

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.



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



24 hr BBS
(502) 933-5397

NOVEMBER
1996

Disk Of The Month

L.U.C.K.Y D.O.M. #F238
November 1995
SIDE ONE - 128 PROGRAMS

Program One, READ ME-Information about this disk.
Program Two, AUTO MENU-List menu of programs on this side of disk.
Program Three, DISK INFO-extended information about this disk.
Program Four, STUDIO38.SFX-128,80col, wav, and raw file program player.
Program Five, B8VS.SFX-128,80col, role playing game.
Program Six, BARNSLEY.ARC-128, has docs, a math program. needs deArced.
Program Seven, VDC-BG.SFX-Geos programmer source files, need GeoRite 2.1.
Program Eight, PCXV11.CPM.ARC-PCX Graphic viewer for C128, CP/M.
Program Nine, PCXV11.FOR-Info for the PCXV11.CPM.ARC program.
Program Ten, RTCCPM.SFX-Set time and date under the C128 CP/M Mode.

SIDE TWO - 64 PROGRAMS AND WHAT THEY DO.

Program One, READ -Info about this side of disk.
Program Two, DISK MENU-Directory of programs on this side.
Program Three, FCiii-SW.SFX-Desktop files for the Final Cartridge III.
Program Four, SWB-A text role playing game.
Program Five, TXT.SWB-info on the SWB program.
Program Six, Lynx17- create, dissolve lynx programs.
Program Seven, MU.C64Music-Music writer and player. Using the Mu.player pal/Mu.
Maching obj/tm-instruct 2/tm-instruct 3.
Program Eight, TEXTMASTER 64, write, load, save, print etc...

L.U.C.K.Y.'S OFFICERS	
Dan Koleski (502) 7363-3693	-President 6 Correspondent
Dave Snyder (502) 935-9639	-Vice President 6 BBS SYSOP
Bill Bunch (502) 743-1614	-Treasurer
Marilyn Whitworth (502) 7422-4421	-Recording Secretary
Leonard Daugherty (502) 7966-5128	-Membership Chairman
Calvin Schindler (812) 7951-3094	-Member At Large
Roger Sciaranni (812) 883-3014	-Member At Large
Larry Bailly (502) 7361-5918	-Member At Large
Freddie Frazier (502) 7116-2100	-Member At Large
Steve Grassman (502) 7239-2268	-Librarian
Daniel Travis LU32 on LUCKY BBS	- LUCKY REPORT Co-EDITORS
Legacy LU2 on LUCKY BBS	- AT L A R G E !

Treasurer's Report
 By **Bill Bunch**

 * OCTOBER 1996 *

 Beginning Balance..\$ 882.10

INCOME:	\$
Library.....	45.00
Raffle.....	58.00
Dues.....	40.00
Interest.....	1.50

EXPENSES:	\$
Newsletter.....	40.14
BBS for Jan.....	30.00
Postage.....	18.70
Copies.....	11.93
C64 LoadStar disk	70.00
DCM books.....	15.53
Beechmont Com.Cens	100.00

Ending Balance....\$ 740.30
 Variance: (+141.80)

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

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

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

GENERAL MEETINGS are held the second Tuesday of every month at the Beechmont Community Center, 6:30 - 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 15xx drives, Pocket Writer II 128, FontMaster II 128, and printed on Panasonic, Star, and C. Itoh 8610 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.



DISK LIBRARY

BY STEVE GRASSMAN

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

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

Notes from the Red Room:

By: Dan Koleski (club president)

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

Another month and a little bit nipper out side. For those of you that made the meeting last month, you'll know that I had to leave early. So, you know more about what I am going to report on than I do. I'll address my absence a little bit more later. I also missed the Officer's meeting, which is the first time in five years I have done that. I have no idea of what's going on and feel that Dave should be writing this instead of me, as he filled in for me.

