

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.



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



24 HR BBS
(502)933-5397

MAY
1996

HELP Wanted:
NEWSLETTER
EDITOR(S)!

If Interested, Please Notify Dan Koleski, # Dave Snyder

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

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- Stavo Grassman (502) 7239-2268 -Librarian
- Daniel Travis (502) 7368-4102 - LUCKY REPORT Co-EDITORS
- Legacy (502) 7368-4102 - AT L A R S E I

Treasurer's Report
By Bill Bunch

◆◆◆◆◆
X April 1986 X
◆◆◆◆◆

Beginning Balance...\$ 882.55

INCOME:	\$ 296.61
Library.....	\$ 78.00
Raffle.....	\$ 46.00
Fees.....	\$ 119.00
Sales.....	\$ 52.00
Interest.....	\$ 1.61

EXPENSE:	\$ 412.70
BBS for April....	\$ 30.00
Postage.....	\$ 22.50
Purchase of Disks	\$ 339.25
Fliers/Stamps....	\$ 20.95

Ending Balance.....\$ 766.46
Variance: (+116.09)

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

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

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

GENERAL MEETINGS are held the second Tuesday of every month at the Beaumont 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: 502/903-5387.

Participation and input is appreciated by all Members.

DISK LIBRARY
BY STEVE GRASSMAN

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

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

Notes from the Red Room:

By: Dan Koleski (club president)

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

It's the wee hours of the morning, both the regular meeting and the Officers meetings for this month have come and gone, so I decided I had better do this article before Legacy and Dan-o beating down my door for it. After we had to cancel the March meeting, I was kind of skeptical of how good a turn out we would have for our April meeting. It looked pretty good from where I stood. And from what I can tell, everyone must have been contacted about the cancellation, as I did not hear from any angry members saying they had showed up for it.

Now, let's get down to some business. As I mentioned, the April meeting went really good, and besides four members renewing their memberships, we had four new persons join the club. Outstanding! Welcome aboard, and hope we can meet your every computing need.

We discussed the Paper Airplane contest and decided to have it this summer, either in July or August. It was also decided that it would probably be better to have it on the same night as the regular meeting, probably after the meeting instead of having a demo. We will keep you informed as we learn more about it. Larry Bailey had a second demo on the Great International Paper Airplane Construction Kit program, so hopefully everyone is hard at work on their creations.

It was brought up that 5 1/4" disks are becoming scarce, so we decided at the E-board meeting to order 2,000 more of them. I took care of this and we should have them ready for use by this meeting. This will allow us to have disks available for resale to our members. We also discussed what to do on snow days. It was decided that if Jefferson County schools are closed due to the weather, our meeting that night will be cancelled also. We are going to attempt to make this announcement yearly at the beginning of the snow season.

By the time you read this, the Computerfest will be history. Several members have volunteered to man the booth so maybe we can get the word out about our club and pick-up a couple of new members. I had some flyers made up to pass out and we will have these for future use also, if any are left over.

Starting tonight, at about 6:45, I am going to announce that people need to get signed in and make their raffle ticket purchases and turn in their slips for selections from the disk library. This is being done in an attempt to start getting the meetings started at 7 p.m. rather than 7:15 or later.

Due to vacation plans, we will not be having an Officers meetings this month or next month. We will try and get the officers together sometime after our regular meetings to discuss any pertinent business. We will resume having our Officers meetings at the regularly scheduled time and place in July.

That's it for me this month. Try not to let the nicer weather keep you away from your computers and the club too much. Your computer as well as the club needs your TLC... Thanks

Dan Koleski

MANIAC MANSION

That's right! A mansion with maniacs. Let's take a trip, where you'll experience laughter, fear, victory, bewilderment. Hey, what the heck, have some FUN.

Maniac Mansion could be be labeled as a graphic adventure game, although that particular term would do it a great injustice. The program is better thought of as an event, yea! AN EVENT, where emotions like triumph, delight, fear and frustration are brought out in full monitor force to you.

This is a 3-D adventure as you have never experienced before. You are Dave Miller, popular student and local all American boy next door. Your girl friend, Sandy, has been kidnapped by the dastardly Dr. Fred, (THAT RIGHT FRED), a psychopathic scientist who lives in an old mansion on a hill. Dire events are in store for Sandy unless you can save her. To do this, you choose two other teenagers from a pool of seven local boys and girls. You'll find that each teenagers possesses special talents that can help or hinder you when you're trying to solve some of the puzzles within the house/mansion.

