

Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

February, 2007 President's Page

It's February 2007 already, and time is fast approaching for our C=4 Expo. A few deadlines are approaching already. We have our Paypal account set up finally, after months (or has it been years?) of discussion. Coming up in March is the deadline for our C=4 Expo t-shirt design contest. Updated information should be up soon for the C4expo.org website for purchasing your advance tickets to C=4 and the t-shirts.

Just what exactly are we expecting for a t-shirt design? If you have subscribed to the c4expo group on yahoo, you already know. Here is a brief rundown:



You can use whatever program you want to design in, but keep in mind, the design will be monochrome silkscreen (I believe that is what Mark indicated by the t-shirt shop he had in mind). We will need to get with the t-shirt shop in what program they want the design. In most cases, it shouldn't be hard to convert to another format needed. I will be converting submissions into a format that can be viewed via the web, probably GIF.

Dimensions haven't been determined yet, as to whether the design would be a pocket style logo, full chest logo, or back shoulder logo. It depends on the submissions of our creative talents.

(Continued on next page.)

Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

President's Page, Continued

Continued from previous page...

Files can be uploaded to the c4expo yahoo group, <http://groups.yahoo.com/group/c4expo> or emailed to cbmusers@yahoo.com and it will be forwarded to the files section of the yahoo group. As a bonus, submissions will have a preview available online at the opening webpage. As it stands now, there is only one submission, but I'm sure others will show up as it gets closer to the deadline. Submissions will be rotated for display until the deadline for the contest on March 1. Beginning March 2, a poll will be setup for all to vote on which design is the one that should be used for this year's logo. If there is room in the newsletter this month, submissions hopefully will make it to the newsletter pages for all to see.

Your design could be the winner if you get it uploaded now.

You can also bring your submissions to this month's meeting for all to see.

Remember, this month's meeting is on Sunday, February 18, at the Norwood Retirement Community at 2PM.

See you there and Keep Commodoring!!

David Witmer Cincinnati Commodore Computer Club President
Webpage <http://www.geocities.com/c64-128-amiga>
AKA Snogpitch snogpitch@prodigy.net cbmusers@yahoo.com
ICQ 4989342 Ex-Commodore-Amiga Engineer class of '94

Newsletter Format Change, Call for Article Submissions

You may notice that the newsletter is coming to you in a slightly different format. This is because of ongoing issues with the postal service resulting from the newsletter's old format. Many of our members were receiving torn newsletters, or not receiving them at all. There were a number of explanations given by the post office for this, including "odd size", "staples", and "gremlins". To remedy this situation, and better serve our members, we have switched to an envelope and tri-fold format. This will also allow us to include the occasional extra in the newsletter, such as decals.

Again this month, we're looking for article submissions from our members. If you would like to submit an article, they can be emailed to oliver@vbssolutions.com, or by postal mail:

CCCC Article Submissions c/o Oliver VieBrooks
17 Edwards Avenue
Walton, KY 41094

Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

A Commodore ULTRA-mobile

These pictures are of a home-brew portable C64 clone based on the handheld "Hummer" game available at Radio Shack. As many of you know, the "Hummer" game contains a full-featured Commodore 64 emulated in a chip called the IPL64+.

From PETSCII.COM:

"Here are a few pics of my own DTU Hummer project. I had an old PSOne LCD screen lying around and I thought I'd make a C64 laptop. Actually, it's more like a C64 PDA! It measures 6.5 x 6 x 1.5 inches (16.5 x 16.5 x 4 cm) when closed. It can run from an AC wall adapter or 6 NiMH AA batteries. The keyboard is hacked from a portable folding keyboard for a Jornada PDA which outputs RS-232. I'm using a PIC 16F88 to decode the signals and re-encode them to PS/2 (that was an ordeal to figure out). The PIC checks to see if an external PS/2 keyboard is connected on power up. If one is hooked up, it will route data from that instead. There is an internal amplified speaker as well as connections for audio and video output on the back. There's a serial connection for a disk drive and an SD card slot in the side. I also have a connection for a userport/joystick. The joystick in the picture is a hacked Atari keychain joystick. The mini joystick wasn't in the original plan but after I accidentally discovered it on ebay, it seemed perfect."



Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

Classic C64 Games to be Re-Released as Mobile Phone Games

Mobile entertainment publisher Kiloo reports that they have secured a deal to develop a series of mobile games based on the old 1980's classics originally released on the Commodore 64.

It appears that this is a joint venture between Kiloo and Commodore Gaming. They will co-publish over twenty classic titles from the enormous library of games available for the Commodore 64.

The first three games to be made available will be a remake of Jupiter Lander (pictured at right), Triad, a tic-tac-toe with space shooter elements, and Jack Attack, a "brick-moving, critter busting adventure"

As some of you may or may not know, I (your friendly neighborhood newsletter editor) have worked in recent years on a number of "modern" C64-ish products, most notably the C64 DTU and Hummer games. It was on those development teams that I first heard mention of the idea of re-writing classic C64 games for release on a mobile-phone platform. At the time, DC studios was going to be the producer, and they were looking for java developers to work on the project. That this has changed suggests that Commodore has learned from the problems that arose with the DTU and Hummer games.

The irony of this is that the problems with the DTU and Hummer games had nothing to do with the software developer, but instead were solely the result of the hardware manufacturer trying to save money by eliminating parts from the final design. Regardless, I would personally like to believe that this change represents a commitment to quality on the part of Commodore Gaming. (Though I would love to make some \$\$ doing the conversions.)

Jacob M?r, the chief executive officer of Kiloo, says, "Retro gaming is a very significant part of the whole mobile games market. The simplicity and classic game play appeals to players who recognise the titles from the originals. Commodore and the C64 were responsible for defining much of the early videogames market and the popularity of the machine can still be seen today, with fans all over the world. We are honoured to be working with Commodore Gaming to bring these titles to a whole new generation of gamers and give mobile owners worldwide the chance to revisit or enjoy for the first time, titles from the golden age of gaming."

Bala Keilman, CEO at Commodore Gaming, agrees. "Mobile phones represent an entirely new platform for games, one which is open to huge number of people in a way that no dedicated console can begin to match. By working with Kiloo to bring a number of titles from the C64 to the global mobile market, we can use an innovative way to encourage people who would never otherwise consider themselves 'gamers', to try classic titles, which are simple, accessible and timeless."

The logo for Commodore Gaming, featuring a stylized 'C' icon followed by the word 'commodore' in a bold, lowercase sans-serif font, with 'Gaming' in a smaller font below it.

Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

CCCC BBS Report



January and February are still slow months on the BBS. We've hovered around 50 members.

To attract more members, we are currently working on the files area. A complete collection of C64 demos and mirrors of classic networks' file areas are in the works.

In building these file areas, we have encountered some issues. It was discovered that our HD partitioning scheme was flawed, and we did manage to completely crash the board at one point.

These drive-related issues have been corrected, however, and as soon as a larger drive can be added with a more forgiving filesystem, we will continue to add files to the files area.

We still need sub board operators!

-Chuck Kern, BBS Sysop
Cincinnati Commodore Club BBS

IRC #c64friends Report

The regular Saturday night chat has been relatively uneventful. Punch has been giving quite a bit of advice regarding electronics and Z80 programming techniques, and the regular users have expanded to "50 in the channel at any given time. Some of this increased usage seems to be related to the consequent drop-off of traffic in #cbm8, as users are starting to realize that one channel really does serve the purpose required, and the #c64friends mods aren't such evil people, after all. #c64retards is still hovering at 3 members, if you ever need to be offended for any reason, pop on in there and one of the staffers will see to it that you're properly insulted.

