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STOP PRESS update sheet, 5.25" Coverdisk\*, The-WAVE disk (5.25" or 3.5")\*\*, Coverdisk Sleeve(s)\*, Coverdisk Information Sheet\*  
 \*optional \*\*listed GEOS users only

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Well another Commodore Scene dawns on the world that is Commodore computing!

### *I want to tell you a story . . . . .*

You may remember a while ago I mentioned that this magazine is your magazine and that unless we got help from the readers for certain projects then it would become increasingly more difficult to fill these hollowed pages. Well, last issue I mentioned that this issue was to be a 'special' on 'Flights Of Fantasy' focusing on flight simulators, flight games and other flight programs in general. I also asked you all to send in your submissions for inclusion in this issue to help me compile the magazine.

Do you know how many submissions I got ?

..... **just ONE !**

To say I was disappointed is an understatement. This issue was going to be 'binned' along with all the other 'specials' that I had planned due to lack of interest. If it was not for Wayne Womersley sending in his wealth of submissions then this issue would have not come to fruition at all !

Come on people, this is your magazine so please help out when you can. Even a short paragraph will help to make each issue a more enjoyable read for everybody.

It is not fair to let the staff writers do all the work - they already have enough to do with regular contributions.

However, I do thank those people who do send in their work and I can assure you that nothing is thrown away, it is just 'resting' until the right issue comes along.

**Future Specials :** The following 'specials' are coming up in the future - so PLEASE help out ! Puzzle Games, Arcade Conversions, Platformers, Rare Games, Racing Games, Movie Crossovers, Sports Games, GEOS Special, SEUCK Games, plus lots more !

**Sealed Special :** Something that I have been compiling for quite sometime now is the 'Naughty Bitz Special'.

*Now don't start reaching for the telephone and dialing Mary Whitehouse and complaining !*

The simple fact is that there have been many dalliances into the world of naughty bitz with the c64, from demos to full blown interactive games. Now I also realise that not everybody wants to see this sort of thing in the magazine and I appreciate that and that is why it has never seen the light of day. Until now ! What I intend to do is compile and finish off my findings and complete a 'slim volume special edition' that will come with CS, in a sealed bag that is separate from the magazine. There will be a minimal charge of £1 for this special edition which will probably see the light of day with CS35 or CS36, depending on the reaction and pre-orders received. I would also like anybody who knows of any adult games or demos to get in touch with me with details and possibly a rundown or even a full article on the subject matter. There will also be a separate disk accompanying this special, which is included in the price. This special edition will not be sold separately and is only available with the issue of CS that accompanies it.

**CS-SpuerPSU :** Despite my general 'down' mood with this issue, I have been very actively trialing a very new and superb peice of hardware. My excitement has been showing itself in

the form of a permanent huge grin on my face over the last few months. The CS-SuperPSU is now a reality for all you lucky people out there in Commodore land. See pages 26 & 27 for a full run down.



### **Time And Relative Dimensions In Space !**

There is no hiding the fact that this issue of CS is very late indeed (about 1 month late to be precise). Postal strikes, flooding (yes even I have been affected indirectly) and lack of time have all played a major part in the late release of this issue. I have to admit that the main reason for the lack of available time for compiling CS has been the arrival of my second daughter. It has to be said that I woefully under estimated the full impact that a second child would have on my general free time. I would like to now give you an

little insight into the making of CS, I used to have quite a

lot of time to myself in the evenings to compile CS, browse the web for information, reply to e-mails and sift through the flood of e-mails and letters that come into CS. This was nice and I enjoyed it greatly - and to be honest, I still do enjoy it ! This all took time and up to a few months ago I had most evenings to myself to indulge in such a pastime. Things are are now VERY different indeed ! Gone are the easy going nights of browsing the web, gone are my cups of tea while reading and sifting through letters and e-mails, even my time at work (where I used to read and amend some articles) has now vanished due to increased workload. I now have approximately one to two hours a night to do all this - that is if I am lucky enough to get a free evening at all ! - and it simply is not enough unfortunately.

So what is going to happen ? Simply put, I can not stick to the two month deadline for future issues for the next six to twelve months (2002), also I am now unable to take written submissions for inclusion in CS - all articles and features will have to be on disk, any submissions on paper will have to be filed away indefinitely, sorry. I will try to compile each issue within two months of the previous issue but it is more likely to be up to three months between issues for the foreseeable future - subscriptions will not be affected, a six issue subscription will still incorporate six issues, the same applies to three issue subscriptions.

**More Changes Are Coming :** The ever spiraling costs of telephone calls (£30 increase on my last bill) has meant a serious rethink on how information is sourced. From NOW there is a new e-mail address from me & CS in general - [allanbairstow@commodorescene.freemove.co.uk](mailto:allanbairstow@commodorescene.freemove.co.uk) - this will allow me to take advantage of all inclusive billing. My current CompuServe e-mail will not be void until the middle of next year so you will have plenty of time to get used to the new address :-)

**Price Rises :** Due to the poor exchange rate and the increased import duty & charges by carriers, the Importing Service will see price rises across the whole listing as from the next issue. I will honour any orders at the current prices until CS33 comes out. Sorry about that but my hands are tied with this matter.

Bye for now :-)



Recently, as some of you will already know, Dale Sidebottom (LUCKI, USA) has been asking Commodore users around the world to help make Michael's (Mihia Barbat) life in war torn Romania a little brighter this Christmas. What he wanted to do was get people (from better off countries such as ours) to offer donations of \$10 to \$20 to help towards the purchase of a SuperCPU128 to compliment his Commodore set up. As this plea would not reach the CS readers in time I sent off \$50 on behalf of the readers of CS. Also, I sent Micheal ten back issues of CS for him to read and also an offer of help should he need anything in the future. I am not asking for any of the money back from you but if you feel you could donate anything (cash only please) then please feel free to send it to me and I will either pass it on to Dale or invest in purchasing something for Micheal in the near future. Please help where you can, after all, no matter how bad things are for you and me they will pail into insignificance compared to Michael's problems.



This whole affair has now culminated in what is called 'Christmas In Romania', please read the heart felt replies from Michael himself - ED

# Christmas In Romania

I'm very happy that you helped me and that you are sending me the 10 magazines. Are they made on a commodore with postscript? You asked if I have a Fd-2000. Unfortunately I don't. But I have a 1541 II and a 1571. Here are some of my commodore thoughts.

--- O ---

It's so wonderful to be apart in Commodore community. Although my friends tell me "use a real computer" or "you are losing your time with that ancient thing" I strongly believe in commodore's values and I continue to use it hoping that in the future I will be able to use 'The Wave'.

My enthusiasm is bigger than the Atlantic Ocean and in every moment my thoughts are focused on this idea. Since I'm talking with the commodore users I found a lot about commodore and people's goodwill.

Because in Romania, unfortunately the commodore adventure didn't last long and died ten years ago, I can't find the necessary support here and I think that I'm the only one left in this 22 million citizen country. I'm a commodore island in a PC ocean. When I was little I think that I was commodore vaccinated. The effect is still going on.

I think that commodore in its glorious years influenced in good many of today best programmers. I've seen on CNN that Linus Torvalds's (the guy who invented LINUX the famous operating system) first computer was a commodore vic-20 bought by his grandpa. This started his passion for commodore. I'm always happy when I hear this kind of news. And this is only one example, maybe you know more. I read somewhere that a real programmer is a commodore programmer. This is guy who must develop programs using his best programming skills, having very little memory available. Not like a PC programmer who swims in memory. In those conditions only the best make it, like Maurice Randall.

--- O ---

I have received the magazines and the disks yesterday. I have arrived from school at 5 pm I went to the post office and got them. I couldn't let them out of my hands. I look through them until 8 pm (I had math homework) and I went to sleep around 12 am. I didn't have enough time to read even a whole magazine. But from what I saw it's great. The cover says all.

You can judge a magazine by its cover. Your's it's great. I want to thank for the effort of helping me.

Until I saw your magazine I thought that Lucky was the best. But overall CS is better. The content of information is very high. Is it printed on postscript? I saw very interesting stuff about Wheels and MP3. Now that Dale with the help of all the kind commodore users promised me an SCPU 128 I'll be able in the future to use those new Os.

A material about JOS vs CLIPS will be great to read.

I didn't know until this moment that commodore was present in UK too.

I knew that there the Sinclair Z80 ruled (I had a HC-80 Sinclair Spectrum before a commodore. It was a wonder what that little box could do. I remember a time when I copied from a book a program of 2000 or 3000 lines and I accidentally cleared the screen and instead of writing list I thought that I destroyed the program. I learn a lot since then).

I was also glad that my message appeared in the best IT magazine in Romania, CHIP. There the editor said that if a mouse with RTC exists it deserves to enter in the Guinness book. I told him about Smart Mouse and about Commodore in general.

I told this to Dale too: My name is Mihai Barbat not Mahai Barbat.

What can I say in the end Keep up the good work this magazine of your is cool. BTW how many subscribers you have?

From Romania,  
Michael (Mihai Barbat)



Well, I hope you feel as humbled as I did when I read that? To hear such enthusiasm for the Commodore from somewhere like Romania which has seen it's fair share of problems surely must make you feel glad to be a Commodore user in the UK. Please help me to help Michael

I did send an indepth reply to this e-mail and pointed out the differences between CS and LUCKY, before anybody writes in to complain :-)

The SuperCPU128 has now been purchased along with some memory to go into it and has been sent to Michael, so, he should have it in time for Christmas. I hope it makes things a little brighter for him - ED

## - Update -

Dear Commodore Users,

When this project began, I promised to list all donors and donations. I wanted to list them, not to embarrass anyone, but because secrecy breeds distrust. We have paid for too many products that we didn't receive and purchased too many subscriptions that were never published. I wanted to make sure that no one had any reason to doubt that this project would do what it "advertised."

Not only that, I wanted everyone to come away from this "Christmas in Romania" project with a deep-down, good feeling in their hearts. To that end, I have tried to put everything before you and, if any information is found to be missing, by all means... TELL ME! :-)

This is a total of the money and pledges which I have received.

George Assos (Greece)	5.00
Allan Bairstow (Great Britain)	50.00
Dan Barber	10.00
Colorado C= Computer Club	25.00
Larry Englund	15.00
Joe Fenn	20.00
Gaelyne Gasson (Australia)	15.00
Steve Judd	50.00

Richard Leiby	10.00
Tim Lewis	20.00
Frank Nally	15.00
Dave Peterson	20.00
Dale Sidebottom	50.00
Jermaine Swinton	7.00
Geoff Sullivan	25.00
Colin Thomson (Great Britain)	10.00
Hernan Vergara	10.00
Ken Zito	15.00

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 Total Pledges & Donations           \$372.00

Additional Gifts Scheduled to be Sent...

Bev Harvey (Canada)	LUCKY Membership
Bruce Thomas (Canada)	16 MB Ram memory
LUCKI Club	Turbo 232 Cartridge
Maurice Randall	WHEELS 128
Roger Lawhorn	40/80 Column Monitor

I wanted to announce that the first package, containing the SuperCPU 128 (with Bruce Thomas' 16 MB of RAM in-



stalled) along with the LUCKI Club's gift of a Turbo 232 cartridge, was sent to Michael today. The attached JPEG, which can be viewed on the 64 screen with Steve Judd's and Adrian Gonzalez' JPEG viewer, captures this event.

But what are we going to do with the extra money (approx. \$90)? We will try to send Michael a 40/80-column monitor. Michael has only a 40-column at present.

Earl Cook, member of the CCCC in Colorado, tried to send an 40/80 column monitor to Michael and found it very difficult. The Post Office said his package was too big. United Parcel Service quoted him \$900. Federal Express said, "We can beat that. We will only charge you \$700!"

OUCH!!!

We believe that where there is a will, there is a way. I don't know if we will have to disassemble a monitor and send it in small pieces or what, but I am confident that we will find a way to ship Roger's monitor to Romania.

Postal regulations for Romania require the package to total no more than 79 inches for length and girth. Length and girth is the total inches measuring the length and adding that to the distance around the middle. If I measure the length and girth of a box, it would be to add the longest side to the width and height doubled.

A box which is 16 inches square would exactly equal 80 inches, length and girth. It is possible to send a monitor in a slightly smaller box, but would it be safe? I guess we may have to find out!

I have no idea what the cost of postage will be at this point, but the SCPU parcel which I mailed today weighed approx. 3 pounds and cost \$33 for postage and insurance. Currently, our "Christmas in Romania" fund contains a balance of approx. \$90. If more is required, I'll let you folks know! :-)

Meanwhile, I thank everyone for helping make this Christmas special, not for one, but for all of us!

Sincerely,

K. Dale Sidebottom

**DATA : Bad news** I'm afraid. **CMD** can no longer supply their **FD2000** or **RAMLink** units with UK compatible power supplies (PSU). Due to the loss of their current supplier a minimum order of 500 units would have to be ordered to secure any PSU's at all. I have spoken directly to **CMD** about this and they say it is just not feasible to buy that many units as it would take 20 years to sell them all at the current rate of sales! Now the good news - if you buy an **FD2000** or **RAMLink** from **Commodore Scene** then you will still get a UK PSU to go with it. An alternative PSU was found by me over a year ago now and it is fully compatible with both units. The price of the **FD2000** and the **RAMLink** will be altered by **CMD** to allow me to buy a PSU in the UK.



The price to you will not change.

**DATA :** The new modem - **Diamond Supra Express V90 Pro** - is now available from **CS**. This modem is fully compatible with **geoFAX** and **TheWAVE**.

This modem is available from **CS** for **£65** which includes p&p in the UK. You can also order it directly from **SMC Computers** web site at -

**www.smcdirect.com** - and save yourself **£10!** (As some of you are well aware, the older **ZOOM** modem

was upgraded and this meant that it is no longer compatible. If you manage to get hold of one then the model that you will need is this - **ZOOM** fax/modem V.34X model 470. No other **ZOOM** version will work!).



**DATA :** **CMD** recommends a PSU capable of 50ma to supply their devices. As you know, the **USA>UK** adaptor that is on the Importing List actually only supports up to 30ma. Despite this, I have been running the **USA** PSU's on this converter for about nine months now and I have not had any faults or problems.

**DATA :** The hot news in **GEOS** at the moment is that **The-WAVE** is now finished and is being distributed freely around the world. A copy accompanies this issue of **CS** (if you are listed as a **GEOS** user). The Internet now beckons all you **GEOS** users out there, grasp it firmly with **TheWAVE**. Both **C64** and **C128** versions are available for **FREE**. See page ? for a run down.

**DATA :** I have recently been very excited about the development of *very heavy* duty power supplies for the Commodore. I commissioned an electronics engineer to develop a prototype unit that would supply a Commodore with enough power to supply a computer running a **SCPU** and a **RAMLink** with ample

reserves. To my absolute amazement, the first **Prototype #1** (pictured) was developed and can supply not only the



computer but also **SIX** other drives/ devices as well. By the time this issue comes out a full production model - the **CS-SuperCPU** - will be available to buy from the Importing Service. See pages 26 & 27 for up to date details.

**DATA** : Ordinarily, PC news would not interest me, but there is a version for the Commodore! Paul Allen Panks is a name I haven't heard of since the early 90's when he was in the C= magazine, *Comput! Gazette*. I am planning to release *Westfront PC: The Trials of Guilder* on CD-ROM. This release will probably take place around January of 2001. Homepage: <http://www.geocities.com/dunricwestfront.html> A version of *Westfront PC* for the Commodore 64 is available upon request. Disk format is 5 and 1/4 inch media (Maxell SS/DD) I plan on adding a way for users to design new weapons and armor, sort of like the 'custom' command. If you have any ideas, let me know... Also, the source code to WFPC has been newly documented to include an easier to follow structure ... Quick Tip: (Version 12.00) To upgrade your character's weaponry to maximum, go visit the Science Lab inside the Haunted Mansion (2nd Continent, south from Snurf Village). The cost is 20,000 gold coins. Would you like to beta test *Westfront PC*? Because *Westfront PC* is -- and always will be -- free, anyone is welcome to try out new versions before they are officially released. o - Taglines (displays helpful -- or not so helpful -- information) / Organized 'look' statement, showing monsters first / Easied to follow interface (better customization) / 289 new rooms (with many new areas and hidden items!) / Ability to create, customize and alter weaponry / Improved quest information (more accurate information) / 15 new quests (spanning the three continents) / Version 3.01 of the Saved Game Character Editor Synopsis : Visit rolling hills, purple mountains, expansive castles and light forests in your journey to restore order to the mythical land of Guilder! With over 36 quests, 1570+ "rooms", and 125+ items, monsters and weapons, *Westfront PC* blows away many commercial adventures! Development history of *Westfront PC: The Trials of Guilder* has been in development since May 1993. The

first version was completed in June of 1993 on the Commodore 64, a popular 8-bit microcomputer. Revisions continued until July 1997, when I released the final version for the Commodore 64 on two 5 1/4 inch floppy disks (150+ blocks each) Response was lukewarm at best, so I decided at that particular time to port *Westfront PC* (then called *Westfront: The Quest for Guilder*) to the IBM line of microcomputers. After a few months of initial work, *Westfront PC* appeared on ZDNET's Hotfiles on October 14, 1997. Since then, *Westfront PC* has been downloaded some 57,000 times on twenty four different websites.

