UCUGA
from
The Commodore Digest
VGA Converters
Twiny PRO
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commodore scene contents

INCLUSIONS
STOP PRESS update sheet, 5.25" or 3.5" Coverdisk*,
Coverdisk Sleeve(s)*, Coverdisk Information Sheet*
*optional

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Front Cover : 8x8 (BSW)

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Bo Zimmerman, Mahai Barbat and anybody else that I have missed !

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commodore scene
ed talk

Hi everybody, I hope you are all well and your Commodores are keeping you occupied ? I know that mine are !

So what's been happening between CS36 and this issue ? Well, I have been the lucky recipient of a few nice pieces of hardware. First to arrive was the Retro Replay Cartridge, along with its sister device, the Silver Surfer (*see page 30 for details*). Also to arrive was the IDE64 interface device (*see page 14 to see how I got along with it*).

CS-SuperPSU v3 : I have also been rather busy building items too ! If you turn to page 16 you will see the updated CS-SuperPSU along with a full compliment of adaptors for practically any drive combination you could care to mention !

Unfortunately, after picking up the most recent two units to be built there was some bad news. The CS-SuperPSU is based on the AT power unit, mainly because it is cheep and in plentifull supply. This is no longer the case. The AT power unit is now out dated and as such it has now become hard to find and very exspensive. To continue to make the CS-SuperPSU with the AT power unit would mean an increase of between £40 to £60 !!!! It is hoped the newer ATX power units can be adapted and this will keep the cost low. Watch this space for more details.

Coverdisk : this issues coverdisk comes to you courtesy of Richard Bayliss. Richard has pulled out all the stops and produced both the 1541 and 1581 disk for this issue and he has filled them full of all new goodies for you. My utmost respect and thanks go the Richard for this. See page 4 for details.

Ethernet : On page 19 you will find an article (taken from their web site) about The Finale Ethernet Cartridge. No I have no doubt that this is a major breakthrough in the Commodore comunity, but, for the life of me, I still don't have the faintest idea what it actually does ! If anyone can explain it to me - in lay-man's terms - I would be most appreciative.

AmigaDE : I had a call from Wayne (Womersley) a while ago telling me of an Amiga show quite near me the Old Corn Mill in Brighouse. I don't usually go to this type of event as I don't have any interest in Amiga's but as it was close I went along to chat to fellow Commodore enthusiasts. One thing that caught my eye was a game playing on an Amiga, the game was called 'Planet Zed', see the pictures in the next column. A closer inspection was to reveal that the same

game was also running on a PC and a handheld palm computer ! This marvel of programming - called AmigaDE - is the latest attempt to have all electronic machines running the same OS software, which, in turn means that they also run the same games and applications. The software runs on many computers, consoles, PDA's and even mobile phones ! Why should this interest us ? Simple, the basic requirements for this OS are well below what we have today with a c64 & SuperCPU ! You never know, maybe, just maybe. As I am not a 'tech head', it will need sombody more cleverer than I to get a handle on this, so if you want to know more then go along to - **http//de.amiga.co** - or - **http://www.zeoneo.com** - and check it out for yourself.
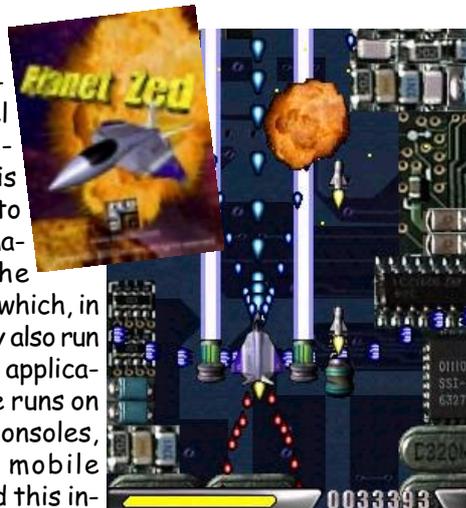
Database : Certain people have not been receiving their copies of CS recently. At first I blamed the Royal Mail but it appears that was a bit premature. It soon became aparrent that the same people were coming back to ask where their copy was ! I knew I had their correct details but why was their copy not arriving ? I am now sorting out the CS database on my label program to streamline it down a bit and it was while doing this I noticed somthing peculiar, it was missing out the odd label when it was printing ! When I ask for label 45 (for instance) it actually skipped forward to label 47 ! So, I printed out the entire database contents, low and behold - it missed out seven entries ! It would appear that there is a glitch in the program that skips one entry in about 20+. My appologies to everybody concerned. I am now trialing a newer (better ?) labeling program. Here's hoping !

Bye for now.

See you next issue !

allan.bairstow@btinternet.com

http://www.commodorescene.org.uk/

commodore scene coverdisk
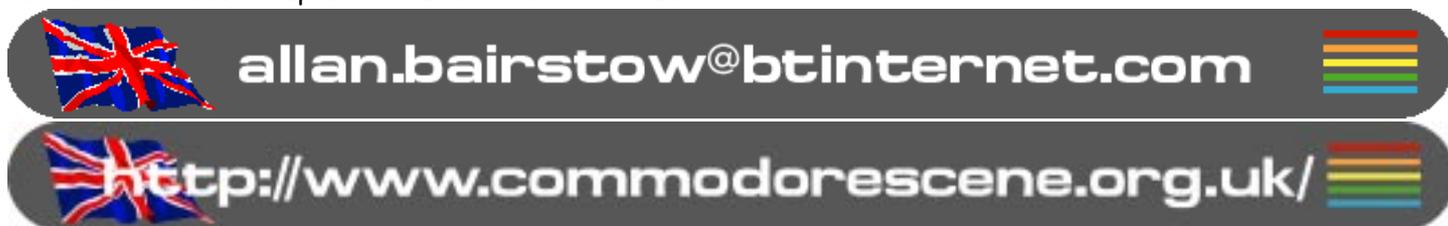
By Richard Bayliss

The menu was programmed by Danny Tod, featuring music by Richard Bayliss. SuperCPU and Jiffy Dos owners, if you are using the CS menu, please read instructions on the scroll text. Thank you.

We have a mega cool cover disk in store for you this issue. We have mainly full games, but there is also a few demos, some tools in fact more variety of programs than before. Here's what we have this issue:

Side 1

Paclt Preview V2.0 - by Protovision
Paclt Note
Busta - Game Preview by Daniel Berntsson
Twintris - Full game by Mega Style
&
FOREVER Party 2002 Compo GOODIES
Hangman - A FLI Picture drawn by Katon/Lepsi
Gemini - Demo by Lord Nikon/Padua
I'm Back - Music by Shapie/Onslaught
Back 2 The Oldskool - Music by Sage/Exon
Beroot - Music by Agemixer/Scallop
Exclusive No1 - Intro demo by Pasthor/Exon
4K Intro - Intro demo by ?????

Side 2

Ouch 2 - Full 2 player TND game
Heavy Metal Deluxe - Full TND game
Dream Cars - 32K compo game by Lubber/Padua
Quadtron - Full game by Stefan Gutsch
Italo Megamix - Demo by Puterman/Civitas
Delight - Freeware Utility by Color7 Productions
Elephant ROM Loader - Freeware Utility by SLASH Design
8-Bit Ball - Classic Demo by Compunet legends, Ian & Mic

PACIT Preview 2 [By Protovision]

This is a pacman clone for the 4-player adapter, but one of the best I've seen. Of course you can play this game without a 4-player adapter but a maximum of 2 players are allowed to play. However if you have a 4-player adapter, you'll be able to have up to 4 players.

Go around the maze and gobble all those diamonds, collect power-ups and watch out for the ghosts trying to capture you - or then again you probably might enjoy ramming into ghosts and losing a life :o) A note file has also be included.

TwinTris [By Megastyle]

If you love arcade games, and tetris-style games, then you're going to love this one. This is a game for 1 or 2 players. Rotate and drop shapes in place and form as many lines as possible to complete a level. However, any lines you create will form an earthquake :o)

Busta Preview [By Daniel Berntsson]

This is a C64 conversion of the Playstation game 'Bust 'a move'. Although this game does not look too good. It is good fun and for 2 players only. Move your cross to aim at the coloured balls, and throw 'em. The colour of your balls must match ac-

cording to the colour of the balls which you aim for. Therefore if you get a load of coloured balls that match the balls at the bottom, they will disappear. However, if you are familiar with the Playstation game, which I believe you are, then you'll be familiar with this game ;o)

Forever 2002 Stuff

To top up Side 1 of the CS cover disk, we have some nice demos, pictures, intros and music, including a cool demo by Lord Nikon/Padua, who won this years Forever 2002 compo.

...Now we look at side 2:

Ouch! 2 [By TND Games]

This is a wacky and comical game for 2 players only. Run around the city and fly, dropping anvils on to your opponent. Only one problem, they'll want to do the same thing. :) That's cartoon capers. Look at the player's status, because that'll be funny to look at. Written of course by me.

Heavy Metal Deluxe [By TND Games]

Yet another of those games, written by me. This is quite an original remake from my crap game 'Heavy Metal Solid', which I guess I should have called 'Heavy Metal Craps'. Heh, heh, - not a bad idea. I'll do that right now ;o) The full instructions are in the game itself. All you need to do is match and shoot falling blocks, according to colour. The higher the level, the faster they fall.

Quadtron [By Stefan Gutsch/ Protovision]

Another game for the 4-player adapter. But if you have no adapter then you still can play the game if you have 2 players. Guide your line around the screen, trying to make your opponent crash into the wall

or line. Nice bit of Tron eh?

Dream Cars [By Padua]

This was a game, which won the 32K game compo. Yet again 'Dream Cars' is for 2 players only. Race against each other and see who will win. Great game.

Italo Megamix [By Civitas???]

Fans of Italo will enjoy this demo. It is a tribute to the good old 1980's Italo disco, like LaserDance, etc. This demo was written for floppy 2002 and features quite a lot of megamixes and scrolling banter.

Delight [By Color7 Productions]

This is a public domain utility, which can help people with their own game design. Color7 provides this tool to the public. There are four different files. 'Delight', the game map and graphics building tool, 'Delight Converter', 'Delight Instuctions' and a C64 zip archive full of levels, which you can extract to another disk. Of course the zip archive can be loaded from BASIC. Its like one of those 'Ice Machine' programs.

Elephant ROM Loader [Slash Design]

Another useful utility for you. This time it is the 'Elephant ROM loader' program. This program allows you to load those programs, which are over 201 blocks. So if you have any disk programs, which exceed 201 blocks and you don't have an Action Replay cartridge, then this program can help. However, you will need the know how on how to find the correct jump address, by converting decimal into hexadecimal. If the program was frozen with action replay cartridge then $080D is the jump address.

8-Bit Ball [Ian & Mic]

And finally, to kick off this issue's cover disk. We have a classic oldie called 8-bit ball. This is a classic compunet demo, which has a nice large coloured ball bouncing around the screen, shaking the screen also.

All I need to do now is make a simple request »

"I have tried ever so hard to find some really good and practically new programs for this issue's cover disk. However, it is difficult for me to find any good quality new programs, which are not commercial releases. So please, do you write games, demos or tools, or do you have any good programs for me to add on to future cover disks. If you do, then please send your submissions to Allan Bairstow or email them to me via email, richard@c64.rulez.org as I don't deal with Snail Mail. :(Thank you.

On CS 38's cover disk should be some more good programs, but you will have to wait and see. Until next issue ;o)

DATA : Hello 64HDD Users, The long awaited upgrade has been released and as you will see the wait has been rewarded with some significant improvements. Firstly, there have been a number of major improvements to D64/D71 disk image support. File creation is now supported for PRG, SEQ and USR files and coupled with the extensive support direct access commands many more programs will work or will be improved with the ability to save high-scores and so on. Many of these features will also work for the D81 image format, though partition support is not yet available. Some additional disk image command channel support has been added including R: and S:, this will allow many of you to work with LoadStar disk images which rename files during disk access. Secondly, a GEOS64 kernal has been developed which works with D64 images attached to your 64HDD setup. This is the first release of GEOS support for 64HDD, so please read the documentation carefully. As GEOS is still a commercial product, the new kernal is only available as an upgrade and you will need to complete the "keying" process using your original system disks and also supply the DESKTOP (or you can use TOPDESK). To see a summary of the features have a look at the new "GEOS-64HDD" page on the 64HDD website. A special fastloader is active once the kernal is run. It has been tested on several machines, but some low spec 386 machines may not be

compatible and you will need to use the 'slow' driver in this case.

DATA : TPUG (Toronto PET Users Group) is pleased to announce that they have available a selection of Com-

modore brand wrist watches for sale. These collectibles date from the early 80's and will be of interest not only to collectors but also to any Commodore user wanting to publicly yet discreetly display the famous Commodore logo (as well as to be able to tell the time!). For a full description along with pricing and ordering information visit the TPUG website at http://www.tpug.icomm.ca. Interested parties outside of Canada or the contiguous USA please contact Ernie Chorny at << chorny@tamcotec.com >> for shipping charges.

DATA : The Micro Mart Retro Computer Mart forum at << http://www.micromart.co.uk/default.asp?Category=forum >> is an ideal place for all 8 bit users to place press releases, meet, chat, etc..... Also, the more people that use it means the longer Retro Computer Mart column will continue. Unfortunately, without the column, where else is there to let people know

what is happening?

DATA : To all great Commodore lovers !!! The next meeting in Maarssen will be on SATURDAY 15 JUNE 2002 from 10:00 till 16:00. The place is Trefpunt, Kerkweg 21, Maarssen,Holland. Look for map at: http://commodore-gg.hobby.nl/route.htm It's the greatest event you will find in the Netherlands around the nostalgic C64 and C128 computers. Also there will be a lot of Amiga fans from Belgium, Germany and the Netherlands. Special guest on the meeting will be Robert Bernardo from the Fresno Commodore User Group, California, USA. Everything you want to know or ask about the C= computers you can do on this event. Also we help you with repairs, 'new' things, simulators and lots more. There will people from the 'scene', programmers, collectors, etcetra. Everyone who wants to join us on this C= happening is welcome !!!

DATA : The mini CD-ROM that houses the files for the IDE64 (see page 20) can be accessed via a CD-ROM drive connected to IDE64. A floppy 1541 disk with necessary software is available on demand.

DATA : Protovision has now opened the Protovision Message Board! A place to be and enjoy the talk with other Commodore 64 enthusiasts. There are several sections for you to explore:
- The Protovision Games forum - concerning Metal Dust, Newcomer and all other games produced or distributed by Protovision. Got stuck in Newcomer? Ask your questions here! Wanna know what's new in Metal Dust? Ask! Interested in upcoming Protovision projects? Here you can talk about them!
- The Protovision Applications forum - want to talk about WiNGS, our operating system project? Come and join! Are you a coder and want to know more about our Virtual Assembler, the tool for efficient development? Discuss it here! There are

also, of course:
- A C64 Software forum - here you can discuss all kinds of games, demos and tools!
- A C64 Hardware forum - your place to ask all kinds of hardware related questions, of course including hardware distributed by Protovision (like the 4 player interface)
- A general C64 forum to discuss anything that doesn't fit into the other forums
- an Other Topics forum where you can discuss non-C64 things with the fellow community members! Visit the new Protovision Message board - **http://www.protovision-online.de**
- and click on C64 Discussion forum! Don't hesitate to post - English and German is allowed!

DATA : From Steve Judd (JPEG viewer) - I've uploaded a couple new programs into the fridge - **http://www.ffd2.com/fridge/** - Jammon v4.2 — minor upgrade & Sirius v2.1 — lots of bug fixes and enhanced stability, and online help.

DATA : More, new modules for **Godot**, the graphics manipulation and conversion program for the C64 and C128. Arndt Dettke has released **mod.BalancingCol** and **mod.DrawMask** Both modules, along with many of the older modules, are available at Arndt's website - **http://www.godot64.de** - Just click on 'site-news', and you will find the announcement of the new modules and the download links.

