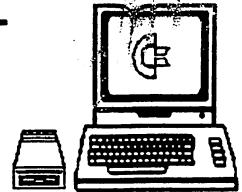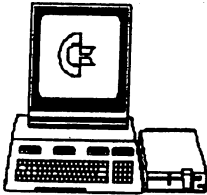# LUCKY REPORT

LOUISVILLE USERS of COMMODORE of KENTUCKY, INC.

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

24 HR BBS
(502)933-5397

MAY
1995

DISK LIBRARY
BY STEVE GRASSMAN

o avoid confusion, please direct all uestions to the Library Assistants at he other end of the table. PLEASE Do ot BOTHER THE COMPUTER OPERATOR?? This ill minimize mistakes on backups being ade. *Thank you.*

o order diskettes, fill in the order orms provided by the Library Assistants. ake sure you PRINT clearly the nformation requested on the form. This ill speed up the filling of orders.

INCOME:	$ 260.27
Library..........	$ 121.00
Raffle...........	$ 58.00
Dues.............	$ 80.00
Interest.........	$ 1.27

EXPENSES:	$ 326.46
Newsletter.......	$ 50.09
BBS for April....	$ 55.95
Resale Items.....	$ 185.00
Postage..........	$ 35.42

Ending Balance.....$ 750.13
Variance: (- 66.19)

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

Notes from the Red Room:

By: Dan Koleski (club president)

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

Spring is slowly moving in on us, and if you're like me, it's time to start working on a few projects about the house as well as working in the yard and garden. For me, this means my computer time suffers some. Where I might spend much of my days off working down here on some computer project, I spend most of that time working outside. But, I have still managed to get some things done for the club.

As I mentioned, I find time to work on some projects and I was able to find time to get the club's DCHR library updated and will have the new disk available tonight, so make sure you get your new copy. I want to try and get this updated about every three months. Also, Calvin and I have been working on getting the big directory books updated and that should be done either by the May meeting or the June meeting.

I felt that the April meeting and DCHR demo went pretty well. Tonight's demo will be on the copy program "Maverick" and this may carry over to next month. We need some ideas on things you would like to see, or better yet, things you would like to do a demo on.

As we mentioned, the board was taken down for a complete revamping and Dave and James spent all last weekend working on this massive project. The board is back up with the exception of the upload/download section which will be placed back on-line once a few changes have been made. Things look pretty good so far and we need everyone to get on the board to get our bulletin section back up to snuff. James is working on a game that we may put on the board for members to play on-line against other members.

The number of persons present at our meetings has slipped some of late. We only had thirty people at the April meeting. We are going to try to establish a phone committee made up of members who will call other members to remind them about the meetings. Some persons will come if just reminded a couple of days prior to the meetings. I'd like to see us get back up in the forties again. We need everyone to do their part in letting others know about the club and bringing other interested parties to the meetings, or at least let them know about us.

We were able to give away our big raffle this past month with Bill Yore winning the under-counter drawer and mouse supplies. Starting in May, we will be selling raffle tickets for our 1581 disk drive and continue this until we have enough tickets sold to give this item away. We have another big item waiting for you after the drive is gone, so make sure you come to see what we have in store and get your tickets for these items. Our attendance drawing was at $5.00 and Warren Ventress's name was drawn, but he was not present, so this month the drawing will be for $10. You have to be present to receive this prize.

We had a very good turn-out for the officer's meeting and got several things taken care of. We have decided on the program to purchase for our public domain library. It was also decided to start sending reminder cards out a month prior to a member's renewal date. Dave was in contact with a place that can repair our old Supra modem and it was decided to have this repaired to have as a back-up unit. Also, we will soon have our newsletter placed on INTERNET for people around the world to read. Now's your time to go big time. Submit your articles. We need help from everyone and anything will be accepted.

It was suggested after the last meeting that we start a SIG group for kids. This would most likely be on a Saturday morning and we would just have to test the waters to see what we would cover. We will keep you informed on how this develops as well as any other future SIG's.

That's all for me this month, now let's hear from you. Enjoy the meeting and hope to see you all at the demo. Thanks for you continued support.

Dan Koleski

RUMINATIONS...

Hello again. This is newsletter number five for Legacy and I and I think we're beginning to get this thing down. Our timing still leaves a little to be desired 'cause we're still pushing the deadline, but it's getting better.

It's that time of year again when our computing time always seems to get reduced. The weather's getting real nice, and plans are being made for summer vacations. Nevertheless, it looks like this summer is going to be a great one for us LUCKY people. The club is going strong and it seems like new opportunities for us to use our computers in new and exciting ways are coming along. Or maybe it's just that I'm rediscovering old ways to use my computer.

Dave and Leg have got the BBS up and running again. If you haven't logged on recently you're in for a treat the next time you do. The bulletins section looks great! And for some reason it seems like there is more posting activity than there was before. I strongly urge you to get online.