**DATA** : (Cue the 1950's science-fiction music.) Out of the murky depths, it invades... It takes over... It cannot be stopped... It's (reverb on) "Photos from the Vintage Computer Festival 4.0!" (reverb off) Your mind will be in shock at the scenes of the Fresno Commodore User Group table and Amiga Lorraine prototype. Your skin will crawl as you spy Cameron Kaiser of Hyperlink 2.5 in front of his Tomy Tutor-Commodore exhibit. Your senses will be attacked as you view such luminaries as Larry Anderson and his wife, Diane Hare; John Elko, Dale Luck, Ryan Czerwinski, Ed Hart, and others. You'll scream at the sight of the award-winning Atari exhibit. Aaaaaaa!!! Do you dare enter the realm of such unspeakable fantasy? Then go to <http://home.att.net/~rmestel/vintage2000.html> (reverb on) It is the ultimate in imagination! (reverb off) Directed by Dick Estel. Cinematography by Robert Bernardo. Presented in C= Super Dynavision (or in other words, click on the pictures to enlarge or download them). (Music rises. Fade out.)

**DATA** : The leading, ever growing site for Commodore related advertisement and marketing material needs your input! Until now, already lots of ads, brochures and even Commodore TV commercials have been collected. Now you come into the game. The Commodore Billboard needs your help! If you can find any kind of advert, brochure, TV commercial or other Commodore related marketing stuff, don't hesitate to submit it to the Commodore Billboard! <http://www.commodorebillboard.com>

**DATA** : Go see the new and improved Chicago C= Expo 2000 photo webpage - <http://home.att.net/~rmestel/expo2000.html> Through the tenacity of Dick Estel and the kind suggestions of all of you, the "unknowns" are gradually being replaced by names. ...And Maurice Randall's 2 C= set-up's are now correctly identified (though the link may still say they are Sidebottom's systems).

**DATA** : New updates for the upcoming Enhanced Newcomer release can be found at - <http://c64.rulez.org/newcomer/index.php3>

**DATA** : Yes folks, the geek compo which I "inadvertantly" (ahem) entered is now accepting emailed votes on the Channel 4 Bits website ... And guess wot? I'm in the shortlist!!!! (I can't think why - hehe!) So if you've got a minute, why not tootle along to the Bits website:- <http://www.4later.com/bits/> And have a chortle at my entry in the *GeekWatch* section. Oh, and while you are there, why not throw them a vote. \*hint!\* \*beg!\* Cheerz! Kenz (the future president of Geeksville!)

**DATA** : The Unofficial CMD Homepage at <http://www.cmdweb.de> got a little update. Some dead links were fixed and now there is information on where to order heavy duty power supplies in Europe (240V), finally! So all those people with a SuperCPU, SuperRAM card with 16 MB and the like can now get a power supply which generates enough current to feed this equipment. For all those who don't know how to solder, there is now an address of a Commodore repair service which can install JiffyDOS for you.

**DATA** : I also run a site which you may or may not have come across called "User Port" specially for C64 users in the UK. It hasn't been updated in a while but I'm just working on an update now and trying to drum up some articles. If you'd like me add some info about the magazine on the site, just let me know, and I am serious about an issue for myself! My site address is: <http://www.userport.cjb.net/> or <http://www.eclipse.co.uk/thurstonet/userport/>

**DATA** : The site has seen another massive update this weekend on bonfire night :)... <http://www.fgasking.freereserve.co.uk> At last Synthetic is fully completed, and there is another full new 2000 C64 game for you to download for nowt. And there is loads more news and bits! For a start... the GTW site has seen another large update, with more games added to the wanted lists and another game added to the archive, along with many other updates. Enjoy the updates and please feel free to give any feedback! :)

**DATA** : This is rumour control with an interesting snippet ... Picture the scene:- A \*concert hall\* filled with between 1500 to 2000 C64 fans ... A guest list featuring the likes of Rob Hubbard, Martin Galway, Ben Daghish, Fred Gray, Matt Gray and probably every other well

known C64 musician/programmer ... ever ... A full \*ONE HUNDRED\* piece orchestra playing fully orchestrated and professionally scored versions of classic C64 themes like Kentilla, Trap, Monty on the Run, Zoids, Rambo, The Last Ninja plus many more C64 tracks in a concert lasting around 2 hours. This would probably be a one-off event but here's the really scary part. IT ... COULD ... HAPPEN!!!!!! What's your reaction to this and would you be interested in attending such an event? Kenz.

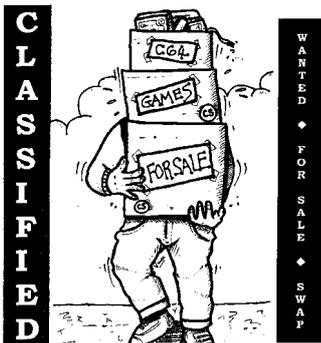
**DATA : WheelsSC** (that's what I'm calling it for the time being) is the next version of Wheels. SuperCPU with SuperRAM is required. Also, one size fits all... the same system will boot up on a 64 or 128.

**DATA :** It looks like we'll have some functional email capability working on **TheWAVE** before Christmas !

**DATA :** Edward Walker gives us the following link - <http://www.orchidserve.com/> - for anybody wishing to use this as a server/ISP for your Commodore running **TheWAVE**.

**DATA :** The **Importing Service** will see price rises in CS33. All orders taken before that time will be honoured at the current prices.

**DATA :** There will be a brand new, full colour, **Importing Service Catalogue** made available early next year. The old **CMD Product Catalogue** is now several years old and well out of date ! A small charge of £1 will be made for this which includes p&p worldwide.



**WANTED:** Castlevania for C64 must have original tape and insert/instructions, Very good price paid.

Phone Matt (01275) 790809  
Email : mgerken@freeola.com

**FOR SALE :** Hi there comp.sys.cbm readers, following on from my last posting I still have the following items left for disposal to anyone who is interested.  
C64 with power lead, dodgy coax and manual.  
C64 / Vic 20 carrying case.  
Vic 20 with power lead and manual. Coax fell victim to family dog :-)  
C2N cassette drive.

1520 printer/plotter - all leads, manual, pens, paper.

MPS 801 dot matrix printer - cables, manual. oceanic 1541 clone going spare now , yours if pay postage or arrange pick up ? got manuals for it lurking around

Citizen 120d printer going free - new owner must pay P&P or collect

I cannot guarantee the functioning of these items. It is some years since I used them and I've had a house move since then too. The C64 has a blown internal fuse I believe ( screen stays permanently blank ) but that could easily be repaired - I never bothered. If nothing else could be plundered for spare parts or 'tinkered' with. Obviously anyone interested pays P+P :- ) I should be able to get the C2N and the printer/plotter posted easily enough - contrary to my previous posting. The C64 and vic20 may be more of a problem, the MPS 801 definitely so. If anyone can collect these it'd be very helpful unless you're prepared to pay DHL/UPS sort of postage fees :-)

Richard.greaves@cs.york.ac.uk - work  
rbgreaves@tinyworld.co.uk - home

#### FOR SALE :

##### Software

C64 Logo - disk version  
C64 Forth - cartridge  
C64 Tony Hart's Art Master - cassette  
C64 Aztec Challenge - cassette  
C64 Twin Kingdom Valley - cassette  
C64 Chuckie Egg - cass.  
C64 marble madness - cass  
C64 Revenge of the Mutant Camels - cass  
Vic 20 Machine Code Monitor - cart.  
Vic 20 Super Expander - cart.  
I am willing to mail these within the UK - provided you pay :-)

##### Books

Commodore 64 Programmer's Reference Guide  
Vic 20 Programmer's Reference Guide  
Step-by-Step programming Commodore 64  
Step-by-Step programming Commodore 64 graphics  
Hurry 'cos this little lot is heading for a skip before the end of the year unless someone definitely wants any of it.  
I will have to ask interested parties to collect these ( I'm in York ). I can't offer to post these as I don't drive and my nearest Post Office is in the city centre - a good bus ride away from home. I also have a slight disability which adds to the awkwardness of getting these items to the post.

Richard.greaves@cs.york.ac.uk - work  
rbgreaves@tinyworld.co.uk - home

#### FOR SALE :

I have to dispose, (some items boxed), of:  
1x C64. 1x C64c. 1x Amiga 500 (with upgrade PCB). 1x 128D. 2x 1541. 1x 1571 disk drives.  
1x Commodore 1701 monitor also Dataset 2x Star LC10c printers (one unbranded).  
Hundreds of disks of P.D. software (from around the world) with thousands of Utilities, programs, games and many other useful items including specially written software for Geos and other systems. I have many discs from Compute', TPUG, Mississippi User Group and others, also commercial software and loads of books, magazines etc..

As you will appreciate, having been a librarian for so many years my collection of programs is very large, and covers a wide selection of

categories that include Geos, Ham Radio, Games and many other subjects. Many programs from foreign parts and even Geos in German. Lots of ICPUG magazines from 198?-to last issues.

I could arrange to deliver the lot within a reasonable distance. I would like to let the whole collection go to someone who would make good use of it, and who would like to make me a good offer. I live just on the edge of London about 1 mile from the end of M11 and A406 (North Circular Road)

David Miller  
Phone 020 8252 1216  
or 07970 236 555

email: Shirleydavidmiller@ukgateway.net

**FOR SALE :** Assorted bits going free - new owner to pay postage or pick up from london SW15 area - 07092 022719 for people not online.

cbm easyscript boxed disk & manual - WP.  
Rabbit c64 cartridge - 'turbo' load system for tape deck .  
power cartridge - red casing - push reset (?) switch on back .  
springboard clipart collection vol#3 ( athletics ?) for use with The Newsroom - disks & manual in box .  
font master 128 - disks & manual in box .  
a bunch of around 20 disks from utilities unlimited , CBM software (easyfile etc ) - lucky dip as no info .  
trivial pursuit disk version boxed with manual .  
school software (?) PD set#3 technology - 5 disks ( no info ) folder - possibly from South Africa ?.  
robotek filemaster disk & manual boxed .  
rocky horror picture show ( disk & manual ) folder .  
epyx summer games II ( 2 disks no info ) folder .  
gemini maillist ( tape & manual ) boxed - picture on front has woman typing at unconnected C64 ! .  
firebird elite ( disk & manual ) boxed  
geoassembler boxed - looks unused (?) .  
CBM word machine & name machine ( disk & manual ) card folder.  
Busicalc3 ( disk & manual )  
nord & bert couldn't make head or tail of it ( disk & manual ) boxed- word game .  
superbase64 boxed disk & manual .  
Vizawrite64 complete boxed .  
Vizawrite128 complete boxed .  
IEEE-488 / rs232 interface box for use with your CBM to connect to serial printer as device 4 ( this one has been in service with me so i can supply some info from experience ) .  
IEE-488 / rs232 interface box - bi directional (?) no info .  
DPS1101 daisy wheel printer , handbook & spare daisy wheels (big beastie) - pick up only.  
petlibrary@bigfoot.com  
<http://www.fortunecity.co.uk/skyscraper/perl/316>  
<http://members.tripod.com/~petlibrary>  
<http://www.icpug.org.uk/national>

**WANTED :** Information, history, rarity, etc required on the following item : Amazon by Micheal Critchen, in a wallet.

Terry  
Tel : 02920 308913

Aha ! Back for more letters eh ?  
Well, what are you waiting for ? Read on and see whats been going on in the Commodore fraternity around the world.

Allan,

Thanks for the D64 images. PacIT is excellent! I will definitely be purchasing the finished article when you get them in stock!

One last question which came to mind relating to the RAMLink. Will I need a heavy duty PSU when running RAMLink?

Once again thanks for the images.

David James Pettifor

Hello Dave,

PacIT will be in stock as soon as it is released. I already have copies of Bombmania and Ice Guys here ready for despatch (£10 each including p&p) if anybody wants a copy. RAMLink & heavy duty PSU, well the answer is 'maybe'. As you know, not all the psu's supplied with the c64 are the same, some are adequate and others are painfully lacking in power. Even though the RAMLink draws hardly any power from the c64, it does draw enough to make a difference to a poor psu which will cause problems. So the answer is try it and see. If you have problems then the cause will more than likely be the c64's psu. See pages 26 & 27 for a PSU rundown - ED

(The following is an extract from an e-mail about bad disk recognition in Italy. It shows the need of giving me as much information as possible when you are requesting in-depth answers to problems !)

ED - I am amazed that none of the disks worked ! I tested them all before they left me and they were all fine. This is becoming very baffling and I would like to know what is causing this as much as you do. I look forward to receiving the disks back to see what the problem is. Also I will examine your formatted disks to see if I have the same problem as you have. Could you tell me a bit more about your set up ?

How many drives do you have ?

MP - I have a 1541c and a 1571.

ED - What is your normal system set up ?

MP - My normal setup is C128 + 1571 + datassette + 1084s monitor + a C= printer.

ED - Have you tried the disks with only a 1541 & c64 set up - nothing else attached ?

MP - I tried on my normal setup then I've started to interchange hardware and even tested disk on my TV color with my C64s and my 1541c, no success.

ED - What type of drives do you use ?

MP - 1541c, 1571, don't own CMD devices.

ED - Has your system been upgraded in anyway which could affect the file reading?

MP - My system hasn't been upgraded (don't own new hardwares) and seems to read everything, my old stuff, new demos.....

ED - Finally, can you accept a .d64 file transfer through e-mail ? If you can, then I could send you a .d64 file images of all coverdisks.

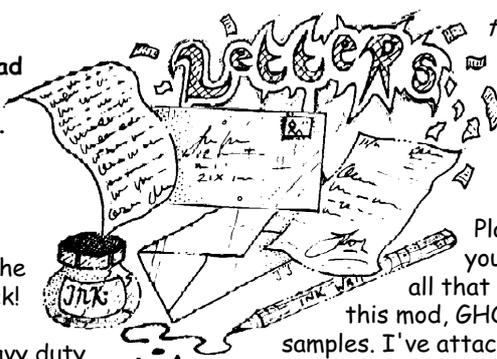
MP - Please no..... I don't own the XE1541 and can't do the connection. I'm very sorry about this question.....look forward to the disks and take a look.....

ED - We WILL sort it out - eventually ;-)

MP - I hope!

Martinotti Paolo (Italy)

Further to this e-mail, I received the disks in question and



they all worked fine on all my drives ! Does anyone know of any differences between the UK C= and the Italian C= that could allow for the problems ? - ED

Hi m8,

Good news on the software front.

Playing around with JOSMod shows that you don't need stereo sound to appreciate all that the Commodore has to offer. It played this mod, GHOST2.MOD crystal clear, with fantastic samples. I've attached it to this e-mail for you to look at. I'd better be careful ... this could become my next obsession. :)))

Also found the WAV player that JOS will support. Works pretty well with his test ones - now I'm gonna try it myself. I can't remember if I left you the site, but it is at <http://jos64.com> - well worth a look.

Cheers...

Danny Tod

Hiya Danny,

Good to hear from you again, hows college going ? Hope you are not doing too much work ;-) JOSMod sounds great, I'll nip off this evening and download a copy for myself. - ED

Hello Allan,

Just a word to let you know that I have found a modem that will work with the WAVE and GEOFAX. It is a Diamond Supra Express 56e V90 Pro.

System requirements---IBM compatible 486 or higher  
Serial Port

Windows 95-98 CD Rom

(Sorry but could not resist putting in the above - he, he !).

Cost is £55 and I bought mine from--

SMC Computers

253-257 Farnham Road

Slough

SL2 1HA

Tel--01753 550333

Fax--01753 524443

[www.smcdirect.com](http://www.smcdirect.com)

I should imagine that most computershops like PC world will sell them. No need to change any settings just plug in and go !

