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**INCLUSIONS**

CS ordering form, Importing Service Order Form,  
 5.25" Coverdisk\* or 3.5" Coverdisk\*,  
 Coverdisk Sleeve(s)\*  
 Coverdisk Information Sheet\*  
 \*optional

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Ah, here we are, fully refreshed and ready for yet another ground breaking issue of your favourite Commodore periodical.

So what's been happening since the last issue ? Well the answer is 'absolutely loads of stuff' ! Commodore Scene was at the Britmeet3 event (see page 29 onwards), the CSTech2000 issue was finally distributed (at last ! ) and there doesn't seem to be a minute going by until yet another 'latest version' of the WAVE is unleashed upon the GEOS/Wheels world (see page 20 for more news and some great new screenshots).

**CSTech2000** : At long last this marathon issue is now out, and, after many, many set backs and also vowing never to undertake such a big issue (68 pages and four coverdisks) again, I have already put plans into action for its follow on stablemate called '**CSTechfile**'. Further details will be in the next issue.

**Commodore Scene** : Your favourite magazine is now back to being bi-monthly - yippee ! After last issues plea for ideas about how we should proceed in the future, I have decided to concentrate on refining how the magazine is produced and printed. I hope that this will result in a better layout and speedier printing process. *At this point I would just like to thank Anthony and the staff at The Colour Co, in Leeds, for all their help in producing this magazine. Without their help I would not have learnt as much as I currently have. I also believe that without their help CS would have folded due to the cost of the the old way of printing it would have meant that the print run cost would have exceeded the money coming in in subscriptions.* Thanks guys and gals. There is some good news however, a couple of the problems associated with producing the magazine have now been overcome and I hope that this will reduce the length of time that it takes to print CS.

**New stuff** : After the Britmeet3 exhibition, the completion of the special edition and also having a nice long rest, I am now in the process of building up the hardware and software products that are for sale through the Importing Service. Watch out out for new games from Germany, software from the USA and heavy duty PSU's from CMD (and possibly the UK as well). There are lots of things in the pipeline at the moment and you can rest assured that the regulars here at CS will do our best to bring them to you. Some of the new generation of software is currently available now. Do you want to play music CD's from your Commodore ? Then you need CD128 which will do just that. A 64 version of the CD commander software is also now available. Soon to arrive will be the WAVE from Maurice Randall. This software is free (it will be supplied on a future coverdisk) but if you order it from CS directly then you will also get a printed out manual to help you out. More details when it is available.

**Readers** : We need more readers ! The web site has

brought in some new readers and one or two have arrived through 'word-of-mouth', but we need more. Please help where you can and I am sure that we will benefit from it in the long run with more pages in colour, etc.

**Colour pages** : Do you like the extra colour pages in this issue ? I hope so. I think that the final outcome looks very nice indeed, but, don't forget that this is a one off and it will not be happening again in the near future as it costs too much to print ! Thanks go to eBay for their sponsorship which paid for these extra colour pages.

**GoDoT** : Elsewhere in this issue is a review of the excellent graphics package - GoDot. At the time of writing, I had been given permission to distribute this software in the UK (for a drastically reduced price), unfortunately the English version of the manual is being re-written (by me) and it is not quite ready yet. I hope that it will be ready by the time you read this. Check out this issues coverdisk for the demo version of GoDot.

So what are you waiting for ? Go and order it now !

**Next issue** : We will be taking a look at some of the new software that will be available through CS. It is hoped that it will include Arndt Dekte's software (CDcommander128 & 64, CD128 and more). Also on the blocks will be 'Ice Guys' and 'Bomb Mania' with the '4 player adaptor' !

**CS31** : This issue will be another 'themed' issue called 'Flights Of Fantasy' and we will be covering topics to do with flight simulators and anything to do with that ream of Commodore computing. So come, send in your reviews of your fave flight programs (they don't have to be games - anything is acceptable).

**CS32+** : Other special issues to look out for are 'SEUCK' Special', 'Arcade Conversions', and 'Mechanical Marvels'. There must be something there that you could contribute to so come, get your writing head on and see your name in print and who knows, your fave program may even be on the coverdisk as well. So come on, lets have 'em !

*Well thats it for now so I am off to do some photo retouching for my gran - all together now "who's a good boy !". After that I will be removing all my computer set-ups to their new custom built home - no more early nights because of the noisy computers which wake up my daughter ! Ah well, at least then I will be able to work into the nights again - oh joy !*

Bye until next issue !



# Commodore scene

C64 - C128 - C64 EMULATOR

### 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 the 'geoTelegraph' section 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



### Current Pricing

Single issue	UK	Europe	World	USA
CS magazine only	£3.00	£4.00	£5.00	\$8.00
CS & coverdisk - state 3.5" or 5.25"	£3.50	£4.50	£5.50	\$8.80
Subscription (1yr/6 iss.)				
CS magazine only	£17.00	£23.00	£29.00	\$46.40
CS & coverdisk - state 3.5" or 5.25"	£20.00	£26.00	£32.00	\$51.20
Subscription (half year/3 iss.)				
CS magazine only	£8.70	£11.70	£14.70	\$23.50
CS & coverdisk - state 3.5" or 5.25"	£10.20	£13.20	£16.20	\$26.00

US DOLLARS - please add \$13 if paying by personal cheque. International money order does not incur an additional charge.

### Coming Issue Dates & Deadlines

Issue	Submissions to be in by	Delivery Date
28	1st January 2000	1st February 2000
29	1st March 2000	1st April 2000
30	1st July 2000	1st August 2000
31	1st September 2000	1st October 2000
32	1st November 2000	1st December 2000
33	1st January 2001	1st February 2001

### 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.

### Writers Pack

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



### Advertisement Rates

	Black & White	Colour
Back cover	N/A	£50.00
Full page	£25.00	£30.00
Half page	£20.00	£25.00
Quarter page	£15.00	£20.00
Boxed (Contax) ad	£5.00	per year
Classified	5p	per word
Classified	FREE	readers/subscribers

### Advertisers Pack

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).

### Distributors Pack

If you would like to distribute (or are thinking about distributing) Commodore Scene within your country then please drop me a line and I will send out this pack to you describing some of the terms and benefits.

### Merchandising

Polo Shirts	£15.00
T Shirts	£13.00
Sweatshirts	£15.50
Baseball Caps	£7.00

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. Sizes : small (34"/36"), medium (38"/40"), large (42"/44"), X-large (46"-48"). Colours : white, black, sunflower, navy, bottle green and burgundy Please allow up to three weeks for delivery.



### Software Libraries

The geoNUT Disk Depository

- formerly the geoCLUB UK GEOS Disk Library

- for more information see the 'geoTelegraph' section CS BASIC Library

- A new library from the ashes of geoCLUB UK

Independent Commodore Library

- formerly the ICPUG Library , now run by Ken Ross

- complete details will be in a future issue

BZPD Library

- Two great publications coming together to offer you the best Public Domain Library in the UK

Renaissance Archive

- Probably the finest C64 project EVER !

### Importing Service

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

- Let me do all the hard work !

- I tems from the UK , USA & Europe

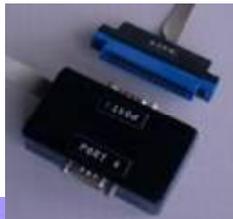
- Now also includes refurbished/ upgraded items from CS



**DATA : RETRO CLASSIX** is now a bi-monthly publication. Great publication, great read, go get a copy now ! See the Contax UK section for details.

**DATA :** Moving along from Retro Clasix we have more news from Graham Howden that he has now moved on from CEX retro and opened up his own Retro shop called **Retro X**. See advert elsewhere.

**DATA :** Protovision have now got online documentation on how to build the famous **4-player-interface** for the game **Bomb Mania** by Classical Games.



Protovision now distributes Bomb Mania itself as well, which you can get for a much lower price if you build the 4-player-interface yourself. Also



available: **Ice Guys**, one of the greatest C64 jump 'n' run games released in recent years. Goto to their web site at - <http://home.t-online.de/home/bundyman> - for more details and order direct. CS will be distributing these titles by the time CS31 is out. Watch out for reviews of these great games soon !

**DATA :** Great news from the CLiPS camp !

**Hires pictures wanted!**

CLiPS (<http://www.clips64.de>), the new upcoming Operating System for the C64 with SuperCPU, has the ability to display background pictures, as many other systems can. Malte

Mundt says: "I am currently working on a background picture collection for CLiPS and I would appreciate your input! I need C64 hires pictures!" Hires pictures means standard bitmap mode with screen ram, thus being 320x200 with 2 colors per 8x8 square. Any picture is welcome, no matter if it's from a game, a demo, converted or



whatever. Preferred format is "Doodle" (Screen at \$5c00, Bitmap at \$6000), but other

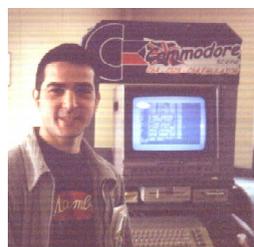


hires formats are ok, too... The e-mail-address to send the pics to: [thunderbl@gmx.de](mailto:thunderbl@gmx.de)

**DATA :** Richard Bayliss will soon be producing some more SECK games for all you SEUCK freaks out there. Who knows, they may even make an appearance on a coverdisk.web site is now up and ready. You can download his work at web site - [http://website.lineone.net/~r\\_bayliss](http://website.lineone.net/~r_bayliss) or [http://website.lineone.net/~r\\_bayliss/index.html](http://website.lineone.net/~r_bayliss/index.html)

**DATA :** The **DEJA VU 2K** event was on 30th June to 2nd July and is now over ! Unfortunately this snippet of information was given to me two days before it was due to happen. Come on guys ! I need more time than that !

**DATA :** At the recent **Britmeet3** event, one of the people that I bumped into was **Domingo Alvarez**



who has supplied us with a brief preview of a new game that his crew are currently working on. This single



screen **REVENGE** preview is on the coverdisk but no firm details as to when it will be completed.

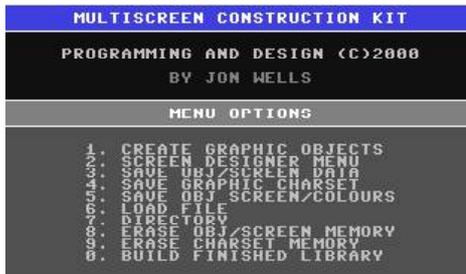
He did agree however, to supply the game to CS when it was finished so that we can distribute it for them. You can use two joysticks to control the characters. Watch this space !

**DATA :** Heavy duty power supply units for c64 (currently on trial), c128 and c128d will soon be a reality. Details will follow soon. Also available now is a replacement PSU for 1541-II and the 1581 disk drives. The PSU that powers the CMD hard drive is identical in specification to the 1541-II & 1581 and is completely compatible. Because of the way that this PSU is supplied, you do not need an adaptor as it comes with a UK power lead - curesty os CS ! See the Importing list for details. I know that I have been promising them for ages, well now they are a reality ! - It just goes to show that all good things come to those that wait !

**DATA :** Edward Walker gives us the following web sites that may be of interest to all you Commodore fans : Always a good place to start - <http://www.hut.fi/Misc/cbm/netresources.html> - Getting stuff from your Commodore and vice versa, but as they're for PC I'm not in a position to judge them - <http://www.hut.fi/Misc/cbm/xfer/prlink.html>. CBM: Introduction to prlink - <http://www.funet.fi/pub/cbm/transfer/CBM-to-PC/index.html> - <ftp://www.funet.fi/pub/cbm/crossplatform/transfer/CBM-to-PC/>. This is only one of many 'virtual museum' sites and has lots of interesting links. <http://palimpsest.stanford.edu/icom/vlmp/computing.html>. The Virtual Museum of Computing. Still going strong ! (it seems ?) - <http://www.icomm.ca/tpug/TPUG>

link directly to recordings of the show. If you have PC internet access then you can even listen to the show 'live'. <http://www.kdvs.org/6581SID> (main site), <http://www.kdvs.org/6581SID/shark.html> (interview), <http://www.kdvs.org/6581SID/timfollin.html> (interview), <http://www.kdvs.org/6581SID/robhubbard.html> (interview).

**DATA :** Hot news just in from Jon Wells - he has completed his 'Multi-Screen

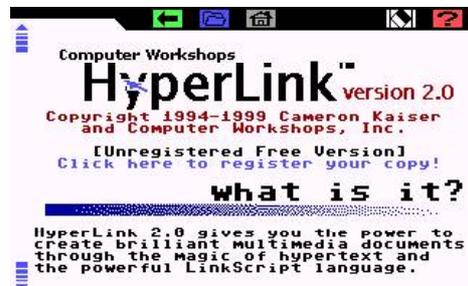


**Construction Kit'** (MSCK) for the good old c64. It is available now (on disk) for the extremely reasonable price of £5.95 (which includes a 24 page manual). This little beauty gives anybody the power to create high quality screens for deom's, Intro's, games, etc. The utility gives you the ability to create 128 full size screens in full colour in the memory at any one time. Sounds great ! There will be a full review in the next issue.



Copies of this program can be had from CS or direct from Jon at : 9 De Grey Road, Kings Lynn, Norfolk, PE30 4PH. Good stuff Jon.

**DATA :** Computer Workshops have been hitting the news recently with something new from Cameron Kaiser. **HyperLink 2.5** (beta version). At the



moment I am not entirely sure whether this is an internet browser or something completely different ! What I can tell you is that it will run on a stock c64. More details and possibly a feature will be in a later issue.

**DATA :** I have it on good authority that the new issue of **Commodore Zone** is now out. It seems to have been a long time coming but I would imagine that it will have been worth

the wait. MY copy is yet to arrive so if you want to know then visit their web site. Access to the BZ web site can be found from the links section CS web site at <http://www.commodorescene.org.uk/>.

**DATA :** Despite the good news on the new PSU's for your Commodores, there is some sad news about the USA>UK power convertors. There has been a price increase from £17 to £23. This is due to Maplins charging more for these units - sorry !

**DATA :** There will be new publication from CS in the near future - CSTechfile - this will be the follow on stable mate to the CSTech2000 which has proved quite popular and has just gone for a reprint today ! The CSTechfile will be a 'part work' like the ones offered on the TV which you will buy in stages and just like its commercial counterparts, part one will come with a binder. More details will be in the next issue.



# P.O.L.

## WE NEED YOUR HELP !

"There is a gap between NTSC, PAL, snail-mail & internet Commodore users"

**\* It's time to change ! \***

Let's work together, let's talk together, let's all be one BIG scene ! We are going to produce an all new NTSC/PAL discmag, but we need YOU to help us

Contact : Jorg Droge  
Hofackerstr. 7/2  
69245 Bammental, Germany.  
Tel/Fax : +49 (0)6223/5945

## And Finally ! ....

After trying many times to get in touch with Personal Computer World about their Commodore articles, I have to admit defeat as they never returned any of my calls or e-mails ! Well, at least I tried. If they don't want to do up to date articles then that is their problem. As it is though, the articles did not reflect the current Commodore scene in the UK and it has to be said that they were also very 'lack luster' in editorial content. Maybe next time they will ask somebody in the know !



# Retro X

## The Good News !

The much loved fanzine - **'Retro Classix'** - now has a new home at : **90 Sheperds Bush Road, London, W6 7PD.**

Come along and see the vast range of all things retro that we will be stocking, such delights as - computers, consoles, games, arcade cabinets, PCB's, superguns, monitors, black & white TV's for Pong machines, Anime collectables, magazines, books and videos, you name it and we will try and get it !

Mail order is also available.

**FOR SALE** : Surplus to requirement items - Philips monitor, 40/80 columns, £20 + p&p. FD2000, (brand new & still packaged), £80 + p&p. 64 scanner, £25 + p&p. Pagefox, £20 + p&p. Super Snapshot cartridge, £10 + p&p. Mach 128 cartridge (works in both modes), £10 + p&p. Wheels128 (unregistered version), £15 + p&p.

Contact : Dave Elliott.  
Tel : 01753 570274

e-mail : dgelliott@talk21.com  
mail to : 32 Wood Lane, Cippenham,  
Slough, S11 9EA, United Kingdom.

**FOR SALE** : Commodore VIC-20, c64, c16, plus4, Amiga items for sale. Send SAE stating computer.

Contact : T Moore  
3 Highfield Avenue, Benfleet,  
Essex, SS7 1RY

**FOR SALE** : Various hardware and software for C64 and other 8-bit platforms. (Believe me when I say that this guy has loads of stuff including some cartridge game software, I've seen his house ! - ED).

