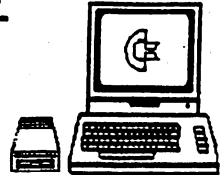
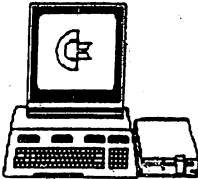


LUCKY REPORT

LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.

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



24 HR QRS
(502) 933-5397

JUNE
1985

Disk Of The Month

L.O.C.K.Y D.O.M. #F173

June 1995

SIDE ONE

All 128 programs + 1571 drive

Program One-Read Me-Information about disk.

Program Two-Menu, what's on disk

Program Three-Dual71COPY.ARC. ARC program on using both 1571 to copy programs.

Program Four-Utility Book, utility program. Has several utilities.

Program Five-DTS 128-The Directory Tracking System. Is a directory tracking system, you can enter and put on disk programs you want to keep. A utility.

Program Six-Menu4080v2.ARC. Another ARC program. When de-arc'd, is several directory menu's for the 128 computer using the 1571 drive.

Program Seven-Datafile4.8.3-80 and 128 Dafi.doc. Datafile is a filing system. The 128 Dafi.doc, is the doc's for this program. A Utility.

Program Eight-Disk Filer V3-80, and Disker128-V3, the V3-80 is the boot program for the Disk Filer128.

SIDE TWO

All 64/1541 programs.

Program One-Read Me, file on contents of disk.

Program Two-Lucky Menu 4, menu of side two disk.

Program Three-Several utilities on the Print Shop, Doodles, Koala etc. Plus Graphics.

Program Four-Read Me First. File about some programs only load from the directory.

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, 8:30 - 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 a C-64, C-128, various 150x drives, Pockit Writer II 128, FontMaster II, both 64 and 128 versions, and printed on a Panasonic KX-P1180 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: 502/630-6397.

Participation and input is appreciated by all Members.

DISK LIBRARY

BY STEVE GRASSMAN

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

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

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

- Dan Koloski	- President
- (502)/363-3693	- Correspondent
- Dave Snyder	- Vice President
- (502)/935-9639	- BBS SYSOP
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- Daniel Travis	- LUCKY REPORT
- (502)/241-1798	- Co-EDITORS
- Legacy	- AT
- (502)/241-1798	- L A R & E I

Treasurer's Report

By Bill Bunch

♦♦♦♦♦ MAY 1995 ♦♦♦♦♦

Beginning Balance...\$ 750.13

INCOME:	\$ 218.23
Library.....	\$ 82.00
Raffle.....	\$ 95.00
Buss.....	\$ 40.00
Interest.....	\$ 1.23

EXPENSES:	\$ 411.00
Newsletter.....	\$ 29.28
BBS for May.....	\$ 55.95
Resale Items.....	\$ 265.75
Postage.....	\$ 22.07
LeadStar Renewal.	\$ 37.95

Ending Balance....\$ 557.36
 Variance: (-192.77)

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:

When I sat down to write this article last month, I talked about how busy I was now that spring had sprung. Well, after the past couple weeks, I really know what busy is. I'm really struggling just to find time to get any computering done. Hope this finds all of you getting a little more computer time in than I am. Gripe Gripe Gripe..

We seemed to have had a pretty good meeting last month even though the numbers were still down. I think we had about 33 people present, which isn't bad, but we can do better. Some individuals have volunteered to help me start a phone committee to call those people who have been missing from our ranks. Now to just find time to put that phone list together. I gave a demo on parts of the copy program "Haverick", and I think it went pretty well. Dave will follow up this month covering those areas I was not able to cover. As for July, who knows? I'll be coming off from vacation about then so we may just not have anything, but who knows. I think James Walters talked about putting on some sort of demo, so we will just have to wait. I'm sure it will be worth coming out for though.

We are still talking about having another SIG dealing with on-line usage. Our tentative plans for this are going to either be in late July or August. There was talk of starting a SIG for kids, but we need to find out how many kids we would have and how many would be interested in attending and what they want to see.

I'm still taking orders for the L.U.C.K.Y. t-shirts that Victor Lleras is making for us. If you want one, they are \$8.00. You need to come up and see me and let me know what size you want and your choice of colors. As for our club's LOGO contest I initiated, so far I have not seen any entries or much talk about anyone working on something. Come on folks, help your club out. Sit down and throw together something to submit. Who knows, you might be the winner.

We have been offering certain items from the club's library for sale. Thus far, the response has been minimal at best. We were doing this to spark some interest in some of the library's areas that had not seen much action in a while. If we do not see an improvement, we will probably scrap the sale idea and just go back to our regular prices. Get 'em while they're hot.