From what I understand, the meeting went off without a hitch. Dale continued his demo on the new Super CPU 20 cartridge and is possibly going to be doing a demo for us this month on the basics of using GEOS.

Some of the items that I have heard were discussed or someone mentioned to me deal with the newsletter, Disk Of the Month and our E-board meetings. First off, for his final issue, Dan-o is planning an expanded edition of the newsletter for December. If it is like last years, it will be something really great. As for the Disk Of the Month, if sales of it and other disks from the library do not get better, we may be looking at discontinuing it. Larry puts way to much work into the disk if no one is going to make use of the great programs he is putting on them. Bill Bunch brought up the idea of having our E-board meetings either prior to or after our regular meetings so that we only have to meet once a month, rather than twice. As I told him, for me, that is hard but since I will not be an officer after January, maybe it can be brought up then.

I have no idea how the raffles went, and who got what. Actually, I heard that Steve Grassman won the special raffle item I brought in. I had mentioned bringing in a C64 system to raffle off, but instead, I brought in a box full of program disks, books, joystick(s), and other items. There had to have been over two hundred disks in there. We will probably raffle off the C64 system this month. As for the attendance raffle and other raffles, stand up if you won them. Ok, sit down.

Now, for an apology and an explanation. I apologize for having to leave the meeting early and for missing the E-board meeting. Don't read anything into this that isn't there. I've just been working a lot of overtime and trying to get sleep and get everything else done has been difficult. I hope you can understand. If this happens again this month, you'll have an explanation. Now, for you that receive the newsletter in the mail and you are wondering why you did not get your newsletter in September, but got two of them last month. Well, we had some problems with the printer and coupled with a vacation, things got messed up and I received the September newsletter late. So, I just decided to mail the two together. Problems again with the printer put these copies a week behind schedule, too. Sorry for that.

Put a fork in me, I'm done. Enjoy the meeting and hope to see you next month for our annual Christmas party. Bring a snack of some type and enjoy the meeting with us..Dan

Dan Koleski

FROM THE ROOM DOWN UNDER PRINTER A GO-GO

I believe I have discussed everything in this column except printers. Let's take a look at some solutions to some of your problems.

Printer Switches-When you set up a non-Commodore printer to work with your Commodore system, two things are important. First, your interface must allow full emulation of all the Commodore printer commands: most of the available interfaces do this with no problem. Second, the little Dip switches on the interface and on the printer must be properly set.

The interface switches are often properly set at the factory and are usually well covered in the documentation. The printer switches, however, often are not set properly for your Commodore, since most printers are made to function with a more industry-standard type of interface. The printer manual usually tells all about the DIP switches and their function, but the information may be hard to dig out. Just persevere, and everything will work out in the end.

Most printers and interfaces, as well as many other computer peripherals, have a group of DIP switches to configure them for different types of operation. These are tiny switches, often seen in groups of eight or so, that must be set with a penpoint, paperclip or other small instrument. Usually their settings determine the behavior of the device when power is applied, in the case of a printer, one of the DIP switches may determine the number of characters per inch, and another may determine whether or not the printer requires a separate linefeed character to advance the paper.

The various switch settings are always covered in the manual, but the brief descriptions can be cryptic to the newcomer. Often, the parameters that the DIP switches control can be changed later under software control, by sending a special character to the printer.

People often wonder why they're called DIP switches. It's because they are made with the same pin size and spacing as IC chips, they'll fit perfectly into standard IC sockets. The standard IC pin scheme, a dual line of precisely spaced connections, has a name. It's called the Dual In-line Package, or DIP. Since the switches are made to the same measurements, they've taken on the name.

Larry J. Bailey

Rosebud's Realities

Hello to all you 'LUCKY' readers. This is to let you know that I will not be running for the office of Secretary in the upcoming election. I have truly enjoyed being a part of this group, and I have learned a lot in the last seven years. I hope to continue learning and being a part of 'LUCKY', but I feel it is time for me to let someone else take on the responsibilities of being the recording secretary. I hope we have several nominees for the position.