Dave Elliot

Well Dave,

I have bought one to try it out and I have to say that I am VERY impressed with it. It worked first time with no fuss what so ever and I even got geoFAX to scan in an A4 image first time ! This modem is now offered to the readers from within the Importing Service if anybody needs one. Thanks for the information Dave - ED

Hi Allan,

Thanks for the "fast" delivery of the Ramcard, its all installed and seems to be working fine :) Do you have a regular returns service for repairs? if so shall I send over my duff Ramcard for your next returns batch, when ever that is. I guess it could be handy to have a working spare Ramcard :)

Thanks again,

Colin Thomson

Hi Colin,

'Fast' is my middle name (not really). Sorry but I don't send stuff back to the USA as it is just not worth it. If I were you, I would keep your old stuff as a memento, you never know it may make a very nice broach for your granny this Christmas ! Thanks for the compliment, it is greatly appreciated - ED

Hi Allan

Thanks for the mag. I see you printed EVERYTHING including some of my marginal comments that were really just

for you. No harm done, it looks really good.

Best wishes

Anthony Guter

*Hi Anthony,  
Oops, sorry about that. Anyway, glad you liked the  
interview, I know that the readers did - ED*

Hello,

I am based in the UK and looking to purchase a number of items from your site, BUT the price page is not displaying - is this being updated ...?

Do you have a supply outlet in the UK...?

Please can you get back to me on this as soon as possible - I am looking to purchase items right away.

Regards.

Nick Wilson.

*Hi Nick,*

*Sorry about the link on the web site, I will update ALL the links in the next site update (January 2001). Supply out let? Are you kidding? I AM the supply outlet ;-) I did get back to you and I am still waiting for your 'urgent' order (5 weeks now) - still, I suppose it wasn't that urgent eh? - ED*

Hi there!

I've read about your PSU-Project. I have two questions I'd like to ask: 1- Is such a heavy duty PSU also working in Germany or do I need any kind of plug-adaptor or such thing? 2- As I am interested in the Mk2-PSU, I'm wondering if you can also have to further supplies for 'stock' PC hardware, i.e. Ide64. As soon as you got the Mk2 ready, please let me know so that I can order it. Btw., how much will they cost?

Thanks for helping me,

Bjoern Froehlich

*Hi Bjoern,*

*1) Yes the CS-SuperPSU will work in Germany, no adaptor is required. 2) A lead for power to the IDE64 can be added if requested. See pages 26 & 27 for details - ED*

Hi Allan,

Have to say CS30 was a great read - looking forward to the next issue. Dismayed to read about the problem with the supply of disks although I'd be happy to supply my own in future if it meant we could still have a cover disk :) Talking about cover disks would you be interested in an adventure game I wrote? I wrote it in my youth, entirely in BASIC, its called "Castle of Terror" and accepts the (then) standard 2 word commands. No graphics, just descriptive text :) I could supply instructions.... I have quite a bit of other stuff somewhere too when I finish sorting through all my old tapes.... anyway let me know - I won't be offended if you don't want it!

Got my C128D - very nifty machine - must have been way ahead of its time - love the carry handle and the way you can tuck the keyboard away underneath.

So I guess this makes my machine a mk1 so therefore no 64k video RAM?

I'm also having a problem with formatting double sided disks in GEOS (had this on my 128 with external 1571 too) - no matter whether I put a disk in my 1541 or my 1571, I cannot seem to format a double sided disk, I just end up with the same sized disk... what am I doing wrong? Have found no enlightenment in (your) GEOS manual...

That CSTech 2000 mag is really coming into its own now - I eventually intend to add the facility to change the drive number of my internal 1541 but for now I would like to change it in software - but how do I do it? I read that this can be done, but the article didn't explain how to do it.... I need to

9

use my external 1541 as device 8 otherwise a lot of my games won't work....

Been offered a 1581 for £60 but it has no box or manuals - what do you think? What is the availability of 3.5" DS/DD disks like these days?

Anyway gotta go (do some work!) - keep up the great work. Cheers,

Steve Lyon (at work)

*Hi Steve,*

*Good to hear from you again and thanks for the compliments. The disk problem is still there although it has moved nack a few issues for now. The sad part is that we are running out of brand new disks just when there is a lot of great stuff to put on them! Ah well, only time will tell I suppose. You wrote a game? Get it sent in then, we would all love to play it. The problems with formatting the disks in your 1571D are almost certainly due to the incorrect driver for the disk drive, check that you have the right one activated. If you have been offered a 1581 then GRAB IT QUICK - no matter what the price! They are VERY rare and extremely usefull - ED*

Hi Allan,

Great CS (arrived today) but the PSU article has nothing to do with me, as credited in the picture..

Thought I had better mention this.

Well done again,

Colin Thomson

*Hi colin (again),*

*Sorry about that, the picture on page 19 of CS31 was wrongly credited and should have been credited to Allen Monks, I hope I am forgiven Allen? - ED*

Me again! (Jakob Voos)

Concerning Malte's reaction: I also felt stupid reading the old article especially as the reviewer couldn't even recognize a DIGI from something else.

Well. Your point is that you don't want the big brother syndrome and I agree with that. It would be something like changing the text or pressing the writer to change it without him really wanting it.

BUT - and this is the reason for this mail - I think it is a very good idea to talk about the article with the author in a friendly way like supplying more info or something. For example you could have told him that it IS a digi, that it IS the first ever SuperCPU program and some of the problems like there were no tools for programming on scpu at all. Because obviously he didn't know about this. Just talk about this and that point and tell him if he wants to change the article now he could do it.

And that is perhaps what I try to do myself now: -Popel premiere- is the first ever SCPU-trackmo. It does NOT promise ANY great effects! Au contraire the author clearly says the demo is done to show how great music can be on a c64 and that the effects are just done to place the music somewhere!!!

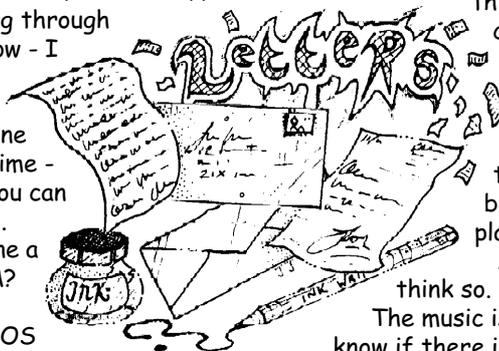
As addition, the FX are really great, at least I

think so.

The music is made for an own double-sid-hardware. I don't know if there is any documentation to it, but it could very well be, that it is not compatible to cmd's stereo-sid, which of course is a weak spot about it.

I have heard the music live on the Party where it was released - and believe me, it is THE BEST music I ever heard on c64!! The music is 100% and finished, the whole trackmo was put together in a bit of a hurry and some effects were kicked out in the end - but I don't think there will be a reworked version of that demo.

Well, if I could only contact the author I am sure WE could distribute doublesids and know more...



All the best,  
Jakob Voos, PROTOVISION-Verlag

Hi Jakob,

Thanks for the all that information Jakob, I will definately do an article on the complexities of the SuperCPU in a future issue. Thanks also for the information on the Popel Premiere demo, now I know why the stereo SID cartridge did not work - ED

Hi Allan,

Please find enclosed an order for the X1541 cable & Star Commander software. I am looking forward to recieving this, thanks for an excellent service.

Dries Samyn

Hi Dries,

Your order should be with you by now and I hope you are getting to grips with it okay. Thanks for the vote of confidence - ED

Hi Allan,

Hope this finds you and your Family doing well and looking forward to the Xmas break not too much of you know what. I've had some disks from Dave Elliott, who is a most helpful chap, a good friend for the encouragement of the C64 and the CS. I am looking forward to the next issue 32 and the Techfile when it comes out as I hope to learn a lot more about the C64 and how it works. Have you heard of a Data Drive for the C64 as I got hold of one in a car boot sale ? It is just a box and no cables or anything with it, do you know any thing about it ? I await to hear from you soon, keep up the good work with the CS for without you it would fold which wouldn't be good for the C64. Well that's all for now hope to hear soon. Best Regards

Geoff Wilkes

Hi Geoff,

The Data Drive was an ill-fated replacment for the Datasette unit. Unless you have the master wafers with it then it is useless I'm afraid. Keep hold of it though, it is worth having for historic reasons - ED

Hi!

Here you have an \_early\_ preview of yet another Protovision-game! The final game will be a bit more varied, with different worlds and different kinds of levels. It would be nice to see it on any of your covermounts!

Jakob Voos  
PROTOVISION-Verlag

Hi again Jakob,

Thanks for that lovely little preview of Abrakadabra ! It graces this issues coverdisk along with all those other lovely programs - ED

That's all folks,

More next issue - ED

## - READER QUICKIES ! -

RQ - With regards to the SIMMs in a RAMLink, I gather each slot has to be filled, i.e., I cannot fit just one 4Mb SIMM and slowly upgrade by adding an extra 4Mb SIMM to an adjacent slot?

Reply : No, that is wrong. You can have 1, 2, 3 or 4 SIMM's at any one time. You can add SIMM's to your RAMLink as you go along with no problems apart from the fact that you will have to power down the RL to install the SIMM. This means you will lose any data that you have stored on your RAMLink.

RQ - When fitting the jumper clip do I need to make holes in the side of my 64?

Reply : No. The jumper clip slots through either the cartridge port or the cassette port.

RQ - Have you managed to test out/upgrade the ROM's in the old 1541 disk drive to get rid of the demo program loading problems ?

Reply : Yes I have. I managed to replace the original C- DOS rom chip with the new JiffyDOS chip but it did not remove the problems associated with loading some demo programs. Sorry.

RQ - An article about JOS vs CLIPS would be great to read.

Reply : I agree, it would. Anybody want the job ?

RQ1 - JiffyDOS - Can I transfer the chip from my 128 to my 128D ?

Reply : No you can't, you will need a new chip specific to the C128D.

RQ2 - JiffyDOS - I suppose I'll need yet another 1571 one for the internal drive too ?

Reply : Yes you will. The improved performance will be well worth the initial cost outlay.

RQ - Is there any chance of putting Gilligans Gold on a future coverdisk ?

Reply : I don't see why not. Does it have any specific relevance ? (I will always try to put a program on a coverdisk if you write something about it).

RQ - When is the CSTechFile going to be ready as I pre-booked my copy and I have not heard anything yet ?

Reply : Ah yes, sorry about that. Due to time constraints I have had to put on hold the following projects until further notice : CSTech-File, Renaissance Archive and some future 'special editions'. The main reason for this is lack of time because of my new baby daughter, also I have spent the last three months trying to sort out the new CS-SuperPSU project (which has been quite involved) and I have also been snowed under sorting out agreements with various software and hardware houses so that I can sell their good through CS. On the plus side, I have not taken any money for pre-orders so nobody is out of pocket (except me).

RQ - Are you capable or do you know anyone who would assemble 4-player-adaptors in Britain ?

Reply : I personally can't make them as they are complex devices but I am talking to the guy who makes the CS-SuperPSU to see what can be done.

### A QUICK MENTION !

Wayne & Helen Womersly can be seen on TV this christmas on It's A Knockout' at the Millenium Dome. They will be in the crowd so keep em peeled !

# On the Road

## A Diary of a Commodore Grand Tour by Robert Bernardo

I'd like to thank all of the good Commodore/Amiga people I met in my nearly 2,000 mile Commodore "grand tour" of the Pacific Northwest this summer. Special thanks go to Ron Hackley and his late wife, Ruth. Ruth is in my thoughts as I write this article.

The officers and members of each of the clubs below were gracious, generous, helpful -- going out of their way to accommodate me. We talked, we laughed, we had a good time. Though their interests were diverse, we had one thing in common -- this bond, this computer, this Commodore. These people made me feel proud to be a Commodorian.

Day 1 (July 13, Thursday) -- Leave my parents' home in Stockton for the multi-hour journey to Roseburg, Oregon. Stop in Redding, California, to fill up on gasoline and visit an old friend. Stay too long -- 3 hours instead of 2. Now rushing to meet Ron and Ruth Hackley (Fun Graphics Machine) who had invited me to stay over. Finally around 9 p.m., arrive at the Hackley house. Ron and Ruth are waiting with take-out Mexican food. Lots of apologies -- miscalculated my driving time. Talk about Commodore (Ron jokes that many people mistake him for Loadstar's Fender Tucker), family, health, and various subjects ranging the broad spectrum of philosophy, sociology, and politics. Finally go to sleep at 2 a.m..

Day 2 -- Wake up and have breakfast with the Hackleys. Afterwards, Ruth lets me check my e-mail and shows me various things on her PC, including Commodore emulators, C= screensavers/wallpaper, and Gaelyne Gasson's CD-ROMs. Ron on his PC shows me several websites. They show me information on the Commodore Users Association in Medford, Oregon. Lunch consists of sandwiches. I work on curing a water pump leak in my car. Talk more philosophy, sociology, and politics with Ron. Go for a walk along the Umpqua River. Have dinner. Talk about the radio interview the Lane County Commodore User Group had done with National Public Radio. Try to download my radio interview from the KDVS-FM website so that

they could hear it. Ron and I talk about fixing a laptop, electronics, and the comedian, Benny Hill. I prep Fresno Commodore User Group disks for tomorrow's LCCUG meeting. Listen to Ron's CDs of Knees Calhoon music from Loadstar. Go to sleep at 2 a.m..

Day 3 -- Wake up and have breakfast with the Hackleys. Check my e-mail one more time. Leave Roseburg late. Follow the Hackley's truck but have to tank up with gas along the way. Arrive at the LCCUG meeting in Eugene around 11 a.m.. Listen to the demonstration of scanning with a PC (!). Speak with Karl Stone, treasurer. Speak with Brian Strayer, president, about newsletters, articles, AmiWest 2000 (the West Coast Amiga show, July 29-30). Depart at 1 p.m., thanking the Hackleys many times and waving good-bye furiously. Leave for the fairly brief drive up to Portland. Get a room at the Motel 6 in South Portland (Tigard). Leave for the Trail Band concert in Beaverton. Arrive early. Great weather, great music, great concert. Eat dinner at Skippers Fish Restaurant near my motel. Go to sleep at midnight.

Day 4 -- Wake early for the long drive to Seattle, Washington. Along the way, stop in Ethel, Washington, to meet Raymond Carlsen, comp.sys.cbm hardware tech. Talk about LCCUG and UWCUG (University of Washington Commodore User Group). Leave him a FCUG newsletter and disk-of-the-quarter. Leave him a 1581 drive to repair. He asks me to stop by on my way back to California (the 1581 might be repaired by then). After this brief stop, I take off for Seattle. Fight through the Sunday freeway traffic and get to the Motel 6 in Tacoma (Fife). Then on the UWCUG meeting in which I am to appear. Find Joe St. Aubin's apartment exactly where MapQuest.com told me to go. No answer to my buzzing the apartment. Walk down the block to a branch of the Seattle Coffee Company. Have chocolate cake and water. An hour later, I ring the apartment again. A head appears through the door, but he doesn't look like Joe. The head disappears, and I buzz the doorbell again.

Again the head appears, "Are you Robert?"

"Yes, I am."

"Joe is waiting for you."

I enter. Joe greets me, apologizing profusely, because earlier he had been listening to loud music and had not heard the buzzer. The head belongs to another member, Mike. I hand them some FCUG disks and newsletters.

A few minutes later, Elwood "Tiger" Avery appears. He starts setting up the C= equipment. More members gather. Meeting begins. Total of 11 are there. I speak to the assembled crowd. Show my videotapes of the 1999 DeJaVu II demo party in England and of the 1999 Vintage

Computer Festival 3.0 in Santa Clara, California. Applause. Tiger demonstrates how to display JPEG's on-line with a C128 in 80-column mode and Craig Bruce's ACE and ACETerm programs (hint: the ISP and an on-line script are the horsepower to drive the JPEG viewer). Pics flicker a lot in this interlaced mode. Then Tiger tries to run Maurice Randall's The Wave beta 2.0. Wheels boots o.k., but The Wave freezes with a message that says the user must use Wheels v4.2. Tiger tries to run The Wave beta 1.6, which he says ran earlier for him. Again The Wave freezes with the same message. (Days later, in a phone call with Maurice, he advises me that there must be no ramdisk or a minimal ramdisk in Wheels for The Wave to work correctly. Otherwise, the message pops up, even with Wheels 4.2.) Roger Long, keeper of the Commodore Products Source List, gives me a laser-printed copy. I tell him of some club updates.

The meeting winds down by about 6 p.m., and we have to hurry to an after-meeting dinner, because Tiger has to be elsewhere by 7. Dinner at a Mexican restaurant. Talk about Commodore, clubs, and newsletters continues. Finally by 7, we leave, each going their own ways but not before I get my materials I had left in Joe's apartment. Leave for the Motel 6. Asleep at midnight.