I had the DCNR disk updated as well as the categorized books. If you need a copy of the new data disk, see me after the meeting. I intend to have the big books completely updated by tonight's meeting. That is something that hasn't been done for about two years so stop by and thank Calvin for helping get this project done.

I lost the notes from the officer's meeting, so I will just have to play like I was awake and see what I remember. Once I was able to get the talking under control and get going, we took care of business in a rather quick manner. We didn't have a lot to discuss. Remember, there will not be an officer's meeting in June since I will be out of town. We will try and have a quick meeting of the minds after the regular meeting. We did pretty well on the raffle for the 1581 drive and should be able to present it over to some LUCKY person either at the June or July meeting. After this item is gone, we have a complete C64 system we will be raffling off and then a 1571 disk drive. Also, I will have something special for the regular raffle for the next couple of meetings, so get up there and purchase those raffle tickets.

I think I've rattled on long enough and just hope I covered everything I needed to. Try to enjoy the nice weather, but stroke those Commodore keys at least once a day. Remember, a used computer is a happy computer....

Dan Koleski

FROM THE ROOM DOWN UNDER GHOSTS

GHOSTS??? Got your attention now huh?

Ok, then let's talk about those little problems that creep up that we all think ~~is~~ then shut everything down and go into a deep depression. STOP, do not do that! There are a number of circumstances which could lead you to take a part of your system in for servicing, or tear it apart yourself. (BAN,WHAM) I've been there. This could lead to considerable cost. Then, the failure lies elsewhere. It is to your advantage to identify the existence and location of faulty hardware before jumping to conclusions. Save time and maybe your money by going "GHOSTHUNTING".

PROGRAMS WON'T LOAD

Disk drive on left side of your monitor/tv, move to right side; overheated disk drive; disk drive read/write head misalignment; incorrect device number specified, or device number switch in wrong position; program incompatibility with connected peripherals such as modem, printer, or printer interface; damaged serial port interface in disk drive, printer, or computer; serial port lock-up caused by software or 1528 printer bug.

NO SOUND

Monitor/tv stereo volume control is turned down; audio output cable is not connected properly; poor audio cable connection; sound chip is damaged; audio system amplifier is damaged.

NO PICTURE

Video brightness is turned down; video cable improperly connected; monitor switch set to wrong video input; power supply failure; damaged video interface circuit; damaged RAM chip.

KEYBOARD PROBLEMS

Dirty keyswitch contacts; malfunctioning keyboard interface circuit, especially if wrong characters are displayed for keys pressed.

JOYSTICKS DON'T WORK

Poor contact at plug/computer connections; dirty or corroded switches in joystick; possible interface damage.

Printers, printer interfaces, and modems are sources of variety of problems, especially for the beginner.

A good starting point is the computer. Try your disk drives, printer, and other equipment on a friend's computer. The same goes for any software you've been having trouble with. If it works on your friend's equipment, you know that your computer is at fault. If you have a computer with a separate power supply, try a different power supply with your computer. With the C64 computer, the power supply is notorious as a weak spot. If one of your system components doesn't work on your friend's computer, then you have a prime suspect, call (GHOSTBUSTER). Good luck hunting.

FROM THE ROOM DOWN UNDER

Levy J. Ballou

PHANTASMS AT 2400 BAUD

Another month, and another article. This month, I am going to discuss methods of searching the Internet for information. There are several methods, and usually one of them will return with something to start from.

This month, let's discuss GOPHER. Gopher is a system that allows you to access many of the resources of the Internet from a simple menu-driven system. You simply select menu items until you get to the information you desire.

Gopher menu items may be menus, or directories, themselves. When you select an item, Gopher will get or do whatever is necessary to carry out that request. Even if the Gopher needs to access another computer to do this, it will be nearly transparent to you (only the time taken will indicate such).

Gopher is named after the mascot of the University of Minnesota, where Gopher was first created. If you just activate Gopher, it will (usually) default to the main Gopher server: gopher.micro.umn.edu. There are other servers, and you can access them as well if you have the address. For example, if you wished to use a Gopher server at the University of Poobar, odds are that they have a server, and you can Gopher to that site.

Can I search Gopher space? Why sure you can! You can search Gopherspace in three ways: one, you can simply connect with Gopher and select items until you get to what you are after. This method can take a bit of time... but is usually a source of other information while you're at it.

Two, you can use Veronica. Veronica will search all of Gopherspace for all menu items that contain specified words. It is easy to use Veronica. Simply look for a menu item similar to:

3. Search Gopherspace using Veronica.

Select on it, and enter the words you wish to search for. Veronica will return (if any were found) a Gopher menu with its findings. Simply select what you wish to view, and go from there.

Three, use Jughead. Jughead is Veronica on a smaller search scale. Jughead will search only one area of Gopherspace, such as a university or library. This might be helpful if you are interested in a book or books at a specific library. It might not do you any good to find them in Pisa, Italy! Checking them out would probably be a hassle.

