

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.



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



24 HR BBS
(502)933-5397

AUGUST
1996

Disk Of The Month

L.U.C.K.Y D.O.M. #F235
September 1996

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, THE HUNTER-A game to test your hunting skills.
- Program Five, GALACTIC.V7.SFX-A space, world, game. Several players.
- Program Six, C-128 SEED-A super sector editor, DOS, Buffer, help.
- Program Seven, 1581 VT-128R1.5-A program utility.
- Program Eight, TETRIS.80.SFX-The real Tetris game. Arcade type.
- Program Nine, 128PGFLPR.SDA-80 80 col seq file screen flipper.
- Program Ten, SAUCERS.SFX, 40col, arcade type game.

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, C-64 SEED-Disk utility.
- Program Four, ASTRO-BIORHYTHM & SEQ.-Personal data on your habits.
- Program Five, BIOGROUP-A compatibility program about people.
- Program Six, SNOOPY CALENDAR & DOCS-Will print hard copy of calendar.
- Program Seven, BANNER & DOCS-Print a banner of letters large/small.
- Program Eight, EVENT CALENDAR & DOCS-A personal calendar.
- Program Nine, DISK LABELS-3 1/2 x 15/16in. Continuous labels.
- Program Ten, BIG PRINTER-Pre set, can print selection, and amount.
- Program Eleven, CAVERNRICHERS-Adventure text type game.
- Program Twelve, PYRAMID-A text adventure.
- Program Thirteen, SUPERTANK-A board type game.
- Program Fourteen, FOOTBALL-A board type game.
- Program Fifteen, RED BARON-Fly your plane and shoot down the enemy.
- Program Sixteen, SUPER TREK-A board type game.
- Program Seventeen, CSXIBM.SDA-Archive dissolver.
- Program Eighteen, DISK HELP-Drive check and alignment 1541.
- Program Nineteen, 3D GLOOPER-Arcade type pac man (Large Pac Man).

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

- Dan Koleski - President
(502)/363-3693 6 Correspondent
- Dave Snyder - Vice President
(502)/935-9639 6 BBS SYSOP
- Bill Bunch - Treasurer
(502)/413-1614
- Marilyn Whitworth - Recording Secretary
(502)/422-4421
- Leonard Daugherty - Membership Chairman
(502)/966-5128
- Calvin Schindler - Member At Large
(812)/951-3094
- Roger Seriani - Member At Large
(812)/883-3014
- Larry Bailey - Member At Large
(502)/361-5918
- Freddie Frazier - Member At Large
(502)/116-2100
- Steve Grassman - Librarian
(502)/239-2268
- Daniel Travis - LUCKY REPORT
LU32 on LUCKY BBS - Co-EDITORS
- Legacy - AT
LU2 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 15xx 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: 502/833-5397.

Participation and input is appreciated by all Members.

Treasurer's Report
By Bill Bunch

*** AUGUST 1996 ***

Beginning Balance..\$ 886.07

INCOME:	\$ 166.63
Library.....	\$ 8.00
Raffle.....	\$ 57.00
Pues.....	\$ 100.00
Interest.....	\$ 1.63

EXPENSES:	\$ 316.38
Newsletter.....	\$ 24.38
BBS for Jan.....	\$ 30.00
ComputerTimes Sub	\$ 12.00
Resale Items-N.\$	\$ 100.00
Resale Items-N.R.\$	\$ 150.00

Ending Balance....\$ 736.32
Variance: (-149.75)

An itemized 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 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:

Even though this newsletter is for the September meeting, it is still August and still summertime. The kids started back to school this week, the State Fair is winding down, and football is making headlines in the news. So, what does this mean? Only that summer is winding down and fall will be upon us soon. I love summer and don't mind fall with the exception of that it means winter is coming. I HATE WINTER.

