

# LUCKY REPORT

LOUISVILLE USERS OF COMMODORE OF KENTUCKY, INC.

P.O. Box 9551

Louisville, KY 40209-0551

24 HR BBS  
502-933-5397

SEPT  
94

Add a Reset Button  
By Larry J. Bailey

For years I've heard and listened to people talk about reset buttons and switches for their Commodore computers. But it is usually needed to take your computer apart to have a reset, or type in a program to do this. Well a friend of mine several years ago helped me put together a simple reset button. This button resets your Commodore 64 computer and 1571 disk drive at the same time. The great thing is you do not need to take your computer apart, just plug it into a serial port. So here it is.

Item number one that you will need is a six pin serial port plug. You can use a jumper you may have extra laying around for this. Cut off one end for now. Or you can go to Radio Shack and purchase a six pin Dim Plug, cat#, 274-020A. Item number two is a 2in. by 4in. utility box or smaller in size if you wish. I purchased mine at Radio Shack, cat# 270-220. This is used to mount item number three. Which is a mini SPST momentary normally open pushbutton. Now that you have the parts needed, we continue. You need a soldering iron, solder, drill, 1/4in drill bit, pliers and a continuity tester, or multimeter. If you are using the jumper we were talking about in the first part of this article, then you need to remove about 1/4in. of the insulation from the wires that you cut the plug off of. After you have done this. Use your tester and test the wires out in reference with the plug to find out which one goes to the number four pin, and which wire goes to the number six pin of the serial port plug. If you are using the one that you purchased from Radio Shack. The switch should come with a diagram of the pin settings. If not, see your Commodore Manual it will display a plug drawing of the pins on this plug. You need to connect a wire to the number four and six pins of this plug. You need to have at least two feet of wire coming from your plug, more or less as you like. Now take the utility box apart and drill one hole in box for your button and one hole to run the wire through. Mount your button with the button part sticking out of the box. Then run the wire into box and solder the two wires to the push button. Now put the utility box back together. That's it, your project is finished. Wasn't that simple? Now we plug your reset button in and what it work. (Note): On very few Commodore 64, this button will not reset the computer, but on very few.

For the people who has a computer and a disk drive. Plug the plug into the open male plug on the back of your disk drive. For the ones with two disk drives and a printer. Plug it into the other open male plug on the back of your printer. Now for computer user with only the computer plug in the reset button into the six pin plug in the back of your computer. Either way, make sure your equipment is off before you do this. Now that the reset is plugged in turn on your equipment. Type something on the screen. Now reach over and push in the spst button, watch your screen come in a little and back out again. The print that you just put on your screen should be gone and you should have a new screen. When you push this button you should of noticed that for a second or so your disk drive light on the right should of came on and your disk drive run a little. You just reset your computer and disk drive.

I hope you have enjoyed putting together your reset button. This will kept you from wearing out your on and off button on your computer. See you next time.  
Larry J. Bailey

## L.U.C.K.Y.'s Officers

|                                     |                                |
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| Dan Koleski<br>(502) 363-3693       | -President<br>& Correspondent  |
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| Steve Grassmann<br>(502) 239-2268   | -Librarian                     |
| Roger Serlanni<br>(812) 883-3014    | -LUCKY REPORT<br>EDITOR        |



## 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, just 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.

## Treasurer's Report

By Bill Bunch

Aug

|                          |          |        |
|--------------------------|----------|--------|
| \$\$\$                   |          | \$\$\$ |
| \$\$\$                   |          | \$\$\$ |
| Beg. Bal .....           | \$868.70 |        |
| INCOME: \$204.00         |          |        |
| Library .....            | \$ 50.00 |        |
| Raffle .....             | \$ 94.00 |        |
| Dues .....               | \$ 60.00 |        |
| Interest .....           | \$       |        |
| EXPENSES: \$609.10       |          |        |
| Newsletter .....         | \$41.05  |        |
| misc. items .....        | \$ 44.60 |        |
| BBS .....                | \$ 60.75 |        |
| postage .....            | \$22.64  |        |
| re-sale .....            | \$500.00 |        |
| TOTAL (End Bal) \$403.60 |          |        |

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



## Louisville, KY Hamfest & Computer Show

Sat, Oct 1, 94 8AM to 5PM EDT  
Sun, Oct 2, 94 8AM to 3PM EDT  
Commonwealth Convention Center,  
Downtown, Louisville, KY,  
3rd & Market

LUCKY, INC., is a Non-Profit Organization whose purposes 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 Jefferson Mall, Outer Loop, 6:30 - 9:00 PM, in the Community Room. 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. There is a NO SMOKING, EATING, DRINKING restriction.