DATA : Well, I spent about two weeks putting together an interesting text adventure for the Plus/4 and 128. It's written in BASIC, but is compatible with the Plus/4 and 128. However, I could not find a way to squeeze it into a Commodore 64. Perhaps someone would be willing to try? Anyway, the game itself (which is Public Domain software) can be downloaded in .D64 format at - **http://www.geocities.com/dunric/seahunt.html** - The format is currently .D64, zipped into an archive with Pkware's Winzip archival software - **http://**

www.winzip.com/ - If anyone wishes to have this game on disk (instead of a disk image), please send a SASE (Self Addressed Stamped Envelope) to: Sea Hunter Game, c/o Mr.Paul Panks, 4856 East Cheryl Drive, Paradise Valley, Arizona 85253, U.S.A. I would also like it if someone put this game on disk and sent me a copy to play on my Commodore 128. ;)

DATA : '**Back In Time 3**' returning in June 2002! Chris Abbott is already hyping Back in Time Live 3 - Gossips Nightclub, Soho, London, 21st June 2002: At least three C64 CDs will be launched at this event, Chris says, plus there will be c64 celebs, hopefully female TV celebs, a planned concert by Press Play on Tape, C64 karaoke, C64 high score competitions, loud C64 remixes, lots of drink, and the excitement of being in Soho, where it never closes and you can always get another coffee. "As with the other two, C64 history will be created here, so save up, book that time off work, get cheap flights, whatever. Just don't miss this one!" There's more detail from Chris Abbott — **www.c64audio.com**

DATA : I've (not me - ED) contacted Enno and got some information about the current issue of **GO64**! The good news are that all articles of #9/2000 and most of the articles of #10/2000 are already translated. The sad news are that these issues are not in printing because of the lack of a layouter of the English version. Unfortunately it seems the shipping will defer indefinitely. I regret that it was not possible for me to send you a more favorable report. I will keep you informed about the progress.

DATA : **Virtual Assembler 16** is a Turbo Assembler alike tool for the SuperCPU. It features 40/64/80 column display, very big memory for source codes and labels and supports all opcodes of the SCPU's 65816 processor. Virtual Assembler 16 has been in use as an internal Protovision tool for some time. It is a great tool! We

now decided to make it available to everyone. So Protovision proudly presents: Virtual Assembler 16 pre-release V2.84! The program is complete, but there are some minor bugs which will be fixed later. There are only incomplete instructions, which are in German language only. Nevertheless, we don't want to delay the release of this great tool any further, so here it is! - **http://www.protovision-online.de/apps/appsstart.htm** - All kind of feedback is greatly appreciated! Mail to - **jtr@protovision-online.de** with any questions!

DATA : Just in prior to printing CS ! - I have received my three watches (see begining of Data Balst section) - they are SUPERB and in mint condition, totaly unused and still have the protective covers on the faces. I urge you all to buy some while they are available !

commodore scene classifieds

FOR SALE : VIC-20 specialist items for sale ! Extra memory motherboards, test/demo disks, booksand manuals. @Ask if you are not sure'.

T.Moore - Tel : (01702) 555921

FOR SALE : Commodore VIC-20, C64, C16, Pluse4, AMIGA items. Send SAE for list stating comuputer.

T.Moore, 3 Highfield Avenue, Benfleet
Essex, SS7 1RY

WANTED : Manual & disks for Panasonic KXW900 word processor, also, manual for Canon K100600, BJ-10EX bubblejet printer.

T.Moore - Tel : (01702) 555921

FOR SALE : I have a C64 outfit for sale which might be of interest to your members: Classic C64 with power supply, floppy 1541drive, tape drive, turbo load and save, parallel printer and graphic interphase. 2 joysticks, all cables. Software from Broderbund, word processor, spreadsheet, data manager all in original boxes other software includes desk top publisher and some manuals. Offers over £50 + pp.

Oyvind Hermansen :- Oyvindherm@aol.com
Tel 01460 53786

WANTED : Have you got a Commodore 128D Internal Drive available? What is your price ? What are the shipping cost for FRANCE ?

Patrick - Patrickdecol@aol.com

« STRANGELOOP »
<<<<< TIP >>>>>

When you get to J1
- DON'T GO RIGHT !
Let your energy run out and deliberately die. Then, when the crosshair appears, use it to start at the bottom of the screen near the pipe.

commodore scene reader quickies
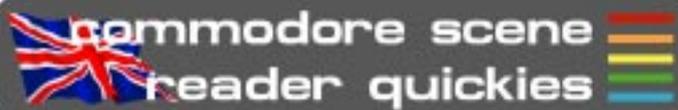
RQ - I bought an old PC 5.25 drive and want to connect it to my PC for transferring files onto the C64. My problem is getting the PC to recognise the floppy drive in the PC. It spins but is not detected in windows - the connections all seem fine. Any ideas ??

Reply : Forget it ! Sorry but the PC 5.25" drive will not read Commodore disks. The only use I can think of for the PC 5.25" drive is as a paperweight !!!!

RQ - I love my C64 and i have on problem. I want to my connect it to a philips cm8833 monitor, but I have no cables at all. Can someone help me ??

Reply : Yes, I can. The cable you require is a standard item that you can find at any electrical shop. You need a '5-pin DIN to 5phono'. Thats what I use and I sell them too.

RQ - I missed the recent Naughty Bitz Special Edition, is it still available ?

Reply : Sorry, it was 'pre-orders' only, but as I have had many requests for it I will print out a copy for people (with disk) for the sum of £4 (£6 overseas) should they need it. Sorry about the cost but it takes a lot of colour ink !

RQ - Will you be at BIT Live event?

Reply : No. I am at an Commodore/8-bit exhibition the day after so I am unable to attend.

RQ - Could I use an 'Expert cartridge' as an interface for a parallel printer ?

Reply : Definately not ! The Expert is a cartridge, you need the geoCable-II to run a parallel printer.

RQ - (1) Your website shows that issues 31-36 are all SOLD OUT, yet your update sheet on current issues says different, which one is telling the truth? & (2) Is there going to be a re-print of issues 31-36 as I would like to catch up a little?

Reply : (1) The update sheet is incorrect and will be with drawn now that the web page is up and running. (2) No. There will, however, be a CD-ROM containing PDF versions of back issues. I am currently updating it as we speak. The estimated price will be £10 (worldwide) and it will get updated when a paper issue gets sold out.

commodore scene letters & e-mails

Once again we delve into the strange landof the readers letters & e-mails to see what makes you all tick !

Hi Allan,

I have got Star Commander working with myXE1541 cable under Windows ME but not XP.

Heres what you have to do :

In the TRANSFER OPTIONS section, set the transfer mode to WARP,enable FORCE ASYNC TRANSFER and also disable MANUAL TIMEOUTS.

That seems to do the trick, at least with the latest Star Commander BETA version.

Lee Armstrong (e-mail)

Hi Lee,

Well thanks for that Lee. I was amazed to hear this as I had purposely held back from upgrading my PC from Windows 98SE due to the lack of support in higher versions for MS-DOS, which SC needs to run correctly. After trying these settings out I can confirm its complete operation in Windows 95, 98, 98SE and ME. See screenshot (above) for an 'action' shot of SC copying the CS37 coverdisk to the PC's hard drive. So we now have full use of the XE1541 with SC from within Windows. Horrah !!

Hi Allan,

I got your package a few days ago and have tested it thoroughly. Everything seems to be working properly and I got all the installation done quite easily. Its amazing how everything really speeds up ! Now my 128 systems beat Amigas and old PC:s by far !

Thank you very much for your work. I may have sounded quite angry during all these months, but this was something worth waiting forFortunately at the same time they released new versions of sirius and Virtual Assembler so I can straight away start software developing. Lets see

what I can do with such a modern computer system.

Mo money conditions is not so well, so perhaps I'm unable to read your magazine. But keep it alive, I start ordering it as soon as I find a job or win a lottery price...

Have a nice spring!

Seppo (e-mail)

Hi Seppo,
I know you will enjoy your CS-SuperPSU and don't worry about ordering CS, we will be here when you need us ! - ED

Hi Allan,

I was very pleasantly surprised at your publication. It was my first time ever to see one and it is so packed full of stuff, and has something for many different interests. I am surprised by the amount you are doing by yourself! I hope you dort let it give you burnout.

Keep up the good work,
Linda Tanner

Hi Linda,
Thanks for the vote of confidense. It is nice to be appreciated ;-) You know only too well what a drain on your time editing a newsletter/magazine can be. Don't worry though, as I am my own boss, I do take time out to have fun too, in fact, there are my children now - damanding a day out at Flamingo Land ! - ED

Hi Allan,

I just read the latest issue of CS you sent me. On p11 I noticed the ads of your CD, and that you're looking for more things to complete it. Well, I attached a D64 here containing an issue of my BASIC interpreter including some demo programs to give an impression of its capabilities and features. First thing to RUN is 'README.RUN" (which works without having booted my BASIC). The name of that BASIC is TSB (tsb-demo), and it is 99.9% Simons' Basic compatible, but way betterHave fun! Please tell me whether you have any use for it.

Arndt Dettke

Thanks Arndt,
This file is now located on the CD-ROM in the Serious\Arndt section (dedicated to Arndt Dettke) ;-) I will have a play with it

and let you know how I get on (providing I can find some spare time that is !).

Heya Allan,
I got one !!! (one part missing but that does not really matter). The 64 Doctor is helping to analyse the functionality of your C64. You plug parts to your Serial and Userport. Then there is a cartridge for the expansion port. Turning on the C64 initiates a process of testings. 64 Doctor sends data to the Userport, Keyboard, Serialport... and the other parts define a reaction to it. If this reaction is returned to 64 Doctor like it should, the port just passed the test. 64 Doctor tests about everything there is so if your computer behaves strange, 64 Doctor will tell you where exactly to search for the cause.
Yours,

Jakob Voos, PROTOVISION-Verlag
http://www.protovision-online.de
mailtojaktrip@protovision-online.de

Hi Jakob,
   Good to hear that someone has one, you are the only person who responded. I assume that you use it regularly and it is a great piece of Commodore history ? Lucky old you, I wish I could lay my hands on one ! - ED

Hi Allan,
RE: Disk shortages.
One possible solution - to progressively move the cover disk to CD ROM - both IDE and SCSI, containing the relevant .d64 or .d81 images. When I say progressively, I mean that the first CD ROM to be approximately issue 40, and cover disks to be 3.5" disk ONLY when the supply of 5.25" disks runs out. Then, make the same progressive move when it appears that 3.5" disks are in short supply.
With the above in mind, I do plan on getting some sort of hard drive interface soon, and I wouldn't mind paying a bit extra on the subscription costs for a CD ROM version of the cover disk. This, ultimately, has got to be the way forward, and addressing the problem now with a real-term solution will give people time to save money for the inevitable (ie, upgrading to a more reliable storage device). As we all know, it is highly unlikely that new 5.25" disks will be in pro-

duction again. The only other alternative is if old 5.25" disk can be recycled so that they are at least 99% error free and like new.

Shaun Bebbington

Hi Shaun,
   Well, what does everybody else think ? Who would like a CD-ROM with disk images on rather than a 1541 disk ? You also have to bear in mind that the disks will not be here forever ! - ED

HI,
Sorry for my English I'am Italian
Do you have a universal Decompilator for commodore 64 ? to sprotect the game
ByteBreaker
ByteBreaker53@hotmail.com

Hi,
   Please don't appologise ! I cant even begin to speak Italian ! I am not sure what you mean, but I will ask the readers if they can help you. So, everybody, can you help ? If so, please contact him directly or send the reply to me and I will forward it to him. - ED

Hi Allan,
Thanks for a good website! I am intrigued to see that you manage to do, with a modified 1980s Commodore computer, almost all of the things that Pentium 4 PC users do with their machines, but one certain detail is missing; how much in total have you spent on your setup, and how does this compare with a modern PC? I notice for example that one version of floppy diskdrive for the Commodore costs more than £100.

Graham Giles

Hi Graham,
   Thats a difficult question to answer realy. I have spent more than many people on my set-ups (I have several) but it is not a nessecity. You can fax/scan and e-mail with a stock 64 and a 1541 drive. Obviously you will need to buy a modem interface, a modem and a fax machine (to scan A4 images) ! Most people have an old external modem lying around so that doesn't cost anything, the interface is £31 plus P&P. The fax machine is a luxury item to use for scanning and I would not recommend buying one just to scan black & white images in with a 64, that is of course, you really want to ! - ED

BACK IN TIME 3
THE C.D. REVIEW
By Wayne (ART RAVERS)

Hi there people !!! So you read the feature on BACK IN TIME 3 - THE EVENT in the ARCADE SPECIAL now it's time to review the C.D.

O.K. What do you get for your money I hear you ask ?

For your £10:99 a heck of a lot actually, First thing you notice is the actual box the CD comes in, its beautifully presented with 2 CD's. One CD you stick in your HI-FI, the other one goes in your P.C. The C.D. inlay gives credits for each respective track and also some interesting trivia concerning each piece too. There's also some small screenshots relevant to the game they represent.

AGENT X 2 - This is quite an interesting one to open the C.D. with, It starts off sounding very reminiscent of the game 'CAVELON' before turning into the synth cover of the original TIM FOLLIN track - nice !!!

W.A.R. - This is a CLASSIC 'HUBBARD TRACK' make no mistake, it was also a case of an average game hiding behind an awesome piece of SID music. This is quite a shock to fans of this tune because like 'KENZ' (said in his review of this),

I too would have thought this might have been an updated 'dancey' sort of remix. However after listening to it for several times the tune really does hook you and pull you in...

ZOIDS - Another of Rob Hubbard's epic style tunes.

This version is very very heavily JARRE inspired (The beginning of the track sounds very similar to the WAITING FOR COUSTEAU album). If Jarre ever did a cover of a C64 track it would probably sound like this.

SHADOWFIRE - I always enjoyed the 64 version of this tune and this version is a wonderful update that works incredibly well. If I'm not mistaken there's some of the original C64 sounds in there as well and I love the way it fades off into the next track which is...

ARMALYTE - This Tune for me is one of my favourites, it encompasses what these sort of productions are about - Taking the original, Updating it (while retaining the original tunes spirit) and being enjoyable. I love the bit near the end where the rock guitar kicks in, this tune is so cool !!!

My only complaint is it leaves you wanting more !

Please do some more Martin Walker covertracks guys !!!

PHANTOM OF THE ASTEROIDS - This is really nice another great Hubbard tune (There again it was rare that Hubbard did a bad game track !). Once more there's a heavy hint of JARRE creeping into this track.

I love the way Hubbard's kept in all those jingly and whiney bits that made the 64 original so special to me.

PARALLAX - Out of all the tracks on this C.D. this is the closest to its 64 counterpart. This is not detrimental to the

track as I always thought of this tune to be 'Ahead of its time' anyway. It's got an incredibly haunting quality about it that you really have to hear for yourself.

'ANCESTORS' ZOIDS DESERT BATTLE - Another version of the ZOIDS tune, it's really nice and starts of quite gently. Once again despite being a 'HUBBARD' tune there's a definite hint of JARRE in here too !!! This is a nice dramatic orchestral piece with a definite eastern feel about it.

The use of violins is excellent as well.

FLASH GORDON - A great Mastertronic budget game this and once again

Hubbard supplied the music. The opening of this track sounds a heck of a lot like a Western movie (I liked the cymbal crashes at the start too). This for me is the most varied and interesting out of all the tracks, even better is the fact that Rob Hubbard is actually giving an updated interpretation of one of his own tunes - gorgeous !

