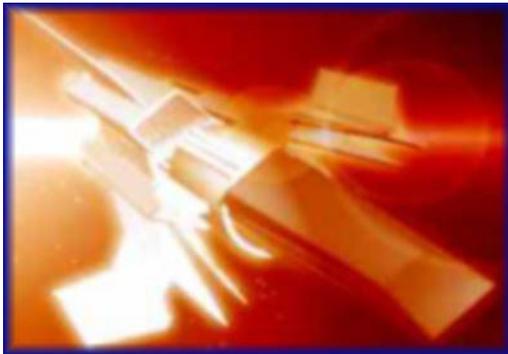




# METAL DUST ARRIVES!





**The end ?** : As I have had a bit of extra time to sort out this final installment of CS2004, let's get one thing straight from the start -this is not the end of Commodore Scene !

CS will be back in 2006 with a new binder.

In the meantime, there will be a free newsletter posted out to everybody who had a subscription through 2004. As it is free, there are no timescales or page numbers a standard, but I will endeavour to give you as much as possible on my limited budget.

Hopefully the free newsletter will draw in a few new subscribers when CS2006 restarts next year.

Here's looking forward to 2006.

**Coverdisks** : Due to alterations and problems at the last minute with the coverdisks, some of the contents may have changed slightly. As I don't have time to rewrite those particular pages I beg for your forgiveness in advance. I am sure you will enjoy it anyway.

**C=VGA** : As this issue draws to a close, I am happy to report that the completed C=VGA adaptor is nearing completion. As always, set backs, broken computers and other things have held back to production of this device but the news this week is good. The C=VGA is 100% built and programming the PAL side of things is now underway. The completed units should be in circulation before CS2006 hits the streets :-)

**CS-DOOM64** : Also on a high note is the news that things are starting to happen again with this project. I can't say too much at the moment but things are on the

up and some exciting developments have come to fruition recently. More news in the CS Newsletter.

**Subscribers** : Just to ease my curiosity, I have shown the breakdown of all the subscribers for you all to view - see the Terminus section. It makes for interesting reading.

Well, thats it for now. I'm off on holiday for a while for some long overdue rest. On my return I will be launching in the C=VGA and CS-DOOM64 projects and also getting ready for the Retrovision 2006 show which Commodore Scene will be attending.

I wish you all the best for the rest of 2005 and watch out for those free newsletters coming your way soon.

Keep it Commodore !

## TERMINUS

### Subscribers breakdown

*United Kingdom - 25*

*United States - 13*

*Canada - 1*

*Germany - 2*

*Sweden - 1*

*Romania - 1*

*Norway - 1*

*Australia - 1*

*Italy - 2*

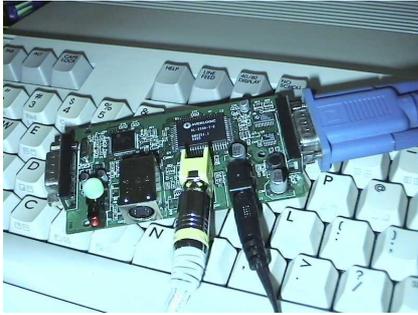
**2004 Total - 47**

### Disk breakdown

*No disk - 9*

*5.25" disk - 19*

*3.5" disk - 19*



## C=VGA Update

Its still being worked on !

I know it has been a long haul for us all but the end is now in sight and it looks like 2005 is the year of the C=VGA.

The NTSC 40 column display is working flawlessly and now that Neil has the new PAL computers I sent him to work with, the next enhancement will with us very soon indeed.

As always, I will keep everybody up to date with any new developments as soon as I get them.

Recently I had an email querying the development of the C=VGA and even suggesting that it was 'vapourware', thankfully I managed to dispell that rumour and many people came to my defence. Below is a letter from Joe Forster (who I get my X cables from) and he explains the problems we face very well.

*Hi Allan,*

*(If you like, please, feel free to forward my E-mail to other people on the C=VGA "announcement mailing list" or right to the CBM newsgroups...)*

*People must understand that what they manufacture in amounts of one or two at home, with amateur equipment and for their own purposes, cannot be sold in that form to customers because... it is simply not professional! Also, what works with your equipment, may or may not work at your neighbor, at the local CBM club or in another country because... you haven't taken into account a few parameters that are typical to your equipment but are different with most other setups.*

*For this reason, even the manufacturing of stuff as simple as*

*the X1541-series cables can take seemingly unreasonably long time because it has to be made in a professional way. E.g. the XA1541 active cable, as my shop sells it, contains a small mini-PCB inside the PC parallel port plug.*

*It is small, it requires through-coppering, and it is made in relatively small amounts (~100 pieces per batch). It was very hard to find a person in Budapest who can do through-coppering, can cut and drill small boards as needed, accepts such small batches and does relatively reliable work (read: only a small percent of the ready boards are unusable). Also, it took a lot of work (months? a few years!) to find out which transistor is the best (read: we can publish it, not fearing that it would not work on some PC's) for this cable.*

*Now, multiply these problems to a magnitudes more complicated device and there you have the reason why it takes this long time to finish it! (Now, that - because of the pre-orders -, at least, the development is properly sponsored...!)*

*Joe Forster  
STA sta@c64.org  
<http://sta.c64.org>*

## C=64 DTV

Is the hype all its cracked up to be ?

Well, at the moment I have not been able to get hold of one of these units yet so I can't say if it is any good :-)



Apparently it has already been hacked and many web sites are offering people information on its secrets and how to hardware hack it !

More news in CS2006 !

## Commodore Web Watch

In case anyone missed it, here's the link to see Jeri [Ellsworth]'s talk at Stanford University.

<http://stanford-online.stanford.edu/courses/ee380/050518-ee380-100.asx>

Interesting stuff!

Here are some other items that have caught my eye recently.

<http://www.8bitweapon.com>

<http://www.commodore-media.com/about/>

<http://members.aol.com/retrocomtoday/>

<http://www.petarstrinic.com/dtv/>

[http://www.refx.net/pro\\_QuadraSID.htm?lang=eng](http://www.refx.net/pro_QuadraSID.htm?lang=eng)

[http://galaxy22.dyndns.org/shuttlecraft/ram\\_cart/index.html](http://galaxy22.dyndns.org/shuttlecraft/ram_cart/index.html)

## CS50 Coverdisk

By Richard Bayliss

Richard's back again with another cool cover disk for you all. 1541 users have two disks (One is the games special) and 1581 users have the same amount of files, but on one disk only. So it is fair to say that we have got enough files on the CS cover disk to keep you all happy. It is mainly a games fest this issue, as I thought it would be nice to have a games themed cover disk for a change. I bet you all love this issue's cover disk. A double-dose than what you usually get, being that CS50 is the last issue for 2005.