BOARD MEETINGS are held the third Wednesday of every month at the Central Jefferson County Government Center, 7210 Outer Loop, from 7:00 to 9:00 PM.

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 publication is two weeks prior to the General Meeting. It is assembled together on an C=128, 1571/1581 Disk Drive, Super Script, FGM, Print Shop, along with cut & paste Clip Art. It is printed on a Star 1020, Epson Action Laser 1500 and a Mita DC 1435 copier.

The LUCKY BBS is operated 24 hours a day and is designed with the Commodore users in mind. Special access is given to LUCKY Members. Although anyone can call. The phone number is 502-933-5397.

Participation and input is appreciated by all Members!!

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I can also be reached at:  
GEnie - D.Ray1  
Compuserve - 73750,1777  
Fido-Net - 1:230/11 (Bladerunner BBS, Portage, In.)

## WORD PROCESSING GLOSSARY

By: Dale Ray

One of the most common uses of a home computer is as a word processor. As the term implies this involves a series of actions or operations involving words directed toward a particular result. (Merriam-Webster definition of process) The advantage of a word processor over the standard typewriter is the control you have over your output. Prior to printing you can move entire sections of your document around, append from other documents, and even check your spelling.

The following glossary is meant to help you learn some of the terms used in the word processing environment. These terms apply no matter what computer you do your word processing on. Some may use slightly different terms, but don't be intimidated by the jargon.

Alignment - How your text lines up on the paper. Left alignment is normal; This means the text is aligned with the left margin. Right alignment means the text is aligned with the right margin. Right alignment is handy for dates, headers, and footers. Full justification means that the text is aligned with both left and right margins. This gives a neater appearance to the text. Justification is achieved by adding extra spaces between the words.

Append - To add additional material to. The extra can be from another document or a repeated section of the same document.

Blocks - This term is usually used in conjunction with a word processor's MERGE feature. This is the feature that

allows you to print form letters or to make repetitious forms easier to deal with. The Blocks mark the locations in your document where information will be added by the program when the document is printed. Blocks can be VARIABLE; which means they have no fixed length or they can be MEASURED; which means that they do have a predetermined length.

Comment - A non printing line in your document. This can be used for the document name, for instructions to yourself, or just as a reminder of what a line of commands do.

Document - What you are typing into the word processor. Document is a generic term that covers letters, forms, etc.

Fill File - This is a file containing the data that the word processor uses to fill in the blanks (blocks) on a document used for form letters. When the program comes to each blank it reads the next item from the fill file and inserts it into the spot where the blank is. Some word processors may call these data files.

Font - The letters your printer puts on the paper can be described by their height (point size) and shape. This is the FONT. The font is simply the name that is given to that particular way of putting the letters on paper. Some word processors are limited to the fonts available on your printer. Others use GRAPHIC FONTS to give more variety and better quality. A Graphic Font is drawn as a graphic would be with your printer in graphics mode. The word processor

(continued on page 8)



## FROM THE ROOM DOWN UNDER MORE GREAT PROGRAM HINTS

I just love finding out about a game or utility that I use, don't you? Especially when what I find out lets me do something different or better than before. That is why I like writing about things that I find out or read about. That is why I have gone through my scratch pads and come up with some more great hints for you.

**WINTER GAMES:** If you are having trouble getting into the record file, here is a way to cheat. The world records are stored on disk at track 18, sector 13. If you have a track and sector editor and are real handy with it, you can edit the world records. While this is cheating, it is a whole lot easier (and more legal) than finding some goon with a big club to rough up your competitors. I thought that ice hockey was supposed to be the violent winter sport. (WARNING: Don't attempt this unless you are trained to edit disks. Do it only on a backup. One mistake can ruin the disk permanently.)