Day 5 -- Depart by 10 for Edmonds, Washington. Looking for Rick Steves' Travel Agency (home base of Rick Steves who has the Travels in Europe t.v. series on public broadcasting stations) and for a comic bookstore which carries certain sci-fi videos. Fight through the Seattle freeway traffic and find little Edmonds perched by the water. Park and walk to Rick Steves' facility. Buy videotapes of France, Spain, and Italy. Find the comic bookstore and buy the rarely-seen Japanese sci-fi flicks, Atragon and Battle in Outer Space. Eat at a Japanese restaurant almost next-door to the store. Go to the Edmonds public library to check my e-mail. Hundreds of messages! Respond to pressing Commodore business, including a message to Ray Carlsen saying that I won't be able to pass his way when going back to California. See a message from Gary Peake, managing director of Amiga, Inc.. He answers that I'm more than welcome to visit their company in Snoqualamie, Washington (east of Seattle). Have to give my regrets, because my travel itinerary has already been planned. Tour the boat docks in the harbor. Finally, leave for Motel 6. Arrive back by 8; asleep by 11.

Day 6 -- Awake at 5. Leave motel by 6. Gas up the car and depart for Bremerton/Silverdale, Washington. Pass by the U.S. naval bases. Reach Silverdale and turn at the first exit. Get to a

Target shopping center parking lot and find a phone booth. Call Beatrice Goods of the Commodore Users of Puget Sound. It's 8, and Beatrice is just getting out of bed. She will meet and escort me to her house. Awhile later, Beatrice drives up, and I follow her. She introduces me to her husband, Jim. Gives me breakfast. Talks about her small, informal club. Used to have a newsletter. Wrote under the moniker of Grandma Bea. I give her a FCUG newsletter and disk. Describe our group. Verify CUPS information on Roger Long's list. Finally, I leave, because Bea has to be at work in the public library by 10.

Keep heading to Port Angeles.

Eventual destination -- Victoria, British Columbia, Canada. Arrive in overcast Port Angeles one hour before the noon ferry departure. Leave car in parking lot. As a foot passenger, I pay \$7 one-way. The M.V. Coho arrives. On board, I get a sub sandwich and iced tea. After eating, fall asleep. About an hour later, the ship arrives in Victoria. Go through customs and am finally out in Canada. Familiar yet different. Combination of United States, British, French, Indian, German, Irish, Scottish, and uniquely Canadian cultural aspects. Must find lodging. Walk a mile up the hill, dragging wheeled suitcase. Reach the Traveler's Inn, advertised to have the best prices in the city. Clerks tell me that here is no room at this site. Must visit another Traveler's Inn farther up the hill. A few blocks later, make it to the next inn. Book for 2 nights lodging. Walk to the nearest bank machine for Canadian cash. Then back down to the Victoria waterfront to check out the shops along Government Street, take a boat tour of the harbor, and eat at the seafood buffet in Kipling's Restaurant in the famous Empress Hotel. In a hotel store, found Bounty chocolate bars (only found in England and Canada) and bought \$20 worth. Back to the inn by 9 and finally make phone contact with Russell Redman, Commodore user extraordinaire. Arrange it so that he meets me at 6:30 the next day at the inn. Asleep by midnight.

Day 7 -- Awake at 9. Walk down Douglas Street to the bank machine and withdraw more money. Go to the Nootka souvenir store and buy gifts for friends and family. Then walk to the double-decker buses in front of the Empress Hotel. Pay for the city tour (but not including the Buschart Gardens, because there was no time). Bus takes us through the various city neighborhoods, passing such homes as those owned by actor Tom Selleck and by singer Sarah McLachlin. During the mid-way point in the tour, bus stops at a waterway overlook and small boat harbor. At harbor cafe, eat a sausage in a fried roll (what do the English call it?). Upon my return to the

Empress Hotel, go up Government Street one last time to window-shop. Wait at the inn for Russell. A bit after 6:30, receive call from the front desk that a gentleman was waiting. Walk down to meet Russell, who introduces me to his wife, Nora. In his car, he drives me quite a way to his modest house which has a spectacular view of the ocean. Shows me his high-powered C64 system which consists of RAMLink and CMD hard drive. Shows how he created/modified a program to autoboot the RL with a menu. Tells about how there used to be three C= user groups in Victoria. Was a member of the San Juan de Fuca Commodore Club. Now only he and a C= technician are left. I give him a FCUG newsletter and disk. Show him the various C= magazines I had. Russell and Nora treat me to hot tea and cake. After a few hours, he drives me back to the inn. I'm asleep by 11:30.

Day 8 -- Wake at 4 a.m.. Leave inn at 5 in order to get the 6:15 ferry back to Port Angeles. Arrive in plenty of time. 6:05, board the Coho, have a submarine sandwich and iced tea. Fall asleep. Arrive at Port Angeles. Go through American customs. Get in the car and drive down and across the peninsula. Destination -- Astoria, Oregon. Wish there were a more direct route -- too many curves and motorhomes slowing me down. Arrive in Astoria between 1 and 2. Call up David "Lord Ronin" Mohr, chancellor of the Amiga-Commodore Users Group 0447. Tell him that I'm going to find a motel and have lunch first. Tells me that he is going to have lunch, too, and gives me directions to his store. After finding a motel and eating lunch, I circle the one-way streets of little downtown Astoria until I find parking at the library. Walk to his store. Find David behind his flat C128 and vice-president Mark "Lord Alberonn" Reed behind his Amiga 4000. David instills into me his devotion to the Commodore. Mark asks about the upcoming AmiWest Show in Sacramento. Both commenting and asking questions at the same time. Have to answer both of them at the same time. Help copy their club disks with my MSD SD-2 dual drive. After a couple hours, leave to eat dinner at a local Chinese restaurant. Return for the 7 p.m. official meeting. Six in attendance. David goes through the points of C= business efficiently, Mark taking his turn to relate Amiga points of business. Their disks are distributed. My FCUG newsletters and disks are distributed. Meeting over by 9. Some more talk of sci-fi and conventions. Finally depart store by 9:30, both lords inviting me back another time. Return to motel. Fall asleep by midnight.

Day 9 -- Wake up and depart by 10. Follow Highway 101 south and then turn toward Portland. Circle around Portland

to avoid the traffic and pop out near Salem. Continue south on Intersate 5. Today's destination -- Medford, Oregon. Arrive in Medford at 4 p.m. and check into Motel 6. Call Vanessa Swing, president of the Commodore Users Association. She says that she will meet me at the local Skippers Fish Restaurant, along with as many members she can bring. A bit after 6, meet with Vanessa and her mom; E.J. Clutter, CUA treasurer; and John Locke, CUA librarian. I distribute the FCUG newsletter and disk, and ask about their club. John Locke is a programmer, too. They have a C= tech in town. Vanessa invites me to come back for a regular CUA meeting. After dinner, I go to John's house in order to see his library of C= books and orderly collection of C= programs. John shows me the video when their club was featured on the local t.v. news. We graphically cruise some websites (including FCUG's) with his Mac (!). Leave just before 11. Asleep by 1.

Day 10 (July 22, Saturday) -- The return to California. Leave by 10 or so and arrive in Red Bluff, California by 2. Try to call John Elko of the Classic 64 Preservation Society but can't get through. Contact Ernie Froelich, another member, who tells me to go to the local True Value hardware store and find C64PS president, Richard Maret, working there. Find Richard, who days earlier had received my phone message on his answering machine in which I said I was coming today. Shake hands and talk of our clubs during the interludes when Richard isn't helping customers. He is a programmer from the "old school", i.e., he programmed 1960's computers. He understands when I talk about hardware at the Vintage Computer Festival. Ernie enters store, and Ernie and I go the next-door charity store. He finds a 1701 monitor and an old laser printer. (We are just looking for a blank 5 1/2" disk in order to copy a FCUG disk-of-the-quarter.) Ernie pays a few dollars for everything. I help him load the stuff into his van. Back to True Value to talk to Richard. Make a copy of FCUG disk right there in the store with my MSD SD-2 dual drive. Unfortunately, Richard has to work until 5 or 5:30. He invites me back. And so, after a couple of hours there, I leave for Stockton, satisfied I had contacted many user groups and users during the last 10 days.

P.S. At the Sacramento AmiWest Show of July 29-30, I meet Rick Rudge, president of the Milwaukie Computer User Group of Portland, Oregon. He gives profuse apologies that he could not meet with me during my journeys. I tell him that it was quite understandable and promise him some FCUG newsletters.

At the same show, I meet Ryan Czerwinski, owner of Merlancia, a

Commodore-Amiga retailer from Phoenix, Arizona. I know that he is the American distributor for MegaPatch 3, the European upgrade for GEOS. I ask for MP3, but he didn't bring it, because he didn't think that anyone would want it at an Amiga convention. Disappointed, I ask whether MP3 had solved its stability problems. He replies that v3.0 was stable, but v3.02 is having problems. He awaits an update from the MP3 programmer and has frozen all sales of MP3 in the meantime.

## WRITE

# "I MUST NOT BE SERIOUS"

## ON THE BLACKBOARD 32,000 TIMES

by Andrew Fisher

YOU MAKE ME DIZZY (VIC REEVES & THE WONDERSTUFF)

Strange goings on in CRYSTAL KINGDOM DIZZY. How did Dizzy make a mess in Daisy's bedroom.. and who does the whip belong to?

OUT OF PUFF (Breathless Saint Andrea of Corr)

In DJ PUFF'S VOLCANIC CAPERS, try shooting the edge of the first platform to the right on level 1. The screen flashes white and the music changes. A similar thing happens with a platform in level 3.

MARGANAS (capital of the South American banana republic of Wordmixes, population 64,000)

Ace 64 composer BEN DAGLISH is really fashion designer H.SLING N BEAD, while top digi-demo-designer Cycleburner (real name EVAN SHARNING) specializes in an unusual branch of mathematics called VENN SHEARING. And former 64 cheatmaster (and now full-time programmer) ANDY ROBERTS is retiring to the quiet Lincolnshire seaside town of BOREY STRAND..

## Thoughts on the Memory Efficiency of iCab

John A. Ardelli (submitted by Ken Ross)

*Makes me wonder how is it possible for an unknown German guy to create a browser that does the job of \_browsing\_ so well with a 3MB application while new NS6 requires 24MB?*

Simple: Most computers today have so much RAM, they encourage programmers to waste resources out of laziness. Here's a little background on computer programming in the 1980s that should help illustrate my point: Back in the early 1980s, most computers had 64 or 128 KILOBYTES of memory. Some PCs had 640K, but that was about the most RAM you'd EVER see in a computer of that era.

In fact, *SOME* computers, like the Commodore VIC-20, had as little as FIVE K of memory. To add insult to injury, the VIC operating system needed some of THAT for it's own use on startup, so by the time the system was up and running, the poor VIC programmer only had 3983 BYTES of memory to work with...

Because memory in these early machines was at such a premium, programmers were forced to program EFFICIENTLY to make these computers really do anything useful. They had to squeeze as many instructions as possible into the smallest possible space in order to have enough memory left over for the program to actually do it's work.

As a result, many programmers created code *SO* efficient, they figured out ways to make these computers do things they were never designed to do. This was especially true of the Commodore 64. Some ASTONISHING programs became available on the 64 over its life. It was THE most powerful 8-bit computer ever made. Heck, I managed to get along using one as late as 1996. Compact code, by it's nature, avoids unnecessary steps. Only the ABSOLUTE MINIMUM number of steps necessary to get a job done. Since there are far fewer steps in such efficient, compact code, a processor can execute it a LOT faster. (That's the main reason the Power PC processor is faster than Intel. The Intel processor takes more cycles to do the same job as a PPC).

Now, here's an EXCELLENT example of efficient programming at work: The C64 was the FIRST and ONLY 8-bit computer that actually had a whole new OPERATING SYSTEM come out for it during its life. Most of these old 8-bit machines had their operating systems burned into ROM chips, as did the 64, and that, of course, made upgrading the operating system impossible. The OS was literally a part of the computer's circuits and could not be changed.

However, unlike many of the other computers of that era, the 64 ALSO had RAM memory at the same addresses as the Kernal ROM. It was possible to switch OFF the Kernal ROM and point to the underlying RAM. Theoretically, it would be possible to write a whole new operating system for the 64 by switching OFF the built-in OS and running off a NEW OS in the RAM underneath. The programmers and Berkley Softworks apparently saw the potential of this, because in 1986, they came out with a brand new OS for the 64. Called GEOS (Graphic Environment Operating System), it was the first, and ONLY functional Graphical User Interface for an 8-bit machine.

Initially, GEOS loaded a startup routine which would load the basic instructions GEOS would need to load WITHOUT the help of the 64's built-in Kernal. Then it would switch off the Kernal altogether and load it's OWN instructions into the underlying RAM. Once completely loaded, GEOS would take over the functions of the Kernal entirely.

Now remember, the 64 was an 8-bit machine with a processor that ran at only \*1.44Mhz\*. Most people didn't believe that an 8 bit machine, especially one that ran more than five times slower than an IBM PC, would be fast enough to handle a GUI. And it shouldn't have BEEN possible. Yet, somehow, the programmers at Berkley Softworks did it.

GEOS was hardly blindingly fast, but the fact of the matter is that it WAS fast enough to be practical. The amazing thing was that it drew all its screens in high resolution graphics instead of using text mode. It shouldn't have been possible for the 64 to process high res graphics fast enough to make GEOS practical. But it WAS done.

The only way to get an 8-bit 1.44Mhz machine with 64K of memory to do what GEOS did would be to squeeze EVERY ounce of computing power out of it. No wasted steps. So GEOS was probably one of the most EFFICIENT operating systems EVER written. It HAD to be, given the limited resources it had to work with.

That era in computer programming was ended as RAM got cheaper. Soon, computers had MEGS of memory available, and there was no longer any incentive for programmers to program so efficiently. There was lots of memory to work with, so

their attitude is if the code takes up a little more memory than it has to, who cares? There's plenty to go around.

Unfortunately, this has made programmers on ALL platforms rather lazy. The SMALLEST system these days has NO LESS than 32 MEGS of RAM. Most brand new entry-level systems have 64. The average system has 96 or 128. Many people have more still. So a programmer can be pretty certain that his program will run even if the code isn't as compact as it could be.

Now, to return to your question: How can one independent German programmer create a browser that has all the functionality of Netscape or Internet Explorer and yet only use a fraction of the memory they do?

I suspect that this German programmer could be a child of the 80s computer era when programming code was elegant and compact. He applied some of that old programming elegance to the programming of iCab. He wasn't satisfied that iCab would WORK well. He wanted it to work well AND take as little memory as possible.

Actually, although iCab is more efficient than all the major browsers, it's probably not as efficient as it COULD be, in theory.

THEORETICALLY, if one was to program a browser from scratch at the MACHINE level, WITHOUT using ANY higher level language, it would probably be possible to program a browser with all the functionality of Netscape Communicator that would use less than 2 megs of memory. If the program could be made as efficient as GEOS, maybe it could be done in under ONE meg.

Unfortunately, that's no longer a practical goal. Programs today do sophisticated things that go well beyond anything even IMAGINED in the days of 8-bit machines.

Programming in machine language on the 64 was mind-numbingly difficult. It took three or four cryptic instructions just to print a single character on the screen. But it was worth doing because, by programming at the machine level, you control EVERY SINGLE INSTRUCTION executed by the processor, giving you a chance to make ABSOLUTELY SURE there were NO wasted steps.

Although it's theoretically possible to program at the machine level on ANY processor, given the enormous complexity of today's programs, it would probably take five years or more to write an app that way with all the functionality people have come to expect. Then, it would probably take a DECADE to fully debug that app.

About the only thing still programmed at the machine level these days are the programming languages themselves... and even some LANGUAGES are written using OTHER languages. And WHENEVER you write in a high-level language that doesn't give you control over every processor instruction, the resulting code is never as efficient as "pure" machine code.

Still, programmers should be shooting to make their programs as efficient as possible. Some programmers program sloppily even USING the high level languages. When you write a sloppy program in a high level language, every sloppy instruction might waste HUNDREDS of processing cycles.

That sloppiness, COMBINED with the bloat caused by the programming language itself, is the reason there's so much ridiculously bloated code out there.

It's too bad ALL programming couldn't be done at the machine level... it would be interesting to see what today's machines could do if all applications and operating systems were as efficiently programmed as GEOS was.

Maybe 16Megs would be all the memory anyone would need.

