

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.



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DECEMBER
1996

24 HR BBS
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THE SOUND OF MUSIC

By: Bill Pullen

I acquired an 80 column monitor a few weeks ago, in order to set out on my new adventures on my C128 but, I ran into a few problems. The first one was locating an adaptor cable. Yes, you know, the one that #0!?!% 9 pin mouse port to the ever so enduring round 8 pin serial plug to the back of the 80 column monitor. Well needless to say, if you ever have this problem, don't even bother looking. Just dig in, get the old C128 and monitor manuals out and start testing your electronics skills. The ones that any avid Commodore user probably has tested at least once or twice. Not that I don't enjoy it, but, I guarantee LUCKY users know the world is not handed to anyone on a silver platter. Anyway, it's as easy as 1-2-3, and I wouldn't worry about that extra ground on that 9 pin plug either. Why two of them? I say a ground, is a ground, is a ground. Or, parts is parts.

Well, after all my enduring, searching, and giving up, and then just making my own, the test was at hand. "Does it work?" Well, golly gee, yes it does. So, I am kicking back and enjoying my new adventure but, something seems wrong. I crank up the volume control on the monitor and nothing's there. "No sound? This can't be true!" I look at the manuals. Good reason. No sound hook-up for 80 column. So I stop and think because, if sound can be had, I have got to have it. That's about the way I am with things. I figure maybe the sound comes through on my 40 column hook-up. Why, yes it does!. New problem. I am either going deaf, or there's no power behind the sound. In other words, I can't barely hear it. Well, I tried putting a speaker with a lighter magnet on it. this was a little louder, but not enough. So, I tried using a car amp, but it didn't work (I think the amp was bad). Then I broke down and decided to buy some amplified computer speakers. I hooked them up through the speaker on the monitor. that was all right, but I was not satisfied. So, I figured why not hook them up directly to my C128. It was easy to make an adaptor cable with some solder and a few cheap parts from Radio Shack. Now there's some sound!

William Pullen (Ziggy)

p.s. Make sure to buy amplified speakers with volume control.

Notes from the Red Room:

By: Dan Koleski (club president)

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

I'm really getting close to the deadline for getting my article in. Have had several things that have kept me busy and to be honest, this is the first chance I had to do any writing at all. Made another quick trip up to Nebraska for Thanksgiving and to watch Nebraska play football and just got back in last night. And yes, we did freeze our toes off at the game.

Ok, enough of that. We had a pretty good turnout for the November meeting, with a body count of twenty-seven. This month is our Christmas party and hope to again have another nice turnout. Dale gave us a demo on using GEOS, but for this month, we will not have a demo at all. Try to pick them back up again next month. Elections are also next month, so start getting your pencils sharpened.

As we mentioned, our Disk-Of-the-Month program has come to an end. This was due to the lack of sales of these disk or any disk from our clubs Library. I don't know what's happened to the sales, but they sure have taken a sharp turn downward. I believe we have a couple of demo's lined up for you for next month and possible February, so stay tuned.

Our attendance raffle was up to \$15.00 and Clarence Daugherty's name was drawn. Since Clarence was not present, this month we will be holding this raffle for \$20.00. For our big raffle, we had a complete C64 system to raffle off and this was won by Fred Satori. Lloyd Parr won the door prize and our monthly prizes Bill Pullen, and Fred Satori. Sorry Steve.

I have a lot of distractions going on around me right now, so I am going to end this here and just wish you all a very Merry Christmas and the best of New Years.. God Bless from our home to yours.

Danny Koleski

Farcus

by David Weisglass
Gordon Coughart



Windows '96.



127

The Bored
Room:
By Dave
Snyder
Sysop of the
LUCKY BBS.

Farewell
Adios
So Long, It's
been nice to
know ya!

I should be getting my 128D monitor back from the shop over the weekend but I find that there are no parts available for it. It looks like I'm temporarily out of the Commodore world.

The LUCKY
Bulletin
Board is
alive and
well.

I am excited about helping and assisting others in the use of Commodore

Computers. I feel I have a lot to offer since I have been a happy Commodore user for 9 years. I have not only learned to operate them and even write a little software and high level programming, but I have educated myself in the inner workings as well. I have invested almost \$1200.00 in test equipment and parts to be able to assist Commodore users in keeping these machines running and performing their little miracles that they do so well.

So why bid you all farewell? Due to my job and business I needed to move to a slightly more powerful and dependable machine (this is due to part shortages and not the reliability of my Commodore). So I acquired an IBM machine. I had hoped to remain a member in good standing with the Commodore Club. I wanted to share my IBM experience with others through a Special Interest Group, while supporting LUCKY. Alas I fear my efforts were in vain. There is resistance to letting IBM users meet on another night and share our interest in computing through another platform. It has come to this. Rather than hurt any feelings and pollute the purity of the great and successful LUCKY Users Group, I choose to move on. At the end of my term as Vice President I plan to participate in the starting of a new user's group for all platforms of computing. I hope that you will all understand and remain friends. We wish those of you remaining behind, all the best and good wishes for the coming years. May you prosper and may Commodore and CMD reign supreme. I shall go on to explore and enjoy my Commodore for years to come as I know the rest of you will. It's just not fair to split my loyalty between two clubs. I had sincerely hoped that we could learn to work and live together but the very idea of having any association with anything to do with IBM seems to have dire consequences for the club. I'll have to say; it's been fun folks.

FROM THE ROOM DOWN UNDER CHAMPIONSHIP WRESTLING - A REVIEW

Have you ever wanted to put on some boxing gloves and climb into a ring and beat the heck out of someone? My problem is, that beating may be on me. We have sat around, especially us older folks on Saturday evening and watched the fights. Well now you can almost do it, with this great game.

Anyone who can pick up this game for the first time, even in the practice mode, and remain off the canvas for more than 30 seconds is either a joystick mutant of some sort, or is doing nothing more than running away from the opposition.

s, available to the grappler. Trying to remember which maneuver goes with which joystick position can prove profoundly frustrating.

The user holds down the button to execute a move. Otherwise, the stick controls the movement of the wrestler. When the player's grappler is far enough away from the opponent, pushing the joystick forward while pressing the button causes a flying drop kick. A pull back on the stick results in a spin kick.

At closer quarters, moving the stick forward or back initiates, respectively, a punch or kick. From this point on it gets a little complicated. Moving the stick left or right gets the foe into a headlock, and the control scheme is revised to include a new assortment of possibilities.

Championship Wrestling incorporates most of the mat world's more spectacular finishers, including: atomic drop, giant suplex, body suplex, pile driver, body slam, airplane spin, and the ever-popular leap off the top turnbuckle. It's even possible to throw the opponent out of the ring!

The imaginatively drawn crowd generally reacts badly to having a sweaty mat warrior dumped into their laps. The fans vent their displeasure with pithy comments inside comic strip world balloons.

It is possible to gain some momentum and leverage advantage by learning how to bounce off the ropes. This tactic is not without drawbacks, however. A well-timed bounce can have a devastating effect on the opponent if a move is tacked on at the end, but if the rival wrestler is ready and waiting with a move of his own, a quick three-count could be the outcome. One, Two, Three your out, *@=#=-!

The grappler's are well-drawn and the action well-animated. The point of view is from slightly above the ring and in one

corner. It is fairly easy to see what's happening inside the combat zone, but doing something about it is another matter. The pace of the action is, to say the least frantic.

By the time the computerist figures out the proper strategy and recalls the combination of joystick actions necessary to enter the maneuver, the opportunity is gone and most likely the match is over.

It is the best to brush up on your skills by working out against a computer-directed opponent before taking on a human foe. With Championship Wrestling, exactly the opposite is true. The robot adversary is so fierce that it is hard for a beginner to make the match last long enough to learn much. (But that is why you can start another game, huh?). Novice's should compete against a mortally fallible foe before tackling the cold precision of the computer.

One good way to enjoy this game is to stage a multiplayer tournament which leads to a climactic title showdown. Each gamer can manage a different wrestler. (Invite a friend over).