Upcoming C4 Expo Information

Cincinnati Commodore Computer Club Spring Expo 2007 (Code-name "C4")
May 5&6, 2007

Ft. Mitchell, KY

Across the Ohio River from Cincinnati, OH USA

Demonstrations and Speakers:

Commitments from guests will be posted when they are confirmed:

Hotel Information:

The Drawbridge Inn is located off I-75 and I-71 in Ft Mitchell Kentucky. The cost of the single rooms in the main building is only \$69 plus taxes. The hotel is setting aside 10 rooms for our group until April 4 th. After that date, any remaining rooms in that block are released for general sale. Reservations will continue to be accepted for our group at the quoted group rate, on a room available basis.

To make reservations for the C=4 Expo:

Toll Free: (800) 354-9793

Name of the Event: Cincinnati Commodore EXPO

In Kentucky: (800) 352-9866 (859) 341-2800

There is an International Airport located nearby, with shuttle service provided by the hotel.

Expo Pricing:

Door Charge: \$10.00/person or \$15.00/family

Demos, Exhibits, and Selling Tables: \$15/ table or \$35/ 3 tables (The hotel charges \$10 per table for power usage) Tables are 6' in length. All sellers and demonstrators need to set up before 9:00 on Saturday morning, the doors (for these only) will open at 7:00am.

Contact Roger Hoyer by phone, email, or in writing.

Phone: 513-248-0025 C=4 Expo

Email: thunderbird@iglou.com c/o 31 Potowatomie Trail
Milford, OH 45150

The 4C-er, February 2007 Issue Cincinnati Commodore Computer Club

Current Officers

President	David Witmer	513-868-1344
Vice President	Steve Winkle	937-783-5559
Secretary	Mark Gladson	
Treasurer/Publicity	Roger Hoyer	513-248-0025
Membership	Don Parrish	513-281-3079
Liibrarian	Edward Gase	513-829-0942
Newsletter Editor	Oliver VieBrooks	859-485-6465

To Contact CCCC:

Cincinnati Commodore Computer Club
c/o Roger Hoyer
31 Potowatomie Trail
Milford, OH 45150

The next CCCC Meeting will be held on Sunday, February 18th, from 2PM-4PM at Norwood Retirement Community in Norwood, Ohio.



Tutto speciale. Scegli dai 16 anni sopra intelligenti, il più del 2000 di tutto. Per te, per un amico, per i tuoi figli. Per giocare, studiare o lavorare. Per lavorare nelle applicazioni creative. Per accedere ai servizi, l'assistenza, i servizi di chi sa di. Sono presenti Commodore, s.r.l. e del sistema.

Modello 1
Commodore 26
È più versatile nel mondo. Grande memoria alla richiesta grafica, emulazione servizi professionali, affari internazionali. Il miglior che mai un grande sistema a costo così poco.

Modello 2
È una sfida.
Potente, memorizza fino a 170.000 caratteri e arriva in tempo reale agli archivi con una velocità di 2 mega byte che ti dà un 600.000 + 100.

Modello 3
Regolatore audio.
Dischi a 5 1/4 con 50. Memorie con i programmi, la memoria centrale magnetica.

Modello 4
È il più grande.
Una scelta in nome al computer. Stampi, stampa, fa i grafici, stampa e il color, è 375.000 + 500.

Modello 5
La stampa.
È modello che sai scegliere. Per stampare velocemente i tuoi programmi, anche a colori, accompagnati, tutti. 500.

Modello 6
È il miglior e color professional.
Sistema da 14" ad alta risoluzione e auto-inversione. È 440.000 + 500.

Modello 7
Commodore 64 Executive
È il miglior portatile, un regalo per un Commodore. Sistema da 12" a colori e alta risoluzione da 170 K. Incomparabile. È un prezzo davvero speciale che solo Commodore può.

COMMODORE
UN NATALE CHE VALE
COMMODORE COMPUTER