

LUCKY REPORT

**LOUISVILLE USERS of COMMODORE of
KENTUCKY, INC.**



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



**24 HR BBS
(502)933-5397**

**AUGUST
1996**

Disk Of The Month

L.U.C.K.Y D.O.M. #F234
August 1996

SIDE ONE - 128 Programs

Program One, READ ME-Information about this disk.
Program Two, Auto Menu-List menu of programs on this side of disk.
Program Three, Disk Info-extended information about this disk.
Program Four, DRAGON, 128, 40c, sda file, arcade type game.
Program Five, Ultimate Risk, one player adaptation of the board game (Risk).
Program Six, CSDOSMSGS.SDA- lots of information about CSDOS.

SIDE TWO - C64 Programs

Program One, Read-information about this disk.
Program Two, Disk menu-directory of programs on this side.
Program Three, BALLOON DERBY- arcade type balloon race.
Program Four, DRAGONHAWK.SDA- arcade type game.
Program Five, Aural 3, lots more sounds from games and things.
Program Six, Tubular Bells- design your own lazer show at home.
Program Seven, Christmas Album-Great Christmas music.
Program Eight, Amiga Ball-the great Jamiga Ball bounce.
Program Nine, Shade Demo-great music.
Program Ten, Tiddlywinks-two player flip game.

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

Dan Koleski - President
 (502) 7363-3693
 Dave Snyder - Vice President
 (502) 7935-9639
 Bill Bunch - Treasurer
 (502) 7933-1619
 Marilyn Whitworth - Recording Secretary
 (502) 7422-4424
 Leonard Daugherty - Membership Chairman
 (502) 7966-5128
 Calvin Schindler - Member At Large
 (812) 7951-3094
 Roger Serrianni - Member At Large
 (812) 7883-3019
 Larry Bailey - Member At Large
 (502) 7361-5918
 Freddie Frazier - Member At Large
 (502) 7116-2100
 Steve Grassman - Librarian
 (502) 7239-2268
 Daniel Travis - LUCKY REPORT Co-EDITORS
 LUG2 on LUCKY BBS
 Legacy - AT
 LUG2 on LUCKY BBS - L A R G E

Treasurer's Report
 By **Bill Bunch**

JULY 1996
 Beginning Balance... 8 890.90

INCOME:	8 122.34
Library.....	8 6.00
Raffle.....	8 75.00
Mues.....	8 40.00
Interest.....	8 1.34
EXPENSES:	8 127.17
Newsletter.....	8 46.85
BBS for July.....	8 30.00
Postage.....	8 20.00
Misc. Items.....	8 15.32
Door Prize.....	8 15.00

Ending Balance.... 8886.07
 Variance: (-4.83)
 An itemized statement of the above is posted at the Monthly Meeting.

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

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

GENERAL MEETINGS are held the second Tuesday of every month at the Beechmont Community Center, 6:30 - 9:00 PM. Demonstrations are given on both hardware and software at these functions, with occasional guest speakers and a regular question and answer session. Also available to Members Only are Public Domain Program Disks from the Club's Library for a small copying fee.

BOARD MEETINGS are held at the Central Jefferson County Government Center, 7210 Outer Loop, from 7:00-9:00 PM, the Wednesday of the week following the General Meeting.

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

The LUCKY REPORT (newsletter) is published monthly and is available at the General Meeting. DEADLINE for submissions to the REPORT is two weeks prior to the General Meeting. It is "manufactured" on 3 C=128s, various 15xx drives, Pocket Writer II 128, FontMaster II 128, and printed on Panasonic, Star, and C. Itoh 8510 printers. The LUCKY BBS is operated 24 hours a day and is designed with Commodore Users in mind. Special access is granted to LUCKY members, but all callers are welcome. The phone number is: 502/833-5397.

Participation and input is appreciated by all Members.

DISK LIBRARY
 BY **STEVE GRASSMAN**

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

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

Notes from the Red Room:

By: Dan Koleski (club president)

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

Usually, I would be telling you about the dog days of summer but we have been having some very mild weather of late and I am trying to enjoy it. I had a great trip to Hawaii, and now reality is setting in. It will be next summer before any major vacation plans will be made, so I guess I had best just get used to it and get down to some business. Hope this is finding you all as well.

