

Importing Service **CMD**
Commodore
scene #12

Accelerators

SuperCPU 64	£140.00
SuperCPU 128 complete with MMU adapter	£180.00
CPU MMU adapter (for C128)	£90.00
SuperCard 64 or 128 - 0Mb	£55.00
4Mb Simm (for SuperCard)	UK £CALL
8Mb Simm (for SuperCard)	UK £CALL
16Mb Simm (for SuperCard)	UK £CALL

JiffyDOS

128 Kernel	£27.50
128D Kernel (metal case)	£97.50
128D System (metal case)	£96.00
C64 Kernel (24 pin)	£16.50
C64 v4 Kernel (28 pin)	£16.50
SX 64 System	£93.00
KOM's for disk drives	each £17.00

(When ordering JiffyDOS, state make / model / type & serial number of your equipment)

RAMLink (J)

RAMLink - base unit (no RAM-Card II)	£115.00
RAMLink jumper clip	£2.00
RAM Card II, 0Mb, no RTC	£38.50
RAM Card II, 0Mb, w/RTC	£44.00

RTC add-on for RAM Card II

1 Mb simm (for RAM Card II)	UK £CALL
4 Mb simm (for RAM Card II)	UK £CALL
Backup battery	£22.00
Backup battery cable as sembly	£5.50
Parallel cable (RAMLink to HD)	£16.50

REUs

CMD 1750 - 512k cartridge	£65.00
CMD 1750XL - 2Mb cartridge	£85.00

Hard Drives - JiffyDOS compatible

HD-40 (40Mb capacity)	£210.00
HD-100 (160Mb cap'y)	£243.00
HD-500 (540Mb cap'y)	£325.00
HD-1000 (1Gb capacity)	£420.00

3 1/2" Floppy Drives (J)

FD-2000 (800k & 1.6Mb) no RTC	£135.00
FD-2000 (800k & 1.6Mb) with RTC	£145.00
FD replacement mechanism	£40.00
FD instruction manual	£12.00
RTC add-on kit (existing owners)	£24.00

5 1/4" Floppy Drives (J)

1541	£65.00
1541 with device switch for 89	UK £30.00
1541 II - no P.S.U.	£75.00
1571 refurbished	£85.00

Replacement Power Supplies

CMD hard drive	£33.00
CMD FD series & RAMLink Mk2	£17.00
FD series & RAMLink Mk2	UK £20.00

Input Devices

Lightpen 170C	£70.00
Smartmouse (1351 compatible)	£38.50
Smartball (1351 compatible)	£50.00
Gamepad (megadrive style)	£22.00

Port Devices and Cables

3 way USER PORT expander	£27.50
USER PORT extension cable	£25.00
EX3 cartridge port expander	£29.50
EX2H1 cartridge port expander	£33.00
ExpertMk1 cartridge v3.2r	UK £15.00
ExpertMk2 with ESM v4.1	UK £18.00
Expert system disks*	each UK £4.00

* state disk required - 2.1 / 3.2 / 3.2r / 4.1

geoCable II (with pass thru port)	£22.00
Telecommunications & MIDI	
ScanLynx2000 (geoFAX)	UK £25.00
56Kbps modem (Novaterm)	UK £85.00
ZOOM modem (geoFAX & Nova)	UK £80.00
Turbo 232 modem interface	£33.00
Modem cable (DB9 to DB25)	£11.00
Novaterm v3.6 (5.25" or 3.5")	£29.50
SID symphony stereo cartridge	£33.00
Digimaster (software)	£27.50

Magazines / books / etc

CMD product catalogue	UK £1.00
Anatomy of the 1541	£8.50
C64 science & engineering	£8.50
C64 tricks & tips	£8.50
C128 computer aided design	£8.50
C128 BASIC training guide	£8.50

Commodore World Magazine

- single issue (current - 24)	£4.00
- instock - 9,11,12,17,18,19,20,22 & 24	UK £4.50
- subscription (3 issues)	UK £50.00
Compiler design & implementation	£8.50
GEOS programmers reference guide	£25.00
Graphics book for the C64	£8.50
Hitohhkers guide to GEOS	£25.00
Ideas for use on your C64	£8.50
Printers book for the C64	£8.50
Mapping the C64	£8.50

GEOS software

GEOS 64 v2.0	£33.00
GEOS 128 v2.0	£38.50
Wheels 64 v4.2	£33.00

Wheels 128 v4.2

Gateway 64 v2.5	£16.50
Gateway 120 v2.5	£16.50
geoFile 64	£33.00

geoFile 128

geoFile 128	£38.50
geoCalc 64	£33.00
geoCalc 128	£33.00
geoProgrammer	£38.50
geoPublish	£33.00
geoChart	£22.00
geoBasis	£16.50
geoShell	£16.50
geoMakshoot	£11.00
geoFax v2.1	£38.50

Desk pack plus

Desk pack plus	£22.00
Font pack plus	£16.50
Font pack international	£16.50
Collette utilities	£11.00

GEOS companion

GEOS power pak (1 or 2)	each £16.50
PPLQ master system & fonts 1 & 2	£33.00
PPLQ font collection 3	£11.00
PPLQ border font collection	£11.00
Dweezil's greatest hits	£22.00
SuperFonts	UK £7.00
MergeFonts	UK £7.00
SpecialFont collection	UK £7.00

Software

Bank street writer	£9.50
Rig blue reader	£27.50
CMD utilities	£16.50
Compression kit	£29.50
FlexDR Mill	£29.00
FlexFONT	£20.00
GoDot	£30.00
IPaint (80 cols & 64k VDC)	£94.50
IPort (80 cols & 64k VDC)	£29.50

GoDot

ITS Magic	No longer available from CS
JiffyMON - monitor	£11.00
Master type	£9.50
MECC educational series:	
- spelling bee	£9.50
- adventures with fractions	£9.50
- expeditions	£9.50
- pre reading	£9.50
- the glass computer	£9.50
- the market place	£9.50

EX2H1 cartridge port expander

EX2H1 cartridge port expander	UK £35.00
RAMLink jumper clip	UK £2.50
CMD hard drive PSU	UK £35.00
CMD FD & RL2 PSU	UK £25.00
JiffyDOS for 1/31D	UK £20.00
GoDot	UK £35.00
SIMM 1Mb (fits RAMLink)	each UK £5.00

Software

PASCAL 64	£16.50
ReRUN disks	£5.50
Superbase 64 v3.01	£27.50
Superbase 128 v3.01	£27.50
Sword of honour (3 1/2" or 5 1/4")	UK £5.00
Where in XXX is Carmen SanDiego?	each £29.50
- the world / Europe / Tim & Eric	

Miscellaneous

5 1/4" disk drive cleaner	UK £4.00
3 1/2" disk drive cleaner	UK £5.00
Printer/plotter pens (3x black)	UK £3.50
Printer/plotter pens (3x colour)	UK £3.50

Key to codes

RTC = Real time clock
UK = Postage included (J) = JiffyDOS installed
Postage & Delivery for UK

Add the following costs to your completed order:

UK items	NIL
£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	£23.00
£60.01 to £100.00	£35.00
£150.01 to £300.00	£50.00
£300.01 to £800.00	£60.00
£800.01 plus	£70.00

Postage and delivery for the rest of world. See the prices above but please add an extra £15.00. Please note that all items are supplied with UK compatible PSUs where applicable but an adapter may be required in some countries.

Contact address and payment details

Make all cheques and postal orders payable to:
A J Baird
14 Glamis Close
Garforth
Leeds
West Yorkshire
LS25 2NQ

Tel / Fax: (0114) 3961573
E-mail: alankirston@compuserve.com

All details were correct at time of going to press. Delivery can be up to four weeks after the 1st of the month. Please - ring before 9pm in the evening, thank you.

'IN STOCK' OFFERS

All the following items are in stock, ready for immediate despatch and include P.P.P in the mainland UK but are in limited numbers - ring to confirm availability before ordering.

EX2H1 cartridge port expander

EX2H1 cartridge port expander	UK £35.00
RAMLink jumper clip	UK £2.50
CMD hard drive PSU	UK £35.00
CMD FD & RL2 PSU	UK £25.00
JiffyDOS for 1/31D	UK £20.00
GoDot	UK £35.00
SIMM 1Mb (fits RAMLink)	each UK £5.00

The details on this list were correct at the time of printing, all prices are subject to change - you will be notified prior to orders being accepted.

No longer available from CS
17th May 1999.

commodore
64/128
PRODUCTS



Commodore
scene

C64 - C128 - C64 EMULATOR



A devilishly good
'25th issue'



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MORE CHANGES !!!!

NEW ARTIST - Well ? Do you like the new original 'ED TALK' artwork ? As from this issue there will be a slow but gradual change in original artwork for the logos and headings within CS. And what about the front cover ? What a masterpiece ! My thanks go to my good friend and long time compadre - Chris - for his outstanding work in creating these wonderful images and also for being an all-round good guy ! Watch out for more artwork from Chris in the coming issues. There will be another all new and unique cover design for the second CS special edition - 'tech2000', see page 37 for further details.

Chris is available for all types of Concept / Design / Print, and can be contacted at : 14by9 Design, 58 Nibshaw Lane, Gomersal, Cleckheaton, West Yorkshire, BD19 4PD, Telephone (01274) 861277.

NEW COMMERCIAL PRINTER - CS is now under the watchful eye of a new printing bod'. This brings about a few changes not least of which is that I now do not have to pay the ridiculas delivery charge when it has been printed as I now collect it myself. Also, due to the nature of the publication and a few other reasons, it means that I now have a bit more flexibility to do more with the style of the magazine.

OUTCOME : Obviously due to all the changes that have been made and also due to the fact that I have been very short on time for compiling this issue, some things will have had to be put on hold or have been missed out all together, such as headings, logos, pictures, etc. For

this I can only appologise but I did try my best not to mis-lay anything. I will try to make up for it in the next issue.

THE FUTURE FORMAT OF CS - As discussed in the last issue, it was decided to make a few changes to the way CS is produced and the way in which it is laid out and formatted. Bearing this in mind it is now my goal to bring CS back to a BI-monthly publication. I am sure that this will please almost everybody as most people feel that waiting three months for each issue is far too long; but then again, it was better than not having a magazine at all ! If this is to happen then the magazine will have to drop to about 32 pages in length (it may end up being more), the colour cover will stay and the price will drop although at the moment exact details are a bit sketchy. It is hoped that the changes will take effect as from issue 27 (28 at the very lastest). More details will be in the coming issues.

COVERDISK - Well there is no hiding it now is there? Issue 24 saw a marked drop in the overall diversity of the coverdisk. I do not mean any disrespect to any of the contributors as they all do a great job. What I mean is that a coverdisk has to have a nice balance of contents i.e. a game, a utility, a demo, some music, etc. - you get the picture. Well there is very little happening in the C64 world that can be put on a coverdisk and to be honest, I nearly did not put out the coverdisk for that issue or this one either. However, having said all that, just prior to finishing off this issue I have recieved absolutely loads of stuff for the coverdisk. I hope that there is enough stuff for this issue and next issue as well.

MAKING AN EXHIBITION OF MYSELF : CS will be attending the UK8 Exhibition, more details will be in the next issue, but you can be assured that I will do my best to take along as much stuff as is humanly possible to show the C64 off to its best potential. In the meantime, check out the poster at the foot of the page.

NEXT ISSUE : Here we are with issue just out and already the next issue taking shape. I take quite a bit of criticism from various people about the content of CS being 'too serious', so, I hope the next issue will be a 'games extravaganza' for all you game buffs out there. I am looking for people who love games to tell me about their favorites - and why. Please supply all contributions on disk. I also want to supply a couple of 'past masters' on the coverdisk - so come, lets have those contributions, don't leave it to somebody else :-)

HOLIDAYS : I will be on holiday from 23rd May until the 8th June, please do not expect a reply during these times.

Right, thats it for now, my thanks go to everybody for making CS what it is. I'm off for a lie down and a holiday.

Allan - Editor

The IEBA & WACCI
present
The 1999 UK 8-bit Convention

“UK8”

THE 8-bit computer event of the year

is to be held at

The Saddlers Club, Bescott Crescent, Walsall

from

10a.m. - 4p.m.

on

Sunday 26th September

(Access for exhibitors will be available from 9a.m.)

Enjoy a pleasant day out in the English Midlands at an event where a wide range of hardware and software will be demonstrated and you can meet some of the other people involved in 8-bit computing

Food facilities are situated nearby, or you may bring your own

The bar will be open from 12 - 3.30

Admission will be by ticket only (£2 per person), most of which we expect to be booked in advance

Exhibitors will need to book tables for display purposes at a cost of £5 per table (each table booked to include 1 person's ticket)



Paying For It !!!

When purchasing items from CS note the following :

- All prices include p&p in the UK
- Make cheques or postal orders payable to A.J.Bairstow

- Make cheques or postal orders payable to Dave Elliot for the geoNUT DEPOSITORY disks, see page 22 for further details on this library.

- DO NOT send cash through the post as Commodore Scene can not be held responsible for any lost money

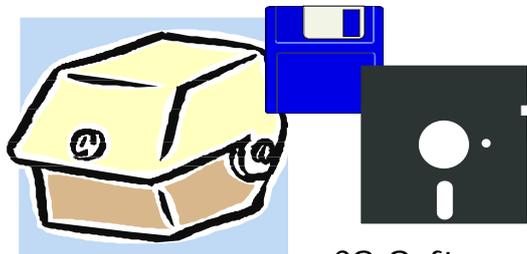
CS Merchandising

The following items are available from the editorial address, please note that these items are quality products with fully embroidered logos on them - these are not cheap rubbish.

Polo shirts	£15.00
T Shirts	£13.00
Sweatshirts	£15.50
Baseball caps	£7.00

Available sizes : Small (34/36"), Medium (38/40"), Large (42/44"), X Large (46/48"). Available colours : white, black, sunflower, navy, bottle green and burgundy.

Please allow up to four weeks for delivery.



CS Software Libraries

THE geoNUT DISK DEPOSITORY

- formerly the geoCLUB UK GEOS Disk Library
- for more information see page 22

Independant Commodore Library

- formerly the ICPUG Library



CS CMD Importing Service

A FREE service to help you get those items from CMD with as little fuss as possible to you.

- Let me do all the hard work !

CS Current Pricing

Single issue

	UK	Euro'	World
CS only	£3.50	£4.50	£5.50
CS & coverdisk	£4.00	£5.00	£6.00
Coverisk only	£1.00	£1.50	£2.00



Subscription (4 issues) - issues 26 to 29

	UK	Euro'	World
CS only	£13.00	£17.00	£21.00
CS & coverdisk	£15.00	£19.00	£23.00
Coverisk only	£5.00	£8.00	£11.00



CS Advertisement Rates

	B & W	Colour
Back cover	N/A	£35
Full page	£20	£25
Half page	£15	£20
Quarter page	£10	£15



CONTAX page 'boxed' ad - £5 per year

Classified - per word 5p
- purchasers & subscribers FREE

All advertisement rates are negotiable. There is a 'CS Advertisers Information Pack' if anybody requires one, just drop my a line. All 'paying' advertisers will receive one complimentary copy of that particular issue (no coverdisk).

CS Coming Issue Dates & Deadlines

Issue	Delivery Date	Submissions to be in to me by
26	1st Sept. '99	1st Aug. '99

General Information and Conditions

All material recieved by Commodore Scene will be regarded as 'printable' unless specifically stated otherwise. Swearing and foul language will NOT be printed.



CS Writers Pack

If you would like a CS writers pack to help you compile your submissions for CS then just drop me a line and I will post one out to you.

LATE INFORMATION

Childrens sizes will soon be available for the t-shirts, etc. More details in the next issue.

CS SPECIAL #1

I found another 4 copies of the original CS Special Edition in the bottom of a box recently. They are now available for the knock-down price of £2 including P&P (in the UK). See the 'Back Issues' box on the next page for further details.



Commodore Scene

BACK ISSUES !

Issue No.	UK	Europe	World	Date
1	SOLD OUT			May '95
2	SOLD OUT			June '95
3	SOLD OUT			August '95
4	SOLD OUT			September '95
4 - disk only	£1.00	£1.50	£2.00	September '95
5	SOLD OUT			November '95
5 - disk only	£1.00	£1.50	£2.00	November '95
6	SOLD OUT			December '95
6 - disk only	£1.00	£1.50	£2.00	December '95
7	SOLD OUT			January '96
7 & disk	£1.00	£1.50	£2.00	January '96
8	£2.00	£3.00	£4.00	March '96
8 & disk	£3.00	£4.00	£5.00	March '96
9	£2.00	£3.00	£4.00	April '96
9 & disk	£3.00	£4.00	£5.00	April '96
10	£2.00	£3.00	£4.00	June '96
10 & disk	£3.00	£4.00	£5.00	June '96
11	SOLD OUT			August '96
11 - disk only	£1.00	£1.50	£2.00	August '96
12	£2.00	£3.00	£4.00	October '96
12 & disk	£3.00	£4.00	£5.00	October '96
13	£2.00	£3.00	£4.00	December '96
13 & disk	£3.00	£4.00	£5.00	December '96
14	£2.00	£3.00	£4.00	February '97
14 & disk	£3.00	£4.00	£5.00	February '97
15	£2.00	£3.00	£4.00	April '97
15 & disk	£3.00	£4.00	£5.00	April '97
16	£2.00	£3.00	£4.00	June '97
16 & disk	£3.00	£4.00	£5.00	June '97
17	£2.00	£3.00	£4.00	August '97
17 & disk	£3.00	£4.00	£5.00	August '97
18	£2.00	£3.00	£4.00	October '97
18 & disk	£3.00	£4.00	£5.00	October '97
19	SOLD OUT			December '97
19 - disk only	£1.00	£1.50	£2.00	December '97
20	SOLD OUT			March '98
20 - disk only	£1.00	£1.50	£2.00	March '98
21	£3.50	£4.50	£5.50	June '98
21 & disk	£4.00	£5.00	£6.00	June '98
22	£3.50	£4.50	£5.50	8th Sept '98
22 & disk	£4.00	£5.00	£6.00	8th Sept '98
22 colour cover	£4.40	£5.40	£6.40	8th Sept '98
22 col. cover & disk	£4.90	£5.90	£6.90	8th Sept '98
23	£3.50	£4.50	£5.50	14th Dec '98
23 & disk	£4.00	£5.00	£6.00	14th Dec '98
24	£3.50	£4.50	£5.50	1st March '99
24 & disk	£4.00	£5.00	£6.00	1st March '99
25	£3.50	£4.50	£5.50	1st June '99
25 & disk	£4.00	£5.00	£6.00	1st June '99
26	£3.50	£4.50	£5.50	1st Sept '99
26 & disk	£4.00	£5.00	£6.00	1st Sept '99
27				
27 & disk				
28				
28 & disk				
29				
29 & disk				
30				
30 & disk				
-	-	-	-	
Special Edition 1	£2.00	£3.00	£4.00	January '98
Special 2 - Tech2000	COMING SOON			December '99
Any single coverdisk	£1.00	£1.50	£2.00	

GEORGE POTTER

It is with deep sadness and great regret that I have to inform you all that George died recently. I am sure you will all agree that George was a very well respected member of the C64 community and as a regular contributor to this magazine he was known by many people, some of whom knew him personally. Others of you will have read some of his varied articles or maybe even had some form of help from him in the past.

On a more personal note, I (and my family) did manage to go and visit George and Margaret in Skegness a couple of years ago. We were shown great kindness and hospitality for which we were most grateful. We were hoping to revisit George and Margaret again sometime this year, but alas this will now not happen.