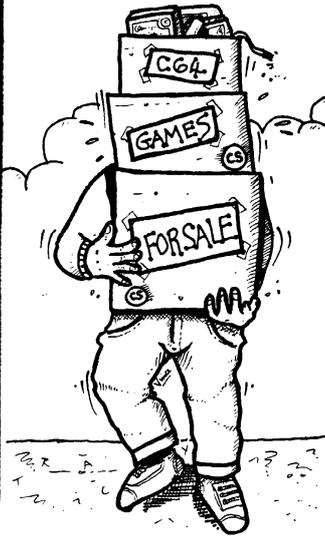
Contact : John Thomson, 78 Holtdale  
Avenue, Leeds, LS16 7SG  
Tel : (0113) 2671393

**FOR SALE** : C64, Commodore 1701 monitor, Commodore MPS1230 printer (with paper), Datasette, 1541-II drive, mouse & joystick & computer table.

Contact : Dave Blower, 63 Hotoft  
Road, Humberstone, Leicester, LE5  
1EG  
Tel : (0116) 2765784 (6-9pm)

**FOR SALE** : I'm having a clearout of some of my games, so I thought i'd pass on a small list of things i've got for sale or swap. The prices don't include postage and packaging, as what I ask is that if anyone wants to buy any of the games, if they could supply a SAE. I'm not sure of the exact postage costs, i'd have to find it out... but i'm guessing about 50p for normal sized tapes, and the others shouldn't be much more than that. Its the bigger boxes which are a bit unpredictable, and i'd have to find out first. I'm also willing to do swaps for things... for other C64 games of the same bulk, and even Vic20 games if anyone has any. If so, then pop me a list, and your requests etc, and i'll try and get back to ya. If there is anything here that anyone wants, then just give me a shout....

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enigma@fgasking.freemove.co.uk  
(Some have deductions if there is something missing, or its a bit tatty etc... also in some cases there are more than one of the game available.).

**£1.50 each**

DENARIS (RAINBOW ARTS)  
RENEGADE (IMAGINE)  
WIZBALL (OCEAN)  
THE EIDOLON (ACTIVISION)  
ROAD RUNNER (US GOLD)  
FERRARI F1 (ELECTRONIC ARTS) (2  
TAPES)  
(2x) LAST NINJA (SYSTEM 3) (2  
TAPES)  
WORLD GAMES (US GOLD - COVER  
IS TATTY) = £1  
HOWARD THE DUCK (ACTIVISION)  
HUNTERS MOON (THALAMUS)  
QUEDEX (THALAMUS)  
SHADOW WARRIORS (OCEAN)  
DARKMAN (OCEAN)  
MIDNIGHT RESISTANCE (OCEAN -  
TATTY BOX) = £1

ESWAT (USGOLD)  
THE UNTOUCHABLES (OCEAN)  
CRACKDOWN (US GOLD)  
A.M.C (DINAMIC)  
ALIENSTORM (US GOLD)  
STARION (MELBORNE HOUSE)

**£2.00 each**

CLUDO + MONOPOLY + SCRABBLE  
3 TAPE SET (LEISURE GENIUS)  
THE FOURTH PROTOCOL (GUILD)  
FRANKIE GOES TO HOLLYWOOD  
(NO AUDIO TAPE - OCEAN) = £1.50  
MIND BENDERS (COMMODORE/  
DOMARK)  
THE MAGNIFICENT SEVEN (OCEAN)  
PLATOON (OCEAN) NO AUDIO  
TAPE. = £1.50

**£1.00 each**

(2x) THE IMAGE SYSTEM  
(TOOLBOX)  
(2x) THE MUSIC SYSTEM  
(TOOLBOX)

THE SHOOT EM UP CONSTRUCTION KIT (TOOLBOX)  
PAPERBOY (ENCORE)  
GRANDMASTER CHESS (AUDIO-GENIC SOFTWARE)  
POTTY PIGEON (GREMLIN - BIT TATTY ON SIDE) = 50p  
SUICIDE EXPRESS (GREMLIN)  
GANGSTER (MINDSCAPE - REQUIRES LIGHTGUN)  
ARMY DAYS (MINDSCAPE - REQUIRES LIGHTGUN)  
(2x) TIME TRAVELLER (MINDSCAPE - REQUIRES LIGHTGUN)  
(2x) BLAZE OUT (OCEAN - REQUIRES LIGHTGUN)  
RAID OVER MOSCOW (USGOLD)  
BATMAN THE CAPED CRUSADER (OCEAN)  
SHANGHAI WARRIORS (PLAYERS)  
REDMAX (CODEMASTERS)  
PROHIBITION (PLAYERS)  
MIKE READS POP QUIZ (ELITE)  
SCROLLS OF ABADON (AMERICANA)  
TWINKY GOES HIKING (FIREBIRD)  
NINJA COMMANDO (ZEPPELIN)  
KENNY DALGLISH SOCCER MANAGER (ZEPPELIN)  
LAST DUEL (KIXX)  
HOPPER COPPER (SILVERBIRD)  
PETER BEARDSLEY'S INTERNATIONAL FOOTBALL (BUG BYTE)  
MICRO RHYTHM (FIREBIRD)

**WANTED** : Action Reply cartridge (v6 if possible).

Contact : Domingo Alvarez  
Flat 4, 44 Lillie Road, Fulham,  
London, SW6 1TN

**WANTED** : Action Reply cartridge.

Contact : K Howell  
93a Swinford Hollow, Little Billing,  
Northampton, NN3 0UN

**WANTED** : System disks for VORTEX at once emulator for Amiga. Also instructions for Flashback and Microprose Golf for Amiga.

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

**FREE** : (to collect or pay the P&P, can deliver in the Leicester area). Three boxes containing magazines, cassettes, modems and cartridges of unknown origin (don't blame me if your 64 blows up !).

Contact : Dave Blower, 63 Hotoft  
Road, Humberstone, Leicester, LE5  
1EG  
Tel : (0116) 2765784 (6-9pm)

Hi Allan,

The X1541 cable and 'Star Commander' arrived and works no problem. Because I'm used to using MS DOS, I had no problem running Star Commander. I was wondering if I could review this for a future CS?

Talking of CS. I have another Coverdisk idea. How about a C64 emulator version of the CS coverdisk in the future. This would be good for non-C64 users who miss the C64.

Oh, by the way, how's about an issue dedicated to C64 arcade conversions. I've got a load of them and I am quite eager to pick these games and review them?

In a past issue, you wanted to inject humour into future issues of CS. I have a great idea for a humour page. What I was thinking of is mentioning some really daft game ideas, guaranteed to make people to laugh. We have seen quite a few daft games, such as Jeff Minters' crazy games.

I have a really strange game in plan for CS31, called 'Cowpat Frisbee', this game may be in a Jeff Minter sort of style, as I'd like to inject humour into some of my games. Okay, so it is a silly game idea, but I'm sure the audience will be laughing at the game.

I could not help laughing at one of the letters I saw in CS29. I bet someone asked for a free issue of CS as a joke.

I was wondering if in the future I could submit my demo tunes, which I created to a future CS coverdisk. The files are less than 20 blocks.

Richard Bayliss

#### **Another satisfied customer !**

**Okay then, lets see how I can help here. Being fluent in MSDOS meant that you have the honour of being the first person to have got the X1541 package and not required any help setting it up - congratulations.**

**A c64 emulator version of the coverdisk, hmmm, I already have them all archived onto the PC hardrive as .d64 files (for the forthcoming CS CD-ROM), maybe they will appear soon, who knows. There is going to be a special on arcade conversions in the new year. Please feel free to review and supply what you think fit.**

**Anything for the coverdisk will be accepted graciously and I look forward to recieving stuff for the future civerdisks.**

- ED

Hi Allen

First off the 64 arrived safely to-day. Many thanks indeed. Handy to have the timing clip plugged in as well, a nice touch.

Now to get you sort off up to date with my problems. I have been having random system crashes. Loads off them. It all started when I put the extra simms in. I got a 16 meg SCPU one from you and I got three 4 meg ones for the RL from Offtek on the internet as they were quite a bit cheaper. I installed them all very carefully and ram all the tests I found on the various floppies that came with the RL & SCPU.

They said everything was fine and all appeared to be well for a few days then this crashing started. I thought it might be my old breadbox 64 which was filling in till another 64c arived. Luckily Dave Elliot had one going so he sent me that and with yours I now have a spare. I plugged into the new one and it seemed fine again and then, bang, on Sunday, 20 crashes just like that. No matter what prog is running bang!!!!

Anyway I have rechecked the ram simms are in properly, redone the tests and all seems well. I was telling Colin (who has been an absolute brick with helping me out with various suggestions as well as getting Dircon running properly) I was off to

'exercise the Bill Gates' option if it kept on doing this.

So I have not had much chance to play with the Wave. I have used it once to send a message to Colin to see if it works. Waiting now for the next version to see if the browser works. Then it's E-mail and we can dump the Dircon 23-00 quid a month account. It is very good but it is expensive to run a shell account. Especially now I see phone calls as well as access are going to be free for big PC's.

So any ideas you might have as to what this problem might be please feel free to pass them on. It will rear it's ugly head again I have no doubt.

Now I have had a little time free this week to play around with wheels and have found out how to change all the colours and the positions of the icons and formed a ram disk in the RL in the DACC.

All by myself now that is progress. Colin has been very good answering my questions as I didn't like to keep crazing you especially since you took on CS. I know you want to have time with your family.

OK I think that is all the news for the moment Allan so I will sign off for now

Edward Walker

**Hi Edward,**

**Right, I am sorry that you are not having much luck with your SCPU/RL combo as I know how frustrating it can be. Lets look at it logically. The SIMM in your SCPU is not the problem as I have an identical one in my SCPU (that is the benefit of getting it from CS - you know it works !). The Simms in your RL are an unknown quantity as I did not supply them so I cant vouch for them, sorry. There are a few things that you can try. Run your c64 with just the SCPU and then again with just the RL attached to see which is causing the problem. Make sure all the SIMM's in your RL are identical, don't mix them.**

**Just as a note to this, I have not had any crashes on my system since I got the correct SIMM's in place (some six months ago), BUT, if I try either my RL or my SCPU on any of my spare c64's then they crash. This leads me to the assumption that the PSU' are just not up to the job.**

**I WILL have some very heavy duty PSU's by the autumn and I will be trialing them very soon.**

- ED

Hello Allan,

Sorry I had to leave you to go PC. What is the latest news on the special edition of Commodore Scene.

Ian Swain

**You 'had' to go to PC ? Was your life in danger or something ? Yan 'can' still use your c64 along with your PC (as most of us do) you know.**

**The CSTech2000 is now out and you should have your copy by now.**

- ED

Allan,

Thanks very much for all your recent help.

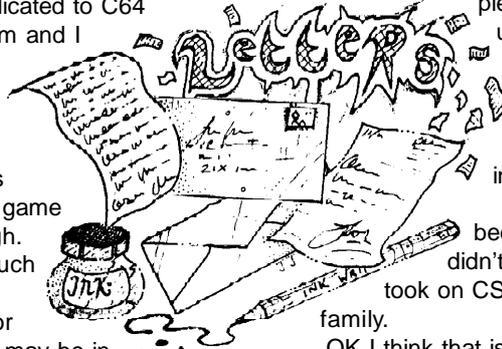
The thing I thought was missing from CS is a dedicated 'type ins' section. This was usually my first recourse as a child obsessional ! Otherwise, a full and well thought out magazine.

Cheers,

Chris Krupa

**Thanks Chris,**

**Yeh, I know what you mean, I would love to have listings in the magazine but they are just not around anymore. There are**



*one or two from old magazines that I would dearly love to put in CS, but it is just a matter of getting hold of them. One of my earliest memories is an old listing in the very first few issues of C&VG which had been submitted by Jeff Minter - and it was brilliant. If anybody has a copy of it then PLEASE, PLEASE send it in to me.*

*Thanks for your vote of confidence, it is very much appreciated.*

Hi Allan,

You mentioned something about a coverdisk time bomb in the 'Stop Press' column. What do you mean by this. Is it something to do with scrapping the disk, or do the CS readers/contributors have to be very quick with submitting their software? How about asking CS readers to submit their own blank disks (formatted) for the coverdisk files at no extra charge. That would save time (and hassle) from having problems to find disk for the coverdisk.

I also noticed that there seemed to be some very nice and classic demos on the coverdisk. I'm quite impressed with these, especially 'SO-Phistacated 2' and the Role 1999 demo. I'm quite amazed that the demo scene is still surviving. In fact I am very impressed.

Oh, and give Andrew Fisher a pat on the back for his work and effort put into the Commodore Scene cover disk and Ozone Demo Studios productions.

Cheers,

Richard Bayliss

**Hi Richard,**  
**With regards to the coverdisk timebomb, I will refer the right honourable gentleman to page 21 for details of that. The nice stuff on the disks are usually sent in by the readers or they might be submitted by the staff writers, either way, they are there because they were outstanding for their time - as you rightly stated. Thanks for the vote of confidence. Consider Andrews back well and truly 'patted'.**



- ED

Allan,

Thanks for the copy of C-Scene!... I've had a great read so far, and it looks like another fine issue. Its a shame about the comotion with the printers, but i'm glad its sorted.

I read about the flagging readerships, and I had an idea... i'm not sure how valid it is, but here goes.... Some sort of page advert in a mag like CZ or elsewhere, which offers a first time reader a cut price issue as their first. Sort of along the lines of introduce 6 friends and get a free subscription, like Richard once did. Just an idea... otherwise i'll give the magazine some more publicity on my site. I'll put it in the news section.

I'm gonna be really busy, so my next submissions haven't been started yet.... Have you got a final deadline?... I'll sort out C&B (2 pages), the last Stoneage 64 (1 page).... and if you want, I can sort out a review of Metal Warrior 2?...

I've got a Seuck space seu being sorted out at the moment, hopefully i'll be enhancing it... but would you like it for a future CS coverdisk?....

Frank Gasking :-)

**Hi Frank,**

**Glad you like it ! It looks as though the problems with**

**printing could be getting closer to being eliminated, which is good news. But then again, there is nothing anybody can do with mechanical breakdowns is there ?**

**I will be advertising CS on the WEB and in the press (CZ included) but this costs money and it will have to be done low key for the time being. Rest assured though, it will happene. Any help that anybody can give will be greatly appreciated.**

**All deadlines for forthcoming issues are on page 4 of every issue, and yes, I would love submissions for future coverdisks.**

- ED

Hi Allan,

I know you'll have your hands full over the coming months, so good luck! I'm getting this in now before I go.

The reaction to the GoDot interview was pretty positive - so far, all good. Arndt's pleased as well, which is the main thing. As for CS30, after several failed attempts to write some instructions for GoDot, I gave up. I re-read the article I already sent you (the 4-page one with pictures) and that kinda takes you through it, so it looks like that will have to be used. But to compensate, I have this offer...

If anybody runs into problems with GoDot - using it for the first time, or anything, then they can write to me. I have no problems with the address going out, as I can respond to help over the summer. While I won't be able to accept e-mail queries, after talking with Arndt, he has said he'd be happy to help with them.

What a guy!!!

Anyway, the info you can publish is my address:

25 Goonrea  
West Looe  
Cornwall  
PL13 2PH

If people enclose an SAE, it'll be a big help too. Arndt's e-mail address is god.ADetke@t-online.de so you'll get the right info from the horses mouth!

Anyway, must dash. Hopefully this'll be of help to anyone that runs into problems into using it. It may be good, but I understand how difficult it can be.

Danny Tod

**Hi Danny,**

**Thanks for the article, its in this issue. Have a good rest and don't worry about the instructions for GoDot as I have been in contact with Arndt and I am now currently putting the finishing touches to the UK version of the GoDot manual. This manual will be supplied to anybody who purchases the full version from CS for the much reduced of £25 including P&P.**

- ED

Hi Allan,

I think Malte Mundt of Protovision, deserves a pat on the back for his professional artwork.

I be looking forward to issue 30 of CS (August 2000) and the demo version of GoDot. Anyway, the X1541 cable sounds very good. Did you know that any speech you convert from the C64 to the PC (.D64 format), could be heard clearly on the PC's in the CCS64 emulator? This is because last year

I bought a CD from HMV which had some classical originalC64 titles, and the speech could be heard loud and clearly.

Let's take some of the 'Impossible Mission' games for example. The speech and screaming were loud and clear. So were some of the PD demos, such as T.A.T's 'Air Dance 4'. I'm amazed.