We had one heck of a meeting last month and a very important issue was discussed. You say, "What? What?" I say, "Come to the meetings and find out." It isn't over by a long shot yet. Mean, aren't I? But in all seriousness, we need everyone to make it to the meetings and do some brainstorming with us.

Tonight is our first "Great International Paper Airplane Construction Kit" contest. If everything works out, we might try and make this an annual event. We threw some rules together for the contest, and selected prizes, but bear with us as we are in a trial period with this event. Maybe tonight's activities will inspire others to join in with future events of this nature.

We may be seeing some of the club's transitions in officers and helpers sooner than we expected. James (Legacy) has decided he just can't do as much with the newsletter as he has been doing, and so Dan-O (Tanstaaf!) will be doing the majority of the chores for awhile. He has already indicated that this is his last year and we may already have a person to take over the job in the future. Also, Phyllis Bunch has volunteered to help me with the newsletter exchange/correspondence program, so as soon as things settle down and we get a chance, we will get together and start work on that. I still need a volunteer to help me work with the DCHR update part of the library.

There is talk about the club getting a home page on the Internet. We discussed the possibility of paying for someone in the club to have an account on the Internet as long as the home page was set-up for L.U.C.K.Y. and they maintained it. Sounds fair to me. We would like to hear your opinions on this.

Dave Snyder won the \$15.00 attendance raffle and George Veltman was the L.U.C.K.Y. winner of the Cl28D we had been raffling off. Congratulations to both of you gentlemen. We will begin the process of raffling off a 1561 drive at the next meeting along with another fine program.

I'm done.....

Danny Koleski

The Bored Room

Dave Snyder, SysOp of the LUCKY BBS

Another month has come and gone, here we are again. A hot month to be sure, and a good one to get in out of the heat and back to the BBS for a little enjoyment. It's been a busy time for the board. It seems that activity has been pretty good. The games are still popular but that's not all there is by any means. There are still good downloads, and the bulletins section for getting some conversations going.

The month has been extremely busy for me personally, working at remodeling 8 hours a day and still putting in almost that much at the computer store. We are in the process of installing a 16 computer system in Corydon, Indiana. It's a network of course, but where most are 10 megabit systems, they are getting a 100 megabit system. All the wiring is super critical and delicate.

I'd like to have some new and exciting technology to tell you about for our Commodore machines, which I am using now, but other than CMD and their soon to come, hopefully, someday, accelerator cartridge, there isn't much on the horizon.

Just in case some of you haven't tried out the word processor we use to put together the newsletter, it's Fontmaster. It's unique in the fact that it uses graphic fonts to print rather than depending on your printer's built in fonts. It comes with quite a nice selection, and there are others available. In addition to all of that, Fontmaster comes with a wonderful set of tools for graphic insertion and for editing and creating your own set of fonts. I prefer the 128 version but all of the same features and goodies come

with the 64 version as well. It has text file conversion so you can convert plain old text files to spiffy fonts, and print them using Fontmaster. As you might remember from reading my column from time to time it also has the capability to print in columns as well. You might want to contact Dan Travis, the newsletter editor, to get more details on this fine program. I have seen it for sale in a couple of the remaining Commodore publications. As an added side note, the program is published by Xetec, the company that brought us the LT Kernal hard drive and the famous Gold printer interface.

Look around folks, if you see ANY sort of support for your Commodore, support them in return. Ignore this advice and you will lose the rest of the support you so desperately need. Buy software from those who still sell it, attend and participate in your local users group. Subscribe to the few remaining publications supporting Commodore. We have already let too much of our support slip away by not purchasing software and sitting back and letting others do for you what YOU should have been doing. What a better way to learn some new skills than to get out there and try. Sit down tonight at your computer and type out what you really appreciate about your favorite piece of software. Send it to the newsletter publisher and be a published author.