ONE MAN AND HIS DROID - Before I go any further get hold of the video of this track by purchashing the Video XMAS CHORTLES 2 from KENZ at the usual address.

The original tune apart from being used for the game was also used in the Mastertronic 'Invade-a-load' game. The version on this C.D. is liked a souped up dance version and works really well, I get very excited listening to it !!!

THE LAST V8 - RACE AGAINST TIME - Yep, another super ROB HUBBARD tune this starts off with a church bell style intro that leads into an updated dancey style version of the original - Another winner from HUBBARD !

DELTA IN-GAME - This vastly under-rated shoot em up still offers the player so much to enjoy. I wholeheartedly recommend you ALL go and play it, but before you do check out this version of the in-game music. I was worried that it might have been tampered with and spoiled but thankfully CHRIS ABBOTT and BOZ have surpassed themselves this track is sheer perfection.

TRAP - Tony Crowther's comeback game for Alligata in 1986 was erm, well a bit ordinary to be honest but it did feature a gorgeous hidden demo and this superb piece of music from Ben Daglish.

Apparently Ben visited the B.I.T Web Site and performed a version with instruments and then CHRIS ABBOTT added some more bits to it. To be honest there's two parts to this track and a version of JEFF WAYNE'S 'EVE OF THE WAR' from WAR OF THE WORLDS in-between them both. But playing the C.D. the three tracks seem to merge together perfectly.

WIZBALL - Everything starts off quite innocently enough with this track, In fact I was quite shocked to hear the gentle guitar sound the track then kind of goes into manic party mode with the police sirens and a load of crazy stuff happening. I'm always a bit wary when people try to different 'versions' of well known tracks but this is a blinder and GALWAY'S vocals are the icing on the cake!

It's quite obvious that a lot of care and hard work have been poured into this project - This is an essential purchase for all true C64 fans out there. On a personal note I prefer the 2nd BACK IN TIME for its sheer variety of different tunes, But personal opinions aside I must admit BACK IN TIME

The following article first appeared in 'RetroReview' issue 1, see page 27 for ordering details. My thanks go to all at RetroReview for their kind permission to reprint this insight into the ZX81 ! - ED

Happy Birthday to You!!

In this, the first issue of RetroReview, we pay homage to one of the most influential computers in history - the one that brought computers to the masses. Ian Gledhill takes a look at the past, present and future of this ever-popular machine.

Long, long ago, two things symbolised the computers of the age - size, and price. Then came the ZX80, and it was good. Or rather, it was cheap - and indeed for the price it was very good. However, the lack of a moving display meant that the uses for this machine were somewhat limited. Only logical, then, that the creator of this machine, one Clive Sinclair, should improve this beast with a new machine capable of moving graphics - enter the ZX81.

Retailing at under £100, and marketed in high street shops, the ZX81 was the first commonly available computer to hit the home, and the first to make an impact on the general public. Perhaps what is most intriguing, however - certainly to the modern 'connoisseur' - is what people have achieved with this machine, especially given the basic spec of 16K RAM, no colour, no sound and a CPU managed display (so the CPU had to cope with drawing the display as well as running code).

The ZX81 wasn't just confined to the UK - in fact it made a very brief appearance over in the States, before it was replaced by the Timex 1000 - which was basically a ZX81 with 2K of RAM and a "Timex Sinclair" badge on top. It was also slightly slower as the poor Z80A in it had to cope with drawing 60 frames per second instead of the ZX81's 50, so leaving less time for running programs. 2 years after the birth of the ZX81 came the TS1500 - a 16K ZX81 housed in a case similar to the Spectrum's, complete with authentic "dead-flesh" rubber keyboard. Strangely, this machine didn't take off very well because the other limitations of the ZX81 were still present, and people had moved on to the wonderful world of colour and sound by this time.

There are also clones of the ZX81 to be found - the Lambda 8300 being perhaps one of the more often seen varieties. These usually had sound (via a Spectrum-esque beeper) and a couple of extra graphics in ROM for games, like a space invader or a running man.

However, they're not actually compatible with the ZX81 unless you put a ZX81 ROM in the machine.

Although the first programs for the ZX81 were invariably very simple - particularly those written for the 1 K ZX81, which was the machine as it came out of the box - one program stands out as perhaps one of the most impressive feats of programming. Given 1 K of memory which must also hold the display memory. Artic Computing somehow managed to produce a working playable chess game. Of course it would be beaten by later chess programs (not least, presumably, by the 16K version!)

but nonetheless still a game of chess could be played. As long as you played as black. And had a board handy, as of course there was no graphical display.

The following years were overseen by numerous ASCII-based creations, quite often of the popular arcade games of the time. Particularly Quicksilva released a number of reasonable quality conversions, including QS Scramble and QS Defender, along with Psion, also creating games such as Sorceror's Island to fill in the gap in the roleplaying market.

To many, however, say the word "game" in conjunction with "ZX81" and you will get one fast response - 3D Monster Maze. Every computer should have a "killer app" - in this case, J. K. Greye Software's flagship product. Long before Doom arrived on the gamer's scene, players could be found tapping furiously on a small grey membrane keyboard with intermittent shouts of surprise as the words "RUN - REX IS BESIDE YOU" flash on the bottom of the screen. How any game can be so atmospheric with no sound, colour or hi-res graphics is an ability seemingly lost to this day. Do

not try this game if you are of a nervous disposition.

If, however, you are of a gamer's disposition you must surely try the grandaddy of the home computer sweat-inducing adrenaline pumpers.

1983 also saw the birth of a new generation of ZX81 games. The question: "When is a lo-res computer not a lo-res computer?" must be answered with the words "When Software Farm have programmed it!". It was realised that because the CPU was in charge of the display, changing certain registers could create strange effects - in fact, changing the "i" register relocated the character map. So, by changing the "i" register at a particular time to different location in memory, a different character would be printed! Unfortunately this could only point to the first 16K - i.e. the ROM - so unless you owned a 64K RAM pack which removed the ROM shadow in the second block of 8K, or did some internal modification, you could only use character values which happened to be somewhere in ROM. This was still used to great effect in certain games, however - particularly games such X-Tricator, a rather fine Defender game. CRL even released a toolkit to allow BASIC programming in hi-res - of course it had to come with a small booklet to describe which values of i give which patterns as there is no easy translation from bit-pattern to i-value!

So where to go from here? Having pushed the software of the '81 to its absolute limits, and quite a bit further, enthusiasts moved onto the hardware. Even at the time there was released a pageable, expandable RAM pack - plug in a 16K RAM pack to the ZX81, and then plug another 16K on top of that module. And then another 16K on that.. and so on. Theoretically, even in 1983, given enough money and a high enough ceiling, the ZX81 could have 1MB of RAM. There were, of course, some tiny problems with this. At about £50 per 16K, 1MB would cost £3,200 - and that was massive in those days! Secondly, the stack would be about 5 metres tall. Lastly, and perhaps most importantly, at a rate of 7 minutes 15 seconds for 16K (about average for a game at the time), it would take more than seven and a half hours to save your program!

Luckily, insanity took over later in the 1980's and 1990's and people have created their own projects. Take, for example, the wonderful ZX96 creation. Up to 4MB RAM, Floppy disk, Hard disk, parallel and serial ports, PC/AT keyboard, LCD video controller (so you can use laptop screens). This does make you wonder if the system suffers from RAM-pack wobble like all the old '81s did...

There has also been some new software produced (using the word 'new' fairly liberally - the all-time classic Manic Miner has been ported to Zeddy, hi-res graphics and all. Also, hi-res graphics are being covered more and more with packages released to help programming in hi-res - even with a faster display update than in lo-res mode!

A Wolf in Sheep's Clothing... (Part #2)

By Nicholas Coplin

In part #1 we went through the basics of getting yourself a 64HDD set-up (64HDD is the CBM drive emulation software for the PC). Things like choosing a cable, selecting a PC were detailed. The intricacies of the PC software set-up are cover in the 64HDD User Manual, but for most folk the software works "out-of-the-box", just unzip... update your PATH... and your off and loading.

64HDD is now available as version 0.7a0 meaning that it features full 1541/71 read /write capability and even supports GEOS. To make your 64HDD set-up even more appealing in this part of the series I will go through the steps involved in building your PC hardware into a neat 1571 casing – to kind of give your HDD a Commie feel.

Not for the faint hearted...

If you've ever opened the casing of a 1571, its not hard to imagine that squeezing a PC mainboard, power supply and other bits'n'pieces into is is not going to be easy. The standard 1571 casing normally contains a switching PSU 5.25" drive mechanism and controller board, but these components are all designed to fit with plenty of space. In order to fit the PC components you will most likely have to cut holes in the case, remove some of the structural stiffening ribs and may be even make some custom mounting brackets and fixturing. If this seems too much, perhaps this is not the project for you. The conversion shown in the picture is probably the most you'll be able to fit. With PSU, mainboard 3.5" HDD and 3.5" FDD, controller card (with X1541 and Pwr-Load connections) and auxiliary ports (COM and GAME), it is what you may say "maxed out".
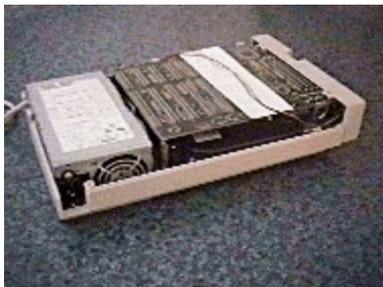
A lot of the heartache can be taken out of the conversion by carefully selecting the PC parts before you set out and by trying not to fit too much into the casing. Remember, you can always decide a long the way to leave some things out of the specification or to house them external, for example the PSU.

PSU Installation

A small PC PSU can be installed towards the rear of the case. The type shown comes from a 386 Compaq PC. There are some PSUs that are smaller than this, be sure though that the power rating suits your intended CPU. If your PSU is a little on the large side it is possible to fit it still by cutting a hole through the bottom of the case because of the PSU's height. Depending upon the other components you will have to make fit into the case, now is probably a good time to also some of the plastic drive mounting posts that held the 5.25" drive in location.

Also cut out any other holes you may need for example as shown in the photo, external ports (a RS232 serial and a GAME port) for future functions.

Modifications to the LPT I/O card

The X1541 (or XE1541) connection can be terminated directly to the LPT connector on the I/O card. The neatest method is to use a small length of ribbon cable. This particular installation has a second cable for the parallel connection.

I/O board installation

If the PC motherboard you are using has no "on-board" I/O port and connectors, you will need to use a low profile I/O card as shown. This sort of low profile card should just fit height-wise into the case.

Drive Mounting Plate

A thin sheet of tin plate or any other sturdy material can be used as a mounting board for the FDD and HDD. The size of the board should be shaped to fit the case. Two 3.5" drives will fit side by side, but you can also sometimes fit them top-and-bottom.

If I were to build another version, I would consider a 2.5" HDD. These smaller drives can be

found in laptops and will result in more free room within the case.

The FDD is optional, but it's a handy feature to have, especially when it comes to upgrading the 64HDD software. You could omit it from the design, and save yourself quite a bit of fiddling. But when it comes to upgrading you'll either have to disassemble the system and upgrade the software on another PC or perhaps transfer it directly via a

SAVE from the C64 (that is put 64HDD.EXE on a 1541 floppy and transfer it byte-by-byte.) One other thought I've had is pre-installing software such as LapLink (or the MSDOS 6 equivalent) to remotely manage the upgrade via a RS232 serial link (you'll need to tweak the GO64HDD batch file to have a special "EXIT" mode).

Installation and Connection

You will find that the mounting plate can be conveniently supported by the ledge in the 1571 casing. Ribbon cable for the FDC and IDE controllers

should be as short as possible as there is not a lot of space. You can easily shorten the standard cables by loosening the IDC plug and snipping the cable to a new length. Then re-install the plug. I found mounting the drives in a staggered and opposite facing way gave me the easiest result. This also allows the FDD to protude through the 1571 facia, whilst the HDD is hidden inside.

Main PC board

You need a micro-AT or micro-ATX form-factor motherboard if you are going to fit within the case and have a PSU installed. You could use a standard AT/ATX form-factor board, but the PSU will have to be external. The power leads from the PSU to the mainboard may need to be extended (using

another set cut from a bad PSU). Low profile memory SIMMs are best, sometimes there will be enough memory on the main-board already. The micro-AT boards can be found in old 386 class

machines, usually with an AMD386DX40 processor which is good enough (most of the time they have no "on-board" I/O though).

Final PCB Assembly

It was most convenient in my set-up to mount the mainboard upside-down over the other components. This installation ensures that the PCB will not short-circuit on the metallic drive casings!! Alternatively plastic sheeting or cardboard can be

used to prevent shorts on the low voltage components. Ensure also that the I/O card is properly seated.

Also shown in the photo is the small cutout in the side of the case for the power cable. The choice of power switch is up to you, but remember you will be dealing with mains high voltage. The safest thing is to ensure the case push-button switch is "on" and to not have an external switch.

The Finishing Touches

If you have a FDD in the case, you need an access hole cut in the front panel. Also power and activity LEDs can be connected (usually there are connections on the mainboard or I/O card). The LED sub-assembly may need a track-connection cut for it to work

with your specific installation. If you have to pass wiring across the PCB or foresee any other potential short-circuiting thick cardboard can be used as an insulator for the low voltage areas.
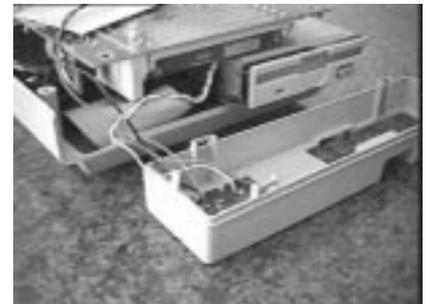
CS-SuperPSU v3 !!! & accessories

The CS-SuperPSU has been around for about a year now and in that year it has seen one or two changes after feedback from owners of these devices.

The unit is now at the final (I think) version 3 !! This version will allow two computers to run, supports the C128D1571D combination and up to seven drives/peripherals.

Adapters are now available for the following devices :
IDE (any device)
1541-II
Master 41 (and clones)
1571D
1581
CMD Hard Drive
CMD FD2000
CMD FD4000
CMD RAMLink mk1
CMD RAMLink mk2
C128
C128D/1571D

One of the things I wanted to do from the very outset was to allow compatibility for the C128D but I was always shy if this due to the nature of the in-built power unit. As my C128D was starting to cause electrical interference, I decided to go for it !

As you can see from the pictures, the old PSU was a

very large unit, the hole it leaves is also quite large - plenty of
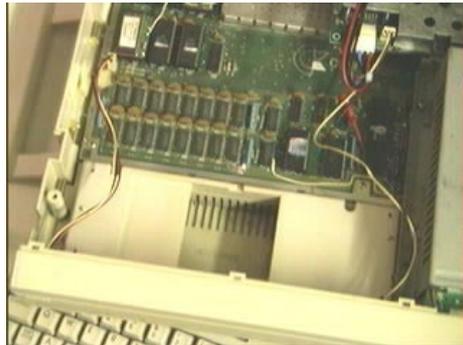
room for a second drive or IDE CD-ROM / IDE Hard Drvie combination !!!! I might try that later on !

Anyway, with the old PSU removed it was time to find out what voltages ran down which wires, not a difficult task but I only get one chance to get it right so the computer connection was tested first and then the internal drive.
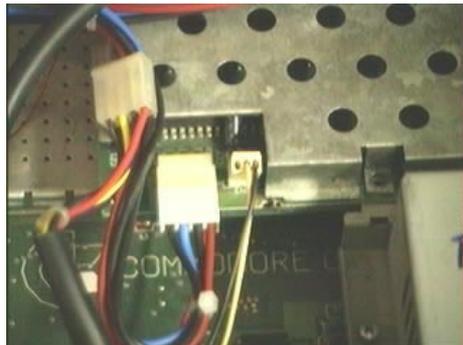
The centre picture in the heading above shows the test connections from the CS-SuperPSU to the internal circuitry. The hardest part was switching it on - the sweat was pouring off me !