Richard Bayliss

**Hi Richard (again),**

**Malte will be reading this so your thanks will be read by him. C64 speech on the PC emulator ? I'll have to give that a whirl, sounds good.**

**So does anybody want to do an article on speech on the**

**c64 ? I think would make a great feature.**

Hi Allan

Many thanks for your e-mail regarding issue 29 of CS. I look forward to reading the next issue : )

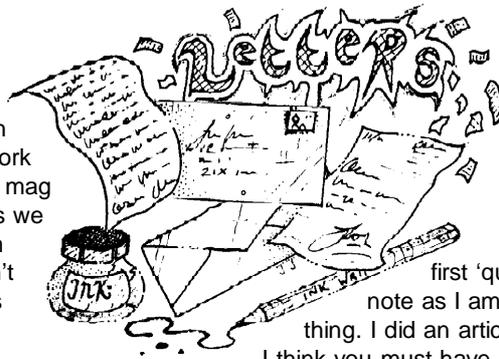
As for CS28, the front cover was FAB and then whole feel of the mag is very professional. Well done :)

**Thanks Vinny !**

Hi Allan,

Thanks for the newest ish of that rubbish looking C64 magazine. You really need to work on your covers you know, they let the whole mag down. My pile of c\*\*p is in the post to you as we speak. And now to look at your web site! I'm halfway through writing the next issue. I don't know how you do it but I start several pages with ideas on, lay them out on the bed and choose the best ones to develop.

Vinny Mainolfi :)



Dave Fountain  
Editor, Crashed fanzine

For latest Crashed issue information : [http://geocities.com/fountainboy\\_uk/index.html](http://geocities.com/fountainboy_uk/index.html)

**Hi Dave,**

**Thanks for the compliments ;-)**

**Sorry that you did not make it to the Britmeet3 event as I was looking forward to having a chat.**

**As for producing CS, well the magazine is structured into sections (scenes) and I get articles for a particular section then it gets put in, if there are no articles then the section gets left blank (see the index page). You can usually tell when a feature is going to take up quite a lot of room and then a bit of juggling has to be done. I try to produce a well balanced magazine but it is hard sometimes as I am sure you will understand ;-)**

**PS : To the rest of the readers - the above letter is 'sarcastic' and not at all spitefull !**

Hi Allan

I got your package today, although haven't started playing yet. I did try the Dangermouse tape, but this didn't seem to load.

Have I got the load procedure right?

**LOAD "x"**

**PRESS PLAY ON TAPE**

<few seconds go by>

**Found Dm in DT**

<press space bar>

<few seconds>

**Ready**

- what do I do now?

**Okay then Andrew,**

**First of all, I am glad that you got everything okay. Secondly the simple answer is that you are not loading from tape**

**correctly.**

**- ED Lets take it one step at a time :**

**1) Hold down the 'left shift' key and with another finger tap the 'run stop' key. Let go of them both.**

**2) On screen you will now see 'PRESS PLAY ON TAPE', do so and the process will start..**

**3) After a short while the tape will stop and you will be informed that the c64 has found something.**

**4) At this point you can either press the 'space bar' or do nothing. Either way the c64 will continue to load the data from the tape deck.**

**5) After a while - hey presto - your game will have loaded.**

**What you had tried to do was load a game using disk commands, never mind, we are here to help.**

**- ED**

Hi Allan

Got CS 29 yesterday and after my usual first 'quick flick' through just had to write a quick note as I am a bit worried about this Heavy Duty PSU thing. I did an article for you with some pics a year back which I think you must have lost. Would you like me to do it again. I made up a transformer to run the CMD heavy duty PSU. This is really the only way to power these Commodores with SCPU's, etc Now the thing that worries me. This British Standards is VERY IMPORTANT. I cannot stress this enough. Allen Monks was dead right. If anyone makes and sells any electrical item to the general public they are liable to the full weight of the BEAB regulations being used against them. PLUS and this is possible even more important. If anyone using an item not approved by them suffers any sort of injury or even death then the person making the item and selling it will be sued for damages running into many noughts. It is a green light for the person taking out the action.

I would absolutely hate for you to get into any kind of pickle Allan as you are too nice a chap to suffer such a fate. So please don't make up anything without proper approval. Having said that to get the approval will cost far more than it is economic to do. A sad fact but true

Liked what I have read in the mag so far anyway. You certainly have your share of bad luck with this printing don't you. Never mind I am sure the readership understand. You do it in your spare time after all

Hope the readership picks up again. Don't need the 'Scene' to start to fade. I was in the Amstrad News Group a couple of weeks ago seeking some help for a workmate and I spread the Commodore word there so maybe one or two might give it a go as there world seems to be in a bit of a time warp.

I have had a great deal of trouble with my 64 crashing over the last few weeks. Fingers crossed it is OK at the moment.

Keep getting Wave updates from Maurice to try out. I have to get TCP sorted with Dircon next to try out the telnetting. But it works Ok in the Substitute for Novaterm BBS mode and this is my first mail to you via 'The Wave'. You have to get on this COPS thing Allan it is the place to be and you can add to it with your knowledge I am sure.

Right have waffled enough for Now so regards to Liz and start getting the Pampers ready :)

Take care both of you.

Edward Walker

**Hi Edward,**

**Ah yes, the PSU problems.**

**This is turning into a real can of worms. The basic problem is that anybody with a SCPU and/or a RAMLink will know that the normal PSU that comes with your Commodore is just not powerfull enough. Unfortunately, when Commodore first produced these units they were already on their limits !!! Why did they do this ? Goodness only knows. So you will have one**

Andrew

of a few problems - (1) the damned thing won't power up at all, (2) one or more of your devices will not work, (3) intermitant operation of devices and (4) alternate power failures due to overdrawing of the limited power supply.

Either way it is a real nightmare.

So, what do we do ?

Well I can exclusively report that I have some absolutely GREAT news for you all. We now have the choice of brand new power supplies for 1541-II, 1581, RAMLink mk1, C64 heavy duty and C128 power supplies directly from CMD themselves. All that is required is a USA>UK power adaptor (which I can supply) and that means that all CMD's PSU's will be usable in the UK. I am currently testing the C64 heavy duty PSU with a SCPU/RAMLink combination. See the Importing List for pricing details.

Also on the horizon are two electronics engineers who are able to make PSU's to my own design specifications, this may ultimately mean (if possible) that I will be supplying a UK specific heavy duty PSU that will power a c64 or a c128 with ample power for anything that you wish to connect to your Commodore's ! I am currently talking to one engineer who is running through the specifications with me and things are looking very good indeed.

Thanks for your concern about BEAB standards but as you can see it is no longer an issue as everything will be covered from now onwards.

The WAVE, oh boy, oh boy. What a brilliant program this is. I really can't wait for it to be fully complete. I have been using the Terminal mode to acces my Lentil account and it is superb ! I am looking forward to accessing the web with my c64/128 as soon as it is ready.

The first job when it is ready is to make the CS web site more WAVE friendly than it currently is.

By the time you read this our new baby will have been born and I will be back to late nights again ! Thanks for your votes of confidence and I will pass on your regards.

Thanks very much.

- ED

Hello Allan,

I wonder if you can tell me what I am doing wrong and if it is possible to put right. I sometimes load a program and it starts up okay but when I try to run it, it crashes and I can't get it back and I have to switch off and start again. What am I doing wrong ?

I hope you can help me.

Geoff Wilkes

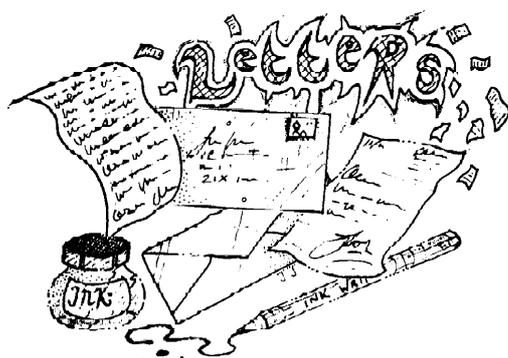
Hi Geoff,

Sorry mate, I will need more than that to go on. I will need to know what the program is, is it an original copy or a pirate, what your set up is, etc, etc. The best thing to do is give me a ring and we will try to sort it out that way. Failing that you could always send me the program (disk only - no tapes please) and I will try to run it for you.

Sorry !

- ED

Well thats it for another issue, have fun until next time !



## - READER QUICKIES ! -

RQ - Is the X1541 compatible with a '1541 MKII' disk drive?

Reply : Yes it is. I have tested the standard X1541 cable with the 1541 and 1541-II and there are no problems at all. I currently have it attached to a 1541C - because it matches the colour of my PC :-) I also believe that the 1571 can be used but I have not tried it.

RQ - I have heard that Commodore Scene is going to merge with Commodore Zone, is this true ?

Reply - WHAT ? Are you serious ? I can assure everybody that CS is NOT merging with anybody. I also got a person asking if the rumours that CS has ceased publication were true. Obviously this is also untrue as you are holding the current copy. What is going on here ? Is somebody trying to make my life hard or something. Come on, lets keep a lid on the paranoia shall we. Good grief !

RQ - If I wanted to download games from the internet and put them onto a 5.25 disk, what would I need and what would I have to do?

Reply - You will need a Commodore drive (preferably a 1541, 1541-II, 1541C or a 1541 clone), an interface cable and a transfer program. The most widely used and reliable device & program combination is the X1541 cable with the Star Commander software.

RQ - What is the best storage device for the c64 ?

Reply - It depends on what you want to use it for and what programs you use I suppose. For lots of storage space a CMD HD would be best (up to 4Gb), for faster accessing speed a RAMLink (16Mb) would be the preferred choice but for general disk accessing and increased storage space I would recommend an FD2000 (3.5" / 1.6Mb). Either way, you will still need a 1541 somewhere along the line !

RQ - Do you sell the XE1541 extended cable?

Reply - No, sorry. I am unable to test anything other than the standard X1541 cable so I don't make the other versions.

RQ - I wonder if you can tell me the difference between the c64 and the c64c. I have both and the c64c is a better keyboard but I don't know if there is any difference between the two.

Reply - Well what I know is very limited as I am not a 'tech head', but, I know that the SID chip is upgraded and the sockets on the rear of the machine are slightly different. I know that there will be more differences so if anybody knows anything then please let me know and I will pass on the information. Oh, and its a different colour ;-)

RQ - Please send me you newest issue for free. Bye, Marcel Krense, Straße der Freundschaft 10, 19089 Demen, GERMANY.

Reply - Here we go again ! NO, I will not send you a free copy. Is this a joke or something ?

# GoDot

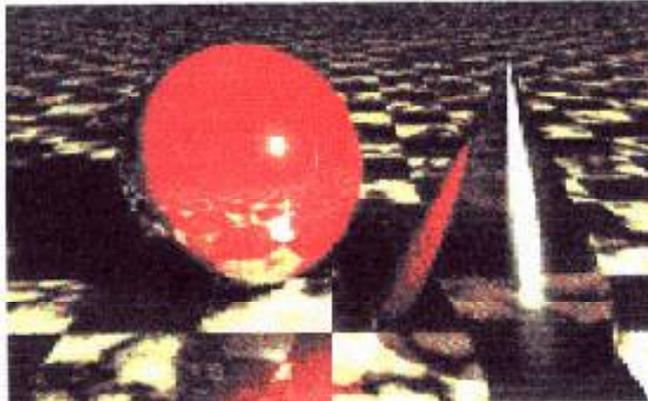
## Image Processing

Written by Danny Tod

Program Name: **GoDot**  
 Availability: **CS Importing Service**  
 Price: **£25 (including p&p in the UK)**  
 Creators: **Arndt Dettke & Wolfgang Kling**

**ON THE COVER DISK!**

The Commodore 64 and 128 computers have regularly proved critics wrong with what they are capable of. You can now look at a computer that has been developed in the 80s handling stuff nobody would ever thought of before. While the hardware has helped this, none of it would have been possible without the hard work of talented programmers who work day after day on these machines, often for little or no profit, to create software to use, without which we wouldn't be anywhere.



An example GoDot print-out, scanned in to PC...

One such program I would consider as being in this category is GoDot, the graphics manipulation package from Germany. You may have seen brief mentions of this masterpiece scattered over various issues of CS, but after being in contact with one of the authors for a good few months now, and a play with the full version, I thought it was about time a more detailed description of it was necessary. Thus this article.

First of all, my history about how I got into this program. My first use of GoDot was in 1997 - I was still programming back then, and releasing the odd picture shows. I was looking for a program that would convert colour GIF's to the C64. There were two GIF viewers at the time that I was using - GIFFY and VGIF. These programs were okay, but sometimes the image was disappointing - the conversion process was spoiling even simple images.

A few months later, after searching around for new programs on FTP sites, I found a demo version of GoDot. The program name rang a bell, so I downloaded it. As I transferred the files to a C64 disk, I looked through my old magazines for a mention of it. Eventually, in an old issue of Commodore World magazine, I found an article about it also singing its praises. My main worry was whether it would have a GIF converter, as it was only the demo version. Fortunately, after searching through the loaders, it did.

My first use was without a manual, so learning it was a bit tricky at first. I was presented with a screen split up into different areas. The top left had parts labeled Load and Save, with two boxes next to each of these which both had 4BitGoDot in them. This is where you select the file types you want to load and save. At the top right you had the actual Load and Save commands along with a couple of additional options. On the right you get the dimensions of the image, along with its colour information and clicking on the big box gave you a preview. Below this was where you load the modules and if necessary executes them. On the left of this were other options that I will mention later.

I learned that to get the program to work you had to use a loader file depending on your file type. I clicked the top to bring up the list, and after searching through I found one called ldr.GIF. There are dozens of loaders, including for PCX and IFF file types, and a loader for IFLI images. You could also load in standard C64 images from art packages like OCP Art Studio, Koala, Blazing Paddles and many more. I also had a look at the savers list, but there weren't many here. It was only the demo version after all!

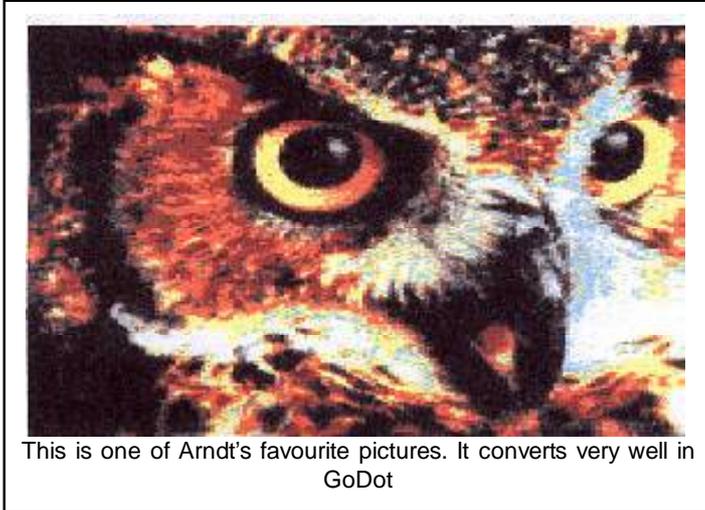
I tried the GIF loader, but was then told I had to install an extra module for the decoding routines. After more experimenting I found the module area. It was at the bottom right of the screen, so I clicked on it. I was then presented with the longest file list I had ever seen in my life. There were a good 40-50 modules in that list, I'm sure of it! I found the required mod.DecodeGIF file and loaded it in. I then went back to the loader and tried to load one of my images. I was already starting to notice an improvement to what I had in the VGIF and GIFFY programs...



Images are printed using GoDot's own format, so pictures don't look as good on-screen.

As soon as you select a GIF file and click 'Load', you are presented with a block that represents the image. It gives you the dimensions, number of colours and a facility to change whether you want to load in a scaled down or up version of the image, or if you wanted a different area of the picture. (For example, if you load in an image which is 740x400, GoDot will allow you to change the area of the picture you wish to load into its 320x200 C64 screen.) I clicked on

“Load GIF” and the program went through loading the colours, then the image and finally decoding it ready for displaying. It should be noted that GoDot uses its own 4-bit format, which needs to be converted to the C64’s bitmap. When I returned to the main screen, I clicked on this big button called “Display” (I assumed that’s what it would do!).