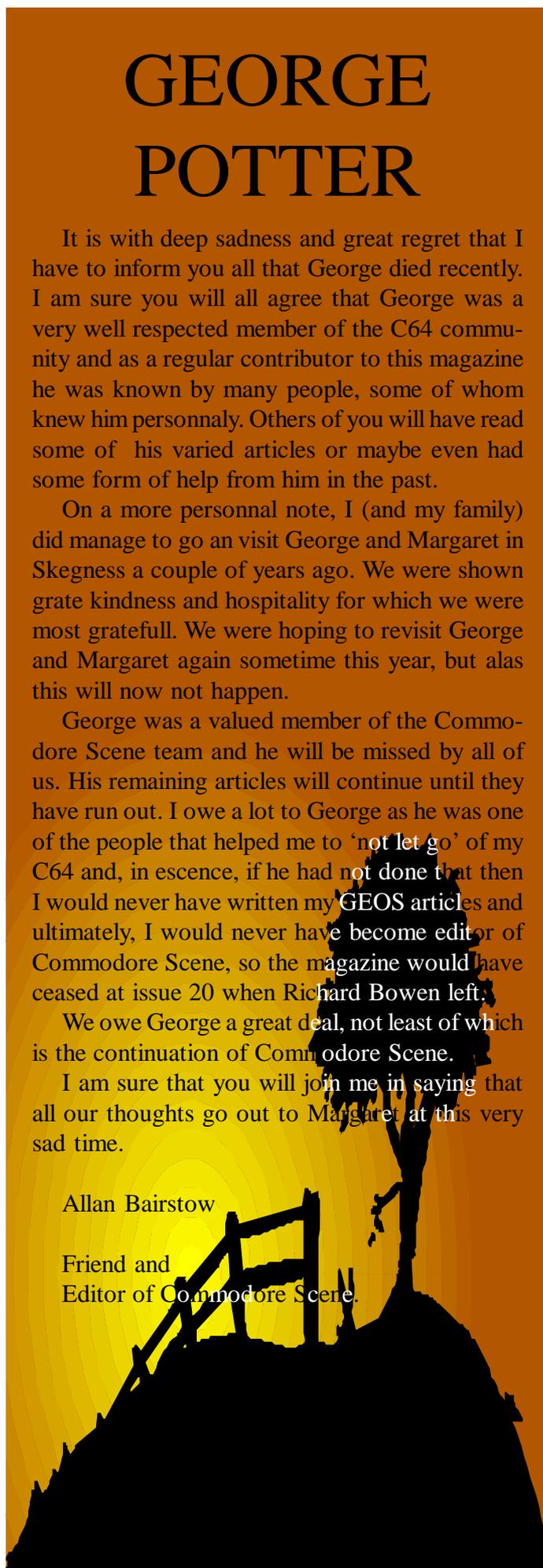
George was a valued member of the Commodore Scene team and he will be missed by all of us. His remaining articles will continue until they have run out. I owe a lot to George as he was one of the people that helped me to 'not let go' of my C64 and, in essence, if he had not done that then I would never have written my GEOS articles and ultimately, I would never have become editor of Commodore Scene, so the magazine would have ceased at issue 20 when Richard Bowen left.

We owe George a great deal, not least of which is the continuation of Commodore Scene.

I am sure that you will join me in saying that all our thoughts go out to Margaret at this very sad time.

Allan Bairstow

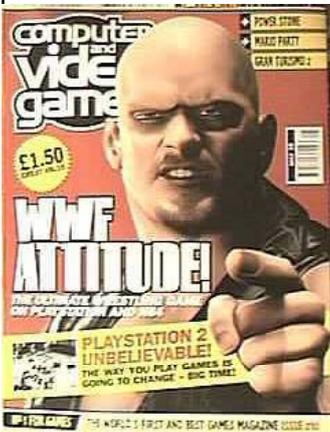
Friend and
Editor of Commodore Scene.





COMMODORE SCENE

CS appeared in Computer and Video Games recently (issue 210), despite the fact that it was an old issue (I send them new ones when they come out), it seems to have come across quite well. With a bit of luck the article will be reprinted on this page some where, I doubt it will come out very well as the original was non too clever.



Price: £1.50 (street price)
Availability: Jennings, F Wycombe.
Content: that we've December Zelda. The with review adventure: Banjo Kaz of old Sup titles. N-Fc rather est: worth che

COMMODORE SCENE

Price: £3.50 or £4 with coverdisk
Availability: Write to Allan Bairstow, 14 Glamis Close, Gartforth, Leeds, West Yorkshire, LS25 2NQ
Content: Due to unforeseen circumstances most of the information we printed about Commodore Scene in issue 205 was wrong. So here's the truth. The mag is a bulky 68 pages, full of news, reviews and features. There's information on events and lots of helpful adverts for fans of the Commodore 64.



PLAYSTATION ZONE

Price: £1



CS IMPORTING SERVICE

Where have you all gone ? There have been NO orders for CMD since the beginning of the year, come on, you'll be the first to complain when they are no longer supporting the C64/128 so give them your support.

CMD

Well things are definately changing in the CMD camp. If you have checked out their web site recently you will

already know that they have had to drop production of yet another item due to poor sales. The item in question is the Stereo SID Symphony Cartridge, so if you wanted one then I am afraid that it is too late, and don't rush to the Importing Service on the back page because the spare copy of that product that I had has now gone. So there you have it, another one bites the dust.

Another casualty will soon be the CMD 1750XL 2Mb REU. Due to the type of chips that CMD use to build these REU's now becoming rare, it will soon be out of production. Get one while they are still available. On a slightly brighter note, CMD are currently developing some new 'heavy duty' power supplies for the C64 and C128, the actual unit will be the same for both machines but the connector will be different. Compatibility with the UK is unknown at the moment. CMD are working on another C64 project but this is under wraps for the time being.

COMMODORE WORLD

Issue 25 is now out and ready for your perusal. It has to be said that it is getting rather thin and for those of a 'gaming' nature, I don't think you will like it very much. However, there is an excellent article on fitting a PC 3 1/2" drive into the 1581, very handy ! This drive also makes an appearance on the front cover.

VINNY'S WEB SITE

Busy lad is our Vinny. As always, I have received many e-mail updates from him regarding the changes to his web site. Take a look, it is very good and there is even a special CS section in which past and current issues are reviewed. Vinny has given me permission to reprint the review he did of CS24, see page 28. Keep up the great work Vinny.

MELISSA

Why do people bother ? No sooner have we solved one virus problem, then another one comes to haunt us. Obviously this virus will never affect the C64 but if you have PC then watch out. I doubt that the people responsible will read this but this is for them - idiots, why don't you get a life and do something productive.

JEAN MAJOR

Some news came from Dave Elliot recently which he asked me to pass onto you, the good readers of CS. Apparently ALL the programs from Jean Major (such as DBGETFILES) have been released into the Public Domain, these programs will be found in the CS GEOS Disk Library, speaking of which

CS GEOS DISK LIBRARY

After the debarckle over disk library names the CS GEOS Library which is run by Dave Elliot, will now be known as THE geoNUT DISK DEPOSITORY.

ICPUG LIBRARY

On a similar note, Ken Ross has decided to rename the former ICPUG disk library to INDEPENDANT COMMODORE LIBRARY.

BINARY ZONE

Check out pages 26 and 29 to see what they are currently offering.

RETRO CLASSIX

Issue 19 has hit the streets and as always, it is a very good read. I make my second regular apperance on behalf of the Commodore Scene in the UK. Well done to Graham Howden who does a fine job of producing a great magazine. Incedently, Retro Classix also appeared in the same issue of C&VG that CS did, and it got a better review, nice one Graham :-)

USA ACTION !

I recieved an e-mail recently telling me of some programming breakthroughs that have come about. If you have a CMD hard drive you will know that it has a SCSI port on the back, wellit is now possible to attach and use the following external PC hardware : hard drives, ZIP drives, Syquest drives, CD readers, CD writers and A4 flatbed scanners. Dale has already transposed the entire Genie library onto CD. It is hoped that this type of set up will be available to Commodore Scene by the end of the year and with a bit of luck maybe the geoNUT DISK DEPOSITORY will be available on CD ! Can't wait !

MUSIC

Nate Dannenburg is working on a "Player/card" which should allow us to play MP3 audio files on our C= computers...
- from Colin J Thompson



SuperCPU

The SCPU web site has

even more new game conversions for the SCPU, a couple using the RamCard for the info so no more waiting for the disk to finish loading. A good example is "Ninja" the screen re-draws straight away..

Also from this site there is a link to A.C.E/??? triads site (I think)? who have also been converting games to run on CMD devices. The best way to find these sites are from CMD's "c=links" rather than printing a load of addresses.



Well theres a lot of activity in the Novaterm camp at the moment, here is some of the news.

SUPERCPU BUFFER DRIVER

I have finally finished the long-awaited SuperCPU buffer driver. This allows you to use SuperCPU64/128 memory expansion for the buffer. Note that this type of expansion memory is not non-volatile; you will lose the contents of the buffer when the power is turned off. However, having up to 16 megabytes of buffer space should be nice !

NOVATERM 9.6 PATCH "C"

Patch C fixes some problems, including:

The modem initialization string no longer outputs too fast when using the SuperCPU.

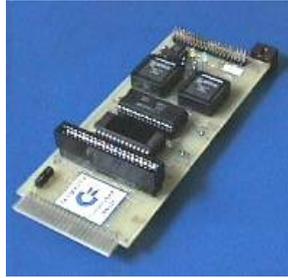
Honestly, I can't remember what else I did! I waited too long to update this page and now I've forgotten. Let's just say that if you have patch A or B, it's a good idea to upgrade to patch C.

There was more but I think that this is enough to convince you that Novaterm is at the fore front of the C64 communications software. Be warned - Novaterm v10 is on its way !

E-mail: voyager@eskimo.com

WWW: <http://www.eskimo.com/~voyager/novaterm.html>





Will it never end ?

The C64 seems to be jumping from technical advantage to another one almost daily ! The current crop of devices includes the IDE64, I refer you all to page 34 for a brief rundown. What will happen next ?

RICHARD BAYLISS

Richard has been having some real problems with his web site due to somebody messing it about. Anyway, Richard has now revamped his site and created a new web page called TIME 2000 and can be found at : <http://www.geocities.com/SiliconValley/Sector/3562/index.html>

MORE NEWS FROM THE USA

Daniel Hanson and associates along with Arndt Dettke (GoDot), have released SidStation, a MIDI controlled, musical hardware synthesizer with realtime controllers. More information including prices can be found at : www.sidstation.com
CS will be taking a more indepth look next issue, with pictures !

Henry Sopko is working on an upgrade for the TurboMaster 4Mhz accelerator cartridge for the C64. It is hoped that the memory can be increased to 1 Meg so that simple 'multi-tasking' can be achieved.

Camer Kaiser has released Tutti O.2a, the latest version of the Tomy Tutor emulator for the C64. Have a look at : <http://calvin.ptloma.edu/~spectre/tomy/>

NESSIDplay has been updated to v3.1. NESSIDPlay is a program for the C64 which plays music from Nintendo NES, Gameboy and Sega Master System. www.sfu.ca/~ccovell/nessidplay/

Todd Elliot is working on a patch to upgrade geoWrite to v2.2. Other projects include making the 7 font file limit increased and also adding four drive support within applications.
E-mail : eyethian@juno.com

Concept from Maurice Randall has been released. This is an assembler and linker intergrated into one program which completely loads into memory. It will require Wheels64 or Wheels128 and can run in either 40 or 80 column mode. It can be downloaded from : <http://people.delphi.com/arca93/files/concept.wr3>

Ronny Bachmann has developed a public domain, GEOS 128 80-column application to use with a flatbed scanner connected to a C128 via the CMD hard drive. Images can be saved as geoPiant files or can be sent directly to a 300x300 Dpi printer. This system only works with the PRIMAX JEWEL 4800 at the moment. Another program from Bachmann is the CD-ROM 64/128 (Gateway driver), which allows a SCSI CD-ROM drive to be used as a normal GEOS drive.

Robert Bernardo - USA



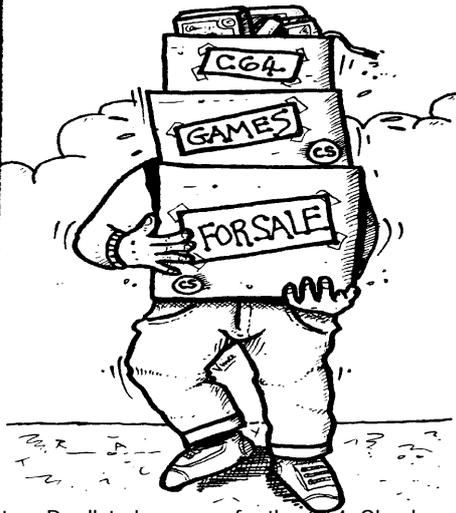
Message Overload



"Today's technology-enabled communications tools are leading to a new workplace health hazard: message-induced stress," says *Computing Canada*, an information-technology management newspaper. A recent survey on workplace communication, conducted by the Stamford, Connecticut-based Pitney Bowes Inc., discovered that the average office worker sends or receives "an estimated 190 messages a day in a variety of formats," such as voice mail, telephone, fax, pager, beeper, and E-mail. "What that means," says the paper, "is that work is now, to a certain extent, shaped by the need to respond to messages, leading to increasing feelings of stress and of being overwhelmed." Most workers would like more live contact either face-to-face or on the phone, the study found. Researchers recommend that "all employees be provided a guideline on the acceptable use of their communications tools—and how to use them properly" and thus reduce the message overload.



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FREE : 'Lottery Predictor' program for the C64. Simply send a tape or formatted disk and a pre-paid addressed envelope to :
Mr A G McLellan, 75 Downs Road, Folkstone, Kent, CT19 5PS

FOR SALE : Goldstar 3DO games console + control pad, TV lead and 5 games. (Boxed). £50 + postage.
Contact : Mike Vainola (01245) 248265

FOR SALE : MegaDrive game console, 4 control pads, 13 cart. games, PSU's, TV leads, arcade power stick II, Mega CD Unit + 5 games, manuals and 2 spare console units. £70 + postage.
Contact : Mike Vainola (01245) 248265

FOR SALE : Games/hardware for C64, VIC-20, C16 & Plus4. Send SAE stating computer.
Contact : Thomas Moore, 3 Highfield Avenue, Benfleet, SS7 1RY.

FOR SALE : Commodore modem, Final cartridge, International Soccer cartridge. Offers of cash or swaps.
Contact : Ken Ross, 26 Redenham House, Tangley Grove, Roehampton, London, SW15 4DW

FOR SALE : 128D (internal 1571 drive), 1084S colour monitor, Dot matrix printer + interface, manuals, leads, disks, data cassette and joysticks - £65 ono
128, 1570 drive, MPS 803 printer, colour monitor, data cassette, joysticks, manuals, leads and disks - £55 ono
C64, 1541 drive, data cassette, joysticks, green monitor, all manuals, leads and disks - £30 ono
1541 drive, manual, leads and disks - £18
1570 drive, manual, leads and disks - £22
1541 mkII drive, manual, leads and disks - £25
Amiga 500, philips colour monitor, 2nd drive, printer, leads, boot disks and video adaptor - £60 ono
Amiga 500, colour monito, 2nd drive, printer, video adaptor, manuals and boot disks - £35
Commodore PC10/11, colour monitor, printer, boot disks and manuals - £35
3" disks - 75p each
3.5" disks (D/D or H/D) - 12 for £1
5.25" disks (few HD) - 12 for £1
Contact : Pat Bryant (01895) 472795

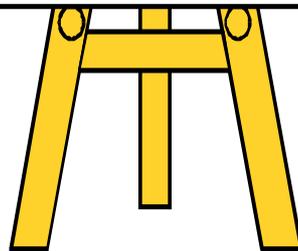
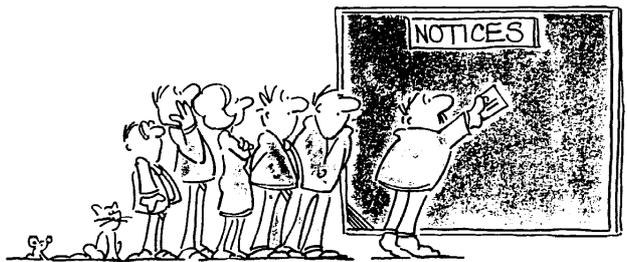
WANTED : Instructions (manuals) for Commodore MPS 1270A inkjet printer, Star LC24 and Star LC200
Contact : Thomas Moore, 3 Highfield Avenue, Benfleet, SS7 1RY

BULLETIN

Some articles and submissions have arrived here at CS just as the finishing touches were being made to the final layout. Unfortunately, they were too late to be allocated some space, sorry guys. These features and articles will be making an appearance in the next issue.

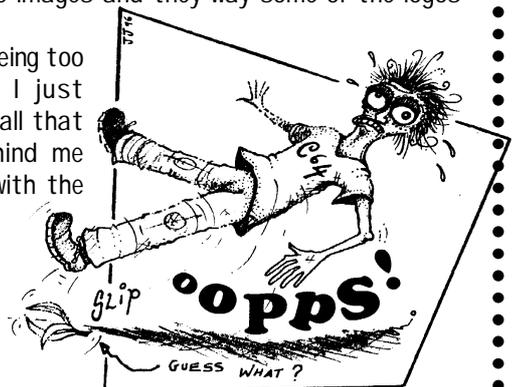
Speaking of which, the ZZAP From The Past (issue 13) feature was one of the afore mentioned casualties, The feature will appear in the next issue, sorry Kevin.

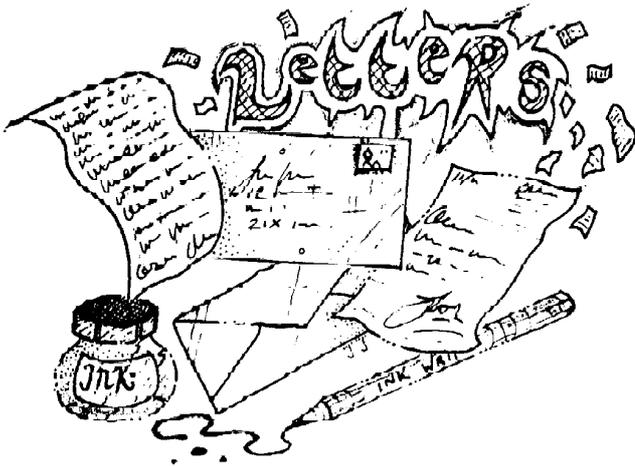
A VERY excited Danny Tod has been ringing me recently to discuss the improvements and upgrades to MP3. It seems that everytime that I update the magazine that ANOTHER improvement is made. Needless to say, there are continual upgrades on the go so I would urge people to look at the web site for the latest information :
http://www.home.t-online.de/home/megacom_soft



Well, where do I start ?

Despite the huge amount of effort that I and everybody else put into the last issue, the printer seemed to take it upon himself to destroy all our hard work. I felt that the overall magazine was well below par in regards the quality of the images and they way some of the logos came out.
Maybe I am being too critical but I just want to put all that bad luck behind me and get on with the next issues.





Hi there, we're back for some more readers letters. Looking back at last issues letters it came across as a very pro CS letters page so I will try to be a bit more varied in content this time. So, to kick us off lets hear from Richard Bowen who has some things to clear up.