--*SysOp*--

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FROM THE ROOM DOWN UNDER

ZAXXON - A Review

I just know that some one just looked at this title and said "It's about time". Well, you are right. The graphics this game produces are a very realistic three-dimensional effect. Zaxxon is a classic space encounter, putting you at the controls of an attack shuttle spacecraft. You must strafe the enemy Asteroid City in an attempt to destroy fuel tanks, gun emplacements, missiles and enemy aircraft. With the aid of an altimeter you must barnstorm your way through narrow wall openings, lethal electronic barriers and deadly rocket fire.

After a successful run across the Asteroid City, you will find yourself in the middle of a deep space dogfight with squadrons of enemy planes. Surviving the perils of outer space brings you to another, more difficult Asteroid City and a showdown with the evil robot, Zaxxon. Successfully destroying Zaxxon allows further play, but with increased difficulty. The game continues until all your ships have crashed or been destroyed by enemy fire.

Your ship is controlled by pulling back on the joystick to climb and pushing forward to dive. Turns are made by moving the joystick to the left or right, while the fire button fires your laser cannon. An altimeter appears on the left side of the screen and gives a rough indication of your altitude. This is especially helpful when navigating through the wall openings and electronic barriers, as well as in deep space dogfights. A fuel gauge at the bottom of the screen indicates the fuel remaining, which can be replenished by destroying the fuel depots in the Asteroid Cities.

In the early levels of play, you must fly over the walls and under or over the deadly electronic barriers erected to protect the Asteroid City. As play progresses, the walls become more difficult to penetrate, leaving smaller openings to pass through. These openings are also protected by electronic barriers, so your task is doubly difficult. The easiest way to gauge your position in relation to the openings is to fire your laser cannon and watch where it hits.

If successful, your flight through the perils of deep space brings you to yet another Asteroid City. This one is different, however, since it's the fortress of Zaxxon. The deadly robot will make his appearance, launching seeker-missiles. He can be destroyed only by three direct hits on his missile launcher. If you can conquer Zaxxon, the round advances and the difficulty increases.

If you lose your ship inside an Asteroid City, your next ship will be launched at the beginning of that city. The game ends with the loss of your last ship, but you earn an additional ship by scoring 20,000 points.

People, get ready for a heck of a great flight. The battle's not bad either.

FROM THE ROOM DOWN UNDER

Larry J. Bailey

A Noble Experiment

by Dale Sidebottom

Once upon a time, alcoholic beverages were illegal in this country. Prohibition abolished the manufacture and sale of the "devil's brew." As time marched onward, even its supporters saw that it was doomed and repealed it. I read the summary of one such individual who commented that even though Prohibition had failed, it had been a "noble experiment."

There are times when we have to try something, even though we have reason to fear that it may fail. This describes my feeling about our club's dilemma--whether to expand to include MS-DOS machines, or not. On one hand, such an expansion carries a substantial risk of failure. We have all heard horror stories of Commodore clubs who allowed other platforms in and soon disappeared from the Commodore map. On the other hand, other clubs have been very successful. What will happen if we refuse to grow and, in so doing, condemn our members to the same fate?

I have been an active member of LUCKY for over ten years. I increasingly feel sadness for friends no longer in LUCKY. I remember E. J. Woodich, who was our president for so many years. We also owe a great deal to Dave McIntosh, who first put our BBS on its feet. I even remember, though vaguely, visiting with Ray Martin who authored the DCMR still used in our library today. These and many other Commodore friends have contributed so much to our club over the years. To me, they are like family...like family I no longer see...as though cut off due to a divorce.

They are now gone because at some point in time this club could (or would) no longer nourish them. Rather than continuing in the 8-bit world of the Commodore, they moved over to 16-bit and 32-bit machines. We as a club have steadfastly refused to make that change, and I have always believed that this was necessary and right! Now I am thinking it may be time for a change.

"What!" you say. "Dale, you are talking out of both sides of your mouth! Are you trying to tell us that change which may have been *bad then* could be *beneficial now*?"

Yes, exactly! And thank you for expressing it so clearly.

George Veltman said it best. In essence, he said, "LUCKY is a club where friends are helping friends with their computers. The group is more important than the computers."

Think back four years ago when this club was in real trouble. We elected a corps of officers who brought us back from the edge of extinction. Among them is our president, Dan Koleski; our sysop and vice president, Dave Snyder; our secretary, Marilyn Whitworth; and our librarian, Steve Grassman. Today, LUCKY is one of the best Commodore clubs in the nation!

