn off "?" during INPUT.
POKE 22,35 (25) LIST won't show line numbers.
POKE 152,0 CLOSEs all files.
POKE 157,0 Turns off error/control messages.
POKE 157,64 Turns off error messages.
POKE 157,128 Turns off control messages.
POKE 157,192 Turns on error/control messages.
NOTE: The POKE 157 command must be on the same line as the LOAD command.
Clear keyboard buffer.

POKE 198,0 Clear keyboard buffer.
POKE 199,1 (0) Prints in ReVerSe mode.
POKE 204,0 (255) Turns cursor on during GET.
POKE 211,x (x=0-79) Cursor column on current line.
POKE 212,0 Disable quote mode.
POKE 214,y (y=0-24) Move cursor to screen line.
NOTE: Must be followed by PRINT.
Change cursor color.
POKE 646,c (c=0-15) Sets keyboard buffer to 0 characters.
POKE 649,0 (10) No keyboard repeat.
POKE 650,65 ALL keys repeat.
POKE 650,128 (0) ALL keys repeat.
POKE 657,1 (0) Disables (SHIFT)/(CMDR).
POKE 657,128 Disables (SHIFT).
POKE 774,0 List line numbers only.
POKE 775,100 LIST performs a NEW.
POKE 775,168 (167) Disables LIST.
POKE 788,52 (49) Disables STOP.
POKE 792,193 (71) Disable RESTORE.
POKE 808,127 (237) Disable RUN.
POKE 808,234 Disable STOP/RESTORE.
POKE 808,239 Disable STOP.
NOTE: POKEing 808 messes up the clock, it is recommended to use POKE 788,52 instead.
Disable LOAD.
POKE 816,157 (165) Enable SHIFT-RUN to LOAD & RUN a program.
POKE 816,32 Disable SAVE.
POKE 818,32 (237) Turns screen off.
POKE 53285,11 (27) Switch to upper case.
POKE 53272,21 Switch to lower case.
POKE 53272,23 Change border color.
POKE 53280,c (c=0-15) Change background color.
POKE 53281,c (c=0-15) Change background color.
POKE 84296,v (v=0-15) Set output volume of SID chip.
POKE 56325,s (0<s<256) (58) Set cursor speed.
POKE 46,PEEK(46)+1:LOAD"\$",8 List directory with a program in memory.
POKE 46,PEEK(44-1) Returns to program in memory.
PRINT PEEK(63)+PEEK(64)+256 Finds illegal quantity in DATA statements
POKE 186,8:SYS 52224 Relinks DOS wedge.
POKE 770,106:POKE 771,223 Reset fast load.
(Editor's note: SYS57194 will reactivate FASTLOAD correctly)
POKE 770,131:POKE 771,164 Disable fast load.
(Editor's note: SYS 64738 *TWICE* will disable FASTLOAD best)
POKE 774,226:POKE 775,252 LIST gives a cold start!
POKE 781,ln:SYS 59803 (ln=0-24) Erases a single line from screen.
POKE 54296,15:POKE 54296,0 Makes a click sound.

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