It is not a difficult job. I really encourage you to try it. I was worried when I first took the position, but to my amazement, ended up really enjoying it. Since I have been living in Brandenburg it has become more and more difficult to make it to every meeting. I feel that any officer in the club has the obligation of attending the meetings except in extreme circumstances. So I hope that whomever is elected to this office will enjoy the job just as much as I have.

And in case you are wondering, I do still intend to be an active member of the club.

Marilyn Whitworth

The Bored Room

By Dave Snyder
Sysop of the Lucky BBS

(502) 933 5397

The end of October and first part of November have been pretty crazy around here. Business has been great but that has sure eaten into the time I would normally spend working on the BBS and playing with my computer for pleasure. The board has been running pretty well except for a couple of minor crashes. One problem that I know of occurred during a thunder storm around the end of the month. The wind and lightning were really bad and someone kept calling the board and getting a lot of garbage and noise due to the storm. I don't think any permanent damage took place but folks, lets use a little bit of common sense. If you know its storming, and you are getting garbage and noise on the line, you are asking for trouble. That noise and stuff can cause all kinds of problems in the board and in your system. The computers may interpret the garbage as commands and try to change files or even cause a major crash of the board. Sure there are pretty good safeguards against most things but then most people know better than BBSing in a thunder storm too. If for no other reason than they might take a lightning strike on the phone line and blow their computer into a lump of melted plastic and bits of red hot metal.

There are new things appearing on the UD section every week so if you haven't checked lately you had better get on and look around.

There are areas of the board that almost no one visits anymore. When was the last time you visited the section with text files to read and capture. There are a lot of permanent files there that are there for a real good purpose. To keep people informed. There are how-to articles there and even a few that might give you a good chuckle. Look for it at a retailer near you.

I have been impressed with the usage of the board in the past couple of weeks. It seems to be busy every time I have a chance to get on and do maintenance. I usually decide to wait and let the caller finish before I do my chores but most of the time I get involved in something else (like my pillow) and don't get back to it. Mind you, I'm not complaining. In fact I'm bragging a little here. Its good to see the board busy enough to keep me off of it. After all its YOUR board not mine. I seem to always find time to get the maintenance done some time or other. Keep those posts coming. The uploads too. Those are the things that keep the LUCKY BBS alive and vibrant. The games are fun and all but if we want to keep interest up we need to keep the information flowing.



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Commodore's Major Developer

Second
in a series
of three articles
by
K. Dale Sidebottom

I love to receive any Commodore magazine or newsletter. They always contain information that challenges and inspires me. One of my biggest surprises arrived with the Nov/Dec '95 issue [#11] of *Commodore World*. Inside was a "CMD/CW Market Survey." I found some of the questions particularly intriguing.

Consider question #18:

- (a) *If you were to buy another computer at this time, what computer platform would you consider most seriously?*
A. MS-DOS B. Macintosh C. Amiga D. Other... (b) Why?

This is a touchy subject because it touches the fear that haunts us all. No matter how dedicated the user, the nagging thought persists that someday...due to an inability to stay current or a lack of parts...the Commodore will cease to exist as a viable platform. Everyone of us may be forced to move on to some other computer: MS-DOS, Mac, Amiga, or Other. But why does CMD want to know?

I perked up when I read question #23:

- (a) *Would you be interested in a new CMD computer if it had compatibility with existing Commodore software or hardware?* _____
(b) *What features would you deem to be most important and what specific compatibility level would you consider satisfactory?* _____
(c) *How much would you be willing to spend on such a computer without a monitor?* _____
(d) *Would you still be interested if it required you to purchase an SVGA monitor (approx. \$200 to \$300)?* _____

If your mother-in-law asks if you want to replace the carpet in the family room, your first instinct is to think of it as an idle question. But if she continues to prod you, asking what texture and color you prefer, you begin to think that maybe you'll soon be walking on a new carpet!