With that behind me, I need to tell you all about what has taken place recently with your club and what is on the horizon. We are trying to find interested and suitable persons to take over various jobs of the club. Dale Sidebottom has shown an interest in taking over the Editor's job, something he already has a feel for as he used to put out one of the club's publications. We are bouncing names around for other Officer jobs but will need more of YOUR help to fill positions come January.

The club is looking at the possibility of purchasing it's own test and repair equipment so that we can keep our machines going a little longer. A committee was formed to look into this and we will let you know what they come up with. We had another donation of equipment to the club. A C128D with a nice monitor was given to the club and it has been decided to keep this for the club to use for demo's and to have for use at flea markets and SIG's. Thank you, whoever you are. Someone called last night as well as last week, and so we might be getting more equipment donated to the club. Usually, we use these for raffle items and we really appreciate these and all donations.

Dale mentioned that Nick Rossi has his new Novaterm V8.6 ready and after some good discussion, it was decided that the club would purchase ten copies of the program so that we could obtain the full discount, and will then in turn resell them to interested club members. Maybe once we get this program in, Dale can give us a demo on the program. Speaking of Demo's, Dale is planning to bring in his 20 Meg device and show it off for us at this month's meeting. Back to Novaterm, we will be buying 10 copies and I believe we have five copies spoken for. We will need five more persons to come forward and purchase a copy of this program for CG4 systems.

Another flea market is scheduled this month at the fairgrounds. The dates are the 7th and 8th and I am going to be working on a schedule for workers. I requested extra tickets and maybe we can get the word out about the club to more of the people in our community.

Steve Grassman won our door prize and Fred Satori won the raffle. We also had three winners for free items from the club's library. James Bates name was drawn for the attendance raffle, but since he was not present, at tonight's meeting the attendance raffle will be worth \$10. Speaking of the club's library, I've been informed that sales the past couple of months have been way way down. I hope this is not an indication of things to come for our club, and that maybe it's just a summertime thing. We still have a lot of fine software available for you and try to add new and interesting items each month. Without your continued support, we won't be able to have a library like we do have. Since we only exchange D.O.M.s with one other club, there is talk about maybe dropping this program. I hate to see Larry put so much effort into it if we are not getting the full benefit from it. If you are not getting a copy of this disk at the meetings, you are missing out on a great item.

George Veltman and Don Reis, as well as Dale Sidebottom are looking into getting new business cards made up for the club. Dale is going to see if it won't be cheaper and easier to make them on his own laser printer, so be looking for those to appear soon, I hope. We will be using the club's new logo on them. Membership is holding steady at between 65 to 70 members. We had five renewals last month as well as one new member join the club. Again, thanks for your continued support.

We had the Airplane contest last month and you can read about that in a separate article found in this newsletter as well as an item on the Internet. I'm done, complete, fini,, Later

Danny Koleski

FROM THE ROOM DOWN UNDER

T H E I N T E R N E T

Now, do not freeze up on me. Keep a open mind here. Ok, now that you are feeling better, most of you do not know the awesome power that you have in your Commodore computers.

Leonard Daugherty fired up his 128D and went for the Internet. (Note, you can also do this with your 64C). Leonard started surfing the Internet. With Len's persistence, low and behold, he found what he was looking for. The Internet is full of programs and files for the Commodore Computer. So, long hours and lots of 3 1/2" disk did he fill and fill. Yes, there it was just for the downloading. Pic, sfx, sda, arc, lynx, lhr, lhz, zip, etc. As Brother Leonard filled the 3 1/2" disks up with programs and files, I took the disk's and pulled a GI inspection on them. Weeded out the programs that worked. I figured out that around 55% are good programs and files.

On the BBS, the file area allows movement of files between the host BBS system and the caller's computer. Data transfer can be done in a number of ways. One way will fit your needs.

Once you get logged onto the Internet several boards are there for you to pick from. Just follow the prompts. You will find newsletters, articles, files, marketplace, hardware, humor, games, miscellaneous stuff, etc, etc,... You will find several Commodore User Groups here.