Hi Allan,

It's the same old story isn't it ? What is it with so called 64 supporters that when anybody leaves the scene, the back stabbers come out of the woodwork.

I refer to comments made in both CS and CF. I have no intention of getting involved in a slugging match and I will mention no names but I will say this to one and all to set the record straight –

- I honoured all orders received.
- I NEVER ripped anyone off.

To those of you who that that the game 'SAMBER' was a ploy to make money I'll say this – write to Lepsi De in Poland – they received all monies sent to me for the game – all I did was distribute 'SAMBER'.

To those of you who 'borrowed' items from me through the Utility and Book Library – how about sending them back to me ??? (you can send them via CS if you like – ED).

To those of you who wish to order from our PD Library and Secondhand Software/Hardware Lists – If you are one of the 'unmentioned', don't even try !!

And finally, to my true friends and supporters – please bear with me for the moment, life is hectic to say the least. Thanks for all your support, and keep supporting the 64 and CS.

Regards,

Richard Bowen , Channel Islands
Former editor and founder of CS (Remember ?).

Thanks Richard, well you lot, where is Richards stuff ? You were quick enough to take advantage of his generosity so how about handing it back now, surely you must have finished with it by now - ED

Hi Allan,

Thanks for issue 24 of CS which arrived this morning.....your magazine seems to cover the more technical side of the C64 (GEOS, etc), which I'm afraid doesn't interest me 100%. Don't worry though, I won't down mark the mag because of this - in fact it is a good thing that you are

trying to cover all aspects of the C64. I know that it is tricky trying to please all the people all of the time.

.... Erm, why the Amazon Women ad though ? Did I miss something ?? (Not that I'm complaining, I do like the Amazon Women! Ahem).

Jason 'Kenz' McKenzie , Binary Zone

Well, thanks for that Kenz. Well then, regarding the Amazon Women advert on the back cover of CS24, you were not the only person caught out with that one ! And yes, you did miss something, the advert was actually reprinted because of the article on page 14. So to all of you who asked why it was there, now you know - ED

Hi Allan,

MANY MANY thanks for the copy of CS. It looks fab and I will be preparing a review in the next few days, so keep an eye out for that.



Regards , Vinny - UK

Well its always nice to here from Vinny as he hardly ever sends me any e-mails - yeh, right ;-). Anyway thanks for the review Vinny and one other thing, nice photo ! See page 28 for the review.

Dear Frank (?),

Having a 1581 disk drive and choosing to have my coverdisk for that format, I thought a few words on how I found it and any problems that I encountered.

One advantage immediately noticeable from a directory (printed out) showed all the files uncompressed and 2200 blocks of unused disk space with the true size of each programme shown. Loading the CS Menu 1581 V4 offered the choice of any .EXE file, while loading the QUICK VIEWER.EXE allowed repeated selective choice of all the Art Ravers options. TASWORD loaded without an problems, it seems to be quite a sophisticated programme (it is being used to type these comments).

I encountered problems accessing the disk due to having a 128D with an internal 1571 drive that could not be switched out mechanically, hence it stayed as drive 8, making the programmes on the 1581 drive inaccessible as two drive 8's clash. The solution lay with the CHANGE UNIT program, which is on the 1571 master disk allowing the 1571 drive to be changed to 10 and the 1581 to 8 by internal electronic means.

The problem lies in breaking out of programmes which lack an ending as on this disk and a drive reset is required.

All in all, I will stay with it as the drive speed makes it worthwhile.

My regards to you and every success with CS.

Bob Bagnall - UK

Well Bob, We all appreciate your comments. The 3.5" coverdisk is quite popular with those who receive it and it appears to be coming along quite nicely. As you have already pointed out, the problems you

experienced with the disk you are having can be solved if the programmers follow a few simple rules (see page 32). As for the internal 1571, I have fitted my C128D with device switches on the front to enable me to select any device number from 8 to 11 and even switch it out altogether. It is quite easy and full details of this procedure (including photos) will be in the forthcoming Tech2000 special edition - ED

Dear Allan,

Last year I bought a printer at a Cadet's Jumble Sale. It was £5 and in really good condition, hardly used and was an Epson LQ-570 but unfortunately it did not have a manual with it.

Comodore Scene to the rescue !! I have just this evening (Good Friday) tried the programmes from CS and - sound the trumpets, bang the drums, IT WORKS - at last, I'm thrilled to bits, good old CS.

Many thanks to Maurice Randall for the articles.

It was so lucky, fancy the Canon programme working on the Epson but it seemed worth a try - what was there to lose - and it worked !!

Once again, Many thanks.

Linda Withers - UK

Right then Linda, firstly, I am sure that Maurice will be pleased that his article has helped you (he gets a copy of CS) and secondly, I have had to edit your letter because of space restrictions in this issue - I hope you don't mind ? As regards the Canon / Epson programme compatibility, well most printers use Epson emulation (as Canon printers do) so if anybody else wants to try the programme on their printers then feel free - it should work ! - ED

Hi Allan,

During our recently taped (well nearly - ED) conversation, WIZBALL, PARADRIOD and BUGGY BOY were all mentioned as quality games. Granted, these are games from a time long passed but I feel it is time to speak out about the UK market. Apparently PENGUIN TOWERS (1994?) is to be released into the 64 market (hopefully this year). This should be the start of good things to come. Let us not forget the original person who tried to get the game over here, Jon Wells.

Due to various reasons that were not Jon's fault we - the UK market - were unable to play this superb game. Jon himself did start on several different styles of game - 10th DAN (Breakthrough), GERM ALERT, HUMBLE BUG and ADVENTURES OF WEEBLES to name but four of our favourites that we were able to play in demo form.

Support Jon now ! Let him know that we ARE all interested.

Write to him now !

Art Ravers - UK

Well, here we have some support for another programmer, Jon Wells, and I have to say that CS will always support and promote new quality software releases, I will even supply the software through CS if they wish me to (no charge). But it has to be said that maybe it is now too late. Many times we have been promised new software that has never come to fruition, many times we have been promised dealines

and they have passed us by. People won't wait forever and as you have said yourself, Penguin Towers has been around for nearly six years now - how long do we have to wait ?

I would urge everybody to contact Jon and give him a gentle push and maybe, just maybe he will finish some of his masterpeices. Fingers crossed - ED

Hi Allan,

Well, the SuperCPU arrived from CMD and it is - **FANTASTIC !**

I was a bit dismayed to see a load of guff about installing this and that for GEOS so I left that and tried it on my own programs plus Mini Office II.

WOW !, they just ZOOMED along.

My dart league program lists tables faster than you can blink and sorts fifteen tables in about 2 to 3 seconds as opposed to about 20 to 30 seconds.

Wheels and GEOS fired up first time. I reckon that GEOS without the SuperCPU is too much of a pain. Printing with the BJ is now acceptable, I can print out a full sheet in about 30 seconds.

So at last we are getting on.

Edward Walker - UK

Hi Edward, good to hear that you are getting on okay with your new goodies. For those not 'in the know', Edward has been having difficulties with various aspects of the GEOS system and Wheels, and it appears that all his troubles are behind him.

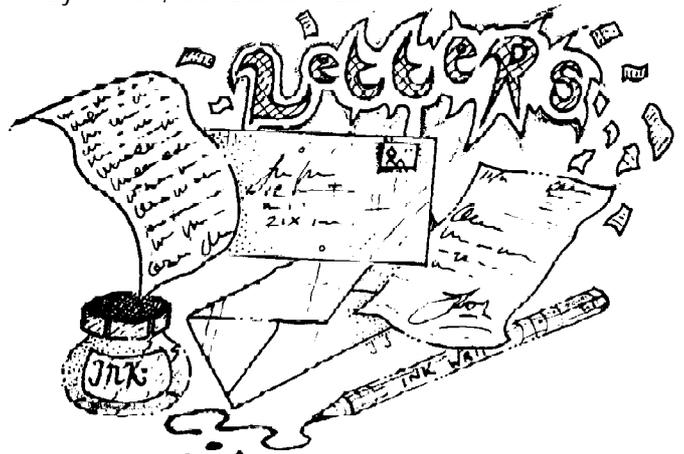
As regards the complex instructions for installing GEOS and the SuperCPU, I can't say that I had any problems myself and I found it quite straight forward to use. The improvements were immediate and quite profound, the difference was unbelievable.

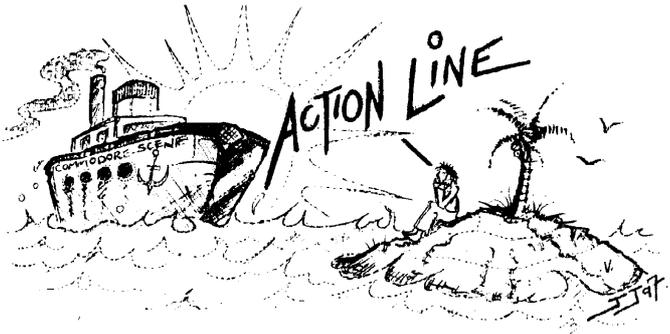
Just as a note to everybody else, Edward also purchased his SuperCPU directly from CMD using his credit card, I have kindly asked him to let me know the final price when he has his credit card bill so that a comparison can be made with the CMD Importing Service, I'll print the results in a future issue.

Thanks for the information Edward and I hope you have many happy hours with your SuperCPU - ED

Well thats it for this issue, don't forget that CS will be returning to a BI-monthly magazine soon ! No more waiting for your favourite publication.

Bye for now, Allan Bairstow - ED





May I start with an apology to Edward Walker whom I named last time as Richard Walker. That out of the way, I have received a number of correspondences which is very encouraging indeed. Lets start with item 22.5 from Richard Bayliss which has been solved. The information sent may be useful to someone, if not its interesting anyway:

I am pleased to say that the search for the "Cruel Crunchers" and "Fast Cruels" is over. The reason for this is because I was rummaging through every PD disk to search for hidden files with "Directory Master V7.0" and I found loads of files. A few crunchers, such as "Abuze Cruncher V3.3 Upgrade", "Extasy Equal Seq Packer" and to my luck "Elysuim Cruel V2.8, V2.9" and "Cruel Cruncher Collection" by X-Rated Design. There are so many "Cruel Crunchers" around.

Although this item was not solved through AL it is nice to see a solution to a problem and who knows, someone may benefit from the above information. Next up we have item 23.1 from Thomas Moore, his search for an instruction manual for a Star LC-10 colour printer has ended with the appearance of an LC-100 manual and an LC-200 manual. Again not a result from AL but that doesn't matter. Thomas would now like manuals for a Star LC24-200 colour printer and a Commodore MPS-1270A ink jet printer. This item is #25.1 and Thomas has the following offer:

Thomas has over 3000 games for the C64, as well as games for the Vic-20, C16 and Plus 4. If anyone would like copies of games instructions or tape inlays (colour can be arranged) them they are available from Tom. Because this is an open ended offer where AL cannot provide any beneficial control over responses, Tom's phone number is 01702 555921. Please ensure that you are considerate with respect to timing when phoning/faxing.



Finally, a case solved through AL! Item 24.1 has been solved with the C128 and 1570 being sold. I have also received word that item 24.2 from Dave Elliott has been solved, by himself. It really doesn't matter how they are solved, just as long as they are.

There has been movement of item 24.3 as well. Many thanks to John Plumstead who offered Brian Feeney the book Corish's Computer Games Guide which he was looking for. This item cannot however be closed since Brain is still looking for the manual to Winter Supersports 92, if you can help please drop me a line.

I have also received a phone call from Ken Ross who offered some information regarding printing paper for the Commodore 1526 printer. Ken has used fax paper in a 1525 and sees no reason why this won't work with the 1526. He did mention though that the friction roller may need adjustment in order for it to grip the paper properly. This response was directed towards item 23.3 placed by G Brych. Many thanks for your call Ken and I hope this information proved useful. I think that we can consider this item complete – excellent!

Just as a reminder, here are the old items still requiring you attention: 22.1, 24.3. That's it would you believe?!

Now for the new items:

AL25.2 John Plumstead has 4 copies of the C64 Programmers Reference Guide available at £3.50 + p&p. If you would like a copy then let me know and I'll pass the details of the first four people on to John.

AL25.3 John also has Programming The 64, The Definitive Guide by R. West for £5 + p&p.

AL25.4 John would like two games, he is looking for Oh Mummy and Quack A Jack so if you have either and are willing to part with them let me know.

I would really like to thank everyone who contacted me; I really feel that AL is beginning to work. Don't forget that the Fax machine is available on the same phone number – don't be afraid to use it, you can just send faxes or make voice contact first if you like.

Mark Vowles

Post Mr M C Vowles, Action Line Correspondence, Wychwood, 73 Rush Hill, Bath, Somerset, BA2 2QT.

Phone/Fax (01225) 318818

E-mail vowles@lentil.org

TOP 10 COMMODORE 64 GAMES

To vote for YOUR ToP 10 Commodore 64 games, e-mail me at -
top10@mainolfi.freemove.co.uk

Comments on current ToP 10 : Crumbs! We haven't had a chart change for around a month now! Thanks for the votes ;) Just a few slight changes with Paradroid moving to the number 2 slot, Turrigan 2 goes to number 10 knocking out poor old Ghost and Goblins (boo-hoo).

1. Elite

"A masterpiece of coding" - Mike Berry
"Looks like you're right there Mike!" - Vinny

SCORE : 67

2. Paradroid

Andrew Braybrook makes his entry into the ToP 10 with this superb game.

SCORE : 53

3. Armalyte

Armalyte used to be No.1, and now? It looks like it MAY just get there again!

SCORE : 47

4. Boulder Dash

"ahhhhhh" - Simon Reece

SCORE : 44

5. Wizball

"What a FAB game and GREAT graphics too!" - Vinny

SCORE : 39

6. Creatures 2

YET another GREAT and FUN game by those APEX lads.

SCORE : 40

7. Mayhem in Monsterland

Mayhem in Monsterland by the Apex guys (This has been our No.1 a few times).

SCORE : 37

8. The Sentinel

Firebird Software are back into the ToP 10.

SCORE : 32

9. Turrigan 2

Wham! goes Turrigan 2 into the Top 10 for the 1st time!

SCORE : 31

10. Creatures

Crumbs, this one keeps going UP & DOWN, but NEVER hits No.1!

SCORE : 31

READERS TOP TEN

From Shaun Bebbington

1. Delta

This classic Thalamas shoot'em up is one of my all time favourite games, and the best in game music I've heard.
Sweet.

2. Ghouls And Ghosts

One of the first titles I purchased on disk.

3. California Games

Another C64 classic. Superb graphics.

4. Lions Of The Universe

Difficult, frustrating, annoying and yet so much fun !

5. Elite

Months of trading fun.

6. Turrigan II

Bigger, better and more difficult than the first.

7. Head Over Heals

Great.

8. Sword Of Honour

Not too fond of beat'em ups, but this one is quite good.

9. Buggy Boy

Ahh...

10. Misfortune

Quite a good platform, despite being released late in the day.

PRODUCT SPOTLIGHT CMD Hard Drives

Okay so they may be a bit expensive. But these devices now allow you to connect to such PC hardware as CD writers, harddrives, ZIP drives, SYQUEST drives and A4 scanners.

There is a whole new world out there - grasp it with both hands before it is too late.



Lights , Camera , ACTION !



From Frank Gasking we hear that "a c64 was used in one of the Police Academy films, inside a surveillance van or something. They were using it to play games instead of working. The game was Pacman from an Atari 2600. Bit strange using two machines, eh ?"



More magazines..

compiled by Andrew Fisher

ZZAP! 100th Issue Pull-out special (given away free with Commodore Force 10, October 1993) - This contained a list of all the Gold Medals, a bit about the origins of the magazine and a list of staff who had helped over the years.

THE ZZAP! BIBLE (in two parts with issues 72 and 73 of ZZAP! in 1991) - A round-up of every ZZAP! review published over the first 6 years of it's life, including Amiga and strategy/adventure games. An invaluable reference to what to buy.

COMMODORE FORMAT SPECIAL EDITION (given away with every purchase of the Terminator 2 and C64 pack in 1990-1)

- Contains playing tips for T2, mini-reviews of top titles around at the time, how to expand your system, and a mysterious advert for a game called RACE DRIVIN' (sequel to HARD DRIVIN') that was never released..

COMMODORE FORMAT 1 and COMMODORE FORMAT 61 (published in October 1990 and October 1995 respectively) - After five years of publication, the last news-stand magazine for Commodore owners closed down. By the way, magazines and comics with freebies only remain valuable if you leave the freebie on the cover! The advice from top collectors is to buy TWO copies, one to read and one to keep..

THE COMPLETE GUIDE TO THE COMMODORE 64 (EMAP, 1990) - With THREE former ZZAP! editors (Julian Rignall, Gary Penn and Ciaran Brennan) writing it, this was bound to be worth the 2.95 cover price. Excellent software and hardware round-ups, Top Ten lists and previews of new things - including the never-released Escape From Colditz and a review of the non-existent VIRUS, the spectacular 3D game converted from David Braben's Zarch on the Archimedes.

COMMODORE POWER (circa 1992) - Published by Lime Lizard, responsible for the 'indie' music magazine of the same name, this one only lasted a few issues. Even rarer are the covertapes. Instead of being on the mag, you had to send off a coupon to the duplicators. More often than not you got nothing back. Most notable for the bizarre sense of humour and the appearance of future Gamesmaster commentator Rik (add a P to that) Henderson.

LAST NINJA 2 - THE TRUTH!

System 3 decided to produce a limited edition of LN2 with a free plastic shuriken (throwing star) and Ninja headband. Boots refused to stock it on the grounds it might cause violence (?) and so it was withdrawn from the shelves of BOOTS only. Other retailers were happy to stock it. Also, look out for the map that came with the game, as this is pretty rare. In summary, there are FIVE different versions of Last Ninja 2:

- Limited edition tape, System 3 - with shuriken, headband and map
- Standard edition tape and disk, System 3 - with map
- Ninja Remix cartridge (also very rare), System 3
- Ninja Remix tape and disk

Budget tape - and possibly disk, Kixx

(Note: Ninja Remix was designed for the C64GS (Games System), and was the same game with a re-designed score panel, other tweaked graphics, and new music. It flopped after a cruel review in Commodore Format.)



FEATURES OF THE 1551

by Mike Vainola

The 1551 is one of the most affordable disk drives on the market. Compared to its competitors, it has high capacity, and even higher intelligence. It is one of the most cost effective disk drives available. Most home



and personal home computers that use a disk take at least 10K of RAM memory from the computer to hold the disk operating system (known as DOS). This large program must be in memory the wholetime the disk is being used, and much of it must also be kept on every diskette.

The Commodore 1551 works differently and most effectively, it contains it's own built-in microcomputer to control it's various operations, along with enough ROM and RAM memory to operate without any help from the computer. Commodore's DOS 'lives' entirely in the disk drive, and does not require any internal memory in the computer to do it's work, nor does it have to be loaded before use like DOS on other computers. It is also independant once it begins working on a command, it will complete it while the computer goes on to some other task, effectivley allowing you to do two things at once.

Another key advantage of the Commodore 1551 over disk drives for other computers is it's dynamic allocation of disk space. Many other disk drives make you think about ever program that you save. Where can I store it on the diskette ?, and should I pack the disk first ? ('packing' is the process of moving all the leftover work areas to the end of the diskette's storage space). All this is handled automatically on Commodore disk drives. The 1551 always knows where the next program will go, and automatically fits it into the best available spot.

