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## 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 MAY 1994 Beg. Bol..... \$ 544.52 INCOME: \$170.00 Ubrary..... \$ 69.00 Raffle..... \$ 41.00 Dues..... \$ 60.00 Interest..... \$ EXPENSES: \$105.23 Prinling,elc..... \$ 44.15 Poslage..... \$ 24.97 Phone.....

TOTAL (End Bai) \$ 609,29

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

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

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

GEMERAL MEETINGS are held the second Tuesday of every worth at the Jafferson Hall, Outer Loop, 6:10 -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 seasion. Also available to Members Only are Public Domain Program Disks from the Club's Library for a small copying (se. Three is a NO SMORING, EATING, DRINKING restriction.

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

MEMBERSHIP is \$20.00 a year, per family, which includes access to the LUCKY BBS, Library, Monthly Newsletter, and special drawings.

The LUCKY PEPORT (newsletter) is published monthly and is evallable at the General Heeting. DEADLINE [or publication is two weeks prior to the General Heeting. It is newsmibled together on an C-128, 1971/158] Disk Dive, Syone Srift, TGM, Fith Hopp, Along with cut & paste Clip Art. It's printed on a Star 1020, Empon Action Laser 1900 and a Mila OC 1435 copiers

The IUCRT BBS is operated 24 hours a day and is designed with the Commoniots users in mind. Special access is given to LUCRT Members although enyoune can call. The phone number is 502-513-5397.

Participation and imput is appreciated by all Hembersit



### NEWBY CORNER May 1994

by Dan Koleski

I didn't learn anything new this past month regarding "The Servant", so I have no new tips for you along this area. After I find some tips to put in here, I've decided to add some computer jargon to attempt to enlighten you some. Let's get going. Most of us already know that when you program, if you want to change the border and background colors, you use the commands POKE 53281,n and POKE 53280,n, where n is a number between 0-15. 53281 changes the background color and 53280 changes the border. But, how many of you know how to change the character colors by means other than holding down the CONTROL or C= and pressing a number between 1-8? Well I had to look and look to find the POKE command for this one but I did find it. The number is POKE 646, n. Another little handy tip I just ran across has to do with loading ML programs. The general procedure is to LOAD "filename",8,1. I just learned though that you can use any odd number in place of the 1. An example would be ,8,9 since the two keys are side by side. At this point, I'm getting tired and running out of useful tips at the same time so I will give you some compute jargon and then say "so-long" till next month. Access Code: A group of characters or numbers that identifies a user to a computer system. Access Time: The time a computer takes to locate and transfer data to or from storage. Actuator: In a disk drive, a mechanism that moves the read/write head to the destinated position over the disk surface. Alphabetic String: A string in which the characters are letters, or pertain to an agreed alphabet set. Alphanumeric: A general term for alphabetic letters (A through 2), numerical digits (0 through 9), and special characters (-,/,\*,\$,(,),+,etc.) that are machine-processable.

> Memorial Day May 30









MAY 1994



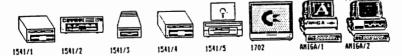
Fellow Computerist:

Here we go for another round of trying to get things ready to go to press. With the weather finally turning nice, I've gotten a bit behind as I am trying to work on several projects around my home. See if I can get this editorial and a couple other articles done this week and sent to Roger. Speaking of Roger, he came by Friday to drop off a couple more computers for me to fix and pick-up his SX-64 that had gone mute. He's hoping to get back to work soon, but as you noticed from last month, the quality of his newsletter was not affected by his recent surgery. Another fine job Roger. We seemed to have a really nice meeting last month and I believe the swap meet went pretty good for the most. I was able to sell the C64 I had for sale and hopefully the individual that bought it will soon be joining the club. The E-board meeting last week went really good also and I will try to cover the highlights of the meeting here. On issue discussed was to place all the officers phone numbers in the newsletter along with their names and position(s). This way, if a member needs to contact one of us, they will have the numbers readily available. If we can ever get the information on the membership roster, we plan to put out a phone directory of all the members, but I'm tired of making promises about this. One thing I do need everyone to do is to present to Steve Smelson, your current Membership card so that he can check the expiration date. We don't know when everyone's memberships run out and we need this information to send out reminders and to update our records. Thanks for your cooperation and understanding with this issue. I need to know how many of you use PrintShop graphics. We are

I need to know how many of you use Printshop graphics. We are debating on acquiring some more graphics for the library, but we need to know how many people are really interested in this. Also, we debated on purchasing some large disk storage cases for sale to members. It would really be a job hauling these in each month if people aren't interested in them. They would be the ones that hold 120 disk and the cost would be about \$6.00. Please come by and let me know on these two issues.

