

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.



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24 HR BBS
(502)933-5397

JUNE
1996

Disk Of The Month

L.U.C.K.Y D.O.M. #F220
June 1996

SIDE ONE - 128 PROGRAMS

Program One-Read Me, a summary of what is on this side of disk.
Program Two-Disk Info, extended information about this disk.
Program Three-Auto Menu128, list directory with utilities.
Program Four-Ultimate Risk128, a board game.
Program Five-Landslide 80.128, has instructions, board game.
Program Six-Balloon Der/128, arcade type game.
Program Seven-Hangman/128, question and answer game.
Program Eight-Codebreak80/128, has docs, plays like mastermind game.
Program Nine-Ticket 80 V2/128, stock broker board game.
Program Ten-Video Poker, arcade type card game.
Program Eleven-Cadosasgs.SDA, a large sequential file on CS DOS
Program Twelve-128cgterm.SDA, color graphic phone terminal.
Program Thirteen-Miami Icel128, race car, arcade type game.

SIDE TWO C64 PROGRAMS and WHAT THEY DO

Program One-READ, info about this side of disk.
Program Two-Disk Menu, directory of programs for this side.
Program Three-Tears.SFX, three demo's on human existence.
Program Four-Paint 2.0, paint program that will save, load, etc..
Program Five-ARC-SDA V5.1, change arc programs to sda or viceversa.
Program Six-Astronomy.SDA, a guide to the stars and planets/info also.
Program Seven-1754-1/1764, ram demo-demo-2/1764 ram demo-3, info., and demo
on ram expansion.
Program Eight-Space P., arcade type car game.

L.U.C.K.Y.'S OFFICERS

Dan Koluski - President
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 Dave Snyder - Vice President
 (502) 7935-9639 & BBS SYSOP
 Bill Bunch - Treasurer
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 Daniel Travis - LUCKY REPORT
 L102 on LUCKY BBS - Co-EDITORS
 Legacy - AT
 L102 on LUCKY BBS - L A R G E !

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 - 9:00 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 - 9:00 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 3 C-128s, various 150k drives, Pocket Writer II 128, FontMaster II 128, and printed on Panasonic, Star, 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: 502/933-5397.

Participation and input is appreciated by all Members.

Treasurer's Report
 By Bill Bunch

 X May 1995 X

Beginning Balance...@ 766.46

INCOME: @ 196.56
 Library.....@ 77.00
 Raffle.....@ 68.00
 Misc.....@ 50.00
 Interest.....@ 1.56

EXPENSES: @ 125.75
 BBS for May.....@ 30.00
 LUCKY Report.....@ 41.48
 Register Names....@ 4.00
 PN Book Renewal...@ 29.00
 Stamps/Markings...@ 21.27

Ending Balance.....@ 837.27
 Variance: (+ 70.81)

In finalized statement of the above is posted at the Monthly Meeting.

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 COMPUTED 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:

Looks like summer might be here, FINALLY! That is a good news/bad news situation. The good news is, we can get out and work in our yards and on projects more. The bad news is, if you're like me, you do not get much time to spend on your computers. When the weather warms up, I virtually live outside working in my garage or on the house or on some project. I built two picnic tables this last week, so this is pretty much my first time on this computer with the exception of a couple of brief interludes. What I am getting at, is that even though it is warmer out and we can get into other projects, we still need to keep our computers in mind. They have feelings too.

Now that I have that over with, we had a really good meeting last month with a pretty good turnout. Marilyn was not present as she was on vacation so I do not have an actual count, but it looked like we had about thirty people present. I was informed by Leonard that we have at present, 63 paid up members, with a couple renewals due in. Good work to all of you but don't let your guard down. We still need to be looking for more new members.

Last month, I talked about the computerfest that we were supposed to have a booth set-up at. We never received the tickets or word from the company sponsoring the show so we did not bother going over. From what I understand, we did not miss such. Maybe in the future, we can have better communications and again have our club represented at one of these fests.

We did not have a demo at the May meeting as no one had mentioned anything they wanted to see or suggested doing a demo for the club. It has been requested that I do another demo on DCMR at the June meeting. I don't know if I just do not come across well or what, but it seems like we have one of these about every six months. Good thing is, I don't have to plan such for it. We have set up July as the tentative date for our Paper Airplane Contest. It will probably take place before, during, and or after the meeting. Any combination of these. It also has been suggested that we have another SIG on using modems, but we will let you know on that. Our last attempt at having a SIG was disappointing, to say the least.

Speaking of modeming, I noticed on our board the other night that several new people had logged on and asked for help and information. This is good as usage has been down. I ought to know as I have not been getting on much myself of late. But, I tried to get on a few minutes ago and it was busy. Keep up the calling. We need to keep this system busy to make it pay for itself.

I cannot think of anything else to say, except have a nice summer. I'm getting ready to go on vacation this week, so with that on my mind, if you're going somewhere, please be careful. We need your support. Thanks.