Question #23 struck me that way. Part (a) seemed like an idle question until I read (b), (c), and (d). Suddenly it began to sound like CMD might be serious.



On the other hand, we have been disappointed so often by the prospects of a new computer. Remember the C-65? It sounded too good to be true, and indeed it was! It felt like a cruel hoax to those who had taken the advance ads seriously.

Considering this, I decided to wait for the results of the survey before investigating further. I sort of poured the whole thing into a pot and pushed it on the back-burner to simmer awhile.

Meanwhile, CMD was busy developing the SuperCPU. There were many delays of course, and for months we waited and watched and wondered if it would ever really happen.

Maurice Randall is a good friend and a member of the Lansing Area Commodore Club (LACC). Reading their newsletter, the *Double Click*, I learned that he was demonstrating a SuperCPU prototype for his user group way back in May! It was obvious that CMD was getting "super-close" to a finished product.

My mind traveled back to 1990 and an article entitled, "Let's Go Faster," which first appeared in the Jan/Feb issue [#5] of *geaJOURNAL*. The author, Joe Tom Collins, believed that a faster processor for the Commodore was quite possible.

"Commodore (CBM) computers have had a few drawbacks for a long time. Slow drives with small storage, limited memory, and slow processing speed have all contributed to the perception that Commodores are 'toy' computers or 'game machines'..."

"As the 64 pushes towards its tenth anniversary, we've seen a lot of yesteryear's problems start to fade. The Creative Micro Design's (CMD) product, JiffyDOS, as well as other products have speeded up the drive access. Commodore, in some of its brightest decisions, made the 1571 and 1581 disk drives...and CMD is now producing a full-fledged set of hard disk drives with the SCSI standard used in almost every computer... CMD is also making a RAM expansion unit [the RAMLink] offering...as much as 16 megabytes in the not so far distant future."

"This brings us to the last big inadequacy of the Commodore 8-bit line...processor speed."

Here he demonstrated how thoroughly he had done his homework. He explained

Author's Note:

Commodore once referred to Commodore Business Machines, Inc. (CBM). They are now bankrupt. Therefore, the word "Commodore," as used in this article, never refers to the Commodore business except in the quotes from the article by Joe Tom Collins. Otherwise, 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.

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that the Commodore and Apple computers are distant cousins. They all use the same type of processor. Zip Technologies had created speed-up chips for the Apple computer. There was no reason why it couldn't work for us too!

So he called up the Commodore support line and the technicians said it should be possible, but that their marketing people said "speed was not a big issue with the Commodore users." Well, he was incensed and no wonder! We know why CBM thought that a speed chip was unnecessary, and it had nothing to do our desires. CBM's marketing department was already unhappy because so many Commodore users were not switching to the Amiga! The last thing they needed was a faster processor to make the C-64 even more attractive.

At the time, I was editor of the *LUCKY LINE*, then newsletter of the *LUCKY* user group. I loved his article so much that I made it the main feature of our Summer '90 issue. The graphic (below) was designed for the cover. The big movie on the marquee back then was "Days of Thunder," starring Tom Cruise. Tom played a race car driver named Cole, and Rowdy was his main competitor. This cover expressed as best I could the frustration we felt, knowing that we were being held back and not allowed to compete on a more equal footing.

Joe Tom Collins spoke of Commodore "drawbacks," such as the slow drives, small

storage, and limited memory. He then explained that CMD had solutions to all of them except the last and, perhaps, the most challenging...a slow processor. Now, nearly seven years after he pleaded seemingly in vain for more speed, Joe Tom Collins has what he lobbied for. I hope that he is around to enjoy a well-deserved victory!

It occurred to me that the SuperCPU represents the greatest technological advance in the Commodore since the Commodore 64 and 128! The developers of this kind of hardware could produce anything!