As for our picnic we had talked about, as far as I can tell, it's a dead issue. As always, we could not get enough interested person to get

PRINTSHOP GRAPHICS



# LUCKY REPORT

involved in this. We are however already receiving requests for information regarding the Computerfestival in Dayton. It is usually the last weekend of Algust and I will keep you informed as I learn more about it.

Our newsletter exchange program seems to be working out really nice and we seem to be leveled off at about 75 clubs we are exchanging with. In addition to this, we are exchanging a Disk of the Month with three of the clubs. Check with the librarian to see about obtaining a copy of these disk. Larry Bailey is putting together our clubs D.O.M. comprised of downloads off of our board. I brought in the disk last month that contained the articles Charlie Cox had been typing in. These were articles from the newsletters we had received recently that I found interesting. There were about 25 articles on the disk as well as a program for viewing them. I had 18 disk with me, and almost everyone of them was taken. Remember, if you want a disk each month, either bring in your previous month's disk, a blank disk or \$1.00. The DCMR update is almost ready and possibly will be ready by this meeting. Steve Grassman and myself finally got our list straightened out and I have my library updated and have been working on the disk every chance I have had. Along with extra work around the house, overtime has been taking up some of my free time also, but I am getting close to getting this done. I'm going to try in the next year to work on this as the year goes by and not get so far behind. After taking about a year and a half to put the new DCMR list together, I really didn't feel like working on it much after that. I've rested some now from it and can concentrate on it better now. Guess I've rambled on long enough for another month. You all take care and let us hear from you all on the issues I discussed or just anything else you want to tell us about.





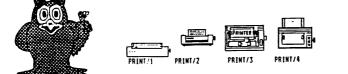


Interfacing your Printer By Dave Snyder

So you've got a printer interface. Now what? Do you just stick it in 1526 emulate mode and hope for the best?

If you did then what a shame, you are probably missing out on the reasons you bought a non commodore printer in the first place; FEATURES. Fortunatly most quality software will support non-commodore printers by using the "transparent mode" This means that your interface will allow standard ascii to pass without changes directly to your printer. This allow you to use the great features that you bought your printer for in the first place. But you will have to master the "Control Codes" for your printer, found in the manual for your printer. Note that the printer manual is written in standard ASCII and your computer outputs Pet ASCII.

First of all understand that your computer sends codes to the printer rather than letters. If you type the word "Hi" and send it to the printer the computer sends the codes 68,49 to the printer interface. To print "Hi" the printer needs to get the code 48,69: If your printer is set to emulate mode the printer will receive the code 48,69 printing "Hi". In other words your interface will interpret what characters it receives and forward a different code in order to get a proper printout. Therein is a problem, how to get control codes through the interface and to the printer without them being "translated". If your software is set to ascii mode it will send out the codes that the printer expects and no emulation is needed. Now when you send a printer code the printer will see it in the language it speaks and will respond to the command. Most printers expect an escape code to be sent to the printer to tell the printer to expect a command rather than a character to be printed. The command code or escape character is represented by the code 27 followed by a command to chanage the operation of the printer. I have found that if you set your software to translate for you and send the standard ascii set out through the interface (set to transparent) then the printer commands will work normally. There are ways that different interface makers have devised to get around this problem. One is to send the command twice in emulate mode, once the interface will absorb and the second it will pass on. But I find this to be a hassle. Most programs of any quality will have a feature to enable the standard ascii output mode. Now you will have to set up your software to enable that mode and configure





your printer commands into its data tables (configure file). It may seem like a lot of trouble at first but its well worth it in the kind of printer output you get. Once you do the first one the rest are all downhill. You will need to get out the printer and interface manuals and get to work. You will enjoy printing in Italics, compressed, expanded, underline, super and subscripts not to mention variable line and text spacing and the like at the touch of a key rather than going through elaborate set ups. You will find that some programs usually noncommercial or homebrew types will require you to set the interface back to emulate mode while you are using them, but that is a small price to pay for the great features you can access in the transparent mode.