Now, who are the people in favor of expanding the club to include a group for MS-DOS. Let's see...we have Dan Koleski, Dave Snyder, Marilyn Whitworth, and Steve Grassman. Does anyone seriously believe that they would work their tails off for four years to strengthen the club just to turn around and weaken it later? We know these people. They are a part of our computer family!

It has already been said that any expansion must be done in a way that would not hurt the Commodore branch of our family. Everyone I have talked to agrees that if allowing some of our members to begin an MS-DOS group hurts the Commodore side, then the two groups would have to separate. But we can be certain that the MS-DOS group would be led by individuals who have proven themselves worthy of our trust and have a high regard for the Commodore.

George asked which is most important, our people or our computer? I think most of us would agree that both are important. After all, it is the unique qualities of the Commodore that brought us together and united us as a computer family in the first place. But does that mean we cannot transfer that "magic" to another platform? I believe that we can! We can unite our members together in closer harmony by allowing and maintaining respect for our diversity. At the very least, it would be a noble experiment, and I hope that I have a chance to be a part of it!

A New Member's Opinion

As most of you know, I am a new member and this is my second meeting. And so I was not aware of the many social implications involved within the club. And understanding that, I then also understand the desire to bring back former members through the creation of an "IBM" Special Interest Group (SIG). I can support that, but I want all members to know that the L.U.C.K.Y. club is such a special thing for people like me.

We are so happy to have found an organization that we can go to for help and information about our Commodore systems, and share such a common interest of things that I thought nobody else was also interested in. So I guess what I'm getting at is, you are our only hope! I, and many others like me, need L.U.C.K.Y.!! We want you to not abandon ship! Stay with the Commodore because we know it is a good, useful system that permits average people to get into the computer world.

We need you!

Bill Fowler - July 1996

"SEEING DOUBLE"

This tip came to us via the C.H.U. G. GAZETTE who in-turn took it from the Commo Hawk Newsletter.

To list two directories side by side in your 128 in 80 column mode, just list the first directory as usual and then depress the CLR HOME key. Next, hit the TAB key 5 times and then press the ESC key and the letter T. Finally, just press F3 to list out the second directory on the right side of your screen.

Creative use of ESC T and ESC B can make it possible to manipulate either half of the screen.

"GO Directly to 64 MODE"

This item came to us via the A.C. E.S Newsletter and was provided by Ali Imran of Lahore, Pakistan.

Normally, to go into 64 mode on a 128, you type G064, hit RETURN, and then answer Y to the ARE YOUR SURE? prompt. But, if you type SYS 65357 instead, you go directly to 64 mode. The ARE YOU SURE? prompt does not appear. You can use this SYS from within a program as well...

Of Drivers, disks, and Plug & Play?

Commodore computers have used something that IBM computer users have just recently hit upon. Plug and play. You go out and buy a Commodore disk drive or tape player, plug it in and away you go. It's not so easy with other computers. With the so called "standard computers" you have to open up the case and install the drive, hook up the ribbon cables, the jumpers and install the drivers, being careful to hook it all up properly since the 36 pin ribbon cables have no key or even a socket. It can be installed half on the top row or the bottom row or even totally reversed or off center. Oh yes, of course there is a very good chance that if you get it off by as much as 1/16th of an inch either way, you'll let the smoke out.

Now to explain. The OTHER computers decided that if you don't have to set the little jumpers, that means it's plug and play! Oh, sure, you still have to open the case, fasten the drive in place, hook up the ribbon cables (still no socket or anything), and install the drivers, as well as the program that sets the 'jumpers' with software rather than with the little jumpers. Hmm, this is a great improvement, don't you think. You still have to figure out what memory location and interrupt request it needs, and if you guess wrong? You take it all back out and start over.... Yeah, plug and PRAY is a great improvement. They need to take lessons from our old decrepit Commodores. Two plugs, one power and one data. Nothing alike and you can't get them in wrong without the assistance of a sledge hammer. Turn on the power and there you are.

Now back to the main idea of this article. (at last).