John A. Ardelli

<http://www.angelfire.com/ar/Ardelli/>

<http://www.angelfire.com/ar/Ardelli/DarkCrystal.html>

Cameron Kaiser's

## HyperLink

It appears to be coming along quite well:

Here is the current feature list:

- \* supports GIF and JPEG now (with Netpbm and djpeg). It would actually not be much more of a stretch to support all the formats netpbm does, including BMP, TIFF, PCX, Mac PICT, ... but this will probably be in a future version of hppp. I don't want creeping featurism. Pictures are dithered to 2-colour B&W and autoscaled to the screen.

- \* Simple GET forms \*are\* supported (simple meaning one text box). Yes, you can search Commodore Knowledge Base, Google, AltaVista, Commodore FTP Search, and so on. Radio buttons, drop down boxes, text areas, check boxes and POST forms are not, but this still covers the majority of search engines and facilities.

- \* Tables and frames are emulated the same way Lynx does it.

- \* Colour and text sizing is supported.

- \* Mobile Internet and WAP/WML pages are supported. This is actually much better for HyperLink to use, since it works well with the 40-column display and downloads really, really fast. Not all WML features are supported. The mobile WBMP image format is supported internally (it's actually very similar to HL2.5's native HR-LBL image format). Big thanks to Mitch Parker for the idea!

- \* Mouse and joystick is supported.

- \* 1200bps user port is supported (requires 1670 or Hayes-compatible modem), or up to 57.6kbps with any SwiftLink/Turbo232/clone ACIA cartridge. HART Cart may be supported in a future patch -- no promises -- if people express interest.

- \* Cache is supported. REU support will not make 2.5, but possibly a future patch -- I could not get my 1764 to cooperate. geoRAM (128K or higher required) or 128 VDC memory (16K or 64K) is supported as page cache for both online and offline modes. Obviously, cache is not required.

- \* History feature allows a history of up to ten files or URLs.

- \* Built-in simple terminal program. And I do mean simple -- it's designed for basic shell tasks and logging in only, but it does the job.

- \* Full online help is included at the touch of a key.

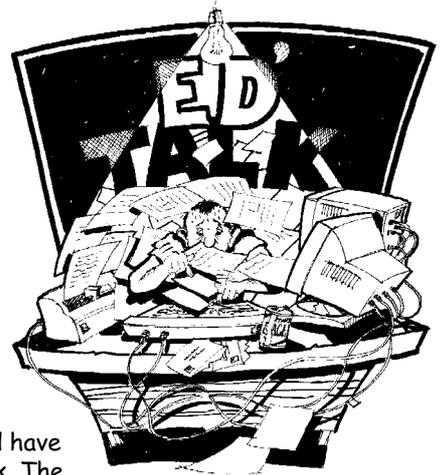
A shell account with Perl 5 is absolutely required. HL2.5 does not support PPP. And of course the cost will still be \$7, or free to registered 2.0 users.

Minimum system requirements: C64, joystick, 1200bps Hayes-compatible modem.

Recommended configuration: C128 with 64K VDC RAM, joystick or mouse, Turbo232 or SwiftLink, and 33.6K or faster modem. SuperCPU compatible, but not required.

And it will be released when the beta-testers are happy with it. :-) As soon as I get a build complete, I will notify the testers I have on my list. I'm not planning to add more right now -- I have a big enough crew :-)

# geoTELEGRAPH



## THE geoNUT DISK DEPOSITORY

(Formerly the geoCLUB UK GEOS Disk Library)

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



Greetings to all Geos Lovers, all the library documentation with the exception of the fonts list is now on my web site at [http://www.geocities.com/geonut\\_uk](http://www.geocities.com/geonut_uk). Special thanks for this issue go to Colin Thompson for acquiring some Geos128 Port 2 mouse drivers for a fellow Geos user. The drivers have been added to Geos128 disk 5.

### CS DISK 269

15 different geoPaint files, all with German names. Ideal for playing guessing games while you're letting you Sunday dinner go down. For example one's called SEGELFLUGZEUG (I know what it is, because I've looked!).

### CS DISK 270

A mixture of geoWrite, geoPaint and Photo Album files. One of the more interesting files tells you how to increase the 512K of RAM in your REU, both in geoWrite & geoPiant formate. Plus a geoPiant file called: XMAS GIRL. The pointer is a swan.

### CS DISK 271

A disk full of paint and Mac Files, Quickclips1.pic, Survival.Pic, Irene's Art1, Boop O' Mac, Mac People and Misc Mac clip. The pointer is a Penny Farthing.

### CS DISK 272

The following clip art files, Leprechauns, Misc3, Misc5, Misc6, Music. SCRAPEEK is also included. The pointer is a Brotosaurus.

### CS DISK 273

GEOVIEW - to look at the following geoPaint files: TEHIPITE DOME - it's a mini mountain in California; COWBOY W/ROPE - a western pic; PHONE BEAR - a teddy bear; FESTER B - NO, I don't look like this; KARBUNKEL - or this either!; LIBRARY LION - one of those 'statues' you see outside American libraries; BIG HORN - our local footballteam's emblem, the RAMS; FARM SCANS - from a tractor to a pitchfork; HOBBY HORSE - reminds me of my childhood. The pointers a Girl running.

### CS DISK 274

This disk is full of geoPiant images. GEOVIEW - agian; PEOPLE/FACES 2 - home life?; OUTDOOR 1 - from fishing to

Ah, hello there you good geoPeople of CS !

What do we have for you this issue ? Well we have on the coverdisk the missing GEOS files that should have been on last issues disk. The problem was that I messed up again, sorry about that. You lucky people also have a free additional disk containing the first public release of TheWAVE. If you ordered the 3.5" disk then you get all files for both the C64 and the C128. If you only ordered the 5.25" disk then you just get the C64 version, if you would prefer the C128 version (on 2.25" disk) then just return it with a SAE and I will amend the disk for you - ED

skateboarding; BIRD SCANS 1 - 2 very good scans; MR BILL - never heard of him, bills yeas, but not him!: The pointer is OPI.

### CS DISK 275

More geoPaint files. OLD DOGS - trying to learn new tricks!; ANTIQUES - old typewriters; MUSIC 1 - bits and piecesto do with music; MEUX HOME - some house!; CALF ROPER - a western type pic; TOOLS + EQUIP 1 - from batteries to step ladders; SCHOOL - books, a globe etc. The pointer is geoCLUB.

### CS DISK 276

More geoPaint files. GEOVIEW - once more; ZOOT SUIT - remember them?; SIGNS/FRAMES - some great little pics for displaying messages; NATURE 1 - trees etc.; UNDERSEA - mermaids; SUN W/SHADES 1 & 2 - the sun wearing shades; LEMMINGS - you know the cute little critters.

### CS DISK 277

More geoPaint files. GEOVIEW - again; DINOSAURS - some very good Dinosaur pics; MGR PONY - the fair ground type; CAROUSEL HORSE - similar to the above one; CLAIRE - she's got great eye's!; RAISIN GOLFER - of the Californian type; BEAR.JN - a good bear pic; ELEPHANT - Indian or African?. The pointer is a dinosaur.

### CS DISK 278

More geoPaint files. CARTOON ART - from Alice in Wonderland to a little rabbit; WILD ANIMALS - from a Fox to a Koala Bear; MISCELLANEOUS 1 -lamp posts and a globe; REAL PEOPLE - Elvis to Henry Ford; PEOPLE/FACES 4 - some verygood pics; SMURF - I thought that these died out ages ago!; MISCELLANEOUS 2 - a mixture of different scans. The pointer is UK/OZ.

### CS DISK 279

More geoPaint files. GEOVIEW - again; EL COYOTE -the real kind; BOOTJACKS - boots plus those things that help you take them off; TMNT SCANS - those Turtles yet again; JOG TOGS - raring to go!; ANSWERING MACHINE - " I'm sorry, but there's nobody here at the moment "; CANDY BOX - Ahh, sweeties; SHIELDS - not the soap bar, but real shields; OLD VEHICLES - as it says. The pointers a BIG pointer.

## CS DISK 280

More geoPaint files. CURLIQUE BORDER - very pretty; VALENTINE - for that special day; RAILROAD LOGOS - not BR, but American ones; UNICORN - I knew they were real!; TOOLS+EQUIP 2 - from scales to pick ups; NEW VEHICLES - cars etc.; DOGS 1 - not your average woofies; UNCLE SAM - your Editor needs YOU. The pointer is a BIG solid Pointer.

## CS DISK 281

More geoPaint files. CARTOON ART 3 - some really great scanned pics; SGNS/TXT GRAPHC - signs that can be used for many things; DOGS 2 - more of the non average Woofies; OUTDOOR 2 - from camping to swimming; KIDS 1 - kids doing what kids do!; OLD VEHICLES 2 - old USA cars.

## CS DISK 282

More geoPaint files. GEOVIEW - again; OLD VEHICLES 3 - more old cars; PEOPLE/FACES 6 - more excellent pics; PEOPLE/FACES 7 - and even more; SCHOOL 2 - they were the days!; SPORTS 2 - of the USA kind; MUSIC 2 - from a disk to a singer. The pointer is 2 solid Arrows.

## CS DISK 283

Month after month we sit here trying to describe what's on the screen in front of us. Sometimes it's easy, sometimes we use a wee bit of Poetic License. But in a way, this disk defies description. First the geoPaint file names: PFLEGEOLE COL, PFLEGEOLE SW, DEODORANT SW, DEODORANT COL and CREMES SW. What are they?, just simply labels to stick onto jars of creams and lotions!

## CS DISK 284

The first file on this disk follows the previous disk, it's CREMES COL, but at least it gets a bit better; MASK ANHANGER - ideal for designing your own Xmas cards; FERRARI 1 & 2 PIC - 2 very good drawings of the car; DISKGUP & DISKHULLEN - are 2 disk jacket files; PRINT SHOP 1 + 2 - PS 1 contains 56 little pics, PS 2 contains 59. I deal for brightening up address labels; BADEOL SW - it's the last one of those label pics, honest!

## CS DISK 285

From Frank comes ART 096.MAC+, ART 100.MAC+, ART 097.MAC+, ART 102.MAC+, ART 110.MAC+ and ART 126.MAC+. 096 - similar type pics to the 'Subs' reminder in the Dec issue; 100 - Animals!; 097 - similar characters to disk 096; 102 - Even more characters; 110 - Xmas type pics; 126 - Kids.

## CS DISK 286

Again from Frank comes ART 011, 113, 013, 016, 098, 108 and 112. 011 - Animals, from Horses to Panda's; 113 - The Great Outdoors!; 013 - Office equipment type pics; 016 - Western type pics, from Boots to Guns; 098 - Birds of the feathery kind!; 108 - Some more Xmas type pics; 112 - Animals, from Buffalo's to Asses.

## CS DISK 287

From Bodo in Oz come the following Letterheads 1, 2 & 3 - Various examples of letterheads; RAMSETUP - How Bodo's is set up!; ORCHIDS 4 - Very nice!; SCRAPCANFLOW - for the geoCANVAS fans I guess; DISKJACKET'S 1, 2 & 3 - Some excellent Jacket examples, all OZ related. So where are our artists?. The pointer is a Fish Hook.

## CS DISK 288

Even more from Bodo; DISKJACKETS 4 to 8 - Some more examples of what can be done if you try; DINOSAURS 1 & 2 - Two very good geoPaint files of them. The pointer is a Tree.

## CS DISK 289

GEOVIEW - for viewing the following geoPaint files; GREETING CARD - you can now make your own greeting card with this program; LONG TEMPLATE - this is as above but with a longer card; SMALL ENVELOPE - this gives you an envelope to fit your cards; LABEL STRP - geoPaint label; The following file's are disk jacket file's: TO FILL, SMILEY JACKET, FLOWER BORDER, FANCY, SCROLL CORNERS, DIAMONDBACK, BASKETWEAVE and ROUNDED CORNER.

## CS DISK 290

GEOVIEW - once more; OPEN JOG CORNER - this is the last disk jacket file; The following file's are geoPaint label file's for you to use as you please; WEAVE LABEL, LACY LABEL, ROUND CRNR CAMEL, FANCY LABEL, SQ DIAM LABEL, BOXED CAR LABEL, SCROLL LABEL, BOW LABEL, FANCY DIAM FRAME - a big label; POPE JOHN PAUL - a full size picture; ALAN BORDER - a full size picture of Alan Border; BATSMAN - anyone for baseball; BOWLER-LARGE - a picture of a man playing bowls; BOWLER-SMALL - a smaller picture of a bowler; A BORDER DJ - a disk jacket; DANCE 4 - a file full of dancers.

## CS DISK 291

This disk is for anyone who is interested in space expiration. GEOVIEW - once more; SPACESUIT - a full size picture of (guess what) a spacesuit; SPACE MARINE - you to can be a space marine; STAR FLIGHT - journey into the unknown; UFP EMBLEM - join the united federation; GALILEO - shuttle craft; NCC-1701-A - USS Enterprise; USS ENTERPRISE - ships logo.

## CS DISK 292

GEOVIEW - once more; BROOKE - a famous actress; EINSTEIN - can you guess who; CUT'N'PASTE 1 - clip-art for you to cut out; DISKS - pictures of different types of disks; PENCILS/LOBSTER - as the name say's; SKIRTLADY - a lady with just a skirt on; SET 40/80 FLAG - if you have Geos 128, this file is for you. It lets you use Geos 64 programs that don't work in Geos 128 40 column mode. It doesn't work with every program, but 9 times out of 10 isn't bad; DBGETFILE128 3.0 (released into the P.D.) - this is a Auto-Exec file that lets you use any number of file within an application; DOUBLE CLICKER - this 1351 driver double clicks when the right mouse button is pressed; WORDCOUNT 2.0 - use to count words in geoWrite files; FONTLOADER - ever had a geoWrite file, but have lost the font's used with it. Well then this file is for you. It will tell you just what fonts where used in your file; The pointer is a scorpion.

## Coming Soon!

GEOS from a beginner - Hopefully a series of articles from a beginners point of view, follow the trials and tribulations of sifting through GEOS for the first time!

Library Review - Indepth - I hope to take each library disk and do a full rundown of its contents and show you some of the files that it contains, maybe even put some on the coverdisk - who knows!

# The WAVE - ramblings!



*There has been a lot of discussion recently about how far TheWAVE will go towards being fully 'idiot proof' and just what we can expect in the future from Maurice Randall and everybody else who is pushing the benefits of TheWAVE - including Commodore Scene. What follows are some points raised and some answers which I have gleaned from various sources. Not everything you read here will make it to reality but I believe most of it will in one way or another. Some of the points raised have already been implemented. I have also included a few queries about modems and geoFAX as well - ED*

First the Modem arrived safely and I popped the old one in the post which you should have back by now. This Zoom can see geoFAX ok but so far I have not succeeded in being able to scan anything into geoPAINT. But this week I hope to have time for a bit more experimenting.

*The old ZOOM modems are now hard to find, there is a newer modem available that can supply geoFAX and TheWAVE will all the compatibility that they need. See the Importing Service on page 30 for details. Re:scanning, I have had the same problems before. But to be honest once it is running it is a superb system. The problems seem to be with the connection between the fax machine and the modem. The reason for this is the lack of 'power' from the telephone socket. With my old fax machine I managed to get it going eventually after a lot of fiddling around. Because nearly every fax machine that I have tried is different, then the connection has to be treated differently as well. Another problem is that in the UK you can't use the power from the telephone socket (using a Y adaptor) as the BT line will detect an open line and an automated message will tell you to hang up and eventually a high pitch squeek will be put down the line - this makes it impossible to use the UK lines. The only alternatives are (1) to do a direct connection between fax machine and the modem, but this is very rarely possible, or (2) use a device (such as SCANLYNX2000 to connect the devices and supply the required power).*

I have an account at videocam but that is very slow to use plus I am not fully up to speed with down/up loading files yet via the wave.

*TheWAVE will take a while to get used to. I am also waiting for the implementation of an e-mail package as well. The hope is that I will be able to use my C128 for email in the near future.*

The best server to use with the wave at present is

Orchardserve (08453002185). Contabox is not so good, Colin (Thomson) reckons so I will switch back to Orchardserve. He seems to have a lot more time than I do to check all these things out.

*I use 'Netscape' for web access with TheWAVE and it is free - I pay for the calls only. Again, I use TheWAVE's terminal program to access mt 'Lentil' e-mail account which is also free. The re-activated Lentil account is super fast and superb, it is also in full colour and allows text uploading and downloading directly into GEOS. There is no need for you to 'pay' for any accounts at all, you should only pay for the connection time on-line.*

Dircon costs £23-00 a month which now we can have free access to the web and only pay for the phone calls seems a lot to pay for a server I feel.