**CAVEMAN UGH-LYMPICS,** this is a wild and wooly game. Man, you can do things here to the chicks that you can do nowhere else, because this is cave country. You are a cave man, "UGH." When playing against the computer in the Clubbing event, put your athlete right below the end of the energy bar as soon as the event starts. Keeping the joystick up, start giving overhead smashes and pushing the fire button. Your opponent will be defeated in no time!

In the Mate Toss event, twirl your joystick rapidly counter-clockwise to pick up speed. If your player starts to bounce, hold the fire button down and release the joystick. Then pick up your mate and continue. "UGH."

**DIE HARD,** you have watched the movie, so now play the game. As you start the game, don't waste bullets on the two bad guys in the hall: use your bare hands. You'll need the ammo to eliminate the terrorist at the security panel.

In the final confrontation, Hans must be shot many times before he dies. Using an Uzi makes it easier:

Load these up and lets go kick some +Op\*:\*!~. Go get'em.

*Larry J. Bailey*

## RUMINATIONS...

Another month has gone by and this time it's my turn to do the majority of the newsletter. Last month Legacy did most of the work because I was in the process of moving when newsletter time rolled around. This month Legacy and Becky moved and he hasn't gotten his computer set up in a permanent position yet.

The club seems to be doing quite well as far as membership goes, however, usage on the bulletin board hasn't been what it should be. Log on, people! It's fun, interesting, and who knows, you just may find something useful online. Empire is back and I'm not doing so well this time. :(

Last month I alluded to the fact that some of our members might be "going IBM". Well, it finally happened. I got a really good deal on an older, basic, IBM computer that I couldn't resist. But as you can see, I'm still going strong with my trusty old Commie. The writing's on the wall though, the big blue machine has kind of taken center stage in my computer room.

For anyone who didn't notice the front page of last month's newsletter, the club is going to need someone to do this newsletter in the future. This will be my last year doing it, and I think I recall Legacy saying that he won't be doing it much longer either. Allow me to take this opportunity to point out that my membership in the club (and Legacy's too) expires in July. I am still debating with myself whether or not I plan to renew it. And even if I do renew my membership I believe that by the end of the year it will be time to "pass the torch on" to someone else. For anyone whose curiosity is peeked by this, I would like to point out that becoming more active in the club not only helps others, but it also enhances your own enjoyment of the benefits of being a member.

Well, see you all next month, at least.

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

## The Big Wheel! In the Sky!!

Welcome aboard! If you are an old user of the BBS, how'da doin'? If you are a new user, like I said, Welcome. We had a surge of new users, and several of them are still around. Are we making them welcome? Everyone who logs on the BBS is added to the "LC" list. If you type LC at the LUCKY Main Menu: prompt, it will list the last 20 (twenty) callers. If you see someone new, send them a Hiya! or something like that.

What fun is a BBS if nobody wants to talk? Well, we were coming close to finding out. Thank for the switcheroo! How is Empire going? I haven't played the new one yet, so I don't know anything about it. After all, I just code stuff.

Uploads are coming in quick, and downloads are becoming a little more common as well. Posts, RESPONSES, and even other usage is getting better all the time. When you get on, drop me a line, LU2, LEGACY. Drop Dan-o a line too, TANSTAAFL at LU32... give us a ring, you never know...we MIGHT reply.

If you have Internet access, drop me a line there too. My address is LEGACY@IGLOU.COM and I check my mail at least once a day. You never know, I might REPLY to you there also. Lots of people are using Commies on the 'net, and a lot more are using PCs to contact Commie BBSs, using our own Color/Graphics! Right guys??!

If the REPORT looks good this month, blame Dan-o. I just moved into my new apartment, and only set the computers up Sunday night. If it looks bad, it's Dan-o's fault, if it looks good, well... Thank Dan-o.

C'mon guys, and gals. If there is something you want added to the newsletter, the BBS, or the club, let us know. Dave, Danny, Dan-o and I are constantly looking for ideas. Give us ONE! The worst that can happen is that the club will vote it in... or Dan-o and I veto it (insert grin here).