This is one of Arndt's favourite pictures. It converts very well in GoDot

The image was being displayed line by line on my screen. When it finally appeared some minutes later I got a shock. The image was almost crystal clear. A few colours were out of place here and there, and the outlines had disappeared in a few places, but overall the image was a big improvement to what I had seen out of VGIF and GIFFY. It took a lot longer than these two programs, but seeing the output I got, I wasn’t bothered.

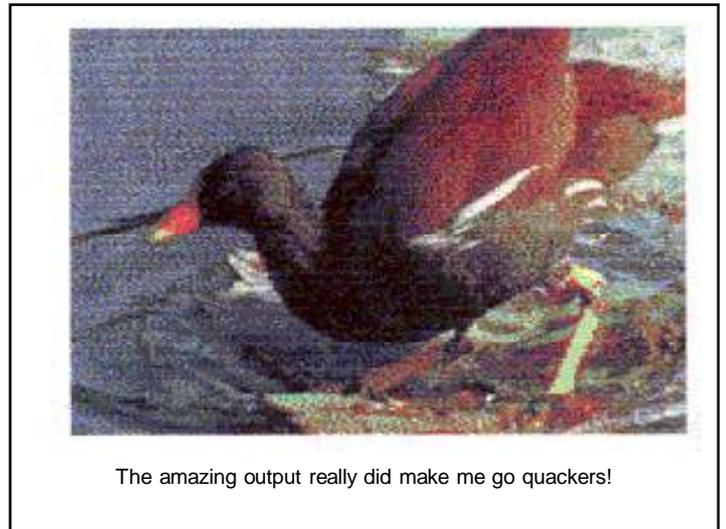
Back then I was debating whether I should buy the full version. After all, it was £35 and I wasn’t sure whether it was really worth it for my personal needs. I was using the program to convert GIF’s to the C64, and the program did everything I needed to without an argument. All I did to save the images was to use my trusty Action Replay cartridge, so I didn’t need savers. I decided not to bother...

In late 1999, I saw Allan had a copy in stock, and I thought, why not? It would finally clear up my nagging thoughts and would be good to use the savers. After all, I was using a SCPU and it was really getting annoying, continually unplugging and plugging my AR cartridge. So I took the plunge, sent of my cheque and a few days later a big envelope was shoved through my door at 10pm (thanks a bunch Security!). I had a look over the disk and saw a big list of savers which would come in handy. It also had a manual to make everything easier, as the file list was just massive. The files that drew my attention though weren’t the savers that I was after. It was a couple of modules...

There were modules on disk 1 of GoDot, which were printer drivers. I had seen a mention of these in CS22’s review, but dismissed them as just the standard drivers found on any of the other programs. However, Commodore World said that the printouts were “astounding”. So I loaded up a picture from the GoDot test disk (a picture of a hawk) and loaded the printer driver. As a quick background, the drivers work with 9- and 24-pin printers, and also support the Epson Stylus, Canon BJ and HP DeskJet range of printers, the most popular at least in this country. The drivers work in the usual module area, and you use them like you would any module. I have a Canon BJC-4100 so I loaded the corresponding driver.

The driver gives you multiple options to do with the printing. You can print in various positions on the page (A4 of course), you can also change the size of the image (small, medium or large - medium is best), and there’s a box to select the printer interface you have (centronics is the fastest, as you’d guess). You can also select whether you want the image printed in colour or mono - I had to select mono as I had no colour at the time. I hit print, and I was indeed astonished...

The printout was unbelievable. In fact, I even printed it a second time to check that I had seen this. I couldn’t believe my eyes - the picture was nothing what I thought it would be. It was crystal clear, without any streaks, and the grayscales were out of this world - spot on!



The amazing output really did make me go quackers!

The same day I rushed to University to send an e-mail to Arndt Dettke, part of the team that wrote GoDot, to tell him what I thought. That evening, I got a reply, and he told me how to get the best output using colour images by applying a module called mod.OddSwap. After printing this e-mail out, I picked up a new colour cartridge from the local stationers and printed out the hawk in colour following the instructions I was given. The output was shocking to say the least. I then downloaded MORE images from GoDot’s gallery which the program worked wonders with. The printouts without a doubt looked like they came out of an Amiga, but definitely NOT a C64.

The one thought that kept on creeping up on me, which was also the response I got when I sent the program out to others, was why the output on the printer was much better than the screen. Recently, Arndt told me that reading GoDot’s own 4-Bit format produces the printout. The image is in fact rendered down to work with the C64’s bitmap screen. However, to get a better output I could use the saver svr.FunPaintII that would save it as a FunPaint file. FunPaint is a program that allows you to view and edit an IFLI picture. The results were again superb.

One of the images I had was one I had many problems with getting to look nice with the C64, mainly because the image was captured from a TV. When I first edited this image, I spent almost three weeks on a PC re-colouring the image to get it looking just right for GoDot to convert. My results were pretty good, and I was pleased with myself.

I decided to send the original image to Arndt to tell him about the problems I was having with it. He wrote back saying he'd have a look and see what could be done. When he did I couldn't believe what he was telling me! According to Arndt's instructions all I had to do was change the Balancing controls to certain levels, change a colour in the Palette and display the image? Surely not? But it was...



Don't believe a Commodore did this? Well, it did!

I loaded in the image through GoDot, and followed through all of Arndt's instructions. This took about five minutes. After loading, I hit display, and the image I saw on-screen nearly made me fall out of my seat - NO joke. Not only was the image looking good, it was looking better than the one I spent three weeks sorting out! Unbelievable, and after spending all that time ... grrrrrr! The big grin on my face was instantly wiped away.

My next question was of course how they managed that. GoDot has an option on its main screen called "Balancing". Upon clicking on this, you get two controls, Brightness and Contrast, which according to the manual act like the controls on your TV, but work with the image. I had tried to use these settings before, but was always overcome with white, so never used them ... until I read a key part of Arndt's instructions that the manual does NOT say. You have to RELOAD the image after setting these controls to try out the new colours/settings, which explains the white I got on the screen.

After messing around with these images, I managed to get some of them looking completely different from how they looked when you load them originally with no difference in the brightness and contrast. By increasing the brightness only a little bit, the image already started improving. Do it a little more and the image starts looking more correct. Then by adjusting the contrast, you can get the colours at the correct levels. And if you thought it looked great on the screen, you wait until you see the printouts. The output is just truly amazing.

There is more to the GoDot program than meets the eye. You may think it does a pretty good job at converting graphics, but as I found it does much more than that. The best part of it is that in no way does it require you to have any extra hardware! The minimum setup it requires is a Commodore 64, a 1541 drive, a joystick and a monitor. However, it will take advantage of a RAM Expansion Unit for better features, and the speed of a SuperCPU makes the program run very well with instant screen results and very fast loading. You can use all CMD and Commodore drives, and can utilise a propor-

tional mouse. There is no avenue of Commodore-land that the program doesn't explore.

The drawback to all these features is that when you first see the program you WILL be confused. The manual is very good at getting you started, however, and is the reason as to why you should invest in the full version. I know that most technophobes half the time don't read a manual, but I guarantee that you will read GoDot's user guide at least once. You will also get the best support I have experienced from the authors.

There are other issues that I would like to bring up about the program. One of them is the Palette controls, which allow you to change the colours that appear on the image. This option is used in case the image uses a colour value that GoDot misinterprets. Very useful, but first time round VERY hard to grasp. You have to select the NEW colour first on the top row, then select the colour you are replacing. A message helping you along would have been very beneficial.

To a non-PC user, the module names will confuse you. A module, for example called mod.Emboss (which makes the image look like it is pressed against metal) is a common option on a PC art package, but is unfamiliar territory when used in a C64 package. However, if you want to know what effect the module does, experiment! The manual contains full descriptions too, so the beginner won't feel too left out.



This image is one of my favourites.

The additional issue that came up in Andrew Fisher's review in CS22 was of the directory, and how it was annoying to regularly reload it each time something was loaded. After discussing this with Arndt, I was told that due to memory constraints this wasn't added. If it was, there would have been less room for the graphic. Generally, the slower the device, the longer the directory will take.

One important point to mention is the speed of the SuperCPU. The program runs very fast, but there are side-effects. The printer drivers in 20mhz mode send the data to the printer very fast - in fact, so fast that if the printer doesn't have a big enough memory buffer, it will time-out! Generally, you should stick to 1mhz when printing, but if you are careful, you can switch between 20mhz and 1mhz mode at the right times. Another side-effect is the joystick controls - a single click turns into a double-click very easily! However, you'll find the extra processing speed a big advantage overall when using the program.

There is another conclusion to this story. You will notice that I was

very dismissive of some of the features until I actually used them. We all do it, but I have proved to myself to judge it after I've seen it running. I didn't want to buy the full version, but when I did I got the printer drivers and a manual. I didn't even realise I would want the printer drivers so badly, but now I wouldn't be without them. That's life! But not only that, if you run into difficulties, it is highly recommended that you contact the authors! Arndt was very helpful in each stage that I took with **GoDot**, and his support and advice was invaluable. This is almost 10 years after the program was originally written!



Oh come on, I had to put a bird in here somewhere!

Take a look at the images scattered about these pages. They were all printed with **GoDot** on a C64, then scanned into a PC. I hope you'll agree that they are truly excellent.

You don't have to be a brain surgeon to work out that I am very impressed with this software. **GoDot** has had a lot of thought put into it, and the program shows this by its actions. It is one program I found so hard to fault, I had to ask everybody else what was wrong with it! But after using it for nearly three years, it's no wonder. My only regret is not investing in the full package sooner.

If C64 graphics is your thing, then **GoDot** will be an essential part of your collection.

*A special thanks to Arndt Dettke for helping me get this far, and additional thanks go to Andrew Fisher and Paul Boulter for the additional input on GoDot.*

#### **Andrew's Comment:**

*"When I first saw GoDot I was impressed by the menu system, and glad it supported extra facilities like the REU and 1581 drive. I tried out a few GIF files transferred from the PC, and the results were better than another program - VGIF64 - I had been using.*

*"There are minor niggles, like with any piece of software. The default palette can produce some strange results, and the method of changing it is not my cup of tea. Also, what is on the screen is not always the finished output, particularly with printer drivers and savers - GoDot first transfers the data to its own 4-bit format, then to whatever you choose.*

*"All in all, a professional looking product with a lot of power when*

*you learn to unlock it"*



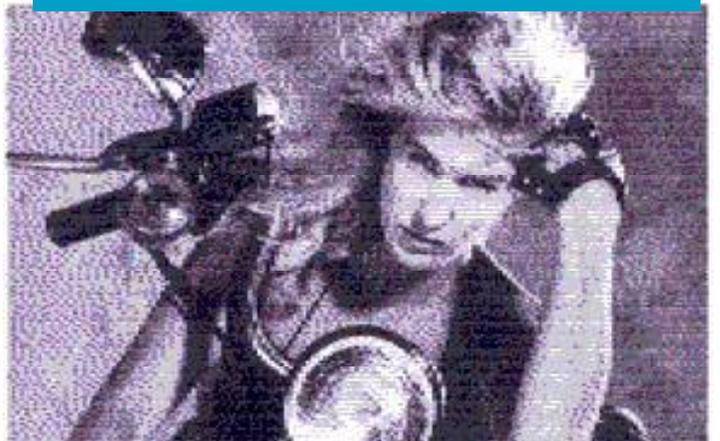
Despite constant requests, I thought I'd put a self-portrait in this article anyway.

For more information on **GoDot**, you can go to the web site at : <http://www.godot64.de> - it has a brief English section.

*Below are a couple more GoDot rendered pictures for you to drool over from Danny's original first draft article - ED*



A 'restricted' version of GoDot is on this issues coverdisk.  
So what are you waiting for ?  
- Go and try it for yourself !



*Continued from CS29...*

Wrong!

Wired called again, this time wanting verification of certain points (how do you spell your name, how many members in the club, what is the motto of the club, etc.) and wanting a time to set up a photo shoot. Skeptical, I voiced my complaints about Mark not showing up at our meeting and my doubts whether such a shoot was really true. Carolyn, the editor, assured me that this was true and that they wanted to photograph me the first week of January. Well, that would be after my Christmas vacation; I'd be back to work by then. We mutually agreed on Friday, January 7, 3:30 p.m., after school let out.

I had some Commodores in the classroom, but I wanted to show off the home C128D with multiple drives, SuperCPU, and 20-inch monitor. I decided I would set up the home system in the classroom. The photographer would have to be satisfied with that.

January 7 arrived. The classroom was ready. The equipment was set up.

The photographer was late. From his cell phone, he confirmed the directions to the school, and I told him that he was still an hour away. Finally, he rolled in, a bit before 5 o'clock.

Chris and his assistant, Kyoko, immediately started pulling equipment out of the Ford Explorer.

"We're losing the light," he told me. "Is there a sign on the road that says 'school' around here?"

"There's one by Fremont School a couple of blocks from here."

"Great. Let's go."

Surprised that he wasn't going to film me in the classroom, I obediently walked with him and Kyoko, showing him where the word, school, had been painted in yellow on the street. Looking at the site, he took a minute to scan the scene with his photographer's eyes. Then he knew what to do.

"I want you to sit on the street, right there by where it says school."

Here I was in my good school clothes... and he wanted me to sit in the street? Without protest, I did what he said. He took out a Mamiya RZ67 and adjusted the focus while Kyoko took the light readings.

"O.K., cross your legs and look at the camera. O.K., purse your lips but smile. Purse them tighter. Oh, you can give a better smile than that. O.K., now just put your legs out straight. Look at the camera. Look over here to the side."

Roll after roll was shot. Car after car passed by.

Fortunately, Kyoko diverted the traffic while the shoot was going on.

"Bernardo!" screamed some former student as he drove by. Another teacher and his wife drove by and parked at their house just a few doors away, all the time staring at the activity going on in their street. I thought, "Oh, boy!"

Nearly 6 o'clock... daylight was nearly gone. Streetlights glinted through the trees. We'd have to go indoors by now, right? Wrong!

"Hmm, o.k., sit up now and look directly into the headlights of the my car."

This was Chris' idea? I stared at the lights just 10 feet away from me as he set up the camera, as Kyoko took the light readings, and as he starting firing away again. At last, he was finished.

"Let's go back to the classroom and take some more shots." - The day wasn't over for me yet!

"No, I don't like the computer there. Can you move it?" - I moved the entire system to another table. "I don't like the photos on the wall. Can you cover them with those posters there?" - I hid the student photos.

"O.K., increase the brightness of the screen." - I turned up the brightness and contrast of the monitor until it was glaringly bright.

"Put a game on the computer and play with it." - I disappointingly removed Wheels and loaded up Super Mario Bros..

Many shots later, he was finished. While he and Kyoko packed away their equipment and helped me with my equipment, I told them the way to some restaurants.

"Aren't there any good, non-chain restaurants in this town?"

"Uh, not here in Corcoran. Why don't you follow me to Visalia? There are some trendy restaurants along Main Street."

We drove off with me leading the way in my car. We found a nice California/Italian restaurant, and Chris treated me to dinner, while we talked about computers, photography, and travel. ...And he had called me, "Baby", only once during the entire photo shoot...

*The above news articles mentioned can be found in the November 1999 issue of Shift magazine ([www.shift.com](http://www.shift.com)) and in the March 2000 issue of Wired magazine ([www.wired.com](http://www.wired.com)). Commodore is also mentioned in the December 1999 issue of Maximum PC magazine ([www.maximumpc.com](http://www.maximumpc.com)) in the article concerning platform emulation. Contact these magazine companies for ordering back issues.*

Robert Bernardo



# geoTELEGRAPH



Another Library review of disks from Dave Elliot graces this issues geoTelegraph pages. The WAVE also makes another appearance as the final version draws ever closer and at last it can truly access the WWW. To run along with our Graphics Special issue theme we have a look some graphics related utilities with Andrew Fisher. We are far too kind to you ! ;-)

Fump Cartoon 2 in the pipeline, could this become a cult thingy?

## CS DISK 184

A geoPaint file disk, some pics are just screen sized: GEOVIEW to look at, or print out the following pics; KIRK/SPOCK - that duo again; PAGODA - an excellent pic of a pagoda; FKEY OVERLAY - A 'cut out and place over' type pic; PEN/CANDLE - As it says; INVENTION - words fail me; GEISHAS - One of the more better pics; EWOKS - 2 lovable little critters, right up Helen's street; NEW WORLD - I'll make do with this one; CART 24 pic - Loads of stuff to cut and paste; XMAS ART - More seasonal cut 'n' paste type pics. The pointer is a motorcycle.