### Grid Zone Remix by T.N.D Games



How should we start with this issue's cover disk, but with a games spectacular. Starting with this commercial release. Grid Zone is not only given

FREE with Commodore Scene, but it is also commercially released through Cronosoft. Anyway, here's how the game goes.

Play the role of Ned the Dog, who has to run around each arena of the Grid Zone, collecting enough diamonds so that he can rescue Daisy from being trapped in a laser prison cell. The only trouble is that he has to face his worst nightmare. Each arena is guarded by a floating orb and also a couple of cannons that fire lasers. Good timing is what you need.

Ned has an ability which is to use up to three of his power shields. Ned gets all his shields back after each level is complete, or whether a life is lost. You will have a limited no. of lives to lose and a limited amount of gems to collect throughout the game, according to the skill level set up through the game options.

### Tanks 3000 Preview by Protovision

This is a preview of 1 level of the game "Tanks 3000", written by Courage / Protovision. It is a fun little duel game, where you play a tank that



has to go around the play area, blasting your opponent. After one blast at your opponent & vice-versa someone wins that particular round. However, there are only up to 3 rounds in this game. The player to win best out of 3 rounds wins the game. Be sure to order/buy the full version of this game product.

### Crimp by Robert Pätzmann

Yet another nice duel game. This game is a real challenge. The idea of this game is set in 8 different arenas. You have to go around the maze, blasting your opponent or vice-versa. The first player to make it wins a point. The person who wins best out of 8 is the winner. This game features some very nice slick 3-colour graphics and excellent music composed by Ari Pekka Paljakka.



### Quadris by Protovision

A tetris game which supports the 4-player adapter. The idea of this game is to make as many matches of the falling blocks as you can. Battle mode is a real challenge, because as soon as the player matches the falling blocks, according to the colours, the play area of the opponent starts to get filled with more blocks, which makes it a nightmare :) Nice fun little game :)

### Space Battle V2.3 by More Gore Software

To load this game use **LOAD "SPACE\*\*",8,1** from BASIC else the program will not load properly. It cannot be found in the disk menu. Further instructions can be found on the note files that are also on this disk.

### Batalyx by Jeff Minter



It is crazy game time once again, as Jeff comes up with some weird and wacky games, which we just love to laugh at. This time it is a 7 games in 1 program, which features some really bizarre and enjoyable mini-games, including Attack of the Mutant Camels 2 and some other mad gems.

### Balloon Adventure by Wayne Womersley

The second of 2 Art Ravers SEUCK games featured in this issue Commodore Scene. Fly your balloon in the air and smoke those enemies to their own doom :) Fun game if you like SEUCK, like I do. :)



### BoxWorld by Dr.Hirudo

This is a nice remake of the classic Amiga game, Sokhoban. The idea of this game is to push all those blocks aside to complete all levels. If you get stuck, press the suicide button and a life is lost, then you start the whole level again :)



### Space Invaders 2000 by J3rg Heyltejs



This is a nice classy remake of classic the Space Invaders. Plug a joystick into port 2, guide your spacecraft left & right, blasting hell out of those aliens

that are screaming across the screen, ready to destroy you. Good luck

### Blip-Blop 3 by Faz/Phoenix

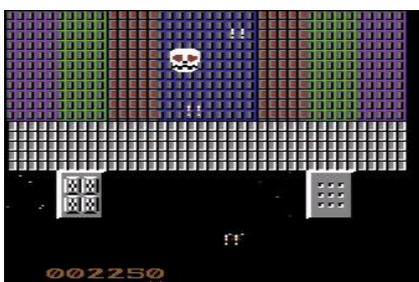
Is this a game or a demo? This is a mystery which stuns me. It is a game for 2 players only, based on the old TV game, which we all love to call "Pong".

However, to make this game even cooler, this Pong variant has some really slick graphics and also excellent music by Maniacs of Noise. There is also the nice addition of power-ups to enhance game play. You can play against an opponent, within a certain limit of time. As soon as time runs out, the player with the most points win. Certain power-ups can enhance your player's ability of beating your opponent. Meanwhile some of the power-ups can make you cringe, especially the brakeless bat. Good fun, well thought out and although written in 1988, really action packed.



### Lip Busters by Art Ravers

I had enough disk space to add this nice SEUCK game, by Wayne Womersley. This game was originally written for a C64 fanzine, but sadly never made it, so I thought it would be nice if we all have a taste of sensational



SEUCK. Guide your space craft around the play area, blasting any enemy in sight, but watch out, the do indeed fight back. Music by T.L.F.

### Galaxian by Solar Software / BZPD

We have a nice remake of the classic Midway arcade classic (Galaxians). This game was released by Solar Software way back in 1983 and then had become public



domain software in the 1990s therefore it is on this issue's cover disk.

Plug a joystick into port 1 and guide your player ship left and right, blasting all those galaxians, but watch out, they scream down trying to slow you down. If you're not careful enough, they will get your ship. Hours of retro enjoyment not to be missed.

### Phong by RaveGuru/Instinct



This is a Pong game for up to 4 players, which was written by a demo group known as Instinct. If you have the

Protovision 4-player adapter then this is the thing for you :) Move your bat and smack that moving ball. If however the ball zooms past you, your bat will shrink and if it shrinks too much, you're out of the game. The first player to survive the whole round is the winner (That player will flash by the way). A clever approach for a 4 player game :)

### Strikkespillet by CML Sports

This is a funny entry, which was written by a few members of the demo group, Camelot. This game was specially written for the C64 Crap Game Compo 2004. Quite a funny release.

This is a knitting simulator, where you have to memorize the pattern of the jumper, but there is one problem. You have a certain amount of time, and the game screen swirls like crazy. Not only that, it is going to be really difficult to set up the knitwear.

When playing this game, use the cursor keys to move the cursor around to the jumper. Use CTRL or CBM and number to select colour and use RETURN to mark a colour on to the jumper grid :) Easy, well not exactly if you have a small amount of time :) Good luck.