Diskette's created on the 1551 are read and write compatible with Commodore's 1540, 1541, 4040 and 2031 disk drives. That means that diskette's can be used interchangeably on any of these systems. In addition, the 1551 can read programs created on the older Commodore 2040 drives.

The 1551 is connected to the computer through the 'TCBM' interface. This interface was especially created by Commodore. Bytes are transferred as parallel data with a 3-bit bi-directional port, two handshake lines and two status lines. This handshake protocol allows for less timing constraint than the slower serial interfaces. Estimated data rate over the TCBM handshake is 1600 bytes per second versus 300-400 bytes per second for the 1541 drive. The 1551 connector plugs into the host computer's expansion port and allows external cartridges to be plugged in. You can have two 1551 drives, two 1541 drives and two printers hooked up to the computer at once as long as each peripheral is assigned a different device number. When there is contention with duplicate device numbers, the 1551 has priority over the 1541.

Adventures

With David Ival



VENOM

by Clive Wilson

Here is another icon-driven adventure from Clive Wilson, like last issue's "ZZZZZ". The difference here is that you can completely control the game with the joystick (I think I prefer games like that). You are Rikka, and with your trusty horsey Devala you must rid the world of the evil hordes of Traklan (and possibly the fat git himself). Can you make the land of Armosin pure once more and make your buddy king Arrel a very happy man (I don't mean marry him!). Nice little adventure, this one - it is very well presented with a lovely screen layout, and good quality pictures too. One thing I particularly like about this game is that all the commands available to you are listed on the screen, so that means you won't have to spend ages trying to find some complicated verb to execute a command. You could argue that this restricts your freedom, but I don't (so neither should you!). There are some nice touches of detail like having to dismount your horse before entering a building, and fortunately things like this don't become monotonous. The trouble is, I haven't really encountered any good solid puzzles in the game - it is mostly talking to people and giving them things. This means that it does get a bit boring after a while. It can still give you a good chunk of fun though. Recommended. 81%

TALES OF DRAGGO : PART IV

Draggo is going back to Clyde Radcliffe's house to prepare for the start of their quest tomorrow to stop the evil ogre Zib releasing his Sintendo consoles onto an unsuspecting nation...

"Well, do come in!" Clyde said as they got to his house. "Nice place you've got here", Draggo said. "I know", Clyde replied. "We haven't got much time so we'd better pack straightaway - we've got to get a good night's sleep as we've got a very early start tomorrow. Because I'm so rich and generous I've got some things that I can lend you, as I see that you've come totally unprepared." "Well, I was yanked through a computer screen within about two seconds! I didn't really have time to get ready for a long and tiring quest!" Draggo said. "Alright, fine." Clyde replied. "I said I'd lend you some stuff! Here's your room, by the way." Draggo went in, got changed and settled down for the night. Just as he was slipping off to slumberland, there was a knock at the door. Clyde popped his head round the door, looking ashamed. "I'm sorry about the way I've been behaving," he said. "I'm just so nervous about tomorrow. I'm sure we can get on well really." "I understand." Draggo confirmed. And with those words in his head, he settled down to a more comfortable night's sleep.

Emotions are running high for Draggo and co. Can they cope? Don't you dare miss next issue's instalment!

TIPS

Venom - Tell Harg to disarm himself if you want to get past.
Seabase Delta - Blow a bubble to scare the hen into laying.
Another Blood Adventure - Wear the gloves from up the tree before being a vandall!

NOT - SO SERIOUS STUFF

by Andrew Fisher

Welcome to the first of a new feature for Commodore Scene. Allan wanted to inject some humour into the mag, so I thought I would give it a go (missus!), along with some little-known trivia about our favourite machines. All views expressed are not those of the editor, blah, waffle..

DID YOU KNOW?

Ed Bogas, who wrote music for such fine Accolade releases as PSI-5 Trading Co., Hardball and Card Sharks, also wrote the music for the CHARLIE BROWN & SNOOPY cartoons. Check out BBC2, Sunday mornings.

MINISTRY OF SILLY NAMES

Taking a cue from Mel Croucher, here's the origin of some well-known names. ALLAN BAIRSTOW used to be a hunter until he got hold of a grizzly's foot, MARK VOWLES should go on Countdown, and DEAN SADLER works in a stable.. Meanwhile, Gamesmaster's Dave Perry is an anagram of PERVY DARE, and Dominik Diamond is really a MAD DODO IN MINK!.

TAU CETI

Master programmer and later designer of the C64GS console - which is a joke in itself - John Twiddy converted Peter Cooke's wireframe Spectrum game into a solid 3D experience on the 64. Dock with any building and use the computer to type in swear words. For an even funnier response, type **** ** (filling in the asterisks with the appropriate letters) - but make sure you save your game first!

READER INTERACTION

If you have any funny stories, bits of trivia or even anagrams send them in to me via the usual editorial address.

Mind you, you do get some dodgy people writing in to magazines. When I was working on Commodore Force, someone called Jason Finch wrote in with loads of nit-picking complaints about one of my technical columns.

And while writing for Commodore Format and Commodore World, I got a similarly dodgy letter from a guy in London asking how to load something from disk. Comparing handwriting samples, it was Russ Michaels having a laugh...of my technical columns.

And while writing for Commodore Fes, blowing up doors with grenades, getting blown about by the wind and figuring out some fiendish puzzles won't appeal to everyone, but it is one I keep coming back to.

C= SCAPE

Time marches on. The old get older. The new replaces the old. The newer, the better...that's how it's supposed to be. Well, that's true to a certain point. Our Commodore computers are becoming older all the time, and unless a person counts the new stock remaining in the Creative Micro Designs inventory, there are no newer, better Commodores coming. Is newer better? I have a relatively-new Canon BJC-4100 Bubblejet printer, but after light use, it has failed. The comforting sound of ink being pumped through its veins is not there anymore. Fortunately, I have a service plan for it, and so, it's off to the repair shop. In its place are the good, old, reliable Citizen 200GX and Epson EX-1000 9-pin printers.

Is newer better...or does it just bring on a different set of problems? Ever since I bought my SuperCPU 128 20-mhz. accelerator cartridge last October, I've had trouble with it recognizing 128 mode. For the C128 to recognize the SCPU in 128 mode, I had to install the included MMU SuperAdapter daughterboard within the computer and attach 5 color-coded wires to the 8502 chip. The MMU SuperAdapter was installed correctly in my C128D (metal-case model). However, the SCPU didn't always initialize correctly in 128 mode...black screen in 80-columns...that pale screen in 40-columns...no SuperCPU logo nor animation. 64 mode was no problem.

When these troubles first occurred, I would power the system on and off several times. No luck. I would reattach the SCPU several times (ofcourse, without power to the system), thinking that the connection was bad. Not that one. I would hit the SCPU reset switch over and over. Nope. Finally, I noticed that sometimes I would get a message on the 40-column screen that said: INITIALIZATION ERROR O6. O6 is not listed in the manual. I telephoned CMD and spoke to the hardware technician (who sounded like Doug Cotton). He advised me that O6 meant the SCPU was not getting sufficient power from the computer...a bad power supply. The SCPU demanded a lot of power at a strict number of volts. The SCPU instruction manual warned about the unit's power requirements.

Troubled at the news, I made do for the next few weeks, not even trying 128 mode with the SCPU. Finally, I disassembled the C128D, removed the power supply, and gave it to one of our members who was handy with hardware. He said that he would diagnose the p.s. and bring it up to specifications. In the meantime, I received a new p.s. from Jim Sutherland at Applied Computer Systems in Fair Oaks, California (he gave it to me free, because he was clearing out his Commodore materials in order to concentrate more on Amiga). I installed the new one in the C128D.

The problem of the SCPU initializing in C128 mode, 40 or 80-columns, has lessened, but it's still there. Every once in a while I still get the O6 error message, but I've found out that at least with a C128D I can force the computer to recognize the SCPU. Though the SCPU reset button is unsuccessful at getting it to initialize, the C128D reset button is much more reliable. If I get a screen with no SCPU logo, then I press the C128D reset button and that usually (but not always) runs the

SCPU in 128 mode.

It doesn't seem right to have that O6 error message popping up now and then. Is the new p.s. bad, too? Should I get rid of the wire clips on the MMU SuperAdapter and solder the wires directly to the 8502 chip (as Randy Harris, president of the Chicago SWRAP club, has done)? Should I just live the SCPU not being 100% perfect?

Fortunately, there is help via the Internet. An owner can subscribe to one of the SuperCPU mail-lists. He would then be able to send and receive e-mail from all of the other like-minded subscribers. I subscribe to the super-cpu@giga.or.at mail-list, and sympathetic comrades have sent advice and solutions. It's nice to know that there are those who have the same problems as you do.

Before he obtained a more powerful power supply, Arndt Dettke of GoDot fame told me how he couldn't run a RamLink and a SCPU together. Another person advised that I mount the SCPU away from the cartridge port and connect with an Arotek port extension cable. Another advised that I check the power switch on the C128D. Of course, there's the advice that I should send it back to CMD.

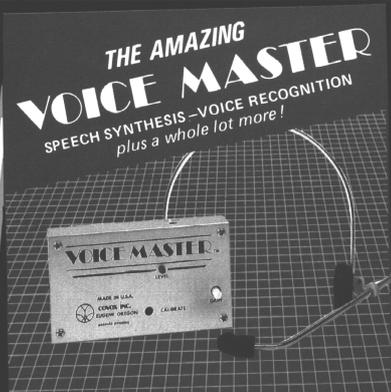
I expect this saga to continue. When the SCPU is working properly, it's a marvel with compliant programs. When it balks, then it's frustrating. I suppose that if I want to drive in the 20-mhz fast lane, I'll have to allow for a bumpy road at times.

Robert Bernardo - USA

Thanks Robert, I just thought you might like to know that my SuperCPU128 has been operating faultlessly since I got it last year. Maybe the voltages in the UK allow for any discrepancies in supply? Ah, well, thanks for the articles and I hope that you don't have too much trouble in the future - ED



The RARE Guide
To The C64



THE AMAZING VOICE MASTER
SPEECH SYNTHESIS - VOICE RECOGNITION
plus a whole lot more!

The Voice Master by ANCO was around and being advertised in late 1986 as the 'Ultimate Human To Computer Interface' - make of that what you will!

It also boasted many other features such as multi-lingual compatibility, voice synthesizer and digitizer that could record your own natural voice.

Did anyone ever own one? Do you still have it? Can we have a look at it and do a feature on it?

Contact the editorial address and remember that all postage costs will be re-embursed.

The Commodore LCD and the 1561

More than ten years ago, January 1985, the Winter Consumer Electronics Show (CES) opened their doors and Commodore presented some new products: an IBM compatible Commodore PC (the PC-10, not officially presented), the well known C=128 and another machine that only appeared in the press but never got the chance of being produced. Let's now take a look at this machine, the Commodore LCD!

Let me tell you beforehand: The LCD is *not compatible* to the C=64, the differences are too big. It's nonetheless a very interesting machine.

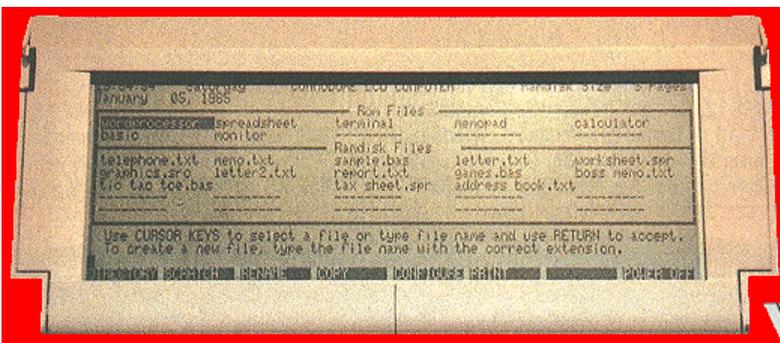
The Commodore LCD is a *portable* computer with a very beautiful design, similar to the design of the C=128 and Plus/4 computers. The cursor keys (and in my opinion the function keys, too) were derived from the Plus/4, and the flat case is very similar to the C=128's (it was model for the later released C=64C).

The 96K CMOS ROM holds eight programs (wordprocessor, filemanager, spreadsheet, address book, scheduler, calculator, memopad and terminal program for telecommunication). Additional to these programs there's the BASIC V3.6 interpreter and a machine language monitor. In contrast to the C=64 it has only 32K RAM and a 65C102 microprocessor.



The Commodore LCD has a monochrome 'Liquid Crystal Display' (short 'LCD') which is able to show 80 characters x 16 lines in text mode or 480 x 128 pixels in graphics mode. Thus, one character consists of 6 x 8 pixels which results in a very narrow character set (at least in comparison to the C=64 which has an 8 x 8 pixel character matrix). Nevertheless you can recognize the characters very well.

The fast display was a new Commodore develop-



ment and one of the most contrastful and biggest displays on the market at that time. There's another task the display unit has to fulfill: It covers the keyboard when you close the case. A good protection against dust and damages.

Let's now have a look at the connectors:

All serial bus devices (like printers and disk drives) known from the C=64 world can be connected to the Commodore LCD. But that's not all: some features show that it was (also) built for the business man (remember the ROM programs): There's an RS-232C and Centronics interface for the usual printers, an expansion port, connectors for an HP compatible bar code reader and a built-in 300 Baud modem.



Unlike the SX64 the Commodore LCD is battery powered. There's a device for four 1,5V batteries which guarantees real portability. Yes, you are right: there is no harddisk inside the LCD, so where do we store the things we already worked at? (Assuming we were proud owner of this pretty machine ;-)

The answer is simple: on a 3.5" floppy disk! There's a special external disk drive for the LCD, the one with the magic number 1561. The 1561 can also be used with batteries, so it's as portable as the Commodore LCD itself (although an external disk drive is not very handy ;-).

By the way: The case of the 1561 is not identical to the 1581's one (another 3.5" drive, which was produced for the end consumer, in contrast to the 1561).

Well, these are all relevant things I know about this machine! If you have more details please be so kind to let me know!



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Web Site : <http://www.student.informatik.th-darmstadt.de/~mepk/c64.html>

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Programs supported by the

SUPERCPU

Games

MORE GAMES will be available soon, for more information go to <http://www.privat.kkf.net/~milo.mundt/>



Castle Master, featuring Freespace This is a cool 3D-Game done with Freespace. Once again you have to save the princess. Good luck!

Chase HQ A nice racing-game! Catch the gangstar and hit him!

Cyborg 2900, featuring Freespace Another Freespace 3D-Game. Find the Cyborg 2900 and destroy it!

Dark Side, featuring Freespace The follow-up of Driller. Some say it's even better.

Driller, featuring Freespace The legendary Driller. Pump off the gas from the planet!



The Eidolon A culty 3D-Game from the old days...

Flight Simulator 2 One of those Flight Simulators you never get through...

Hard Drivin' This game has an awful steering. But it's pretty

fast now...

Last Ninja 2 One of the most culty C64-Games! The screen-building-up is so fast now!

Last Ninja Remix The remixed version of The Last Ninja 2, with new



music and new site-graphics. **Moonfall** A very cool and fast 3D-Game... But what it is about?

Mercenary You crashed onto a lonely planet. Try to make the best out of it!

Power Drift Another kewl game by Chris Butler. Unfortunately, the game sometimes crashes with SuperCPU.

Rescue on Fractalus Also known as "Behind Jaggi Lines". Another culty vector game. Originally it had graphic-bugs on the SuperCPU, fixed in this version!



Revs This unplayable racinggame always was unplayable. With SuperCPU, it gets even more unplayable BUT faster...

The Sentinel Absorb the Sentinel! ...or get absorbed!

Space Rogue The game beating Elite by far. Try to become the king of space!



Starglider A great 3D-Spacegame. Try to find out what your mission is!

Star Wars The conversion of the Atari's Coin-Up. Defeat the Death Star!

Stroke World The funny jump'n/run by Protovision features a cool SuperCPU RamDisk-System!

Stellar 7 The culty Vector-Space-Game, originally too fast with SuperCPU, now in a special version which can be a bit slowed down so that it is not too fast with SuperCPU.

Stunt Car Racer The culty Vector-Racing-Game, originally too fast with SuperCPU, now in a special version which can be a bit slowed down so that it is not too fast with SuperCPU.

Test Drive This culty Racinggame gets faster and much smoother with SuperCPU.



Even the IRC-Loader works with 20 MHz! Make sure to check it! BTW: In game press "V" to get the speed-display!

ThunderBlade The "pepsi-challenge-game of the year" becomes a really hard challenge with the speed of

the SuperCPU!

Time Crystal, featuring Freespace Another cool 3D-Freespace-Game.

Originally unplayable, now it flies! Unfortunately, nobody knows what it is about...

Total Eclipse, featuring Freespace One more Freespace in the family...

Total Eclipse 2, featuring Freespace The second part... Rebuild Sphinx!

Turbo Charge A cool



racing-game by System 3. Get the evil gangstars and arrest them!

geo TELEGRAPH



Well, no sooner had I sent out the last issue than Maurice Randall updated Wheels to version 4.2. It just goes to show that no software is ever completely finished. So whats new ? For a continuing review of this software you will have to keep reading this GEOS section of CS, but basically the problem with the 1541/PAL driver is now no more, that means that this wonderful software is now 100% compatible with the UK. Great news - well done Maurice.

My personal GEOS column has not appeared this issue, quite simply, I didn't have the time to do it and this may be the case for some time to come as the magazine will be reverting back to BI-monthly. But as we know, never say never and if I have the time then I will bring them back to these pages.

PRINTER SURVEY 3

Well, after the simplified results in the last issue, here is a printer-by-printer breakdown of the results. So, where better to start than with one of my own personal printers.

Tester Allan Bairstow
 Printer Canon BJC 4100
 Connection geoCable II
 Computer C128D
 Related hardware RAMLink, SuperCPU128

One of the first things that you noticed with these type of printouts with a bubblejet printer is the quietness of operation. There is no 'clatter' or noisy carriage returns which come as part an parcel with dot matrix printers. This alone makes a bubblejet printer a worthwhile investment. It has helped me to be able to print out documents even when my family have gone to bed !

The second improvement is the quality of the ink output, it's black ! And I mean black, not 'starting as black and fading to light grey', which happens with dot matrix printers. A definite improvement. Yet another improvement is the type and quality of paper that can be used, you can even use transparensies if you want to.

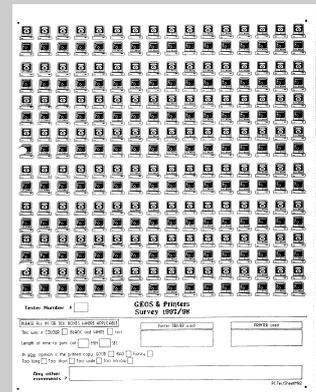
Compared to other printers, the Canon 4100 with a C64 (in it's standard operating form) is not a great deal faster at out-putting the printed sheet than most other printers, it is faster, but the speed increases where not as fast as I would have expected. These results are provided with much more hardware power than most people will ever be able afford hence I have therefore had to give two separate print speeds, the first is with help from the RAMLink or SuperCPU, the second time is without this hardware enabled.

The standard printout sheet (pictured) was used with all testing (this applies to every printer featured), this is to ensure that a fair comparison was made between print speeds. Various different printer drivers have been used and the best quality ones are listed. All the rubbish results have been left out.

Right then, without further ado, lets see some results - best first, continuing down the list.

Driver	SCPU-ON	SCPU-OFF	Results
Epson LQ (GC)	1' 10"	2' 53"	Very good quality and a good, quick driver. My personal favourite.
HQ24 low+ Eps GC	1' 19"	2' 55"	A bit faint but not a bad, a good general output driver.
Epson24Color(GC)	2' 07"	8' 05"	A good driver or this printer, but the output is a little fuzzy.