Problem: When a company has done everything it can do in a particular field, it soon develops itchy feet! I certainly did not want CMD to move on to other markets, but what could they possibly do for an encore!

Suddenly, I realized that my pot was boiling. I pulled it off the back-burner and opened it up to rediscover that CMD/CW survey! No longer able to contain my curiosity, I called CMD and talked to its co-founder, Charlie Christianson.

Dale: "You sent out a survey at the end of 1995. What were the results?"

Charlie: "We have entered the data in our computer, but we haven't really had time yet to analyze the results. The SuperCPU has complete priority right now."

D: "Question 18 of your survey asked about other platforms. Do you remember which were the most popular?"

C: "Yes, about 50% chose MS-DOS, 30% for Macintosh, 15% for Amiga, and 5% other."

D: "What about question #23? Have you seriously considered introducing a new Commodore-compatible computer?"

C: "It is a possibility, but nothing is imminent."

D: "Because MS-DOS was the most popular alternative, would this new computer have two modes; one a C-64 and the other, MS-DOS?"

C: "No, we have no intention of producing MS-DOS. MS-DOS has, in effect, taken the "home" out of the home computer market. Almost everything purchased today is a mid- to high-end business machine. It will generally cost \$1000 to purchase it and another \$1000 for the software if you buy it legally. You've invested over \$2000 [to balance your checkbook, follow investments, help the kids with their homework, and surf the internet]. That kind of cost is out of line for most families!

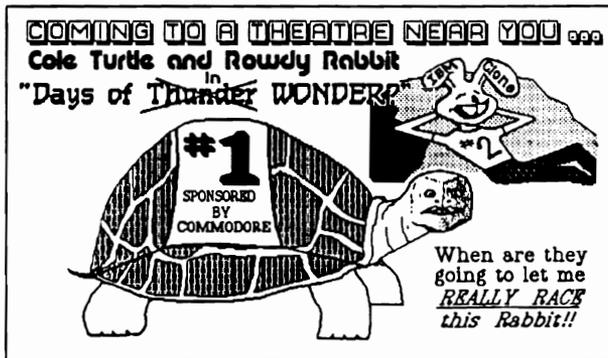
D: "What kind of computer does CMD envision?"

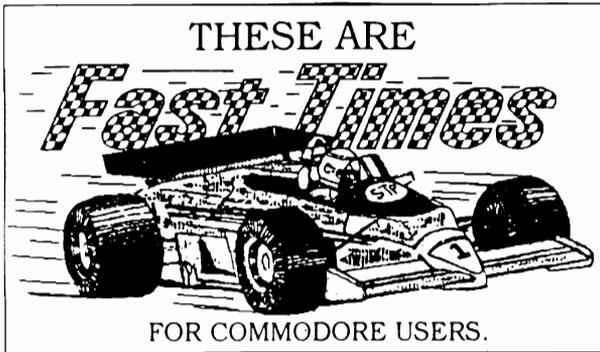
C: "We plan to use the same 65810 processor now used in the SuperCPU, except that this would be a whole new computer! It would have two modes: the C64-mode (8-bit processing) and CMD Native-mode (16-bit processing). It would be designed to work with a TV or an SVGA monitor and could be used with all the modern peripherals, such as CD-ROM devices. We hope to be able to sell this new home computer for about three hundred dollars, probably \$299."

D: "How far has CMD gotten in the planning process?"

C: "We are just starting. CMD has a hard conceptual design and the beginnings of a prototype. We are entertaining discussions with venture capitalists to gauge their interest in the possibility of producing such a machine. As I said, nothing is imminent. We are at least 2 years and millions of dollars away from an actual product!"

He also explained that the 65816 processor was used in the Apple IIGS.





Through the internet, CMD has already received inquiries from people who programmed for that computer and would like to program for us!