### Char Rotator by Plush Design

This program allows you to load in your own char-set and, well, rotate it 90 degrees. :)

### Music Analyser by Vizz/Second Dimension

This is a music player which is quite nice to watch. Load in your music and let's rock the house down :)

### Ultraflash Noter by Fairlight

This is an old tool, written in 1996 by Fairlight. Create your own fun messages, set the flash modes and also use it a lot. :)

### Phanta Rhei by Oxyron, Instinct & Plush Design



This is a nice demo, released at the X2004 party. It features some nice graphics, real stunning effects and also some excellent music by Fanta. It is enjoyable to

watch. If you're a fan of multi-part demos with the old "Spacebar" adage, then this is the demo to watch.

### Delighted by World Wide Expressive

This old-style demo was also released at X2004 with some really nice old-style effects along with excellent music by Drax/Maniacs of Noise. This demo (as well as "Phanta Rhei" really stunned me. :) So nice old effects like DYCP and much more to give the old style effect.



### Be Prepared by The Mysterious Coder/Bronze

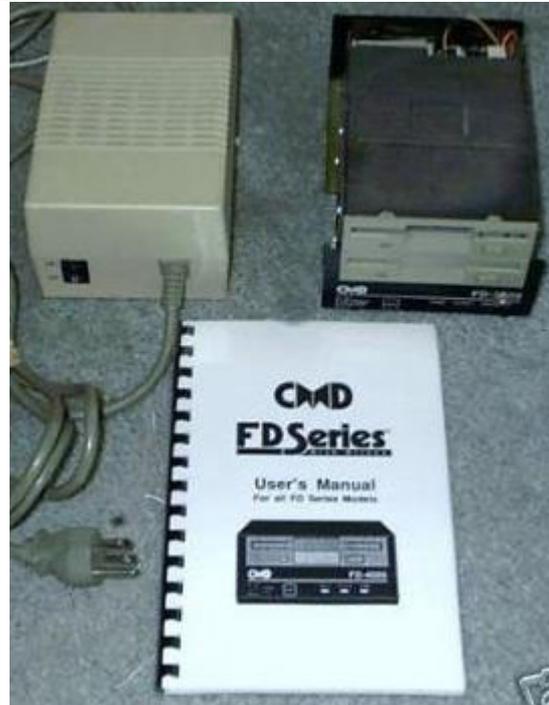
Now then, what could this be? It is a demo by some fake demo group known as Bronze, featuring sampled sound and a digitised picture of something on PC. I won't tell you any more, just load up this demo. It might make you laugh, or it will annoy you :)

**Well sadly this is the last Cover Disk of the series of CS2004 - although this year of course is 2005. I hope you all enjoy the contents of this cover disk. I don't know if CS will continue with the cover disk with its next file, we will just have to wait and see. If it does, then I'll be back again - maybe. Else if not, it is a fond farewell from me :)**

**If you have anything for CS cover disk or TND website, email a .D64, .T64, .PRG or .TAP along to:**

**richard-bayliss@blueyonder.co.uk  
or  
tnd64@ukonline.co.uk**

## The RARE Guide To The C64



*Only three in existence !!!*

### CMD FD-2000 Double Copier

A Unique 2-drive 3.5" disk copier made by Mark Fellows and used by LOADSTAR from 1993-1999.

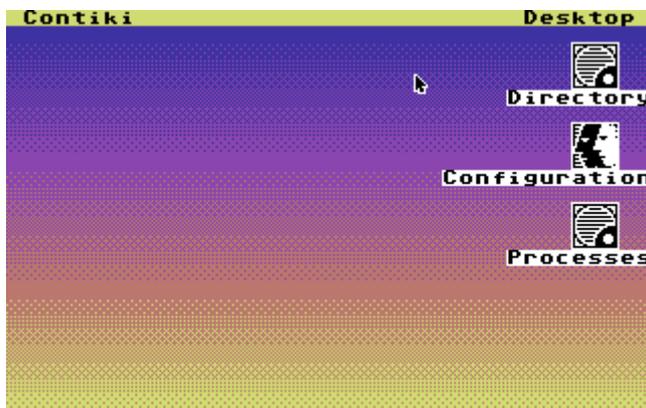
Back when LOADSTAR was shipping 2000 disks a month to its subscribers they needed a fast way to copy 3.5 inch disks, so they asked the guys at Creative Micro Designs for help. Doug Cotton and Mark Fellows generously offered the dual-drive FD-2000 specially wired for fast disk copying. You simply insert a master disk into the bottom unit, press a button and start inserting blank disks into the top unit. A minute later you have a completely verified copy of the master. Without this unit LOADSTAR could never have handled the job.

One thing: you must make a special "master" copy of the disk you want to copy. You do this by running a tiny program and following the simple prompts. It takes maybe fifteen seconds, total. I had lost the program for making a master disk but thanks to Maurice Randall of Click Here Software, it now has a disk with the master-making program, as well as a disk with the latest FD Utilities from CMD. Plus, a brand new manual for the FD.

# Contiki Operating System

What another review! How many reviews of Contiki do we need? Ok I take your point, but this is a relay monumental piece of software for the Commodore 64. Because I think that this is such an important piece of software I thought a FULL walk around the operating system is needed, I hope to leave no stone unturned and give as full a description as I can of this amazing piece of software.

Contiki is an Internet enabled operating system, containing not only a web browser and web server but also a telnet client allowing you to connect to remote telnet servers. Let's get down to it then and look at what comes on the disk.



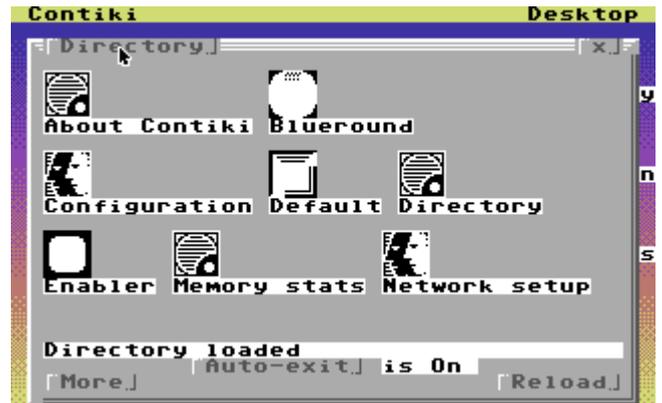
Here is the main Screen located on the right of the screen are three applications allowing us to access the disk directory, set the network configuration and also list the processes running. On the top menu pull down bar are items for Contiki and desktop. Under the Contiki pull down menu we have the following options.