The name Archie was purportedly chosen for the Anonymous FTP searching tool because it sounds like the word "Archive." Most people nowadays simply call it Archie because that is what it is called. However, when Steven Foster and Fred Barrie were searching for a name for the Gopher search tool, they remembered Archie Andrews from the comic books. So they decided to select one of his friends, and they chose Veronica. Now, to keep in that same theme, (or not to, who's to say) Rhett Jones chose Jughead as his more specific Gopher search tool.

Summary of Gopher Commands

q	quit Gopher, but confirm	?	show a help summary
=	show technical info on item	O	examine/change options
RIGHT	select current item	LEFT	move back to previous menu
UP	move pointer up one item	DOWN	move pointer down one item
SPACE	move to next page of menu	b	move back to previous menu
no.	select item number no.	/???	search for next item containing pattern ???
a	jump to main menu	u	move back to previous menu
<CR>	select current item	j	move pointer down one item
k	move pointer up one item	<	move back to previous menu
>	move to next page of menu	-	move back to previous menu
+	move to next page of menu	D	download current item
s	save current item to a file		

The Bored Room

By Dave Snyder, SysOp of LUCKY BBS

Well another month has come and gone and the LUCKY BBS is still here. It's too bad that some of our local users don't partake of the benefits of having a local BBS just for them. There are users all over the world that would give their eye teeth to be able to call a board without long distance charges. To specifically catered treat you like an

the month has been disks through the System program in printout of the file back. I alphabetized out. Just to give are looking at, it of filenames. Some what it was so we being either 84 or files. Now for the they each have to be run checked and ... Give a break ...

Legacy is still the online game he upgrade of the BBS files back has out time I guess. It's sure. I'm still gets it done it will to the club and the BBS. I'm sure it worth the effort an

One of the BBS discuss this month is Net has a section the creation and voting system that several possible addition, it tallies averages them to give voters. Makes for reading and your when you find out how certain topics. The no one knows how your opinion known. If you would like to see a topic added, leave feedback to the sysops and we will try to oblige.

Another little used feature that you might be interested in is the G-Files section. This is a list of text files that is for your entertainment and education. The files may range from instructions for using programs, to jokes and interesting stories. Check them out from time to time, you might just learn something.

The G-Files are reached by entering a 'G' from the main menu and the Voting Booth is accessed by entering a 'V' at the main menu.

Speaking of the main menu, have you noticed anything new?

Extra! Extra!
Read all about it!
Phone lines from some parts of town were noisy so I called the phone company to fuss at them about it. They said that they would send someone out to check it. They did. They replaced both lines coming into my house. This seemed to make little difference. SO.... I complained again. This time they called the BBS several times then called me back to see if I had a computer hooked up. I did. Now they wanted us to get a 'data line'. No thanks. Just give me a clear line with no audible noise. They managed that but calls started getting bumped off for another call coming in. I called again to see why I had call waiting on that line. They assured me I didn't. I in turn asserted that I did at least as far as incoming calls were concerned. (It didn't if I was calling out). After several calls and shouting matches with some supervisors at the repair office, it's finally straightened out. If you suddenly got bumped for no apparent reason around the end of the month, that is why....

have one that to YOUR needs and not unwanted stepchild ecstatic!
fun, I put the backup Directory Tracking order to get a we needed to put them and printed them you an idea what we printed out 40 pages of the stuff we knew highlighted them as 128 or Geos or CP/M remaining 1000 or so, de-arc'd, loaded and descriptions written.

dragging his feet on promised. The and getting all the into the programming been a challenge for hoping that when he bring in new members increase callers to will prove to be the wait.

features I'd like to the Voting Booth. C- that is dedicated to maintenance of a keeps a topic and responses. In up the votes and a percentage of the some interesting curiosity is peaked others vote on votes are secret so voted. Make your

--*SysOp*--

DO-IT-YOURSELF TROUBLESHOOTING

If Preventive Maintenance Fails, You Can Take Matters Into Your Own Hands With These Diagnostic Tools.

All things electrical or mechanical eventually break down, and, even sturdy as they are, Commodores are no exception. Now with both parts and service centers for C-64s and 128s becoming even more difficult to find, it's increasingly important for Commodore owners to delay the inevitable through preventive maintenance and by themselves learning to deal with problem situations as they arise.

THE BASICS

There are a few fundamentals all computer owners should know. First, heat and static are natural enemies of computers. Second, mechanical parts generally wear faster than electrical ones. With this in mind, you can take certain steps to prolong the life of your machine.

Use a power strip. It's nothing more than an extension cord with a series of outlets and an on/off switch, but switching it off when your equipment is not in use cuts off electricity to the power supply, thereby reducing heat buildup.

