# The Zero Page

The newsletter of the Commodore Users of Wichita

"For the sharing, learning, and love of Commodore computers"

Number 8, June 1994
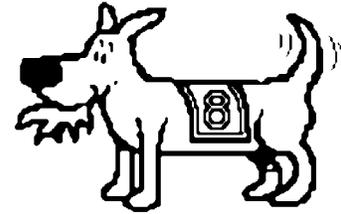
Eight-Bit keeps takin' a byte
out of Commodore Computing

Jerry's Corner
by Jerry Shook

At the January meeting, I gave a demo on a data base program called Flex File. A couple of months later I was able to get several copies to sell at the club meeting, at which time I promised that I would be around to help anyone that needed help with getting started with it. I'm not sure, but we might have one or two copies left in the public domain library. If not and you want one let me know and I will see if I can still get some.

If you have already bought a copy and want some help either getting it started or using it I plan on having a clinic at our June meeting. All you need is your copy of Flex File and two blank disks. I will bring my 128, 1541, 1571, & 1581 so that we can configure it to match most systems, and in that way we will be able to set it up to match yours when setting up Flex File.

Now a word about something that I have done and it worked out great. If you own a 128D you may or may not know that your computer has 64K of video ram (dram) as opposed to the fact that the 128 only comes with 16K of video ram. In most cases this will make no difference but there are a few programs out there that make use of this extra memory. And if you are like me, it bugs you to know that your little buddy isn't all the he (she ?) can be! Fear not, there is a way that your 128 can have that 64K of ram also. Actually two ways: The first is to send off for a piggy back board that you install and it will only run you about $40 to $60. Or for about $10 and 2 hours of work with a soldering iron you can put in 2 new sockets and chips that look and fit much better. If this is of interest to you, talk to Nate Dannenberg, Robert Bales or Jerold (Jerry) Shook (that's me :>) about what you will need and how to go about doing it. It is not difficult, but you will need to be able to use a soldering iron and take a little care in doing it. Also if you talk real nice, you probably will be able to get some help doing it.

Next CUW Meeting:
Saturday, June 11
1:00 - 5:00 pm
1411 South Oliver

Jerry Shook will be following up his Flex File database demo (from January) with a Flex File clinic! If you need help setting up & using your database, Jerry will be providing hands-on assistance!

Recap of the May CUW Meeting
by Dale Lutes

Last month, 31 CUW members skipped the River Festival bathtub races. Instead, they chose to cast their votes in the first-ever CUW election! When the ballots were counted, Dale Lutes won the race for Chair over Jerry Shook. Marie Both, running unopposed, became the club's first elected Vice-Chair. Thanks go out to everyone who took part in the election.

During the business meeting, the club also voted and approved a newsletter-only membership. For $5.00, a member of this type would be entitled to a *Zero Page* subscription for one year. He would not be entitled to other club benefits; in particular the right to vote, the Disk O'Quarter, use of the libraries, or discounts on special club services.

After the business meeting, Dale Lutes demonstrated the use of a Koala Pad to create artwork with KoalaPainter and geoPaint. There was certainly a lot of interest in the Koala Pad. One pad was available for purchase at the meeting, and it was snatched up almost immediately by Fred Earley. We hope you have a lot of fun with it, Fred!

By the end of the meeting, it had begun to rain quite heavily outside. A rather soggy Neal Lewis from City Blue showed up with some equipment for sale. The bargaining was fast & furious, and within a short time, Neal had sold off the entire system.

To those of you who took a chance on the weather and attended the Wichita River Festival: We hope you stayed dry and had a good time! We're looking forward to having you back at the June meeting.

From the Personal Files

by Marie Both

The Old Hands of the CUW remember Associate Member, Chad Roush as a helpful, knowing and sharing member of several years standing. He did demos for us and worked with the Public Domain Library and was always ready to help with a problem. We haven't seen much of Chad lately -- but there's a reason!

About the time Chad came up missing he got his first car. That was a **BIG** fun day! But I knew then we were going to be seeing less of him. In addition, Chad is an honor-roll student, works on the South High Yearbook and Newspaper and works part-time at Quick Trip.
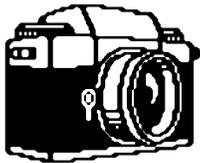
Recently he won 1st place in a Regional Photo-Journalism competition. 32 students competed. This victory qualified him to compete in the State Competition at K.U. in April. In the State Competition the photographers were given an assignment to shoot, develop and print their pictures and present them to the judges within an hour and a half time limit.

Chad received 3rd place and a medal to wear on his letter jacket. **Way to go, Chad! Your old computer buddies are proud of you!** Come see us when you can.