It is dangerous to dwell in "Never-Never Land," in part because we have been disappointed there in the past. Remember, CMD's new computer isn't even out of the incubator! But if we can maintain reality and still enjoy dreaming, imagine the implications! How would it feel to find your faith in Commodore validated by a new computer? How would it feel to see magazines on the shelf again extolling the virtues of your platform?

Returning "to earth," we must realize that such "pie-in-the-sky" possibilities are years from fruition. Still, as Patrick Henry once asked, "Why stand we here idle?" Aren't there some steps we could be taking to make this dream a reality? I believe the answer is "YES!" Let's start with these.

The first thing we can do to help them is **DO NOT CALL!** When I asked to report this to you, CMD's greatest concern was that they would be flooded with calls asking for details they would be unable to provide. It is too early to know what the future holds. Certainly we should be getting some kind of progress report in *CW* before long, but CMD has its hands full for now finishing the SuperCPU for the 128. I assured them that we would respect their request. Please help me keep that promise.

Second, we must work to maintain market share. We need to continue to strengthen our user groups. In the last issue [#16] of *CW*, Jayme Rice, president of the Tampa Commodore Users Group (TCUG), suggested five ways to increase our membership. They were all very good, and I recommend them to you. The one that I felt should be added to the list was to emphasize the importance of recent retirees. In the LUCKY club, we find that several of our newest and most active members come from this group. They have much wisdom, vitality, and a deep respect for those things that have proven their character over time.

Another way to maintain market share is to increase our use of the internet. Whenever a user group fails, there are often faithful Commodore users left stranded and "alone." The internet provides a way for us to maintain close contact over long distances.

That is why the LUCKY club has elected to create an internet "phone book" of Commodore users. So if you are "connected," please send us your internet address and your name, if you choose to share it. Optional information includes your home town and areas of special interest. E-mail your data to the club or to me. More information will be given later.

The third thing we must do is to maintain our balance! If we never see a

next-generation computer, are we going to quit? I hope we will continue to enjoy what we already have! Today we have the best hardware and software that Commodore users have ever known! Never has there been a better time to own a Commodore! We need to enjoy what we have and, yet, seek expand upon it.

To expand, we need to invest. If you want CMD to build your next computer, take full advantage of the one you have now by following the suggestions that Joe Tom Collins made over six years ago. Achieve (1) faster disk access, (2) greater disk storage, (3) more memory, and (4) much faster processing speed by turning your "toy" into a "mean, supreme computing machine!" These products are available from CMD.

By the way, it just occurred to me that there may be one exception to CMD's "don't call" request. If you are lucky enough to own millions of dollars and are intrigued by the concept of venture capital...if under these circumstances you want to know more about their nothing-is-imminent, pie-in-the-sky, next-generation, Commodore-compatible, DYNAMITE! in the home computer...why not give them a call. I suspect they'll be glad to get it!

Some users balk at investing a couple hundred dollars upgrading their Commodores. Why? Don't miss the final installment, Part 3 of this series, where we'll discuss CMD and **Cautious Market Decisions.**

Write to Creative Micro Designs (CMD) at P. O. Box 646, East Longmeadow MA 01028, or call them at 1-800-638-3263.

The Lansing Area Commodore Club (LACC), P. O. Box 1065, East Lansing MI 48826. The club newsletter, the *Double Click*, is edited by Maurice Randall. Maurice also has a BBS called the Speed Zone. If you want visit there, call 1-517-322-2386.

LUCKY is the Louisville Users of Commodore of Kentucky, Inc., P.O. Box 9551, Louisville KY 40209-0551. E-Mail them at 3050@lglou.com

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Hummm, there has to be something I can do with this ole Commodore!

By Dave Snyder, SysOp of LUCKY BBS

I sat down today and decided to just start listing some of the things I do on my Commodore computer and explaining them a little.