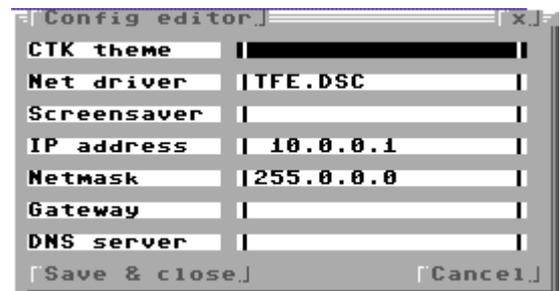
We can Run a program and then we would be given a dialogue box to type the name of the program we wish to run then click the load button to load an run the program.



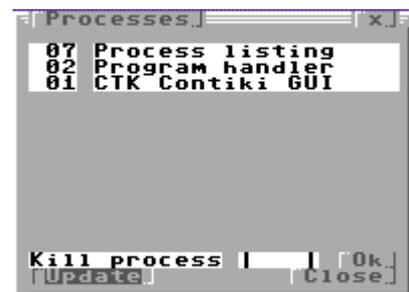
Selecting the directory option lists the contents of our disk. On the disk directory we also have buttons to list MORE of the disk if it doesn't fit into one window, Reload the disk directory and an auto exit button. When the auto exit button is turned on clicking on an icon activates that program and closes the directory window. If we turned off the auto exit when you now click on an applications icon it will run but leave the directory window open.



The configuration option allows us to change the TCP/IP settings of the Contiki operating system like the TCP/IP address the subnet mask, default gateway and DNS server. Also under the configuration is the Network card driver to user either the final ethernet adapter or the Retro replay cartridge adapter. Contiki can use themes to customize the look of the interface and also has a built in screensaver, there are actually more than one screen saver and theme provided. Options at the bottom to cancel the changes and also Save the changes an close the window.



Finally we can view the running processes. The processes option allows us to kill a process by typing its number then clicking ok, so for example entering 07 (in this case) for process listing and clicking ok would close the window as it would close down or KILL the process off. We have buttons to update the process screen and finally an option to close the window. Every application that is run is given a process under Contiki os, the process number will be different each time the application is run, So if an application does crash we need to close or kill it of, but first we need to know its process number.



The Desktop menu will allow quick access to

open desktop items, for example if you had the web server and web browser running at the same time you could quickly access them by clicking the Desktop and selecting which program you wanted to use from the list.

Looking back to the directory I will go through each option in turn giving a description of what they do and how you can use them.

First is About Contiki



About Contiki

This option just list information about the operating system and a website link.



Next we have Blue round icon



Blueround

This is a desktop theme and makes your desktop blue and round as can be seen in the screen shot nice and erm blue and rounded.



Moving on to Configuration Icon



Configuration

This is the TCP/IP network settings option we have seen this in "action" earlier so no more needs to be added.

Next icon is the default icon this sets the screen theme back to default also directory icon this gives the directory listing but as we are already in the directory listing there seems little point in running it.



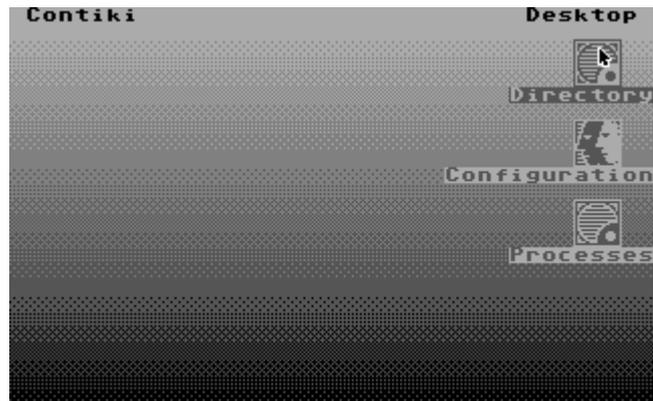
Default Directory

Next another desktop theme this time called Enabler seems to be just a Grey desktop theme



Enabler

Now see the theme in action! Erm nice and grey.



Next in line is the memory status icon



Memory stats

Guess what this does! Yep that's right it makes a nice pot of hot tea (only kidding) here is the application running.



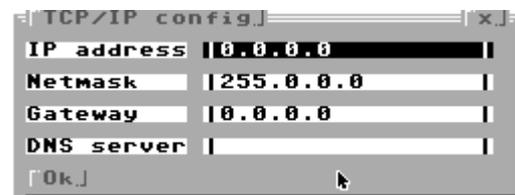
As can be seen in the screen shot there are two buttons one to close the application the other to update the memory display.

The network setup icon allows the setting of network configuration without setting the theme or the screen saver, Here is the network setup icon

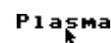


Network setup

and here is the application running

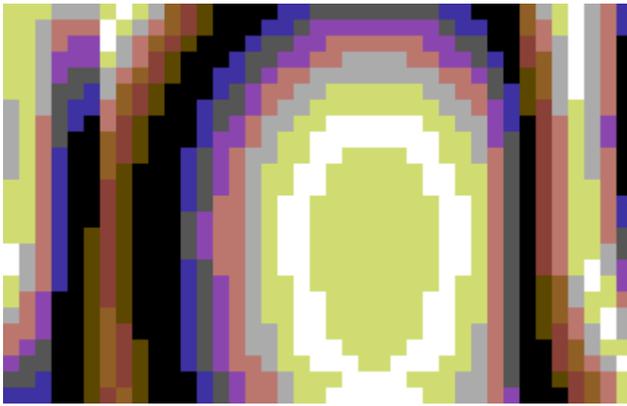


We now need to hit the more button in the directory listing application to move on to the next set of files. After the directory has refreshed we are greeted my even more applications first up is the screen saver plasma



Plasma

it doesn't relay have an icon as you would normally configure this with the configuration application but it can be run just by clicking on it here is the result.



Its excellent example although I am not a fan of plasma or screen savers. This is Not what I would call useful but it looks nice! Moving on through the directory we come across processes



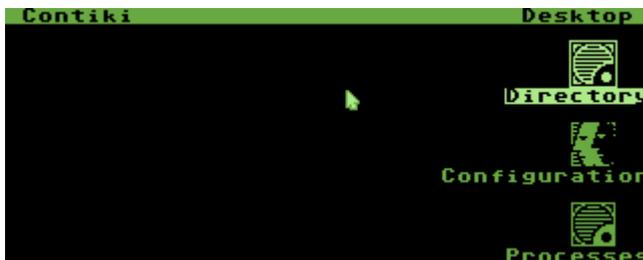
Processes

This was covered earlier in this text so we will move swiftly on to the next icon.