Your CUW Steering Committee members are:

Dale Lutes, Chair & Newsletter Editor

Marie Both, Vice-Chair

Robert Bales, BBS Representative

Francis Catudal, Public Domain Librarian

Nate Dannenberg, Q-Link Representative

Arlen Gould, Commercial Librarian

Don McManamey, Disk Editor

Jerry Shook, Quartermaster

A big thank you goes out to Neal Lewis of City Blue Print Computer Service for his generous monetary gift to the CUW. Some of you will remember Neal, who dropped by at the May meeting with a number of pieces of equipment for sale.

A Commodore Success Story: Stan Baska

by Fred Earley

Is there a future for those who love to play with a Commodore computer? We have evidence that there is indeed a future. Stan Baska's story illustrates the point:

What would you do with a stack of twelve floppy disks that had been immersed in cooking oil? Stan's answer was to remove the covers, dry them with a soft cloth, and put them in new covers. He was actually able to save 90 per cent of the data stored on them.

At another time a man complained to him that 97 disks of his would work at Stan's house but not at his own home. After much testing and trying, Stan found that the trouble was in the wiring of the man's home. In some circuits, the ground and hot wire had been switched.
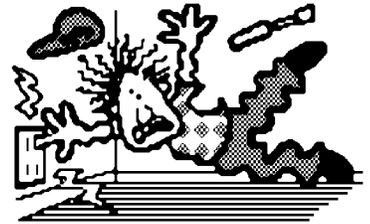
One time someone asked him if there is a way that he could protect his disks so that nobody could copy them. Stan's answer was to set the zero track of his disk drive at what would normally be track three. Nobody could copy them unless he knew the secret arrangement.

For nine years he has been repairing disk drives, and computers but he first began his career with calculators at Conklin Office Supplies. Since then he has worked with 28 makes of computers! When he faces a disk drive he is like a piano tuner coaxing the best alignment from the drive. He checks and adjusts the timing, the placement of the stops, and the alignment of the read-write heads. He feels a genuine pride of accomplishment when he restores an old drive to mint condition.

It was Stan who first got Jim Glenn started in repairing Commodore 64's for Midwest Computers. Jim caught on so quickly that he soon started repairing them in his own home.

But, you may ask, how does this provide a future? The answer lies in the reputation he has built up. He works for Sedgwick County in the mapping department but any time any computer in Wichita or Sedgwick county is in trouble, there is a good chance that a call will go out to Stan. He also suggests system configurations for various county and city applications. Stan's success story may well serve as an example for our club members who are well versed in the ways of computers.

Random Access
by Dale Lutes

Before I get into the main topic of this month's Random Access, I want to thank once again all those who participated in the election at the May meeting. All too often in clubs like ours, both the voters and the candidates are apathetic: The voters don't care **who** leads them as long as there is a monthly meeting and newsletter. The candidates run (generally unopposed) because, well, **someone** has to do it. The turnout for the election at the last meeting shows once again, that the CUW is a great club with the enthusiasm and energy to keep it that way! Thank you all!

Risk for the C64

I'm not big on computer games. I'm basically a word processing / telecommunications kind of guy. But there's something about **Risk**. Maybe its the flashbacks to those marathon Risk games back in my old college dorm. Can a computer game capture the essence of a classic board game without seeming too, ...well, ...mechanical? I am happy to say, yes it can!

Risk is a game of world domination. The winner is the player who vanquishes his opponents and occupies every territory on the world map. From three to six human and/or computer-controlled players may take part in a game. You can play **Risk** by yourself, but the computer must control at least one hostile and one neutral, or two hostile players. The programmers have done a good job providing all of popular variations of **Risk**.

The world map matches the board game very well. Only about 1/4 of the world is visible at a time, making it easy to see which territories are adjacent to one another. As you move the cursor to the edges of the screen, the map scrolls to make additional territories visible. The territories change color to match that of the controlling player. Territory names and troop strengths are also shown on this map. During your turn, you can get a view of the entire world -- a summary, if you will, of who controls what. There is also an information menu that gives a textual summary of each player: territories & continents held, number of armies remaining, and number of **Risk** cards on hand.

All game commands are handled by a series of pull-down menus. The menus may be accessed using either a joystick or the keyboard. The computer takes care of rolling the "dice" and determining the outcome of each battle. The continuous attack option keeps the game moving by rolling the dice as long as the attacker wins or ties the battles. If the defender wins the battle, the attack stops giving the attacker a chance to rethink his strategy.