!!!WARNING!!! Soapbox time!! Recent events have led to a resurgence of efforts to restrict activities on online services. These restrictions can NOT be allowed to come into effect. Now I'm not advocating online pornography or the mass distribution of step-by-step instructions for creating explosives. However, we must remember that if we begin by restricting someone else's rights then it won't be long before Big Brother begins to restrict our own. I may not agree with the rhetoric that is spewing forth into my modem from online newsgroups, but I will defend the right of others to spew this garbage. I cannot idly stand by while my rights or someone else's are whittled away. I'll get down off my soapbox now, and I urge you to speak out. Whether you agree with me or not, I invite you to write.

Live Long and prosper, L.U.C.K.Y. Peace and long live, Commodore.
TANSTAAFL Dan Davis

The Big Wheel in the Sky...

Well, April comes to an end, and at the beginning of each month, a newsletter is born in Louisville. The submissions are supposed to be in, and that give us, Dan and I, two weeks to edit, write, hair pull, and whimper our way to the finish line. (Dan's a great hair puller, and it shows :))

I have a new desk, and with organization creeping back in, the tasks at hand are becoming easier and easier to locate, and complete.

My Internet modem deal came through. It is a 2400 GVC, with a Supra Peak Modem Interface, for $33 ($25 + $8 s/h). It works great, and even though customs (it came from Canada) delayed it a week, it looks and performs flawlessly.

On that same concept, (modems that is), my co-editor's new 2400 bought the ranch, or at least, made a large down-payment. Ahhhh, the joys of lightning. So he is back to 1200 baud, and whining...

And speaking of Internet... I have been told of a new package coming out for the Commodores that allows SLIP/TCP connections, and will permit a browser sort of connection, like Mosaic and Chameleon. I'm not sure if this is true, but that would be a plus for the Commodore community. It would allow you to browse the web via a mouse/modem and graphic screen...like GEOS, but simpler, and without the overhead.

The future is coming soon...and now that Commodore has been sold (I'm PRETTY sure on this...), we may see some light at the end of the tunnel. L8r...
AND THE WHEEL TURNS YET ANOTHER TURN...   Legacy

FIREWORKS AMUSEMENT SET

Here is another great program that everyone should have in their archives. Fireworks Amusement Set, from Activision. This program will take your creative ability to a higher level, read on.

1. CONFIGURATION

Fireworks Amusement Set (FAS) works with only one 1541 drive, with or without a joystick. The creations can be saved onto a normal formatted disk.

FAS comes with two sides-the side with the contruction set, and the side with the Music Studio on it. It is not necessary to have the Music Studio to use FAS. FAS will allow you to create a completely independent fireworks display program, unlike many construction sets which attempt to sell themselves by requiring that you have the construction set to run the completed creation. Adventure Construction Set is one example of this poor type of marketing.

If you have a joystick, plug it into Port 2. If you do not have a joystick, you can use the following keys:

F1 - Moves Hand Icon Up   F3 - Moves Hand Icon Left
F5 - Moves Music Icon Right   F7 - Moves Hand Icon Down

Control Key-Selects an option (just as the fire button does on the joystick). You will choose options from the main and sub-menus by placing the Hand Icon at the appropriate choice and confirming by either hitting the fire button or the Control Key.

Load "*",8,1. The title screen display will begin. The sample will loop until you hit the fire button or Control Key. When you do this, you go directly to the creation menu. You will now see a screen of four parts. At the top of the screen is a status window (you don't really need to worry too much about this, just check it when you make some kind of choice to make sure you're not choosing the wrong option, like deleting when you want to insert).

At the bottom of the screen is a window which shows the next blank 'effect box' --in other words, if you have filled five boxes, the bottom window will tell you the next box will be number six. This is handy to keep track of how many effect boxes you have completed.

At the right of the screen you will see the effect boxes, which currently show the demo program you were just watching. Each box holds one effect. What you write in these boxes is what will appear on the screen when you play your created fireworks program. You can experiment by changing this program if you like, as long as you don't try to save it under the original name on the FAS disk. At the left of the screen you will see the main menu choices. They are as follows:

PLAY - This will cause whatever is in the effect boxes to play on the screen from the first effect box.

FROM - This has the same effect as PLAY except that the program will begin playing from the first effect box you can actually see on your screen.

SONGS - This will pull up a menu of the available songs by group (this does not include the STUDIO selection). See the index for a list of the songs. These songs are grouped and cannot be chosen individually or mixed and matched. If you choose one group in box 1 and then another in box 10, you will find that box 1 now reflects your choice in box 10.

STUDIO - This will allow you to look at the songs on the STUDIO side of your FAS disk. When selecting STUDIO you should already have this disk in the drive with STUDIO side up, as the program immediately begins looking for those songs. However, if you forget, it's not fatal since many error messages and checks were built into FAS.

SAVE - This will save your creation, but will not add the autoboot or driver. You can then later reLOAD it and work on it further.

CREATE - This will save your creation in final form, with autoboot and driver added.

INIT - This will initialize your disk.

Fireworks Amusement Set (con't)

CLEAR - This will remove the effect boxes in memory completely--it is like NEWing a program you were working on so use this with caution. Unless it was saved on another disk, whatever you CLEAR is lost forever.
LOAD - This will pull a SAVED creation back into memory so you can work on it further. You should have the disk containing the creation in the drive when you confirm this choice.
SCENE - This will allow you to choose one of four scenes--Castle, Park, Boat, or Bridge.
DELETE - This will delete something, I'm not sure what as I haven't tried it.
LIST - This will print out a list of the program in memory to printer only.