## CS DISK 185 & CLUB DISK 186.

About a year ago Reg. Mascall was selling this program, now he's decided to donate it to our Library - Thank You Reg. geosCALTRADE & geosEUROCAL. It's a D.I.Y. Calendar program, it covers both sides of the disk and it comes complete with several different languages. I believe that there are two different variations available. Full instructions in geoWrite format are included on the disk.

## CS DISK 187

A geoPaint file disks that's full of borders. GEOVIEW to either look at or to print out the following; ESCHER BORDER - ETCHING - FULLPAGE BORDER - BORDER 1+ - 6 BORDERS - SNOWFLAKES - HEARTS - SUPER BORDERS+. The pointer is a lobster.

## CS DISK 188

A selection of geoPaint files including I WANT YOU - Uncle Sam?; KREUZRITTER - A Roman I think; NEIN NEIN - An emphatic 'No'; EL ZORRO - the hero himself; DER WAR'S - a bossy little dwarf (no comment); LOK 1 - a train; LOK 2 - another train; RACHEN - a dentist's view; ARMADA - the Armada (of course); WESTERN LOK - a steam train pic; OLDTIMER 2 - a vintage car; LOK 3 - yet another train; FREGATTE - a sailing ship.

## CS DISK 189

A selection of geoPaint files including GIRLS 2 - more girls; GIRLS 3 - even more girls including an amusing and well done Mona Lisa; MASCHINEN - motor bikes and others; MUSIKER - a group of musicians; MARTIN LUTHER - ER, Martin Luther; HINTER GITTER - behind bars.

## CS DISK 190

A selection of geoPaint files including CRY FOR FREEDOM - see for yourself! DISKI KLEIN - small cartoon disk man; DISKI GRO - large cartoon disk man; TIGER 1 - a tiger; VOGEL - a toucan; COMPUTER - an exploding computer (like mine); DIEB - no comment!; FRAU 2 - frau means lady, this ain't no lady; TIER - a

## THE geoNUT DISK DEPOSITORY

(Formally 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.



Greeting to you all,

I have started to put the contents of the geos disk depository on the internet. If any one would like to view it, the address is,

[http://www.geocities.com/geonut\\_uk](http://www.geocities.com/geonut_uk)

## CS DISK 182

Maxi Poster, Maxi Oblique, Whales, Rutgers PD24, Preferences, Pad Colour Prefs, Graffiti 24PD, Barnum, Charger, Door 20PD, Tint Square Font, The pointer is a Croc.

## CS Disk 183

Artistry with a difference from a friend of Helen's and mine. Bruce Pavier is EX- RN, and it shows! FUMP docs - How he came to be!; SEMAFUMP - The Alphabet in flags, semaphore's the word I'm looking for; FUMP CARTOONS 1 - A geoPaint file of 'Fump' doing what 'Fumps' do best!; FUMP MAIL - Ready to use address labels with, yes you know who. 2 Photo Albums - Bruce has done the hard work for you, he's put SemaFump and Cartoons 1 into photo albums. The pointer is 'im again 'Fump!' There's also a

cat; BODY - great! But where's the rest? TIER 2 - a leopard or jaguar, I can never tell; WACHE - a Busby bloke; MAN 1 - all these girls, and what do we girls get?, this; MAN 2 - typical man at work! (Hey, I posed for this pic 'terry') plus many more.

#### CS DISK 191

These 'WHO' files are of cartoons. Unfortunately some have captions which are not in English, but they are very good - so use your imagination and get rewriting! This first disk contains 7 files, some are very good.

#### CS DISK 192

7 more very good 'WHO' cartoons.

#### CS DISK 193

Quickview and GeoView to view the following files. Also geoViewer, Load geoViewer, geoPrt. Epson, T.geoViewer (the text file for GeoView) and Reader to read seq. files with 't' prefix. These last files are basic and will not return to GEOS. The following files are from Bodo Schwarz of Warramong, OZ (I love their place names!):

USS BALAO - a boat and sub and lots of info about them; He177A - Different views of a bomber and lots of info (one for Frank?); More for Frank - Ju87A, Ju188A and Bf189E - pictures and info on bombers; AFV Part 1, AFV Part 2 and AFV Part 3 - Different views and information on German AFV's of WW2.

#### CS DISK 194

Icon Editor for you to create your own icons; Scrapeek 3.4; AFV1 - a photo album of 32 tanks; also 42 icon files for either use as they are or how about adapting them for your personal use by using the Icon Editor?

#### CS DISK 195

GeoView to view the following 6 paint files each containing 50 small pictures perfect for personalizing letters etc - IBM Share/W 1,2,3,4,5 and 6. Pointer is a tank.

#### CS DISK 196

GeoView to view the following 6 files, again each contains 50 pictures - IBM Share/W 7, 8, 11 and 12 each contain assorted pictures, IBM Share/W 9 and 10 each contain 50 different faces. The pointer is a hand.

#### CS DISK 197

GeoView to view the 5 geoPaint files on this disk from OZ. The first 3 being conversions by Roland Lord of Wodonga in OZ. Sydney 1, 2 and 3 are all panoramic views of Sydney. The other two files are Women A and Women B. I can't say they do much for me, as they are pictures of women in various states of undress, but they are well done; READ ME is a letter from Peter Hunt (lovely man is Peter!) The pointer is a bus.

#### CS DISK 198

GeoView to view the following files: 3 more excellent IBM conversions by Robert Lord - Sydney 4, 5 and 6 - all excellent views of Sydney; MISC3 - a variety of pix from Noddy to Yogi Bear to Postman Pat and more; Fitness 1 - "Sorry I don't bend that way!" Women's Faces 1 - two of them in fact. The pointer is a minibus.

#### CS DISK 199

GeoView to view the 9 paint files on this disk. These are all pictures of ladies in various states of undress. I'm not in a position to comment on them, but my 17-year-old son said "Not bad!" The graphics are good though. The pointer is lady with a disk.

#### CS DISK 200

GeoView to view the 7 files on this disk. The first 3 are IBM

conversions by Robert Lord of OZ. They are Sydney 7, Sydney 8 and Sydney 9 and very good they are too! The other files are WHALES No1 - pictures of a Blue, Sei, Sperm and Killer Whale (no, I'm not clever - it says!); AYERS ROCK - a pic of Ayers Rock; BETTY + G.MEG - who? HORSES HEAD - a horses head.

#### CS DISK 201

GeoView to view the 6 files on here. The first 3 are Sydney 10,11 and 12 another 3 IBM conversions from Robert Lord. Again superb Robert! The last 3 files I really love! They are FLINTSTONE 1 - Yaba dada doo! It's Fred, Wilma, Barney and Betty! FLINTSTONES 2 - Pebbles, Bam-Bam and Fred's boss and cat; FLINTSTONES 3 - My hero Dino (and girlfriend?)

#### CS DISK 202

GeoView to view Robert Lord's HARBOUR an excellent IBM conversion. PICSHOW - converts hi-res and multi-Colour formats and slide-show. Use it to view the 15 brilliant 'GG' files on this disk. READ ME is a letter from Peter Hunt of Oz giving a few pointers and ideas. DINOSAUR - a geoPaint file of Dinosaurs by Michael which he mentions in 'GEOPAINT'. Brilliant! And now you know how - get cracking!! NEW POINTERS - a paint file of pointers for you: OZ - a photo album of dinosaurs and pointers; FONT/GCLUB ART - a very neat looking font. The pointer is a Jack in the box.

#### CS DISK 204

This disk contains 6 MacPaint conversions by Joe Buckley. They are JETSON - George of course! GOLDEN - Gate Bridge (I know that one); POOHBEAR - with a pot of honey of course; MANSION.MAC - beats my 2-up 2-down; MONKEY.MAC - Aaaah!; OPUS.MAC - Penguin suit?; The pointer is a skull.

#### CS DISK 205

A disk of geoPaint files comprising ARM DIAGRAM - which takes me back to my A level Biology days; GIRL - only her face, sorry lads; OPUS & TES TURBO -ER, see for yourself; PARIS - Arc de triomphe, Eiffel Tower and painters bits; RUSHMORE - Presidents heads; PLUTO.MAC - my dippy dawg?; TARDIS - yet again it could be any old police box. The pointer is a boy's face.

#### CS DISK 206

5 geoPaint files including NIGHT BRIDGE - A bridge by night (don't ask me which one); NIGHT BUILDINGS - buildings by night (again I don't know where though); US MAP 1 - with all the states named (handy if your geography is anything like mine); GARFIELD and GARFIELD 2.MAC - 2 pix of that 'cuddly' little feline.

#### CS DISK 207

This disk contains 21 pictures of various forms of transport, mainly cars. So it's a must for all you motor freaks! It includes MOTORCYCLE, RACE CAR, FERRARI TEST, DATONA Z, 930 TURBO, 85 GT, CHARGER R/T, PORSCHE CD, 55 FORD P/U, CHEROKEE, 4x4 TRUCK, PORSCHE 935, GEOS PIX, FUEL DRAGSTER, CORVETTE, PROJECT X, MUSTANG MOPS, 87 STANG, CAR, PORSCHE and 86 GRAND AM. The pointer is a tank.

#### CS DISK 208

A disk for all you airplane enthusiasts (are you listening Frank?). This comprises of 16 geoPaint files - SIKORSKY, HELLCAT/ZERO, T38XMTALON, C-130E, SUPER COBRA, AH-64A APACHE, THE F-18 HORNET, AIRBASE, DC-3, CORSAIR, WW1 PLANE, STEALTH, A-10 WARTHOG, MOHAWK and AIRFORCE.MAC. The pointer is a geoCLUB disk.



geoPAINT (where all graphics come from)

## GEOS GRAPHICS - TRANSFERRING AND DISPLAYING

by Andrew Fisher

One of the great things about GEOS is how easy it is to transfer graphics from other programs. Divided by category, here is how to do it.

### PRINT SHOP, PRINT MASTER, NEWSROOM

Among the best utilities for converting these formats are the Berkeley Softworks program GRAPHICS GRABBER (from DESK PACK PLUS) with it's ability to store quickly into Photo Albums, and the Joe Buckley application GRAPHIC STORM II (on the Storm Systems Disk).

You can also try GETGRAPHIC by Nick Vritis (geoNut disk 1 or 4), or create a printed library of your Print Shop/Master graphics by using GEOLIBRARIAN.

If you want to convert from GEOS to Print Shop/Master, the GeoPrint disk comes with a utility called GEOS-PM/PS by Roger Lawhorn. This takes the current Photo Scrap and saves it as a 3 block C= file readable by the relevant utility.

### HIGH RESOLUTION BITMAPS & DOODLE

Your best bet for these two formats is once again GRAPHIC STORM II. If you have a compressed Doodle (JJ) file or an RLE (run-length encoded) bitmap, then IMPORT RUNNER also by Joe Buckley (from RUN Power Pak 2) will do the job.

To save part of a GEOS bitmap as a Doodle file, I use PAINT VIEW II by Joe Buckley (from RUN Power Pak 1). Simply move the pointer around to find the area of a geoPaint file you want,

then hit S to save.

Another unusual format is dealt with by IMPORT RUNNER, MACATTACK II and MACPAINTVIEW. These allow you to transfer Macpaint files to GEOS, while MACATTACK II can turn a GEOS file into a Macpaint file!

### MULTICOLOUR BITMAPS & KOALA

To use them in GEOS, multicoloured bitmaps have to be converted using shading and patterns instead of colours. SCRAPIT! By Michael Schnell does an effective job, as does IMPORT RUNNER (which also handles compressed Koala files starting with the prefix GG). Another useful application is KOALAVERT.

### OUTSIDE OF GEOS

There are very few utilities outside of GEOS that deal with GEOS files, due to their unusual format. LOADSTAR have published a geoPaint viewer, and their WRAPTOR compression utility handles GEOS files easily. GRAFIX LINK by Free Spirit Software can view geoPaint files, and then save an area to a Doodle file or a Billboard Maker sign. You can also load other high-resolution formats and save them as a geoPaint file.

## MOVEMENT IN GEOS

by Andrew Fisher



### TEMPORARY

One of the great benefits of GEOS is the ability to move text and graphics between programs. Using the "edit" menu will create a "Scrap" file on the current disk, so you must leave some space on a GEOS work disk - at least 5-15K - or you will not be able to carry out certain operations.

Collecting "scraps" for re-use or moving between disks is accomplished with the Photo Manager (for graphics saved into Photo Albums) and Text Manager (for text saved into a Text Album). Another useful feature of Albums is that you can name the individual pages, making it easier to search for something.

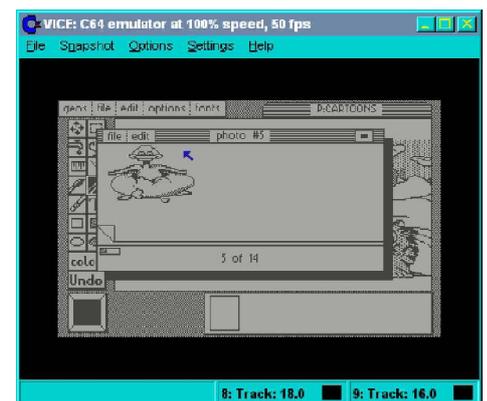
### TEXT SCRAP

When using geoWrite, you could have a letterhead or piece of text that you need to use regularly saved as a Text Scrap (or in a Text Album) on your GeoWrite work disk.

Note that a Text Scrap contains font and style information, and the application you paste it into will try and find the correct font (using it's ID number) on the current disk. If it cannot be found, BSW 9 point is substituted.

Did you know that GeoPaint can use Text Scraps as well? Using the "T" (text) tool, open up a region. Now the "edit" menu will create & paste Text Scraps instead.

Finally, geoCalc can create Text Scraps (complete with tab settings) to paste into your GeoWrite documents, or to pass onto the geoChart program for creating fantastic charts and graphs to accompany your business reports. GeoFile can also save out information in a Text Scrap, most notably from a search operation.



### PHOTO SCRAP

A Photo Scrap contains graphics rather than text. Photo Albums and the Manager come in handy when you are planning a project. Move or copy all the graphics you need into one Album and copy it to your work disk. Now you can use the Photo Manager to cut/copy the graphic to a Photo Scrap, then paste it into your document - whether it is in geoPaint, geoFile, or geoPublish. GeoChart can also save a Photo Scrap of it's charts rather than

printing out.

### SIZE DOES MATTER

Like most GEOS files, Photo Scraps suffer problems with size. In general, the largest scrap you can work with is the size of the geoPaint drawing window, approximately 240x128 pixels.

GeoPublish can handle very big scraps, up to the size of an A4 page. The only way to create such large scraps is via a convertor program (such as Graphic Storm) or with BigClipper and Paint Scrap v2.1, both designed for the purpose. The only restriction is disk space.

More on GEOS graphics soon !

Andrew Fisher



# Will you be WAVE friendly?



The CS web site viewed via the PC and the same page viewed with The WAVE (v2.2beta)



To my absolute amazement, the Commodore Scene web site is WAVE friendly !

My thanks go to Colin J Thompson for this current version of TheWAVE that he has sent me (version 2.2). This version is now Internet ready and you have to see it to believe it, it really is superb. I can now browse the web with ease.

Oh, and the speed ! You have never experienced ANYTHING like it. It loads a page into RAM in the blink of an eye (compared to minutes on a PC). I was so excited when I recieved it that I didn't read the updated instructions that came with it, instead I just loaded it up and ran it. It worked first time without needing the instructions. This surely has to be a credit to the programming expertise that has gone into this project. How many programs

tech2000 image I will be at the **Britmeet3** exhibition on 24th June 2000 at Hereford. **Click Here** for more details including maps, how to get there, prices and hotel accomodation, etc.  
 cs29 image **Tech 2000 OUT NOW!**

**Commodore Scene 29**  
 This issue of Commodore Scene sees us delve into the usual features that we have come to expect from the UK's premier magazine. We have the lowdown on the worlds first ever SuperCPU only demo program - find out what we thought of it.  
 Commodore Scene will be attending the forthcoming Britmeet3 event in June. see the Data

do you know of where you don't even need to read the instructions ?

This is still not the finished version, there will be more upgrades but I feel that the final 'public release version' is not that far off. Watch this space. ABSOLUTELY SUPERB.