Expect to interact with the house's demented inhabitants. Nurse Edna, an old gal with an oversized libido; (A WHAT?). Weird Ed, a teenage commando with a thing for hamsters; then there's dead cousin Ted; and let's not forget the dreaded tentacle and --- oh well, you'll get the point when you play this magical and captivating adventure. This game is different from all the others of its genre in one important respect --- there's no typing involved! (Yea MAN, no TYPING). Action is controlled entirely by joystick. The screen is divided into three main sections: the command line, the information line and the main graphics screen--your window to the world of Maniac Mansion. Each player is controlled by moving the joystick arrow to a location and clicking the joystick button. Objects displayed on the screen can be picked up, used, pushed, pulled, and so forth, by a simple point-and-click method.

Each player is controlled independently, and, in fact, you'll often have each one doing different things in many of Maniac Mansion's 55 locations. This is definitely a cooperative venture. You cannot solve it with just one player.

What makes Maniac Mansion great is its brilliant graphics. It's not a simple show and tell graphics adventure. As you move from room to room and interact with the Maniac Mansion, you'll soon feel as though you're playing a part in some teenager's life. If you don't watch out, you'll find your self in the dungeon quite a few times before you finish. However, Maniac Mansion is not one of those cut and dried adventures. You won't end up dead or out of the game if you make a simple mistake, and there are several ways to finish the game. Every so often, the action stops while "cut scenes" are introduced. These are like a movie clips, where you can observe Dr. Fred, Edna, and Weird Ed in actions that might offer clues to aid you in your rescue effort. These scenes also help you keep track of what the house's inhabitants are up to. For example, by calling Nurse Edna on the telephone in the library, you can watch her answer it in her own room during the cut scene.

Everything about Maniac Mansion is big budget. From the superb sound track to the opening credits, it breaks down the traditional computer player game and places you in another world. And in this movie, the script can be written several ways, depending on how you want to solve the adventure.

Let yourself go on an adventure that will shake, rattle and roll.

May The People In The Commodore world live forever.

FROM THE ROOM DOWN UNDER

Larry G. Bailey

The Bored Room

By Dave Gagner, SysOp of LUCKY BBS

Another find day is upon us and here I am at a computer. Forgive me but with this splitting headache, I can't seem to get up enough gumption to move around too much. I guess that makes it a good time to catch up on correspondence.

The weather has had an adverse effect on the BBS this month. Seems that the batteries keep running low during the storms. LG&E is having a hard time supplying me with that "smoke" that keeps this thing running. Consequently there have been some occasions that the board TIME has been out of kilter a bit.

Larry Bailey has been a big help with moving files into the UD sections for me and adding FILE DESCRIPTIONS to them. I don't know what is so difficult about entering a file description folks, but I'm here to tell you that unless Larry or I like the file descriptions, your file will not be posted. I can't make it any more blunt than that. Yeah, perhaps someday Larry or I might get around to downloading it, running it, and seeing what it is. If you are too lazy to type a decent description, or don't know what a file is, then don't bother uploading it. It just makes more work for those of us with too little time already.

I was doing some reading the other day and noticed several interesting things that tended to connect. I thought I might share some of them with you.

Busy people tend to get more done than people who sit at home with nothing to do. I guess it's because they tend to prioritize and budget time better. E-Mail and Voice mail tends to get priority. If you want a fast response, totally disregarding all other factors like transfer times and such, use electronic mail. It

seems that if you deliver a note or send a letter it gets put on a "back burner," but an E-Mail message tends to get answered as soon as it's read. I guess it's a sense that "it might not be there later" that spurs us to respond promptly. Voice mail is similar but not quite as effective. No one seems to have time to sit down and actually write a letter anymore. Even those of us that use a computer to do the task tend to put it off till we feel better or have more time. But if you log on to the net or a BBS and you have mail, guess what? You tend to answer it right then and there. This is a good way to get action from any major company. There aren't too many left today that don't have an E-Mail address on the Internet.