The standard disk drive for Commodore computers is the good old 1641 drive. It has one head that reads the Bottom of the disk as you stick it into the drive. You can buy a disk notcher to make another write protect notch and turn the disk over making use of the 'other' side. The disks hold 664 blocks or about 170,000 characters or Bytes of data.

The next step in drives for Commodore was to the 1671. There were others that never made it big but we're not gonna talk about them here. The 1671 has two heads one on each side of the disk. There are several big advantages to this drive. It reads and writes IBM formatted disks. It uses CPM formatted disks and even does 1641 disks as well.

In its native 1671 mode it uses BOTH sides of the disk giving you twice as much disk space or 1328 blocks. This can present a minor problem for Commodore users. If you use both 1641 and 1671 drives there is a potential for data loss. Using a 1641 disk in a 1671 is no problem but if you stick a 1671 disk in a 1671 and write to it, any data on the TOP side is now no longer available. You see the 1641 has no idea that there could possibly be anything on the other side, and when it updates the block availability map (BAM), it stops at 664 blocks and the remaining 664 are now lost. If there was anything there, you can't get to it. There are a couple of programs that can do a pretty good job of recovering lost backsides but its best to mark your disks and

prevent the problem in the first place. The 1571 will work with the 64, the 128, the Plus 4, or even the C66. It's designed and really shows it's stuff with the 128, which has CPM as an optional operating system and is capable of using the high speed burst mode available to the 1571. This speeds up the system by about 4 times allowing such things as formatting the double space of the 1571 in less time than formatting the single sided 1541 disks.

The next improvement was the 1581 which is the 3.5" floppy like you see in IBM computers. 1581 drives hold about 5 times the capacity of a 1541 and can be partitioned to act like several smaller disks if you want. The 1581 is fast and reliable but has the disadvantage that most commercial software will not run from it since there is no way to make it 1541 compatible. It is great for file storage and running a large database or spreadsheet since it's so fast and holds so much data.

Hard drives are getting reasonable enough to be thinkable, but still cost as much as most of you paid for your whole systems, we won't go into them here.

Disk care. Disks are rugged but far from indestructible. Remember that data on disks are in microscopic magnetic particles. Any source of magnetism at all can destroy your programs or files. refrigerator magnets, screwdrivers, speakers, even computer monitors and line cords can damage your disks. Heat, moisture, dust and dirt are all deadly to data. Smoking and fingerprints are two of the worst offenders. Smoke deposits a sticky film on the exposed surface of disks which traps dust and ashes, etc. These combine to

form abrasives that can literally cut away the magnetic surface of the disks. Once this happens, it's over folks.

Back up your data regularly. The more important the data, the more often you back it up. In my business I try to back up my books monthly. I keep three disks, the original working disk and two back-ups. One has last month and the other the month before. Next month the month before become last month and last month becomes the month before. Confused? I am. You simply take the oldest and make it the newest each month and you always have two back ups and are never more than a month behind. Be sure to keep the backups in a different location and even one copy off site if the information is really important.

Here is a tip for helping to find your data when you need it. Keep files of a similar nature on a single disk. For instance I have disks for LUCKY articles and another for personal letters and forms. Still another holds favorites like articles I type in from Reader's Digest and other magazines. You can use a file copier to help with locating and transferring files onto your category disks and then when you are working with LUCKY stuff you use your LUCKY disk. Now you will be able to find what you are looking for if you can keep up with the disks.

Dave Snyder

The Big Wheel in the Sky...

(applause) and now, here's your new host: Dan-o!!!! Well, Dan-o has managed to put one together. The usual last minute rush, I assume. Hey, WE did it every month that way. Turned out pretty nice, eh?

Now, after last month's article on building a newsletter, everyone can take a little inside peak at what we did, and what Dan-o is currently doing. The only things I am doing are: Trivia, the LUCKY page (including a treasurer's report normally), and this article. The rest is Dan-o's fault, err, responsibility.

So, what am I getting to? Well, I am unable to confirm this in writing, but I believe the January newsletter will have a new editor. I am not sure who that is, but Dan says he has been talking to someone about it.