So what do you think of the FIREWORKS AMUSEMENT SET so far?

Part two, PUTTING ITEMS IN THE EFFECT BOXES.

EFFECT BOXES: use CLEAR to remove the demo from the effect boxes. At the left of the effect boxes you will see a bar with the following letters in it:
(Change) (Remove) (Insert). To put anything into a box you must use (C)hange. Remember that if you have something in the box already and select C you will wipe whatever was in the box before. By repeatedly hitting the fire button or Control key, you will see the effect box options appear one by one. Note the small graphic in the upper left hand corner of the effect box. There are several of these, and they signify:
A number 1 surrounded by a broken circle- a SKY Only firework
A number 2 surrounded by a broken circle- a SKY Only firework
A number 3 surrounded by a broken circle- a SKY Only firework
A number 4 surrounded by a broken circle- a SKY Only firework
A small red square with a red ball on it, topped by a right or
left arrow- the right or left Timer choices
A small red square with a red ball on it and any number-
    a Ground Only firework choice.
An A and B- Placing text on the staff
A 'dynamite' graphic- a fuse choice.
An L in a circle- WAIT
An S in a circle- the end of your fireworks program

(I)nsert will cause the box you chose it on to move up and an empty box to appear below it and before the next effect box. Boxes will continue to be inserted each time you hit the fire button or Control key.
(R)emove will remove the box you chose it on, and cause the other boxes to move up and down to close the gap. What you Remove is gone forever, you cannot recover it.
Note that the STOP and START symbols move as you add effect boxes.

EFFECT BOX SUB-MENU
   As you hit C repeatedly you see each type of firework or effect appear. Each firework has its own sub-menu which shows as bars on the effect box. These are as follows (not all apply to each firework):
Color   Size   Ember   Height   L/R   Shell or Type
   When you select a type of firework, you must first consider whether you want a Ground Firework or Sky Firework. The Ground Fireworks will show while the Ground Scene is on the screen, and when the program encounters an effect box containing a Ground Firework, if the sky is showing it will scroll down to show the Ground Scene. If the Ground Scene in on the screen, and the program encounters a Sky Only firework, the Ground Scene will scroll down and show the sky. This is where the small graphic boxes in the effect boxes come into play. When you choose a firework, you can use the keys or joystick to change the

colors, height, L/R (where on the screen the firework shoots up) and so on. There are default values, but they are not nearly as attractive as when you make the choices.

To modify an effect box, move the hand icon to C and make a choice, then move the hand icon into the box itself. Use the fire button or Control key to make a choice and confirm that choice. There are two speeds to the fire button: if you press the joystick to its 2:00 position for right or its 10:00 position for left, it fills or empties the bars very rapidly. The keys only seem to have one speed--very slow.

The submenu choices are as follows:

COLOR - color of your firework

HEIGHT - how high it goes to explode

SIZE - how big the explosion will be

EMBER - length of time it lingers

L/R - where it will come up from

As you look at each firework, move the hand icon to the name (ROUND for the first one, for instance) and choose that option. Then move the joystick or hit the F3 or F5 key to see the different types of fireworks for each (C)hange. You will see that there are many more choices in type of firework than are first apparent.

If you wish to show ground fireworks (in other words, show the SCENE while fireworks go off or text shows on the staff) you must choose Ground Only fireworks. The Timers work to keep the SCENE on the screen even if you run out of Ground Only fireworks and there is a Sky Only firework coming up in the program. They keep the scene from scrolling down and out of sight.

If you wish to show sky fireworks (show only the sky, without any scene) you should choose Sky Only fireworks, as these will cause any scene to scroll down and out of sight, unless a Timer has yet to run out. You can control a timer by the bars in its effect box to make it last longer or less.

Either Ground Fireworks or a Timer will cause the SCENE to stay on the screen. One very nice option for the Ground Fireworks is the text you can place in the staff that appears in front of every SCENE. These can either scroll into and out of sight, or stay on a certain length of time. This is controlled by adjusting the SCROLL bar in that particular effect box.

You can turn the SONGS on or off as you wish by using C to reach a SONG effect and modifying it. You can also turn on and off the sound effects of the fireworks in this same box.

FUSE seems to control the length of time between fireworks. WAIT will cause the program to wait before going on to another effect box. This is handy to let a song finish, for instance, before the next song starts.

A SAMPLE CREATION

CLEAR your effect boxes, and choose a SCENE.

Use C to reach the TIMER option in the first effect box. Select a left timer. Then go down to the next effect box and choose a right timer. Set both of them to maximum length of time (these don't last very long as a rule). Go to the next empty effect box. Use C to reach a song choice box, and choose a song. Move on to the next empty box. Use C to reach a text addition choice. Type in any message you wish. If you want it to appear and be stationary, leave the scroll bar empty. If you wish it to scroll, use the scroll bar and timer bar.