Ravenpine

Raven pine is another desktop theme, this is a retro feel and makes the desktop feel like one of those old UNIX green screen terminals, actually I quite like this look.



Next icon along is relay a driver for the Retro replay network card

### RR- et

Not much to say it makes the card work without this driver the retro replay card will not work on the Contiki operating system. Next icon on the list well there doesn't seem to be a proper icon for it it's the command shell.

### Command shell

Command shell allows you to issue commands from the keyboard.



Not a great number of options are available.

What we do have are the options to run a command or program, run a program then quit the shell, show what current processes are running, kill a process, list the disk directory, quit the shell or question mark shows all the available commands. Type the command then press return to execute the action. You need to move the pointer down to the bottom line of the box, once on this line the entire line will go black, click the fire button and the line will turn white with a cursor for the inputting of commands.

Next icon is the SLIP driver

### SLIP

I took this to mean a Serial Line Interface Protocol for connecting two machines together via the serial port. Unfortunately I haven't been able to test this, but if that's what its for then it would allow you to use the Contiki OS without needing a network card (depending on what you needed to do)

Moving along again we come to the Spring light desktop theme icon.



Springlight

Yep you guessed it its another desktop theme. Cant say I like it much but I expect someone will absolutely love it! Its green and light green.



Moving on again we come to the Fire screen saver

### Fire

Again not much of an icon as it's a desktop screen saver but what a effect superb this makes.



Doesn't look much here but when its animated and flickering this looks like real flames wow must use this for bonfire night.

Now we move on to the TELNET icon.



Telnet

Telnet is a very useful application, it allows you to logon to a remote machine and issue commands as if you were sat at the machine. For example I

have run telnet here against my home Windows 2003 test system (Ok sorry this is for work please don't hassle me because work runs windows servers) I can logon to the server and check various settings on the machine. I could do this over the Internet (although its not secure as data is sent in plain text rather than in an encrypted format) so not recommended.

Notice the custom greeting this is from the Windows 2003 server, but you could telnet into any system supporting this application. The greeting message would be set on the server, you could for example logon to Linux or Unix systems, as long as the Telnet Emulation on the host supported them. The telnet application needs a host to connect to this is normally expressed as an IP address. I have used my test networks server IP address, the application also needs the port number to connect with in this case 21.(I think of port numbers like a channel on a cb radio you can see the device but unless you tune to the correct channel or port number you cant communicate.) We then need to click the Connect option. Once connected; commands can be sent by moving down to the bar at the left of the send option, again this will turn black, click on this bar and you can type a command. The commands issued depend on the system you are connecting to, for example on this system ver will display the windows 2003 operating system version. On a Linux system ls would display a directory etc. You now need to click on the send option to send the command to the server. One option missing is a scroll bar to move back and forward throughout the window. Maybe on the next verion.



Next Icon along is for The Final Ethernet cartridge So its not so much an application as another driver to make the card work.

### TFE

OK you better sit down and get a good hot cup of tea. If anyone is at home to holding there pants now is the time to do it, you wont believe this we are about to turn a Commodore 64 with a 1541 disk and a network card into an internet WEB SERVER



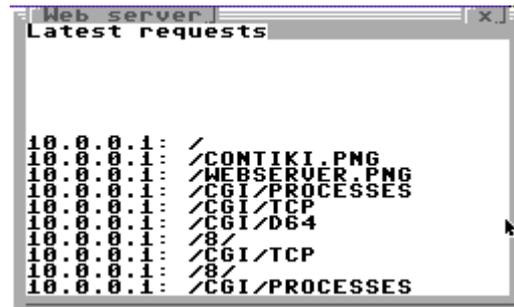
Web server

Click on the icon and you now have a web server

up and running.

### Starting webserver.prg

Some thing I didn't mention before on starting each application it will need to be loaded from disk, no point in having applications taking valuable memory when they aren't needed. So while the application is loading a banner appears across the middle of the screen here we are loading Web server so we see the banner "starting web server.prg" Just thought I would add that to keep you in suspense for the web server screen.



As you can see every call to the web server is logged in a little console windows. From the client this just like a web page, ok so we don't get flash animations but do you relay want them cluttering up the internet.



This is viewed from a windows 98 pc running Internet explorer the options are self explanatory the client can view current connections, download files from disk, and even see system processes. No one at work believed me when I said this was a Commodore 64 running as a web server.

Now after being a web server wouldn't it be nice if our machine could View WebPages? Well it can with Contiki Web downloader and web browser.



Web downloader



Web browser

Running the web browser we are given an address bar



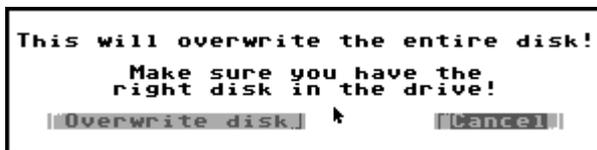
Again to go to a webpage we need to move the pointer to the address line the line will go black or display in inverse video. Once the bar goes black click the fire button on your joystick and then we can type in an address to go, once entered click on GO. When at the location or web page back will move back a page down moves the page down. Stop will stop loading of the page (pretty simple stuff) Now the web viewer will display only text from the website so all graphics will be lost. There seems no way of scrolling back up or down the loaded web page Please can we have this in the next version THANKS!

The bottom of the window has a little bar to show what is happening eg connecting downloading etc.

Moving back an icon to Web down loader, with this option we can download application from the internet or even full disk images!



I have to admit I haven't actually tried this option yet so cant comment but it looks simple enough type in the Url of the File give it a name and off you go. Or clicking on the download full disk gives the following warning



Allowing you to change disks while you remember or overwrite you os disk (not recommended)

The only other things to mention are on the window title bars



On the right of the bar you can see an X this closes the window, if you move over the bars TITLE on the top left it will turn to reverse video. If you then click your button you have "Selected" the window now move the pointer and the window will move to follow it. Nice feature to tidy up a cluttered work area.

One thing I cant see is an option to "leave icons out" so you could customize your desktop, or also an option to auto start an applications, Can I put these on the wish list please. While I am adding to the wish list can we have an option to resize windows as well.

Hope I haven't missed anything!