P.S. A note here. I had planned to have the new phone directories ready for the last meeting but ran into some time constraints. But, Freddie Frazier received the paperwork from me and has volunteered to have them printed for us, so we should have them ready for the June meeting. Thanks Fred.

Dan Koleski

SUB-BOARD 13

Here is a little message to all you L.U.C.K.Y. BBS Users. There are great assets to the club's Bulletin Board. I challenge all users of the board to check into the Sub-Board # 13 and put a post there. You get there by typing 'B' when you see the Main Menu. You will see 12 other Sub-Boards. Those are for you to use also. Try # 13! When the Helpfile comes up tap the letter 'P' for "Post". Now enter the number of the item you wish answered or talked about. Hopefully someone will see it and respond to it.

It is like a public forum. Anyone can reply to it. The only stupid question is the one that you don't ask and the same goes for a statement. Just post it and see where it will go from there. I know that you will enjoy what may come out of it. I would like to instill curiosity in people that when they log on the board they will just have to look at this section to see what is going on and to add their two cents worth.

Just remember to tap the 'B13' to get to this part of the board. Type in 'P' and then have at it.

Yours Sincerely, Mister V.

p.s. (L U 13) will get the E-Mail to me. If you have any suggestions drop me e-mail. Mister V.

Disk Of The Month

L.U.C.K.Y D.O.M. #F219
May 1996

SIDE ONE - 128 PROGRAMS

- Program One. READ ME, information about this disk.
- Program Two. MENU 128, list menu.
- Program Three. DISK INFO., extended information about this disk.
- Program Four. RELOCATE TRISO, display file chain, a disk utility.
- Program Five. MSDOSTRANSFR.SDA, transfer msdos to csm.
- Program Six. REUDOSV4.4.SDA, last official release of RAMDOS, need REU.
- Program Seven. 128SHOW/4.SFX, 40col, has program to run art show within.
- Program Eight. 1581 UT-128R1.2, disk utilities for the 1581/71/41 disk drives.
- Program Nine. YAHTZEE 80/128, 1 to 7 players, a dice/board game.
- Program Ten. FLIPIT V4/128, board type game, with numbers and letters.
- Program Eleven. DOMINOES/128. 3/levels of play. Just like the real thing.

SIDE TWO - C64 PROGRAMS

- Program One. READ, info about this side of disk.
 - Program Two. DISK MENU, directory of programs.
 - Program Three. SMURF.SFX, an arcade type game.
 - Program Four. FAST DIGGER, arcade type adventure.
 - Program Five. FRIDAY THE 13/-FRIDAY THE 13TH, arcade type game.
 - Program Six. GOLF, 19 holes, golf, one player.
 - Program Seven. ZELAZ CANYON, arcade type - flying down a canyon.
 - Program Eight. TETRACRYSTAL, music utility, design your own, use F keys.
 - Program Nine. TRENCHFIRE, arcade type game, fly a space ship.
 - Program Ten. SIGNLANGUAGE, instructions on learning sign language.
 - Program Eleven. SNO CAT, arcade type game, rescuing skiers.
 - Program Twelve. MARPLE MANOR, a role playing game using up to 6 players.
- **(ed. note - This article was inadvertently omitted from last month's newsletter. Please accept our most sincere apologies.)**

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The Ram Expansion Unit An Introduction

A Ram Expansion Unit (REU) plugs into the cartridge port of the C=64 or C=128 and provides more Random Access Memory (RAM) for storage. Commodore currently makes three models of REUs, the 1700 (128k) and the 1750 (512k) for the C=128 and the 1754 (256k) for the C=64. The RAM in these units is not directly available to the computer for running programs but can be used as a very fast TEMPORARY storage device. If you shut off your computer, you lose the contents of the REU. Resetting the computer with a reset switch, however, does not erase the contents of the REU.

So, what can you do with an REU? Any application that is very disk intensive will benefit from the use of the REU. On the C=64 the main use will probably be with GEOS, although any program that loads overlays from disk will benefit. By copying your GEOS work disk into the REU your work session will be speeded up considerably. Accesses to the REU are almost instantaneous. Also GEOS uses part of the RAM in the 1754 REU to store its own speed up routines. Another possible use is as temporary storage of work files in your word processor, database, or spread sheet. Think of how slow access to relative files on disk are, sorts that took minutes before can take seconds on the REU.

How do you accomplish these wondrous feats? First, if you want to use the REU with a commercial program make sure that the program supports the REU before you buy it. Some software companies have added support for the REU to later versions of their wares, call them and ask about upgrades if your favorite program does not support the REU currently. Second, you have to copy the files you want into the REU, how long this takes will depend on the size of the files. Follow the directions for the program you are using to do this. Once you have done this your program will probably treat the REU the same as it does a disk drive. The REU can be formatted, files can be saved, recalled, renamed, or scratched. When you are done, to save your work permanently, you will have to copy the contents of the REU onto a disk. If your work session will be short there may be no advantage to doing all this copying. For longer sessions it is a real benefit.