*See above - there is no need to pay anybody anything for an e-mail account.*

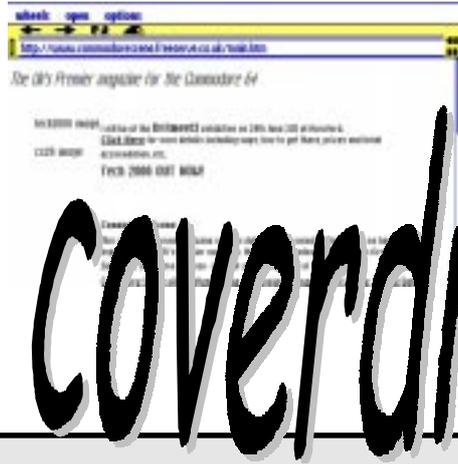
Right think of this, (problem mentioned by Dave Elliot). You have the Wave already to go, now what? well there are a few ISP's that are reasonable in price which could be used, but untill the Wave gets Email then what? Read the mail below from one of the FREE ISP's I use, The problem is solved, all you need then is a Telnet account at Videocam (Gaelyne and Rod Gasson's ISP) and you have mail, Newsgroups, Web Space and much more!! Problem solved, if you can find someone to sign the users up..

What do you think?

*What I suggest is this - I will supply TheWAVE to anybody who needs it and I will also supply all information about connection and how to do it when TheWAVE is fully functional. I will even create an account\* for them if they wish and that way all they will have to do is load up TheWAVE and connect to the pre-installed ISP. Once they are connected, everything will be up and running for them, including their e-mail account & address and also their Internet accessing. Can'y say fairer than that can I? Another benefit of this is that there will be a choice of ISP's once we work out which ones will work with TheWAVE.*

*\*For ease I will create the account on the PC and transfer the details over to TheWAVE. This is how I created my accounts for TheWAVE.*

# The WAVE - coverdisk!



At long last TheWAVE is now ready to use and true to our word, here is a free disk with a copy on it for you to install on your GEOS system. You will have one of THREE different coverdisk versions in your hand. That is because of several reasons and they are as follows.

**DISK 1** - 5.25" with TheWAVE64 on it. This disk is for those of you who only specified a 5.25" disk as you preferred choice of media.

**DISK 2** - 5.25" with TheWAVE128 on it. Nobody has been sent this disk as I am not privvy to your particular setup. If you have a c128(d) and you would prefer the 128 version of TheWAVE then please return your disk with two stamps and I will exchange it for you.

**DISK 3** - 3.5" with TheWAVE64 & TheWAVE128. If you have requested a 3.5" disk then you will have both versions of TheWAVE to choose from.

Installation is quite simple. Copy the INSTALL file from the disk to your normal boot disk and double click the icon. Follow the on screen instructions and you will be instructed to do certain tasks. When complete you will have upgraded your WHEELS desktop and TheWAVE will be ready to go.

Ah yes, before I forget - remember that you will need to be running GEOS v2.0 with the WHEELS upgrade system and you will also need a SuperCPU with some RAM memory. Obviously you will also be needing a modem with an interface as well.

*And now, a word from Maurice Randall ... (taken from the 'Install Text File' on the disk)*

*"The Wave" is a new telecommunications package for the Commodore 64 and 128 and the documentation (on the disk) covers how to get the system up and running. In an effort to make installing and using The Wave as simple as possible, I've created this "little" installer program. Ok, so the file is huge, but the actual installer portion of it is really quite small, only about 6K and that even includes the data needed to make the screen display! Attached to this small installer and built into one big file are all the files needed to run the current version of The Wave.*

*For the installer to run, you'll need to be running Wheels and have a SuperCPU with SuperRAM. There must be at least 320K of free ram in the SuperRAM. If you've created a large ramdisk in the SuperRAM that uses all available memory, then there won't be enough memory left for the installer.*

*Once you've chosen your options, just click on "OK" to proceed or "CANCEL" to abort the installation. If you chose to continue, then another dialogue box will come up asking you to select the disk or partition where you would like the Wave files installed, provided you made this one of your options. Remember, the location you choose must have some room on it, 200K or more.*

*You'll see all 4 drives listed showing the disk names of the current disk or partition for that drive. Just click on the desired one. If the desired disk is currently not in the drive, insert it now and then click on that drive again and the disk name will appear. If the drive is a CMD partitionable device such as an FD, HD, or RL, then you'll see a button [Part.] that allows you to switch partitions on that device. Click on it and select the desired partition for the installation.*

*Once you have your Wave directory chosen, click the "OK" button and the installation will begin. A progress bar will appear letting you know approximately how far along the installation of the files is.*

*Have fun...*

*Maurice*

*So, what are you waiting for ? Go get the WWW and grab it by the horns with your Commodore !*

## Missing GEOS Coverdisk Files !

On this issue's coverdisk you will find the missing files from the last issue. Sorry about missing them off but it was just one of those things. I will try not to let it happen again. ED

# MY FAVOURITE AND LEAST FAVOURITE FLIGHT GAMES

Written by Richard Bayliss

Although flight simulators are not really my cup of tea; I thought I tell you about my favourite flight simulator games, which I used to play many years ago when a friend showed off some various C64 cassette games. Some people like Flight Simulators, but some find these sort of games rather boring, but there are a few which I enjoy playing, such as 'Afterburner Style games', here are some games I've picked to talk about.



Game: **ACE (Air Combat Emulator)**  
Software Publisher: **Cascade Games**



This game is a true classic. When I first played the game, I did not like it at first, so I decided to practice and get the hang of the game. It was not my game, but a Friends'. A friend came to stay over for the night in 1994, and he thought he'd bring some C64 tapes with him. While the game was being loaded you had these weird loading sounds coming from the TV monitor. Anyway, after a few minutes loading, I needed to get used to the keyboard.

The game play and the graphics were pretty good. There was no music either. The game consists of speech saying 'altitude low'. The game speech had been clear enough for us to hear. Playing this game is like playing the real thing.

Rating: **8/10 (Good)**



Game: **First Strike**  
Publisher: **Elite**



This is another nice game I enjoyed. Actually, I still own the game. You could select any mission you wanted, set up some weaponry and then start battling against the enemy forces. Although there is no speech in the game, the game plays superb and is a lot better, compared to C64 conversion of 'After Burner'. The title screen has some good music, but the downfall to this game is that game is over if lose all your lives or fail your mission. The game is good fun anyway.

Rating: **7/10 (Good)**



Game: **Afterburner**  
Publisher: **Domark**



Not much of a good game this one. I actually find this one rather appalling. The graphics may be okay, but the controls and programming for the game

is extremely awkward. This game does not impress me one bit. The music is



okay, but the game is poor over all. Not recommended.

Rating: **2/10 (Needs easier gameplay)**

Game: **Super Strike**  
Software Publisher: **Binary Zone PD**

I had to include this SEUCK game in the list of the flight games. Well I think that this is the best game I have ever seen produced with SEUCK. You are flying a fire-powered jet plane and your mission is to blast the living pants out of the enemy forces, such as the military. The game also has good graphics. I even liked the presentation on the title screen, which included some a remix of Laser Dance from the Dutch USA Team. The in game was a Mach remix, written by Feekzoid. The game is superb and I would highly recommend this game if you like SEUCK games.

Rating: **9/10 (Superb)**



Game: **ACE 2**  
Publisher: **Cascade**



Yet another rock bottom game. This sequel is probably one of the most interesting sequels I have ever seen. There is also the heir of Rob Hubbards' music included with the game. This time, you can have a 2-player game as well. I wonder if you can have a dog- fight in the game? Nah, I don't think so. A dog

would rather fight a cat (Chortle!). Anyway, back to the game. The game plays pretty good. The music is excellent and the graphics, well I cannot really say much about the game's graphics. It's good fun to play anyway.

Rating: 9/10 (Superb)



Game: **The Dambusters**  
Publisher: **US Gold**



Oh dear, here we go again. It's time to get off your chair, open both arms and run around the room doing the Dambusters Theme tune. This game looks poor to play. Actually I found this tricky to play, but it is average, so no worries about this. The graphics are poor, but don't let that put you off. You are flying across the city, looking for enemies (Erm dots maybel) and give them a good blasting. The game controls are awkward, but the actual game itself is quite average. I hated the loading music though. It kept doing my head in. Well, the 'NovaLoad' loader music is rather poor and very basic.

Rating: 5/10 (An average game)

Game: **Empire Strikes Back**  
Publisher: **Domark**



I would not say that it is much of a flight simulator, but I have to admit, it is quite a nice little game. David Whittakers' rendition of the Star Wars theme tune kept doing my head in

though. The graphics are mainly vectored graphics, and you have to blast various armies of the evil Darth Vader (Okay people, cover your mouth with your hands, do heavy breathing and say 'Resistance is Futile, chortle). You blast various things, such as Darth Vaders' Tie Fighters, At-At fighters and many others. This game is pretty good fun, although the graphics look very Atari-like, but the proper arcade version was the same.

Rating: 7/10 (Good Game)

Name: **Top Gun**  
Publisher: **Ocean Software**

Vectored graphics strike again. This game is not too good and it's not too bad either. You have a mission, which is to blast the living pants out of your enemies (Just like the film, minus a love story). The game play is okay, but I was not

actually too keen with this game at all. It was extremely awkward to control the planes. The music by Martin Galway made things up for the program. (Have you heard Andrews' tribute to Martin Galway? It was superb.)

Rating: 4/10 (Awful in a sort of way)

Well, that is all the flight simulators I have chosen to review for this issue. Maybe next issue, I'll make an appearance with some more articles.



Way back in days of yore, when I was a very spotty youth (quite a while ago now!), I purchased a brand new shiny box containing a flight simulation called 'Solo Flight' which was part of the 'US GOLD' branded games.

I was never a big fan of flight sims but I did not mind having a bash at flight 'shoot em ups' and that ilk of game, my main dislike of flight sims was the lack of on screen action, all these flight sims seemed to lack any fun for me. So when I read the reviews in the magazines about this game/sim I thought that I would give it a try as it seemed something a little different.

From the moment I opened the box I was hooked, out fell a nice manual along with a compass directional aid to help you locate your destination airports. The goodies falling out of the box were nothing compared to the gripping action on the screen once it was loaded up. The first thing that grabbed me was the fact that you can actually 'see' your plane on the screen, as apposed to most sims where you sit in the cockpit. This has the advantage that when you bank (turn left or right) you see your plane move on the screen and this gives you a much better idea of how things are going. The other nice thing is that you can see how well you are taking off, landing, generally flying and you can even see your undercarrige lifting and lowering. One other benefit was that the terrain was much easier to navigate as your plane cast a shadow (if I remember rightly) on the land making it easy to gauge how low your are - a very nice touch.

There are stages for everybody from simple novice flying right up to those of you who wish to do accomplish tasks such as running mail from one airport to the next against the clock!

As I said earlier, the manual explains all the scenarios beautifully but as I no longer have this lovely piece of Commodore history, I can only recollect vague memories of it from my dim and distant past!

A great flight sim? Yes, I think so and one that would be a great asset to every Commodore collection. I no longer have my copy but if anybody has a boxed copy for sale I would be glad to talk hard cash!

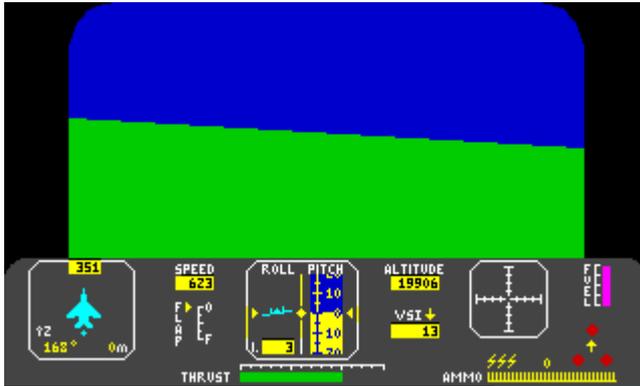
Allan Bairstow

# FLIGHT OF FANCY

by Andrew Fisher

There have been many attempts at flight simulators over the years, and quite a few games that sit between a flight simulator and an arcade-style game. Here are some I have played.

Digital Integration released several simulators, but all of them were decidedly average on the Commodore 64. **FIGHTER PILOT** featured lots of options and a good cockpit display, but chasing the enemy soon got boring. **TOMAHAWK**



unplayable without proper instructions. A nice idea to simulate something different (particularly the Harrier's ability to hover) but let down by very poor graphics and sound.

training run) and then arm your fighter with a variety of bombs, missiles, fuel and defensive stuff.

Take off, and the fast layered 3D graphics remind you of Afterburner. But this is so much better than Activision's lame conversion. You'll curse as you run out of fuel, then jump for joy as you blow up a nuclear power plant in Libya..

The most unusual game has to be **FLIGHT SIMULATOR II** by Cosmi. It is not an all-out action game, but it does have the challenge of flying a real plane (a Cessna) over America. The clever part

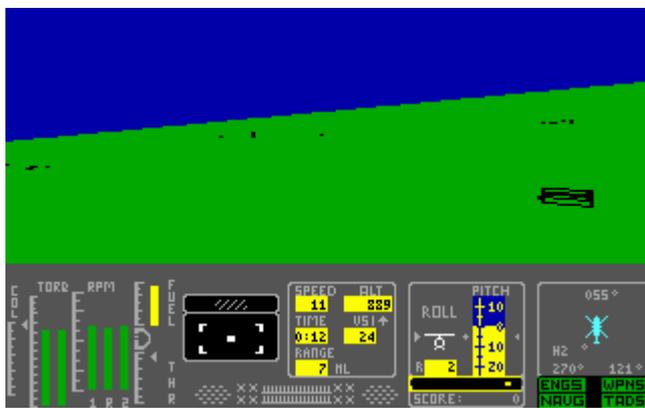
## GUNSHIP

Microprose had a lot of depth, from its excellent pre-flight menu system to the variety of missions. Fast wireframe graphics and great presentation screens top the package off. **WARNING!** Do not buy the Kixx tape version!



was the add-on scenery disks and the different planes available.

One game I would like to have played is **KENNEDY APPROACH** by Microprose,



tried to simulate a helicopter, but got the controls wrong and ended up far too slow. **ATF** (Advanced Tactical Fighter) tried to cross sprites with a bumpy wireframe background, and ended up as a poor shoot 'em up without much depth.

*This is a cut-down version that only allows you to fly one mission. The original Microprose tape, although very slow, does allow you to fly and then save your pilot to tape.*



which allows you to experience the tension of being an air traffic controller at a major airport. My tape copy refuses to load..



**ACE** and **ACE II** by Cascade were very different. The original had some rough speech, a clever mid-air refuelling section and some blocky graphics. The sequel had a good Rob Hubbard soundtrack and no gameplay.

**STRIKE FORCE HARRIER** by Mirrorsoft was given away on a Commodore Format covertape, and was very

Microprose followed it up with the speculative **PROJECT STEALTH FIGHTER**, based on a plane that up till then was a military secret. It has a very different feel to Gunship, with more emphasis on flying a correct

"mission profile" to avoid being spotted on the way to a target, attacking it AND returning safely.

One of my favourite games of all time has to be the arcade flight sim **FIRST STRIKE** from Elite. Choose 1 of 10 missions (including a





# ACE

AIR COMBAT EMULATOR



The first thing you notice when you start playing is the incredible speed this flight simulation moves. Much faster than any other flight simulator I can think of.

Okay, so the graphics aren't up to much but the games options and playability more than make up for that minor point.

Upon loading you enter the options screen which allows you to choose a skill level from 1-Training, right up to 9-Very Tough.

Crew Single Pilot or Pilot & Weapons man. This decides whether you want to play on your own or have a friend man the weapon controls for you (a good option me thinks!).

AWAT Setting - allows a choice of summer, night or winter flying.

There is also a section for viewing the high scores or loading previously saved high scores.

A demonstration mode is also available.

Pressing the '!' key allows you to select the mission style for your flight. There's 'Multi-Role' which lets you have a crack at everything! 'Air Superiority' which has you shooting down enemy fighters, 'Ground Attack' lets you attack ground forces such as guns and helicopters, etc. Finally we have 'Naval Attack' which will let you attack ships.

After selecting one of the options, you then get to play.

You begin on the runway and must take off before proceeding with your chosen mission.

The play screen consists of information like current speed, fuel level, altitude velocity, score and current weapon selected. Apart from the usual 'out of cockpit' view you also have 'birds eye' view and rear view (useful when you also make contact with enemy planes). There's a little diagram showing the tilt and angle of your plane. There's also a useful compass and a map screen (press M). After a while the computer informs you to refuel with the airbourne tanker. You must then rendezvous by following the given on screen instructions. As you approach the refuel tanker you are spoken to (via the c64) giving you directions to help guide you in for a perfect refueling session.