Of course there are all kinds of things to be found on the internet. But if you are looking for another source for your Commodore computer, this is it. If you really want to get wild, you can even find Commodore information that is available on the Belgium, Denmark, Finland, Germany, Holland, Hungary, Sweden international boards.

So, welcome to the wonderful world of telecommunications on your Commodore 64 or 128. Get the most out of your computer, enhance your hobby, try the NET! I looked over the list after Len printed it out. It stated that there were found to be 17595 matches containing Commodore information on ONE of these BBS'S on the Internet. This takes some doing, but worth the effort.

As I write the end of this article, Len has been downloading nearly two weeks. I heard that Leonard has also shown George Veltman how to do this. I do not know if I can keep up with both of them. You never thought that you just might run out of disk's. Get a hand full of cookies and a cold glass of milk and let's go 'N E T surfing.

Look for some of these programs on your Lucky BBS. Like these for the 128: Sound Studio V3.8, Basic 8 Picture Viewer, and Ipaint Viewing System. Also, more coming for those of you with the Commodore 64 computer.

GO LENNY GO. DATA-DATA-DATA-DATA-----

Larry J. Bailey

The Big Wheel in the Sky...

OK, so here we go again. Another summer gone, and a season of computing ahead. You heard me... a time for computing. I have been enjoying my new marriage, and been working (barely) on Empire. Wait til you see what I have in mind for it...

I have been talking to a couple of other SysOps over the 'net, and have some ideas for changes to the BBS... I will have to code them myself, since they are all running a newer version of C-Net, but that is not a problem. The question of the day is: is there any interest. I just happen to have another Lt. Kernal hard drive, just like the LUCKY BBS is running on. So I might be persuaded to do some more work to the BBS, but only if it is going to be noticed.

Next!! OK, I have been told that there are some of you on the 'net now, but nobody ever seems to be around the BBS now... so what gives? If you are on the 'net, drop me some email: LEGACY@IGLOU.COM got it???

Are we ready for the fall computing season? Everybody needs to talk to Leonard and Larry about the new software they are getting off the 'net. Ask them to bring some in for a demo.. or just bring some in so we can see what they got. I know there is a LOT of software for the Commie out there, and some of it is actually QUITE good. So let's take a look, shall we????

AND THE WHEEL TURNS YET ANOTHER TURN...

Legacy

RUMINATIONS...

Another season passes, and a new one is upon us. Autumn is almost here, even if summer is trying to hang on. Now, some people hate one season or another, but me, I happen to see both good and bad in all seasons. I know, winter is terrible, with it's cold, wind, and dare I say it, snow. However, the up side to all this bad weather is that people, myself included, tend to spend a lot more time with their computers. I'm really looking forward to seeing more action on the LUCKY BBS, and also I am planning on finally getting on the internet.

A couple months ago we had quite a bit of discussion about the possibility of adding a PC user sub-group to our club. I haven't heard much lately, so I'm assuming the furor over this issue has died down. Now, I would like to add my two cents (that's three cents to you Canadians). Many positive, potential benefits to this course of action were presented. And, there were only a few Negative aspects that were brought to light. This being said, however, I believe that one major detraction far outweighs all the potential benefits. That being the degradation of the integrity of our COMMODORE club. This club was founded on the principle of promoting the use of Commodore computers. To alter this now would be a death knell for this club as we know it. If the PC users in this group really a club like LUCKY that is devoted to PC's, then we should form one of our own. That's right, I said we! I am one of those who, at first, thought it would be a good idea. But upon further reflection(rumination), I have come to the conclusion that my reasons for wanting it to happen pale in comparison to the possibly irrevocable damage it would do to the club. Just look at the animosity between members that just talking about it caused. 'Nuff said.

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

Software Reviews:

LEADER BOARD GOLF

We have talked about and reviewed just about every thing within reason. But somehow I have missed one of my favorite games. That is this great golf game. I am not a golfer, by a long shot. But I do enjoy setting down with my computer and a friend, choosing one of many courses, and playing golf.