AN EXAMPLE:
One of the tasks I wanted to use my new 1700 REU for was to speed up the spellchecking process on my word processor. I use Fleet System IV, and like most, the dictionary is on disk. Even though the time to check a document is less than a minute, as often as I use it, it is a real drag. Upon checking

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the Fleet system docs I found mention that the dictionary files could be copied into the REU, but no instructions on HOW. After wasting some time experimenting I called Professional Software's customer service number. In just a couple of minutes I was told the procedure to use and they were very courteous.

Here is the procedure:

1. Load and run Fleet System.
2. Format the Readisk. Press Function and then the period key, this places you in disk command mode. Press F for format, when ask which drive press 3. The question "format Readisk?" will appear, press Y. You will get an OK message almost immediately.
3. Copy your dictionary. Place the dictionary disk in your drive. Press Function and then C. You will be asked "copy files from which drive?". Enter the number of the drive your dictionary disk is in. You will be asked "copy files to?", enter 3 (Fleet system assigns the REU as drive 3, this is the equivalent of device 11). You will then be asked if you want automatic file replacement, simply press return. Then you will be prompted for a pattern or filename. Enter an * to copy all the files.
4. Wait for the copying to be completed. This will take about 45 seconds.
5. Set your default dictionary drive to drive 3. To do this press Function then <shift> D. You will ask for a drive number, enter 3 and you are set.

All of this sounds complicated but it takes about a minute. I tested the speed of the spellchecker with both a disk drive and the REU. A 1541 will check 6 pages in 45 seconds. The REU does it in 12. As you can see, if you have a long work session the REU will save you time. Also you will be more likely to use the spellchecker knowing it takes less time.

You can use all of the features of the dictionary just as if it were still on disk. Remember, if you add words to the user dictionary you must copy the files back to your disk. Use the same procedure as above, reversing the drive numbers. Be sure to answer Y to auto replacement, this way your new words will be written to your disk for next session.

The REU in Direct Mode (on the C=128):

You can use the REU in direct mode also. Commodore has released the RAMDOS programs for use with the REUs into the public domain. These are wedge programs that help you control the REU. With out them, on the C=128, you would have to use the fetch and stash commands, know the file sizes in bytes, and the address where you wanted to store it. On the C=64 you would have to resort to complicated peeks and pokes. Along with the RAMDOS Commodore released a copy utility that will copy files into and from the REU. There are public domain utility programs that add the stash and fetch commands to the C=64. I have not had a chance to test them.

After running the wedge, you can use the copy program to put your favorite utilities into the REU. These can then be loaded and run just as if from a drive. A 50 block utility loads and runs in the snap of your fingers. The wedge is relocatable, so if your favorites interfere with it you can experiment with moving it. Also, even if the wedge is disabled, if you do a warm reset and reload the wedge the contents of the REU will still be there.

Do you need an REU? Probably you don't, but if you want the added speed it can give you and are willing to part with \$100+ it can make your Commodore much more efficient. Next month I'll cover some of the information on the hardware side of the REU, how to increase the capacity of the REU, and how to make the C=128 REUs work in 64 mode.

Dale Ray

Trivia Answers

A #078) 73, CBN DOS V2.6TDISK, 0, 0 Notice that the new text JUST fits!

A #079) #6. The Commodore 1525 has a switch to do this, but not all printers have such a switch.

A #07A) The 6510T. It is a slight variant on the 6510 microprocessor used on the C64. Some say it runs at 2 MHz, but the specs drives spec sheet doesn't say.

A #07B) (Text too long to insert at this time. The LUCKY REPORT will print this trivia question and answer as an article in a forthcoming issue.)

A #07C) 192 bytes is used as a tape buffer. Blocks of data on tape are 192 bytes long.

A #07D) #3

A #07E) #0

A #07F) (This was not a Commodore specific question) Commodore computers use this notation to represent integer quantities. In 2's complement notation, a -1 looks like 11111111(binary) or \$FF(hex).

Commodore Trivia

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

Q #080) During the days of the Commodore 64 and the VIC-20, Commodore produced at least two Commodore magazines. What were their names?

Q #081) Back in the PET heyday, another magazine was produced by Commodore Canada. This magazine was later sold and showed up as a hardware journal. Name the magazine.

Q #082) The Commodore 128 has a VIC-II compatible chip inside it. Can this chip be switched for a VIC-II from a Commodore 64?

Q #083) What does the video encoding standard PAL expand to?

Q #084) How many buttons were present on the earliest of Commodore tape decks?

Q #085) Earlier SID chips had a distinctive "clicking" sound that some demo coders used to an advantage. Commodore subsequently removed the click, and then later reintroduced it. When does the telltale click occur?

Q #086) What does CP/M stand for?

Q #087) What is the highest line number allowed for a program line in Commodore BASIC V2?

LUCKY REPORT

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