Well, I am still here and the whole operation was a complete success.

So, inspired by my initial success, I then set off and made the adapter that would be installed permenatly. To my

amazement it was fairly
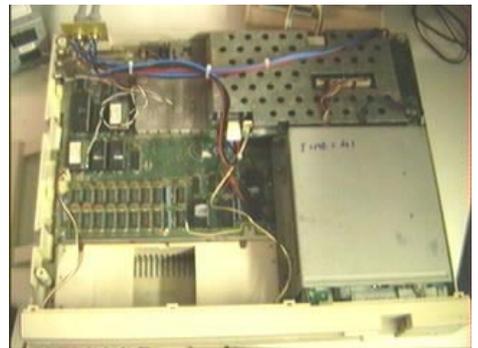
straight forward although it was time consuming as several parts had to be altered or fabricated from scratch.
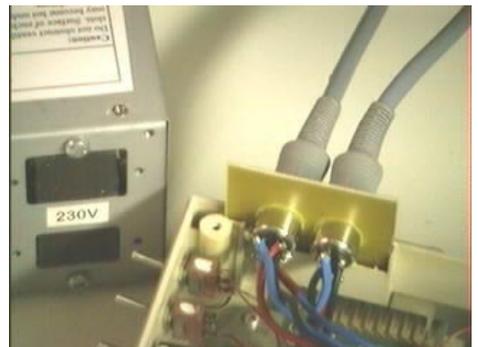
So, whats next ? Who knows ! Let me know if you need anything specific and I will see what I can come up with.

-ED

commodore scene geo-telegraph

geoDOSv2.95 gets English files shocker !

A recent e-mail informed that the superb, and much under-used, **geoDOS** has had it's help files re-written into English so we can all understand it !

Take a trip to - **http://www.edmc.net/cue** - for the updated files. At this site you will also find many more usefull pro-grams for GEOS and other plat-forms. The original **geoDOSv2.95** is also here should you need it.

For those of you who are regis-tered with CS as a 'GEOS User' & have a 3.5" drive, you will find that your copy of CS37 came with an additional free 3.5" disk contain-ing **geoDOS v2.95 with the Eng-**

lish instructions already installed for you. Also on the disk is the corrected **geoBeap v2.0a** file that was copied incorrectly on the last CS36 coverdisk.

If you don't get the disk and you don't have internet access then drop me a £1 coin in the post (see page 2 for address details) and I will copy it for you. The £1 covers the cost of the disk and postage, there is no charge for the software.

The new English files make many of the superb functions of **geoDOS** so much easier to under-stand.

Email support is in the works *but I had to disable it in this release since the user interface still isn't ready for public use. However, I felt that other improvements in the browser warranted getting this release out for everyone to use.*

The browser displays tables much better now. It's still far from perfect, but it's better at handling some of the many mistakes that **HTML** *coders seem to make. The browser can also display borders around tables now for those sites that use* **B o r d e r s** . **Font** *handling is improved. There was a bug that prevented the correct fonts from being used in many web pages. The same bug also kept the correct font sizes from being used in some cases.*
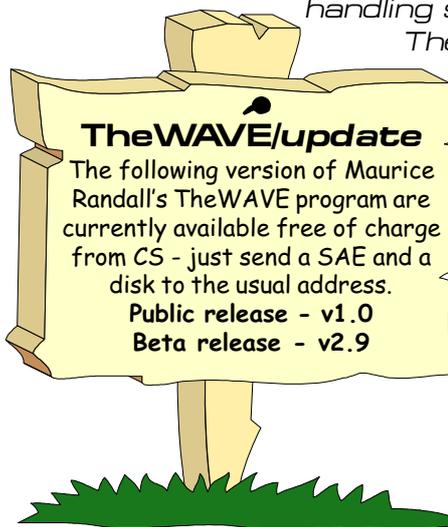
TheWAVE/*update*

The following version of Maurice Randall's TheWAVE program are currently available free of charge from CS - just send a SAE and a disk to the usual address.
Public release - v1.0
Beta release - v2.9
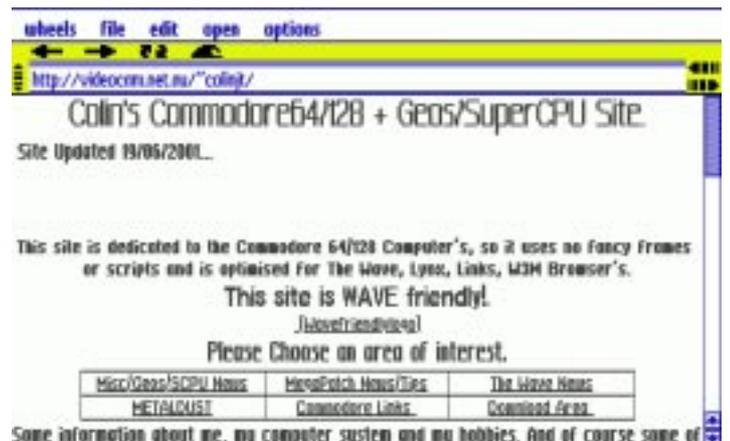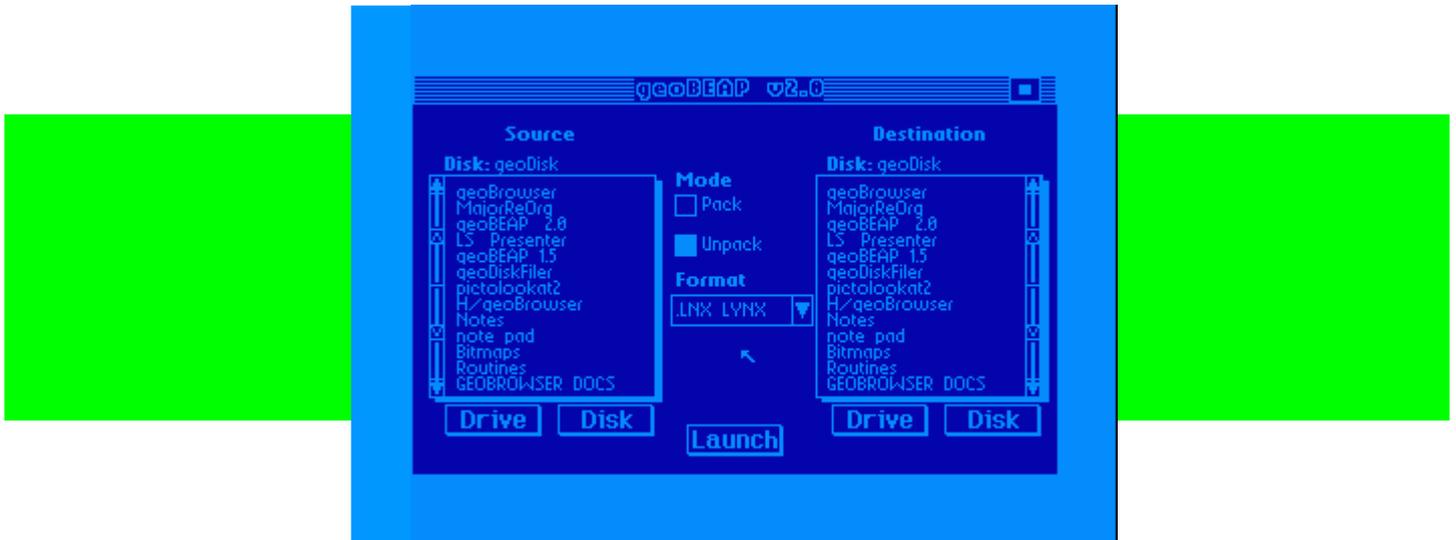
geoBEAP 2.0
Part 3 - Let's Take Closer Look !
continued from CS36

ARK (.ARK) file archives

Packing:

ARK was originally written by Edward Rohr, and supports an archive format for combining numerous Commodore files into a single archive file. ARK formatted archives are fairly rare, but are comparable in speed and functionality to LYNX archives. Some believe that ARK was a more stable and reliable program than LYNX.

To create an ARKive, select the desired files in the source file window and click the launch button. After entering a name for the new ARKive file (12 characters max), the packing process will begin. The extension .ARK will be automatically added to the name entered. If the source and destination drives are different, the first step will be to copy the sources files onto the destination drive. This means that the destination disk must have space sufficient to hold all of the source files, and must not already have copies of the source files. If the source and destination drives are the same, the ARKive will be created in-place. This means that all of the source files will be removed from the source disk directory and replaced with the single ARKive.

Before creating the ARKive, geoBEAP will attempt to Convert all GEOS type source files into .CVT format files. Only in the .CVT format can GEOS files be placed into ARKives. Finally, the source files will be placed into the ARKive. If the source and destination drives were different, the ARKive will appear on the destination disk, and the source files will be unchanged on the source disk. If the drives were the same, the source files will have been replaced by the ARKive. During the creation of the ARKive, a progress box will appear in the destination file window.

geoBEAP will create a ARK V2 compliant ARKive.

Unpacking:

To unpack an ARKive, select the ARKive file from the source file window and click the launch button. If the source and destination drives are the same, only one ARKive may be processed at a time, and the unpacking will occur in-place, which means that the ARKive file will be removed and replaced by the files which are the contents of the ARKive. If the source and destination drives are different, any number of ARKives may be selected, and the ARKive files will be copied to the destination drive before they are unpacked. This means that the destination disk must have sufficient space to hold the contents of the selected ARKives.

During the unpacking process, a progress box in the destination file window will notify the user when files are being copied, unpacked from the ARKive, and Converted back from .CVT format to the GEOS file type format if necessary. REL (relative) files will also require additional processing to restore side-sector links. If more than one ARKive file was selected, a confirmation dialog box will appear between each ARKive file.

EMUTIL single-file disk images

Packing:

The EMUTIL format was invented by the author of this program as a disk image format for multiple computers and disk drives. The original EMUTIL program runs on either a Commodore PET, or the C64, and is able to create a disk image archive file from any Commodore supported drive, including the old IEEE-488 drives, such as the CBM 8050 and CBM 8250. This format features support for any GEOS supported disk or partition, and a level of compression comparable (and slightly better) than ZipCode. Like the .D64 image archive, an EMUTIL archive file contains an entire disk image. Unlike .D64 image archives, however, this format may be of a 1541 disk, a 1571 disk, a 1581 disk, a CMD FD2000 disk, a CMD HD partition, or a CMD RAMLink partition. Also worth mentioning is that, unlike the EMUTIL program, geoBEAP will place a special extension (.RLE) at the end of the EMUTIL archive files to better identify them. EMUTIL does not place an extension on its archive files.

To create one of these archives, first make sure that the desired disk and partition are displayed in the source drive window, that the source and destination drives are different, and that a disk capable of holding the entire archive file is in the destination drive. EMUTIL archive file sizes vary considerably. A relatively blank 1571 disk may compress to only 20k (80 blocks), while a 1571 disk full of programs may not compress much at all (1300 blocks). Be sure to leave plenty of destination disk space for any possible archive. Failure to do so will abort the archival process, once the disk becomes full.

The EMUTIL .RLE format does not store any information about the original disk image format. For this reason, embedding the type of disk from which the archive was made (1541, 1571, etc) into the name of the archive would be wise.

Unpacking:
To unpack one or more of these archives, select their names in the source file window. EMUTIL image files created with *geoBEAP* will have the .RLE extension. EMUTIL image files created with EMUTIL may not. Make sure that the destination disk is of the correct type, which depends on the type of disk the EMUTIL file was made from. *geoBEAP* will not present an error if one of these archive files is unpacked onto the wrong type of disk, but will likely terminate prematurely. The destination disk must also be completely formatted before unpacking can begin. Unpacking a disk image onto an unformatted disk will abort the process. Also remember that unpacking a disk image will completely erase any contents on the destination disk and replace them with the archive contents.

If more than one image archive file has been selected, a confirmation dialog box will appear between each archive file. When this confirmation box appears, the destination disk may be replaced in order to receive the next image archive.

EMUTIL multi-file disk images

Packing:
The multi-file EMUTIL format is identical to the EMUTIL single-file disk image format, except that the image is conveniently broken into numerous smaller files. Each file in a multi-file EMUTIL disk image archive begins with a number from one on up, followed by a dash (1-diskname, 2-diskname, etc). Multi-file EMUTIL disk image archives created with *geoBEAP* will also end with the .RLE extension. Like the single-file version of this format, a compression algorithm comparable (read: better) than ZipCodes will be used on the disk sectors.

To create one of these archives, first make sure that the desired disk and partition are displayed in the source drive window, that the source and destination drives are different, and that a disk with at least a few hundred blocks free is available in the destination drive. If the destination drive is filled up during the creation of the EMUTIL multi-file archive, a dialog box will be presented to allow a new destination disk to be inserted so

that the process may be completed.

When clicking the launch button, the user will be asked to give a name (max 8 characters) for the archive file. The prefixes of a EMUTIL multi-file archive (1-, 2-, 3-, .etc) and the .RLE extension will be automatically added to the name entered. After confirming the process, a progress box located near the bottom of the destination file window will appear and update itself as the packing process completes.

Remember that any disk errors on the source disk, such as those used as copy protection in some commercial programs, will abort the archival process.

Unpacking:
EMUTIL multi-file disk image archives will always begin with a number and a dash, and those created with *geoBEAP* will end with .RLE. To unpack one or more of these archives, select the first file in each multi-file archive pack (the one beginning with 1-) in the source file window. Make sure that the destination drive is of the same type that the archive pack was created from, and that the destination disk has been completely formatted. Un-archiving a disk image onto an unformatted disk will abort the process. Also remember that unpacking a disk image will completely erase any contents on the destination disk and replace them with the archive contents.

If more than one multi-file pack set has been selected, a confirmation dialog box will appear between each archive. When this confirmation box appears, the destination disk may be replaced in order to receive the next image archive.
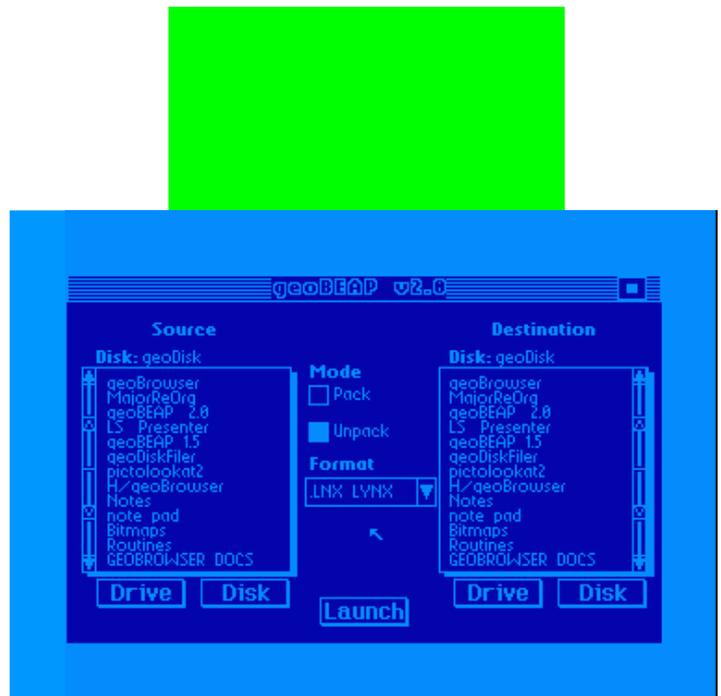
CHEMICAL ROCK

Well, this review is long overdue (over a year in fact) I would just like to take this oppurtunity to apologise to PAUL KUBISZYN.