Use surge protectors. Buy them for both your electrical outlet and your phone line, because strong power surges can damage computers and modems. A surge protector acts like a fuse, breaking the circuit before your equipment is damaged. Note that even with surge protectors, it's still best to unplug all equipment during an electrical storm - a power surge and a lightning strike are not the same thing.

Use an anti-static mat, versions of which are available for both the floor and desk. Dry winter air and wool carpets are especially conducive to static charges. Touch something metal, like the arm of a chair, to discharge any static buildup in your body before using your computer equipment.

The 1541 is infamous for going out of alignment. Copy protection schemes are the biggest offenders, since they cause the head to bang into the head stop assembly. Take advantage of DOS wedge programs that include a command to disable head bumping. Consider using a software program that strips off copy protection. *This is not an endorsement for software piracy.*

"WHO YA GONNA CALL?" (?????????)

What happens, however, when disaster does strike? First, try to discover which device is at fault. Contact a friend with the same setup and test your equipment, piece by piece and in varying combinations, on his or her system until you isolate the culprit. Be sure also to test your cables and power supply. (EDITOR'S NOTE: Never try a suspect power supply on another computer. If the power supply is at fault, you may damage another computer.)

A Double-sided, laminated reference sheet called THE COMMODORE DIAGNOSTICIAN II can help you in your search for the cause of equipment ailments. Set up like a spreadsheet, one side has rows of symptoms intersecting with column listings of probable faulty components (depending on what you own - C-64/64C or C-128/128D). The flip side of the sheet lists mechanical adjustments that you can make to your 1541 in response to indicated symptoms. It also includes a list of the locations of specific chips on the PC board. While The Grapevine Group's Commodore Diagnostician II won't help you correct a problem, it can certainly aid in identifying it.

Repairs to the CPU are probably beyond the capabilities of most users, and the same applies to the monitor. But before you take either to a professional, consider a few alternatives. See if anyone at your local user's group can be of assistance. You'll probably be pleasantly surprised at the pool of available talent there. Also, evaluate the worth of the equipment in question. Visit a local flea market or scan the classified ads section of a BBS to find the going price for used equipment. Outright replacement is usually cheaper than repair.

Continued on Page #008

Page 007

DISK DRIVE DILEMMAS

Disk drives are a different story. Before attempting to do any work on your 1541, you should consider viewing two programs that meet this need. They are Free Spirit's 1541/1571 DRIVE ALIGNMENT and North Coast Computer's DISK ALIGNMENT TOOL. The former offers diagnostic and repair operations for the 1541 and 1571 drives, while the later is restricted to the 1541 and concentrates more on problem correction than detection.

These programs are not for the faint-hearted. Both require making adjustments while the drive is disassembled and powered on. You, therefore, must take special care to avoid damaging any internal parts or getting an electric shock. In addition, a clean working environment is a must to prevent dust or dirt from contaminating the interior mechanical parts.

While the instructions for both programs are quite straightforward, the descriptions and drawings of the various drives leave something to be desired. There is, for example, a disagreement between the two programs as to the location of the 1541's speed adjustment. Some of the confusion may be attributed to various 1541 design modifications made by Commodore.

Developed only for the 1541, Disk Alignment Tool's directions are more detailed. Included with the software is the actual alignment tool: a series of ten LEDs, powered by two 9-volt batteries. You splice this into the circuitry of the 1541 with a pair of alligator clips, and you see that alignment is achieved when the maximum number of LEDs are at their brightest. You set the zero stop with a feeler gauge and adjust drive speed by using a small paper strobe pattern attached to the underside of the 1541.

On the other hand, no hardware accompanies the Free Spirit program. Instead, you run a diagnostic disk that tells you if the drive is within acceptable tolerance. You then make adjustments to the drive and run the disk again to determine proper calibration. There's more trial and error than with the DISK ALIGNMENT TOOL, and it takes longer.

Even so, at about \$69.95—more than the price of a used 1541 drive might cost—it's hard to recommend the purchase of Disk Alignment Tool for individual users. Free Spirit's 1541/1571 Drive Alignment is less expensive (about \$29.95). Once again, investment on the part of a user's group might be a better way to go.

BEFORE PROCEEDING

While both of the aforementioned programs do what they promise, a couple of caveats (cautions) do apply. Drive alignment is a repair, not part of routine maintenance. Follow the old adage, "IF IT AIN'T BROKE, DON'T FIX IT." Also consider that the problem may not be alignment at all, or that it might be too severe for you to correct, or that you might damage the drive while attempting the repairs. (EDITOR'S NOTE: Also consider this, after your drive is re-aligned, some of your disks may NO LONGER BE READABLE (by your or anyone else's drives).