When April 15 came around, being the procrastinator that I am, I hadn't even started to work on my taxes yet. I needed to find an extension form. I ran around for 3 hours and couldn't find one even for sale. I was listening to the radio and heard that the Treasury Department had a web site and all the forms were there for downloading in a printable format. I ran to my computer and found them, and in less than 10 minutes had the form and was on my way to the post office. I sure wish I had thought of that earlier. Remember the old song "You Can Get Anything You Want, At Alices, Restaurant!?" Well, you might not be able to find Alices' there, but you can find most anything else on the Internet!

Keep on typing!

--*SysOp*--
.s

RINGLING BROTHERS BARNUM AND BAILEY C I R C U S

Come one, come all. Let's go to the CIRCUS. Can you remember the last time you went to a circus show? Can you hear it now, the animals, the smell, all that color. Yes, I am ready.

The Ringling Brothers Barnum and Bailey Circus Games puts you right at ring side to see and participate in. Once the opening screen has loaded press FIRE (space bar) to advance to the options screen. You can use the keyboard or joystick. Options are sound on/off, music on/off, pause on/off and low/high screen intensity.

This game has several circus acts you can get involved in, so get your circus clothing on.

TIGHTROPE - The walker must perform a series of tricks on the high wire, including handstands, 180 degree spin cartwheels and flips before mounting the silver unicycle to conclude the performance.

Event 1-The walker must cross the wire performing a somersault or can do more tricks if so desire.

Event 2-The walker crosses the wire performing a handstand and cartwheel, again can perform more if desired.

Event 3-Ride Unicycle both across the wire and back again.

-NEXT EVENT-

TRICK HORSE RIDING - The rider must perform a series of tricks mounted on the horse cantering around the ring.

Event 1-From the saddle position jump either side of the horse and stand on saddle.

Event 2 - Perform a handstand and a somersault.

Event 3-Whilst standing perform a 180 degree in both directions and a handstand.

-NEXT EVENT-

TRAPEZE - The action takes place high up above the ring without a safety net. The crowd is captivated by their every action. The flyer has to criss-cross the Arena before being joined by another flyer as the catcher. A sequence of tricks, double or triple somersaults, mid-air somersaults and corkscrews have to be carried out under the watchful eye of the Judges, for a good score.

Event 1-Swing back and forth between the two platforms.

Event 2-Whilst flying from the trapeze perform a corkscrew and a single somersault.

Event 3-Flying from trapeze perform a double or triple somersault while being caught on the other trapeze by a fellow flyer.

Once you have completed the International Competition and your final score is greater than one of the existing High Scores, then the Ringmaster will announce your inclusion in the High Score Table.

Man is this great or what? Get your Candy Apples HERE, get your Cotton Candy HERE. Come one, come all, to the Greatest Show On Earth. "Don't you feel like getting in your car right now and going over to the Big Tent Show?". Wait one minute, there is no Circus in town. Oh well, let's load up RINGLING BROTHERS BARNUM AND BAILEY CIRCUS, and have our own, OK?

One to Ten, I give it a Eight.

Larry J. Bailey

The Big Wheel In the Sky...

"Is there anybody out there?" - Pink Floyd.

This kinda sums up the Lucky BBS lately. The last 20 callers log is normally covering the last 3 or 4 days now. Where is everybody? The log shows people calling, uploading a file and logging off. It shows people calling, downloading a file and logging off. It shows people calling, and logging off. What gives?

Dave, Dan and I have said it before, but nobody is listening. If the BBS does not get some usage, it is going to go away. Lucky chose to give up its Internet account, and now CBM is all over the 'net. I get a couple of new games per week off the European sites, and several of them are better than the commercial ones of just a couple of years ago. The demo scene is still rocking, and many of these "coders" are writing games now. Software is still there, and with Escom having sold the Commodore name/rights, we might just see SOME traffic. What would happen if CMD got hold of the rights to Commodore?

I am calling a couple of Long Distance boards now. One is in Denver, and gets 50-75 calls per day. The other is in Boston, and it gets about 50 calls per day. And they are both networked to other CBM BBSs across the country. Both of them are running on Lt. Kernal hard drives (just like us) and C-Net 128 (just like us), and are getting 100 or so posts per week, not counting responses. They neither one have as many files online for downloading, and only one of them has online games, yet people are "war dialing" them just to get on, because the line is busy. What gives?