I was actually given this C.D. to review just prior to B.I.T 3 at the BACK IN TIME event in Birmingham. I must begin by saying the Presentation of the CD is gorgeous, the TIE DYE style front cover of the CD looks excellent.

Anyway on with the review, I've listed the tracks in order and given you a run down on them all.

MOODY TUESDAY - Once this gets going it sounds very similar to the loading music for MARTIN WALKER'S game HUNTER'S MOON - Good tune.

WINTER'S SNOW - I like this, it's an uplifting little ditty with some nice bubbly popping sort of noises. It's a very catchy piece of music.

INDUSTRIOUS - The first time I heard this it reminded me of the IN GAME music for INTERLACED PAIRS which isn't surprising cos' Paul wrote all the music for that too !!!

QUADRO POP - Another tune that seems to have borrowed the voices from INTERLACED PAIRS, another great little tune.

CHRISTMAS TIME AGAIN - There's some strange voices in this track, I've always admired Paul's music for its ability to be nice and catchy without sounding like other composers E.G Hubbard, Galway etc.

BREAK IT DOWN - This reminds me of those 90s Hardcore Rave tunes, It's great ! It's the kind of thing RICHARD BAYLISS might do in one of his music demos / intros to a game.

CHEMICAL ROCK - A nice little beaty piece, it reminded me in bits of BOMB THE BASS'S 80's tune MEGABLAST - Very addictive.

LIVING ON FEELING - Although I'd never heard this tune before it had a very deja-vu feel to it. It could be the familiar sounding bass line which is sort of in the style of the game LAZY JONES.

HAPPY SUNDAYS - Another pleasant tune, this would'nt be out of place on the title screen of a game.

NEVER FEAR - A nice slow piece this track, it's only short but I liked it.

LOGICALITY - This has some similarities to those great MANIACS OF NOISE tunes - great stuff.

WHO IS WHO? - With a title like that I was expecting some type of DOCTOR WHO cover version, alas it was not meant to be. however what you do get is actually the INTRO music for INTERLACED PAIRS. For those of you not familiar with the game it's a good catchy, easy going little piece.

THE MASTERMIND - IF this was a cryptic clue I'd have to say MAGNUS MAGNUSON (sorry PAUL, I'll try to be serious now !) ! This tune like track 7 would'nt be out place in one of those 1980's TASKSET games, it's darn catchy, oh and there's some nice little sound effects in there too !

A NEW BEGINNING - Another Interlaced Pairs tune for the C.D. This time its the in game music.

DIMENSION X - Paul goes a bit Rob Hubbardy here (?!?). It's a nice whiney piece with a decent bit of drum in there too.

BUBBLE ROCK - This is the INTERLACED PAIRS Title music, this has always been one of my fave XLCUS game tunes. Its a nice happy jolly sort of tune.

ONE FINAL TIME - A slower more meaningful tune this one, very pleasant It goes a bit KNIGHT RIDER-ESQUE towards the end - cool !

PAPER CHAINS - I like this - Think PAUL KUBISZYN meets MANIACS OF NOISE and you're half way to summing up this music !

FORGET YOUR TROUBLES (LEAVE THEM ALL BEHIND) - Another slow piece, It made me think of CREATURES and MAYHEM IN MONSTERLAND. I can quite easily imagine this tune in a cutesy style platform game.

FATAL INTENTIONS - I personally think a club mix of this track would work really well, another catchy little ditty.

IN SEARCH OF LOVE - A nice BLUE MONDAY style opening greets you with this one, There's some nice squealy sort of noises going off in the background, very short but enjoyable nonetheless.

SUMMERS DAY - A right balmy little tune this and no mistake, It makes me want to dance and jump around the room. It's the kind of tune you'd expect to hear when you watch Beavis and Butthead (It reminded me of an MC 900 FOOT JESUS song I once heard while watching B & B !).

POPMATIC ROCK - There's a nice crunchy bit of bass in this, slight hints of the LAZY JONES track too - lovely !!

FEELING LONELY TONIGHT - With one or two slight alterations I could very easily imagine this being a BEN DAGLISH track (high praise indeed).

IRRATIONAL ANTHEM - A bit of a rebellious title this one methinks (and why not there's nothing wrong with rebelling against the system once in a while - ahem !). Not one of my favourite tracks on the C.D. but pleasant enough.

DANCE MANIA (STEREO REMIX) - The final track this one. A jolly ditty which starts off like a cross between a speeded up version of CREATURES with hints of THE MAGIC ROUNDABOUT thrown in.

Overall this is a different beasty to the BACK IN TIME 3 CD, fans of the typical style of Commodore 64 music will love this, as you've read there's 26 tracks to choose from making this CD exceptional value for money - WELL DONE PAUL !! KEEP UP THE GOOD WORK and don't forget to keep supporting the Commodore 64 ! It would have been nice to have an inlay with notes regarding the background creating the tracks, maybe this is something Paul could consider for a future C.D. I wholeheartedly recommend this, buy it immediately, and also if you have'nt done so order INTERLACED PAIRS (DISK ONLY) from Paul as well !

< < < < < Wayne gives it 89% > > > > >

ORDERING INFORMATION

UK Price (including postage and packaging) £10:99
Please make cheques payable to ' **STUDIOX64** '

Overseas Price (including postage and packaging) £12:99
Please send cheque, Eurocheque, or International money Order made payable to ' STUDIOX64 ' in British pounds sterling.

Write to/Order from –
STUDIOX64
5 NEWCOMBE ROAD
ST JAMES
NORTHAMPTON
NN5 7AZ
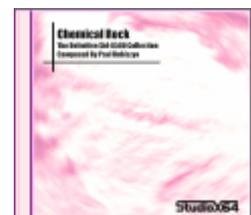
INTERNET: **www.studiox64.com**
EMAIL: **info@studiox64.com**

The Final Ethernet Cartridge

The possibility of connecting the Commodore 64 to an Ethernet local area network has been a collective dream in the Commodore community for decades. A C64 Ethernet adapter would make it possible to connect the C64 directly to the Internet, making it possible to download software, transfer data to and from the C64, play network games over the Internet; the possibilities are endless.

With our TFE cartridge (The Final Ethernet cartridge) this is now possible.

TFE - The Final Ethernet

The TFE cartridge is designed around Systor Vest
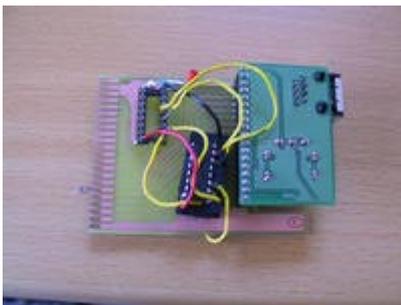
AS' CS8900a-based Embedded Ethernet board. The board is mounted on a circuit board which contains a single 74LS139 chip that constitutes the glue logic between the C64 and the Ethernet chip. More information including the full schematics and pictures of the hardware can be found on the web site.

The C64 Real-Time Streaming Audio Server

tfe.c64.org

The C64 real-time streaming audio server is an example of the kind of abilities that Ethernet brings to the C64. We have connected an unexpanded Commodore 64 equipped with our TFE cartridge and a standard Datasette player to the Internet. The Commodore 64 runs a web server and a real-time streaming audio server. The audio server is
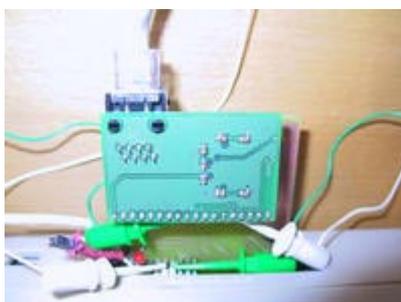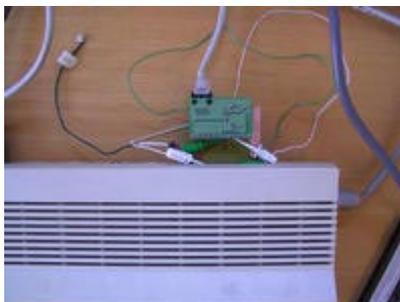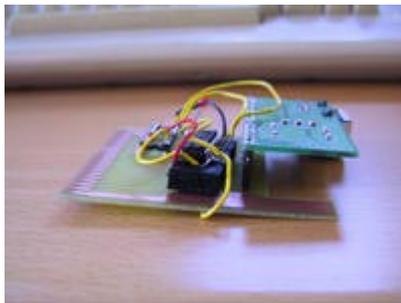
streaming real-time Internet streaming audio sampled from the casette in the Datasette player. The audio is sampled in 2000 Hz using the 1-bit builtin casette sampler of the C64. More information including the full source code for the web- and real-time streaming audio server can be found at the web site.

The Authors

The hardware was designed and realized by Peter Eliasson <petere@lsil.com>. The software was written by Adam Dunkels <adam@dunkels.com>.

History

The idea of building an Ethernet adapter for the C64 was concieved by Peter numerous years ago, but it was not until recently that we had the necessary competence to actually build the hardware and write the software for this project. With Adam's uIP TCP/IP stack, we now had what we needed for completing the TFE project.

Over one of the many lunches where TFE has been discussed and planned, Peter mentioned that it would be cool to, in addition to serve web pages, be able to play streaming audio from the C64. Although that sounded quite unlikely at first, it turns out that it indeed was possible to both serve web pages and run a real-time streaming audio server.

IDE64

Entering the dawn of a new era through IDE 64 !

I write this article whilst listening to my IDE CD-ROM drive blasting (and I do mean BLASTING) out Ultravox's Rare Collection, with a little help from the Commodore 64 !!!

Lets back track a little.

One thing that put me off actually buying the IDE64 Interface was the fact that it never actually looked liked it was 'finished', by that I mean because it comes as a 'bare board' as opposed to most Commodore items that are fully enclosed in some sort of casing. The cost was also an issue too, at £90 it is rather expensive to say the least.

So, when I was asked recently to order one for somebody through the CSIS I decided to buy one myself as well. I was hoping that buying two at once might bring the price down a bit - it didn't, but that was more the fault of this greedy government rather than the makers of the IDE64.

What do you get for your £90 ? Well at first glance it doesn't seem that much really, you get the IDE64 board and a mini CD-ROM which contains the files you need to run it (see below). Now for my first gripe - why supply

Commodore 64 files on a CD-ROM ? Surely a better and more Commodore friendly way would be to supply - at the very least - the start up files on a 1541 disk ? As I said, this is my only major gripe with this device. As it stands at the moment, if you don't have access to a PC then you can't get at these files, rendering the device completely useless to you. Even though I have the ability to extract the files from the CD-ROM I still found it hard

to get the files I needed due to the rather poor instructions.

If you order the IDE64 from the CSIS I will ensure you have a disk containing the files you need.

The IDE64 itself requires you to get a few things yourself, these are (pictured below) a hard drive (up to 8GB), an IDE cable, a power supply, a bat-

tery (for the on-board clock) and a 1541 disk for your files.

Whilst following the instructions
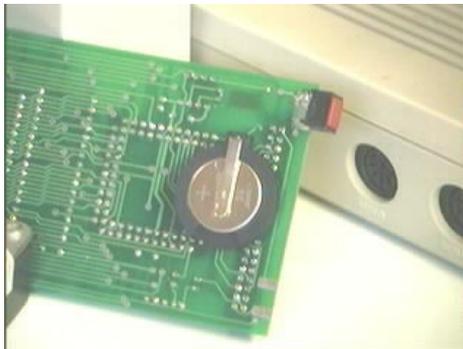
given on the supplied CD-ROM (which is a mirror image of the web site), I installed the battery first (see above). Note that the '+' side of the battery is visible, make sure you put it in the right way round ! Next I fitted the IDE cable to the board, it only fits in one way due to a notch on the connector. After that I fitted the furthest end of the cable to a 125MB hard drive that I had spare. You should have a spare connector on the IDE cable which you can connect either another hard drive or a CD-ROM drive, for the time being, I left it empty.

As I had ordered the SuperCPU version of the IDE64 I then connected to the back of my test rig (c64, 1541-II,

SCPU & CS-SuperPSU). It is important to note that the SCPU version of the
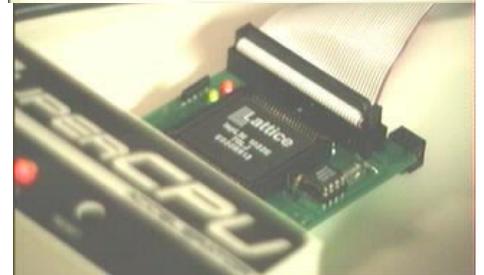
IDE64 will not work without a SCPU. Power for all these units came from the CS-SuperPSU. The 'Gender Changer IDE' is now available for this purpose (pictured below).

Now you can switch everything on -
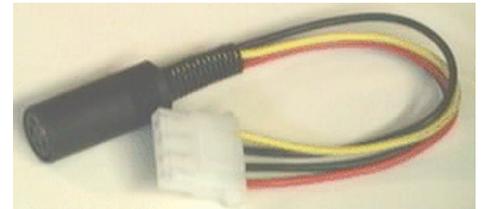
you should see a new start up screen confirming that the Commodore has booted up in IDE-DOS.

You now need to load and run the

program 'format4' (from a 1541 disk), it took me about 12mins to format the 125MB disk.

Right you've formatted your disk and rebooted the Commodore, now everytime you boot up you need to ac-

cess the 'HDINIT' (or HDINIT1) command to activate any IDE device(s) that are attached.

Using the 'MAN' command will bring up the contents of the IDE device. There are many more commands but I will not go into them in any detail here, those are for you to read about and use should you require them.

Finding your way around the IDE64's operating system is VERY simple indeed, a few simple keystrokes will soon have you zipping around the hard drive and the CD-ROM within a few seconds.

However, one mention I must make is the CD player program that comes with the IDE64. It is a simple music player but it does wondrous things ! With a CD-ROM attached as a second IDE device, you can now play music CD's on your Commodore and because this is an IDE device, you can set your favourite CD playing and then go off to do other things with your Commodore while the music plays on !

The only flaw here is, again, poor documentation. It took me about two hours to realise that the supplied music player program was not functioning, this was due to poor instructions in the manual. Also, as before, you will need to extract the files from the CD-ROM !

Leaving the superb music player aside for the time being, lets discuss the performance in general. It has to

be said that accessing and copying files to/from/between the IDE is so fast that if you blink you will miss it altogether. Copying a large file that normally takes minutes now is completed in the blink of an eye - it is very, VERY fast ! The IDE64 leaves all its competitors in its wake, absolutely nothing comes close to the speed of this device, even copying a file from a SuperCPU RAMdisk to a RAMLink seems slow in comparison.

So what do you use it for then ? Well that is up to you, personally, and I must stress that this is a personal viewpoint, I can't see much more use for it than a simple (but exceedingly fast) storage device. There are some programs that have been altered for use on the IDE64 (these are supplied for you on the CD-ROM), but these are few and far between. Its saving grace for me would be support for GEOS but as yet, this is not available and in this day and age has to be seen as a missed opportunity. Sadly, after my initial enthusiasm for this device, it is now sat in a drawer awaiting support for GEOS so that I can use it fully.

FOR
Lighteningly fast.
Huge storage capacity.
Supports two IDE devices
Plays music CD's.
Easy to learn commands.
Easy key control.
Fast CD-ROM to C= file transfer.

AGAINST
Very poor set-up instructions.
Manual is not very clear.
Conflicting CD music programs.
No support for GEOS (yet).

PRICES (CSIS / UK)
IDE64 - £90
IDE cable - £12
Gender Changer IDE64 - £8
Hard drive (@100mb) - from £5
CD drive - from £5
1541/IDE64 disk - £FREE

SPECIAL NOTE
Any IDE64 ordered from the CSIS will come with a 1541 tools disk, installation instructions and a basic 'how to' guide for the CD player, etc. No charge will be made for these items.