The disk loads the various options quite quickly

and although it takes a while for the initial Os desktop screen to load after that it doesn't feel to bad loading various applications. And best of all its Free software. How much would you have paid for it if it was shareware?

This is another must have application and still being developed I reviewed version 1.1rc0 this was sent with my retro replay bundle from Commodore Scene Import service.

Now I need to know how to write a web page for the Web server, is it possible to write pages for this or would the application need to be re - coded to create a custom webpage.

Reviewer  
Email address  
Copyright

Nigel Parker  
nigelp2k@yahoo.co.uk  
Commodore Scene 2003

## Contiki ~ 2005

*What have we here then ?*



At the recent get together at my home, many things were happening and if you blinked you would have missed them.

One such gem was the c64 running the latest version of Contiki, in 80 column mode, full colour, browsing the web through the Retro Replay cartridge via my ethernet hub.

Not only that, it was also running through the SuperCPU - something it is not designed to do !

If you look very closely you will see it is displaying the CS web site.

You can't keep a good computer down !

**Allan Bairstow**

# CLASSIC GAMING EXPO UK

By Andrew Fisher

Now, if I were to start the article moaning about how many problems I had on the Friday evening, it would spoil the mood. Let's just say that Wayne and I got to Croydon eventually. I want to remember the rest of the weekend, and how good it was.

## SATURDAY 24<sup>th</sup> JULY

Waking up in a four-star hotel and going for a buffet breakfast was the perfect antidote to the problems of Friday. The fact I was in a different hotel to the one I booked is a long story...

Anyway, Wayne and I arrived at the Fairfield Halls in Croydon just before 10am, when it was due to open. A large queue was waiting, and memories of the previous year in Brighton when I stood in the wrong queue flashed before my eyes... Then I spotted Gary Liddon just in front of me, so I guessed I was in the right place. At about 10 past, the doors finally opened and we were let into the lobby area. Andrew Oliver gave the opening speech and declared the event open, and the fun began.



The first thing to say is that it was a lot larger than the Retro Zone at the Micro Mart Fairs. There was one main room with about twenty different stands and a smaller room with half a dozen more. The mezzanine held the classic arcade games plus the remaining stalls. There was also a separate room for the talks/Q & A sessions, and the concert hall was used to show computer-related films.

There were a lot of familiar faces walking around and standing behind stalls. For Commodore fans, the biggest stall was the one shared by C64audio and Jason Mackenzie of Binary Zone/www.bouff.tv. Here you could pick up freebies (like the Nexus 2 EP by Reyn Ouwehand, or a Back in Time 3 poster), buy classy framed photos of classic computers, get your hands on old C64 games or watch Jason's DVD show-reel of old games and bizarre goings-on from the Xmas Chortles mob.

Gamebase64 had a PC running the front-end, allowing people to play the 16,000 games available. Mat "Mayhem" Allen was also there, demonstrating his skill. Walking around I bumped into "Mort" from www.zzap64.co.uk. Mort was selling his 5 CD set of ZZAP! scans, which include all the coverdisks and posters and are very good value. (The DVD version is now available, with all the data on a single disc!)

Another plus point was CRONOSOFT, who had brand new tape games on sale. The first three releases are REAXION EXTENDED from Cosine, plus BALLOONACY and GRID ZONE from Richard Bayliss. They look very smart in their cases with excellent artwork.



Binary Dinosaurs had a rare Commodore 65 prototype on display, but sadly it was not running any demos. Console Passion had a C64 running games including Monty on the Run (loading from tape with the classic ZZAP! competition screen) and LAST NINJA REMIX on cartridge.

Other stands had Commodore games, books and manuals, magazines and even



hardware for sale. UK Retro had trays of tape games in excellent condition, available at really cheap prices.

One of the highlights for me was listening to the talk given by MATTHEW SMITH, creator of Manic Miner and Jet Set Willy. It was a fascinating view of the computer game industry in the early 1980s, as well as a hard-luck story. The good thing to come out of it is the enthusiasm and offers of help for Matthew to get back to coding, so who knows, there could be a new Matthew Smith retro-game coming soon! I got the chance to ask Matthew a serious question in among jokes about the name Willy and what he did with the money.

Q. Andrew Fisher, Commodore Scene. If you could have written any game, which one - and why?

A. Doom. It just blew me away. I wish I could have written it before them. In fact, I may write Doom again someday. I just won't have written it first.

RETRO GAMER also had on display a slideshow of the sprites from the unfinished MEGA-TREE, the third game in the Manic Miner series. I picked up my free RETRO GAMER badge, while Wayne helped himself to the free sweets. It was also good to meet Martyn Carroll, the editor of RETRO GAMER and talk to him about writing some articles for the magazine...

In the afternoon we went to watch the movie TRON. (The others being shown during the day were WAR GAMES, FINAL FANTASY and TOMB RAIDER). It's a shame there were only a few people watching, but that means we got a good view. It's also unusual to see a film without any trailers. TRON still looks good even all these years later, and the story is just as gripping. I can't wait for the sequel...



So, the day was spent browsing through the stalls, chatting to like-minded enthusiasts and enjoying all the retro games. The evening was spent changing hotels, grabbing a bite to eat at McDonalds, and then drinking in a hotel bar with my new friends Rob and Simon. It was a late night...

## SUNDAY 25<sup>th</sup> JULY

The Fairfield Hotel was not quite as posh as the four-star Croydon Park, but the breakfast at just after 9am was welcome. We got to the Halls just after 10am, to find it less crowded than the Saturday. A couple of stalls had gone, and a couple had moved downstairs. The arcade machines were on free play on the Sunday as well, with a competition to set the high score on Space Invaders.



The atmosphere was more relaxed, and I ran into another familiar face. FRANK GASKING from Games That Weren't was there, and I was able to pass on some good news to him - and he told me about some exclusive bits that are now on the website (<http://cs.c64.org>).



It was great to spend some time with the Protovision team on the Sunday. Malte and Milo Mundt had flown over from Germany, and Shaun Bebbington had provided them some hardware. Jakob Voos had come all the way from Poland to join them, and it made Wayne's day when Jakob said he liked the Art Ravers SOUTH PARK demos.

The SuperCPU shoot 'em up METAL DUST was running for a while, and looked awesome running at full speed. However, as is the way with computer shows, the SuperCPU stopped working due to a RAM problem.