The eight wrestlers available are (with hometown's and custom move): K.C. Colossus, Kansas City, Trash Compactor; Purple Hays, Canton, Whetto Blaster; Cononel Roski, Moscow, Great Bear; Prince Vicious, Sunnyvale, Vicious Circle; Zantoklow, Unknown, Klaw Hammer; Aeke Weasel, Cowpens, Block and Tackle; The Berserker, Tasmania, Pop-Top; and Howling Manslayer, Indianapolis, Bow and Arrow.

In the competition mode, the computer can control up to seven of the grappler's in a tournament format. The top human scores are saved to disk.

The computer also keeps track of the three-minute time limit for each match. A bar graph under each competitor's name shows how much of his strength remains. The more complex the move, the more strength it requires. The wise manager accumulates a little strength before attempting anything too difficult. Should the grappler run out of strength before finishing a move, he usually is out of the match as quickly as the referee can say one-two-three.

So fellow Commodore users. Lets put on our boxing shorts. Tie on some gloves, get a large towel and a spit bucket. LETS BOX.

Larry J. Bailey

Canon BJ200ex

By Joe Asher

For the Christmas gift of my choice, I opted for a bubble-jet printer, which my wife promptly fulfilled. The machine has represented both a blessing and a curse.

For starters, when I opened the carton to set up the printer, I found two "instructional" disks. One was a 5 1/4" disk, and the other was of the 3.5" variety. Since I am not blessed with a 1581 drive, I didn't even look at the label to determine its contents. On the other hand, the 5.25" floppy seemed promising, until I read the label and found out it was directed toward WINDOWS. I might as well not have read that label either. In any case, I unpacked the device and went through the set-up, as laid out in the owner's manual. The manual is an impressive document, consisting of 172 pages. The first 26 pages are dedicated to describing how to get the contents out of the carton, and installing the ink cartridge in the printer.

When I got to page 27, I recognized that this thing was going to present more problems (by far) than I encountered with my first printer - a Star NX-1000C. The thing that caught my eye on page 27 was the section "Installing a Printer Driver". I then became aware that Canon expected all users to have MS Windows, or MS/DOS.

I read, then re-read all of the manual, hoping to garner some small amount of information that I might be able to use with my "tacky" little C-64, my GEOwrite program, and my GEOS cable to drive the printer. In the documentation, mention was made of choice (by dipswitch) of BJ200 configuration, or of Epson. Since I had the latest Epson driver from CMD, my choice was clear. I would have to choose Epson. After noodling around with GEOwrite, using the Epson driver which came in the Perfect Print package, I punched the fateful key to print. THE OUTCOME WAS FLAWLESS!!!

The printer has a RAM of about 50K but I only got about 4 or 5 lines at full speed, after which the printer slowed down to about 10 lines per minute.

Since I found nothing in the manual to enlighten me, I decided to avail myself of the 800 number listed in the docs, to try to get some help. Waiting time - 30 minutes (actual) after which I hung up. I tried several times, and ONCE I got a live person on the line. It happened that he owned a C-64, and was freaked out that I had managed to make the machine work.

After half a dozen more tries with the 800 line - none of them successful - I decided to start writing letters. I wrote to CMD, Dale Sidebottom, Jan Logsdon (a GEOS power user at Radcliffe), and to the tech unit at Canon. In each letter, I described my system - a C-64, 2 1541 drives, a 1750 clone for 512K of additional RAM, GEOwrite, Perfect Print, and the GEOcable.

I heard from CMD very promptly, with the advice that they were working on a Canon BJ driver, and expected to have it ready in about 2 weeks. After a suitable wait beyond the 2 weeks, I made a phone call to them only to be advised that everybody was working on the accelerator unit with a resulting delay in the Canon driver. About the same time I got a letter from Canon, to which was attached complete IBM information. I then wrote Canon again, thanking them for the information, and asking them to review my previous letter, a copy of which I attached.

By this time, I had concluded that the only way I had a chance of getting anything was to ask for the Escape codes, etc., for the Epson, hoping that I might be able to work them into the CMD Epson driver. Lo and behold, I received a complete set of the IBM Escape codes and various coding routines.

Once again, I wrote - this time

to the woman who had signed the letter transmitting the IBM Escapes. I repeated my request for Epson info. After an unsuitable length of time, I finally received the requested Epson codes and routines, but I have still been unable to access the RAM in the printer.

Fool that I am, I wrote this same lady again, with the request that she advise me whether the Canon RAM was dedicated to Font storage only. If not, I asked her again for the commands which would open that storage for my GEOwrite documents, thus gaining a significant reservoir for accumulating data. Not yet having heard from her, I have already sent her a "tickler" letter, again attaching a copy of my previous request for advice on my use of the Canon RAM. Since I am getting a bit pee-oh'ed, I have already decided to copy my various letters, and then call the supervisor of the tech info unit.

I will keep you posted on my progress, OR LACK THEREOF.

In all fairness, I am delighted with the quality of the printer's output. My only beefs are these:

1. Their unwillingness to realize that a C-64 can make the Canon work, given the right (or nearly) driver;
2. Their obvious inclination in tech service to read what they want to read, rather than what is written, in any letter they get;
3. Their problem with giving a prompt reply to hard copy correspondence;
4. Their complete inability to believe that anyone who buys this printer would not have a fax;
5. Sundry other blind spots in their vision.

All in all, I am well pleased with the print quality, which is without blemish, so far as the fonts that I have used. I have a few copies, so that you can make your own judgement so far as the fonts that I have used.

Joe Asher

Nintendo 64 vs. Commodore 64

Now that Nintendo has finally released and sold out of their long-awaited 64-bit gaming platform, we thought it might be interesting to see how it compares with the other 64 on the block—the Commodore 64.

C64 N64

INSTALLED BASE

Nearly 30 million C64s and C128s sold.	Less than a million.
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SOFTWARE LIBRARY

More than 10,000 titles.	Three to five games.
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AVAILABILITY

Check your attic/garage/closet.	Sold out. You can't buy it.
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PRICE

\$15 at your local garage sale. Games: six for a dollar.	\$199 with no games. Games: \$60 or more.
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SOUND

Three voice SID chip with built-in sound filters.	Dual digital sound channels. No filters.
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GRAPHICS

16 colors, 2D scrolling, raster effects.	Millions of colors, 3D geometry engine.
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Clearly, the C64 is the far superior machine. Sure the N64 has a slight edge in graphics and sound, but it's gameplay that really makes a system. *Paradroid*, *Archon*, and *M.U.L.E.* as well as thousands of other classics are easily the equal to *Atari*. Better luck next time Nintendo.

taken from:
BOOT magazine
Jan 1987 issue

The Big Wheel in the Sky...

Good afternoon!! Well, tis two weeks til Christmas, and all of us are looking around, and dreaming of what goodies we can get, and give. My association with LUCKY has taken a wild turn (my time is not what it used to be) as this year my interest, and marital status, has changed. This makes computing a little less important.

I normally write this column a day or two prior to the meeting, and ship it off to Dano for his perusal, but today IS the day of the meeting. I am running behind slightly. Dano has told me that he has a rather good issue for us, and I am trying to help him close the year in a neat manner.

This will be "our" last issue, and the chain of editors will grow by one. I wish Dale good luck, and hope that he has as much fun, pain, misery, glory, and half the laughs we had while doing it.

The LUCKY BBS is still going good, and I am hoping that all us Commodore users will continue to call, and that we can all still help each other, the new guys, and us old guys... there is still a beating heart in them thar Commies, and we should take care of them, since they have done a fine job for us. Us Commie users need to stick together, so keep LUCKY going strong. Some new life is coming in, it did LUCKY good when Dan and Dave took over, so maybe Dale can strike the match again.

If you are looking for some software, or hardware, for you Commodore 64, or 128, ask around. Most of us have extra parts "laying" around, and we would be happier to see someone get some use from them. Even our backup parts are aging, and if we are not careful, we could find that they too have wasted away. We all need to keep active with the BBS, and the 'Net, to make sure that Commodore stuff doesn't get thrown away.