If you order a hard drive (subject to availability) I will also pre-format

it for you and install the programs you need to run it.

OVERALL OPINION
More of a programmers device at the moment but also has great benefits for archivists, especially with up to 8GB storage. Desperately needs to support GEOS. A little more support for main stream programs and better documentation will make this a 'must have' device.

OVERALL VALUE FOR MONEY
At the moment it has to be said that until it is 'idiot proof' then it will remain an expensive device with little use to most people. Definately one for the serious user/programmer at the moment.

Next Issue

IDE64 CD music fest

Using IDE64 Silver Surfer

Commanding the IDE64

CommodoreONE (below)

The RARE Guide To The C64

COMMODORE ZONE

A collector's article by Andrew Fisher

And so it came to pass in 2002 that the magazine known as Commodore Zone ceased to be.. For someone who was there from the very beginning, that is sad. Particularly as the magazine achieved so much over the years. Here's a guide to every issue, along with some notes of interest to collectors.

PREVIEW ISSUE #00 (January 1995)
RARE: this four-page preview issue gives you the low-down on the fact that CZ is starting, although I was rather premature in my announcement in the Commodore Format column.

ISSUE #01 (cover date September 1995)
MAG: 40 pages including the blue cover with it's Alf Yngve artwork (a regular feature). The mix of articles is good, and the Genetic Ninja comic strip is a welcome addition.
COVERDISK: Double-sided 1541 disk or tape, which included the first Supportware pack from Jon Wells (Escape from Arth & Treasure Isle)
RARE: The coverdisk was also available in TWO 3.5" disks - either 1581 (of which I own a copy) and TIB format (which is basically a PC format disk).

ISSUE #02 (cover date November / December 1995)
MAG: Another 40 pages in a cyan cover, similar balance of articles to issue 1
COVERDISK: again, double-sided 1541 disk or tape, Supportware Pack 2. The 3.5" formats were dropped due to lack of requests

ISSUE #03 (January/February 1996)
MAG: Bright yellow cover, 44 pages, start of the excellent "The Covenant.." articles by Warren Pilkington on C64 cover versions
COVERDISK: Disk or tape. Supportware pack 3, plus the Astromine preview. Also worth looking at - the COLONY preview. Will it ever be finished? - *(No it won't - ED)*

ISSUE #04 (March/April 1996)
MAG: Red cover, 44 pages, cover date getting further away from the release date. Excellent Benn Daglish interview.
COVERDISK: Disk or tape. Benn Daglish demos to tie-in with the interview. Supportware version of "ZZZZ" by Clive Wilson.

ISSUE #05 (May/June 1996)
MAG: Awful purple cover, 48 pages. Fantastic interview with Simon Nicol (Crazy Comets & Mega Apocalypse programmer)

COVERDISK: Disk or tape. Good SEUCK games Monster Mash and Lard, plus some good PD.

ISSUE #06 (July/August 1996)
MAG: First themed issue - this time on the X-Files, with trivia and related articles over 48 pages in a blue cover. 1st part of Martin Galway interview.
COVERDISK: Disk or tape. Some great programs to tie-in with the X-Files theme.
RARE: Paper insert saying "Sorry for the delay", claiming it was a government conspiracy!

ISSUE #07 (September/October 1996)
MAG: 44 pages, green cover, 2nd part of Galway interview, Golden Fleece competition announced, neat "hidden demo-parts" article. End of Andy Roberts' excellent "Where are they now?" feature
COVERDISK: Disk or tape. Covenant music selector and famous Thrust demo the highlights.

ISSUE #08 (November/December 1996)
MAG: Yellow cover (again), 44 pages. Rob Whitaker (graphic artist) interview, Ultimate Galway collection review.
COVERDISK: Disk or tape. Covermount Focus gets extra pages inside the mag (normally had the back cover). Kindergarten Kids and Quadraped Tearaways 3 stand out.

ISSUE #09 (January/February/March 1997)
MAG: Possibly my favourite issue of all time! 48 pages, bright red cover. Jereon Tel interview, SIDPlay review, Hex Files (programming feature) on interrupts. Plus the start of the "silly quotes" at the bottom of each page!
COVERDISK: Disk or tape. The Last Amazon and it's (SEUCK-programmed) intro, plus the excellent Tomb Raider demo by Cosine.
RARE: This issue came with a Binary Zone catalogue update, four pages on orange paper. This was Update 11, disks BZD368-BZD403 including Krestology (BZD375) and the Galway collection (BZD400 - sent out with numbered sleeves).

ISSUE #10 (April/May/June 1997)
MAG: 60 pages (growing bigger) with orange cover. Excellent Rob Hubbard interview, emulator reviews and announcement of the first audio CD release.
COVERDISK: Disk or tape. The complete Shoot'Em Up Destruction Kit (four enhanced SEUCK games) given away.

ISSUE #11 (no cover date, but copyright 1998)
MAG: The second themed issue, this time - Star Wars. 56 pages, blue cover with Craig Lightowler artwork. Back In Time CD review, Games That Weren't feature by Frank Gasking started, Martin Pugh interview.
COVERDISK: Disk or tape. Various Star Wars themed bits.

ISSUE #12 (copyright 1998)
MAG: Green cover, 60 pages. Tim Follin

interview, mastering Cosine EMS v7.03 (part 1...) and features on the Web-It and SIDStation. End of the Genetic Ninja strip.

COVERDISK: Disk or tape. Flight of the Albatross 2, plus the music editor EMS v7 by Cosine.

ISSUE #13 (Summer 1999)

MAG: Yellow cover (again) with Mega Apocalypse artwork, 64 pages. "The Comets Trilogy" is the major feature, along with two interviews (Zach Townsend and Evan "Cycleburner" Sharning) The Hex Files (programming) feature gives you a "full" game. Back cover is an advert for the first time.

COVERDISK: Disk or tape. Special "Comets Trilogy" intro plus the previously un-released "Mad Planets" (the arcade game that inspired Simon Nicol).

ISSUE #14 (Autumn 1999)

MAG: Re-designed cover looks like an issue of ZZAP!, with the Back in Time 2 artwork. 60 pages, Shaun Southern and Anthony Lees interviewed. PD Zone Spectrum special and Back in Time 2 CD reviewed.

COVERDISK: Disk or tape. Games by Shaun Southern, including the un-released Hummdinger.
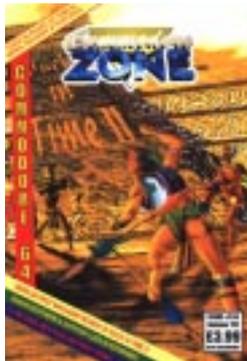
ISSUE #15 (Summer 2000)

MAG: ZZAP! style cover, with Cosmic Causeway artwork. 56 pages. Dave Korn (Ubik) and Paul Docherty (Dokk) interviewed. Nexus 6581 CD by Reyn Ouwehand reviewed. Star Wars quotes with the word "pants" inserted in them at the bottom of every page..

COVERDISK: 2 double-sided disks, or selected programs on tape. Ubik games All Terrain Gardener (un-released) plus Thrust 2 and Arcade Classics. Trailblazer and Cosmic Causeway by Shaun Southern. Complete Metal Warrior and Metal Warrior II games. Plus several demos.

RARE: The tape version does not include the multiload programs (e.g. Metal Warrior games and the South Park 2 demo). However, it does include the Metal Warrior II demo, and a specially-written South Park demo called "The Many Deaths of Kenny" which is unavailable elsewhere..

ISSUE #16 (Winter 2001)

MAG: ZZAP! style cover with Bouff (Emily Booth) from "Bits". 76 pages plus yellow pull-out. Interviews with Manfred Trenz and Bouff, Back in Time live events and the third CD reviewed. "Where are they now?" feature on the major contributors. More silly quotes.

COVERDISK: Available on 3.5" PC disk, with all the PD reviewed in the issue. Also disk or tape, but you must send off the coupon for your copy. Exclusive games, plus the amazing "Bouff goes Retro!" picture demo.

RARE: Bouff TV catalogue and order form (nice pictures!). This issue also comes with the "CZ Sampler CD", an audio CD intended as a homage to the ZZAP! Sampler tape. 24 tracks from various remixers, the Back In Time CDs and even an hilarious hidden track. The yellow pull-out (4 pages) gives you all the details.

(Bouff TV is one of the reasons Jason closed the magazine. He is running the merchandise website for Emily Booth, which you can access at: http://www.bouff.tv)

COMMODORE ZONE CD-ROM

COVERDISK: This CD-ROM contains HTML versions of the first fifteen issues to view in your Web browser. The coverdisks in .D64 format can be found on the BINARY ZONE CD-ROM and it's update.

RARE: This CD will be updated in 2002 to include the 16th and final issue, along with scanned pages from every issue.

You'll need to check with Jason on the availability of back issues if you missed any, and also when the updated CD-ROM is available.

3 is a true labour of love bringing old (but not forgotten !) and enjoyable tunes back to us in a new and interesting way - LONG LIVE HIGH TECHNOLOGY PUBLISHING !!!

UPDATE Three things of importance I would also like to mention - I would like HIGH TECHNOLOGY PUBLISHING to have a go at a full C.D. of club mixes of C64 games, A lot of HUBBARD's 64 tunes are just so funky and there's some really good dance style updates on this C.D. The second thing I would like to suggest would be - Why not have dedicated C.D.s for specific artists, (E.G. BEN DAGLISH, GALWAY etc) that way there material could be covered in more depth, there may also be tracks that they might like to do. Finally one last thing I must mention is the fact that being based on the COMMO-DORE 64 ONLY I have not been able to access the C.D.

As I suggested to KENZ it would be nice to have a BACK IN TIME 3 VIDEO so you can have the Audio C.D. and the C.D. displaying the P.C. stuff combined. I eagerly await the release of BACK IN TIME 4 !!!

<<<<< **Wayne gives it 93%** >>>>>

DISKMAG CORNER
reviews by Andrew Fisher

If you've never seen a diskmag, it is basically a magazine on a disk. I am going to be rating the most recent releases in four key areas: APPEARANCE - how the mag looks on screen and whether it has an intro, EASE OF USE - how easy is it to use and the controls (obvious really!), TEXT - the content and subjects covered plus the quality of the English, and MUSIC - is it exclusive and credited? Each area carries a mark out of 5, giving a final rating out of 20.

ARACHNOPHOBIA #23 from Spiders Crew and Role - released on a very regular 3-month schedule, with occasional "live" party specials normally 1 side, with associated programs on side 2 when available

APPEARANCE: this issue has some great logos from JSL, along with a scary picture in the intro (a nude woman being held in a spider's web). Apart from a poor choice of colours for the menu, the fonts used are good with some excellent text-frame graphics. **4/5**

EASE OF USE: keyboard or joystick control is very responsive, the chapters you have read (this session) are highlighted and do not re-load if they are in memory, and the fades between menu and text are very good. **4/5**

TEXT: the Formula 1 chapter was dropped after much criticism (I liked it), but the unique "Birthdays" chapter is still here. Icegirl provides a nice story each issue, along with DVD/cinema reviews. Text is always well written in English with few errors. **4/5**

MUSIC: there are always 8 tunes per issue, with 4 exclusives from Yogibear this time (I particularly like his "Truman Show opening" cover). Occasionally, music title or artist is unknown. **4/5**

OVERALL: 16/20

PUBLICATION #46 from Civitas - released every 2/3 months magazine comes on 2 sides, with associated programs and assembly code on side 2

APPEARANCE: there is no intro, and the publication is text-based with logos embedded in the text and one at the top of the screen. **3/5**

EASE OF USE: keyboard controlled only, this uses a "hypertext" system, where you can "click" on a word and jump to another part of the same text, or load in a new chapter. Also, text is either translated or available in German and English. However, loading times are quite long, particularly as the menu has to be constantly re-loaded. **3/5**

TEXT: unusual to have the translation of text, a good variety of subjects are covered including some coding tips and an excellent contacts list. **4/5**

MUSIC: 4 tunes from Richard Bayliss in this issue, including his cover of "Green Beret". **4/5**

OVERALL: 14/20

INTERNAL #28 from Warriors of the Wasteland - 1½ year delay from the previous issue comes on 1 side

APPEARANCE: bitmap menu with a pointer and a few simple icons, the pointer changes shape over something you can click on, the text is displayed in a nice proportional font, but again there is no intro. **4/5**

EASE OF USE: joystick only, simple to use, although there is occasionally a delay if you try to view a page as the text is still loading. **4/5**

TEXT: a good selection of text on various scene topics, including an excellent interview with Danko **4/5**

MUSIC: 4 tunes from The Alien, 1 from VIP. None are exclusive, but a good variety. **3/5**

OVERALL: 15/20

VANDALISM NEWS #37 from Onslaught & Wrath Designs - very regular release schedule, approximately every 2/3 months this issue came on 3 sides (I got it via e-mail), with an exclusive Wrath Designs picture demo

APPEARANCE: great intro, superb icon interface, all text is displayed proportionally and there are bitmaps embedded in the text (some up to 16 lines high). **5/5**

EASE OF USE: joystick or keys, the only real deficiency is the lack of keyboard shortcuts for common commands (e.g. select next music). Nice print option as well. **4/5**

TEXT: this issue was a round-up of 2001, with very varied text and an excellent interview with Thomas Detert. **5/5**

MUSIC: 5 exclusive tunes from GRG, DaFunk and Alih, plus 2 classics from Booker and Reyn Ouwehand. **5/5**

OVERALL: 19/20
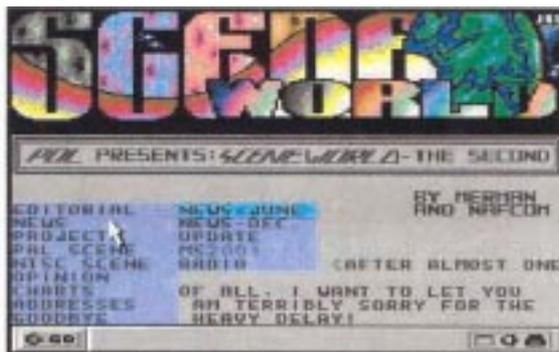
SCENE WORLD #2 from People of Liberty - I helped edit and create this issue, so no marks will be given. Currently 1 side per issue. A year's delay after the 1st issue, but hopefully a more regular 3 months schedule from now on.

APPEARANCE: the intro picture was wrongly credited to Tadpole of Civitas; it is of course by the brilliant Mermaid (Vanya Utne). I chose an excellent logo by the prolific JSL for the main part. I would mark it down for the main font, which I find difficult to read and will be changed for issue 3.

EASE OF USE: the main point to remember is that this magazine outfit has been designed to run on PAL and NTSC machines, so currently there is no IRQ-loader. There are various improvements to the outfit on the way, including keyboard shortcuts. We also have a print option, and a Windows-inspired menu system.

TEXT: again, we have text from the PAL and NTSC scenes, written by active people. Issue 2 had an exclusive interview with NTSC legend Coolhand, and issue 3 promises interviews with LOADSTAR leaders past and present - Fender Tucker and Dave Moorman.

MUSIC: we try to have at least 4 tunes an issue, and all of them are exclusive. Composers include Ganja (now left the scene, but gave us permission to use his remaining tunes), Crome, Richard and myself.

NOT-SO SERIOUS

A TYPE-IN SPECIAL
by Andrew Fisher

This short article was inspired by all those interesting little cheats, passwords and even type-in programs from magazines.

WE'RE CAUGHT IN A TRAP
(Suspicious Minds, Elvis)

If you don't want to know the cheats for TRAP by Tony Crowther (featuring the excellent Benn Daglish music), look away now.

Hold SHIFT and type R, A, T to access the hidden options menu. Get the high-score and type your name as DEMO to see the hidden "Gladiator" demo.