The Leader Board Pro Golf, game has three levels of play. 1. novice, 2. amateur, and 3. professional, all four different 18-hole courses, that makes for a great afternoon.

Plug a joystick into port two, load the game, and you're ready to start. Up to four can play, each player takes his or her turn with the joystick. Enter players names, choose the course, the number of holes, and the game begins.

This golf game puts every decision and move in your lap, from selecting the right club to hitting the ball at the right moment. Using the joystick, you decide in which direction to hit, then swing away. Always take the wind into consideration. A combination of pressing the fire button, holding it, then pressing again controls your back swing and wrist snap, sending the ball flying. You can swing as hard or soft as you want, even hook, make a curve or slice. Once on the green, where you can use your putter, you have to read the break, or how the ball will curve, as well as the slope. Again, you control the amount of power you put into the swing. If you're on target, you'll hear a sound, like a thunk, as the ball lands in the cup.

Shadows beneath the flying ball, balls which bounce as they land on the fairway or green, and even balls which hit the flag, and sound effects add to the realism of the great game. Even hear the splash of water when the ball lands in it. You have sand traps, water hazards, islands, peninsulas, and narrow necks of land. Leader Board has several courses to play. Each one is great in it's own way.

Plant your feet firmly in the grass, swing and watch the ball fly. Get your jug of ice tea or lemonade. Meet you at the green.

Larry J. Bailey

B. A. T.

The title of the two-disk program stands for "Bureau of Astral Troubleshooters." As a B.A.T. agent, you must eliminate a horrendous terrorist threat to the planet Selenia. B.A.T. is a blend of simulation, role-playing and graphic adventure.

Unless you wish to use the character as is, your first task is choosing the relative importance of the agent's modifiable competences, such as intelligence, charisma and vitality. Based on your selections the agent receives marksmanship, lock-picking and other abilities. Then you pick armament from a list of six futuristic weapons.

Aiding your quest is B.O.B. a Bidirectional Organic Bioputer that's implanted in every agent's arm. This device reveals important data, such as the character's experience and health status. B.O.B. also translates alien speech, and you can program it to automatically perform tasks such as speeding up bodily functions during battles. During a game, the agent explores an alien planet, pilots an exotic flying machine, and talks to a variety of bizarre creatures. He even gets to indulge in a little hankie pankie.

Although it has few sound effects, it does have great graphics. It has a menu based control system. So get ready B.A.T., get your B.O.B., and lets seek and destroy! Main thing is don't get excited and always keep your cool. Until next time.

Larry J. Bailey

INTERNET CONTACTS

1571 DRIVE TIP

By Don Goethen

Too many people feel that since they own a Commodore computer, that they cannot surf the Internet. Not true. Granted, you will not be able to see the pictures, but you can still get all the text available and there are still just as many interesting sites to visit. I've been surfing the net a lot this past month and just am overwhelmed at everything that's out there. I made a bizarre comment that you almost need to be single to be a dedicated Computer/net user as it can really take up your time.. Just kidding honey..ouch!

I thought we were going to have everyone's E-mail addresses listed in the last newsletter, but I did not see them. So, I decided to include those that I know in this article and they will be listed at the end of this. We are talking about getting some kind of home page set-up or something along this line. It was decided that we do need one contact person or point for those to use if they do want to reach us. George Veltman has decided to be that contact person, so you can reach L.U. C.K.Y. via 3050@IGLOU.COM.. What a handle. The rest of our contacts are listed below. If yours is not listed, let us know so that we can include it in our list. We will make an attempt to have these addresses listed in each newsletter. Here goes:

L.U.C.K.Y
3050@iglou.com (also, George Veltman)

Dave Snyder UP
Tenpenny@sprynet.com

Marilyn Whitworth
rosebud@bnllc2.blue.net

James Walters
Legacy@iglou.com

Dan Koleski Pres.
HUSKER@pouchrack.win.net

I've noticed when doing alignments on the 1571 that sometimes the drive is actually not out of alignment at all. Rather, it appears that the retaining ring which is supposed to hold the disk in place doesn't seat completely. The result is that disks don't boot and it seems that the drive is out of alignment.