Don't forget that these results are in geoPaint and these types of files are VERY 'power hungry', geoWrite files on the other hand will print out very much quicker ! More testing in other various applications will be carried out soon.





BENCHTESTING VERSION 4.2

We're back again for another delve into Wheels for the C64 and the C128.

Just after the issue was sent out, Maurice informed me that he had tried again to solve the UK PAL compatibility problems, (thats were Wheels wouldn't recognize any type of 5 1/4" disk - quite a drawback for us !).

Anyway, the new disks arrived bright and early one morning, so I set about reinstalling all my hardware from the new disks. NOTE : please refer back to the last issue as all the stuff I said about installing from the 3 1/2" disks still applies equally to the new 5 1/4" versions. The new disks that Maurice sent me are still on the 3 1/2" disk - this was through my own personal choice.

Needless to say, they all installed first time with no problems at all. All my drives were accessible and I set

make those all-important formatting decisions !).

So a blank HD disk won't format in Wheels. I looked through the manual and could find no reference to formatting a HD disk at all.

Hmmm! What next, a bit of lateral thinking maybe ?

I put a known GEOS HD disk (already formatted) into the FD drive and selected it - it recognised it as a HD disk, so I closed the disk down and inserted my blank HD disk into the drive. Now came the crunch, if I selected 'format' from the 'disk' menu, would it format it as a HD disk ? The answer was NO, it wouldn't !

So it appears that the FD driver will allow you to format / read / write 1581 disks but you can only read / write HD disks providing that you have already formatted the disk outside of Wheels/GEOS in the CMD FD-TOOLS program. I found that a bit annoying to start with, and to be honest it was something of a disappointment as I had been looking forward to being able to format and use my HD disks directly from within Wheels.

I loaded up FD-TOOLS, formatted the disk as a CMD Native (1.6Mb) disk and reloaded Wheels. In went the newly formatted disk and I opened it - as sure as 'eggs is eggs', it opened and there were my new '1584K' of free disk storage to play with.

CONCLUSION

Well, now that I know that Wheels is not capable of formatting HD disks to a Native standard, I will format several disks outside of Wheels for later use. On the plus side, I was able to store the entire 5 1/4" disk library for the 'printer testing pack' on one HD disk. Which as those of you who took part will know, is on 8 disk sides (thats 4x 5 1/4" DSDD disks). So I now have a HD disk contain-

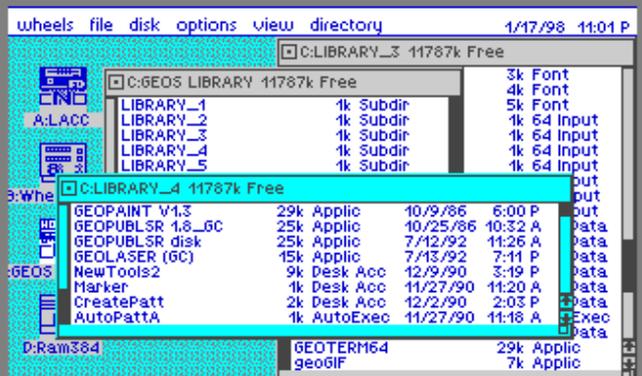


about creating a couple of boot and master disks on some 5 1/4" disks just to make sure that the new drivers are in full working order. They were !

FD2000 DRIVER TESTING

After creating my back up copies I then set about copying some disks that I have long wanted to transfer from 5 1/4" to 3 1/2" HD disks. At this point it became obvious that my doubts about the FD driver would either be confirmed or denied. What I actually wanted to do was format a 3 1/2" HD disk in the FD2000 as a 1.44Mb HD disk and then create partitions within it for storing entire 5 1/4" disks.

I inserted a blank 3 1/2" HD disk into the FD drive and 'double-clicked' it, I couldn't open it and I got a disk error message. I then went to the 'disk' menu and selected 'format', again, I got a disk error, (At this point I accidentally formatted my RAMLink partition because I wasn't paying attention and had to reinstall everything again - this was entirely my fault but it just goes to show that you have to be careful which 'drive' is highlighted when you



ing eight partitions which correspond with the original DSDD disks, only now they are stored on a better media.

I am a very happy bunny !

Allan Bairstow

MP3

by Colin J Thompson

Now for a preview on some new GEOS software from this side of the pond...

I hope you have all heard of 'MegaPatch' or 'MP3' from Germany, by Markus Kanet (C64) and Wolfgang Grimm (C128), I do not have the 128 demo version at this time but Wolfgang has sent me some info on what is required, which I have included. Although both versions have the same functions and the same specification, just the basic system requirements differ slightly (see below).

System Requirements for MegaPatch demo 64 - English version.

MP3-64, a C64/128 (PAL or NTSC), a 1541 (for installation) and an REU (minimum 192K, preferably more). GEOS v2.0, US or German version.

System requirements for MP3-128

64K VDC is required for MP3-128, and its been suggested to me by Wolfgang that although 192K will work, IF you want to use the 'Task Switcher' and 'Spooler' you will need MUCH more... 1 Meg will do, but 2 Meg if you want to have a RAM-Disk as well. If you use a RAMLink, install a 1 Meg DACC or if you have a SuperCPU, use the RamCard.

Both versions support most types of RAM, C= REU's, geoRAM, BBGRAM, RAMLink and the SuperCPU with RamCard (up to 4 Meg) is supported.

This new upgrade for GEOS fixes many bugs that are in the original GEOS kernal and a lot of routines have been added and improved on and new applications and desktop 'Windesk' are included as well. I have been testing software for some time now with various set-ups, also testing at 1Mhz on my hard drive (serial cable) with my SuperCPU OFF, it runs quite well ! Having just bought a hard drive, I must say that a C64/128 and a hard drive on there own is a nice system for GEOS.

Lets explore this some more...

Please note... at the time of writing it was not possible to do the screen shots of the 'Task Switcher' or 'Print Spooler'.

Installation... Demo Version 64

Boot your normal GEOS system, then you need to run the 'Start-MP64' file. I recommend that you copy it over to your fastest drive... After some time (depending on which drive you have) the packed files will be checked. You then follow the on screen prompts, and select which drive the files are unpacked to (A to D). You will then be asked if you want a 'new' mouse driver created, very usefull if you are using a SuperCPU.

After installation if you want to use the MP3 demo again when re-booting GEOS, its just a matter to 'click' on the GEOS64.MP3 icon after GEOS has loaded.

The full version will allow you to create a boot disk on any drive (A to D), but NOT 64net or RAM1541. Mp3 will detect the current REU that you are using and configure MP3 for use with it. You can change your configuration by running GEOS.RESET file and then you will be presented with a menu showing your various RAM options and different DACC partitions available to use. After the installation is complete you will return to your DESK TOP.

The first noticeable thing after installation will be the 'Menus' if you move your pointer to the menus at the top of the DESK TOP you will see that they are now inverted as you move along the options, so its much easier to know where your 'Pointer' is, click on the GEOS option and that menu will be inverted where your pointer is, DESK TOP TopDesk64.

Now your pointer will not go

past the bottom of a 'pulled down' menu, something that I found annoying before using MP3 or TopDesk, but if you don't like this option it can be turned off in the GEOS.Editor.

Another example, now if you click on the 'DeskTop info' from the 'GEOS' menu, when the Info Box appears it is now in colour. All information boxes in ANY programme are now in colour... great !

New File-Selector

I will use geoWrite as an example (because I am using it now), open geoWrite and select OPEN from the Dialogue Box... well you are now presented with the new File-Selector. As you can see all the new options available, File Information (which you can turn off if you like), change the Write Protect, you can sort the current Directory, select the File by typing in the name, double



clicking it and now there's no 15 file limit, it is now 255 files and YES, it's in colour! All four drive icons will be available in the full version, as patches will be supplied for all major GEOS applications to work with four drives.

Screen Picture

Well, its pretty straight forward this, it's how I did the screenshots for this article !

It is activated by the C= and CTRL key, which actually brings up the Switcher (the Screen Picture is one of the options available in the Task Switcher). So, you have a screen that you wish to use, with say a menu rolled down, its just a matter of doing the C= and CTRL which brings up the Task Switcher, select Screen Picture. You now have the option of renaming the shot or use its default, the Current Time, and select which drive you want it saved to (A to D). NOTE : RL/HD users, it only saves the screenshot to the current partition you are using. The screen shot is saved as a colour geoPaint file.

GEOS.Editor

This is the new Configure, were you can change a number of things.. The first box is where you can configure your drives, all types will be supported in the full version, ie RAM1541/71/81, RAMLink/FD/HD (every kind of partition, including native), imagine a 16 Meg partition on your HD or a large native partition on your RAMLink. Other things can be changed, like SuperCPU optimizing, switch to 1Mhz, toggle the various GEOS menu functions, like cursor speed and coloured boxes. You can install the Printer Spooler, choose a Screen Saver, Reserve a RAM Bank, for say, TopDesk/geoCanvas to avoid conflicts and so on. A very well thought out and easy to use application, with good information boxes if you try a setup thats not possible.

Task Switcher

Well this is amazing, you can have up to NINE applications (if you have enough RAM) open and switch between them with a simple key press. If you have, say geoWRITE, geoPAINT, geoFAX all ready opened in the Switcher, its just a matter of jumping from geoWRITE to the Switcher and choose geoPAINT all with a simple C= and CTRL key press. All VERY easy, no more opening and closing, jumping partitions etc... update your project first though...

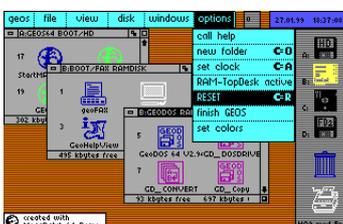
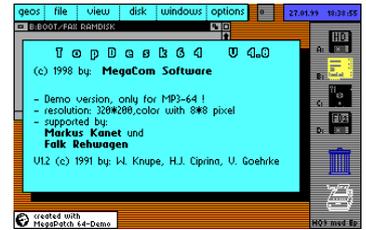
And again, runs nice at 1Mhz.

Printer Spooler

This is very usefull, obviously it can not be as good as the PC systems, but it works well. You can change the active printer from anywhere, you have the choice of choosing how many copies you want to print, select pages and so on. All this can be done in the background and printed out later...

Technical Specifications

Optimized for faster running, even without the SuperCPU.
MP3-128 optimized in both 40 and 80 column modes.



RAM access and printer access with SuperCPU at full 20Mhz.
Special 16bit 'MoveData' routine approx 1 Meg per second.
SuperCPU optimisation is faster than the patches supplied on the utilities disk.

RAMLink/SuperCPU bugs are bypassed.

New disk drivers, ALL types supported.

New panicbox.

New getstring routine.

New improved menu functions.

Assorted screen savers, one even has music !!

New information boxes and new file-selector box, all in colour.

Install backdrop images.

It will also be possible to install MP3 on a 'Wheels' system as well...

This is just some of the things MP3 can do, I hope you have enjoyed this small review on MP3. Both versions will come with the 'on-line help system' as found in TopDesk and GeoDos64, plus a new desktop called 'Windesk' (which will look very much like a PC one).

I can also highly recommend TopDesk64 and Topdesk128, a good upgrade to the standard GEOS system, and will of course work with MP3. I can not imagine anyone still using the original desktop, with all this new hardware we have.

Thanks must go to Markus Kanet for the idea of MegaPatch and MP3, also to Wolfgang Grimm for adapting it to the C128 and suggesting to me some of the requirements for MP3-128.

The approximate price will be £25. There is also extensive programming information for around £12, for all you programmers out there.

When finished it will be available from :

Wolfgang Grimm (MP3, both versions) and TopDesk64 or 128 and other GEOS software.

Britta & Wolfgang Grimm
MegaCom Software
Langenfelder Hof 1
D-78652 Dei lingen
Germany

E-mail : megacom.software@bluewin.de

Internet : http://home.t-online.de/home/megacom_soft

THE geoNUT DISK DEPOSITORY

(Formerly the geoCLUB UK GEOS Disk Library)

Disks cost £1.30 for one 'double-sided' disk (that's TWO cs library disks). Make all cheques payable to Dave Elliot , at : 32 Wood Lane, Cippenham, Slough, SL1 9EA, UK.

Greetings All,

A slight change to this months issue. With over 300 disks still to review, it would be quite awhile before the other categories of the Library were reviewed. Plus the fact that I have revamped the old geoClub Library a bit I thought it better to review each section sooner than later.

You will have seen from the last issue, Alan has had a few problems with the name CS Library, and with a few suggestions from Andrew Fisher, I have come up with the new name—The geoNut Disk Depository.

To date I have checked out about 400 of the old geoClub disks, I have had allsorts of problems with bad disks, bad files etc. To date the Library consists of the following.

GEOS DISKS

128	x 4
Photo Albums	x 22

Applications	x 5
Fonts	x 42
General	x 300

The old geoClub library also had about 25 Printshop/Printmaster disks, of which I have found about 10. The Basic disks seem to be intact but I have not checked them yet nor have I found any megaFont disks.

Remember the contents of the Library are free, any format (disks supplied). All I require are a couple of 1st class stamps.

128 Disk-1:

128 DualTop (alternative desktop-very good), 128 Constants, 128 Memory Map, 128 routines, 128 Notes (programming in 80 columns), 128 Keyboard, 128 Pointer Docs, Pointers for 80 columns—128 Bent Pointer, 128 Pencil Pointer, 128 Double Pointer, 128 Excaliber Pointer, 128 Hands Pointer, 128 2 Hands Pointer, 128 Mouse Pointer, 128 Pinch Pointer, 128 Star Trek Pointer, 128 Tank Pointer: Geoslabel-80, Geokey 80, Graphic View 128 plus Docs , Rescue 128, plus Docs , Colour 128 (add colour in 80 columns) plus Docs, Bigtop 128 (run and see—very good demo) plus Docs , DriveCleaner 128, Move 80 Columns, Convert 128, Blackout 128 (screen saver) plus Docs, Fix 128 Keyboard (bring numeric keypad alive), Font Swap128 plus Docs, Centre 80, GeoPager 128, Bootmaker 128 plus Docs, Erase Header 128.

128 Disk-2:

geoPatch 128, Wechsell 128, Comm1351 V1.128 (mouse driver), Textsorter 128, SysInfo 128 (system info), geoDiskEd 128, DashBoard 128 plus Docs (fore runner of Wheels), Disk Repair 128, Bit Copier 128, Screen Grab128, Backup 1581, ShowFont128, AutoBoot 128, In128DeskTop, gwKeys128, Default128.

128 Disk-3:

TopDesk 128 (alternative Desktop from Germany) REU and 64K video ram required.

128 Disk-4:

geoCanvas 128 (alternative paint program), 16K video ram-Mono: 64K video ram-Colour.

I also have the following to give away to anyone who has never tried Geos. All I ask is that on receipt, you refund the postage.

Geos	V1.2	x 2	
Geos	V1.3	x 2	
Geos128	V1.4	x 1	all with manuals.

Happy Computing

Dave Elliott

Hi Allan,

The MP3-128 Demo is now available and it includes a new version of TopDesk which supports native drives, and both versions have a MSDOS driver so you can read PC disks from an FD-2000 drive. There is also a new MP3-64 version demo which can be "launched" from a wheels system.. I can't test this though.

Werner Weicht is working on patches for GEOS/MP3 to enable us to use all four drives, I have the geoWrite patch and its great! Also, he has finished the Year 2000 patch for GEOS and the applications that use the DATE command.

All the patches are done for the German GEOS and applications, the US GEOS patches are being worked on now.

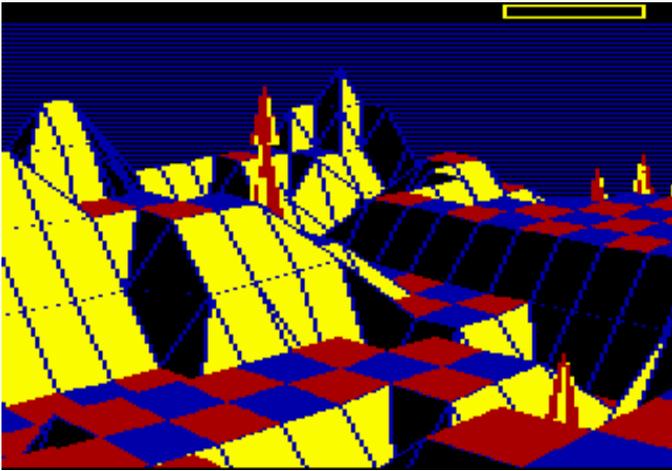
Colin J Thompson

JESSE'S GAMES

This month I have been mostly playing old BBC games that made it to the Commodore 64.

Probably the biggest and best of these titles is THE SENTINEL. I'm now up to level 0430 (code 67692147) and getting better all the time. Frank Gasking's retro review in issue 23 prompted me to get this classic out and play it again.

By the same author, the unstoppable Geoff Crammond,



REVS and its follow-up REVS+ are simulations rather than out-and-out arcade games. The extra tracks and digital joystick option of REVS+ give it the edge.

The success of Boulderdash



led to many imitators, the best of which was Superior's REPTON series. As 64 owners cannot get 1,2,4 or Repton Infinity (the game designer), we have to make do with REPTON 3. 3 sets of 8 large levels contain keys, diamonds, spirits, monsters and fungus - not forgetting the ubiquitous earth and falling boulders. Devious puzzles and the time limits imposed by the time bomb make it tricky, but you can always break out the designer part of the package. This allows you to re-design the graphics AND the levels. Despite a poor ZZAP! review, I like it.

BONECRUNCHER is in a similar vein to Repton, but with some excellent graphics. The idea is to collect skeletons, place them in a cauldron to make soap and deliver

it to the monsters in the bath-house. Although it is technically a good conversion, the original design limitations make it repetitive.



THRUST may not have the greatest graphics in the world, but the gameplay makes up for it. Pick up the orbs, dodge the guns and blow up the reactor before you escape! The gravity and inertia of the tow-rope make it challenging, and that's before you meet the REVERSE gravity and invisible cavern levels!

EXILE takes the idea of "realistic" forces and goes one step further. There's the usual plot about a mad scientist, but it all boils down to an arcade adventure that makes you think. Pushing or throwing objects around, putting out fires, blowing up doors with grenades, getting blown about by the wind and figuring out some fiendish puzzles won't appeal to everyone, but it is one I keep coming back to.

Andrew Fisher

BOUNCY BALLS

reviewed by Richard Bowen

If you can think back to 1996 and to an earlier issue of CS, there was a review of the above game which at the time was due to be released by Cherrysoft in Sweden. Well, everything comes to those who wait and without doubt, Bouncy Balls is/was the best game release of 1998.

Produced by R.Woe and Art (I hope the names are right because I couldn't read Richard's handwriting - ED), this game has everything - great music, superb graphics, animations, intros, intermissions, hi-score tables, 3 player option, and the list goes on.

The gameplay? Yes, it's there, simplicity itself but it has that 'have another go' feel to it - great !!

If you want a copy of the game you need to write to :

Cherrysoft
Rullager Gatan 9
415 5G Gothenburg
Sweden

But you'll be asked for cash - I have no idea how much it costs !

But what the heck, F4CG (Cherrysoft in disguise) have released a cracked version of Bouncy Balls so get in touch with one of their members and ask them nicely - you won't be disappointed.