Also, you can have some fun on the high-score table. Type in PONY as your name, and the title screen shows PONY+TRAP. For our German friends, how about MAUS+TRAP? And finally, TRIP+TRAP for any billy-goats out there.

IT'S NICE TO BE IMPORTANT, BUT IT'S MORE IMPORTANT TO BE NICE
(from a church noticeboard)

TAU CETI, the amazing conversion of the Spectrum game by John Twiddy, has an interesting addition to the 3D action. You can log on to a computer, allowing you to save progress, view maps etc. But, did you know, you can be rude to it? Simple swear words get the response "same to you with bells on". Telling the computer to go forth and multiply leads to a disintegrating screen and the computer resetting - so SAVE your game first!

In a similar vein, FIREFLY will respond to various swear-words when you enter them in the high-score table (and don't you just dig that transforming letter bit, like the one in Mikie?)

Does anyone out there know of any adventure games that have interesting responses to swear words?

LEFT-OVER JOKES
(SLOP FAORI)

ZZAP! had the "ultimate" type-in program courtesy of Andrew Braybrooke. Just type in the 6510 Accelerator listing, and games run faster. Well, actually, type it in and get an "April Fool" message.
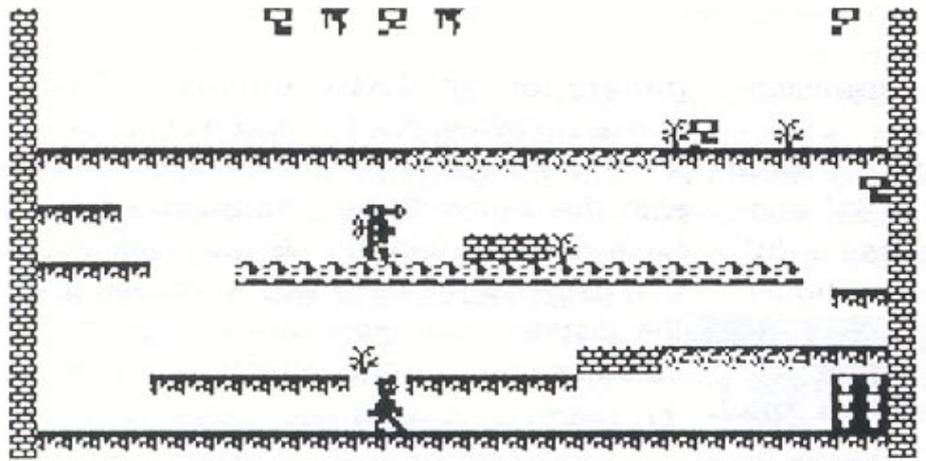
CENTRALNI JESKYNE
LIVE 5   AIR 1839   SCORE 000000

The future for the ZX81 seems fairly static - there is one user group still ac-

tive for the '81, which seems to have no intention of giving up as long as their trusty machine keeps working, and the ZX- Team website is well worth a visit, especially if you fancy hacking around with simple hardware (of which the '81 is a prime example). Be warned, however, that the '81 has a problem which is not shared with many computers - the TV modulator seems hated by all modern TVs so don't expect a nice picture unless you have an old TV to go with it. Luckily, thanks to ZX- Team, there's a simple way of connecting composite video to the '81, but of course this requires soldering onto the board itself so not to be tried unless you're prepared to sacrifice

the value of your trusty ZX81.

So Happy Birthday ZX81, and here's to another 20 years of advancement!

Ian Gledhill

Things to do with a ZX81

The ZX- Team don't just use Sir Clive's ZX81. Oh no, not only do they change it completely into a whole new machine like the ZX96 (of course still with the original motherboard) but they also tell us how to do it! Check out their homepage for home-brew projects includ-

ing: Internal RAM expansion up to a whopping 32K! No RAM pack wobble here! A Fast-mode LED! Yes, you too can have a light on your '81 whenever you go into Fast mode! Composite display! About the only way to get a good picture on a modern TV!

Links to the Outside World...

ZX-Team
www.zx81.de
Everything you need for the ZX81!

FTP site
ftp://ftp.nvg.unit.no/pub/
sinclair/zx81
Get your games here...

The Ultimate Jet Set Willy Fan Page
members.nbci.com/jetsetwilly/
The only place to find Manic Miner?

BINARY ZONE AUDIO CDs

by Andrew Fisher

There are now 17 audio CDs in the Binary Zone range, and you can order all of them for just 69.99 (overseas 80.00). What a bargain!

"SOUND INTERFACE DEVICE" volumes 1 to 4 cover a wide variety of tracks from the major composer. Volume 3 contains the most-wanted tracks from people who bought the first 2, while volume 4 concentrates on PD tunes. Each volume is £3.99. (Add £1.00 per CD overseas).

"THE BEST OF AY-3-8912" contains music from the Spectrum 128 and Amstrad, with many familiar composers contributing their work. Price £4.99.

"THE EPIC THEMES" and "THE EPIC THEMES 2" are both double-CD sets of really long tunes. Examples include Parallax, Tetris, the 31 minute tune from "Gordian Tomb" by Thomas Detert and more. They cost £9.99 and £8.99 respectively.

"C64 PD MUSIC MIX 1" is another double-CD set, based on a tape Binary Zone used to sell. This time the tracks have been recorded in full, and an extra six tracks added. Plus you get some excellent artwork from Richard Frost. This is also £8.99

"THE BEST OF TIM FOLLIN", "THE BEST OF DAVID WHITTAKER" and "THE BEST OF MATT GRAY" collect over 70 minutes of great tracks from each of these highly successful composers. From Whittaker's epic "Panther" to Follin's awesome "Bionic Commando" soundtrack to Matt Gray's un-released "Hyperion 2" every track is a classic. £4.99 each, or £12.99 for all three.

THE LAST NINJA TRILOGY is three CDs, each dedicated to a game in the series. As a bonus, tracks from the "Ninja Remix" cartridge and Amiga covers, plus the un-released "Last Ninja 4" game are included. Again, they are £4.99 each or £12.99 for all three in their smart matching covers.

"THIS TIME IT'S WAR" collects famous tunes from games such as Commando, Rambo and other military types. £4.99

"CREATURES - THE SOUNDTRACKS" collects the tunes from these two classic games by Apex, and runs for over 80 minutes. £4.99

"DUTCH BREEZE vs KRESTOLOGY" has PlayStation style packaging, but celebrates the music from two of the best 64 demos ever. 29 tracks range from "Flip the Flop" to mITCH & dANE's funky vibes. £4.99

(Alternatively, you can buy the last three together for just £11.99 (£13.00 overseas))

The packaging throughout the range is brilliant, from screenshots on the "Best of" range, to rendered spaceships and the extremely well-put together PlayStation pastiche for Dutch Breeze vs Krestology. The CDs are all labelled, and double CDs come in an appropriate case. The quality of the sound is outstanding as well.

If you are a fan of Commodore 64 music, why haven't you bought them yet? And don't forget the outstanding Back In Time series, the Nexus 6581 CD by Reyn Ouwehand..

commodore scene 'zine round up

commodore scene www watch
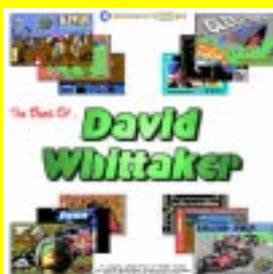
Well, with the demise of **Commodore Zone** and the lack of any more issues of **Retro Classix** on the horizon, it would appear that Commodore Scene is now the ONLY magazine of any note in the UK that still supports 8-bit computers ! It is definately the only magazine that supports the c64 or c128.

However,this is not the case in the USA as the **UCUGA** makes several appearances now and is proving to be very popular indeed. This near monthly newsletter comes from the Dale Sidebottom stable and is very enlightening with several and varied contributors. The June 2002 issue is particularly interesting as it delves into a topic that I am also researching - Commodore compatible VGA/ SVGA monitors. This area (along with modern mice and keyboards) will be discussed in the next issue.

Another from the USA is the **Commodore Mailink**. The new editor (Linda Tanner) does a superb job of keeping the format nice and tight for another newsletterOh how I wish there were user groups in the UK !

Another bundle of **The Village Green** newsletters dropped through my letterbox recently. The self proclaimed voice of the ACUG. Many of the USA nesletters/magazines now make use of Maurice Randalls excellent program 'Post Print' and this has now follwed suit. Nice newsletter !

The **LUCKY REPORT** (september 2001) arrives

http://tfe.c64.org/

http://www.retroreview.com/
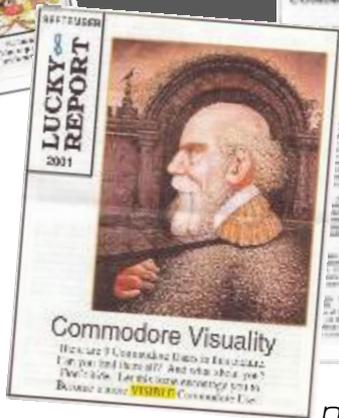
at CS with glee ! I always like reading this publication as it shows just what the Commodore is capable of producing.

One UK magazine worth a mention is **Retro Review**. I have been in touch with these guys and they seem to know their onions. See page 11 for a reprint of a great article about 8-bit computers ! There will be more from them soon and I have written somthing for their next issue !

COMMODORE SHOW
'2002@CREWE'

Here is a quick list of accomodation available in the Crewe area for those who might need it for either Friday night to Saturday or Saturday night to Sunday:-

Alexandra (Guest house) - 01270 584 820
The Farmhouse (Travel Inn) - 01270 251 126
Hayeshouse (Near railway station) - 01270 216 562
The Vine (Public House) - 01270 587 959
The Express (Public House) - 01270 213 793
Sleepers (Hotel) - 01270 585 555

There are more available in Crewe, for details, phone the Crewe Tourist Information on 01270 610 983.

The average price of rooms are £15.00p per night, some including Breakfast - ring around for the best deals if you can! If anyone is unsure where would be the best location to stay then please contact me. (Near the Town centre would be better because of the location of the show.) I can also provide maps, probably as JPEG images.

3pm onwards - 22nd June 2002
FREE entry
LimeLight Club
Visits to High Street Micros by arrangement
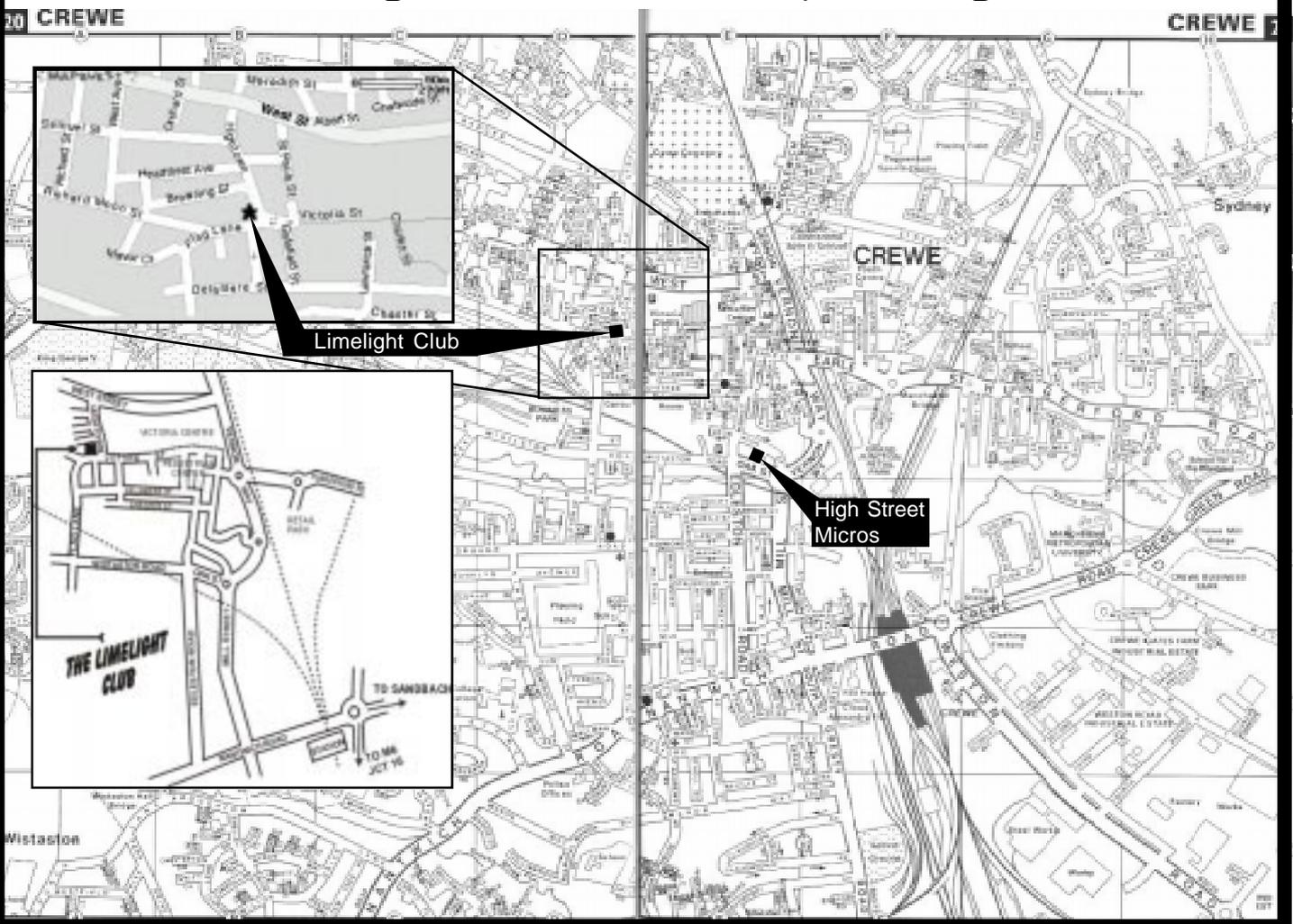
Limelight Club

High Street Micros

commodore scene
contax

ADVICE ON ?

Allan Bairstow
- Commodore in general & GEOS
- allan.bairstow@btinternet.com
- http://www.commodorescene.org.uk/
- see page 2 for mail address

Mike Berry
- Programming
- 6 West Bank Street, Hindsford,
- Atherton, Manchester, M46 9AQ

Andrew Fisher
- Technical, GEOS, Music
- 30 Rawlyn Road, Cambridge, CB5 8NL

PUBLIC DOMAIN LIBRARIES

Binary Zone PD
- www.binaryzone.co.uk

REPAIRERS/SUNDRIES/MAILORDER & HARDWARE

Commodore Scene Importing Service
- See pages 30 & 31

High Street Micros
- Repairs, software & hardware
- 20/24 High Street, Crewe, Cheshire,
- Tel (01270) 250871
- Fax (01270) 580964
- tonycank@highstreetmicro.co.uk
- http://www.highstreetmicro.co.uk/

Needmore Limited
- Repairs, Tel : (0151) 5212202

Ribbons & Things
- Printer ribbons and comsumables
- 8c Treefields, Buckingham, MK18 1BE
- Tel/Fax/Ans. : (01280) 817217

Ribbons Unlimited
- Printer ribbons and comsumables
- PO Box 7, Belper, Derbyshire, DE56 1AD,
- Tel : (01283) 734050
- Fax & ans. : (01283) 734051

Trading Post
- 2nd hand hardware & software
- Victoria Road, Shifnal,
- Shropshire, TF11 8AF
- Tel : (01952) 462135

SOFTWARE

Commodore Scene Importing Service
- See pages 30 & 31

John Thomson
- Software & hardware
- for c64 & other 8-bits
- 78 Holtdale Avenue, Leeds, LS16 7SG
- Tel : (0113) 2671393

High Street Micros
- 20/24 High Street, Crewe, Cheshire
- Tel : (01270) 580964

COMMUNICATIONS & BULLETIN BOARD SYSTEMS

Chic BBS (Weekends ONLY)
- Dial : (01753) 890111

Lentil BBS
- Dial : (01483) 834626
- Sysop : (01483) 834606 - voice

Midnight Express BBS
- Dial : (01384) 865626

Tiger BBS
- Dial : (01753) 672520

MAGAZINES & FANZINES

GO64!
- CSW Verlag, Goehestr 22, D-71364
- Winnenden, Germany

Commodore Mailink
- Tom Adams, 4427 39th St.,
- Brentwood, MD 20722-1022, USA

C= Voyages
- Fresno Commodore User Group,
- 3487 E. Terrace Ave., Fresno,
- CA93703-1939, USA.