Move on to the next empty box. Use C to find a Ground Only firework. Modify it for height and L/R. Add about 3 more of these in the next 3 boxes.

Now select a Sky Only firework. Modify it as you wish. Add 3 more in the next three boxes. Move the hand icon to PLAY, and confirm that choice. The SCENE you chose will appear, and music start to play. Text will appear on the staff, and Timers will show on either side of the staff. Four ground fireworks will go off as you watch this scene. After the fireworks go off and the timers run out, the ground scene will scroll off the screen. You will now see four sky fireworks go

Fireworks Amusement Set (con't)

off, just as you designed them. After these go off, the SCENE will scroll back onto the screen, and the music will continue playing, as there are no more effect boxes to play.

IMPORTANT NOTE: Avoid thinking of FAS as a program that runs completely sequentially. As you just saw, several of the items you selected played ALL AT ONCE-this is the facet of FAS that allows such a great creation. Keep this in mind while designing your program so you do not run out of fireworks while a timer ticks on, for instance. There are several fireworks which simply appear and do not explode. They are mostly for special occasions, such as the ROSE for Valentine's Day, or the Pumpkin for Halloween. These are also options as TIMERS. If you study the FAS program that runs when you boot FAS, you will see how a program should be designed. If you experiment with changing this program you will pick up the nuances very quickly. These docs were written entirely from experimenting with FAS and its demo fireworks program.

Thanks goes out to FAS DOCS, by Blue Adept for the original writing of these Doc's. I hope this information on this program has been some or a great help to someone out there in Commodore Land.

FROM THE ROOM DOWN UNDER. See you next time.

Larry J. Bailey

PHANTASMS AT 2400 BAUD

Here in Louisville, we have an Internet provider called IgLou, which stands for the Internet Gateway of LOUisville. It now has local numbers for Cincinnati, and it will be adding Lexington within a few weeks. My address on the Internet is LEGACY@iglou.com. It is a simple address, and I will explain it. The address gets more specific as it moves from RIGHT to LEFT. The .COM on my address means that it is a commercial account. If it were .EDU it would be an educational facility, or .GOV it would be a government facility, or if it ended in .NET it would be a network site. If it ends in two letters, than that is the country it is from, since the .EDU , .GOV, etc. are all US sites.

Anyhow, the .COM means my account is a commercial account, and the IGLOU is the designation of the commercial provider, IgLou. The left side of the "@" is my username, LEGACY. If I were an America Online user, it would be LEGACY@AOL.COM <== notice the AOL.COM.

Some addresses are more complicated. For example, Jim Brain's address is brain@mail.msen. com. The . COM indicates a commercial account; the .MSEN is the provider name; and the .MAIL is a further specific on the address. This is a mail server I believe.

It is possible to send email to ANYONE on the net, with the exception of people at a site using a DAEMON to reject mail. Maybe that address is not the one they use for email, or maybe that person is not permitted to receive email.

Most email systems come up with the following (maybe not exactly, but close):

```
To      :
CC      :
Attchmnt:
Subject :
```

The To: is the address of the receiver; CC means Carbon Copy, and is used to send the same message to more than one person; Attchmnt means

The Bored Room

By Dave Snyder, SysOp of LUCKY BBS

This has been a busy month for the LUCKY BBS.

We totally re - started the BBS. Easter Sunday, while most of you were chasing Easter bunnies and chocolate eggs and pigging out on ham and all the trimmings, Legacy and Sysop spent the day like this:

Make selected backups from the hard drive, then format the 40 meg hard drive. Then we had to make a plan of attack to put things back together in a form that makes the board run faster and better and still keep it looking friendly and easy to understand. We created several new partitions and decided to have one for each of the operating systems that Commodore uses. 64, 128, Geos and CP/M. In addition, one for system files, another for logs and mail, etc., and one for the Bulletins section. The 64 section was the largest, with nearly 80,000 blocks free for download files. That is around 120 disks full of software for the 64 alone.

The next step was to re-build the Disk Operating System on the Lt-Kernal hard drive, then build a DOS image on each section and Format each section to get it ready to receive files. Setting up the Lt-Kernal and getting it to talk to the 128 again proved to be a challenge we hadn't planned on. Persistence payed off though, and we finally got it working again. Now it was time to put the BBS back on the drive and get it running. That done, we started setting up the Bulletin sections and the UD sections. The main difference in the UD area this time is that the main sections will be DIRECTORIES. Under the directories you will find the files that specifically work with that machine. The 64 files will be under the 64 directory and the 128 files under the 128 directory, and so on. If you are looking for a 64 file, just select the 64 directory and everything there will work on your machine. The only exception to the rule (sort of) is the Complementary files section. There

you will find files that are machine-non-specific. Text files and programs that run on any Commodore format.

Since Easter Sunday, we have been installing little things that make the board unique, such as graphics as introductions to each of the bulletins sections and some new menu items. We have had several comments that each time users log on they find something new... We like to hear that. People are starting to pay attention.

The files section is taking more time to re-build than anticipated. Work schedules are playing havoc with computer time and there are literally thousands of files to check and describe. Keep the faith, we are still on it and it will be done. When it's back I think you will agree it was worth it!