Super Cycle – Reviewed

During my years of C64 ownership, I have collected several racing games as I imagine most have. Amongst my collection are such titles as Formula 1 Simulator, Talladega and Turbo Outrun. Each of these games will have its good points, F1 Simulator has its music, Talladega has its pit stops etc but there are few games which really pull everything together to give the right feel to a racing game. Super Cycle is novel in that it features a motor bike, most racing games opt for a car with few exceptions (Buggy Boy – A Buggy!).

Lets start with some facts; Copyright 1986 to EPYX, it was licensed to Kixx. It received a 95% overall rating from Zzap with the comment "Definitely one for the collection – you would be silly to overlook it." Other comments featured on the inlay are; "It is a game that makes you want to play it again and again." – Your Computer and "Super Cycle is an excellent conversion, If you like race games you won't find better than this." C & V.G.

The instructions are basic to s/ay the least but then many additional comments are provided in game. The instructions given pertain to loading and the gear selection on your bike. You begin by loading side one which provides you with music and a picture of the bike with rider before displaying the options screen. This takes around two and a half minutes which is reasonable. From the options screen you may choose your leather style from the 4 available and colour, your bike colour and your skill level (1, 2 or 3). The tape then continues loading for another 2 minutes before prompting you to turn the cassette over. Side two contains the racetracks and this side is the multi load section of the game. Each track takes less than 1 minute to load so you won't get bored (Strewth - thats 5 1/2 minutes! - ED). The loading system also checks for errors and provides instructions to reload sections which could not be read first time.

Your perspective is from behind and you start along side two other bikes. There is a starter with a flag and a count down to the start initiated by the fire button. You have a time limit for the race which is used at the end for a bonus both in terms of points and extra time in the next race. Your speedometer and rev counter are given with realistic needle movement even after crossing the finish line. When the time runs out, your engine cuts out but you slow realistically and if you reach the line before you bike comes to a halt you still pass (most of the time). In common with most racing games, the engine sound can become monotonous though the corners require braking which lowers the tone. Skidding is realistically represented and only occurs when it should. You can also bump the other bikes on the track without exploding while they drive on. Only hard collisions or those from behind cause a crash, side swipes result in a bump sound, your bike rebounds and the competitors wobbles. The track sides are lined with various obstacles such as signs, bushes and cacti. As you progress through the races more and more hazards are introduced. Some races have one lane of the

road closed, marked by cones and barriers, the side of the road which is closed changes constantly with fade ins and out of the cones. You can drive over the cones sometimes without damage but too often or you will crash.

The scenery scrolls smoothly and is detailed. The race settings change though the two lane road doesn't. Scenes vary



from an arctic landscape to a desert through the out skirts of a city (i.e. fields), not mentioning the road over the water! In addition, thunder storms with lightening flashes and thunder-claps, ice, oil and water patches on the road and bonus levels (hit the flags for points and complete the race) all go to make a realistic setting. The movement of the bikes, both yours and the other racers, is very realistic, fast cornering is hard and all bikes lean into the corners.

The first level of difficulty is a nice and easy and there should not be too much problem getting through to the end of the game once you have meet each track and know what to expect. The second difficulty introduced tighter time limits as well as other bikes over taking you when you have crashed which can make getting started more difficult. The remaining time at the end of each race now earns more points but you gain less additional time on the next race. The third level introduces very tight timing, more point and less credit for remaining time and overtaking by other bikes at all times.

This is the most realistic racing game I can remember playing and it features a variety of road and play conditions. The game runs quickly and it is an enjoyable challenge. In order to rate this game, I will give marks for different aspects of the game.

Graphics – 10/10 Smooth, realistic and varied. Not only background graphics but on track and track side.

Music/SEFX – 7/10, no in game music but to its credit the engine tone is not as annoying as in other games. **Difficulty** – 9/10 from easy to hard with free choice of the three levels available.

Gameplay – 8/10 Varied and addictive.

Overall – 9/10 – A great games an it one which I wouldn't be without, I recommend getting your hands on a copy.



PART ONE

By Frank Gasking

Welcome to the first instalment of "Stone-age 64"... This is more of a look at some of the oldest C64 games from 1981 to 1983, the ones that don't often get mentioned anywhere, as we only ever seem to hear of old games from 1985. So for the next few issues I will be dusting off the cobwebs and digging up various ancient titles to examine. The first bunch this issue all

ANNIHILATOR (1982/83 RABBIT SOFTWARE)

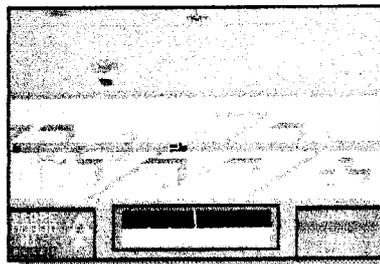


This is rumoured to be THE first C64 UK release that is not a Commodore own marketed game. The software company "Rabbit Software" must be one of the strangest game company names I've heard. This is a poor attempt at a Defender clone. The GFX is very poor, maybe not for its time, though I'm sure I've

seen better from other 1982 games. Again, the sound is poor, unfair as the coders were probably just getting used to SID and at the time its true potential wasn't discovered. I think Rabbit were much better producing stuff on the Vic20.

RATING : 4/10

FALCON PATROL (1983 VIRGIN)



One of my personal favourites. Another Defender clone, but this time you are at the control of a blue jetfighter which has to gun down other enemy jet fighters with rockets. This has some great GFX for its time (Not far off a

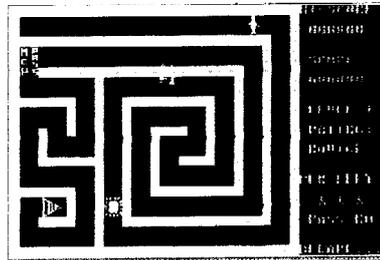
90's release) and scrolling, plus the use of sound for the crash landing of the jet is stunningly close to the real thing (Not bad for 1983 SID sounds!). Between fighting as many jets as possible (Tracking them on a scanner similar to Defender's), you must refuel on a fuel pad and also stock up on ammo at the same time. That's if you find a fuel pad, as enemies can destroy scenery, including landing pads. A great game for its age, and its still great fun!

RATING : 10/10

DEFENDER 64 (1983 INTERCEPTOR)

What do we have here?... ANOTHER DEFENDER CLONE!.... No, it isn't a Defender special... it just seems that Defender was very popular at one stage of the C64's game scene. This is better than Annihilator, but not as good as Falcon Patrol. This is the closest to the arcade out of the 3 so far, as it plans to be and thus the name. The scrolling is fairly

smooth, and the GFX is ok and slightly close to the arcade of Defender. Control method is a bit jerky though, and because of that, bullets can be difficult to dodge before your ship gets into full momentum. Sound is typical of early 80's... yup, you guessed it!... more bleeps and burps!
RATING : 5/10



ESCAPE MCP (1983 RABBIT SOFTWARE)

One of my first ever C64 games.. This game is set in 9 mazes where you control a man which is trying to escape from his 6502 processor (The MCP), which follows you around the maze, but can go through walls. Along the way you collect the odd

bonus, but you must make the right moves, or the MCP will have you cornered. The GFX is ok for its age, though it looks awful today. The sound is fair for its age too, with some little footstep noises to go in time with the man when he walks, but the rest is bleeps and burps again. Its good to play for a while, but it soon gets boring, so you put it up out the way and don't play it for 2 years or something (Kinda like me playing the game).

RATING : 5/10

BUG DIVER (1983 GALACTIC SOFTWARE)

A clone this time of Luna Rescue but underwater. Here you control a bug creature which must dive to the bottom of the sea, avoiding fish on the way, to collect sea eggs to sell to make a fast buck. After getting the egg, you change direction and must guide the bug to the surface and repeat the process to gain as many points as possible. This is nowhere as good as Luna Rescue, and features poor GFX which has been constructed out of the characters already in memory. Only the sprites look sort of good for their age. Throughout the game plays a very simple single voiced tune, like something typed out of the C64's manual. Apart from that, its addictive for 5 mins, then you get bored.

RATING : 2/10



CRAZY BALLOON (1983 SOFTWARE PROJECTS)

At last!, a game which isn't related to Defender!. This game from Software Projects is a clone of an old arcade game called funnily enough, "Crazy Balloon". I'm not sure if this was a legal conversion,

but no-one seemed to mind, so here it is. The game involves simply the navigating of a balloon through different levels of caves, and when the rocks are touched by the balloon, it goes pop and you lose a life. The difficult bit is the timing of your moves, as the balloon sways from left to right, and there are some tight gaps to get through. So some careful timing of the balloon sway is needed. Overall, the GFX is not too good, with the game mostly dominated with asterisks as the GFX. The only highlight is a cool balloon sprite, and some classic gameplay. And again, the sound is pre-hubbard sid...

RATING : 6/10

Next Issue

In the next exciting (!) chapter of this feature, we look at some more games from that obscure games company "Rabbit Software" and also an early game from a great software company which later changed to "Binary Design" (Can you guess what company?) and a few more from the dust ridden archives!...



BINARY ZONE CDS

reviewed by Andrew Fisher

Reading Allan's sob-story in issue 24 about not being able to afford the music CDs from Binary Zone, I thought I would take pity on him and review them for him. Actually, Allan has already published my review of CDs 1 and 2 (p45, issue 21) but here's a quick recap..

SOUND INTERFACE DEVICE volumes 1 & 2

And yea, in the Year of our Lord 1997, did Gareth Dolloway find inspiration. Fill a CD with the best of the audio creations from the golden years of the C64!

Volumes 1 & 2 contain game soundtracks chosen by Jason Mackenzie of BZ and Gareth himself, with a wide mixture of styles and composers. Among



them are classic tracks from Rob Hubbard, Martin Galway, Benn Daglish, Martin Walker and so on.

For your money (£3.99 a volume) you get a CD with a nice printed sticker and a

posh paper inlay. Overall, then both volumes are a worthwhile purchase. I gave them 90% last time, and I stick by that HIGH mark...

SOUND INTERFACE DEVICE volume 3

With the first two volumes, Jason sent out a form, asking for people's opinions and what tracks should appear on future CDs. The end result is volume 3, with more game tracks.

It's great to hear such a wide variety from early classics like Bubble Bobble to more modern stuff like Batman the Movie (by Matthew Cannon) and the un-



usual sample-filled intro tune from Jordan vs Bird (created by

the one and only Rob Hubbard). 91% for this one, it's a real crowd pleaser..

SOUND INTERFACE DEVICE volume 4

The design is familiar, with a grey ray-traced logo on the cover and a little cameo appearance by the Commodore Zone mascot Ferris. But the content of this volume is different.

Rather than games, this time the emphasis is on demos. Great names like PVCF (with his outstanding themes from Mathematica and Access Denied), Mitch and Dane and PRI/Oxyron (aka Volker Meitz) rub shoulders with UK talent like Paul "Feekzoid" Hannay (the digi-tune DARKNESS COMES) and Jon Wells (represented by his recent tune 'Encounters').



It all adds up to 70+ minutes of audio entertainment, with the emphasis on quality and many diverse styles. The great thing is the quality of the sounds, with no buzz and even a couple of STEREO mixes. 90% again!

AND THERE'S MORE..

Binary Zone Interactive have also produced a CD of Spectrum and Amstrad music, wittily called THE BEST OF.. AY-3-8912 after the sound chip that makes the music in those old machines. This one costs £4.99, with glossy colour inlay.

Finally, for just ten quid you can make your own CD! Simply make a list of tunes, send them and a cheque off to the Zone and allow a couple of weeks for it to be made. Wicked!

For more details on all these CDs, write to

BINARY ZONE INTERACTIVE (CD information),
34 PORTLAND ROAD,
DROITWICH SPA,
WORCESTERSHIRE,
WR9 7QW.
(Enclose a SAE)

Footnote: a certain magazine expressed FALSE statements about Jason Mackenzie and the "Back In Time" CD, views which were mistakenly repeated in the review of that magazine in Commodore Scene 24.

Jason has NEVER sold it or its contents at £4.99, or spread it over the Internet. In fact Jason has done a lot of work promoting it. The "Back In Time" CD is copyright and was produced using studio techniques; the Sound Interface Device CDs are compilations of music recorded digitally from the 64.

LOADSTAR

The Compleat Lee O

A Loadstar Production for the Commodore 128

Preview by Dave Elliot

Anyone who uses a C64 or 128 should be familiar with the name LOADSTAR. Whenever a program is accepted by Loadstar, you can be assured that it will be of the highest standard. The Complete Lee O as expected comes into that category.

This disk comes with a collection of programs by Jon Lee O Clinton for the 128 in 80 columns. On loading you are presented with a standard Loadstar menu, very similar to the 64 version. The first file on the disk is an introduction to the programmer, and programs by Fender Tucker. Claimed to be ahead of their time when first released, very professional. All programs come with a Printer module, enabling you to use your printers features to the full. All the documentation was written by Lee himself and it is recommended that you print out the docs first and copy each program to its own disk.

FUND ANALYZER

This is a complete accountant program consisting of the following: Fast machine language with compiled basic, running in 80 columns. Dedicated to drive 8 only. Will read up to 253 transactions per account for up to 16 mutual fund accounts. Features profit and loss, investment and total returns. Plus investment history performance.

Various options to screen, disk and printer for all reports, transactions and accounts. A complete list of all the programs needed to run the program are given. The following options are available, Add Account, Delete Account, Modify Account, Add Transaction, Date, Type of Account., with B-Buy, D-Dividend, F-Fee, S-Sell, also included is a complete set of shortcut keys available. You can also check on the following options :

Performance history, total costs, share prices, price costs etc. When bringing up any history, it must be remembered that you must tell the program the date range and where you want the information, screen, printer or disk. The program looks and feels professional, scrolls well, moves between screens fast and works with the superCPU.

RESUME WRITER

As the title suggests, this program is for writing your Resume, should you ever need one. Looks very professional and supports non-commodore printers to give you that bit better print out. All drives are supported, plus save and load features, an added bonus is that you can change all the colours from the default to your own choice. Word wrap comes as a default, with short cut keys. Runs very fast and hardly any loading or waiting. SuperCPU compatible.

PEDIGREE128

A complete family tree program. Supports up to five generations with a complete page available for details on each person. All the usual format for a database are included. Help screens are available at the touch of a key. Your work can be saved at any time and supports all drives. Again the programmer gives you the choice of changing the default colours and customising the printer output. All the information is entered into default fields, easily seen and understood. Again word wrap is a default. The main commands are driven by the F keys with the usual short cut keys available. If you have ever wanted to start your family tree or do one on paper at this time then this program is for you. Compatible with the superCPU (128 version).

AUTO EXPENSE

The clue is in the title. A fully fledged database to catch all your motoring expenses. Even supports up to 18 cars if you are lucky enough

to own that many. Menu driven the programmer reckons that after about 10 minutes using Auto you will be a master at it. On loading you are presented with a window with 9 various options. Selection is by the cursor keys and return. Although not at the top of the list the first option to be chosen must be AUTO LIST (logical really). Once created you must add data before any of the other options are chosen. If you try to access a part that has not been created then a nice dialog box(window) pops up explaining what is missing. Although for obvious reasons it is aimed at the American owner, I have seen nothing that would stop any one in the UK from using it. The fuel is in gallons, easily converted using a calculator or the chart on a garage forecourt. The only other anomaly I spotted was on the first data screen. One of the input fields was called TAG which I used for the registration of my car. Any one with serious expenses or makes claims for car expenses won't go far wrong using this program. All the normal features associated with this programmer are included as defaults and superCPU(128) compatible.

COOKS HELPER

Now I can really say that this is one program that would never appeal to me. I am just not interested in cooking(I leave that to the wife), but I also realise that I am properly in a minority (like a Commodore user) and there are thousands of gourmies out there who actually enjoy cooking up cordonbleu type meals. Simply transfer all your favourite recipes into this program. Packed with allsorts of goodies, 125 recipes per file. Prints to cards or 2 menus a page or a single page. Search by ingredient, name, title etc. It will even generate a shopping list for you. Again all the normal features associated with the programmer. Even supports graphic printing, but you will need your printer manual. An excellent database, superCPU (128) compatible, even without the CPU runs very fast with the normal screen scrolling and graphics I he come to associate with this programmer.

FIDUCIARY

Of all the programs that come with the Compleat O collection, this one is perhaps, the most complicated. A financial wiz kid in one. Built within the program are the following :

- 1) Transaction Manager : manage your income.
- 2) Cheque Book Manager : manages your cheque book and will even print out cheques.
- 3) Budget Manager : reports on and keeps track of your budget.
- 4) Assets/Liabilities Manager : tracks your net worth and household inventory.
- 5) Chartmaker : displays your finances in a easy understood graphic form.

Since this is a complex program you are advised to print out the documentation, thus this becomes your reference manual. There have been in the past various programs to cover each of the above in a separate module, but this is the first time I have ever come across one that incorporates them all and runs extremely well. Anyone with an eye on his finances couldn't do any better than this.

SUMMARY

The style of each program becomes apparent after you have used one or two, the programmer has tried very hard to anticipate your every need and on the whole has succeeded. He has incorporated many fine features into each of his programs. With the small amount of programs available for the 128 in 80 columns these few programs show what a good programmer could do with this format.



Review of Issue 24 Released 30th March 1999

Allan was kind enough to send me a complimentary copy of CS and in return I said that I would update my CSCENE review

page with this latest issue. I must admit that I have been looking forward to reading issue 24 of Commodore Scene, and now that it's here?

On the afternoon of 30th March, Tracy handed me the package containing CS and said "this must be your Commodore magazine". I grabbed the parcel (gimmie, gimmie!) and proceeded to explain that it couldn't be Commodore Scene because the package was too light! How wrong I was!

My first impression of CS was knocked right down by the fact that there were only 40 odd pages! Not judging the magazine by its physical presents, I decided to continue with my "fair" review of the magazine.

The first person really to make a visual comment about issue 24 was Tracy when she said "WOW! That looks good. Is that the magazine that that bloke took over from Richard?". It certainly is, and what a GREAT improvement the cover is! A FAB full



colour cover, which has certainly had a great makeover by the man himself. Slick, bright and shiny is exactly how issue 24 looks.

Flicking through the magazine, I found a BIG improvement in the overall layout. Allan has certainly paid attention to suggestions which were originally made when he first took over from CS. Clear and precise pages have been laid out and some great page headers have been created to give it that "true" magazine style.

The usual articles and features appear such as Data Blast, Action Line, Cheat & Beat, Adventures and a few more bits. There's also some NEW features that Allan has brought in such as "The Rare Guide to the Commodore 64". It's a fun and educational feature which shows us a RARE piece of C64 hardware of yesteryear. A good idea, which I am sure, will catch on, well done Allan.

The letter pages were a little boring with what SEEMED to be a load of "well done" comments regarding the last issue. I suppose that Allan can only really print what is sent (and why not print the THANK YOUS & WELL DONES?). An idea may be to throw something into the pot and fire up the readers a little. For example, when a reader who writes saying "I liked issue 23, it was fab!" an idea to get more comments and responses would be to ask "and what DIDN'T you like about issue 23?" or "and are there any improvements you would like to see?". I feel that it may be an idea to keep the readers coming back for more and keep them hungry. Just a little suggestion there for you Allan.

The overall read of the magazine itself was very good. I do feel that there are too many hardware articles and features for me to take in. A few game (retro or new) reviews/views wouldn't have gone a miss. I know that Allan has mentioned that he can only print what is sent to him, but I do feel that in this case it may have been an idea to ask someone or even find the time to write something himself. It's a difficult one, and something that I feel needs to be looked into.