GEOS Publication
- 7969 Woodcrest Drive, Lousiville,
- KY 402193859, USA

LUCKY Report
- K.Dale Sidebottom, PO Box 303,
- New Albany, IN 47151-0303, USA

The Village Green
- C.C.U.G. #447, 623 29th St.,
- Astoria Ore. 97103

UCUGA
- x

DISKZINES

Loadstar
- x

Scene World
- x

Sorry, but I didn't have time to research and update this section - anybody want to help me out ?

commodore scene importing service

	Price UK only	PayPal for UK only	Postage within UK
COMMODORE COMPUTERS			
Commodore 64 & jc*	£25.00	TBA	Included
Commodore 64c & jc*	£20.00	TBA	Included
Commodore 128 (16k VDC) & jc*	£35.00	TBA	Included
Commodore 128 (64k VDC) & jc*	£45.00	TBA	Included
Commodore 128D (16k VDC) & jc*	£55.00	TBA	Included
Commodore 128D (64k VDC) & jc*	£60.00	TBA	Included
jumper clip fitted (for use with RAMLink)			
CMD SuperCPU 20Mhz ACCELERATOR			
SuperCPU64 (no SuperCard)	£155.00	TBA	Extra
SuperCPU128 (no SuperCard)	£199.00	TBA	Extra
CPU MMU adapter (C128/C128D)	£30.00	TBA	Extra
SuperCard (0Mb) 64 or 128	£61.00	TBA	Extra
16Mb Simm for SuperCard	£30.00	TBA	Included
JiffyDOS SYSTEM			
JiffyDOS 128 Kernal	£33.00	TBA	Extra
JiffyDOS 128D Kernal (metal case)	£33.00	TBA	Extra
JiffyDOS 128D System (metal case)	£47.00	TBA	Extra
JiffyDOS C64 Kernal (24 pin)	£39.00	TBA	Extra
JiffyDOS C64 v4 Kernal (28 pin)	£39.00	TBA	Extra
JiffyDOS SX 64 System	£47.00	TBA	Extra
JiffyDOS ROM's for disk drives (price per drive)	£24.00	TBA	Extra
(Ordering JiffyDOS, state make / model / type & serial number of your equipment)			
RAMLink RAM DISK DRIVE			
RAMLink (no RAMCard II)	£130.00	TBA	Extra
RAMLink jumper clip	£2.00	TBA	Included
RAMCard II, 0Mb, no RTC	£39.00	TBA	Extra
RAMCard II, 0Mb, w/RTC	£45.00	TBA	Extra
RTC add-on for RAMCard II	£15.00	TBA	Extra
4Mb simm (for RAMCard II)	CALL	TBA	Included
Back up battery with cable	£20.00	TBA	Extra
Parallel cable (RAMLink to HD)	£16.00	TBA	Extra
HARD DRIVE & CD-ROM DRIVES			
External CD-ROM drive (various speeds)	CALL	TBA	Included
CMD Hard Drive - 1000 (1Gb)	£415.00	TBA	Extra
CMD Hard Drive - 2000 (2Gb)	£499.00	TBA	Extra
CMD Hard Drive - X (fit your own SCSI hard drive)	£190.00	TBA	Extra
IDE64 interface	£90.00	TBA	Included
Internal IDE CD-ROM drive (various speeds)	CALL	TBA	Included
Internal IDE hard drive for IDE64 (various sizes)	CALL	TBA	Included
Internal SCSI Hard Drive for HD-X (various sizes)	CALL	TBA	Included
HIGH CAPACITY 3.5" FLOPPY DRIVES			
CMD FD-2000 no RTC (J)	£139.00	TBA	Extra
CMD FD-2000 with RTC (J)	£149.00	TBA	Extra
CMD FD replacement mechanism	£40.00	TBA	Extra
CMD FD instruction manual	£12.00	TBA	Extra
CMD FD RTC add-on kit (for existing owners)	£30.00	TBA	Extra
51/4" FLOPPY DISK DRIVES			
Commodore 1541	£30.00	TBA	Included
Commodore 1541-II	£40.00	TBA	Included
Commodore 1570	£45.00	TBA	Included
Commodore 1571	£50.00	TBA	Included
Commodore 1581	£60.00	TBA	Included
POWER SUPPLIES - STANDARD UNITS			
Original C64 PSU (2nd hand) ... CS £8.00	£8.00	TBA	Included
Original C128 PSU (2nd hand) .. CS £25.00	£25.00	TBA	Included
FD & RAMLink Mk2 .... CS £20.00	£20.00	TBA	Included
USA>UK power converter (30) .. CS £15.00	£15.00	TBA	Included
USA>UK power converter (45) .. CS £20.00	£20.00	TBA	Included
POWER SUPPLY - HEAVY DUTY UNIT - CS-SuperPSU v3			
CS-SuperPSU v3 - Fan cooled, outlets for 2x computers (c64/c64c/c64gs/c128 and c128d), 7x devices (1541-II, 1581, RAMLink 1&2, CMD Hard Drives, FD2000, FD4000, IDE Hard Drives & CD Drives. Fully SuperCPU and cartridge tolerant. UK/European (220v~240v) and USA (110v) versions available	£160.00	TBA	Included
Gender Changer IDE (for IDE CD & Hard Drives)	£8.00	TBA	Included
Gender Changer 128 (convert 64 to a 128 plug)	£10.00	TBA	Included
Gender Changer CLONE (convert to 41 clone)	£8.00	TBA	Included

	Price UK only	PayPal for UK only	Postage within UK
INPUT DEVICES			
1531 mouse	£10.00	TBA	Included
Smartmouse (1531 compatible with RTC)	£39.00	TBA	Extra
Gamepad (megadrive style)	£23.00	TBA	Extra
Icontroller	£15.00	TBA	Included
CARTRIDGES, ADAPTERS & CABLES		TBA	
3 way USER PORT expander	£24.00	TBA	Extra
USER PORT extension cable	£16.00	TBA	Extra
EX3 cartridge port expander	£24.00	TBA	Extra
EX2+1 cartridge port expander	£27.00	TBA	Extra
Expert Mk1 cartridge	£15.00	TBA	Included
Expert Mk2 with ESM v4.1	£18.00	TBA	Included
Expert system disks - state - 2.1/3.2/3.2r/4.1	£4.00	TBA	Included
geoCable I - 2nd hand	£9.00	TBA	Included
geoCable II (with pass thru port)	£24.00	TBA	Extra
Retro Replay Cartridge	£44.00	TBA	Included
Serial cable (1m)	£5.00	TBA	Included
Serial cable (2m)	£8.00	TBA	Included
X1541 (with Star Commander)	£9.00	TBA	Included
XE1541 (with Star Commander)	£15.00	TBA	Included
TELECOMUNICATION			
Diamond Supra Express 56e V90 Pro modem (geoFAX & TheWAVE compatible)	£65.00	TBA	Included
ScanLynx2000 (geoFAX)	£25.00	TBA	Included
Silver Surfer - modem interface for Retro Replay	TBA	TBA	Extra
Turbo 232 modem interface	£31.00	TBA	Extra
Modem cable (DB9 to DB25)	£8.00	TBA	Extra
Novaterm v9.6 (state 5.25" or 3.5")	£24.00	TBA	Extra
TheWAVE 64/128 - Internet browser (requires GEOS/Wheels & CMD SuperCPU w/1Mb min.)	£3.00	TBA	Included
MAGAZINES-BOOKS-MANUALS			
Anatomy of the 1541	£7.00	TBA	Extra
C64 programmers reference guide	£9.00	TBA	Included
C64 user manual	£2.00	TBA	Included
C64 science & engineering	£7.00	TBA	Extra
C64 tricks & tips	£7.00	TBA	Extra
C128 computer aided design	£7.00	TBA	Extra
C128 BASIC training guide	£7.00	TBA	Extra
Compiler design & implementation	£7.00	TBA	Extra
GEOS programmers reference guide	£22.00	TBA	Extra
Graphics book for the C64	£7.00	TBA	Extra
Hitchhikers guide to GEOS	£22.00	TBA	Extra
Ideas for use on your C64	£7.00	TBA	Extra
Printers book for the C64	£7.00	TBA	Extra
Mapping the C64	£7.00	TBA	Extra
SEROIUS & UTILITY SOFTWARE			
CD-ROM commander 64	£20.00	TBA	Included
CD-ROM commander 128	£20.00	TBA	Included
CD-128 (music player)	£20.00	TBA	Included
CD-ROM SOFTWARE			
CS Library CD-ROM (.d64 archive)	£20.00	TBA	Included
CS Issue File (CS back issues - PDF)	£20.00	TBA	Included
CS Tech2000 Mini CD-ROM (PDF)	£5.00	TBA	Included
SOFTWARE - GAMES			
Bombmania	£10.00	TBA	Included
Ice Guys	£10.00	TBA	Included
It's Magic 2	TBA	TBA	Included
Newcomer (ENC2) - De-luxe	£20.00	TBA	Included
Sword of honour (3.5" & 5.25")	£5.00	TBA	Included

	Price UK only	PayPal for UK only	Postage within UK
SOFTWARE - GEOS			
GEOS 64 v2.0	£34.00	TBA	Extra
GEOS 128 v2.0	£38.00	TBA	Extra
Wheels64 v4.2 (state 5.25" or 3.5")	£28.00	TBA	Extra
Wheels128 v4.2 (state 5.25" or 3.5")	£31.00	TBA	Extra
MegaPatch64 / Topdesk (state 5.25" or 3.5")	£28.00	TBA	Included
MegaPatch128 / Topdesk (state 5.25" or 3.5")	£30.00	TBA	Included
Gateway64 v2.5	£24.00	TBA	Extra
Gateway128 v2.5	£24.00	TBA	Extra
Gateway 64 & 128 combined	£35.00	TBA	Extra
geoFile 64	£31.00	TBA	Extra
geoFile 128	£35.00	TBA	Extra
geoCalc 64	£31.00	TBA	Extra
geoCalc 128	£35.00	TBA	Extra
geoProgrammer	£35.00	TBA	Extra
geoPublish	£31.00	TBA	Extra
geoPublish master disk	£20.00	TBA	Inlcuded
geoBasic	£16.00	TBA	Extra
geoShell	£16.00	TBA	Extra
geoMakeboot	£10.00	TBA	Extra
geoFax v2.1	£31.00	TBA	Extra
Desk pack plus	£24.00	TBA	Extra
Font pack plus	£20.00	TBA	Extra
Font pack international	£20.00	TBA	Extra
Collette utilities	£16.00	TBA	Extra
GEOS companion	£16.00	TBA	Extra
GEOS power pak 1	£16.00	TBA	Extra
GEOS power pak 2	£16.00	TBA	Extra
PPLQ master system & fonts 1 & 2	£39.00	TBA	Extra
PPLQ font collection 3	£16.00	TBA	Extra
PPLQ border font collection	£16.00	TBA	Extra
Dweezil's greatest hits	£24.00	TBA	Extra
SuperFonts	£7.00	TBA	Included
MergeFonts	£7.00	TBA	Included
SpecialFont collection	£7.00	TBA	Included
SOFTWARE - SERIOUS			
Big blue reader	£30.00	TBA	Extra
CMD utilities	£20.00	TBA	Extra
FlexiDRAW	£15.00	TBA	Extra
FlexiFONT	£15.00	TBA	Extra
GoDot (sate 5.25" or 3.5")	£3.00	TBA	Included
I-Paint (80 col's & 64k VDC)	£30.00	TBA	Extra
I-Port (80 col's & 64k VDC)	£30.00	TBA	Extra
JiffyMON - monitor	£16.00	TBA	Extra
Multi Screen Construction Kit	£6.00	TBA	Included
PASCAL 64	£6.00	TBA	Extra
Superbase 64 v3.01	£27.00	TBA	Extra
Superbase 128 v3.01	£27.00	TBA	Extra
MISCELLANEOUS ITEMS			
5.25" 10 branded disks	£6.00	TBA	Inlcuded
5.25" disk drive cleaner	£4.00	TBA	Inlcuded
3.5" disk drive cleaner	£5.00	TBA	Inlcuded
64k VDC Upgrade Kit (C128&D)	CALL	TBA	Inlcuded
Printer/plotter pens (3x black)	£3.50	TBA	Inlcuded
Printer/plotter pens (3x colour)	£3.50	TBA	Inlcuded
oo00oo I N C O M I N G ! oo00oo			
4 Player Adapter	TBA	TBA	TBA
Abracadabra !	TBA	TBA	TBA
Bombmania PLUS	TBA	TBA	TBA
CommodoreOne	TBA	TBA	TBA
Metal Dust (SCPU only)	TBA	TBA	TBA
PacIT	TBA	TBA	TBA
WiNGS	TBA	TBA	TBA

Key to codes
RTC = real time clock
CS = Postage included
(J) = JiffyDOS installed
TBA = To Be Advised

ORDERING INFORMATION FOR UK

Please add the following postage costs to your completed order :

£0.01	to	£10.00	....	£4.00
£10.01	to	£20.00	....	£8.00
£20.01	to	£30.00	....	£18.00
£30.01	to	£50.00	....	£22.00
£50.01	to	£60.00	....	£25.00
£60.01	to	£150.00	....	£35.00
£150.01	to	£300.00	....	£50.00
£300.01	to	£800.00	....	£60.00
£800.01	plus		....	£70.00

Add a further £15 if you require insured postage

£0.01	to	£10.00	....	£9.00
£10.01	to	£20.00	....	£16.00
£20.01	to	£30.00	....	£25.00
£30.01	to	£50.00	....	£29.00
£50.01	to	£60.00	....	£33.00
£60.01	to	£150.00	....	£41.00
£150.01	to	£300.00	....	£60.00
£300.01	to	£800.00	....	£72.00
£800.01	plus		....	£85.00

Please note that all items are supplied with UK compatible PSU's were applicable and an adapter (not supplied) may be required in some countries.

Payment Details
Make payments payable to : A J Bairstow

Accepted Payment Types
CASH - If you are sending cash then please use secure postage - CS will not be held responsible for any lost money. UK Sterling only please.

Cheque or Postal Order - Cheques take up to one week to clear but a postal order will ensure a fast turnaround of your order.

Credit Card - Online via PayPal, pay to allan.bairstow@btinternet.com. Payment can only be made in US$ so please ask for a US$ price before ordering.

International Money Order - Guarranteed payment between different countries. Secure and very safe, but slow.

Direct Bank Transfer - This new method is very popular and assures immediate action on your order. Usually FREE to use and is very quick.

Contact address
CS Importing Service
14 Glamis Close
Garforth, Leeds
West Yorkshire
LS25 2NQ
United Kingdom

E-mail
allan.bairstow@btinternet.com

All details were correct at time of going to press. Delivery can be up to four weeks after the 1st of the month. All prices are subject to change - you will be notified prior to orders being accepted.

June 2002

You can now pay by credit card on-line at PayPal

PayPal only accept US$ so please confirm a US$ price with me BEFORE ordering any items from the CSIS listing. Make payments to :

a l l a n . b a i r s t o w @ b t i n t e r n e t . c o m