This is not to say that the average user cannot adjust a disk drive, because thousands have done so successfully. Rather, I just wanted to point out that, in some cases, you might fare better taking steps that prevent or delay problems as long as possible, and then replace or upgrade, rather than repair.

Continued on Page #009

THE COMMODORE DIAGNOSTICIAN II

THE Grapevine Group, Inc.

35 Charlotte Drive
Wesley Hill, NY 10977
(#6.95777)

HOW TO REPAIR YOUR COMMODORE A (1541

DISK DRIVE)

Computer Restore
1216 Elm Hill Rd.
Sedalia, MO 65301
(#35.007777)

1541/1571 DRIVE ALIGNMENT

FREE SPIRIT SOFTWARE
PO BOX 128
Kutztown, PA 19530
(#29.957777)

DISK ALIGNMENT TOOL

North Coast Computers
791 Eight ST.
Arcata, CA 95521
(#69.957777)

Prices may differ and might not be available?

If all else fail see your local club, L.U.C.K.Y.

L. Bailey



July 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	31					

BASIC COLORS

Have you ever looked at your monitor and thought, "Gee, those colors just don't look right"? Or, have you ever purchased a new (used) monitor and just wanted to set the color controls to your liking? Well, I've got to tell you that's happened to me quite often. So what does one do in that situation? What I did was write a short BASIC program to display all 16 colors on the screen at the same time. Something like the test patterns used by television stations. I present it to you here so that you may type it in yourself and use it as you see fit. Admittedly, it is not the most efficient BASIC coding you'll ever see, but it does the job!

When typing in the program anything inside the curly brackets () is typed in just as it says inside the brackets. Example: (shift CLR/HOME) means hold down the shift key while pressing the CLR/HOME key. If you need to type in more than one consecutive space it will show the number of spaces inside curly brackets. Example: (5 spaces) means press the space bar five times. Otherwise, the program should be typed in exactly as shown. One note for those of you who have never typed in a BASIC program. Some keystroke combinations such as shift CLR/HOME or simply a cursor movement key inside quotation marks will display some odd looking characters on your screen. Don't be alarmed! This will primarily be the keystrokes that are printed here as inside the curly brackets.

This program is for the C64 computer. It does not work correctly on a 128. The following is a line by line breakdown of what the program does. I provide this for those of you who may not be familiar with BASIC but may be interested in learning.

Line 10 clears the screen and "homes" the cursor. That is, it places the cursor in the upper left-hand corner. Line 20 does two things. It starts a For/Next loop and sets the variable "C" equal to one less than the loop variable "B".

Continued on page #00A

Line 30 reads a piece of data from the data statements later in the program and sets variable "D" equal to that data. Line 40 moves the cursor over and prints a CHR# code to change the color depending on what data was read in line 30. The CHR# code sets the color to be printed. Line 50 sends the program to the sub-routine at line 400. Lines 400 through 430 print a solid vertical rectangle on the screen and then return you to the place in the program you were sent from. So now we are back to the next line in the program, line 60. Line 60 moves the cursor to the "home" position without clearing the screen. Line 70 sends you back to the beginning of the For/Next loop for the next pass. After eight times through the loop you proceed to line 80. Line 80 starts a new For/Next loop and sets variable "C" just like line 20. Line 80 moves the cursor down the left side of the screen half way. Line 100 reads a piece of data and sets variable "D" equal to that data. Line 110 moves the cursor over and prints a CHR# code just like line 40. Line 120 sends you to the sub-routine again. Line 130 "homes" the cursor. Line 140 sends you back to the beginning of this For/Next loop for the next pass. Line 150 moves the cursor down from the "home" position and prints the color names of the blocks in reverse using light grey since that was the last character color used in printing the solid color blocks to the screen. Line 160 prints a CHR# code that will change the character color to yellow. Line 170 moves the cursor down and prints the color names of the lower set of blocks using the yellow character color in reverse. Line 180 moves the cursor down to the bottom row of the screen and prints a prompt