An extra item, which looks like it's going to be a regular feature, is an 8 page supplement called "geo Telegraph". Printed on very colourful yellow paper, this supplement is a breath of fresh air when it comes to something new in the magazine. Okay, so it's about GEOS and I know and have nothing to do with GEOS, but it's worth reading and learning about. This may be the start of another great idea - different supplements in each issue.

I feel that Allan has taken on-board my comments about his previous stabbing remarks. He has certainly progressed into a more formal and constructive format which suits the magazine to a tee. Well done that man ;)

All in all I think that Allan is CERTAINLY on the right track to making CS a cracking Commodore 64 magazine. With only a few minor comments about the lack of game (retro or new) reviews, Allan has got the foundations of a winner.

Oops! Forgot to mention the cover disk! Silly me! Okay, here goes (actually, this is probably why I forgot about it). I feel that the coverdisk was a BIG let down for the magazine. I know that there is a shortage of C64 demos and games, but I am afraid that this doesn't make up for it. On the disk is :- S-Compactor v2.1, Slugs, Music Match 3, Music Scene, Tasword, Pot Pourri, Sentien'98 demo, Mayhem Rocks demo, and some picture by the Art Ravers. All in all a pretty dull disk which certainly needs looking at. Sorry peeps, but that's how I see it :(

This issue gets a well deserved 7/10 - "Keep it up Allan!"..... A few more fun/retro articles wouldn't go a miss ;)

PS - Thanks for the kind review of my website in CS Frank ;)



**THE
EPIC
CD Review**

Well, after the success of the first batch of music CD's from Binary Zone PD, another compilation of your favourite C64 music on CD is released.

This collection however is very special compared with the other releases. Apart from being a 2 CD pack, this collection contains some of the largest and best C64 tunes that have been made. The tunes which previously have been too frightenly large to place many on a compilation can be found here in

A great 13 tunes have been selected for the pack, all very well known. Here are short reviews of what's on the track list...

On the first CD...

NEMESIS THE WARLOCK (Rob Hubbard)

To start off, Kenz has included a classic by Rob Hubbard. Its a great tune with plenty of thumping sounds and bongs to give it a medievil feel. A classic and a great way to start off the CD.

TETRIS (Wally 'Hagar' Beben)

This is a staggering 25 mins long!!.. this rates as Hagar's best tune and has been a popular choice from many people. The mood changes quite a bit in the tune, and its like having about 5 different tunes stuck together. The drums at beginning give a nice relaxing start, and the use of a guitar sample later on helps jazz up the tune quite a bit. Its a stunning tune, and it never loses quality!

KENTILLA (Rob Hubbard)

Another classic by Rob Hubbard which originally was meant to be in separate sections depending on where you were in the game. But because it never happened, everything was strapped together into one great piece of music, and the outcome is pretty smart!

BREAKTHROUGH (Feekzoid)

A great track by Feekzoid!, a very atmospheric and spacey track (Apparently inspired by Delta). It features some great bass throughout, and just sounds great in stereo! The stormy beginning of the tune is one of the highlights of a great Feekzoid tune.

W.A.R (Rob Hubbard)

Yet another Hubbard track, this time from the Uridium clone **W.A.R.** Its a very lengthy and fantastic tune!, it really gets the adrenaline pumping with some very powerful bass and racy sections throughout.

PARALLAX (Martin Galway)

It had to be included!.. a truly epic masterpiece which rates as one of the best from Galway. The quality is again as good as a real C64 and it sounds truly amazing in stereo. I was very happy when I heard that Kenz had included the bizarre ending. **Bizarre**, but what a powerful and sid blasting way to end such a cool work of art. It is also the inspiration of this CD, note the cover art. (Great Cover!)

Written by Frank Gasking

On the second CD....

YIE AR KUNG FU (Martin Galway)

Another Galway piece, and this time the -great- cover of a **Jarre** classic which featured in a very modest game. Nothing is missing or cut and its one of Galway's best and earliest. Its strange that the game didn't fit the quality of the music. (It happened)

KNUCKLEBUSTERS (Rob Hubbard)

More Hubbard?, yup!... and its another classic from the master, this time a slow creepy tune at first which later bursts into life with plenty of whurring noises and drum beats. A classic, and another one in a average game.

DRILLER (Matt Gray)

One of my favourite tunes of all time.. This is one of the most atmospheric and moody piece of music you will hear on a C64. It lasts for about 8 minutes, and is simply **brehtaking**, it is definitely Matt Gray's best C64 tune. Because of the speed of freescape, the music really merged well with the game.

TRAP (Ben Dalglish)

This had to be here... Ben Dalgish's best piece of music on the 64 by a long run. A great atmospheric start with the beating of drums which slowly progresses into a slow and fantastic tune. Brilliant!

DELTA in-game (Rob Hubbard)

A phenomenal atmospheric piece from Rob this time, plenty of accelerating sounds and great filtering effects combined to produce a very surreal 64 tune, its powerful, slow, and just gorgeous!

MARAUDER (Barry Leitch)

A bit of a shock this one on the CD track list... its not really a classic tune to expect on a CD compo like this, but its Epic and its a good tune too! I hope Barry is proud with this one.

INTERNATIONAL KARATE (Rob Hubbard)

A nice way to finish off the CD with a bit of oriental from Rob. Its a nice and slow piece and was perfect for the game. Later in the tune, it speeds up and you will then recognise the section used in **IK+**, a great piece of pacey music.

Overall, the quality of each track is brilliant!. Its as good as a real C64, but now you can take the tracks and play them almost anywhere and also it comes in a cover suitable of being in OUR PRICE!. A Great 'Epic' CD collection! :-)



CONTENT : 94%

QUALITY : 97%

OVERALL : 96%



**BINARY ZONE
INTERESTING!**

**34 Portland Road, Droitwich
Worcestershire WR9 7QW**

Price: £9.99 (UK), £10.99 (ROW)

MONEY INK JET CARTRIDGE - REFILLING SAVER

I have used a Star LC10 Dot Matrix printer for many years and although good as printers go, I knew that there must be a printer out there that was better. Then I got myself a Hewlett Packard HP520 Ink Jet Printer, which opened up a whole new 'ball game'. Exceptional print quality compared to the Dot Matrix printer I had previously used, hence I went overboard and printed everything with this printer. This obviously used up a lot of the contents of the original ink cartridge. Suddenly, it ran out and nothing appeared on the printed page, so I had two options. 1:- to dash out to try and buy a new printer cartridge for my printer at a cost of £28.50, or - 2:- Buy a Cartridge Re-Fill kit from a local supplier. I chose the latter and purchased a Universal kit at £10.95, manufactured overseas as it turned out. I soon experienced problems of clogging of the ink jets on the cartridge, excess or no ink etc; so after many attempts at justifying my purchase, gave it up as a bad job and bought another new Cartridge.

I knew that I would once again face the same problem, so considered the options of who could I trust to supply me with a quality product to Re-Fill my HP520 printer cartridge So I phoned Officeland, whose RE-INK had always done what it stated it would do for re-inking dot matrix printer ribbons (see my previous articles on this subject).

They knew immediately what I needed, which was their own specially formulated and tested Universal Ink Jet Re-Fill kit for Cannon, HP, Epson etc; all fully detailed in their catalogue. I ordered this at a cost of only £8.95 (including post packing and VAT) for a 60ml bottle of ink, together with accessories, instructions etc; sufficient for two refills of my HP51626A cartridge, and I received it first post the next day. Excellent service, especially when one considers the dilatory service dished up by most suppliers.

The re-filling operation was simplicity itself, all I did was follow the instructions, job completed and I was soon using the re-filled cartridge to assess how this compared to the original. There was no difference whatsoever between the depth of print blackness and the drying time was instantaneous. Friends who own Cannon printers were contacted, two of whom ordered and tried it on their printers. They had the same results as me and were consequently delighted at the saving.

On behalf of the readers, I contacted Officeland requesting information on kits for other printers and if they could make any special offers for readers of this magazine, as they had done for Re-ink for printer ribbons. They pointed out a few important points in their reply, as follows:-

1. They specialize in Re-Fill kits for specific printer cartridges, because regardless of other suppliers claims, not all 'Universal' kits are good for certain printers. Officeland have tailored their Universal kits with a special formula ink to cover those printers designated in their catalogue. Covered by Universal ie:- Hewlett Packard, Canon, Lexmark, Olivetti, Citizen etc:
2. Inks specific for use in certain printers have been thoroughly researched and tested to ensure optimum compatibility.

Example:- Epson Universal inks offered by other suppliers will work but will ultimately create problems, this is due to not being able to run at High DPI of which certain Epson printers are capable of.

3. Epson Re-Fill kits from Officeland are of a special formula and will run at both 720 and 1440 DPI, eliminating any possibility of creating blockages due to running at the higher DPI.

Footnote:- My original Re-filled cartridge, which I emptied had dried up solid and apparently useless. Then I saw Officeland's Cartridge Recovery Kit priced at £5.95, so ordered this, followed the instructions, refilled with CYAN ink and now print out my Letter Headings in Blue. This gave me a new cartridge to use.

Sorry, no special offer for readers, their prices are already as low as they can be, although they do include Post/Packing and VAT.

The catalogue can be obtained from:-

Contact Address:-
OFFICELAND
 10, Sterte Close
 Poole
 DORSET
 BH15 2AT - Phone:- 01202-666155 : Fax:- 01202-677958
 (C) George Potter 1999



The arrival of Commodore's SFD 1001 double-sided quadruple-density disk drive has brought 1Mb of disk storage on-line for £570.

People wanting to use the Commodore 64 for serious work have been hampered in the past by the absence of a fast and reliable disk drive. The serial IEEE 1541 is extremely slow, and goes out of alignment notoriously quickly. Some DOS protected disks can also maltreat the operating system, and this aggravates the problem.

The death of the 4040 disk drive (the ideal alternative, if a little short on capacity) worsened the problem. The only other choice was the 8250 2Mb drive which, although desirable, is prohibitively expensive.

First impressions

The SFD 1001, in its casing, is not much bigger than the 1541. Each disk holds 1Mb of data (formatted), compared with about 170K on a 1541 disk. This increase in storage brings media costs down, but makes the risk of data loss greater, though this can be prevented by regular backing up. High density also means you spend less time changing disks and finding the one you want.

Setting up

The 1001 is a parallel IEEE device, which means that it's compatible with earlier Commodore computers like the Pet and the 3032, 4032, 8032 and 8096 business machines. However, the 1001 is not directly compatible with the 64. Fortunately there are several interfaces to connect the 64 to one of the parallel drives — these include the Dams, the Interpod, the ICL and the Buscard (the last two were reviewed in Issue 56). Doubtless there are others.

Documentation

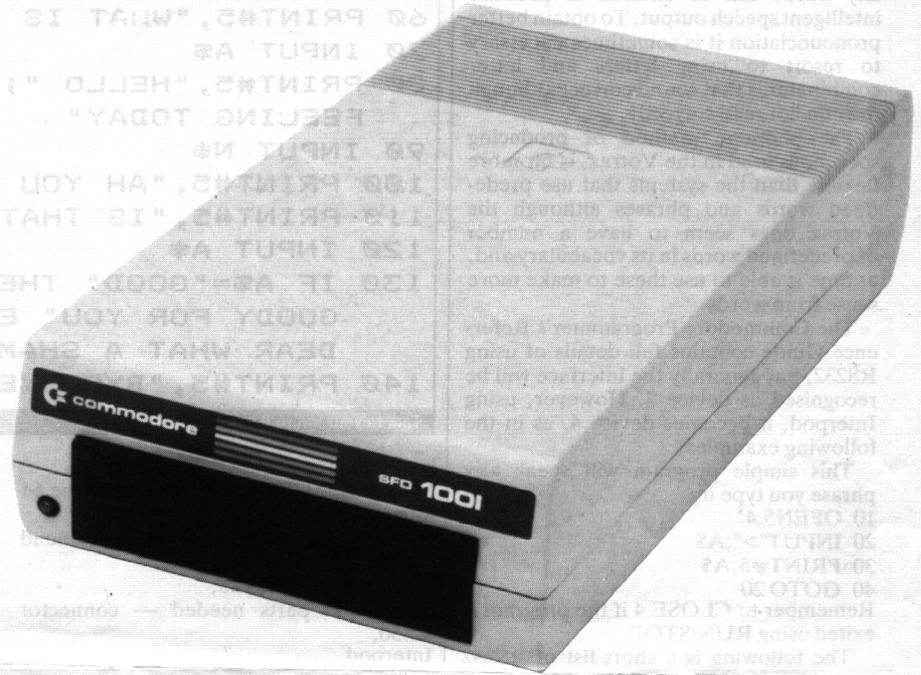
One user reference manual covers the whole range of IEEE parallel drives, and explains that the 1001 is basically half an 8250 dual drive. The manual is thorough, though a little inconvenient to use because of the large number of devices covered together. Full details are given of both simple and advanced programming with the drives, and of the various disk formats. The commands for the 64 are given in an appendix since the manual assumes Basic 4 (the standard business basic) is being used by your machine.

In use

The drive is much faster and more reliable to use than the standard 64 drive, the 1541, and the time taken to move from track to track is less than that taken by the 8050, or even the 8250. The time spent reading the data from disk or writing to it should be exactly the same as on the 8050 and 8250 drives, so the real extent of your gain will depend on the sort of work that you are doing. If you are only loading small amounts of data the track-to-track time improvement is not great, but if you are doing random access continuously — for example with a database application, loading large programs or bringing in large files to a word processor or spreadsheet

MORE IN STORE

A new 64 1Mb disk drive gets a spin from Barry Miles.



program — the speed improvement is dramatic.

A spelling checking program (giving access to 28 separate files) takes four and a half minutes to run on a 1541 drive, two and a half minutes to run on an 8050 drive and one and a half minutes on the 1001.

The most important feature of a new drive is its compatibility with existing models. The 1001 is incompatible with the 1541 but does have a read/write compatibility with disks formatted on the 8050. There is a slight problem with this: an error is generated the first time that an 8050 disk is used in the 1001 drive. After this first access there are no problems. This is not a serious problem unless you have software that accesses the disk — without sufficient error trapping this could easily crash.

Commodore can supply you with a short program that POKES data into the RAM of the disk drive. This tells it that instead of being half an 8250, it is in fact an 8050. This program gives complete read write capability, but you can no longer use both sides of the disk.

If you already own an 8050 the program will give you a dual drive system, which means easy backing up and software compatibility. Whether or not you use it depends on whether you are prepared to sacrifice that much storage space.

The choice of disks can be controversial: there is some difference of opinion about whether a quad-density drive can rely on disks without a reinforcing ring. The latest information from ANSI is that quad-

density drives should be used with disks without reinforcing rings. Commodore's manual says the same thing, but years of using an 8050 drive disks with and without the reinforcing ring have produced no problems. Against all probability the 1001 chewed up a top quality quad-density disk without a reinforcing ring, even though it was treated carefully.

A call to Commodore revealed that data is stored rather unconventionally by the 1001, with more on the outside of the disk than the inside, and the drive works best with double-density disks (rather than quad) with reinforcing rings. The latest version of the manual reinforces this by telling you to use the 1001 with reinforcing rings on its disks.

Verdict

The drive was completely reliable in use, and the access and retrieval times are extremely attractive. It is compact and efficient, and at £570 including VAT represents good value for someone who wants a more reliable and higher capacity drive than the 1541 for the 64. It is a pity that the 1001 is not directly compatible with the 64 leaving it to the user to find a suitable interface but there are many available at reasonable cost.

Product Commodore 1001 disk drive
Manufacturer Commodore Computers,

Price £570 inc VAT **Interfaces**
Dams, Interpod, JCL, Buscard **Outlets** Retail.



CS Disk Menu

Adapting Programs for 1581 Use.

You will have seen the new look menu if you are a regular viewer of the Commodore Scene coverdisk. You will also know that there are two versions available. As well as the standard 5.25" version, you can now get a 3.5" 1581/CMD version, which is much faster without the need of any type of fastload routines.

So far, the idea has worked well. However, people who have requested both will notice that the 1541 version has slightly more programs than the 1581 disk. This is because some programs are 'multiload' requiring more than one file loaded. While this doesn't pose a problem for normal custom load routines, many use fastloaders or an IRQ system, which would simply not work with a 1581 or FD drive, because of operating system differences in the disk drives.

Another problem concerns device numbers. Most, if not all, systems have a 1541 or similar disk drive set up as device 8, so programmers naturally go to this device for source files. But what if you loaded from a 1581 or FD drive from device 10, or a drive other than 8? On CMD devices, you just push the SWAP button to make the device 8, but what about those people who still use a 1581? They would have to either do a 'soft' device number change, or change the switches on the back.

This is why I am writing this article. I am going to tell you how to change your BASIC and Assembly programs to work with 1581 and CMD drives. In fact, you don't even need one to get it to work. The code will work with the 1541 too. Also, the change will be so minute that you may be pleasantly surprised!

The most important change must be noted now: *under no circumstances must you use customised disk routines.* This means any fastloaders, or other special direct loading routines. I created two versions of the menu depending on the drive types because the directory is stored in different places. However, for loading data files within a program you won't need to do this, unless you specifically want to.

But what about detecting the device number? Well, this part is SO easy. The current device number is always stored at location 186 (\$BA hex). By referring to this location whenever you call a load routine, it will load from the device which was called by the user.

In **BASIC**, your best bet is to start off all programs like this:

```
5 DV=PEEK(186)
```

This reserves the variable DV for use for the current device number. Then to refer to this, all you have to do is a command like:

```
LOAD " <<filename>> " ,DV ,1
```

That's it! Simple, eh? You could go through your program in minutes and create a compatible version. Absolutely nothing more is required to complete this successfully. One excellent example of such a program is Andrew Fisher's viewer for the Art Flavers demo for CS24. This is needed, because the main slideshow doesn't work with other devices due to the custom load routine.

So what about you Assembly coders out there? Well, it's just as easy as if you were doing it in BASIC - just change all references to device 8. So if you've got a line that reads something like:

```
LDA #$08
```

Then simply change it to...

```
LDA $BA
```

That's all you need to do! Simple, but it does work.

So there you go - how to sort out your BASIC/Assembly multiload programs to load using anything. The nice thing about it is that you can have the same routine for loading from the 1541 because, of course, when you load from device 8.

THEREMIN 64

The Theremin was an early form of synthesizer developed by its eponymous inventor in 1924. Audible tones were generated and control of their pitch and volume was by hand capacitance.

The C64 Theremin might be better termed a 'Lumomin' (from the latin lumen meaning light) as pitch and volume are controlled by varying the intensity of light falling on two light dependant resistors. The overall effect however is very similar to that of Leon Theremin's pioneering instrument.

The circuit and control programme are very basic but variety and sophistication are limited only by your programming skills. The C64's SID chip will allow experimentation with different frequencies, waveshapes and ADSRs. Vibrato, resonance, ring modulation and synchronization can all be explored.

Although designed and developed for the C64 the idea could be adapted for any computer with an analogue input and sound capabilities.

A 470k ohm linear potentiometer can be used in place of the volume control circuit or the volume control circuit can be omitted if you do not wish to vary the amplitude of the note generated.