Now to talk of Telecommunications in general. How many of you stay in your rooms all day never communicating with anyone or going outside. Very few hands I see out there... Well if you aren't using a modem, that is the position you are putting your computer in. Just stuck there, sitting on the desk, never seeing anyone or anything. Kind of a lonely existence isn't it?

Well, get online, get connected, get on the information superhighway. Let your computer make some new friends. Now is the time to get connected. All of the new software that is becoming available these days is getting here via modem. As Commodore computing starts dying out, it becomes more important to find and talk with other users around the country and around the world. With the Internet, you can connect in seconds and be chatting with a Commodore user half a world away about a new program being developed in Europe.

If you want to be using your computer in the late 90's you need to develop communications via modem with people and organizations who have the skills to make that possible. Your alternative?

-+*SysOp*+-
.s

FROM THE ROOM DOWN UNDER
HINTS, TRICKS, TIPS, ETC.

This article was written by Phil Anderson and comes through the channels of The Computer Chronicle, The Bit Bucket, and The Commodore Users Group of St. Louis.

The MAGIC N
There is a well-kept secret about the DOS on the Commodore disk drives. It is called an "Undocumented Feature" which means that Commodore did not see fit to tell us users about it. It is the Magic N. The book says that to open a file for reading, one must specify which type of file it is, whether Program, Sequential, User or Relative by placing a comma and a P, S, U or L after the file name. N can be used instead of any of these. N will open any file on the disk, regardless of type.
This works on all Commodore disk drives. (Incidentally, when N is used as filetype when opening a file, it will create a Sequential (SEQ) file.)

PROGRAM SAVE TIP
To ensure that your program was saved to disk correctly, you can combine the disk Save and Verify commands on one line, like this:
SAVE "programname",8:VERIFY"*",8

The next hints and tips comes from the Manasota Commodore Users Group of Oneco, Florida. No author's name was given.

DEVICE NOT PRESENT
Commodore users, does this ring a bell? You boot your disk drive, type in a new program, run it, print it out - everything is dandy. You then make all the right moves to save it to the disk and -- the computer pulls a fast one on you by throwing a "?DEVICE NOT PRESENT" error on the screen. Nothing you do seems to re-establish communications between the computer and the disk drives. You have no choice but to let the program die on the screen. WAIT Press RUN-STOP/RESTORE and type in these two BASIC statements:
CLOSE 15 (RETURN)

OPEN 15,8,15,"I"(RETURN)
This will re-establish communication between the computer and the disk drive.

THE 1571 DRIVE
If you use a C-128 in 64 mode, the 1571's status depends on how you entered the C-64 mode. If you entered with the command "GO 64" the 1571 will behave exactly as it does in C-128 mode. It will treat the disk as double sided and will also read single sided disk.
But if you entered the Commodore 64 mode by holding down the Commodore key as you powered up, the 1571 will behave as though it were a single sided drive like the 1541. Disks will be formatted with 664 blocks free, and the drive will recognized only the first 664 blocks on any 1,320 block disk.

CLOSING FILES
Leaving open files can be disastrous, and it may happen when your program crashes unexpectedly. If you don't know which files are left open and you don't want to close each possible file one at a time, use SYS 65511. It closes all open files automatically and easily.

LOADING FILES
To run a program in 128 mode, it is not necessary to type DLOAD "filename", then type RUN. Just type RUN "filename".

NO SPLAT FILES
If a program stops, leaving the disk activity light on, do not take out the disk or reset the computer. Instead type:
OPEN 15,8,15 (RETURN), followed by a CLOSE 15. The light will go out and you have saved yourself from getting an annoying SPLAT file.
A SPLAT file in a directory will have an asterisk (*) next to the file type and will be zero (0) blocks long. DO NOT try to SCRATCH a SPLAT file. VALIDATE the disk to get rid of it.

Here we go again. Fasten your seat belts you game players. I have a few good tips for you, so hold on.
I have a DOUBLE WHAMMA for those who like playing FLIGHT SIMULATOR II.
WHAMMA ONE: First, about coordinates. The manual omits the coordinates for some important landmarks: Word Trade Center-17060 N, 20982 E; Brooklyn Bridge-17054 N, 20991 E; Empire State Building-17073 N, 20991 E; Statue of Liberty-17049 N, 20971 E
When entering coordinates from the Editor mode, don't start out on the landmark itself, or you'll fall to the street like BIG BIRD.
WHAMMA TWO. On Flight Simulator II, we have the jet assist. In the Editor mode, if you type 65535 fpr your throttle setting, you can cruise at 189 knots and climb at 1600 feet per minute. Also, if you select the right fuel tank prior to entering WWI Ace mode, your effective range is doubled. Neat huh?
     OK, now lets have a hint on BLITZ. The popular Blitz compiler executes for/next loops much more quickly than if/then statements. So you can speed up your Blitzed programs by changing lines like:
100 FOR J=1 TO 10
110 Other program lines
120 NEXT J
to lines like these:
100 J=0
105 J=J+1
110 Other program lines
120 IF J<10 THEN 105
Give it a shot, what can you loose.
     Well getting late. So we will try something else at a later date.
Hope these have been some help. Until next time.
FROM THE ROOM DOWN UNDER:
Jerry J. Baller