The manual that comes with the game is very good. It includes the rules for each variation of **Risk**, plus hints on strategy, as well as the details of loading and running the game. On the negative side, **Risk** takes quite long to load. There is some consolation in that the disk is not accessed again until the end of the game or unless a player chooses to look at the world summary map. In any case, the computer version of **Risk**, like its board game counterpart, can be a long-playing game.

My copy of **Risk** was accidentally packaged with an Apple II manual. The folks at Virgin Games mailed me the correct manual within a few days. In the meantime, I was able to muddle through and play a few games. I'm not sure if that success is due to my ability as a user or to the quality of the program.

In summary, I like computer **Risk** as much as I like the board game. Yes, the programmers did come up with a fine adaptation. I think that most fans of the board game will agree. "Hey, guys! You can cram for that Physics exam later! Let's go down to the lounge and play **Risk**..."
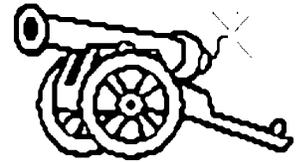
RISK is Parker Brothers trademark for its world conquest video game and game equipment.

4 Sale

CUW Member Phone List

compiled by Marie Both & Dale Lutes

The following list of phone numbers is presented here for the convenience of CUW members. It is not to be reprinted in any other publication and is not to be used for commercial purposes. It is not a complete CUW membership list. Only those who have agreed to allow us to use their phone numbers are included. The numbers below are subject to change without notice.
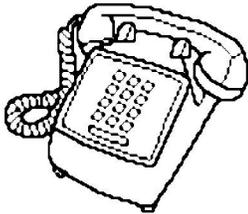
263-4482	Angle	Teresa
744-2580	Bales	Robert
264-1204	Bedient	Howard
531-2560	Benoit	Virginia
652-7783	Both	Marie
685-4715	Catudal	Francis
733-4151	Coulson	Richard
689-0883	Dannenberg	Nate
542-4300	Dyer	George

722-4044	Earley	Fred
777-1567	Elliott	C. M.
529-1561	Engel	Eugene
267-9341	Epp	Eldon
522-3063	Evans	Bill
943-6725	Frisbie	R. C. & Florence
267-7051	Gould	Arlen
942-4884	Harber	Sue
722-7073	Harris	Harv
788-4326	Howard	Dwayne
263-8624	Ledezma	Robert & Jan
722-8669	Losey	Howard
721-0835	Lutes	Dale
265-2560	McManamey	Don
264-5773	Oplinger	Douglas
777-4634	Phillips	Galen
524-4656	Rardin	Bob
522-5277	Riddiough	Justin
777-0830	Robinson	Charles
683-5260	Robinson	Florence
529-1921	Roush	Steve, Kaycie, & Chad
838-6819	Salts	Charles
776-2683	Shook	Jerry
942-8856	Thomas	Robert
838-8606	Ulrich	Maxine
684-7685	Wilson	Mary & Jim
685-4715	Woodin	Earl
685-0190	Ybarra	Jesse

The Commodore Users of Wichita is a club dedicated to "the sharing, learning, and love of Commodore computers." Meetings are held on the second Saturday of each month from 1-5pm. Anyone who owns or uses a Commodore computer system is welcome to attend. Family memberships cost $15 per year. Members receive a monthly newsletter, a quarterly disk publication, access to an extensive library of public-domain software, and the right to vote on matters of club policy. We are looking forward to seeing **you** at our next meeting.

If you own an Amiga computer system, be sure to visit our sister club, the C&AUGW. Contact President Hal Wigley (776-9529) or Board Chairman Pete Hein (943-5215) for information regarding their meeting time and location.
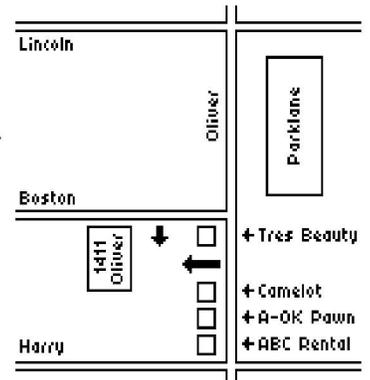
You may join or renew your membership by mail.
Complete this form and mail with a check for fifteen dollars to:

Marie Both
Commodore Users of Wichita
6606 Cottonwood
Wichita, KS 67207

What Commodore systems do you use? (please check all that apply)
❏ VIC-20 ❏ C-64 ❏ C-128 ❏ C-16 ❏ Plus/4 ❏ Other

Name: _____
Address: _____
_____
City: _____ State: _____ Zip: _____
Phone: _____

List additional family members who are interested in participating:
_____
_____
_____