Control programme (this should also be on the coverdisk).

```

10 REM C64 THEREMIN BY KIM APPELYARD
20 S=54272
30 REM CLEAR SID REGISTERS
40 FORX=STOS+24:POKEX,0:NEXT
41 REM SET DATA DIRECTION REGISTERS
43 POKES+2050,PEEK(S+2050)OR192
44 POKES+2048,64:REM SELECTS PADDLE CONNECTIONS
PORT 1
50 REM SET VOL & ADSR AND TURN ON VOICE
60 POKES+24,INT(PEEK(S+26)*15/255):REM VOL IS RELATED
    
```

```

TO ANALOGUE POT Y VALUE
61 REM SET SUSTAIN & RELEASE
65 POKES+6,240:POKES+4,17
70 REM SET FREQUENCY
80 F=268+((PEEK(S+25))*253.12156):REM FREQ IS RELATED
TO ANALOGUE POT X VALUE
90 REM CALCULATE LOW AND HIGH FREQS
100 FH = INT(F/256):FL=F-256*FH:REM CALCULATES HF & LF
NUMBERS
105 REM FL & FH VARIABLES ARE POKED INTO THE LF & HF
REGISTERS OF VOICE 1
110 POKES,FL:POKES+1,FH:GOTO50
    
```

Parts List : (possible supplier Maplin Electronics)

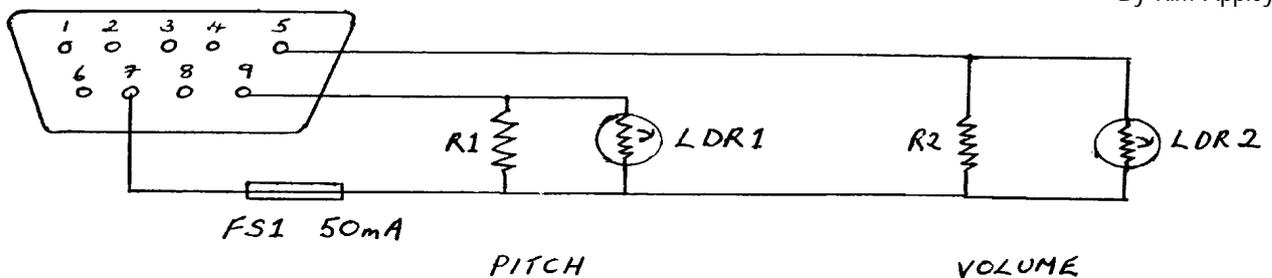
- Resistors All 0.6W 1% Metal Film
- R1,R2 1M 2 (M1M)
- RV1 (optional) 470k Lin Pot 1 (FW07H)
- LDR1 ORP12 2 (HB10L)
- Miscellaneous
- D-Range 9 Way Socket 1 (RK61R)
- D-Range 9 Way Cover 1 (RK62S)
- Fuseholder 20mm 1 (KC01B)
- Fuse 20mm 50mA 1 (WR93B)
- 3 30cm pieces of insulated wire
- A small length of multicore solder

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- Jenkins, Mark : Electronic Music on the Commodore 64. Sunshine 1985. ISBN 0-946480-59-9.

D - Range 9 Way Socket.

By Kim Appleyard



Control Port Pin Outs :-

- PIN 5 POT Y
- PIN 7 +5V
- PIN 9 POT X



IDE CARTRIDGE

IDE64 cartridge is device for connecting IDE harddisk to C64. It was made for plugging to expansion slot, with harddisk connecting by a 40 wire cable. IDE cartridge contains 32kB ROM (with IDE DOS, RAM monitor, File manager and Setup), 16kB RAM (used for internal buffers), realtime clock chip (with battery backup), two (or more) LED's (for indicating cartridge presence, HDD activity and memory configuration), expansion slot and two circuits ispLSI.

EXPANSION PORT

The expansion slot, placed on the front side of cartridge, is recommended for other devices such as - Ram Expansion Unit, stereo SID chip, Fast RS232 (Swiftlink) and others. The expansion slot cannot be used for connecting devices which use the equal RAM area as the IDE harddisk (FINAL CARTRIDGE, ACTION REPLAY), devices which reconfigure /EXROM nor /GAME signals and those which use addresses \$DE20-\$DE32 a \$DE5F-\$DEFF. In 'dark' cases contact the author of IDE64 hardware.

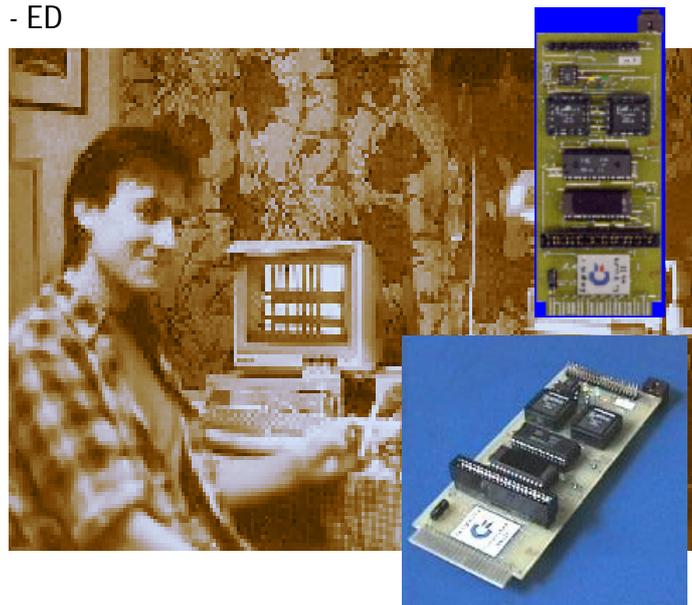
INSTALLATION

When you have unassembled the controller, look to the place plan and solder all components. You must work carefully, when you solder CMOS components. Turn off your C64 and plug the IDE cartridge into

the expansion port, connect the IDE harddisk with cartridge 40 wire cable (pin 1 of cartridge with pin 1 of harddisk), pin 1 on cartridge is on the upper right side near RESET button. Check, if the harddisk is configured correctly. If you are using only one harddisk, switch to *single* mode. If you are using two harddisks, switch the first one as *master* and second one as *slave*. Connect the harddisk with power supply, turn on C64 and hardisk(s). Wait until the C64 'READY' appears. When you are connecting the harddisk for the first time, you must format them before using them. Load the DD program IDEformat and start it with RUN. Follow the instructions of program. After formmating RESET C64 and type HDINIT (one HDD) or HDINIT1 (two HDDs).

There will hopefully be a more indepth look at this new device in the forthcoming Tech2000 special edition. If you can't wait that long then check out the related web site at : <http://sgi.felk.cvut.cz/~vorlicek/lde/c64ide.html>

My thanks go to Tomas Pribyl (pictured) for this information - ED



The RARE Guide To The C64

The 'red boxes' were devices that allowed you to control electrical items around your home, from the comfort of your own C64.

The red box starter pack (which cost £116 in 1986) consisted of Red Leader, Red One & Red Two.

Do you have one or know more about them, contact the editorial address with further details.



SUPERSCRIPT

DEALING WITH BLOCKS OF TEXT - SUPERSCRIPT 128 TIPS #5A

SUPERSCRIPT 128 is not unique in handling blocks of text, many other wordprocessors for the C128 do this also, but not as easily and with not as many options. You can :- Copy Blocks, Move Blocks, Erase Blocks (already covered in SS Tips 2), Duplicate Blocks and Repeat Blocks. So we will look at how to manipulate Blocks of Text and show just what the program is capable of:-

BASICS OF BLOCK MANIPULATION

In any operation involving Blocks, the block has first to be defined. This is achieved by placing the Cursor on the FIRST Character of the block to be defined (this can be anywhere on the screen, start of line, middle of line etc:) then follow this procedure:-

1. Press F1 a(rea) b(lock).

You will see a prompt at the top "Use Cursor to Mark Block" This is in White text, REPLACING the Edit Line!

On the TABS line you will see "Define a block of text.

Use the Cursor down to define the block of text.

If necessary, use the Left or Right Cursor keys also so that all the text you wish to USE is Highlighted. (R) You can start Highlighting the block anywhere on the screen, Start, Middle or line etc; and it will be cut from wherever your Cursor Starts and Finishes.

This highlighted text is now held in memory in the computer ready to use for any of the following operations.

WORKING ON A DISK IN THE SAME DRIVE

MOVING A BLOCK OF TEXT.

You may wish to move a block of text that you have typed lower down the page to a position higher up the page so that the document reads better and is more in sequence. To do this, with the document already on the screen:-

- a. Do the actions noted in (1) to Mark the Block.
- b. Then move the Cursor up to where you wish the Block to be moved to.
- c. You then type:- F1 a(rea) m(ove)

The block of text you marked then moves up to the new position chosen.

All text is re-formatted but I prefer to use Cntrl x to ensure correct reformatting.

The text moved can be placed anywhere in the document, start of line, which is more usual or any place you wish to move it. Wherever the cursor is and you type F1 a m - is exactly where the text is moved to. A very handy utility.

USING A BLOCK OF TEXT FROM SAME OR ANOTHER DISK USING SCREEN 2

You may wish to use some text from another file on the same disk or another disk to include in the document you are preparing in Screen No.1. No need to type it all out again.

Type your document as normal in Screen 1, then when you wish to use text from another file on the Same or Another disk :-

Type:- F1 g(o) c(hange) as detailed on Tips 3 and you will then be into a normally empty screen on Screen 2.

d. Leave in the Same disk or put the New disk you wish to copy from into the Drive.

e. Use Shift/F1 to raise the directory and use the cursor to select the file. When this appears on the screen:-

f. Follow the instructions in BASICS OF BLOCK MANIPULATION - placing the Cursor and then following the Highlighting procedure in (1). Do not forget (R) Block is now in the computer's memory.

g. Type:- F1 g c to return to Screen No.1 You are then back into your original document.

h. Place the cursor where you wish the block of text to be copied to and press:- F1 a(rea) d(uplicate). The text extracted from Screen 2 is now placed in the document in Screen 1.

My apologies to Frank Gasking for missing out this second page from his article in the last issue, ah well, better late than never, eh Frank ?

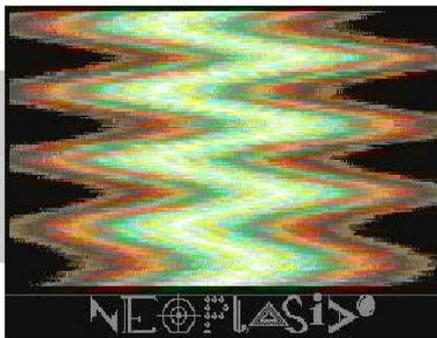
GFX: 70%
MUSIC: 81%
TECH: 79%
OVERALL: 78%

"WE HATE PC'S" (Spiders-Crew)

After mini introduction about the demo, a red and white circle with the words "PC" in the middle. Text on the left of the screen pretends that it is booting Windows 98, obviously this is just a mock up and says that it will read the credits.txt instead. Next is blocky plasma over a series of dotted square patterns, after a little while a scroll text appears. More plasma is next, a bit smoother with rough edges slightly smoothed by the shading of two colours on some chars. Greetings are then shown and reflected in a blue bar like a water ripple, simple but effective. Finally, the demo ends with expanded Clive Radcliff's (From Creatures 1 and 2) spinning around the screen as the end part comes with an upward scrolling section of credits and final words to signify the end of the demo. Overall this demo is nothing impressive, and the GFX is not overallly impressive either, however there is a good selection of zaks from artists such as PVCF and Reyn Owenhand. The demo is a bit short too, and there is no real effect that stands out well, apart from the interesting patterned effect on the plasma.

GFX: 59%
MUSIC: 85%
TECH: 69%
OVERALL: 70%

8 BITS (Neoplasia)



To start the demo, a Windows start icon comes up in the bottom left hand corner and a mouse icon goes to it and clicks it. Plasma comes next which is not blocky, and has a fuzzy style look to it. Text is displayed at the bottom of the screen to introduce the demo and some poor music begins to play. "8 Bit should be enough for everyone" is what is flashed onto the screen several times, and then a ported screen shot of the Star commander program from the PC is displayed with a big red cross flashing on the centre of the screen over the program. Sierpinski Triangle effect is next used in hi-res mode with a bit of text about the effect. Next is another bit of text telling about that in 1968, only the power of 2 C64's was needed to send a rocket to the moon. Next up is a very slow flame effect, or that's what it looks like anyway. The demo then comes to a short end with a smooth and fast plasma effect looking like pink smoke. Overall, the GFX is plain, and the effects in the demo are nothing special apart from some nice plasma effects which have already been done to death. The music is very annoying and repetitive, so I had to reach for the volume control for this one.

GFX: 59%
MUSIC: 30%
TECH: 56%
OVERALL: 55%

BRAK (MZ1453, Boris Bahnhof)

Single file demo. Colour circles flash out very fast from the screen centre to make a cool tunnel effect. Next, very smooth set of dots go up and down to create a dot vector. Clear samples next ring out with the music, but unfortunately stop when doing an effect. A Gorad cube next spins in a very blocky environment and is constructed using the keyboard GFX from basic.

Its fast, but very poorly done compared to other gorad vectors in other demos. Next is a poor interlaced digitized picture, possibly of the coder with his machine. Even when I squinted my eyes, I had a terrible job trying to make it out. Then the screen goes blank and no indication if it is the end of the demo, so I assume it is, and that it hasn't crashed. Overall, a very short demo, with a promising sample with some fair music, but not used with the effects which would be a nice achievement. Poor GFX, and the linking between parts is also poor and scrappily done. The demo looked promising at the beginning, but just seemed to fade away as it progressed.

GFX: 36%
MUSIC: 70%
TECH: 61%
OVERALL: 40%

JAMAICA DREAM (WOW)

More like a statement than a demo. Starts with a man with a cannabis leaf (Bob Marley?). Hi-res picture of the title of the demo and then a hi-res picture saying "Weed is the wisdom" on a simple picture with a sun type drawing starts the demo off. Next is a digitized picture of Bob Marley (It says so in the demo), good quality grey scale scan with no interlace effect on it. Next is a split colour screen, with purple and pink as part of the split, with the words "Ultra Violet Dream" and a very fast, if-small-tunnel effect in the centre of the screen in hi-res mode. More advertising for the cannabis drug with the words "Light up your life" with cannabis leaves surrounding the whole screen is the next part. Next again is some text to protest about legalizing cannabis. Continuing, is possibly Bob Marley again in cartoon form, playing the bongo drums which goes in beat with the music (Similar to Thrust Concert.). MORE about cannabis, this time saying "Lets grow it" with a little scroll text at the bottom talking more about the drug. And finally, there is a picture of Jamaica Dream in low-res to signify the end of the demo. Overall, this is just a campaign on a disk, if party elections bore you, then this will too. The GFX is very simplistic, and nothing impressive to look at, apart from a fair digitized picture of Bob Marley. Music is very repetitive and boring, and another switch off job.

GFX: 30%
MUSIC: 34%
TECH: 36% (Only really the tunnel effect to look at)
OVERALL: 35%

A SMOOTH SCROLLING DEBUT (Jinx)

A debut demo, so you have to remember that when viewing it. It's more of a classic demo from the early 90's/late 80's than the next Mathematica, but some people like the nostalgic demos more than the new ones... As with the title suggests, a set of scrolling messages gets us off to a start, all in different size, shape and form!. Fairly basic compared with demos of today, but cleverly done, even if you won't get to read all of them in one go!. There is then a bit of loading, which then brings us onto the next part, with a little logo and a 'frogger' style road near the centre of the screen with traffic passing by, with accompanying words saying "Drive home safely". This part is very simple, and looks like a demo maker effort. The final part introduces us to another scroll text with the music from Robocop3. Here, a simple 'Jinx' logo is displayed and flashes top and bottom on the screen, after a little while, both appear permanently on both the top and bottom of the screen and move from left to right. Again, a simple effect, but not too bad. Overall, Jinx have made a nice start to the demo scene, and maybe we will see better effects in the future as the coding gets better. The music is not too bad either, so well done to Jinx on their debut.

GFX: 30% (Little gfx anywhere)
MUSIC: 60%
TECH: 30%
OVERALL: 40%

So there we have it!... another party, another set of demos. How do you get hold of them? I'm sure that Binary Zone PD will soon have them in their library in the next set of updates.

EMULATE ?

Why People would want to debate such a subject as this at these great lengths is quite beyond me, but because it does generate such talk then it will have its place here in CS. So, I have put some of the views here for you all to read.

The views printed were taken from the BLAH section of Vinny's web site from 24th January 1999.

JJ from Birmingham....

It is useful for the conservation of gaming data and keeping the history of video-gaming alive ... games can be without real 'soul', as good as software emulation can be, it never 100% feels like the real thing (be it C64 or otherwise) ... I am sure that emulation provides some developers with inspiration somewhere along the line, after all, 'Incoming' (Rage Software) is just a glorified Beachead and Paratrooper rip-off ;-)

Well ? What do you think ?

I know that many of you don't know what the emulators look like on the PC, or even how well/badly they run, but surely you must have a viewpoint on the subject ?

Drop me a line as CS and we will print your views.

For what it is worth, I don't have a problem with emulators, I have these and also I have my C64. My C64 will NEVER be replaced by the emulator, because for me, the experience is using the whole software and hardware setup, not just the software on a psuedo machine.

For 'BINGO' With Love

When all you have is gone,
and all who love you have left,
he still remains faithful.
His loyalty reaches even beyond the barrier of time.
His affection and respect cannot be bought,
but must be earned;
he cannot be bribed by food
as can all other animals,
proving their inferiority to him.
You are everything to him -
his life centres around you;
your praise is his greatest gift,
your scorn is his deepest sorrow.
Ready to serve you at any time,
he is only too willing to prove it:
glad to defend you against any odds,
he will give his life for yours
without your ever asking.
He would jump willingly into the fires of hell
just to be there with you.
Ready, he stands at your side
like his ancestors before him
and his offspring will do after him.
Whether gently playing with your children
or guarding your mate with his life,
he does his job well
with an understanding almost superhuman.
He has only one fault,
and that is - soemday
he will break your heart.
For dogs ive only a little while,
and in a few quick years
he must say goodbye.

'Epilogue' - Bill Landesman

Submitted by Linda Withers in remembrance of her dog 'BINGO' who used to sit by her feet while she was using her C64. Sorry Linda, but the picture you sent in was too dark to duplicate on the scanner - ED

CStech2000 - CS Special Edition 2

For the beginning of the new millennium - there will be a second Commodore Scene Special Edition for sale. This second venture into this area will be something quite special indeed, as its working title (CStech2000) tells us, it will be a very technical issue filled to the gills with technical information, diagrams and schematics of various things such as 'How to build a geoCable', 'Linking a C64 via SCART', 'How to connect your C64/128 to a PC hard drive', etc. All these articles will be collated from various sources such as the Internet and past issues of CS. There will be a collection of coverdisks to supplement this issue and these will contain programs such as 'CCS64', 'Star Commander', and wiring diagrams and help files.

Details are still coming together at the moment and the final decision on what will be included will be published in issue 26 or 27.

Preliminary details are as follows: Colour Cover (with a fantastic piece of original artwork which I already have, and believe me, it is superb), between 40 and 68 pages in length (dependant on the amount of orders received and the number of articles that will be included). The price will be somewhere in the region of £4 to £4.50 for the magazine and £4.50 to £5 if you also want the coverdisks (there will be at least 2 disks, one of which will be for the PC).

I doubt very much whether there will ever be another special edition produced and because of the nature of the printing and the cost involved with this type of venture, it will be produced purely on an 'orders placed' basis, i.e.: if I receive 58 orders then I will print 60 copies. Once they have gone then that is it - no more!

All details are subject to change at the moment but this WILL be something special for the new millennium - DON'T MISS OUT!

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