telling the user how to end the program and reset his or her computer. Line 180 is a useful loop that effectively makes the computer wait for a keystroke. ANY keystroke. The GET statement "gets" whatever the next character is that is stored in the computer's keyboard buffer. If there is nothing in the buffer (i.e. no key is touched), it goes back to the beginning of the same line and gets the next item in the buffer. Since the buffer will be empty until a key is touched, it will keep looping back. When a key is touched the program will continue to the next line. Line 200 is a "sys" command for a cold re-start of the computer.

```

10 PRINT"(shift CLR/HOME)";
20 FOR B=1 TO 8:C=B-1
30 READ D
40 PRINTTAB(C*8)CHR$(D)
50 GOSUB 400
60 PRINT CHR$(19);
70 NEXT
80 FOR B=1 TO 8:C=B-1
90 PRINT"(twelve down cursors)";
100 READ D
110 PRINTTAB(C*8)CHR$(D);
120 GOSUB 400
130 PRINT CHR$(19);
140 NEXT
150 PRINT"(five down cursors)BLACKWHITE RE
D CYAN PURPLGREENBLUE YELLO";
160 PRINTCHR$(158);
170 PRINT"(eleven down cursors)ORANGBROWNL
RED DGREYMGREYLGREENLBLUELGREY";
180 PRINT"(six down cursors)(control-O){th
ree spaces)HIT ANY KEY TO RESET YOUR COMPU
TER";
190 GET A$:IF A$=""GOTO 190
200 SYS84738
300 DATA 144,5,28,158,158,30,31,158,129
310 DATA 149,150,151,152,153,154,155
400 A$="(control-8){five spaces){five curs
or lefts){one cursor down)"
410 FOR I=1 TO 12:PRINT A$;
420 NEXT
430 RETURN

```

Don't forget to hit the return key at the end of each line when you type it in. That will enter it into the computer's memory. Also, the semi-colons at the end of lines 40, 80, 90, 110, 130, 150, 160, 170, 180, and 410 are very important. Without these the cursor movement is changed and throws the whole program off.

Don't forget

CS-DOS

by Dave Snyder, LUCKY Vice President.

CS/DOS is short for Chris Saeets DOS. CS/DOS is a disk operating system somewhat different from the normal Commodore DOS. It's easier to use once you get used to it. For one thing drives, are lettered rather than numbered. It goes something like this: Drive 8,0 (your normal drive) is a: in CS/DOS.

8,1 would be b:
and 9,0 is c:
drive 10,0 would be e:.

While this might be confusing to some it makes changing drives quite simple.

c:

This simple command switches all subsequent commands to drive 9,0.

dir

This command gives the disk directory of the selected drive. By adding a drive designation, you can get a directory of any drive. Thusly, dir a: gets a directory on unit 8,0.

CS/DOS also includes utilities to make an REU much easier to use. Setram, rdir and install are some of the REU commands available.

Printing:

Output can be directed to the printer instead of the screen with simple commands.. * is used to send commands to the printer. * dir will print a directory.

* type filename prints a SEQ file to the printer.
Additionally:
* type/a filename does an ascii conversion on the file as it's printed.

Now that I might have your interest here is the Biggie! Arc 128 is built into CS/DOS. The command arc on a line by itself gets you a small help file of commands used with arc.

If you are familiar with arc for the 64 then you can step right in and go with arc 128. If not, then you better get to printing out the docs cause that's a little technical for this article. If you are interested, let me know and I'll either do another article or a class on it.

If you have a 128 and don't have CS/DOS, get it. It's a good program to have on hand. If you use an IBM or Clone computer at work, you will see a lot of similarities. If not it's a good way to start learning a little about DOS. It comes in a self-dissolving archive and contains complete docs.

Try it you'll like it.

Dave Snyder

RUMINATIONS...

This month has been a very busy one for me. Between working longer hours, and trying to do some spring cleaning I've found that my usual procrastination with regard to the newsletter has really put me up against a wall. The deadline is here and I'm still writing.

But, since this is the last column to be written before "going to the presses" (ed. note: we don't really use presses) I've had a chance to look at what's in this month's newsletter. I honestly think we've got a good one. You may have noticed that for the last couple of months the two-sided reviews have been missing. That's because we haven't really been able to decide on a program to review. If any of you know of a program you want to see reviewed in this sanner please let either Legacy or me know.

The "I just can't win syndrome" has struck again! I've just about got my own DCMR data files completed and this month's DOH has "DTS 128" on it. I'm told that this 128 program has some distinct advantages over DCMR. I'll try "DTS 128" and let you know what I think.

Let's see, Dan Koleski has a "Red Room", Larry Bailey has a "Room Down Under", and Dave Snyder has a "Bored Room". Legacy's computer room isn't really a large round object suspended over the earth, but.... I've been thinking about this, and of all the major contributors to this newsletter I seem to be the only one without a special name for my computer room. Hmmm... I'll just have to come up with something. After all, it is the room I do most of my ruminating in. :)

Our BBS seems to be doing quite well. The last time I logged on, there were over 50 new posts!! This after only 4 or 5 days!!! I'm really glad to see the increased activity. And it can't be said enough, Dave and Leg did a GREAT job on the board!! It looks great, and if you haven't been on recently DO SO.

LIVE LONG AND PROSPER, L.U.C.H.V.
PEACE AND LONG LIFE, COMODORE.
TANSTAFL *Don Thoms*

The Big Wheel in the Sky...

Well, this month brings about a couple of interesting questions. One, should I go PC or not; two, is this my last issue of the Report?