Allan Bairstow

*There has been a lot of discussion recently about the coverdisks that have graced the covers of recent issues of Commodore Scene. Some of the comments have been good, some bad, some indifferent, some nasty and some down right uncalled for! So here we have a collection of the facts and some answers to various points made and questions asked.*

# The **BIG** Coverdisk Debate

I was told that you use the 1571 disk drive to copy the files for the coverdisk. Please could you use the 1541 disk drives instead for the Coverdisk duplication. This is because the 1541disk drive is not compatible with the 1571 disk drive. This is due to poor duplication problems.

I'd be happy if these problems were ironed out.

*No, I actually use a 1541 mkII with a 1541 RAMLink partition using the FCOPY+ copy program.*

Oh, in that case, I wonder why we had these disk loading problems. Do you stick to one 1541 disk drive? If so, this may be the cause to the problem with coverdisk duplication.

I think Andrew's coverdisk challenge is cool because there is a full game on the coverdisk. I think that's great because readers would expect to see full games.

*I am sure that Andrew will be very pleased to hear that. As for the duplication problems, well they seem to have disapiered recently and you know what they say - "if it ain't broke, don't try to fix it"*

I feel that the future coverdisks should contain some useful utilities, which can help people make their own game. Maybe I could compile a tool pack which contains a few PD tools, that can help with game production.

*I don't have a problem with that and all conributions for the coverdisk are accepted gracefully and nothing gets thrown away. What would be nice however, is if the people sending in the submissions for the coverdisk could write something about it. It takes a long time for me to load, run and try to get to grips with new programs so it would be benificial to have some text with an submissions.*

We hardly seem to see games made by readers, done with the "Shoot 'Em Up Construction Kit". I have seen quite a lot of SEUCK games and I have been very impressed with these. Will you accept SEUCK games for future coverdisks, as I have made loads of SEUCK games in the past and I would like to submit them for future coverdisks. (Even some silly SEUCK games).

*Yeah, for a while I was rather wary of putting in SEUCK games as they tended to have a bad reputation as being very similar. I do have some very good games done with SEUCK however and they will be featured in a 'SEUCK special edition' which is coming soon (Richard Bayliss will be pleased). So if anybody has any SEUCK stuff that they feel will be worthy of the coverdisk then pleased send them to me.*

*Other things to look out for are updated games for SuperCPU usage, Classic games and even some new software.*

I must admit that CS25 and 26 coverdisks had good quality programs on them. So far the best disks had to be CS22 and 23, the commercial game 'Its Magic' was brilliant.

*Unfortunately coverdisk of that calibre will be few and far between now as it is hard to find 'gems' like that.*

"Who the hell wants a whole disk side of pictures?" & "The coverdisk was a disgrace"

*This is the sort of negative attitude that we had in the 80's and it serves no purpose at all in the current climate. People who usualy say this type of thing don't contribute in any way with the building of a healthy scene. They also don't seem to be aware of how much work has gone into somthing as simple as a picture. Commodore Scene will always feature what is currently happening in the C64 scene and if that is just 'pictures' then that is what will be on the disk. If you personally don't like it then I will gladly put on 'your' latest game or what ever 'you' are doing at the time. Do not put other peoples hard work down simply because you don't like it, it just shows gross ignorance. People put a lot of work into what they have done, so ask yourself what you have done recently to help the Commodore (complianing doesn't count).*

## THE COVERDISK FACTS

1) The supplier that supplies the brand new disk for Commodore Scene has no run out completely of DSDD disk. This means that when the current supply runs out (possibly CS 33 or 34), there may not be a 5.25" coverdisk at all!

2) People complain that the coverdisk doesn't contain any full, brand new free games. Well I am sorry to say that there just aren't any.

3) The coverdisk has very few loading problems despite what you read in CS. On average there are only a couple of disks per issue that cause any problems.

4) 3.5" coverdisk users don't get any extra files over the 5.25" user. This may change in the future however. Indeed, there were extra files for the CSTech2000 issue.

5) the 3.5" coverdisk is safe for the foreseeable future as 3.5" DSDD disks are still fairly easy to get hold of.

*And Finally ...*

*I have to agree with Danny Tod when he says "I will accept negative critism as long as it is constructive", "but slagging of a demo or piece of work becauseit doesn't suit their taste is simply not on".*

Commodore Scene 'speaks' with -

# The Art Ravers



*This was supposed to be an 'interview' with the Art Ravers, but as I am not very proficient in the interview technique and the fact that the 'interview soon went off into various tagents, I thought it would be better to relay this section to you as it happened. I am sure it will make interesting reading.*

Participants : Allan Bairstow (A), Helen Womersley (H) and Wayne Womersley (W).

After sitting down and being served refreshments I handed over their copy of CSTech2000 -

W : Why are the disks 3.5" ?

I explained why there were four disks and what was on them.

W : Ah, we have a friend with a PC and we will take the PC disk to him to view.

H : He has got a brilliant Star Wars program on his PC.

A : Is it the Star Dudes which Kenz has got on his web site because that is great ?

W : Ah, wait a minute, that was on erm, not Graham Norton but another internet program, it is like a cartoon version of Star Wars compacted down to a few minutes.

A : Yeh, I got my version from Kenz's site.

W : Oh really.

H : It's like on Saturday, we went to Bradford library to go on the internet because it is free ...

W : We were going to go and have a look at some Com-



Commodore 64 sites ...

H : ... but the systems were down, which was really annoying.

W : I was gutted. I don't know Ricgard Bayliss's web site address but I was going to go to the CS web site and hopefully there would have been a link from there.

A : Yes, there is.

W : He is very promising, CS should support him in his ventures.

A : Oh we do, you wouldn't believe the amount of stuff that Richard regularly sends me.

W : What ? Like games you mean ?

A : Oh yeah, I have several games from Richard.

W : The last thing I played from Richard was something like 'The Lander' and that was quite good, very promising.

A : A lot of his stuff is SEUCK and in the past CS has tried to steer clear of SEUCK stuff because it was all very 'samey'.

H : You can often tell when a game has been done with SEUCK.

W : Yeah but Richard has now started coding and that is good because the SEUCK can be restrictive.

A : Jon Wells has also been in contact and has finished his Multi Screen Construction Kit.



H : We haven't heard from Jon in ages.

W : Woh, woh, woh, its the 'construction kit', oh my goodness !

A : Its now finished.

W : No, no, don't tell fibs ! I don't believe him. Until it is in your hands don't believe it ! He said ages ago that he was going to do that.

A : Well he reckons that it is now complete and even the 24 page manual is complete as well.

W : Well we were going to do a game with him and the story goes that we have done all the graphics, they're all finished and ready. It's an overhead car game, it's an overhead scrolling type with trees, bumps, ramps, rocks, everything you could imagine.

H : We went to see him one weekend and he said that we could do the car game in a weekend. I said to him that there was no way we could program a complete car game in one weekend, and it still isn't done now !

W : I'll be honest with you, I don't think that we are of a good enough standard to accomplish such a time restrictive task.

A : Well I've watched 'professionals' creating demos and it takes them at least a weekend so what chance of you got, I don't know what he was thinking.

H : That's what I was thinking.

W : And of course you have got to have the enthusiasm for it as well, lets face it, you can't do it for the money. I became really, really obsessed in about '95 or '96. It was about that time that Commodore Format went down the pan and I was very upset.

H : It got to the point where they couldn't really do anything new and there were just no new games and they were relying on old game reviews.

W : We have got a demo of a game that our friend Klaus, in holland, sent us called ABARACADABRA (!). If you can remember a game called Cauldron then I believe you get the idea, but obviously it benefits from all the current programming techniques such as multi layered parallax scrolling.

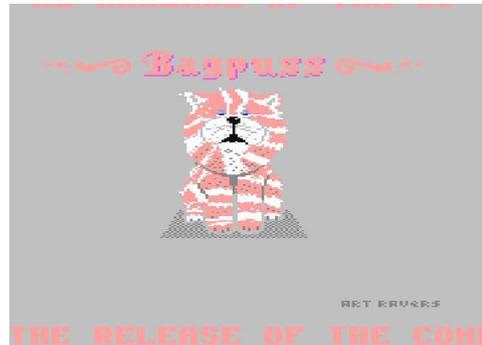
H : Its only a one level demo but it is quite impressive.

W : If he can build upon that and develop different baddies, levels and stuff like that then he will have a

hit.

H : That's the problem with a lot of programmers, they will start some great games but never finish any of them.

W : If you can remember the 'Diary of a game' in Commodore Format where Jon Wells went through Tenth Dan, well we have seen it running and the graphics are superb. The sprite men were huge ! It was very impressive.



H : Wayne said to him over the phone, why don't you get this and that finished, but they never appear.

A : Well I will be sending him an e-mail soon and I will ask him about these unfinished games. I hope that his MSCK 'is' actually finished because I have sent some money

to purchase two copies to sell through CS, I'll be VERY annoyed if it is not finished yet.

W : Well he has always said that something like the MSCK is something that will always get used by people as it has many uses, such as the SEUCK has. I mean, just imagine how many people must have that program and it is 'still' in use today. Even we have done some SEUCK games, some of the earlier ones weren't that good but the later ones weren't that bad, such as 'Unique' which is probably the best we have ever done. I am quite happy to give you that for the covermount.

A : Well what is going to happen in a coming issue is a special 'SEUCK' issue which will feature some of the best SEUCK games available.

H : The one that I like is Jon Wells 'Monster Mash', I mean I didn't even know that that was a SEUCK game. When you put it on I was impressed and shocked because it didn't look like a SEUCK game at all.



W : Yeah, it just shows what can be done if you try. Even when you are using the SEUCK it gives you some idea as to what the programmers must be going through when they create their games. It is a great learning curve to start off with. It was really Andrew Fisher that got us going. We had set up Art Ravers in 1992 and he got us to push ourselves forward and he helped us with the slideshows and all the other stuff that you have seen recently.

H : It is nice working with him.

W : Yeah, he has made us think we have done something worthwhile and he really makes the effort.

H : Its a joint effort and no one person should get all

the glory, its all about joining together to produce something special.

W : At the end of the day, without a coder there would be no slideshow at all. It has to be a co-operative effort. It is the same with games, I don't see any problem with sharing out the responsibility. That was half the problem with Jon Wells because he did everything himself, coding, graphics, etc. Did you know that ?

A : Well, no I didn't and I can see why nothing ever gets done if that is the case.

W : He is very clever, in fact he is a genius.

H : When we helped him with 'City Bomber' he said why don't we do a version with my graphics and a version with your graphics, which I took to mean that our graphics weren't up to scratch.

A : I think he needs to let go a little bit and let somebody else help him finish some of his many projects.

W : I am not sure he could do that as he likes to be in full control of his projects.

A : Yeah, I can understand that, it's like 'his baby' and that is a hard bond to break.

A : On that note lets talk a bit about yourselves. How long have you had your C64 ?

W : It's a two pronged answer this, we both got our C64's individually, so I'll go first. My C64 arrived in 1984 at christmas, which was bought as a family computer. It eventually became mine through usage !

H : I got mine in 1991 (the year me and Wayne met). I had a datasette to start with and later on somebody at work was selling his disk drive and we bought that along with a load of software as well.

W : He was really greedy as he wanted a lot of money for it.

H : I think it was about £70 with all the software included.

A : What type of 1541 do you have ?

W : We have a 1541 and a 1541-II .

A : Ah, I see. The early 1541's are terrible as they will not play many of the newer type demos that have complex routines.

W : Don't they ? I didn't know that.

A : It's caused me quite a few problems with selling drives as demos such as 'Mathmatica' just refuse to run.

H : A friend of ours has the old breadbox C64 and I swear that the SID chip is better in that than in the newer C64c's.

A : Well, again, some newer demos can test for the type of SID chip and alter the program accordingly.

W : Wow !



A : There weren't many games for the C128 solely which was a shame.

W : I believe 'The Rocky Horror Show' was C128 specific as was the original 'Kickstart'.

A : What is the graphics package that you use ?

H : We use Wigmore Artsit 64, which also known as just Artist 64.

W : We don't have an original copy and as such there is no manual but it is quite simple to use. We did see a copy for sale a while back but it was going for silly money - £20 or £25 for the software. Just ridiculous for this day and age.

A : Okay then, quickly because we are running out of room, what about hobbies ?

H : Generally we like similar things. Such as sci-fi, Star Wars, etc and we are members of the Laurel & Hardy tent in Bradford.

A : I notice ther some animals roaming around !

W : Yeah, we have 'Billy' the budgie, some fish and Stan & Rosie (two dogs).

*Okay then we look forward to hearing from you in the future. Bye for now.*



# Vidcom Crazy V2.0

By Richard Bayliss

**ON THE COVER DISK!**

What is "Vidcom Crazy? And what does the program do?" "Who is the programmer beside the program?" Well the answer is simple. "Vidcom Crazy V2.0" is an art enhancement program, which I coded in both Assembly language and BASIC. The BASIC program is for the sys address to start the main menu system and also to load up data, such as music and the hi-resolution picture drawn in "Vidcom" (Which can be multicolour as well.) Although I don't own "Vidcom Painter", I thought I do a nice Vidcom picture displaying program, which does more than just display a picture and I'm going to tell you how to use Vidcom Crazy V2.0 for your own programs.

For a start off, draw your own picture in Vidcom. If you don't own Vidcom paint then you can use any other hi-res editor and convert the image with a PD program called 'Picture Convert', which you'll find on certain PD disks and convert your format to a 'Vidcom Format' then you are ready to use this program.

This program can be found on this issue's cover disk, so load it up from the CS disk menu and then wait a short while for the program to load. After loading, you'll see some pretty colours on screen, which is the 'Cruncher AB' depacking effect. Anyway a scrolling message will appear on the screen. Press spacebar and then wait a while. After a while the menu will pop up with a list of five options, which are as follows:

1. Load 'Vidcom' Hi-res image
2. Load Music
3. Personalise Colours
4. Test Demo (Cannot return)
5. Save finished demo

The program is simple to use, but you would probably still require some help with this program.

To load a 'Vidcom' image, press '1' in the menu and then enter the filename of the picture. You will

need to include 'B.' before the filename. Wait for the loading and then the program will jump back to the menu.

To load some c64 music, press '2' in the menu and enter the filename of the tune, which you want to load up. The tune must be loaded from \$1000-\$1fff. The formats of the tunes must be DMC,

JCH, EMS or any other tunes that initialise at \$1000 and play at \$1003. This is because I created an auto-player for this program.

To edit your own colours, press '3' in the menu. You will see some '@'s and also letters. These control the colours

of the lightening effects. The keys a-o represents the colours, while '@' is black. You can do various flashes, using a maximum of 256 characters. When you have finished editing your colours from the very first character to the 256th press return. If you did more than 256 characters then the program will ignore the rest of the characters after the 256th one.

When you are finished with the colours, save the finished piece of work on to a disk, by pressing '5'. The demo will be saved to your disk (including the picture). Once saved, test the demo and then check the demo out.

Since you save the finished demo, you will need to compress the size of the program, by using a reliable packer. The jumpstart address for the demo is at \$3000 and the \$001 value is \$37. So, if you are using a packer, remember these addresses. Once packed, use a cruncher and use the start address from the file stored from a packer. Run the demo and check it out.

If you want to use this program and submit your artwork to Commodore Scene then I'm sure "Commodore Scene" won't mind. I hope you like this small program I've devoted to graphics handling!

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VIDCOM CRAZY V2.0+
WRITTEN BY RICHARD BAYLISS

VIDCOM CRAZY IS A PROGRAM, WHICH CAN DO
REALLY COOL STUFF TO C64 ARTWORK. YOU
CAN PLAY YOUR OWN MUSIC, CREATE YOUR OWN
BACKGROUND FLASH, USING 255 LETTERS,
WHICH ARE COLOURS.

PLEASE SELECT OPTION:

1. LOAD 'VIDCOM' PICTURE (INCLUDE B.)
2. LOAD MUSIC (INIT $1000, PLAY $1003)
3. PERSONAL COLOURIZER (EXTRAS IGNORED)
4. VIEW FINISHED DEMO (CANNOT RETURN!)
5. SAVE AND DO ANOTHER DEMO!

THIS PROGRAM IS IMPROVEABLE, SO IF YOU
WISH TO IMPROVE IT THEN SURE YOU CAN!

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## VIC's Guide To Commodore Graphics

### Introduction

It is very unlikely that anybody would have predicted the Commodore 64/128 computers to have such a following at the end of the 20th Century, but the proof is here all to see...

The computers have such a dedicated following, and many have spent money on them as a hobby getting them to a specification that makes the computer more powerful than even the original makers would ever have thought possible.