First and probably most important, I use a database program called Superbase where I wrote a program to keep track of my checkbook, credit cards and other financial transactions. It has each transaction on one screen and after entering each check or deposit, it automatically updates balances and records all changes. It prints out reports and figures out what categories to put all the transactions in come the end of the year and tax time.

Next and probably the most interesting, Word processing. Think about it what is word processing anyway? You type in a bunch of words and then you can 'process' them. What does that mean? It means you can check the spelling, edit the document to make it fit the page, move parts of the text and even change fonts or typefaces to suit the situation. Have you ever written a short letter and printed it only to find that it consists of only three lines at the top of a page? Well, with a good word processor you can widen the margin, set the characters per inch and set line spacing top and bottom margins and other little tricks to make the text fit the page. You can take the last paragraph out and stick it back in up between the first and second paragraphs. You can print in columns



and

even insert graphics

On the fun side, there are the games. Hundreds of them, Of all shapes and sizes. Adventure, puzzles, text, skill, learning, crosswords, you probably can't

even imagine all the different kinds of games there are for your computer. Hours and hours can go by and tons of pure entertainment are available at the keyboard of your computer.

Art and graphics. I created the LUCKY logo that now emblazons the LUCKY newsletter and other correspondence and you can have a blast creating original art work with your favorite art program. There are programs to create greeting cards, banners and posters. A new and upcoming area is active art, where although you can't print it out, you can sit and watch the screen change for hours.

Now we're getting down to one of my favorite pastimes. Telecommunications. Your modem is the great equalizer. Any computer looks just like another over a phone line. Your Commodore can talk to an Apple, an IBM, even a Cray4 and one can't tell the difference. You can use the Internet and chat or e-mail friends and family all over the world. I use it on a regular basis to e-mail my father up in central Ohio. I never was good at writing letters but I do pretty well on short e-mail messages. I also keep up with my cousin and soon my aunt although Electronic Mail messages. Additionally Files, pictures, and on some computers even voice is being sent via the Internet. A good place to hang around is the little local bulletin boards. LUCKY maintains one and that is an excellent place to start learning to get on-line. There are on-line games, articles to read and messages about all kinds of things. The 'Help Line' is a good place to find help for all sorts of problems and those honey-do chores around the house.



The Big Wheel in the Sky...

Let it snow... let it snow... let it snow...

With the coming of winter, and the snow, and cold weather, our computers will be bringing us into the warmth of learning. We computer users, collectively, learn more in the season of winter than probably the other three combined. Think about it, we have nothing "BETTER" to do, so we sit in front of the Commie and veg out...

So how goes it? Are we looking for anything? If you are looking for it, odds are, it is for sale locally, or on the 'net, just ask around. If there is anything you are looking for during the Xmas season, give me a shout on the LUCKY BBS, or the 'Net. I will try to find it for you.

Cpts? How goes the new toy? Cpts is one of the guys looking for Commodore items, a 1581 in particular. We found him one... and he is back in business. Anyone else? The only way for Commodore people to find other pieces of equipment is from others, with the exception of one or two sources. If you are looking for a new hard drive, or something of that sort, CHD is the place to go. If you are looking for a 1541, 1571, 1670, or something normal like this, only other Commodore users can help. Most of the items you will find have not been used in a couple of years, but most will still work. Ask them if you can hook them up and try them... if they work there, they SHOULD work when you get them home. You are helping them, and yourself. Look around...everyone needs something.

AND THE WHEEL TURNS YET ANOTHER TURN...

Legacy

RUMINATIONS...

* Well, life is good. Winter is almost upon us, and that means *MORE COMPUTING!!!* That's right, if you are like most people who use computers, you will use your computer more over the course of the next few months than you will the rest of the year combined. Hopefully, that means that the usage on the LUCKY BBS will go up.