All in all, this is a very thorough game, plenty to do and easy to get into. Very enjoyable.

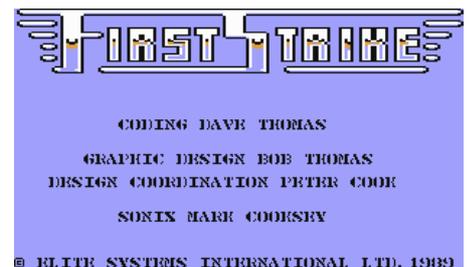
PLAY THIS NOW!

Wayne Womersley.

# FIRST STRIKE

Okay, so this is not strictly an out and out flight simulator but First Strike is very enjoyable. Basically it takes the action elements of After Burner and adds a strategic element by allowing you to select weapons, extra fuel and an ECM pod (electronic counter measures) before you start flying.

You also get to select the mission you go on (you can choose from one of eight). Actually, First Strike has a lot of the elements that make ACE such a good game to play. Different weapons to choose from, good use of sound effects, threat of missile attacks, etc. First



Strike, however, is a different perspective point, where ACE is through the cockpit looking out, First Strike has you looking from outside the aircraft (from behind).

The graphics are well defined, the action is fast and while not as fast as ACE the game is very smooth and the plane handles well.



Trivia fans may like to know that the programmer (Dave Thomas) and the graphic designer (Bob Thomas) did the c64 version of Buggy Boy! The music was done by Mark Cooksey of Ghosts & Goblins fame.

Wayne Womersley

# DAMBUSTERS



This is one of those games that the publishers actually made some effort with!

There is a nice large box with some good documentation.

Upon starting you are given a choice of three options:

**PRACTICE DAM RUN** - you are already flying, approach the dam and drop the bomb.

**ENGLISH CHANNEL** - fly across from England to Germany and drop the bomb.

**SCAMPTON\* FIELD** - take off from the airfield in England, fly to Germany and then drop the bomb.

Dambusters is a great simulation, not only do you get to fly the Lancaster Bomber but you also get to assume the other roles such as front and rear gunners, controlling engine speed, dealing with fires and checking the map. This is all done via the numerical keys. The clever thing about the game is that if something is happening (such as an attacking enemy plane), the computer will warn you by displaying a number which indicates the required number to press on the keyboard to access that area. The whole game is fairly limited in style and gameplay but the graphics are very well done and portray the nighttime action well. The movement is

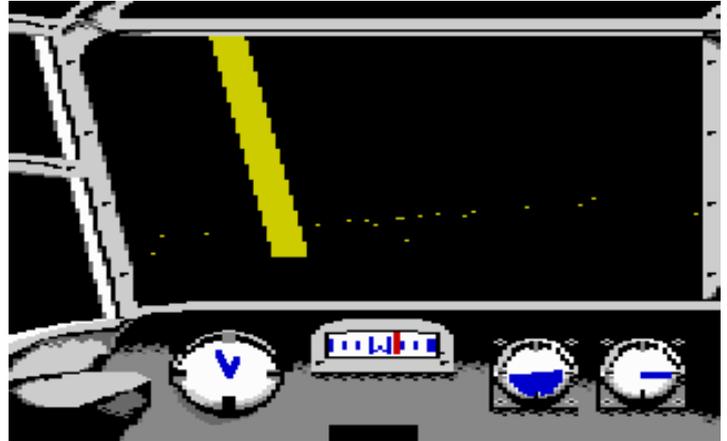
convincing and the sound effects are spot on!

I must mention the enemy fighters, if the barrage balloons are not shot down then they will crash your bomber. You can also see the enemy planes firing at you when they attack (a nice touch).

For such an old game (1984), Dambusters is a well done and well thought out flight strategy simulator.

Good stuff!

Wayne Womersley

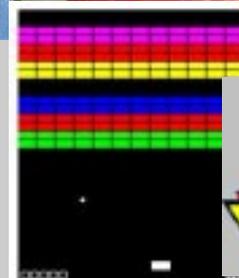


*\*ED's note - Scampton Airfield is where the real dam buster flights started from during the second world war, just in case you didn't know.*

## COMING SOON! The Commodore Scene Arcade Special Edition

I am now asking for submissions for the forthcoming special edition devoted to - arcade games, games that made cross-overs, games that never quite made it, some classic encounters, crossover variants, boardgames and even fond memories of those good 'ol days!

Come on, get scribbling!



*My apologies go to Richard Bayliss who's game Targe-X was featured on a past coverdisk. Due to a mix up on my part this article did not appear in the corresponding issue, sorry - ED*

# TARGET-X

## A Game Diary

by Richard Bayliss

I was entirely bored; I had nothing to do. So I decided to rather than play C64 games make one instead, by rather than using SEUCK or BASIC, use an enhanced C64 language program called "Turbo Assembler V5.3". Was it really necessary for me to program a game, without using any planning techniques by wasting paper, with a pen? Well, not really because I had the idea of the genre for the game in my head. It was an original idea. So without further ado, I started work on the project.

Friday 15th October 1999

Hmm, what was going on? I did not draw any plans for the game, but for a two-hour period I was working on the music, with Cosine's EMS V7.03 music editor. I loaded in a demo tune (Peanuts) and then used some of the same instruments, which were in the demo tune, as they sounded good, but I added a few instruments for myself. I started composing the title tune, followed by the in game music. The sounds were pretty cool for an attempt with the most professional music editor of all time. Some of the tracks went a bit out of tune, due to the duration of the block editor. When these were corrected, the tune played very well indeed.

Once I had composed the tune, I decided to pack and relocate the tune with the final tune optimiser. The tune was then relocated to \$1000. Once the tune was relocated, I saved it and then tested it by loading in the IRQ Raster player routine, which was on back of the Ozsi 64 disk (Issue 7), that was given away with CS 13 for free in 1996.

Saturday 16th October 1999

This was where my little experiment with MIC started, but first I loaded up Cellux/Face's Font Editor Vi .2 and designed my character set, not to mention, listening to the cool JCH tune in the editor. I did not just want hi-resolution colours; I also wanted to use multicolour for the logo and for the game's background.

Once the character set was saved onto a white disk, I decided to produce a few sprites, so I loaded up "Sprite Editor Vi .3" by Cellux/Faces and did a couple of sprites, then saved them on to the same disk. Now was the bit to design my own title screen and background. Usually people use a map editor or screen editor, but being an Action Replay Cartridge user I decided to load in the char-set and then used a command, which is part of the char-set RAM. Next, I fiddled around with the keyboard, creating the title screen logo and the game graphics as well as the end sequence text and then transferred each of them to a possible address for the game's

code, then saved the screen data on to a disk.

The next thing that I did was load up the "Turbo Assembler V5.3" by Omicron and started a bit of coding. For a start off, I used the reset button to enter the fast load prompt, entered the machine code monitor and then loaded in the music in bank \$1000, the char-set at \$2800, the sprites at \$2000, and loaded the screen at \$3400.

Once this was done, I entered "Turbo Assembler" and then started to code in the title screen. The first thing that I had to do was decide what address should be used for the title screen. Thinking carefully, I used \$0900 for the start address, as it would be very easy to remember when it comes to crunching the program. The next thing, which I had to do, was program a routine, which displays the text for the title screen. The only way to do this was to read the text from the address \$3400 - \$37e7. Not to mention read the text colour as well. Once that was in shape, I decided to create an IRQ Raster Interrupt routine player. Unfortunately, no matter how hard I tried to create one, I had to read and understand the IRQ Interrupt, by reading issue 9 of Commodore Zone's Hex Files feature, then tried making one of my own. Once that was in place, I had to set up a JSR address, where the code plays the IRO Raster interrupt, by saying JSR PLAYER.

The next step was to set the fire button control by using the bank address \$DC90 and then using LSR five times then if fire is not pressed, the code loops back to the LDA \$DC90 prompt. If the fire button is pressed, then the code calls a jump to the game.

Now that the title screen was dealt with, I had to use the same method by creating more code that reads the text at \$3800. However, things did not turn out pretty good, as the text for the score and the clock was not painted white, in fact it was multicolour, so I had to heckle about more with the code until I got that problem correct. The next thing to do was enable all eight sprites. That was no problem, but they needed to be in multicolour.

Now, I had to think to myself, "How can I make these sprites fly around the screen. Well, if I used the x and y loops, that would slow the game down, so I decided to call out an IRQ Raster Interrupt routine, which not only plays the in game music, but move the sprites, by using a few INC's and DEC's with the sprite position. Now that was ready, the next thing, which I had to do, was enable the player to move. The joystick command was no problem. All I needed to do, were a few X, Y loops.

Now that the sprites are moving and the player is moving as well as the collision detection (while fire is pressed), I needed to deal with the counter and the scoring. Now I had to think carefully how this should be done. Well, since I am a beginner with assembly coding, I dug out issue 19 of Commodore Scene, to understand how to rise the score and how to get the clock working. The score worked well, but unfortunately the clock had gone all bum-fluff, but it was correctly linked to the IRQ Routine Player (as Phil says) after the numbers counted down. I decided to save all my data and code for until Sunday.

Sunday 17th October 1999

I was still heckling around with the countdown cock, but after a few twiddling

with the code, I managed to get the clock working. I saved all the data and code, once again and then decided to do some more sprites, with Cellux/Face's Sprite editor. Once the sprites were saved on to disk. I decided to continue with the code, until lunch.

When I was coding the levels and the scores, I had to compare them to a value, let's say for example, if you have scored 1000 points, then you should move on to the next level. However, I used a clever routine, which compares the levels, so that the player is given extra time and also change the colour of the sprites, change the sprites and the sinuses, by creating a few more IRQ Raster Interrupts. Once these were done, I did the game completion sequence. Assuming that I thought the game was finished, I saved all the code and data, then asked Phil to play test the game, to see what he thinks. He tested it and told me that the game is all right. So I crunched the four-levels with "Time Cruncher V5.0" and called it a day.

Monday 18th October 1999

I had more time to work on my game.

Actually I had plenty of time, so I decided to add a few more levels (although the game is tough). I changed the sprites' sinuses, level colours and made later levels even trickier to play, but possible to complete, although I had to work very hard with passing the last level, due to the sprites' speed. I needed to create more IRQ Raster Interrupt players for the last four levels, as well as the game completion sequence. Everything was finished - well - almost.

I decided to enhance the title screen, by including some colour fading effects. I even added cool effects in the end sequence of the game. Now that everything was thoroughly tested, I had saved everything, dug out Time Cruncher V5.0 and then compressed the game. Amazingly although the game is pretty long and addictive to play, the compression was pretty amazing, because the file was 35 blocks.

Tuesday 19th October 1999

Didn't do any more to the game.

Wednesday 20th October 1999

I reloaded the game and then put a copyright on to the code, because I hold the copyright of the game. I saved the game and compressed it with MCK/Century's "Time Cruncher V5.1+" and then saved the file on to the CS Coverdisk Submissions shuttle disk.

Finally, I created the instructions, bibliography and credits as well as the thank you messages for the game, by using Antifan/Equinox's Voodoo Writer. Edited the flashy effects, loaded a demo tune, by Chotaire/Image and also loaded up a cool font. I also written the instructions for the game, so that the CS readers would understand the story and how to play the game then used Century's "Time Cruncher V5.1+" once more and then that's it. One completed game, exclusive for issue 27 of "Commodore Scene".

I hope you all like it, as it took me five whole days to produce such a project.



# DEUS EX MACHINA

by Crest  
reviewed by Andrew Fisher

Whenever Crest release a new demo, it is a major event. And this time the talents of another major demo star have been added to the mix. The intro starts with a very nice fade effect, then the classic stick-man logo is replaced by the new "Deus" logo. This is quickly followed

by an amazing interlaced picture (not "drawn" but converted) which goes into the borders, with the credits appearing over the top.

Next up is a loading screen and another fade, leading in to the first of the parts coded by GRAHAM of OXYRON! What a treat to have him collaborate with Crest. First up is a sideborder plasma, then a rotating chessboard effect with text over the top (and you can still see the board "through" the letters.)

Another loading message, this time in a blue picture that zooms flawlessly in and out without nasty pixels!

The picture that appears next has to be in the highest resolution I have ever seen, and the detail is amazing! Even better is the way it fades in and out. Full marks to DEEKAY.

A hi-res logo with more plasma-like colours is the next effect, and then Graham returns with a classic "interference" part, this time with colours. A rotating animation tells you to turn the disk, which is auto-sensed.

Side 2, which can be started separately, begins with a message to "Remember, emulators suck" and "Thanks for using a real 64".

The next part has a rotating, twisting, stretching soft drinks can in familiar red and white colours, and then another zooming loading picture appears (only this time in grey, with some scary monsters!) Another stunning Deekay picture awaits, this time of a female astronaut.

What follows next is described as "Dawnfall in technicolour", and is a clever 3D part, with planes rotating in different colours. Finally (!) we have a slideshow of pictures by the very talented Mermaid with an upscroll over the top.



**is watching you.**

So, the graphics from Deekay and Mermaid are amazing, and Graham's parts are very good. Jeff and Drax provide some top-quality music (as ever), and Crossbow links the whole thing together effortlessly. There are apparently some hidden parts to find, and even an alternative text for the endpart upscroll, describing the Symposium Mekka itself. (This demo was released there, and achieved a deserved first place in the competition.)

The most astounding thing is that the note (a work of art in itself) talks about an enhanced "plus" version of the demo, with more code and graphics.

<b>TECHNICAL</b>	8/10	artistic, rather than chunky pixels
<b>GRAPHICS</b>	9/10	high resolution pictures are superb
<b>SOUND</b>	8/10	not just a mindless techno soundtrack
<b>INTEREST</b>	8/10	you WILL load it up again and again
<b>OVERALL</b>	9/10	another legendary demo from Crest

# SuperPSU

Commodore Scene 2000



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Well, where do I start ?

It is hard to begin to even think about how much has gone on since the last issue was out. I have been busy doing so many things but this project has been the most intensive of them all. The testing, the prototypes, the discussions, the meetings, the feedback, etc, etc. My head has been spinning but now we finally have a CS-SuperPSU that is capable of supplying more than enough power for everything that we need our Commodore's to do in the 21st century.

*Okay, let's skip my personal sob story and straight to the nitty gritty !*

## What can it do #1 ?

This very heavy duty unit can supply your computer with enough power to run your c64/c64c or c128\* (not c128d yet) and anything that you plug into the cartridge port. It is well known that CMD's SuperCPU saps the power from your old Commodore PSU making it unstable, the same effect happens with CMD's RAMLink and even the old Commodore REU's !

Not any more ! With this PSU you will have ample power to supply your computer, a SuperCPU, a RAMLink and a Commodore REU all together, with NO problems at all !

Gone are all your power shortage problems and gone also are your intermittent faults and loss of data. The CS-SuperPSU cures everything in one fell swoop.

*\* The c128 version requires you to send me the square connector & full lead from your old c128 PSU.*

## What can it do #2 ?

There's more ? Hold on to your hats !

As standard this PSU has outlets for up to eight further devices. There are four standard 4 pin DIN connectors for attaching to any combination of 1541-II, 1581, CMD Hard Drive and CMD RAMLink mk1. A further four connections are supplied for attaching any combination of FD2000, FD4000 and RAMLink mk2.