One area which the Commodore excels in (for an 8-bit computer anyway) is its graphical capabilities. The Commodore's VIC chip is one of the most powerful found in a microcomputer, and allows you many possibilities that are truly amazing and in some cases unbelievable.

Whether you want to have a character walking across the screen, a full-screen colour bitmap or a new on-screen font, the VIC will provide the means to do it.



The VIC chip is known for the power it provides on its own, but as time went on the chip showed even more power thanks to the talents of programmers who wanted more. This provided means to get more than 16 colours on-screen at the same time, allowed the creation of more detailed pictures, whether one colour or multi colour, and also came up with tricks like using the borders and fooling the chip into doing something it wouldn't normally do. - These kind of features are used commonly still in today's programs - more so as programmers get to know these effects properly.



Which brings me to this booklet series. I'm fully aware that there are many graphics books available on the Commodore, which are very good and cover a lot of ground. This series will try to give you much up-to-date information from reliable sources as possible. The aim of this series of booklets is to give you an insight into these new graphics formats, and general information about the computers capabilities. There will be a guide to graphics packages (this intro starts this by looking at art packages) and a look at getting the best out of the standard modes of the c64, as well as information about sprites and a look at the special

graphics modes, how they work, and different programming techniques.

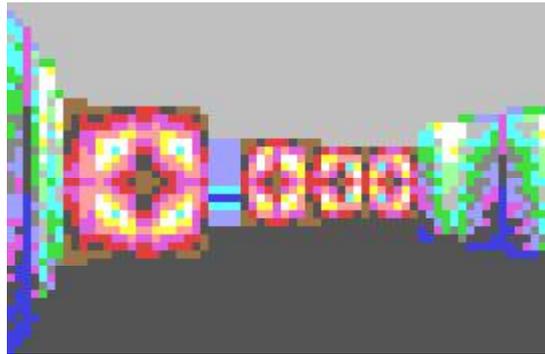


For all C128 users, you won't feel left out! The VDC chip that runs the 80-column screen has also been pushed by programmers, and amazing output has been produced including a screen resolution of 640x400 in some cases. Obviously most of these programs require you to have a 64K Video RAM upgrade, but we will be covering this, as well as programs you can use if you just have 16K, of which there are a few. A bit on GEOS graphics will also be included, particularly for 128 users who have some very good GEOS-based converters and displayers which use an extended graphics mode and are in the public domain.

This first booklet is being distributed with Commodore Scene - a big thank you to Allan Bairstow for allowing this to happen. Future editions will be written first then sold. Currently prices could be between 60p and 80p for a black and white document, but the odd colour edition will cost the maximum of £1.50, but these prices are only estimates and will depend on the booklet in question. This way, you only buy the booklets you want to get and would need. One point to stress is not to send ANY money at the moment - a letter with more ideas would be more useful. Money will only be taken when the document is finished.

The other advantage to using the booklet system is that

you can be printed straight out of standard printer - this keeps costs down, as no bulk orders will be placed with professional printers, and they can be printed 'on demand' - this means that it doesn't matter if 5 or 50 people want a particular issue - as it will be so small that it will be



cost-effective to use printers connected directly to the computer.

Any comments on this issue can be addressed to me at the following address:

Danny Tod  
Flat 5, Hawthorn House  
Lucia Foster Welch  
Royal Crescent Road  
Southampton  
SO14 3ZP



E-Mail : t0319dt@solent.ac.uk



Any ideas for future editions are also welcome, as this is a work in progress as such. I have a full table of contents to work through, but this could change at any time.

In the meantime, I hope you enjoy this which could be the start of something interesting for the Commodore scene anyway.

Have Fun!  
Danny Tod.

*This publication is not part of Commodore Scene and is still in the planning stages, so comments go only to Danny.*

# Koala Paint Graphics Tablet & Cartridge Paint Package



accessed using the tablet and stylus.

There is even a program that will allow you to view and display your works of art without the use of the Koala Paint package.

*Another use for this touch table is that it can be used as an input device for GEOS. Have you seen the small touch tablets on the modern day laptop computers? Well, think of this as a version for the C64/128. Sounds good doesn't it?*

*Unfortunately the reality is not as rosey as it at first seems. If using the stylus wasn't bad enough, in GEOS you also have to cope with very poor movement recognition and jittery movement. There were some newer drivers developed but these too were just not up to the job.*



Well what do we have here ?

This is the unique KOALA PAD Touch Tablet produced by Koala Technologies Corporation from way back in 1983. The accompanying cartridge (or disk version), which contained the KOALA PAINTER paint package, was developed by Audio Light Incorporated.

*I have to admit to having this little gem in my possession for many years and never even using it - at all!*

This graphics tablet was not unique to the C64, indeed it was also made available for the Apple II, VIC-20, IBM PC and also Atari home computers. Because of this, there are many programs which allow conversion of other platform graphics to be converted to and from the C64, even GEOS got in on the action as well !

As this is a Graphics Special edition we will be taking a little look at the paint package in a moment, but first we need to understand what we are dealing with here. At first it seems a little gimmicky what with it's fancy touch table and it's own stylus to draw with. On closer inspection though it becomes clear that this is a well made product which feels very professional indeed. The whole package is very well designed and extremely sturdy. If the thought of drawing on screen with a stylus on a touch tablet seems a little strange, well, believe me you will soon get used to it.

The paint package is very good with lots of facilities for even the most ardent graphics freak. The main screen has all the features you could want, such as : brushes, colour palette, background colour menu, arrow marker and about 17 or so command boxes which are all

Overall : Great little package and very novel.

A full indepth review will be carried in a future issue of CS. Anybody want to do it ?

Allan Bairstow



## DRAZ PAINT & DRAZ PAINT VIEWER

Richard Bayliss also brings you you this little beauty from Noice. Richard has also programmed a couple of utilities to compliment the Draz Pain v1.1 program. These will allow you to display your pictures outside of the main program and you can also play music with them. Check out the coverdisk.

### FunPaint II

Also on this issues coverdisk is FunPaint II along with a picture (or two ?) to look at and play around with. This program is quite straiight forward to use so just load up and away you go.

I forgot to mark the disk when this program was sent to me so I can't remember who sent it but I believe it was Andrew Fisher. If it was somebody else then I apologise, sorry.



# NOW WE ARE 30 (& NOT SO SERIOUS)

by Andrew Fisher

## DAYS OF OUR DRIVES

(Channel 64, 5pm and omnibus edition Sundays)

It's been like a soap opera this month. The coverdisk for Commodore Scene 29 has been compiled with the help of no less than FIVE different drives, due to a malfunctioning power pack. And this column is the first to be (partly) produced on a PC, with more different types of drive. Trust me to join the Windows mob just when Bill Gates & Microsoft are declared a monopoly...

## PRAIL SLOOF DAY

(April 1st, except Ludlow)

Looking through old ZZAP! 64s the other day I came across the classic April Fool "news" story about a hydraulic chair to attach to your 64/Amiga. Actually, the real April Fool was the Konix console described above it! Despite years of work (including actual games being written by System 3) and even TV coverage on Gamesmaster, this mythical super-console was never released...

## THE FRIENDLY BANK

(This branch is due for closure)

An increased workload for me recently as my address appears in a couple of diskmags. One I have seen described me as a "friendly swapper", a description they would not have used if they had seen me shouting at a disk that refused to co-operate..

## ARAN MAGS (for all your white woolly jumpers)

**JASON KELK** (TMR/Cosine/Onslaught) has a new career as a stand up comedian telling only KLAN JOKES, while ICPUG correspondent **KEN ROSS** plays an unusual billiards game called SNOKERS. Imaginative coder **JON WELLS** is actually a cowboy, **LEN J SLOW**, famed for his slow draw...



## BRITMEET3 - Prologue

*After last years attendance at the Oddessy event, I thought it would be prudent to set off the day before the next event that I attended. This was due to the traveling distance to the event and also to the fact that I was completely knackered after such a long day.*

Friday 23rd June 2000

Myself and my compadre (Chris Bohanna - CS artist) got together mid afternoon (after sorting out his PC's hard drive) and then we set off back to my house to say goodbye to my family. I think it was about 4pm when we eventually set off and that allowed us three and a half to four hours travelling time. The event was being held at Hertford so I booked us into the nearest Travel Inn which was at Hatfield.

As the journey was over extremely quickly (there was no traffic at all !), we arrived early in the evening. After dropping off our bags we went to the nearest cash machine and fell into a bar to partake of the local brew ;-) Unfortunately, the only place we could find was a 'themed' pub called 'Shiela's' (groan !). As you might have guessed, it was themed around an Australian pub, only it was done very badly. What made it worse was the fact that they seemed to think that what they needed to do to improve the overall effect was to charge ridiculas prices for watered down beer. It was 'happy hour' (I use the term loosely) and this meant that Chris could have two G&T's for the price of one, all I wanted was a pint of beer. But no ! I couldn't have that as it was 'happy hour', but I could have a half of beer or a two pint pitcher. I opted for the two pint pitcher which was duly served to me with a pint glass !!!

What a dire place that was, we had a quick drink and left - bound for our Travel Inn and the pub next door (now that is what I call great town planning !). Needless to say, we ate heartily and drank until we fell over, well, why not ? Our room was only a hundred feet away.

We eventually fell into our room at some unearthly hour and felt into a deep sleep (coma ?).

Read on .....



# Lights ! , Camera ! , ACTION !



## ADDITIONAL - COMMO- DORE 64 ON TV!

Watching **FRIENDS** on Sky  
One the other day, Monica (the gorgeous Courtney Cox, who is a FOX!) mentioned that her brother Ross (played by geeky David Schwimmer) had a Commodore 64 when he was younger!

Andrew Fisher

# BRITMEET 3

Saturday 24th June 2000

7am

We awoke bright (?) and early. Hertford was not far away but we both needed to shower and freshen up. We didn't order breakfast as it didn't start until 8am and we intended to be at the event by that time setting up the stand. So, off we set keeping an eye out for a 'Little Thief'\* so that we could devour a full breakfast.

*\*Those of you who have been in the 'Little Chef' will understand why it has got that particular nickname !*



It was not to be though, as Hertford was only ten minutes away and we were at the event before the doors were even open. Luckily the caretaker was around and he let us drop off our gear while we went into town to use the breakfast facilities at McDonalds.

8:15am

After a stroll through the town (nice place) we headed back to set the stall up. As per usual I had brought far too much stuff. I had, however brought less than last year and this made me wonder how I got it all in the car last year. Maybe I drive a TARDIS !

At this point I was introduced to the organisers and myself and Chris were given our pass badges so that everybody knew who we were - nice touch and they looked good as well. The doors were due to open at 9:30am so the stall was set up in plenty of time and we had chance to play a few games and mingle among the exhibitors before we got talking to the visitors.

9:35am - Doors opened.

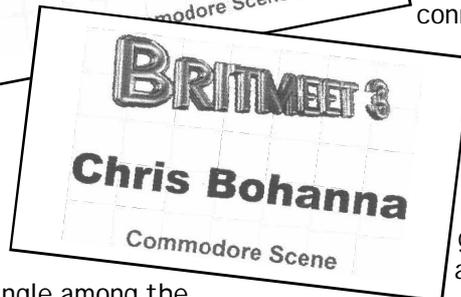
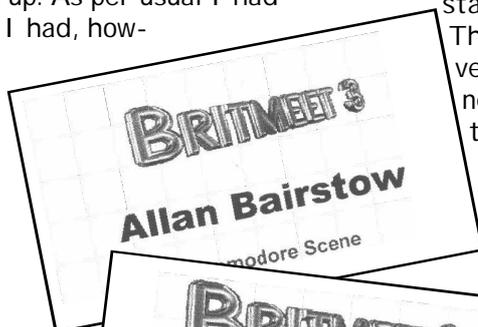
As the doors were opened myself and Chris had

settled down to receive the masses of people that were to flood past the CS stand. Well we can all dream ! As usual, the place had a steady hum of people who had traveled out to attend this type of event. It has to be said that the usual faces appeared here again, which is nice but in a strange way it was rather a shame as not many new faces were to be seen - but there were some !

Not long after the doors opened, Dave Elliot made himself known and he was soon sat down behind the stand and we started talking shop straight away. The main topics of conversation were the latest versions of The Wave from Maurice Randall, the need for heavy duty PSU's and one or two other things that have since slipped my memory.

While he was there I took the liberty of getting him to run through the process of connecting the WAVE up to the internet as I had been having a few problems getting to grips with this software as it was still in its early stages of development. Dave gracefully swished his way around the program and seeing how it was done made me more confident to try it myself when I got home (we couldn't go on line at the event as there weren't any telephone outlets).

As we talked further about the need to get some heavy duty power supplies for the Commodore's we discussed the possibilities and perhaps the people who would be best to contact about building them. The agreed consensus was that we will have to get some



heavy duty PSU's soon to alleviate the SCPU/RL combination problems that are facing many users at the moment - this problem will be tackled in CS31.

During are many chats, people were starting to build up in the hall and the CS stand was getting some much welcomed attention.

I had to answer some quite complex questions about various things and I have to say that I quite impressed with my answers, it just goes to show how much even 'I' have learn't over the last few years !

Many people were amazed at the type of hardware that the Commodore hooked up to (this everytime), one person actually thought that I had cheated and thought that the CD reader was not actually connected at all. I showed him how it worked and gave him a demonstration of the power of the Commodore. we were all pleased with the sound of dropping jaws onto the floor ! Hah, that showed 'em !

Time after time I was asked about the X1541 cable and did I know about it ? Did I know about it, I can do better than that, I can sell you one already made up (I had made sevreal before the event). I think I sold either 4 or 5 of the X1541 cables & software that day. It seems to be a popular device and I have now somewhere in the region of 20 cables. Not a bad total at all, I'm sure you will agree.

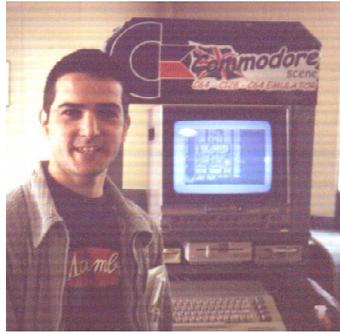
Another person who made himself know was Domingo Alvarez (from Tenerife). Domingo had brought along a disk that his group was currently working on. Even though the disk was not finised Domingo demonstrated the individual sections of the final disk and even showed us a preview of a game called REVENGE. This single screen demo looked superb and showed much promise. Unfortunately it is the same old story - time. It takes time to develop these types of games and as some of the group are currently at college or university then this game may take quite some time to appear.

Domingo bought some much needed items and we chatted for some time and I promised him that CS would promote his work and distribute his disks when they were ready. So that is good news for us all and it gives us something to look forward to in the future.

The morning was now flying by and people seemed to be coming out of the woodwork, this was rather strange as the room never actually looked packed but the amount of people asking questions and buying stuff was testament to the amount of people who were coming and going all day.

Selwyn Ashton, a semi-regular CS Importing Service user, stopped by mid morning, as he said he would do. Selwyn was contemplating purchasing a CMD hard drive but was a little unsure what would be best for hs needs. So when I mentioned that the show was coming up he said he would attend to view all the devices for himself.

After a few words from myself and Dave Elliot, Selwyn was sold on the hard drive and was very impress with all the hardware on display. Another satisfied customer !



12 noon - dinnertime.

As dinner time was now looming, we decided to let people look around by themselves and we slopped off to the resurant area (I tell you, this place has everything, even clean toilets).

Sat down eating our lunches we had a clear view of the CS stand, which still had a good crowd around it, there were a couple of people playing Bomb Mania (again). Bomb Mania is a great game for an exhibition as it is a two player (minimum) game with up to four players being able to play at the same time with the special adaptor. Cheers and shouts of 'not again' could be heard all day. This was good as it drew a lot of attention from the whole hall and pretty much nearly everybody must have had a go at some point in time throughout the day. A rip roaring success !

Bomb Mania and the 4 player adaptor will be available from CS in ifrom issue 31 onwards, watch out for a 4 player review in the next issue.

Dave Elliot left during the afternoon, not before I had picked his brians for most of the day !

During the rest of the afternoon, there were 'trading events' and 'trde table' events, where you could go and rumaged around in boxes full of hard to find items such as C64 cartridges, disks and so forth. The items on offer ranged from Oric (remember that ?) memorabilia right up to the latest arcade peripherals. For those of you who have never been to this type of event I would urge you to make the effort and attend at least one event in your lifetime as they probably won't last forever.