Yard sales, swap meets, the local papers, all are a source of good stuff. If you find something, and you think it is neat, but not for you, maybe you should buy it and take it to one of the meetings... somebody MIGHT JUST BE LOOKING FOR THAT GIZMO!!!!

On to other thoughts. With the new year coming, we should all be making some resolutions. What are yours? Have you kept them in the past? Well, maybe you should make a list, type it into your favorite word processor, and print it out. Keep track of this list, with dates for accidental breakage, and for the blatant oversteppings. The list will remind you of these things... each time you get near your Commie. Try to relate them to the computer. Smoking is bad for me, and the computer. My temper is getting me into trouble, and making my keys not work so well. Things like that.

And how about this: Set yourself up a schedule of "to do" things. Draw a page with boxes on it. Each box can be set for one thing that needs to be done on that day. Print several of them out, and make a calendar of "to do" lists. If someone calls you and needs you to do something, write it in. When it is done, cross it off. You don't need to get a pocket planner, simply design on paper your calendar, and print it out. While you are at it, make a list of phone numbers that you use, and print them out. Use a condensed font, and you can print LOTS of names on one page... simply fold it up, and place it in your wallet or purse... Just some things to keep your mind going... and those Commies!

AND THE WHEEL TURNS YET ANOTHER TURN...

Legacy

RUMINATIONS . . .

Well, here it is. Finally. The last LUCHY Report (officially) for Legacy and I to edit. "What's with the 'officially'? You say." I'm glad you asked. Last January, Leg and I put together a Best of 1995 anthology. I hope to consult with Legacy over the coming month and put together another one next month. But this IS the last regular issue that Legacy or I will produce for you. I must say it has been a pleasure, a challenge, a fight, and a gruelling yet wonderful, experience. Thank you all for giving me the opportunity to serve you and this club in this manner.

While I'm on the subject of thank you's, I would like to bore you once again with my list of thank you's. Thanks go out to: Dan Koleski, for unfailingly producing his column 'Notes From the Red Room', and for occasionally contributing additional articles; Dave Snyder, for always having a 'Bored Room' article for us, no matter how 'Boring' :-> it was, and for the periodic extra articles; Larry J. Bailey, without whose abundance of articles this periodical would have been a mere shadow of what it has been; Marilyn Whitworth, whose occasional 'Realities' lightened our pages; Bill Bunch, who always saw to it that we had accurate numbers for his treasurer's report; George Veltman, for his articles; Daniel Koleski, for his article; TEDEAK, for his article; Dale Sidebottom, for his series of articles; Bill Fowler, for his article; Rebecka, for her 'outside looking in' insight; finally and most importantly, James Walters, alias Legacy, my partner in this endeavour, for all his efforts and for putting up with me and my procrastination. I hope I didn't forget anyone, but if I did, please accept my most sincerest apologies. You know, this is beginning to sound like some kind of awards banquet. So, let's get on to other subjects.

This month's newsletter has a wide variety of articles for your enjoyment. The topics range from software tips to hardware. It includes subjects such as, the Internet, innuendo from both sides of the PC debate, and 'souping up' your Commie. I can, with a guilt free conscience advise you to read this issue from cover to cover, leaving nothing out.

So what does the future hold in store for us. Well, to be perfectly honest, I haven't yet decided whether or not to continue my participation in this group. The back-biting, nit-picking, harping, and overall animosity between members of this club demonstrates that this club is about to undergo radical changes. I'm just not sure what those changes will be, and what the end result will be. Due to time and economic constraints, I will NOT be able to divide my social commitments between more than one or two associations. And let's be honest, folks. This IS a social organization. We all come here to meet and exchange discourse with other people of like minds. This is NOT a retail establishment where we go to purchase items for our computers. This is NOT an institution of higher learning where we come to learn everything about the intricacies of our beloved Commies. We DO come together to socialize, period. Yes, we can and do purchase software, etc. for our computers at meetings. And, yes, we do as an organization try to educate people about the capabilities and usefulness of our beloved Commies. But the biggest reason we come together is because fellowship with other Commodore computer users is something that we find just plain fun! My prediction is that those who balk at the prospect of a de-segregated (from a computer's point of view) club will eventually bring on the swift and furious downfall of this organization. With time being the one major thing in most people's lives that is severely limited, allegiance to a single, segregated, uni-dimensional club is unrealistic.

Enough about that. Time to jump off my little soapbox here and let you get on to better things, like reading the rest of this newsletter.

I wish each and every one of you a Mary Christmas, and a Susie New Year, too. ;)

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

"Printing With Printshop" "Companion on 24-Pin Printers"

by Brinn Vaughan
from Comm-Mailink 7/94

The premier issue of C=World Magazine had a sidebar on page 20 titled "Old Software and New Printers". This article provided a fix for elongated vertical printing using the graphics mode of 24-pin printers which have an IBM Proprinter X24 emulation mode as does my Panasonic KX-P11241 and Canon BJ-200e printers. This short program simply adjusts the vertical line spacing to compensate for the extra row of pins on 24-pin printers. As published, it does not quite work with Print Shop Companion. I made two minor changes and it then worked perfectly.

```
10 OPEN 4,4
20 PRINT #4, CHR$(27) CHR$(65) CHR$(7);
30 PRINT #4, CHR$(27) CHR$(50);
40 CLOSE 4
```

My only change was the last number in line 20 followed by adding a semicolon at the end of the line to prevent an unnecessary linefeed. This fix will not work in the Epson mode. Type in the above program and SAVE it. When you are ready to use it, turn on your printer and place it in IBM mode then LOAD the above program and RUN it. Your printer will not make a sound but the command has been accepted. Now, LOAD PrintShop Companion and when you print with it, all will be perfect.

STUNT FLYER - A Review

So you have flown the Sanxion class fighter, the F-15 Strike Eagle, and Flight Simulator. I know, even a few helicopter's. You consider yourself good. But has anyone even shown you just what you look like up in the air?

Stunt Flyer will do just that, and until you really learn to fly, your ego is going to take a beating from it. This simulator also just might teach you to fly. The manual is the best tutorial to learn this from before you fly.

You can do stunts as rolls, loops. If you decide to perform a stunt, you're presented with another menu from which you may choose one of about 15 classic moves. Select one and you're on your way.

Your view is out of the cockpit, looking at a green landscape that is sketches with mediocre graphics. You can choose to review your completed stunt and watch your performance from outside the plane as a ground observer would see it.

Without this instant replay feature, you could not improve your performance and better your score. This gives you a constant challenge.

In the competition section of the game, you put together your own series of stunts, save them to disk, and then enter them to disk, and then enter them in Sierra's Stunt Flyer Contest and try for the big money.

The program's graphics and sound could be better. But Stunt Flyer does provide you with new challenges.

So turn it on, load it up and lets do some stunt's. Take a friend along and scare the @*!-+! out of them. Have fun.

Larry J. Bailey

MAGIC THREE

Has one of your disks ever warped after a lengthy period of use, making it difficult to remove from your drive? If it's a copy-protected master disk, the situation is very uncomfortable. To remove a warped disk more easily, put the disk into your drive, making a mark where its top edge extends through the front of the cabinet. Remove the disk, locate the mark and place a label or piece of tape there, folded to form a protruding tab. You can then use the tab to extract the disk when it gets stuck.

Ok, now lets talk about closing files. Leaving open files can be disastrous, and it often happens when your program crashes unexpectedly. You're never sure which files are open, and going through a list of Close statements can be the ultimate in tedium. SY65511 closes all open files automatically and easily.

Now lets talk Cartridge repair. Don't discard faulty software cartridges until you've given them this CPR. First clean the metal contacts with a pencil eraser. If that doesn't help, disassemble the plastic case and use your fingers to apply even pressure to any socket-mounted components. Reassemble the case and try the cartridge again. This procedure may or may not resuscitate your cartridge, but it works often enough to be worth a try.