Maybe we need to take the Lucky BBS down, and make you guys call LD for a little while. Maybe somebody would appreciate it then. It is getting pretty sad, I mean, even Dave (the SysOp (who LIVES with it)), Danny K (the President of Lucky), and I are only calling once a week or so. There is just no point in it any more. The other callers are getting scarce too. So what's the deal.

AND THE WHEEL TURNS YET ANOTHER TURN...
Legacy

RUMINATIONS...

Holy bits and bytes, Batman! You mean another month has gone by already? Well, I guess I had better get busy and write my column.

It seems as if the last bastion of Commodore support in Louisville is thriving. The L.U.C.K.Y. club is like the Energizer Bunny. It just keeps going, and going, and going. Our membership is strong, and our leadership is strong. So why do I get this 'down' feeling lately. I'll tell you why. Because in spite of all our efforts the response we receive from the general membership seems to be lacking! For months Legacy and I have been urging and pleading for people to write an article for this newsletter. The result is that this month is our first edition of the Larry J. Bailey Journal. That's right, every article that isn't a regular column was written and submitted by Larry Bailey! Surely there has to be someone else out there who has something to say. It seems as if noone other than Larry, Dan, Dave, Legacy and I are concerned about us even having a quality newsletter. We need your help, and we need it NOW!

The other thing that causes me to have negative ruminations about our club is that I know for a fact that at least three of our 'strongest' members are in the process of "going IBM". If we loose these people by neglecting to appreciate their efforts, than it's our own fault. Like everything else Commodore, when they're gone, they're gone!

REALITY CHECK!!! Let's face facts. While our Commies can do probably everything we need them to do, an IBM computer can do it faster. A Commodore computer is quite sufficient for most personal computing needs. But, an IBM computer has an incredibly large array of places to seek support. This club of ours is our last source for that kind of support. **DON'T let it go by the wayside!**
LIVE LONG AND PROSPER, L.U.C.H.Y.
PEACE AND LONG LIFE, Commodore.
TANSTAAFL Dan Troula

Review: A C R O J E T

Come fly with me to the light blue skys above. Let's do loops, rolls, and inversions. Man, I do not know about you but to actually get into a pilot seat and to do this. I'll never be the same. There are a lot of flight programs out. This is one of many. So sit back and let's take a flight with AcroJet.

The animated graphics create a realistic feeling of flight that is close to the real thing. AcroJet is not designed for taking casual Sunday afternoon scenic flights. Instead, you have a choice of ten competitive events, ranging from flat-out circuit racing to complex aerobatics.

You can either fly along or compete against up to three others. Whatever a record-breaking performance you make in a particular event, the winning competitor's name and the score achieved are automatically saved to disk.

The top half of your screen consists of a view from the jet's windshield, with a perpetual moving image of your plane centered there for precise alignment. The bottom half of the screen is packed with dozens of crucial instruments.

The layout of your most frequently used flight controls is straightforward. Your joystick is the jet's control stick, and its fire-button serves as a solitary control for the rudder. The most fascinating and entertaining aspect of AcroJet is that your BD-5J operates basically the same way most small aircraft do in the real world. There is no time lag between your action and the jet's reaction. Fly too slowly, and it will pitch up and stall; (I've been there, done that). fly invert and your controls reverse; lower your flaps completely and you'll simultaneously gain lift and lose airspeed; or bank steeply at a high rate of speed and your jet maintains altitude.

It's essential that you learn all the manual and understand how to keep your jet aloft and on course before you're ready for serious competition. Beginning AcroJet users are sure to spend countless flying hours attempting to complete one circuit of the basic pylon course without crashing.

Once you've become accustomed to flying the jet and have mastered the basic course, you have to perform the most dangerous and complete event in every flight-the landing. While airborne take-offs and landings are possible, you'll forfeit many points if you choose to use them.

If all this sounds a little too much, I assure you that it really is. But one great benefit accompanying all this intensity is that you really learn how to fly an airplane. When you get good enough to get your license to fly, give me a call. You can fly me around Louisville, Kentucky. Have fun.