Unfortunately the, only 'downer' for the whole day was that my good friend Graham Howden (Retro Classix, Retro X Shop) couldn't make it due to car problems. I was looking forward to seeing hm again but it was not to be, ah well, maybe next time.

Before too long it was time to leave again. It amazes me how quickly these events are over which is a testament to the good time that we have, whether you are taking part in the games activities or are grabing those last minute bargins at the auction (Chris !), there will be something for everyone and if you are a serious Commodore fan or you are an avid Commodore Scene reader then there will always be a seat for you at the stand.

So come on, make the effort, there will be another one soon - watch this space !

Allan Bairstow

# The SuperCPU Kicks ! - BACK

Well, Malte Mundt was not a happy bunny after last issues reviews of 'The SuperCPU Kicks !' (who could blame him). So here he replies to the review in CS29 with :

*" I received CS29 today and am very disappointed of the "review" of SCPU kicks. I don't know why it is blamed on me that the demo doesn't load from the author's FD-2000, I have seen it doing that on a lot of computers with FD's and it worked perfectly. And if the author of the article is not able to appreciate the music, which is over 1700 blocks of digitized data, resequenced to a song several minutes long, it's not my fault. Instead of blaming the authors of "Mathematica" that they don't work for the SuperCPU, I am blamed for that I can't do realtime coding. And if the author of that review doesn't like the demo, he should make a better one! The SuperCPU is out since 1996 and still there is nothing more than that. The SCPU kicks demo was done in 1997 and never released because it was over 3000 blocks unpacked. I was asked by many people to finally release it so I spent some time to get the data of the digi and the precalculated pictures compressed. And with such a "review" people express their gratitude now, or what. I never claimed that SuperCPU kicks is a match for the real C64 demos coded by the scene's elite, it was just made to play around with SuperCPU speed and memory. It features 22 kHz digi music and cool animation, much better than "Terminator movie" or "Ugha chaka dancing baby". But with such unkind reactions, it was not only my first, it was also my last SuperCPU demo.*

*Concerning the SCPU kicks "Review" I can only say that you simply shouldn't let idiots write texts for your magazine. The one who wrote it obviously is a beginner who even couldn't figure out what it means to have such a digitized music or that for the mass of the images, the demo size is still rather short. I am not sure if it was the same person, but there was a "SCPU games update" in which it said "this game works with SCPU but it looks still the same". Nobody wants to read this. Nobody wants to read a slag-down on the first SCPU-demo ever. What will other people, who also code for the SuperCPU, think? They will think: "Oh, if this product is treated like that, what will they do with my products?" and their motivation would drop below the level required to be active. That's it, that is far more important than "honest reviews". Of course reviews should tell the truth, but people only want to read about great new products, so if SCPU kicks is not considered a great product, it is better not to mention it at all.*

*Anyway, with the readership dropping instead of increasing and CS and CZ still not having merged to gain more readers, I doubt that CS will survive for much longer. Still, I am ready to supply new cover pictures if you have used all those I sent you already."*

Oh dear ! Well, I have to say sorry to Malte as I have to agree with him on some of the points he has made and I certainly do not want him to stop producing quality demos such as this as I really enjoyed it. Commodore Scene has a policy of not altering reviews, etc that people send in as that would be too much like the 'big brother' syndrome that some



commercial magazines suffer from. As you can see Malte, I have left your reply fully intact for everybody to read and just as a note to this, when I received the review I have to admit to being a little dissatisfied because I thought the demo was brilliant and in hindsight, maybe I should have sought out two different reviews to print, but I didn't have the time.

Well Malte, just to let you know that two other people who have seen your demo (Dave Elliot & Mark Vowles) also thought it was wonderful. I know it is a bit late but you will get the praise you deserve eventually. Thank for your continuing support.

Allan Bairstow

## MINI PREVIEW POPEL PREMIERE by Cyberpunx



Well, this SuperCPU demo promises much, but does it deliver ? The blurb says it features a lot of great FX (yes, the FX are great), and brilliant music (yes, the music is good). A SuperCPU is required (of course), a second SID chip is required (is it ? - I used CMD's stereo SID cartridge and I only got mono output, not a stereo tune to be heard anywhere - strange !).

This demo was first aired at Mekka+Symposium 2k-1. The demo is also not finished yet (ah, that explains the lack of stereo sound) so we will have to wait until it is finished to see if all those lovely features will be implemented.

We await the completed product with bated breathe !

Allan Bairstow

# FANZINE & DISKZINE ROUND-UP

All reviews by Andrew Fisher & Allan Bairstow



**CSTech2000** is now out. By the time you read this it will have 'probably' already sold out. If anybody would like me to reprint it then I will need at least 10 pre-orders. But, if you are very quick, you can still purchase one of the remaining copies for the original price of £5 (ring first to confirm). The reprint price may have to be increased to £6.00. Nuff said !



**ATTITUDE #1 by Axelerate**

Poland has been one of the few growth areas for the 64 over recent years, and the demo scene is particularly strong. This is the first issue of an English-speaking mag, with an excellent cover by Zapotek (who is actually from Norway). The outfit is pretty good for a first effort. A nice logo at the top of the screen, 16 lines of text and the usual loading/page indicator. Cursor keys and Return are all you need, and there is a separate menu for some excellent music (favourite of these exclusive tunes has to be the cover of Only You). Some varied text, good interviews and a nice piece on the MAME (Multi Arcade Machine Emulator), plus the simple but effective controls make this a winner.

OVERALL...8/10



**The LUCKY REPORT**

Since we last spoke there have been three new issues of this wonderful American publication from Dale Sidebottom. Unfortunately, anything that I say about it here will never do it any justice. As most of you are aware, Dale is at the forefront of Postscript printing - and it shows ! Each one of these superb issues is printed out on Dale's own laser printer which is connected to his Commodore. The final output has to be seen to be believed and the covers are to die for - they really are superb. The actual contents are very informative and articles/discussions/reviews & news are taken from all over the world. The most recent issue is now talking about how we could all pull together and form one big 'Commodore Commity' with one common goal - and



that is to keep the Commodore spirit alive - forever. Sounds good ! Also in the current issue is talk and speculation of the Commodore displaying up to 16 million colours (yes, you did hear right), and if that wasn't enough, how about a brand new C64 Graphics Card to take advantage of all that new power ? Right I'm off to sit down and have a really good read.

OVERALL : Priceless



**THE BEERGARDEN #5** by Tide

G'day sports, it's an Aussie diskmag from a group that have been around several years. While the release of new issues is infrequent (this is only the fifth issue in about four/five years) the outfit has improved. All the usual features are there, including some good music and a nice logo.

Being English speakers, the quality of text is high.. but I do have to warn you about strong language and some very sexist jokes. A tighter editorial control on content is needed, along with a faster turn-around.

OVERALL...7/10

**ROCK'n'ROLE #22** by Role

Another long-running mag, but this issue was heavily delayed making some text out of date.

Although this outfit has a lovely dragon picture, marks are lost for the IFFL format which makes copying harder. (For the novices, this means all the text & music are stored in one big file.) Text files are scrolled rather than in pages, but it's hard to tell if that makes much difference.

OVERALL...7/10



**RETRO CLASSIX #25 & #26** from Graham Howden

Ah yes, Graham's back with his fine publication. Two issues have now seen the light of day and both of them are true crackers. It never ceases to amaze me how much people know about their given topic. The articles are very thorough, well thought out and indepth - and even 'I' can understand them ! Go get and issue now - see the Contax UK section for details.

**DOMINATION #13** by Jazzcat/ Onslaught

Not only have this group continued a regular release of their diskmag, last year



saw the release of a paper magazine as well. This issue came out in December 1999, and the mag has constantly ranked near the top in the charts of other diskmags!

After an amazing interlaced picture and fade effect, the outfit is stylishly presented with white text on a blue background. There are several pieces of exclusive music, but you can only advance to the next piece not select it. The miniature icons (e.g. a disk while text/music is loading) are good, and the standard of text is very high. The subjects covered are from the entire spectrum of the scene - from NTSC (America) to games to the Internet.

**OVERALL...8/10**



**VANDALISM NEWS #31 by Onslaught**

Another mag from this mainly Australian group, and one that comes on two disk sides. After a nice intro (created with help from the UK's own TMR) this outfit is probably one of the best-looking around at the moment. Text is presented in a proportional font that packs a lot of words onto a screen, along with some nice colour effects AND graphics embedded in the text! Amazing! A row of icons helps you access extra options like printing, and the wonderful array of exclusive music. All the usual sorts of chapters like news, charts and addresses (addies in diskmag slang), and a very fine effort.

**OVERALL...9/10**

VANDALISM 2000, a special edition, is due out soon!

**64 TIMES #1 by Bronx**

Yet another first issue to look at, and a slickly coded outfit to go with it. After a nice intro logo, the main screen has icons (joystick or keyboard controls), a big 64 TIMES logo and proportional text with colour effects (not all of them readable). Only a few chapters, and the news & charts chapters are effectively empty since this is a first issue. One nice touch is the demo & graphic reviews, where you get more than one opinion plus individual ratings. With some hard work and good contacts, this could have a future. **OVERALL...7/10**

**BEAUTY & THE BEAST PREVIEW spread by The Decadence/Laxity**

Can you imagine sitting in front of your machine, thinking "If I hack some graphics from Myth and Wrath of the Demon to create an intro, then alter the sprites & backgrounds from The Last Ninja 2 and not bother to link it properly, I can release it as a game based on a Disney film?" No, neither can I, but I received such a preview recently.

OK, so the basic idea of the game is good, it's just the hacking around of other people's hard work I have trouble with, particularly when there are so many copyrights involved. (Credit is given to System 3 and Reyn Ouwehand, but that is not enough.) This one is a **SURE-FIRE MISS.**



**ABRAKADABRA preview by J.Unte (Mermaid/Electric Sheep), spread by Axelerate**

This is more like it! A lot of hard work has gone into creating something fairly original. You control a witch flying through an enchanted forest, zapping the wild creatures controlled by the evil magician in his fort. You have to reach the fortress and kill him.. although in this preview you can't actually kill anything. Some good animation on the baddies and a detailed witch sprite coupled with a nice tune make this one a **POTENTIAL HIT.**



**RAZOR preview by Silver Fox, spread by Triad**

The text says don't spread it, but someone has. Control a glowing sprite through a random horizontally scrolling backdrop. Scramble without the thrills (nice music, though) and it is a **WASTE OF SPACE.**



**CRASHED from Dave Fountain**

Another Spectrum filled issue hits the streets filled with all news from around the globe. The Spectrum scene still seems very active and any diehard Sinclair fan should read this fanzine as it is the best (only ?) fanzine to

cater for your needs. **OVERALL : ZX greatness**



**COMMODORE MAILINK from Tom Adams**

The all new Commodore global community ? What with The LUCKY REPORT and now this newsletter both talking about forming a world-wide group of Commodore users, all sharing information and ideas, it looks like something big may happen in the future and I am sure we will hear it from here. Full of articles - old and new - with good reader input.



**The Village Green from A.C.U.G.**

Another bumper selection ! Four more issues grace the CS tables ! This is really a report from a very active group. I mean, how many groups do you know know that have regular meetings and a shop ? Ah, if only !



**(ICPUG) ELECTRONIC 'ZINE Issue 2/2000 supplied by Ken Ross**

As mentioned before, this mag is converted over from the PC and viewed in HTML format thanks to Fairlight's code. Among the gems this time are why the Government says one thing and does another on e-commerce, more on the inner workings of the Windows registry and a column from Ken himself. **OVERALL... essential if you also have a PC, or were an ICPUG member... 7/10**





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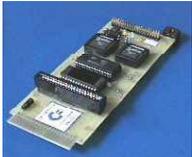
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  - Graphics book for the C64 ..... £7.00
  - Hitchhikers guide to GEOS ..... £22.00
  - Ideas for use on your C64 ..... £7.00
  - Printers book for the C64 ..... £7.00
  - Mapping the C64 ..... £7.00

- GEOS software**
- GEOS 64 v2.0 ..... £34.00
  - GEOS 128 v2.0 ..... £38.00



- Wheels64 v4.2 (5.25" or 3.5") ..... £28.00
- Wheels128 v4.2 (5.25" or 3.5") .... £31.00
- MegaPatch64 / Topdesk ..... CS £28.00
- MegaPatch128 / Topdesk ..... CS £30.00
- (State 5.25" or 3.5" disk for MP/TD64 & 128)
- Doubledesk 128 ..... CS ETBA
- Gateway64 v2.5 ..... £24.00
- Gateway128 v2.5 ..... £24.00
- Gateway 64 & 128 combined ... £35.00
- PrintText 64 ..... CS ETBA
- PrintText 128 (64k VDC in 80 col)CS ETBA
- ProfilLabel 64 ..... CS ETBA
- ProfilLabel 128 (64k VDC / 80 col)CS ETBA
- geoFile 64 ..... £31.00
- geoFile 128 ..... £35.00
- geoCalc 64 ..... £31.00
- geoCalc 128 ..... £35.00
- geoProgrammer ..... £35.00
- geoPublish ..... £31.00
- geoChart ..... £24.00
- geoBasic ..... £16.00
- geoShell ..... £16.00
- geoMakeboot ..... £10.00
- geoFax v2.1 ..... £31.00
- Desk pack plus ..... £24.00
- Font pack plus ..... £20.00
- Font pack international ..... £20.00
- Collette utilities ..... £16.00
- GEOS companion ..... £16.00
- GEOS power pak 1 ..... £16.00
- GEOS power pak 2 ..... £16.00
- PPLQ master system & fonts 1 & 2 . £39.00
- PPLQ font collection 3 ..... £16.00
- PPLQ border font collection ..... £16.00
- Dweezil's greatest hits ..... £24.00
- SuperFonts ..... CS £7.00
- MergeFonts ..... CS £7.00
- SpecialFont collection ..... CS £7.00
- InstalGW\_Drives ..... CS £2.00
- HD-ZIP(al) ..... CS £2.00

- Software**
- Bank street writer ..... £10.00
  - Big blue reader ..... £30.00
  - CMD utilities ..... £20.00
  - FlexiDRAW ..... £15.00
  - FlexiFONT ..... £15.00
  - GoDot ..... CS £25.00
  - I-Paint (80 col's & 64k VDC) ..... £30.00
  - I-Port (80 col's & 64k VDC) ..... £30.00
  - JiffyMON - monitor ..... £16.00
  - Master type ..... £10.00
  - MECC educational series :
    - spelling bee ..... £10.00
    - adventures with fractions ..... £10.00
    - expeditions ..... £10.00
    - pre reading ..... £10.00
    - the glass computer ..... £10.00
    - the market place ..... £10.00
  - Multi Screen Construction Kit .... CS £5.95
  - PASCAL 64 ..... £6.00
  - ReRUN disks ..... £8.00
  - Superbase 64 v3.01 ..... £27.00
  - Superbase 128 v3.01 ..... £27.00
  - Sword of honour (3.5" & 5.25") .. CS £5.00
  - Where in the world is Carmen SanDiego ? ..... £23.00

Where in time is Carmen SanDiego ? ..... £23.00

- Miscellaneous Items**
- 5.25" 10 branded disks ..... CS £6.00
  - 5.25" disk drive cleaner ..... CS £4.00
  - 3.5" disk drive cleaner ..... CS £5.00
  - 64k VDC Upgrade Kit (C128&D) .CS £25.00
  - geoPublish master disk ..... CS £20.00
  - Printer/plotter pens (3x black) .... CS £3.50
  - Printer/plotter pens (3x colour) .... CS £3.50
  - USA to UK power converter . CS £23.00

**Key to codes**

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

**Ordering within the UK**

Please add the following postage costs to your completed order :

- CS 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 ..... £25.00
- £60.01 to £150.00 ..... £35.00
- £150.01 to £300.00 ..... £50.00
- £300.01 to £800.00 ..... £60.00
- £800.01 plus ..... £70.00

Add a further £15 for insured postage

**Ordering for the rest of the world**

See the prices above but please add an extra £10.00. Please note that all items are supplied with UK compatible PSU's were applicable but an adapter may be required in some countries.

**Contact address and payment details**

Make payments payable to :  
A J Bairstow

Send to : CS Importing Service  
14 Glamis Close  
Garforth  
Leeds  
West Yorkshire  
LS25 2NQ  
United Kingdom

Tel / Fax : (0113) 2861573

E-mail : allanbairstow@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, thankyou. All prices are subject to change - you will be notified prior to orders being accepted.