That meant the old favourite BOMB MANIA was loaded up instead, with a four-player game between the Protovision guys and me. I ended up in last place, despite my good experience at playing the game at the Micro Mart fairs. Next up was the frantic waggling of a four-player TEAM PATROL battle - with two players controlling each buggy. I was exhausted after a few rounds, and it didn't help that one level had corrupted graphics when it loaded from disk.

Sadly Wayne and I had to leave about 3pm to catch a train back into London. The event itself went on to 6pm on the Sunday. Our journeys home were a lot smoother, and we both looked forward to meeting up for BACK IN TIME LIVE in September.

... And then came the announcement that next year will be CGE UK 2, with special guests MATTHEW SMITH, ARCHER MACLEAN and JEFF MINTER! The dates are the 30<sup>th</sup>-31<sup>st</sup> July 2004, at the Fairfield Halls in Croydon, just outside London.

Keep an eye on the website at [www.cgexpo-uk.com](http://www.cgexpo-uk.com) for more information.



(Note: the Classic Gaming Expo UK is not affiliated with the American Classic Gaming Expos or their organisation.)



So, how to sum up the weekend? I bought a lot of stuff, including some blank disks. I got to meet new people, and catch up with some old friends. I played a lot of games on a lot of different formats. There was such a friendly vibe about the whole event. Being in that atmosphere of nostalgia and dedication was special. And there's no doubt I'll be at next year's event.

**Andrew Fisher**



- 8) Type **cd exe** and press the return key.
  - the directory will be switched to our new one we just created.
- 9) Type **instcbm** and press return.
  - The computer should respond with no problems found. You may be told to reboot, do so.
  - After the reboot go to step (7)

If all is well then we can proceed to test the drive functions.

```

Command Prompt
Microsoft Windows XP [Version 5.1.2600]
(C) Copyright 1985-2001 Microsoft Corp.
C:\Documents and Settings\Allan>cd exe
C:\Documents and Settings\Allan\exe>_
  
```

- 10) Switch on your Commodore drive.
  - The drive may continually spin, this is normal because the program is continually resetting the drive.
- 11) Type **cbmctrl reset** and press return.
  - Watch your drive lights carefully, one light should briefly light and go out as the program accesses the drive and then stops. The light will be either green, red or orange depending on the drive type and version.
- 12) Type **cbmctrl status 8** and press return.
  - Your drive should report back with its status which for my 1571 is : **73, cbm dos v3.0 1571, 00, 00**
- 13) Again, type **cbmctrl status 8** and press return.
  - Because the drive has already supplied its 'power on' message, it will now report its error code instead which should be **00, ok, 00, 00**.
- 14) Type in **cbmctrl detect** and press return.
  - Your drive type will now be identified and displayed on the screen.
- 15) We now need to check if we can actually send anything to your disk drive.
  - remove any disk in the drive.
  - Type in **cbmctrl open 8 15 I0** (make sure the 'I' is a capitol 'I' and not the lower case 'i'), the last digit is a zero.
  - This command tries to initialize the disk. Since we don't have a disk in the drive, an error occurs. You should hear the drive spinning, and in case of a 1541, the R/W-head should start bumping. After some seconds, the LED starts flashing, indicating that an error occurred.
- 16) Again, type in **cbmctrl status 8** and press return.
  - You will now get the status (error) code from the floppy drive. As an error occurred before, an error string should be displayed : **21,read error,18,00** : also, the LED should stop flashing.
  - You can now close down the Command Line window.

As we have come this far we now know the drive is working and communicating with cbm4win correctly - congratulations. If you want to read more about the commands and options of the cbm4win program then please read the supplied **install** text file.

At this point we no longer need the use this command line program and we will now install a graphic user interface so we can control the program in a more 'Windows friendly' manner.

This bit is really easy.

- 17) Unzip the **gui4cbm4win** and place the unzipped file in the same **exe** directory as before.
- 18) To make life easier for yourself, go to the **exe** directory, locate the **gui4cbm4win.exe** file and create a shortcut icon to your desktop. You can then run the program directly from your desktop.

With the implementation of the **gui4cbm4win** front end, you now have access to most of the commands that **cbm4win** has - but not all ! As a 'casual' user you will only need the basic operations such as file transferring, d64 extracting, formatting disks, etc. **gui4cbm4win** supplies all these features.

- 19) Double click your newly created icon and a window will open up that looks something like the

screenshot shown.

- 20) Place a disk in the drive and press the **Directory** button.
  - A list of the disk contents should be displayed.
  - You can now add/delete/

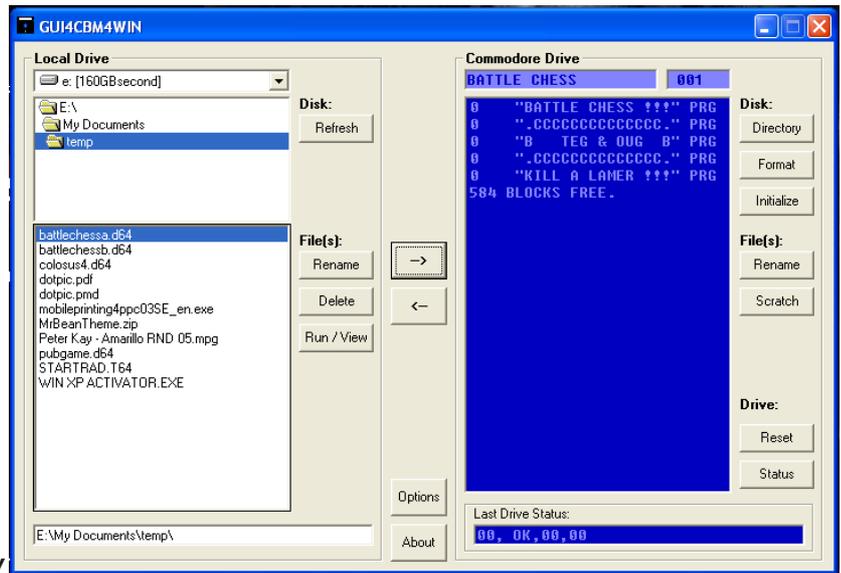
transfer files to your hearts content.

I won't teach you to suck eggs as all the features are easily understood, you can see the buttons yourself and they are all self explanatory. The one thing I have found is that you have to format a blank disk before you extract a d64 image to it.

Right then, off you go and explore the all new easy world of file transferring to your Commodore.

*Happy computing . . .*

**Allan Bairstow**



## The Great Garforth Get Together

Having bribed the wife and had my weekend day stay out pass signed and authorised by the relevant departments I packed a couple of sandwiches and set off towards the direction of Leeds.