Now, on to other news. The talk continues about adding a PC chapter to the LUCKY club. This has some doing flips for joy, others in grief. Either way, it is still only a talking subject. If you have some input, give it. Heck, write it down, and hand it to Dan-o, or send it to him on the LUCKY BBS as Tanstaafl.

However it may turn out, it shall be interesting. I have spoken my piece on adding PCs, and I will not bring that up here.

Are we playing Empire??? I am going to do some changes to the BBS later this month, but they hopefully will be to add more games to it. So let me see some interest in the one that is on there.....

Well, enough of this rambling. See you next time, same Bat station, same Bat time.

AND THE WHEEL TURNS YET ANOTHER TURN...

Legacy

!

RUMINATIONS...

Another month, another newsletter. The last month has seen numerous discussions on the topic of the club adding a SIG, or branch group, devoted to PCs. I won't go into an in depth discussion of this here, other than to point out that two members of our club felt strongly enough about this issue to write something and submit it for publication in this month's newsletter. Kudos to Bill Fowler and Dale Sidebottom for making this effort.

For those of you looking for another "Larry Bailey Report", I'm sorry to disappoint you. No, Larry has not stopped submitting articles, it's just that I had enough articles from other individuals this month that I was able to put together a very diversified issue. And NO Larry, this doesn't mean you should stop making submissions! For those Larry Bailey fans out there, look for next month's issue to be comprised primarily of his articles.

My daughter has come down to Kentucky from New York to visit me so this month I have had some major time constraints, and finding time to work on the newsletter has been at a premium. As a result, this month we have a shorter than usual newsletter, however, next month's should make up for it.

Also, I haven't really had the time or opportunity to log on to the board lately. How's it going there? Is there a lot of discussions going on? You don't know? Well, maybe you should join me in making an effort to get hooked by getting on line! See you all there. Please direct any questions, comments, and/or criticisms (constructive, please) to me by leaving me e-mail on the LUCKY BBS. Just go to the e-mail section, select send, and answer TANSTAAFL or LU32 to the question 'send mail to whom?'

LIVE LONG AND PROSPER, L.U.E.H.Y. PEACE AND LONG LIFE, Commodore.
TANSTAAFL Dan Trauls

Trivia Answers

A \$00B) The PI symbol. It is (SHIFT-UPARROW) in uppercase mode, but becomes a checkerboard-like character when in lowercase mode. Unlike the graphics characters printed on the fronts of the keys, this one is positioned in the middle of the keycap, and should probably be accessible in both character sets.

A \$009) In lowercase mode, type a shift-@

A \$00A) It is different from the 64/120. It is \$0003. 0 here indicates old ROMs, while 1 indicates new ROMs.

A \$00B) Interrupt ReQuest. This interrupt is used for things that should usually be allowed to interrupt the processor. This interrupt can be masked off by the SEI instruction.

A \$00C) Non-Maskable Interrupt. Unlike the IRQ, this interrupt cannot be masked by an instruction. However, some tricks can be used to mask it.

A \$00D) 'N' stands for Negative. On instructions that change this flag, it is set to be equal to bit 7 of the result of the instruction.

A \$00E) It stands for decimal mode. This mode causes certain instructions to treat a byte as 2 4 bit BCD-coded nybbles.

A \$00F) pR is the way to abbreviate PRINT#. Note that ?# will fail.

a

Commodore Trivia

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

Q \$090) The 6502 has a rich history. It is modeled after another 8-bit microprocessor. Name the processor.

Q \$091) The 6502 has an older brother that was never produced. Name it's number designation and why it was not produced.

Q \$092) How many different opcodes are considered valid and "legal" on the MOS NMOS 6502 line?

Q \$093) Every instruction takes at least ?? cycles to complete. Fill in the missing number.

Q \$094) Which instructions take more time than necessary as a result of the answer to Q \$093?

Q \$095) What did MOS Technologies manufacture before introducing the 650x line of microprocessors?

Q \$096) Three companies manufactured the 6502 under a cross-licensing agreement. Name them.

Q \$097) In NTSC-land, how fast does the 1MHz 6510 in the C64 actually run?

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P.O. Box 9391
Louisville, KY
40209-0391