The first one has been tickling me for several months, but has recently begun to be an increasingly difficult one to shrug off. I have been assisting a friend of mine with his PC, both on and off the Internet. Some of the things that he can do with his PC are just not within the realm of the Commodore, and they are becoming more and more exciting. We are viewing graphics that are 400 - 500K long!, and listening to CD quality music from the computer, while we are downloading, AND viewing huge GIFs.

There is one thing that will lessen the blow. I can get emulators for the PC that will run 64 software (and 128 software I have been told) that will run the same hires (not for the PC) screens and music at the same rate a 64 runs them, no depreciation in speed. That would mean that I could still use the software bed I have established.

The second question is more perplexing. Because of the situation with my co-editor, and with my "drive for perfection" with each issue, I am having major battles with stress. I even bought a T-shirt that says: "All stressed out, and no one to CHOKO!" In part due to this, my girlfriend moved back to New York, and that is a big part of this dilemma.

Soooooooooooo. When next month's issue rolls around, am I going to be using my new PC? Will I be SLIP surfing? Will my computer be talking to me in the voice of my girlfriend? Will I be JUST a contributing writer to the LUCKY Report? Hell, will I even still be in Kentucky? A number of things are riding the waves, and I'm not sure if I'm about to get hit by Jews or not!!!! We'll see....

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

ANTHOLOGY

Hello again. No! I am not going to talk about ANT'S. This is about your computer. I just came across this great book. I did not, or have not heard about. But I keep coming across things about the Commodore computer that I haven't heard or read about. "So Sue me"! Ok, let me tell you that I have read several books about the Commodore computer, and this book takes the CAKE ON INFORMATION. It is called THE COMPLETE COMMODORE INNER SPACE ANTHOLOGY. Now how do you like those words?? This book gives you detailed information on five years of study, collection, culmination, and collation on Commodore information on Memory maps, conversion charts, machine code tables. This book tears apart the 64 and VIC computers and the 1541 drive. That's right, TEARS them apart! I have not seen this information anywhere else. But then again I must say, I am always seeing things on the Commodore Computer that I have not seen, or read about. With this in mind read on.

After looking at the directory on what you find within. We start out with the BASIC - Beginners All-Purpose Symbolic Instruction Code. Don't you just love it? Then after looking over the Basic Ram Memory Allocation, etc., you go into the Error Messages. You have the Super Expander Commands. The Printer Control Characters etc. You even have a word processing Reference Guide. A C64 CONAL 0.14, 2.0, and 4.0 Memory Map. Spreadsheet Commands, and a Software Reference Guide. On and On this goes.

Let's not forget the Vic 20 Memory Map. This has it all, even Commodore 16/Plus 4 ROM Memory Map.

This also goes into the Commodore Disk Specifications. 4040, 8050, 1541 Disk Memory Map etc..

Music like it has never been told. Keyboard lay outs, symbols, Frequency Note Table, Chord Note Derivatives, etc., etc. Charts that you won't believe.

Pages of phone numbers of Network, Bulletin Boards, Computer Clubs of OLD. Its all here.

We have Standard Definitions, Recording Format, Bus Signals, Connector Pinouts, Port Pinouts, Byte Transfer Sequence, PET/CBM User Port, Registers, C64 User Port, Expansion Ports, Serial Port, PIA Registers, VIA Control Registers, etc, etc..

The most complete layout of a Commodore 64 computer that I have ever seen. A ACIA/VIC 20/Commodore 64/8/+4 RS 232 Control and B series Connectors. You have Chip Pinouts up the U-May, like you haven't seen, only in a \$30 book.

This even has a chart to CHECK Semiconductors with an Ohmmeter. Tables on top of Tables, even a Geometric Areas and Volumes charts. There are tables in this book that I do not know what they mean??????

Well sorry if I have bored you! But I thought that some of you that may not have heard of this book may want to look it up for yourself, it will not be a waste of your time, even for the 128 users. Again I wish I could find one of these book for the 128. I would grab it up, ZAPP-----

My thanks for Karl J.H. Hildon for this book. Again may these people live forever in the Commodore WORLD. Have a nice day.

Love J. Balles

Trivia Answers

- A #020) Institute of Electrical and Electronics Engineers.
A #021) It was the face and hands of a man with glasses inside a circle. Early renditions of him were in black and white, while later ones had him with blond hair and a red shirt. Some views had him actually typing on the 64/VIC with one finger, but not just showed him, not the keyboard.
A #022) The 6551 UART IC. It is used for RS-232 communications.
A #023) Fleur-de-lis. The "Godfather" theme.
A #024) Twice, second copy is placed right after the first. That means, even if you get a load error on load, you might be able to just run the program anyway, as a load puts the first copy in memory, and verifies it against the second copy.
A #025) A jiffy is 1/60th of a second. It is the same on PAL and NTSC Commodore computers.
A #026) On the VIC-1 IC, the text and graphics screens are definable within limits. Therefore, there are a number of answers that are correct:
The default screen has (and the answers I was looking for):

Text: 22h x 23v = 506 characters

Graphics: 176h x 184v = 32384 pixels

A #027) Because "V" is pronounced "F" in Germany, and the resulting pronunciation was a naughty word.