I came across a 1541 disk drive the other day that had a high pitched hum when it was in use. This hum comes only when the drive-activity light and motor are on. If you are handy with small tools, you can open up your drive and rotate the headload pad 90 degrees to improve things temporarily. The pad is a tiny piece of foam opposite the drive head on the head mechanism. While you have the drive open, clean the head itself with a Q-tip dipped in 90% Isopropyl alcohol. As for the foam piece, as soon as you can find a replacement, do so. The cost will be minimal, but only dealers who service drives themselves are likely to stock them. But if you are like most of us you have or know of a friend who can do this for you.

Larry J. Bailey

STRATEGY TIPS

Lets see what strategy we can come up with in this article to help you out.

GRAND PRIX CIRCUIT, As long as you use the McLaren, the game is won at the starting line. When you get the green light, flopr it and get in the inside lane. You should pass everyone, except for Nigel Levins, before the first turn. From there on it will be smooth sailing. Nigel, who is never more than a half lap behind, waits until you slack off, then makes his move to pass. You never know exactly where he is because of the other cars, so always check your mirrors for his white car, especially in the last two laps.

NIGHTMARE ON ELM STREET, man the title alone makes me want to run and hide... No, just kidding. Instead of hitting your joystick button all the time, just press the spacebar for continuous firing of any weapon. You'll almost never get hit.

ROBOCOP, In the first level, keep moving and shooting until Murphy is past the last building. Then concentrate on the bad guy on the far right side, and on the crooks in the windows of the last building. Killing these characters over and over again seems to be the key to advancement to level two. Although the game clues advise conserving ammunition, shoot as fast as you can. It won't diminish your energy level, and will actually help you advance more quickly.

DOUBLE DRAGON II, Find the box on the second level. When the enemy jumps down from the logs, throw the box onto the logs. He will pace without trying to attack you, so he's a sitting duck! After killing him, jump on the logs and follow their bottom end. Two enemies will fall and die.

Larry J. Bailey

Where can I go on the Internet to get Commodore files to download?

By Dave Snyder VP and BBS Sysop

Where can you find Commodore files around the net these days. Well I decided to find out. I did some surfing and came up with the following sites that seem to cater to Commodore users.

The largest US site I found is:

FTP: ccnga.uwaterloo.ca

the site is maintained by Craig Bruce

FTP:ftp.funet.fi

a major site for CBM software and under /pub/cbm/cpm and pub/cpm they have many files that run under the 128's CP/M mode.

FTP:oak.oakland.edu

see C128 and branch directories for 1,000's of files CP/M that will run on the 128 in CP/M mode.

FTP:x2ftp.oulu.fi

supports ONLY technical documents, specifications and references for CBM 8 bit programming.

FTP:ftp.inf.bme.hu

Lots and lots of demos and demo related files.

FTP:ftp.rz.uni-hildesheim.de

has Commodore machine pictuers about 50-60 each 200kb in jpeg format.

FTP:ftp.giga.or.at

Demos from about 165 demo groups, LOTS of geos shareware and freeware. 64/128 tools, emulators,

transfer tools, diskmags etc. More than 80mb online.

FTP:ftp.armory.com

Lots of .lnx format games and CWI (Computer Workshops) utils, games and more.

Be careful when choosing an Internet provider for Commodore computers. Many providers no longer support text based browsers and baud rates lower than 9600. In an age of 56.6 Kbaud modems and graphical web browsers we Commodore users are getting shoved out of the way. AOL did the same thing to us. Q-Link, the parent company of AOL was dropped like a hot potato when the IBM's started getting online. In case you didn't know, AOL was built and prospered on the backs of Commodore users. Then after years of Commodore support we were kicked out like so much worn out garbage. Thanks a LOT AOL.....

FTP:hal9000.net.au

covers the basics of telecommunications for 64/128 support site for Rod Gasson's QWKRR128 and Browser programs

FTP:ftp.channel1.com

A new site with Christmas demo's and lots of SFX files for easy downloads.

These might start to whet your appetite for others. I have compiled a pretty extensive list but due to space considerations I'm going to limit this article to these few for now. If things work out and I have the opportunity, I'll have more in subsequent articles.

MAGIC FOUR

HAVE YOU?

By Dick Phipps

Each member, new or old, should ask the following question:

"Since joining have I:"

- * Given a software or hardware demonstration,
- * Written a review on hardware or software for the newsletter,
- * Served on any committees of any type to help out,
- * Run for, or served as, a board member, or offered to fill in where needed,
- * Shared an interesting article, magazine, piece, or information at a meeting,
- * Donated software or written any programs for the group,
- * Shared information on any good or BAD purchases from dealers on anything,
- * Made my views known at an open meeting or to a board member, concerning group activities, conduct or suggestions,
- * Attended meetings frequently or even every third or fourth month,
- * Read the newsletters cover to cover to pick up information,
- * Offered to tutor others in my home that could use my help on any subject,
- * Promoted the group to a friend or relative to enlist new members.

You might be surprised at the number of people that can say "none of the above" to that question. If you are one, then I am asking you to search your conscience and then remember YOU are a member and we not only NEED your input, but we WANT your participation. PLEASE give some thought how you can help out. I know there are other ways to help...TELL US.

[Source: Off The Wall, August 1983, Newsletter of the JC3 Commodore Computer Club, 406 North Waterloo Street, Jackson, MI 48201-1701]

Magic, Magic, Magic. I'm stuck on magic. When you have a good thing going I say keep going.

If you save a program to disk using >SAVE"programname" + CHR\$(34), 8< [Note the first set of (") are RVS ON] it will appear in the directory like any other program named "programname." However, it can't be loaded unless you use the "programname" + CHR\$(34) format. The result-nobody but you can load it!

On another thought. It's useful to be able to estimate the number of lines in a program when you have to print out a listing. Depending on a program's compactness, each disk block holds about 8 to 10 lines. Therefore, a program that occupies 30 disk blocks probably has 240 to 300 lines, or about five pages.

Now lets talk about Easy Load Filenames. If you load programs by typing on top of a directory listed to the screen, the easy part is typing the word LOAD on top of the number of blocks to the left of the filename. It's somewhat harder to move the cursor past the filename in order to type ,8,1. If we put the ,8, 1 message in the filename like that, we'd make it a lot easier to load the program from its directory listing. Unfortunately, the drive will not accept a comma when it renames a file. But there is a way to put a comma there. Instead of using a comma, use a Commodore-D, the little block character that the D key makes when pressed with the Commodore key. The disk drive will accept this character, and the new directory will print it out as a comma!

For example, to embed the phrase ,8,1 after the filename MERLIN, just type the following: OPEN 15,8,15, "R: MERLIN(shift space)(COMD D)8(COMD D)1=MERLIN":CLOSE 15 [Note the first set of (") are RVS ON.]

Now for a final tip for today. Here's a way to load and run a program from disk with the fewest typing strokes. Just type: (CLR)(4 SPACES) "filename", 8 (HOME)(SHIFT RUN/STOP) -- The program comes up running.

All done, hope you enjoyed the article. Until next time. HAVE FUN.

Larry G. Ballen



Cautious
Market
Decisions

*This show is brought to you as the final installment
in a series of three articles...
Produced by K. Dale Sidebottom*



VIDEO MONITOR



POWER

Announcer/Host: Hello, everyone and welcome to our show. *Cautious Market Decisions* is the program where we discuss the buying decisions you REALLY care about! Our guest today is Patricia, who is agonizing over a serious computer purchase.

Patricia, for the sake of our audience, please tell us about your problem.

Pat: Well, I own a Commodore and... well...

Host: My, that is a problem!

Pat: No, no! You don't understand! I love my Commodore and I'd like to keep it!

Host: Well, then...what's the problem?

Pat: I've had it for over ten years. I have never even owned a car for ten years! Maybe it's time for a change!