Larry J. Bailey

SEARCH - A - WORD

THEME: POT POURRI

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

accolade
datasette
education
games
loadstar
monitor
productivity
star

application
dcar
epson
interface
lucky
osageq
runpaint
telecom

broderbund
delete
epyx
keyboard
sachv
panasonic
save
timeworks

cartridge
diskdrive
fastload
load
modem
printer
snapshot
vic

```

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

FROM THE ROOM DOWN UNDER

PROGRAM HINT'S AND SOME

Let's look into the old chest and see what we can come up with today. We have covered a lot of things over the months. Let's see if we can come up with some interesting tips.

SILENT SERVICE, one of my favorite games. I can play this game and it is like watching RED OCTOBER the movie. So here is a little help for you "Service" buffs.

Here is a way to improve your ships sunk total. When approaching a convoy, submerge and use your torpedoes to take out the escorting destroyers. It may take a while, but it will get easier with practice. Once the escorts are sunk, you can surface, chase down the unarmed ships at high speed, and sink them with your deck gun (you have far more shells than torpedoes). This is like shooting ducks in a pond. This isn't how they did it for real, but this is just a computer game. Get those destroyers, or you are in for it.

SUPER SNAPSHOT: I have borrowed one from a friend of mine out of curiosity. This utility is a useful item to have around. While this might seem to be a hardware hint, it does pertain to the use of Super Snapshot to capture screens from software. If you capture a screen that contains more than one type of graphics (multicolor bit map and text), Super Snapshot will try to guess at what format to save it in. What this means is that one of the formats in the picture will be captured well and the other will be poorly saved, if at all. In some cases, this could be remedied by the use of the character set the program uses and importing the set into a paint program to correct the saved bitmap screen. however, this is not a perfect solution.

AFTERBURNER: Another great game. This, guys, puts you in a cockpit of a space age fighter. Man hang on for the kick *!~/ time of your life with this action packed game. Here are some places where you'll be safe from air-to-air missiles: in stage 2, the upper-left corner of the screen; in stage 3, the lower-right; in stage 5, the upper-left.

Sometimes another plane will come at you at the same time as an air-to-air missile. If you're good, you can weave you way between the missile and the plane.

HAVE FUN,

Larry J. Bailey

Trivia Answers

A 3070) Revision Level 2 ROMS (the ones with more bugs) power up with:

```
*** COMODORE BASIC ***
```

with '*' in place of the more familiar '@' character.

A 3071) General Purpose Interface Bus. Another name is Hewlett Packard Interface Bus (HPIB), since HP developed this standard for its instrumentation device networking.

A 3072) The Commodore D9060 and D9090. From the cbmodel.txt file:

```
* CBN D9060      5 MB Hard Drive, DOS3.0,
```

```
  Off-White, IEEE-488,      GP
```

```
* CBN D9090      7.5 MB Hard Drive, DOS3.0,
```

```
  Off-White, IEEE-488,      GP
```

The following model has been said to be in existence, though no one has one on hand to prove it:

```
* CBN D9065      7.5 MB Hard Drive
```

And this model may never have made it past the prototype stage:

```
CBN D9062      Dual D9065.
```

A 3073) It looked just like an old-style C-64. It had a "home" computer look that the schools didn't care for. They liked the "business" look of the PET series, so Commodore put refurbished and new 64 motherboards in PET cases and sold them as PET 64s. The repackaging suited the schools.

A 3074) An array can have a cumulative total of 256 elements. For single dimension arrays, that means D(0) to D(255), but a 2D array can only go from DD(0,0) to DD(1,127) etc. All types of arrays had this limitation.

A 3075) 3 bits were transmitted at a time. I assume that each byte had a parity bit tacked on for error detection, so it would have taken 3 transfers to transmit a byte of information from the drives.

A 3076) 300 RPM.

A 3077) 73, CBN DOS V2.6 1541, 0, 0

Commodore Trivia

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

Q 3078) What error number and text is returned on a 1551?

Q 3079) Commodore printers are normally assigned to device #4, but they can be also used as device #?

Q 307A) What microprocessor is used in the Commodore 1551 disk drive?

Q 307B) When the VIC-20 was designed, the serial port throughput was roughly equivalent to the throughput of the IEEE-488 bus? Why isn't it very fast in production VICs?

Q 307C) On Commodore computers, how much RAM is set aside as a tape buffer?

Q 307D) On Commodore computers, most every peripheral has a device number. What is the device number of the screen?

Q 307E) What is the device number of the keyboard?

Q 307F) Commodore computers use 2's complement notation to represent integers. What is the 2's-complement hex representation of the single byte -1?

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of

KENTUCKY, INC.

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Louisville, KY

40209-0331