Phantasms (con't)

Attachment, you can add files to your email message, and the recipient can save them to his workspace/disk on the other end; and Subject is simply whatever...
     Most mail systems will also allow you to postpone a message until a later date, and you can finish it then. This is good for that "Dinner's ready" time of day, or when your girlfriend is feeling frisky ;) .
     Occasionally, you will send mail to someone, and you will get a message in reply that uses the name MAILER DAEMON@(wherever). This is usually the result of a bad email address (you made a typo or whatever), or that that user is no longer on that system (people graduate, man!!!). Either way, that file is scrap. It simply informs you that your email was never received by your intended recipient.
     If you are into newsgroups, watch out. You can, like my Co-Editor, get barraged by messages from the group, even though a majority of them say the same thing. This is because the moderator doesn't bother to look at them, he simply forwards them to you. When Dan logged on last week, he had 200+ messages waiting, and only a few of them were worth reading he said. He still had to wade through them though. Just be careful what you subscribe to.
     Also, if you receive a message from someone requesting that you reply to them, and that you forward their message to others so they can do the same, BEWARE! This can be kids that are playing, and they are not expecting 500+ messages per day in response. This could also be someone using a sender alteration mail program who is trying to get someone's mailbox filled for one reason or another. Pranksters are getting smarter all the time.
     Well, that barely scrapes the top, but that is all I have room for this month. Until next month, keep Surfin'!!

Maverick!

No, we're not talking about Bart or Bret from the television series. Nor are we talking about a wild horse. Maverick, the computer program, may just be one of the most valuable tools you can add to your computer collection. Most will tell you that it's a copy program, and it is, but it's so much more than that.

As I purchased Maverick it came as a set of 5 disks. First is the Maverick disk itself, then the Upgrades and Goodies disk, the GEOS Toolkit, and the rest are parameter disks. At least two parameter disks have been added to the collection since I purchased Maverick.

The main Maverick disk will load from either the 64 or the 128 in 128 mode, but in 128 mode it loads and automatically switches from 128 to 64 mode. You are presented with a very colorful and functional menu. Alternatively the numbers 1 through 0 will load menu options.

The Options are:

Fast Data Copiers	Quick File Copier
GCR Nybble Copiers	Parameter Menu
Sector Map Editors	Directory Editor
GCR Format Editors	6502 M/L Monitor
GEOS Tool Kit	Upgrades and Goodies

Facilities are included to make your own custom Maverick disk with the utilities you like and use most.

Maverick auto detects what drive(s) you have connected to your system, and sets up accordingly. You can override these selections if you wish.

Fast Data Copiers make quick backups of most disks that aren't heavily copy protected. Fast and efficient, they back up a 1541 disk with two drives in less than a minute. The single copier takes about 3 minutes and three swaps.

GCR Nybble Copiers make fast bit by bit copies of most protected disks in one pass for two drive systems and with several swaps on a single drive system.

Quick file copiers use all available RAM, including an REU if installed, to read files into memory then copy to the same or another drive (even if the drives are dissimilar). It will not make protected software run on a different type of drive, but it's really handy for moving files about from drive to drive and consolidating similar files to a disk.

The Parameter Menu guides you through this powerful backup tool. Maverick explains parameters as a program to eliminate, by-pass or duplicate copy protection from software that wouldn't backup with other copiers. With the parameters that came with my Maverick package, I found few programs that I was interested in that I couldn't backup.

The Sector Editor allows you to edit disks right on the disk. Like most disk and/or sector editors, be very careful with this tool, it's a fast lane to destruction if you know not what you are doing. Always work on a backup, never fool with an original disk.

The Directory Editor allows you to sort and move files around on your disk. You can slide your favorite program to the top of the list to make it load with "*",8 or alphabetize your titles. Arrange them in any order you want. Get it the way you want and then save it that way.

The GCR Editor is another tool that lets you look right into the raw data on a disk and edit or modify it as you go. Another dangerous operation. Be sure you know what you are doing if you start playing with this option.

The Machine Language Monitor, does just what is says, it allows the modification and editing of ML files and it assumes that you know what you are doing if you go into this option.

GEOS Tool Kit. If you have or use GEOS this is a must. You can strip the protection from your GEOS disks and even make your GEOS Boot from an '81 disk. A GEOS sector editor is included for those brave souls who want to really "get into their GEOS disks". There is a GEOS File copier and a GEO BOOT maker. Parameters are provided for most GEOS Applications.

Upgrades and Goodies is a bunch of the latest additions to the Maverick collection. Here you can construct a custom menu and/or install Maverick on a 1581 disk for fast access. A directory recovery utility allows you to rebuild a scrambled or short saved disk. There is a track and sector editor, and a Disk Compare utility, RELative file copier, REU tester, 64k VDC RAM tester, File Tracer and a File Viewer.

I think you will find, as I did, that Maverick is a really nice all around utility package. Fast and easy to use, reasonably priced and still available from Software Support International ($24.95).