Host: I can see that this is a serious dilemma, and to help you resolve it, we have with us the world renowned Dr. Fieldbutter, an I.C.U. specialist!

Pat: I.C.U.?

Host: Yes, he counsels Indecisive Computer Users.

Pat: That's me, I...I guess.

Host: We'll go directly to his office and you can begin your session immediately.

Doctor: Hello, Patricia, please be seated. How can I help you?

Pat: Dr. Fieldbutter, I've owned my Commodore for many years, and in many ways, it's like an old friend. I used to be thrilled by everything it could do.

Nowadays, I sit down already thinking about all the things I want to accomplish. I boot up my first program, and while my disk drive is going...grind...grind...grind..., my mind is going zip-zip-zi! I don't know whether the problem is in me or in my computer, but I am so frustrated that I am seriously thinking about switching to MD-DOS!

Dr: I assure you that you are not the problem, but it might be in your computer. Is it slowing down? Does it seem to be wearing out?

Pat: Oh no, Doctor. It is so dependable. It works as if it were new!

Dr: If that is so, then your dissatisfaction appears to stem not from a decrease in performance, but rather from increase in expectations. This is quite natural in an experienced user!

Pat: Oh, thank you, Doctor. What should I do about it?

Dr: Well, if you are going...grind...grind...grind...and want to go zip-zip-zip, I suggest that you buy a Commodore compatible hard drive.

Pat: But Doctor, they cost nearly \$300! That's a lot of money to spend on a...

She was interrupted by loud laughter. The good doctor was holding his sides as tears began to stream down his face. He struggled to regain his composure.

Dr: You are so funny!

Pat: I am?

Dr: Oh yes! First, you said that you were seriously thinking about buying an MS-DOS computer, and then you pretended to believe that \$300 was a lot to spend on your...*(more laughter)*. I must write this down. I want to remember to tell it to Dr. Doss!

Patricia tried to pretend her humor had been intentional; yet she still wanted to defend herself.

Pat: But Doctor, if I buy a hard drive, why should I go half-way? Why not add a SuperCPU to speed up my programs and a RAMLink to provide needed extra memory? Yet, all three of these items together would cost nearly \$750! I just don't feel comfortable spending that kind of money on a computer I may soon be selling!

Dr: How long have you contemplated making this change?

Pat: I've been wrestling with this decision for two years! It's driving me crazy!

Dr: Let me see if I understand you fully. For two years you have held off upgrading your Commodore because at any moment you might decide to move over to MS-DOS?

Pat: Yes, that's it exactly!

Dr: I see! Yes, I think we have found your problem. It is a condition common to

Author's Note:

Commodore once referred to Commodore Business Machines, Inc. (CBM). Since they went bankrupt, the word "Commodore," as used in this article, never refers to the Commodore business. It always refers to the Commodore 64 and 128 in their various forms or to the community of Commodore enthusiasts throughout America and around the world.

CMO is a trademark of Creative Micro Designs, Inc.

MS-DOS

MYOPIA

What are the symptoms?

Commodore users. In the medical profession, we call it *MS-DOS Myopia!*

Pat: What's that?

Dr: It is a near-sightedness produced by a misunderstanding of the MS-DOS market.

Pat: But, Doctor, can it be cured?

Dr: The best cure might be to talk to one of my patients. He is paying me \$100 per session to pour out his frustration because the computer he's already purchased has again dropped in price another \$100!

Pat: Doctor, what are you saying?

Dr: That in the MS-DOS world, spending \$300 on something that will be relatively worthless in six months to a year is as common as rain.

Pat: I'm feeling worse than ever!

Dr: Let me tell you about my nephew. He is also a Commodore user. His name is Dale Sidebottom.

Pat: Yes, I've heard of him. Recently he's been writing a series of articles on the relationship between the Commodore community and CMD.

Dr: That's the one. Well, recently his 11 year old son asked him to buy a "real" computer so that he could do his homework like other kids in his class.

Pat: That should be no problem! Doesn't he use a laser printer with his Commodore?

Dr: Well, that's what he thought, too. But his son informed him that other kids did their homework in color!

Pat: Really!

Dr: My nephew explained to his son that if he wanted a new computer, it would have to come from money set aside for his education. For about \$3000, they'd be able to get him a computer equal to his classmates.

Pat: That should have pleased his son

very much.

Dr: Not quite! His son shot back, "Yes, and in seven years when I get to college, it will be as out-of-date as your Commodore. No thanks, Dad. I'm saving my money for college!"

Pat: Smart kid! I guess today even an eleven-year-old realizes that any computer that has a few years on it is in the same boat as a Commodore. The big software companies are all writing programs for people willing to spend the big bucks!

Dr: Precisely.

Pat: But sometimes I'm afraid that if I don't buy an MS-DOS computer, I'm really missing something!

Dr: There are many good reasons to do a thing; yet fear is never one of them.

Remember that when I asked you about your problem, you never mentioned anything your Commodore couldn't do. You only wished for greater speed in doing it.

If you want something that your present computer cannot give you, then you should seriously consider changing platforms. On the other hand, if your main concern is simply for greater efficiency, then you should seriously consider upgrading!

Pat: Doctor, I just want to make the *right* decision!

Dr: My dear, how can you possibly make the *wrong* decision? Will the world be saved or lost if you choose Commodore over MS-DOS or Macintosh over Amiga? Every computer has advantages and drawbacks. What is important is that you make the decision that is right for *you!*

Pat: But it all seems so complicated!

Dr: Then let me simplify it. Let's say you own a Cape Cod home. It has become too small for your needs. You can either remodel it, or buy a new one! Either choice

Is there a cure?

is "right," but which is *right* for you!

Pat: If I really love the home I live in, it would be best to expand it. And cheaper, too!

Dr: Then your decision is made much easier. You are really fortunate that you now *have a choice*. Until recently, a Commodore "remodel" option simply did not exist.

Pat: You must be kidding!

Dr: Prior to August of 1996, I would never have recommended that an experienced user should upgrade a Commodore. But now with the SuperCPU, you have all the tools needed to create an significantly advanced home computer system. You also have the *possibility* of an even greater compatible computer in the near future.

Pat: I feel very lucky! This is a great time to own a Commodore! But it surprised me when you suggested a hard drive. Do many MS-DOS computers use a hard drive?

Dr: Nearly 100%. The same is true of Macintosh and Amiga.

Pat: It may sound crazy, but I've owned a Commodore for ten years and no one ever told me that it needed a hard drive. In fact, I was always told the opposite. I seems like Commodore users just don't buy hard drives.

Dr: To the contrary, they buy millions! They buy MS-DOS hard drives, Macintosh hard drives, and Amiga hard drives. But true to their early training, they almost never buy hard drives for their Commodores.

Pat: But why do our user groups teach members to grind...grind...instead of zip-zip?

Dr: I believe there are two very practical reasons. First of all, even never-say-die "dinosaurs" like my nephew believed that one day it would end. If old ones are wearing out and none are "being born," then the

Commodore will die out. Why push higher-priced hardware on those who must switch to some other platform anyway?

Pat: But that's no longer true! If CMD's new computer venture is successful, then the C64 could live for another generation!

Dr: Yes, but this unexpected turn of events is so recent and so radical that, perhaps, some of those old "dinosaurs" are having difficulty negotiating the turn.

Pat: That's understandable. What's the second reason?

Dr: Imagine you are greeting a new user who just bought a "complete" system for \$50 at a yard sale. At what point in time do you tell him that he still needs a \$300 hard drive!

Pat: Ouch! I see what you mean. If I were elected president of my user group, what advice can you give me to turn him in the right direction?

Dr: I believe the answer is as easy as planting a seed. Simply tell that new user, "You have a terrific system, and it will serve your needs for years to come. However, I must warn you that the time will come when your *thirst for knowledge* will be replaced by a *thirst for accomplishment*. When that day comes, you will have grown into an experienced user, and I want to reassure you that, for a reasonable investment, your Commodore can grow right along with you! Anytime you'd like to know more, I'll be happy to share it with you."