I've tried oil and other lubricants with little success. Here is what I have found to work almost 100% of the time. After you insert a disk into the 1571 and turn the lever to the close position, nudge the disk once or twice.

You may hear it 'click' into position, or feel it jump into a correct seat. Try this the next time a piece of software won't boot. If it still doesn't help, then you may indeed need alignment.

(Reprinted from the Havasu Commodore Users Group Newsletter via the Harrisburg Area Computer Group's "Computer Chronicle".)

Courtesy of the C.H.U.G. Gazette, the newsletter of the Commodore Hayward Users Group--2/84

(A copy of this article may be found in the Newsletter Articles section of the U/D's, for downloading.)

The "GREAT INTERNATIONAL PAPER AIRPLANE CONSTRUCTION KIT"

Contest:

After nearly a year of planning, we had our first ever Paper Airplane contest. Was it a success? I don't know. The good news was that we had about 15 planes entered. The bad news was that all these planes were built by only three people. I was sure hoping for more participation, but maybe we can build on this. I was contacted by the club in Boise, Id., who we got the idea from in the first place, and I will let you know what information we got from them as well as results.

As mentioned, we had several planes for the contest entered by Marilyn Whitworth, Larry Bailey and myself. Larry and I each had three planes to enter and the rest were Marilyn's creations. You could tell the thought processes varied greatly. I used an art program to design and print out my programs in color using my Star printer. Larry printed out three different designs and then used markers and/or paint to design them. One plane was painted silver with glued on decals. Looked pretty smart. Marilyn's planes were the brightest. She elected to use bright paper of hot pink, greens and yellows to make her planes from. Our contest consisted of a longest flight category, most acrobatic and best looking, and prizes were all various flying programs.

I won the longest flight with one of my designs with a flight of 24 feet 7 inches. One of Larry's planes won the most acrobatic category with a spiraling flight, while Marilyn won the best looking plane. While getting ready for the meeting, I came up with a design for a plane for next year and after I got home, I found my number one plane stuck behind my stereo. A few

pre-contest flight tests had put it there and it was the one I counted on to do the best, but maybe I can have it at a later contest.

We came up with the rules and categories for the contest mostly on a whim. At the July E-board meeting, we threw together a few rules and the categories for the contest and figured we would learn from this experience. The club in Idaho, TV/Bug, sent us a form for judging as well as some rules and more. What I would like to see is for us to do like they do and have a yearly picnic sometime in the spring and have the contest then. I'm going to be counting on all of you to let me know what you think so we can decide on where we go with this. I know I had fun and you can too. We will be discussing this further, only time will tell where we go with it, but the ball's in your corner now..

Danny Koleski

Below are some examples of the planes flown:





LOUISVILLE COMPUTER FAIR

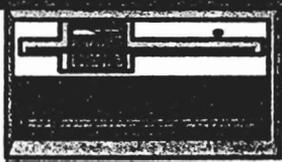
Sept. 28-29, 1996
Sat. 10 - 5, Sun 10 - 3

Kentucky Fair & Expo Center

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Printer + Software + Paper + Power Supplies + Sound Cards +
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Joy + Modems + Paper + Power Supplies + Sound Cards +
Disks + Peripherals + Computer User Groups + Modems +
Computer User + Groups + Paper + Disks + Parts + Books + Disk Drives + Demonstrations
+ Modems + Power Supplies + Keyboards + Sound Cards + Memory + Software +
Software + Paper + Power Supplies + Sound Cards +
Computer User + Groups + Paper + Disks + Parts + Books + Disk Drives + Demonstrations

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10' x 10' space with backdrop and electricity

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Event passes included

Prime selling area

\$ 225

Flea Market Spaces include:

8' x 6' space

8' table with chair

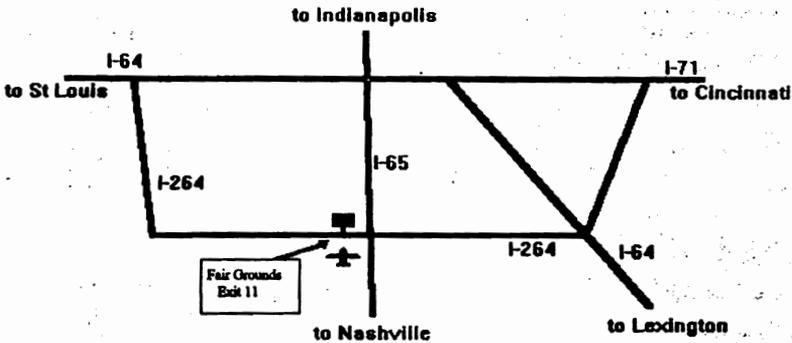
Electricity available

\$ 40

\$ 10

LOUISVILLE COMPUTER FAIR Kentucky Fair & Expo Center

exit 11 off I-264



Important Vendor Information Enclosed

LOUISVILLE COMPUTER FAIR

Kentucky Fair & Expo Center

September 28-29, 1996

Sat. 10 AM to 5 PM

Sun. 10 AM to 3 PM

Trivia Answers

A \$090) The 65xx series of processors was modeled after the Motorola 6800. Motorola hampered the design groups' efforts to pursue product developments using the 6800. A core group of 8 designers left Motorola and went to MOS Technologies, which was the largest producer of calculator chips at the time. MOS decided it was time to go into the CPU business.

A \$091) The older brother to the 6502 was the 6501. The 6501 was pin-compatible with the 6800, which prompted a suit by Motorola. Eventually, MOS reached an agreement where they scrapped the 6501 marketing, but were free to market the 6502.

A \$092) 151 opcodes are documented in the NMOS 6502 data book. The remaining 105 opcodes were not implemented, and exist as "don't care" states in the opcode matrix. That means that some seemingly invalid opcodes will actually perform pieces of two or more valid opcodes. Newer CPU systems trap all non-implemented opcode usages, but not the 6502.

A \$093) 2. The architecture assumes that each opcode has two bytes in it and one byte can be fetched per cycle. For instructions that use only 1 byte, the extra fetched byte (actually the next opcode), is thrown away.

A \$094) Although this is a subjective answer, one could nominate NOP on the basis that NOP is generally believed to waste one execution cycle on a particular processor, namely one cycle on the 65xx line. However, one can argue that NOP simply means no operation, and has no ties to length of execution. You be the judge.

All other instructions must take at least two cycles: one for opcode fetch, one for operation.

A \$095) As stated above, it was calculator chips.

A \$096) Rockwell, MOS Technologies, and Synertek.

A \$097) 1.022727143 MHz. It is derived by taking the main clock frequency (14.31818MHz) and diving it by 14.

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 \$098) In reference to Q \$097, what about in PAL-land?

Q \$099) Data is latched into the 650x microprocessor on the (rising/falling) edge?

Q \$09A) Through the years, the 650x line has changed family numbers, yet the part has not been changed. (A family number is the upper 2 digits in this case) Name the other family numbers used by MOS to denote the 650x line.

Q \$09B) Consider the following code:

```
ldx #10
lda $ff,x
      what location does the accumulator
get loaded with?
```

Q \$09C) What about the following?

```
ldx #10
lda ($ff),x
```

Q \$09D) How many CPU clock signal lines does the 650x require to run?

Q \$09E) Where does the 650x line fetch its first byte from after reset?

Q \$09F) One of the original designers on the NMOS 6502 CPU now heads up Western Design Center in Arizona, and makes the 65C02 and 65C816 CPU chips. Name him.

Hint: it is not Chuck Peddle!

LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.

P.O. Box 9551

Louisville, KY

40209-0551