AND THE WHEEL TURNS YET ANOTHER  
TURN... L8r... *Legacy*







# A R C H O N

The first time I played this game, I thought "you got to be kidding me"? I can play chess. If I must brag, I am a decent player. With this game you need these skills, plus whatever else you can muster. It is a great game. Full of action.

Archon is a depiction of the forces of good and evil, of light and darkness, in their timeless struggle to annihilate each other and conquer the five "power points". Both sides are equal in number, although the play pieces are not identical: their strength, however, is balanced. Play action is achieved through the joystick and fire button.

The game pieces are steeped in mythology, with such Gnostic characters as phoenixes, djinnis, trolls, basilisks, dragons, manticores, goblins, banshees, unicorns, golems, valkyries, knights, archers, shape shifters, wizards and sorceresses abounding.

Music, sound effects, graphics and play-action are all superb. There are several factors that contribute to winning a game. Among them are luminosity cycles, power points, skill in the combat arena, attack intervals, barriers and wounds. Additionally, there are several spells including teleports, healing, time-shifts, summoning elementals, revival spells, imprison spells and others.

Read your manual and documentation.

A great game for medieval combat.

Get your stick, pick up your magic book, take along your Ouiji board. Got ahead of myself, and clear the way. I am behind you all the way. Be brave. Let's go cast a SPELL.

FROM THE ROOM DOWN UNDER ----- *Larry J. Bailey*

## POWER PLUS TRICKS

Hey you crazy ACES of the skies. Let's talk about some tricks that may keep you alive a little longer when you are up there saving the world, ok?

Everyone likes flying the F-15 Strike Eagle. Weapons and speed controls are layed out on the keyboard. Pressing B arms your F-15 for a bombing run, E activates electronic countermeasures to jam and decoy radar-homing missiles. F releases a flare, which can fool a heat-seeking missile. S arms your craft with a short range missile (1/2 to 10 miles distance), and M with a medium-range missile (10-40 miles). There is even a bail-out option if the mission goes badly. I have found that if you somehow note these functions where you can tell them in a hurry. It makes a judgement call quicker, and may save your life.

MIG ALLEY ACE, split screen that allows two pilots to play simultaneously, either against each other or in a cooperative effort against the computers.

You may add additional computer controlled wingmen to each squadron, up to a total of four planes. By teaming up with two computerized allies, for instance, and taking to the skies after a single enemy, you're almost assured easy victories in the early battles.

Lets get to the skies and kick some booty. Have fun and stay alive.

MAY THE PEOPLE OF COMMODORE LIVE FOR EVER.

*Larry J. Bailey*

# THINK PRINTERS CONTINUED:

## "DISTORTED GRAPHICS?"

PRINTERS, (SUCH AS THE EPSON FX-80, CITIZENS, AND THE LATEST VERSION PANASONICS), MAY LEAVE A ONE PIXEL HORIZONTAL LINE BETWEEN GRAPHIC ROWS. IF ANNOYING, YOU MAY WISH TO ADJUST YOUR PRINT DRIVERS TO ELIMINATE THIS PHENOMENON. TWO SOURCES CLAIM THAT THE NEW PANASONIC'S PROBLEM STEMS FROM THE PLASTIC PAPER HOLD DOWN, WHICH DISTORTS PAPER FLOW. IF SO, THIS WOULD REQUIRE A MECHANICAL ADJUSTMENT TO THE PRINTER.

FUNGRAPHICS ARE EASY TO CHANGE, BUT OTHER PROGRAMS MAY REQUIRE THAT YOU MANUALLY ADJUST THE GRAPHICS SPACING OF YOUR PROGRAM BY ADDING:

```
OPEN4,4,4:PRINT#4,CHR$(27)CHR$(51)CHR$(21):CLOSE4:REM SET LINE SPACING!
```

CHECK YOUR PRINTER MANUAL TO INSURE THAT THESE PRINTER CODES ARE CORRECT FOR YOUR MACHINE!