Pat: I can do that. But how do I convince them that it is a "reasonable investment"?

Dr: Patricia, what happens if you invest fifty cents in a candy bar and eat it? Now your money is gone and your candy is gone. Have you wasted your investment?

Pat: No, because I enjoyed eating the candy, especially if it's chocolate!

Dr: Precisely. But did you know that computer purchases work the same way. Nothing lasts forever! It will either wear out or, more likely, be superseded by a similar product. This is why we refer to computer buying as a depreciating investment.

Now, in order for you to feel good about such an investment, you must come to terms with its temporary nature. You need

to decide what you will allow for depreciation. I recommend to my patients that they use a personal depreciation allowance of at least a dollar a day.

Pat: How does that work?

Dr: Let's say you decide to buy a SuperCPU and use it for a little over six months. You bought it for \$200 and used it for 200 days. If you then decide to change platforms, you have wasted nothing because, by your own accounting, your investment has depreciated to zero. On the other hand, if you keep your Commodore, then it's "icing on the cake!"

Pat: What do I tell the member who says that no matter how much we upgrade the Commodore, it will never be as powerful as MS-DOS?

Dr: Funny you should ask that. My greatest criticism of the MS-DOS market is that it forever encourages people to hunt rabbits with cannon!

Pat: Sorry, Doctor, but you lost me!

Dr: Does your husband hunt?

Pat: Yes, he does and I hate it! Every year he goes rabbit hunting with a gun he inherited from his grandfather.

Dr: Let's say that he decides to upgrade his firepower and buys a small cannon!

Pat: Let me see if I get the picture. Instead of sending his dog into the thicket, he just blows the whole thicket to hell! If a rabbit dashes across the field and he can land a volley anywhere within 30 yards, that hare is "hamburger!"

Dr: You have the general idea.

Pat: But that's ridiculous! My husband would feel silly doing such a thing!

Dr: Yet that is precisely what millions of Americans are doing! They buy a high-powered high-end business machine designed to "hunt big game;" then they take it home to chase "rabbits."

Pat: When I shopped around, I found that I could buy a complete MS-DOS system with a pentium chip and all the software I would need to get started for only \$1500. That seemed like a good price!

Dr: Probably so, but remember that is simply where your investment starts. If we applied a depreciation allowance of a

dollar a day, it would require four years to use up your investment. Do you think that system would satisfy your needs for four years?

Pat: Probably not.

Dr: It is also interesting to note that the market depreciation is usually 50% in the first year. So the market value of your MS-DOS system would drop \$750 in the first year alone.

Pat: You mean that I can "beef up" my Commodore to the "max" for the same amount that I would lose in first-year market depreciation on an MS-DOS "starter kit"?!!

Dr: I'm not certain that I would have express it in exactly those terms, but it is important to keep a proper perspective. For instance, the computer should be viewed neither as a toy...nor as a trophy...but rather as a tool that we should seek to use wisely. On the one hand, some may say that operating a Commodore without a hard drive is an unwise use of resources; on the other hand...

Pat: ...So is hunting rabbits with cannon!

Dr: Precisely.

Pat: Oh, thank you, Doctor. You've helped me so much!

Host: Patricia, what have you learned?

Pat: I now realize that I can upgrade my Commodore and stick around a couple of years to see how CMD makes out. If, after two years, I decide to leave Commodore, I can do so knowing that my investment has depreciated to zero. On the other hand, if my purchases work with CMD's new computer, I will feel like a genius! I really think that I will be using Commodore and CMD products for many years to come!

Host: Thank you for being today's guest on *Cautious Market Decisions*.

Dr: Fieldbutter, have you any last words to share with us as we close today's program?

Dr: How about the wisdom of the great *Confucius of Cyberspace* regarding homes with more than one computer. "Where your hard drive is, there will your heart be also."

Host: Words to live by, certainly! Thank you, Doctor.

That wraps up our show for today. Thank you for being with us. *Goodbye, everybody!*

8 Bit Computing in a 32 Bit World

By Dave Snyder, SysOp of LUCKY NBS

Is an 8 bit computer, like our trusty Commodore a viable computer in today's 32 bit fast paced computer world?

The answer? A resounding YES!

Sure it's no longer the fastest and baddest computer on the block. There was a day when the Commodore 64 was so far ahead of its time that there was no question about its viability. When it was introduced, it had 16 colors when IBM users had the choice of Green or Yellow. (If they had LOTS of money they could have Paper white). It had Three Audio voices back when the famous IBM had a itty-bitty speaker that could barely squeak or buzz to let you know you had screwed up royally. We were sitting and listening to Mozart and the Beatles on our bright shiny new Commodore. Sure there were a couple of things the Big Blue could do better than the Commies, like sort a huge database or handle large word processing files. I mean after all THEY had a whole 640,000 bytes of memory while we had to suffer along with a measly 64,000 bytes. But do you know what? We were getting more out of our 64,000 than a lot of THEM were getting out of the big bad 640,000. Why was that? Well for one thing the 8 bit machines used what they had more efficiently and the programmers wrote tighter code. They had to, to make it run and do its thing in the little space we had to work with.

What has happened now?

Well, the powers that be have given Commodore users hard drives for as little as 300 bucks. We can get an accelerator for 200. Get a high speed modem and a special interface and software to get on the net at 14.4kb for 190 dollars. You can even get as much ram as you want. Its not cheap though, a ramlink with 4 megs is 340.00 Let's tally this up....

Ok, that's 300 for the drive, 200 for

an accelerator, that's 500. Now we add 200 for the modem, cable and software getting us up to 700. We add in the ram and come up to a total of 1040.00. Let's go out and get Geos software and a Geocable to run our printer, that will cost \$70. New total 1200.00.

Assuming you have a 128 or 128D with at least one extra drive and an 80 column monitor. Value at todays market, 250/300 dollars. Grand total \$1500.00.

So you can have your cake and eat it too. You can have an 8 bit machine that will come somewhat close to what the big blue brothers can do. At about the same price.

Where else are 8 bit computers used in todays market? Well if you look really hard you can still find them. Used in cars for controlling many functions. Used in many analog to digital controllers in factories and for such things as traffic controls, and thermostats in the newer furnaces, etc. 8 bit computing is here to stay in one form or another. I saw an add in Commodore World, where they have 4 new games out for the 64. Not bad prices either, most were in the range of 20 bucks or so.

Oh, yeah, did I mention that we Commodore users had "windows" back when IBM users were still slugging it out with MS/Dos? Sure did, only we called it GEOS and it looked a whole lot like the early Mac's! Point and click with Commodore.... That's where your future lies with Commodore, Go Geos. Most new Commodore software is being done for operation under the GEOS system. Just like Bill Gates, you're going to nearly be forced into using GEOS or stick with what you have. It will require you, like windows, to upgrade into bigger and faster. Hard drives and ram are things that are REQUIRED to run GEOS efficiently. Get read, Get set, 60.

MAGIC FIVE

Lets talk some game strategy. Get joy stick ready, aim fire.

BATHAN-The Utility Screen. By moving the "Bat-cursor" onto the object and pressing "fire", then selecting the "utilize", icon in the same manner, that object will be used. Food eaten (energy increased), key opens locked door, dart is thrown. Hints: Don't eat to too much too soon. Some objects do more damage than good! Keep ducking, to avoid bullets. Never judge a book by it's cover (Joker's plot).

The game is over only when the adventure is complete or Batman has insufficient energy to continue.

BARBARIAN II, To jump across noles or pits you will need to make a running jump. If you do not jump far enough you will find yourself teetering on the far edge of the hole. By swiftly waggling the joystick left and right you may save yourself.

SHINOBI, Use the Q key to restart the same mission with fresh lives. Also, the gunslingers need to reload after three shots, a friend will be able to help you play the game. Use one joystick to control ninjas, and the other to execute those big jumps.