Dave Snyder

WHAT'S UP DOC?

Well let's see if I can hold your attention for awhile. Hold on let's go.
MODEM IMPROVEMENT. I've heard different people say they have an annoying
problem with their Commodore 1670 modem and its 1200-baud operation. It does
not have an on-off switch. If the computer is on, the modem will answer any
incoming calls, sending the carrier tone right into the caller's ear. I'VE
BEEN THERE, DONE THAT.
One solution is to get a ringer silencer from Radio Shack, part number #43-
127. You install it in the line to the modem, and it can disable the modem
from answering incoming calls. TRY IT, YOU'LL LIKE IT! (Sounds like a
commercial huh?).
TURBODIAL. Auto-dial modem owners know how agonizingly slow the auto-dial
process is, especially when using pulse dialing. If your telephone has speed
dialing, however, you can speed up the process immensely. (Speed dialing
allows you to dial commonly called numbers by dialing one or two digits.)
Just establish your BBS number as one of your speed dialing numbers, then
set your terminal program to call it. Now that your computer has only one or
two digits to dial, things like dialing and redialing will proceed more
rapidly.
PRINT SHOP. More colorful output from the Print Shop program can be made by
using colored marker pens. It's easy to color The Print Shop text and
designs, and with the range of colors available in markers today, your
creativity can be virtually unlimited. Give this idea a try the next time
you do something with The Print Shop. It's extremely easy to do, and the
results must be seen to be believed. SEE FOR YOURSELF.
COLOSSAL DATAFILE on the C-128 Computer. The C128 greatly expands the memory
capacity of Mike Konshak's DataFile program. Since the unexpanded C128 has
over three times the available RAM of the C-64, your files can be much
larger.
In line 22 of the original DataFile program, simply increase the value of
MEM from 30,000 to 60,000.
After making the above change to DataFile, you can double the speed of RAM
operations by adding the Fast command either to the first line of DataFile
or as a new line at the beginning of the listing.
You must have an RGB cable connected between the C-128 and the video monitor
to use this feature, since the Fast command blanks the 40-column screen. NOW
let's DO IT.
That's all for now, got to go. Enjoy your Commodore computer. Give yourself
a break today. FROM THE ROOM DOWN UNDER>   Larry J. Bailey

SEGA GAMEPAD
by Daniel Koleski

A couple of months ago, I purchased from CMD the new Trackball Mouse
and a joystick that is a SEGA joystick converted to work with our
Commodore computers. I use the Trackball almost daily and will do a
report on it later, but I never had the time to test out the gamepad.
So, I did the next best thing. I gave it to my thirteen year old son and
told him to run it through it's paces. He did, and I was able to get him
to also write a brief review on it. His review will follow just as he
wrote it. He recently advised me that if I did not take it back from
him soon, I may not get it back at all. I think he likes it.

Performance (Deluxe Gamepad)

I am writing an article about the Performance Gamepad. This device
serves as a joystick for your Commodore. It is a modern device also
known to the Sega and Nintendo world. It can now be of use to the
Commodore. From my point of view, after using the gamepad, I found it to
be splendid. In some ways it is easier to use than a joystick. It is
also smaller and fits better in places than a joystick would. The
gamepad has six fire buttons but only two that you may use. It also has
two other switches, both of which are not used. They are a start button
and a switch to make them go from off to Super-Slow. The gamepad also
comes with a control dial and a small knob that you may take on or off.
This specific item is great.
<div align="center">written by
Brook Koleski</div>

Trivia Answers

A $018) 3.0

A $019) I got more than I bargained for on this question, since there are four drives which have the same DOS version that I feel are adequate responses to this question.

The CBM D9060 and D9090, although I doubt the code is the same. The D series were hard drives.

The 8280 Dual 8" Floppy drive.

The 1570, which was a single sided version of the 1571 in a 1541 case painted to match the 128. The ROM is slightly different, enough to make it unrecognizable as either a 1541 or a 1571 in some cases.

The 1571II and the 1571D, which is the drive in the C128D, also have this DOS revision, but that stands to reason, since they are in the 1571 line.

A $01A) 144 in both modes. I am surprised Commodore didn't add a track or put another directory on the back.

A $01B) 144.

A $01C) Calculators. They also made office equipment, watches, adding machines, and thermostats, hence the name "Commodore Business Machines".

A $01D) The Commodore 1520. It used 4 inch wide paper and could use 4 colors.

A $01E) MFM = Modified Frequency Modulation

A $01F) RREG reads the internal registers after a SYS command. OFF gives an unimplemented command error. QUIT does too.

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   Thanx Jim!!!

Q $020) What do the letters IEEE in IEEE-488 stand for?

Q $021) What was the logo of Batteries Included?

Q $022) The Commodore VIC-20, 64, and 128 computers emulate in software a very important integrated circuit. What is its number, and why is it important?

Q $023) Commodore watches play a beautiful song for the alarm. What is the song's title?

Q $024) The C2N style Commodore tape decks are impressive in handling extent. how many times is a single program stored onto tape?

Q $025) What is a jiffy?

Q $026) What is the screen resolution of the Commodore VIC-20?