Commodore put one over on many people. The VIC-20 was designed in the states and given that name due to the IC that did the graphics. When the marketing started, CBM found out the name was no good in Germany, so they quickly renamed it VC-20. The after-the-fact Volks-Computer conjured up images of the Volkswagen car (VW), which was popular at the time for its dependability and price. The rest is history...

SEARCH - A - WORD

THEME: INTERNET TOOLS

Find the following words in the puzzle below either across, up-and-down, or diagonally.

archie
finger
gopher
irc
ntalk

pine
telnet
usenet
weis
www

Commodore Trivia

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

- Q #028) Why was early Commodore equipment built into such heavy enclosures?
Q #029) What two BASIC 2.0 commands might still work if misspelled?
Q #02A) What does CIA stand for? (not the U. S. CIA)
Q #02B) (hard one) What is the key VIC capability that makes full-screen hires graphics possible on the VIC-20?
Q #02C) How many cassette ports does the CBM #032 computer have?
Q #02D) What 5 bytes must appear in every Commodore 64 autostart catalogue and what location in memory must they be placed at?
Q #02E) What is the correct Commodore technical term for "sprites"?
Q #02F) (Three parts, all parts must be correct) "Push-wrap-cue" is a nickname for a condition that can lock up an old-style C-64.

What causes it?

How can it be avoided (besides not doing it)?

What is the only way out once it has occurred (besides rebooting)?

f e p u s e n e t a
v g z o p x q w r i
u n k d e d f e k i
d t l w w w h a t l
b p a t w p r i p t
w v t x o c h x q e
q a n g h p i n e n
u f i l i c i r c e l
p l e s h e u c k e
J r e g n i f n i t

Pages From The Sages

Okay, this month I have been asked by several people about a couple of files that they have that wouldn't run. It turned out that they are archived files. Soooooo, I am going to list all of the common filetype extensions/suffixes that I can think of. Here they are:

.ANI an ANiMation file for use with StereoPlayer.
.ARC an ARChive of files in one package. Simplest way to extract these files is with Omega-Q for the 64.
.ARK an ARKive of files that must be extracted. These too are simplest when done using Omega-Q.
.ASH an assembler source code file. Usually code is very specific to one assembler.
.BAS an unCommon suffix. This designates a BASic file.
.BIN an HL module usually that accompanies another file.
.BUD an assembler file for the BUDDy assembler.
.C a "C" source code file, or sometimes a BASIC program that has been compiled.
.COM a COMmand file in MS-DOS or CP/M. Usually executed by just typing the name without the ".COM".
.DAT usually a DATa file.
.DOC a DOCumentation file (instructions).
.DOX ditto
.EXE an executable file, usually found on MS-DOS systems.
.HLP a HeLP file. Common in CP/M.
.INF an INFo file.
.LADS an assembler source file for the LADS assembler.
.LBR an archive of files. Use Library or Omega-Q for the 64/128, or Library for CP/M.
.LNX an archive of files. Use Lynx or Omega-Q to dissolve.
.LZH an archive requiring LHArchive to extract.
.MADS an assembler source file for the MADS assembler.
.MER an assembler source file for the MERlin assembler.
.ML the machine language part of a program.
.MSW extracts the .MUS, .STR and .WDS for SID players.
.MUS the MUSic for SIDplayer.
.O the output file from most compilers/assemblers.
.PAS source code for a PAScal compiler.
.PIC the graphics file for use in StereoPlayer.
.PIL a self-dissolving archive containing the .MUS and .PIC parts for StereoPlayer.
.PRG usually a program file.
.S a generic source file.
.SAL a self-dissolving archive containing the .MUS and .WDS parts for StereoPlayer.
.SDA a self-dissolving ARChive. Just LOAD and RUN.
.SDL a self-dissolving LYNX file. Just LOAD and RUN.
.SFX a self-dissolving archive. Just LOAD and RUN.
.SLR a self-dissolving archive containing the .MUS and .STR parts for StereoPlayer.
.STR the Stereo (right channel) part of a SID music file.
.TXT a text file.
.WDS the WORDS to a SID music file.
.WLK a "Walk Thru" of a game. A step-by-step method of finishing a game.
.WPL a self-dissolving archive containing the .MUS, .PIC, and .WDS parts for StereoPlayer.

LUCKY REPORT

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