SIMCITY, To get any easy \$4000 to build your city, make sure you have less than \$4000 and push the F1 key. Your account will instantly grow to \$4000. You can do this again and again whenever your account falls below \$4000. If you do this too often, however, you will find that it takes all the challenge and fun out of building a city.

War in Middle Earth, You have to be very organized to win this game. When you begin, collect your armies into two or three large groups. If you do this, you can make sure that you always have a larger fighting force than your enemy. When fighting the Nazgul, you should try to keep four warriors on each enemy all the time. This will greatly enhance your chances of winning. Write down the locations of the Palantir. They are always in the same places, so you can collect them all the beginning of every game.

Larry G. Bailey

INTERNET CONTACTS

A couple of months ago (September 1996), we published in the newsletter a list of members who have Internet access. We listed their e-mail addresses. Well, since then I have only been able to add two names and addresses to the list. Following this article will be the updated list.

"Surfing the net" with a Commodore is quite possible, and, as a matter of fact, quite easy. Unless you have a Super CPU, a RamLink, and a hard drive, you can't use a 'graphical browser', but you CAN search 'text only' with as little as a C-64 and a 2400 baud modem. Using Novatera in 80 column mode, with vt102 terminal emulation, you can log on through an Internet Access Provider, such as Iglou, that offers dial-up connections. Elsewhere in this newsletter Dave Snyder has an article that lists just a few of the sites on the internet of interest to Commodore users.

Help with your Commodore related problems is just an e-mail letter away if you have internet access. Just e-mail any of the following people and I am sure that they would be happy to assist you. (notes in parentheses are editor's notes, and not to be taken seriously) Without further ado, here they are:

L.U.C.K.Y.
3850@iglou.com (also, George Veltman)

Dave Snyder UP (hardware master)
Tenpenny@sprynet.com

Marilyn Whitworth
rosebud@bnl1c2.blue.net

James Walters (software geek)
Legacy@iglou.com

Dan Koleski Pres. (all around nice guy)
HUSKER@pouchcrack.win.net

Daniel Travis (alias-TADSTARFL)
travis@iglou.com

Dale Sidebottom (GEOS guru)
luckykds@otherside.com

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Dale Ray
2101 W. 49th Pl.
Gary, In. 46408

JIFFY DOS V6.0

By: Dale Ray

Jiffy DOS was called the best drive speed-up accessory ever made by Twin Cities 128 in Issue #26. There are many reasons for this. Jiffy DOS works with almost any Commodore compatible serial drive, has almost 100% compatibility with commercial software, includes one of the best DOS wedges with many useful commands and leaves all of your computer ports open, so it doesn't interfere with the use of REUs, cartridges or modems.

Is it possible for a product this good to be improved? YES! and Creative Micro Designs, the makers of Jiffy DOS, have done it with their recent release of version 6.

NEW FEATURES

Version 6 of Jiffy DOS now is more compatible with Ram Expanders. Previously the Jiffy DOS wedge commands would not work with an REU. CMD has fixed this problem and now using your REU on a Jiffy equipped machine is much easier.

The screen dump function has also been improved. Now your screen dumps will go to your printer in the same mode as the screen. So you can print a screen that is uppercase/graphics or upper/lowercase.

A new command for the wedge (@P) also allows you to redirect output to your printer without using the OPEN and CMD commands. This saves a lot of typing when you want to dump a program listing or SEQ file to your printer. Combined with the @T (type a SEQ file) and the @D (display a PRG file) commands you can print SEQ files and PRG files direct from disk without disturbing the program in memory.

Also added to the wedge is the @G command. This command allows you to custom set the disk interleave (gap between sectors used). This will allow you to get optimum performance from Jiffy DOS with any program.

The syntax for using the Jiffy DOS wedge commands in programs has been

changed slightly. This change allows for increased compatibility with Commodore DOS commands that conflict with Jiffy DOS commands. An example is the duplicate command used on dual drives. With earlier Jiffy DOS versions you had to type out the OPEN and CLOSE statements to use this command because it conflicts with the Jiffy DOS @D command for displaying a PRG file. Now by putting the (Duplicate) command in quotes you can send it to the drive:
@"d1=0"

This will copy a whole disk from drive 0 to drive 1. This change won't matter much to some people, but if you own a dual drive (like an MSD SD-2) it makes life easier.

I've saved the best for last though. Jiffy DOS now has a built in two drive file copier. You can copy individual files without disturbing the program in memory or you can do a whole batch of files at once. This is very handy for moving a few files at a time. It also works well with an REU. Another use is to transfer files between a 1581 and a 1541 or 1571.

The file copier runs at the same rate as any generic copier, such as UNICOPY or COPY-ALL. But since most fast file copiers don't support the 1581 or the REUs it is very handy. When you figure that you don't have to load an external program I think you can see how useful the built in file copier can be.

HOW TO UPGRADE

The upgrade for Jiffy DOS only involved changes in the computer KERNAL ROMs, so you won't have to replace the ones in your disk drives. CMD is offering a discount for owners of earlier versions who purchase the upgrade ROMs. Here are the prices:

COMPUTER	- ORIG COST	- END Cost
C-64 & 64C	- \$36.95	- \$19.95
SX64	- \$49.95	- \$29.95
C-128 & 128D	- \$49.95	- \$29.95

The original cost is what you send to CMD when ordering. They will refund the difference between the original cost and the FINAL COST when they receive your earlier version ROM back. You can avoid the extra cost by sending your earlier version ROM in with your order. There are no quantity discounts for people who are upgrading.

Creative Micro Designs
413-525-0023
50 Industrial Drive
East Longmeadow, Ma. 01028

Why would anyone really NEED a bigger PC than a 64? Personally, I wanted to be able to use the more popular 80 column screen to view word processing and database files at the full page width. That is why I decided to move up to the Commodore 128. That change brought with it the ability to access DOS based files and do some other things that I had previously been unable to do on my trusty Commodore 64. I chose the "D" model with the built in upgrade for video memory. It allowed me to use some other features such as the Basic 8 line of products. Basic 8 takes advantage of the 128D to be able to work with dithering and get many more colors and textures from the basic 16 colors available on the stock 64 and 128's. The point being, I really did not need all of this to run my business or do the necessities that I needed to do on my computer. Things did get more interesting though. A whole new world of software and challenges were at my fingertips. Learning new software is always a challenge and learning one that will do things that you had not even heard of before provides a special challenge. I also decided to upgrade my software packages to 128 versions to be able to take advantage of the more powerful features the 128 had. To get back to the point, my 64 would DO the job I was doing but the 128 did it better and faster. Did I need the 128? Not really, it just made life more pleasant.

Lets look at some other comparisons. Nearly every family owns at least one automobile. Most people trade up every few years or so. Why is that? Usually it's not that the old one is no longer running. It's that we want the features of the newer model. It looks nicer, has more power, takes advantage of new technologies like air bags or anti-lock brakes. The question arises do we really need it? Not really. We want it. The same goes for computers. We like the one we have and are comfortable with it, but the new model has all these neat new toys. Do we hang in there and stick with the old one

or go out and buy the new one. It's a choice we all have to make at some point. We could all be still riding around in a horse and buggy. After all, it's still going to get you where you want to go; eventually. No heat, or electric lights, but you can still add some new features like and an

**We never did it
that way before!**

apron to catch the "exhaust."

Why would any Commodore user want to go IBM? Many don't want to and certainly should not. After all it's a pretty great investment. A new system costs around \$1500.00 and that is not small change in anyone's pocket. On top of that you are talking all new software and nothing you currently use will work. It means learning all over just about everything you ever know about computers. An IBM is easy to screw up and difficult to get working properly. Like any other complicated machine, it takes time to learn. If you want to accomplish things that you haven't been able to do on a Commodore, then its time to make a decision. If you are happy and your Commodore is doing everything you ask of it then there is no reason whatever to move on.