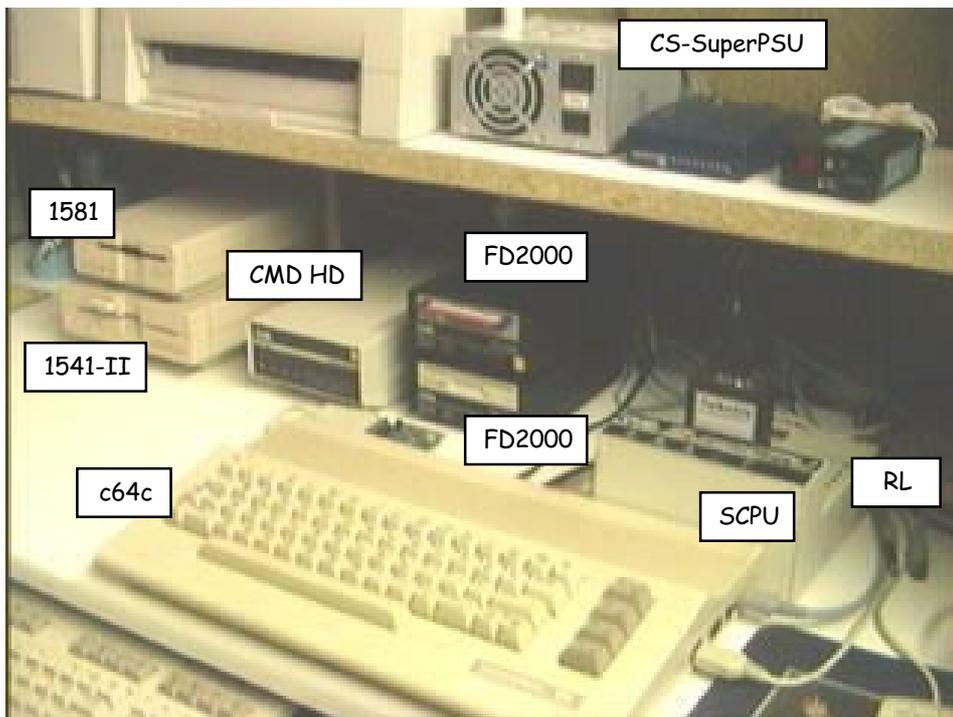
You want more ?

How about an option to replace one of the drive outputs with a power connector for the IDE64 interface ? For the additional fee of £10 you can power your IDE64 from this unit as well.

## What can it do #3 ?

Even more good news ? Yep, there sure is.

Because this unit is fan cooled and because it is only running at up to 80% capacity (that is fully max'd out), then the unit can be left on all the time ! (as mine is). This allows you to leave your RAMLink plugged in to retain it's stored memory data while you switch off all your other drives/computer (using each units own on/off switch - well, after all, that IS what they are there for isn't it !).



## PSU Alternatives !

Even at this late stage of the Commodore life we have what can arguably be described as the 'best selection' of power supply units available. So maybe your budget does not run to the CS-SuperPSU, what alternatives are there ?



**CMD's heavy duty PSU** (above) for either c64/c64c or the c128 can be bought for £120. But don't forget that you will need the USA>UK power converter at £23. Also there is postage costs on the CMD PSU at £35. A total sum of **£178** - and that only powers the computer !

### Which countries can it be used in ?

This PSU can be used in any country around the world. Because the PSU will be 'made to order', then when you specify your country of origin and specific requirements then that PSU will be made with the correct power connectors and mains supply lead & wall plug ! In the case of the USA, a 110v version will be assembled instead of the UK/European 220v~240v version.

### Is it safe ?

Of course it is safe. Commodore Scene would not sell you something that was not safe for your Commodore. Each unit comes fully tested and has a copy of the EU regulations that it complies to.

### Testing

The ultimate test had to be when I plugged in all my computer hardware to the PSU and turned it on. I was nervous but it had to be done and I had to 'put my money where my mouth was' before it could be sold commercially ! As you can see from the picture (above) I plugged in as much stuff as possible to run the unit at full power output. What you can't see, unfortunately, is that all outlets are used (trust me, they were !).

My set-up has now reverted back to my c128d (because I use 80 columns) but the rest of my drives run from the new PSU. Even my RAMLink is permanently plugged into the new PSU and I have not had one problem with the unit at all. The PSU has been switched on now for well over three months, I couldn't go back to the old way of having all those old PSU's cluttering up my desk !

### Pricing

Well the price of this unit was never going to be cheap and at £160 it certainly lives up to expectation ! On the other hand if you compare it with CMD's heavy duty PSU at £178 it doesn't seem that bad. If you also take into account CMD's psu only supplies the computer and the CS-SuperPSU supplies the computer and up to eight further devices - well, I don't think it represents bad value at all.

On the costing side of things, I want you to know that as with all prices from CS, there is NO profit in it for me. The cost of £160 is the cost for one unit - if there is an order for two or more units then the price will come down.

I have even waived the research costs (£300+). Now THAT is dedication !

### The last word in Commodore PSU's ?

I believe it is ! I can't really see us needing any further power and surely up to eight drives/devices is more than enough ?

Long live the Commodore powered by the CS-SuperPSU !

Allan Bairstow

IT IS HERE - SO COME AND GET IT !



**CMD's heavy duty disk drive PSU** (above), this is a superb replacement unit for your CMD hard drive, 1541-II, 1581 and RAMLink mk1. You can now revive all those old drives you have for £46 plus £22 p&p giving you a total of **£68**. It comes ready to use and does not require a USA>UK adaptor.



The **FD series & RAMLink 2 PSU** is now only available in the UK as CMD can no longer supply these units - but I can ! The units are set and ready to go in the UK for **£20**.

# FANZINE & DISKZINE ROUND-UP



Before we start on the Commodore fanzines, I would just like to mention the fact that the Spectrum fanzine 'CRASHED' has no ceased publication. It is a sad day not only for the Spectrum users in the UK but also because I know Dave (fountain) and I know that this is not what he wanted at all. RIP 'CRASHED' - ED



**RETRO CLASSIX #27 :**

Yippee! Another issue of Retro Classix hits my doormat! On the cover we have the teaser for an article inside on the 'Magnavox Odyssey' vintage console from 1972! Inside we have a full range of articles for most computers and consoles. Commodore Scene has its onw section (written by me!) and most platforms are catered for in most respects. Obviously not every platform is in every issue but Graham (Howden) does a fine job of balancing the books over a number of issues. The obvious missing contributor is Dave Fountain (see above) but he does promise to write in a future issue. Another superb read and fantastic effort from Graham, well done mate!



**LUCKY REPORT (July & August 2000 issues) :**

Well Dale (Sidebottom) has been a VERY busy boy hasn't he? Not only does he find time to organise a Christmas treat for Michael in Romania, but he also still finds time to produce two more issues of the ground braking LUCKY REPORT (now renamed LUCKI REPORT). The July issue sees the cover adorned with slight 'digs' at Bill Gates and Microsoft (well they do deserve it!). Inside we have some interesting articles on whether we really need modern devices, some funny stories and humour pages and a listing of the TIFCU mail archive. Great cover, great read, not sure about the listing though (although it is a good reference point for URL's. In the August issue we have input from different users of the Commodore including a look at how little things have changed over the years, the burning question 'what is a commodore' theme runs from the front cover to the insides were articles discussing the benefits of an enhanced Commodore system page, even the die-hards get their say. A memorium for a deceased member adorns one page, I particularly liked this as I feel a magazine / fanzine / newsletter is only ever as strong as it's membership and the least one can expect is a bit of feeling from the club you love, a very touching eulogy. To round off we have some funny jokes about blondes, well at least I thought they were funny - ED



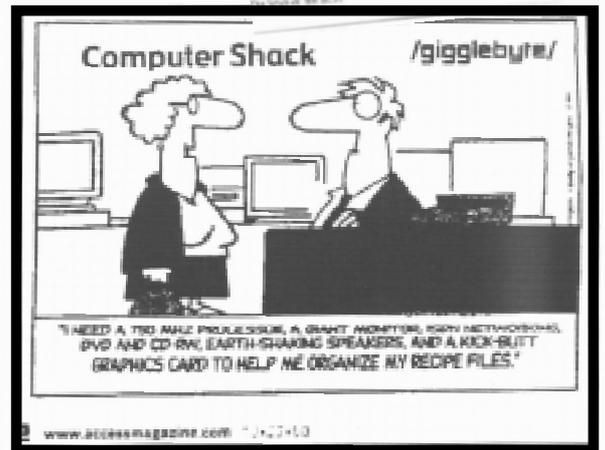
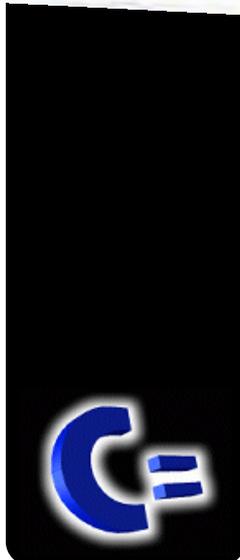
**COMMODORE MAILINK**

November 2000 : Tom Adams brings us more happenings from around the globe (mainly the USA) about the Commodore world. There are some very good articles and a delve into the recent 'Expo 2000' (CS33 will also be showcassing this event). All in all, 18 pages well filled and a very enjoyable read. Nice one!



**THE VILLAGE GREEN Aug/Sep/**

Oct 2000 : Three issues to read through! Well, TVG is a report from the groups regular meetings - I wish we had enough people to have a meeting! Each issue 'looks' slightly different as the author has tried various printing methods and options, I think the eventual goal is to print using PPLQ or even POSTSCRIPT. This newsletter also caters for the AMIGA users as well. It is nice to see how another group are getting on and I enjoy reading it very much.





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- General, GEOS, See 'Commodore Scene' box  
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- Programming  
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ter, M46 9AQ  
Andrew Fisher  
- Technical, GEOS, Music  
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High Street Micros  
20/24 High Street, Crewe, Cheshire  
Tel : (01270) 580964



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m00xbs00.@mcmail.com  
Richard Bayliss  
RChrisBayliss@yahoo.com

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GO64!  
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Germany  
Commodore Mailink  
Tom Adams, 4427 39th St., Brentwood, MD 20722-  
1022, USA  
C= Voyages  
Fresno Commodore User Group, 3487 E. Terrace  
Ave., Fresno, CA 93703-1939, USA.  
GEOS Publication  
7969 Woodcrest Drive, Louisville, KY 40219-3859,  
USA  
LUCKY Report  
K.Dale Sidebottom, PO Box 303, New Albany, IN  
47151-0303, USA  
The Village Green  
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- CMD HD PSU for CMD Hard Drive, 1541-II, 1581 & RAMLink Mk1 ..... £46.00
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- USA>UK power converter ..... CS £23.00
- \*\*\* CS-SuperPSU \*\*\*



Fan cooled, outlets for 1x computer (c64/c64c/c128 not c128d), 8x devices (1541-II, 1581, RAMLink1&2, CMD hard drive, FD2000, FD4000 and SuperCPU. UK, European and USA versions available ..... CS £160.00

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- Smartmouse (1531 compatible) .... £39.00
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- Expert Mk2 with ESM v4.1 ..... CS £18.00
- Expert system disks\* .....each CS £4.00
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- CMD product catalogue ..... CS £1.00
- Anatomy of the 1541 ..... £7.00
- C64 science & engineering ..... £7.00
- C64 tricks & tips ..... £7.00
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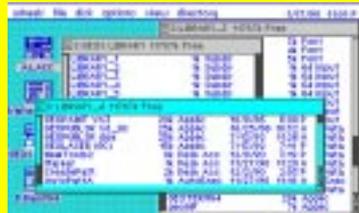
### GAMES software

- Bombmania ..... CS £10.00
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- Metal Dust (SCPU only) ..... CS ETBA
- Newcomer ..... CS ETBA
- PaCiT ..... CS ETBA
- geoText 64 ..... CS ETBA
- PrintText 128 (64k VDC in 80 col)CS ETBA
- ProfiLabel 64 ..... CS ETBA
- ProfiLabel 128 (64k VDC / 80 col)CS ETBA



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

**ORDERING INFORMATION**



Please add the following postage costs to your completed order :

<b>CS items</b> .....	<b>NIL</b>
£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



<b>CS items</b> .....	<b>£6.00</b>
£0.01 to £10.00 .....	£9.00
£10.01 to £20.00 .....	£16.00
£20.01 to £30.00 .....	£25.00
£30.01 to £50.00 .....	£29.00
£50.01 to £60.00 .....	£33.00
£60.01 to £150.00 .....	£41.00
£150.01 to £300.00 .....	£60.00
£300.01 to £800.00 .....	£72.00
£800.01 plus .....	£85.00

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

**Payment Details**

Make payments payable to : **A J Bairstow**  
 Accepted Payment Types

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

**Cheque or Postal Order** - A great way to pay, cheques take up to one week to clear but a postal order will ensure a fast turnaround of your order.

**International Money Order** - Not a very reliable way to pay unfortunately. It is very slow and costly for you to use. Please find another payment method.

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

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

**Telephone (before 9pm) / Fax**  
 (0113) 2861573

**E-mail**

allanbairstow@commodorescene.freeserve.co.uk

All details were correct at time of going to press. Delivery can be up to four weeks after the 1st of the month. **Please - ring before 9pm in the evening, thank you.** All prices are subject to change - you will be notified prior to orders being accepted.  
 1st December 2000

# So, what's new ?

What's hot on the Importing Service for Commodore Scene readers ? Well, read on to see what is happening here and now in the ever changing world of CS & Commodore. Some things are ready now but others are still in the pipeline !

**Ice Guys & Bombmania** are now 'in stock' here at CS. These are full version originals with printed manuals. Both are priced at **£10** each, this includes a fee payable to the programmers that will be sent to them automatically when enough copies have been sold. *Come, show your support if you want to see more of the same !*

**PacIT** (previewed on last issues coverdisk) is available for pre-ordering. **£7** will secure your copy and ensure that the game is completed. You will be asked for the balance when completed (@£3).

**Metal Dust (SCPU only)** has now received enough pre-orders for the project to be completed. It just goes to show that pre-ordering does work ! If you would like to pre-order your copy then please send in **£15** to CS. If you have a PC then go to Protovisions web site - <http://home.t-online.de/home/bundyman/index.htm> - to see a video clip of the superb game in action.



**Diamond Supra Express 56e V90 Pro** modems are now available for use on geoFAX and also for TheWAVE. At long last a new modem has been found that is 100% compatible with geoFAX. I have bought one of these modems

and I can tell you first hand that all functions are supported including 'scanning' A4 images from your fax machine directly into GEOS for use in geoPAINT, etc. The modem is priced at **£65** from CS and that includes all postage and repackaging in the UK. If you prefer to order your modem directly from SMC Computers and want to save yourself **£10** then their web address is - [www.smcdirect.com](http://www.smcdirect.com) - or you could contact them via Tel : 01753 550333 or Fax : 01753 524443 but you won't get the discounted price this way.

My thanks go to Dave Elliot for this information.

The long awaited and much sought after **CS-SuperPSU** is now a reality and available to order. This new PSU will power a computer and up to eight other drives/devices. It supports either a c64 or a c128 (not c128d), 1541-II, 1581, CMD RAM-Link mk1, CMD HardDrive, RAMLink mk2, FD2000, FD4000 and of course it will easily accomodate a CMD SuperCPU. A built in fan comes as standard. Priced at **£160 including P&P**. An optional extra is a power lead for the IDE64 device for only **£10**.



# IMPORTING SERVICE BARGAIN BASEMENT

All the following items are reduce in price to clear and all include P&P in the UK. Items that have more than one unit for sale are indicated in brackets. No serial or power leads are included unless stated otherwise.

- (6)-c64c, all leads, psu, jumper clip .. £13
  - (3)-FD2000/RAMLink2, USA psu ... £10\*
  - (1)-RAMLink, complete upgrade chipset to latest version ..... £30
  - (1)-CMD, heavy duty C128 PSU ... £100\*
  - (1)-CMD, heavy duty C64 PSU ..... £100\*
  - (1)-4mb simm module ..... £15
  - (3)-1mb simm module ..... £3
  - (2)-USA>UK power adaptor ..... £20
  - (1)-Commodore Scene sweatshirt, navy blue, medium ..... £5
  - (10)-Jumper clips ..... £1.50
  - (1)-MPS1230 printer, serial or parallel connection built in ..... £10
  - (3)-Plus4 PSU ..... £3
  - (5)-1541 ..... £15
  - (1)-geoPublish, boxed, uninstalled, no manual ..... £5
  - (1)-Deskpack1 (GEOS), boxed (tatty), manual ..... £4
  - (1)-geoFILE64, boxed, manual .... £4
  - (4)-Expert cartridges, manual, system disks ..... £10
  - (1)- X1541 ..... £5
  - (1)-CMD HD manual (new) ..... £5
  - (3)-Sword Of Honour (new) ..... £3
  - (1)-c64c keypad (new) ..... £10
  - (1)-c64c-nightmoves pack ..... £60
  - (2)-CDreader+software ..... £70
  - (12)-Datasette ..... £3
  - (1)-Citizen swift 9/9x, colour ..... £15
  - (1)-Printer stand ..... £3
  - (1)-Citizen120D+, with ribbons .... £10
  - (1)-Panasonic KXP2135, 24pin colour with ribbons, no leads . £15
- \* Requires a USA>UK power convertor

# S P A R E S - O R - R E P A I R S

- (1)-1520 printer plotter, boxed . £8
- (2)-1520 printer plotter . £5
- (1)-C128 case . £3
- (2)-C64 case . £3
- (1)-C64 keypad . £3
- (1)-C128D front panel . £3