## "DEFINING STAR PRINT CHARACTERS"

TO RE-DEFINE THE FONT CHARACTERS IN THE PROBLEM ABOVE, I HAD TO GO INTO THE MANUALS AND TRY TO DETERMINE THE EXACT METHOD TO DO SO. I FOUND THE EXPLANATION TO BE DIFFERENT IN EACH OF THE NX-1000, NX-1000C, AND THE NX-1020 MANUALS. THEIR SAMPLES WERE WRITTEN FOR MICROSOFT'S BASIC AND DID NOT WORK PROPERLY WITH COMMODORE'S BASIC. I PONDERED THE INSTRUCTION:

```
DEFINE DRAFT DOWNLOAD CHARACTERS  
<27><38><0><N1><N2><M0><M1>...<M11>
```

A BIT CONFUSING AND COMPLICATED TO SAY THE LEAST. IF YOU ARE INTERESTED, AND OWN A STAR NX-10XX SERIES PRINTER WITH INTERNAL FONTS, I WILL FURNISH YOU WITH A SAMPLE PROGRAM ON HOW TO ACCOMPLISH THIS TASK. JUST INCLUDE YOUR PRINTER/INTERFACE TYPES, AND A RETURN POSTAGE STAMP, (ENVELOPE NOT NECESSARY), TO THE ADDRESS BELOW:

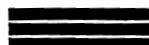
JOHN C. BLEWITT  
6182 PARISH PL  
ROCKFORD IL 61109-4128

I HAVE USED THIS PROCEDURE TO DEFINE SPECIAL CHARACTERS, SUCH AS THE LOGO CHARACTER FOR COMMODORE AND THE COPYRIGHT SYMBOLS. IT HAS ALSO PROVED TO BE AN EXCELLENT METHOD TO PRINT POSTAL BARCODES ONTO ENVELOPES WITHOUT USING GRAPHICS AT ALL. DEFINING NLQ FONTS IS MORE COMPLICATED AND THE DEFINITION PROCEDURE VARIES WITH EACH MODEL OF THE STAR PRINTER.

## IRREGULAR PATTERNS!



GRAPHIC PATTERN OF A SOLID BACKGROUND AS IT SHOULD APPEAR, WITHOUT A BLANK PIXEL BETWEEN THE ROWS.



TYPICAL GRAPHIC PATTERN THAT MAY OCCUR WITH A FEW PRINTERS. THE EPSON FX-80, CITIZENS, AND NEWER PANASONIC. (FIG. 8)

IT WAS DIFFICULT TO TRACE THE REASON FOR THE SKIPPED PIXELS ON OTHER BRANDS, BUT I THINK I HAVE FOUND THE PROBLEM. TO DUPLICATE THIS ON A STAR PRINTER REQUIRED THAT SOME FONT CHARACTERS BE RE-DEFINED AS SOLID SQUARES IN BOTH ASCENDER AND DESCENDER POSITION, PLUS THE VERTICAL LINE SPACING WAS MANUALLY ADJUSTED TO 9-LINES PER INCH TO SIMULATE GRAPHIC PRINTING. APPARENTLY, (IN THE TEXT MODE ONLY), THE PRINTER ADDS ONE ADDITIONAL PIXEL AFTER EACH CARRIAGE RETURN. PROBABLY TO PROVIDE SPACING FOR THE 9TH-PIN OF THE PRINTHEAD THAT IS USED ONLY WHEN THE CHARACTER SELECTED IS DESIGNATED AS A DESCENDER. WHEN THE STAR PRINTER IS ACTUALLY IN THE GRAPHICS MODE, THIS DISTORTION IS NOT PRESENT. THUS, IT IS CONCLUDED THAT EPSON AND CITIZEN PRINTERS ALSO ERRONEOUSLY ADD THIS EXTRA PIXEL WHILE IN THE GRAPHICS MODE!

TO ELIMINATE THIS, THE PRINT DRIVER LINE SPACING SHOULD BE SET TO 21/216 INCH INSTEAD OF THE USUAL 9-LINES PER INCH SETTING OF 24/216". GRAPHIC DRIVERS IN PROGRAMS SUCH AS

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