Q $027) Why is the VIC-20 named the VC-20 in Germany?

SEARCH - A - WORD

THEME: COMMODORE USER GROUPS
Find the following words in the puzzle below either across, up-and-down, or diagonally.

ABACUS		CUCUG	
ACUG		HACC	
CAUGV		HACG	
CIVIC		LUCKY	
CRCCC		NOVACON	
	TCCCC		

```
Y  R  V  G  T  C  C  C  C  U
N  T  P  F  N  N  N  N  J  D
T  O  Z  Y  A  O  A  C  K  P
I  S  U  C  A  B  A  A  X  P
J  N  G  K  B  N  A  C  C  C
A  V  U  N  C  A  U  G  N  R
N  C  N  O  C  A  V  O  N  C
S  F  U  F  C  I  V  I  C  C
Y  N  P  G  U  C  U  C  K  C
G  P  N  V  Y  K  C  U  L  F
```


June 1995

S	M	T	W	T	F	S
				01	02	03
04	05	06	07	08	09	10
11	12	(13)	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	

Pages From The Sages

DEC	HEX	BASIC	6502	DEC	HEX	BASIC	6502
128	80	END	STA (*zz,x)	192	C0	TAN	CPY #*ii
129	81	FOR		193	C1	ATN	CMP (zz,x)
130	82	NEXT		194	C2	PEEK	
131	83	DATA		195	C3	LEN	
132	84	INPUT#	STY *zz	196	C4	STR*	CPY *zz
133	85	INPUT	STA *zz	197	C5	VAL	CMP *zz
134	86	DIM	STX *zz	198	C3	ASC	DEC *zz
135	87	READ		199	C7	CHR*	
136	88	LET	DEY	200	C8	LEFT*	INY
137	89	GOTO		201	C9	RIGHT*	CMP #*ii
138	8A	RUN	TXA	202	CA	MID*	DEX
139	8B	IF		203	CB	GO	
140	8C	RESTORE	STY *nnnn	204	CC		CPY *nnnn
141	8D	GOSUB	STA *nnnn	205	CD		CMP *nnnn
142	8E	RETURN	STX *nnnn	206	CE		DEC *nnnn
143	8F	REM		207	CF		
144	90	STOP	BCC *nnnn	208	D0		BNE *nnnn
145	91	ON	STA (*zz),y	209	D1		CMP (*zz),y
146	92	WAIT		210	D2		
147	93	LOAD		211	D3		
148	94	SAVE	STY *zz,x	212	D4		
149	95	VERIFY	STA *zz,x	213	D5		CMP *zz,x
150	96	DEF	STX *zz,y	214	D6		DEC *zz,x
151	97	POKE		215	D7		
152	98	PRINT#	TYA	216	D8		CLD
153	99	PRINT	STA *nnnn,y	217	D9		CMP *nnnn,y
154	9A	CONT	TXS	218	DA		
155	9B	CLR		219	DB		
156	9C	LIST		220	DC		
157	9D	CMD	STA *nnnn,x	221	DD		CMP *nnnn,x
158	9E	SYS		222	DE		DEC *nnnn,x
159	9F	OPEN		223	DF		
160	A0	CLOSE	LDY #*ii	224	E0		CPX #*ii
161	A1	GET	LDA (*zz,x)	225	E1		SBC (*zz,x)
162	A2	NEW	LDX #*ii	226	E2		
163	A3	TAB(		227	E3		
164	A4	TO	LDY *zz	228	E4		CPX *zz
165	A5	FN	LDA *zz	229	E5		SBC *zz
166	A6	SPC(	LDX *zz	230	E6		INC *zz
167	A7	THEN		231	E7		
168	A8	NOT	TAY	232	E8		INX
169	A9	STEP	LDA #*ii	233	E9		SBC #*ii
170	AA	+	TAX	234	EA		NOP
171	AB	−		235	EB		
172	AC	*	LDY *nnnn	236	EC		CPX *nnnn
173	AD	/	LDA *nnnn	237	ED		SBC *nnnn
174	AE	^	LDX *nnnn	238	EE		INC *nnnn
175	AF	AND		239	EF		
176	B0	OR	BCS *nnnn	240	F0		BEQ *nnnn
177	B1	>	LDA (*zz),y	241	F1		SBC (*zz),y
178	B2	=		242	F2		
179	B3	<		243	F3		
180	B4	SGN	LDY *zz,x	244	F4		
181	B5	INT	LDA *zz,x	245	F5		SBC *zz,x
182	B6	ABS	LDX *zz,y	246	F6		INC *zz,x
183	B7	USR		247	F7		
184	B8	FRE	CLV	248	F8		SED
185	B9	POS	LDA *nnnn,y	249	F9		SBC *nnnn,y
186	BA	SQR	TSX	250	FA		
187	BB	RND		251	FB		
188	BC	LOG	LDY *nnnn,x	252	FC		
189	BD	EXP	LDA *nnnn,x	253	FD		SBC *nnnn,x
190	BE	COS	LDX *nnnn,y	254	FE		INC *nnnn,x
191	BF	SIN		255	FF		

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