I had a lot of assistance this month with this month's newsletter. Like last month, Dale Sidebottom delivered to me three (count 'em, 3) pages of article already printed up and ready to go to press. Thanks, Dale. Also, this month, Dave's Bored Room article and another article were delivered to me in similar fashion. This is a *BIG* help. Look for next month's newsletter to be a good one. Don't miss the meeting, you'll want to get a full sized copy of this edition.

Next month we decide on new officers for our club. Every person I have talked to that is presently an officer has let it be known that they will not seek re-election. No Bill Clinton's here! :) This is *NOT* a bad thing. I believe that it is about time that this club got some new blood running things to re-energize our efforts. Now, I'm not saying that Danny and company have been doing a bad job, it's just that we're all about 'burned out'. Actually, I'm very impressed with the dedication and devotion that Danny, Dave, Marilyn, Larry, Wabby, Steve, and all the rest have shown. And personally, I'm quite proud of the end results of Legacy's and my efforts over the past two years.

'Till next month.....

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

Trivia Answers

A \$0A0) The 1700 (120kb), the 1764 (256kb), and the 1750 (512kb). The 1700 and the 1750 were marketed for the 128, while the 1764 was marketed for the 64 line.

A \$0A1) The only one I have documented in front of me is the timer B interrupt bug, which is explained in the "Toward 2400" article by George Hug in Transactor 9.3. (1) However, I had many people relate other bugs (2 and 3), which I haven't been able to test, so I add them as possibilities. (I encourage readers to confirm/deny the latter 2.)

1) If timer B of the 6526 CIA times out at about the same time as a read of the interrupt register, the timer B flag may not be set at all, and no interrupt will occur if timer B interrupts were turned on.

2) When the hour on the TOD clock is 12, the AM/PM must be reversed from its normal setting to set/reset the AM/PM flag.

3) The TOD clock sometimes generates double interrupts for alarm trigger.

A \$0A2) I was looking for the B series computers, which contains the B computers (B128, B256), as well as the 600 series and the 700 series. These computers could be fitted with an optional 8008 processor on a separate card. However, another correct answer is the Amiga, which can have a 8008 attached via an expansion card or a SideCar(tm) unit.

A \$0A3) 1953.125Hz, 2040.909Hz, and 1400.095Hz. These correspond to waveforms with periods: 512us, 352us, and 672us, respectively.

A \$0A4) The tones recorded on the Plus/4-C16 are exactly one-half the frequencies shown above. This suggests to many that the Plus/4 and C16 were supposed to run at twice its present frequency, but were downgraded at the last-minute, and the code to generate the tones was not updated to reflect the change. This is just heresay, so you decide for yourself.

A \$0A5) It sets the raster compare interrupt to go off at scan line 311. If the interrupt occurs, we are on a PAL system, since NTSC will never get to line 311 (NTSC only has 262.5 lines per frame, every other frame shifted down a bit to create 525 lines).

A \$0A6) \$00, or 00

A \$0A7) The program counter gets saved high byte first, then the processor status flags get saved.

Commodore Trivia

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

Q \$0A8) Speaking of the stack, where is the stack located in the 65XX address map?

Q \$0A9) On the 65XX CPU line, it is possible to set and clear a number of processor status flags. Examples include SEC and CLC to set and clear the carry flag. What flag has a clear opcode, but no set opcode?

Q \$0AA) When saving a text file to tape, the computer records 192 bytes of data, an inter-record gap, and then the same 192 bytes of data again. How wide is this inter-record gap, and why is it there?

Q \$0AB) On an unexpanded VIC-20, where does the screen memory start?

Q \$0AC) In Commodore BASIC, what is the abbreviated form of the "Load" command?

Q \$0AD) In Commodore BASIC, what is the abbreviated form of the "List" command?

Q \$0AE) On the Commodore 64, there is section of 4 kilobytes of RAM that cannot be used for BASIC programs. It is the favorite hiding places for many ML programs, however. What is its address in memory?

Q \$0AF) What is stored at locations \$A004-\$A00B, and why is it strange?

LUCKY REPORT

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