Lucky needs to be flexible enough to accept the fact that some of its members are going to need to move up to more powerful machines and should consider supporting them in that endeavor. That is not to say that we should give up on supporting Commodore users or watering down the meetings with a mixture of formats. There is no reason that we should kick out members with years of experience on a Commodore because they choose to extend their horizons into the world of IBM. It would be a good idea to keep some of the old timers around. The new folks could tap into the wealth of information and expertise that only comes from the hard years of learning that have accumulated.

Dave Snyder Vice President, LUCKY INC.

"A Farewell Address"

I wanted to write this good-bye note this month for various reason. One, I do not want to take away from next month, when we will be getting a new set of Officers. And two, since we are not real sure about a newsletter for next month, since Daniel is stepping down as our editor, I wasn't real sure of this getting published for you.

As Dave and possibly some of the others have said, Fare Thee Well. This doesn't mean I am leaving L.U.E.K.V., at least not yet. I intend to hang around and help out, and be a part of things as long as I feel comfortable and the club still needs me. But lately, I have not felt comfortable.

Ever since the talk began of the club becoming a multi-platform club, several of us have been singled out as the *BAD* guys. It wasn't even me who initiated these discussions! But it has been me who has been singled out as the culprit that is trying to spilt the club up. At first I didn't even like the idea of becoming a more diverse club, but after hearing arguments, I slowly changed my mind. Why? I saw what benefits it could have for the club, and that's who I was thinking of.

Ever since I came into this club, I and several others have worked our butts off to make this club be the best it could be, and I think we did a pretty good job. Now all that has been forgotten and we are the scourge of the planet. Just because we want to possibly make the club better and stronger.

As I said, I will still be here for the club if they need me and want me around. But if I start getting the feeling of this continued back stabbing, I will have to go. This isn't what I want, but then that's up to those few that have singled us out. I would hate to part under these conditions.

We come to these meetings to be fed, and I am no longer being fed on the level I would like. If the club doesn't elect to take the necessary steps to see that everyone in our community is given what he or she needs, well then, we may have to come up with another alternative. Let's work out our differences, not for ourselves but for the survival of this club. We are the ones that will decide the fate of this club. Let's just hope that we can make the proper decisions.

God bless you all this Christmas season and through out the coming years.

Still faithfully yours,

Dan.



All I asked was: If the computer comes with \$2000. of software installed and the computer is \$2000. Then, why can't he buy the computer without the software for \$2000?

"END"

NEW USERS

(By Ron Montgomery in the Memphis Commodore Users Club's newsletter)

This month's topic will be BASIC. "Hold on", you say, "I don't want to be a programmer. I'm just starting to learn how to turn the blamed thing on and this guy wants me to learn BASIC?" Okay, yeah I do. I believe it is absolutely essential to anyone who intends to use a C64 or C128 to have a rudimentary foundation in BASIC.

"Well then, why?" you ask. Very simple; the first thing you have to do when you turn your computer on is TALK TO IT. And you guessed the next part; it doesn't understand the English language. The only language it really understands is binary machine code. Try speaking that. Luckily we have a good friend inside the computer that does speak binary; the only problem is that our friend's other language is BASIC. So, if we want to have a conversation with our computer, it has to take place through our friend, the BASIC interpreter.

When you turn on your C64 or C128, the computer automatically starts up in BASIC. The only exception being when you boot the 128 with the CP/M system disk in your drive, an autobooting disk is in the drive, or there is a cartridge in the expansion port that takes control. Once the computer starts and you see the READY prompt, the BASIC interpreter is on the job and ready to help with your instructions to your Commodore.

BASIC on a Commodore eight-bit computer is one of the easiest and forgiving languages ever, on any computer. Look at a BASIC program listing in a book or magazine. For the moment ignore the occasional funny looking reverse characters and symbols and read the words that make up the BASIC language. Nearly all of them mean exactly what they sound like. If you studied a line of program code and without any prior

knowledge of BASIC, you could probably guess what most of the instructions were for and what your computer would do with them.

Obviously, I am not trying to give you a lesson in BASIC programming this month. Rather, I want to impress upon you the importance of learning how to give the right instructions to your computer and what they mean to the computer.

There are many well written books that can explain the fundamental points of starting to communicate with your computer. My advice is to get such a book and spend some time in it's pages reading about your computer and then trying the things you read. It will reward your efforts many times over.

It is not necessary to write programs in order to use your computer, but knowing how these programs instruct your computer will be the one thing that will make you no longer a beginner. It will open up a whole new world for you and your computer.

(Editor's Note: BASIC is an acronym for Beginner's All-purpose Symbolic Instruction Code.)

Courtesy of the C.H.U.G. Gazette, the newsletter of the Commodore Hayward Users Group--2/94

FOR SALE

1702 Color Monitor - \$40.00

Seikosha SL-80 IBM compatible dot matrix printer (24 pin) - \$20.00

Data Systems IBM compatible dot matrix printer (24 pin) - \$20.00

printer stand wire - \$5.00

Call: William Pullen

at 883-1780

Trivia Answers

A \$0A8) \$0100 to \$01FF

A \$0A9) The overflow flag: V. However, the V flag can be set via an external pin on some members of the 65XX line. The 1541 uses this as an ingenious synchronization tool.

A \$0AA) Some terminology: "inter" means "between". Most everyone knows that a tape block is recorded twice on the tape, but Commodore considers the two copies and the gap between them a single "record". Thus, this question is referring to the gap in between the two dissimilar records. With that in mind, the interrecord gap is nominally 2 seconds long, (or 223.2 byte lengths, although the gap contains no data). It is there to allow the tape motors to get up to speed before the next data comes under the read/write head. The tape motors may need to stop between records if the program is not requesting any more data from the tape data file at this time. If the program subsequently asks for data from the tape, the drive must get up to speed before the read can occur. Note: on the first version of PET BASIC, the gap was too small, so programmers had problems retrieving data files.

For completeness, the "intra-record" gap (The one between the two copies of the data) consists of 50+ short pulses, each of which is 352ns in length, giving a timing of .0176s+. This time was used to copy important data to safe locations, reset pointers, and do error logging. The entire "record" is recorded in 5.7 seconds.

A \$0AB) \$1e00, or 7600

A \$0AC) 10 (L SHIFT-0)

A \$0AD) 1I (L SHIFT-I)

A \$0AE) \$c000, or 49152

A \$0AF) The text "CMBASIC" is stored there. It is strange because this text is not referenced by any routine. It can also be called strange because the code is Microsoft's. Doesn't it make you wonder?

MORE STRATEGY TIPS

NEUTRAL ZONE, Your score and rating will depend on how much damage you allowed to occur as well as how long you took to destroy the enemy squadron. Keep your eyes peeled for the earliest directional attack warning; line up the enemy in your cross-hairs and fire, then move on to the next target as quickly as possible. You'll find that aiming slightly ahead of the target will achieve the most direct hits.

On level 2 and above, speed of firing is most crucial, since the enemy ships will fire back and damage your craft. Level 5 is crazy, and should be attempted only by the most skilled cosmic warriors out there.

ELITE, When you're low on credits, as you are at the beginning of a game, you should trade in items that will bring you a high return per credit invested, such as food and textiles. When you have sufficient credits, trade in items that will bring you a high return per ton of cargo, such as computers and furs.

Rear - firing lasers are a good investment for two reasons: You can target ships behind you without reversing course, and if your forward shields are damaged, you can turn around and fight, using your aft shields while the forward ones regenerate. It takes a while to get used to the reversed controls, but once you learn it, you have a better chance in any fight. If you absolutely can't get used to the reversed controls, pause the game and use the "J" key to reverse the joystick channels.

KNIGHTS OF LEGEND, Here are some quests to get you started. Begin in Brettle, a city with four available quests. Say GAVEL to Stephanie Punderglass and retrieve the gavel from ruffians in the South Tantown Forest. Say Knights to Hegissa of Mistdwell and get a quill from ghouls in the Klvar Wood. Say STANDARD to Stephen of Craymore and retrieve the standard from bandits on the Krell Way. Finally, say KAM to Mayor Figley and get the Sword of Truth from goblins south of Brettle along the coast.

Larry J. Bailey

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