The traffic was fairly clear and I made good time, so good, that my wife who was navigating, decided we should turn of the motorway at the wrong exit! Of course we were now lost in Leeds centre, but a quick call to Allan had me back on the motorway and soon at the Garforth turn off.

When I arrived (now 15 minutes later than planned) the house was already awash with SID music and computer parts spawning in every room like some robot had just blown up. I greeted everyone, made introductions and then we were down to business. First we looked at part finished games and demos from Jason Kelk of Cosine, some of which had to be seen to be believed. Jason was an amazing guy obviously very knowledgeable with many ideas for games and demos, also very enthusiastic.

The talk soon turned to Doom clones, with the possibility of a Commodore 64 version and we loaded up a few demos to look at. Allan hinted that gifted programmers should be taking the challenge of Doom on the 64. Jason suggested this was a very difficult task, maybe to much for the 64 what with all the action behind the scenes, aliens following you around, etc. It was suggested that maybe the monsters could have location pointers to show here they moved to and only move when you are near that location. Allan suggested the loan of a SuperCPU and Jason said "I will do something, but it may only be a demo". We all agreed this was better than nothing, and explained the lack of SuperCPU software.

The house was mad with many things going

on all at the same time, Chris Snowden was showing off some of the Plus/4 demos, and this for me was the first time I had seen a Plus/4 actually working ! (me too - allan). So now it's on my wish list from eBay. Shaun and I successfully connected Commodore 64 with Contiki and a Retro-Replay card to the internet via Allan's router; we then began viewing pages of our favourite Commodore machine.

Allan led me through the upgrade from GEOS to Wheels. I had purchased wheels earlier, but as ever due to time restraints never actually used the system. If only I didn't have to go to work everyday and decorate the house! Allan went through the upgrade procedure in detail, explaining how to make boot disks, etc. All went well and I am now on another learning curve for the Wheels operating system.

Allan showed everyone his latest achievements using







attached the SFD1001 & PET 8050 double disk drives to a C64 - and it worked, at least it did on the first day. On the second day it refused to work at all ! Another curio was the Triton QD 3" disk drive, between Andrew and Shaun they managed to discover its operating system, unfortunately, the actual commands to access the drive were a bit more elusive and we had to admit defeat for the time being.

Lastly I'd just like to briefly mention my pet ambition - DOOM on the c64. Okay I know it would be hard to do but I know in my heart of hearts that a reasonable DOOM clone can be done, I have many ideas that I need to sit down and share with a programmer so we could come up with something special. I know there are limitations and I know an exact copy is not possible - but, a 'version' definately is possible. It was mentioned in Nigel's review previously that there are problems with the monsters AI (following you around, attacking, etc) but if you look at the first release of DOOM carefully, they don't actually follow you that much, in fact you can actually stand next to some of them and they still don't even move ! You have to remeber that the AI in the first DOOM was very primitive. I will not give up on this project and I will do my best to get some progress this year, even if I have to actually do it myself :-)

Another meeting ? Sure, why not. Robert Bernardo is coming over to the UK during June/July so we will to sort something out for then.

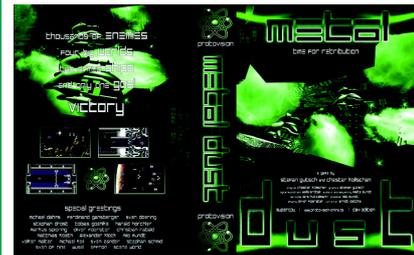
Attendee Name	Handle	Group or Best known for
Andrew Fisher	Merman	People of Liberty
Jason Kelk	TMR	Cosine
Chris Snowden		<a href="http://www.commodore16.com">www.commodore16.com</a>
Shaun Bebbington		Micro Mart (retro)
Allan Bairstow		<a href="http://www.commodorescene.org.uk">www.commodorescene.org.uk</a>
Nigel Parker		
Wayne Womersley		Art Ravers
Original Text	Nigel Parker	
Additional Text	Allan Bairstow	
Emails	<a href="mailto:nigelp2k@yahoo.co.uk">nigelp2k@yahoo.co.uk</a> ~ <a href="mailto:allan.bairstow@btinternet.com">allan.bairstow@btinternet.com</a>	
Copyright	2005 please obtain permission before printing	

#### Photos

1. A rare collection all in one place and all working !
2. Shaun taking apart the QD drive to learn its secrets.
3. GEOS v3.5 on the Plus/4.
4. Pet 8050 double disk drive, SFD1001 drive and on top is the Superbox64 that connects the c64 to them both.
5. A Plus/4 working overtime displaying demo's and games all weekend.
6. The SuperCPU/RAMLink/ RetroReplay-NET connected to the ethernet hub to allow Contiki access to the web.



# METAL DUST



## SYSTEM REQUIREMENTS

- CMD SuperCPU 20 mhz accelerator with at least 4mb
  - Monitor
  - Joystick(s)\*
  - 1581 or better, the game can be copied to any CMD drive (including the RAMLink) and IDE64 controller.
- \* Two players simutainiously with two joysticks.

*And so it finally arrived. To celebrate, Nigel and Shaun spent some time giving it some stick. Here is the definitive review of the one game that every SuperCPU owner must buy...*

## YOUR MISSION

As the game loads you stand alone ready to take on the world! Well ok, you have a computer and monitor so not technically alone. You have been briefed and debriefed (thought it was cold down there!) you can now put back your briefs for the ultimate battle. You have yourself a small ship, a prototype named "full metal megablaster mk II", a ship built using the latest in Quantum physics design, built by the only survivors of the Vega 7 battle. You (and a friend if one dare volunteer) are to protect the Earth against alien invasion. Once embarking, there is simply no way back! It is mankind's only hope. Will you save the world from the awesome firepower of a grieved alien empire? Or would you rather turn of and watch Neighbours with a hot cup of tea? (Anything but that torture - Shaun)

As the game begins to load the title credits roll on the screen, as the music track begins to fade in.

*"Many years have  
Passed ...  
But now is it there:  
METAL DUST"  
  
And so it begins...*

## A BASIC OVERVIEW

Well ok, you get the idea, maybe that should have read "but now it is here", but lets face it my German is none existent so who am I to complain? After selecting the number of players, if you want in game music and or just sound effects, the game type, "easy, medium or hard" your given a brief "GET READY" screen, pressing the fire button takes you to the main gaming screen.

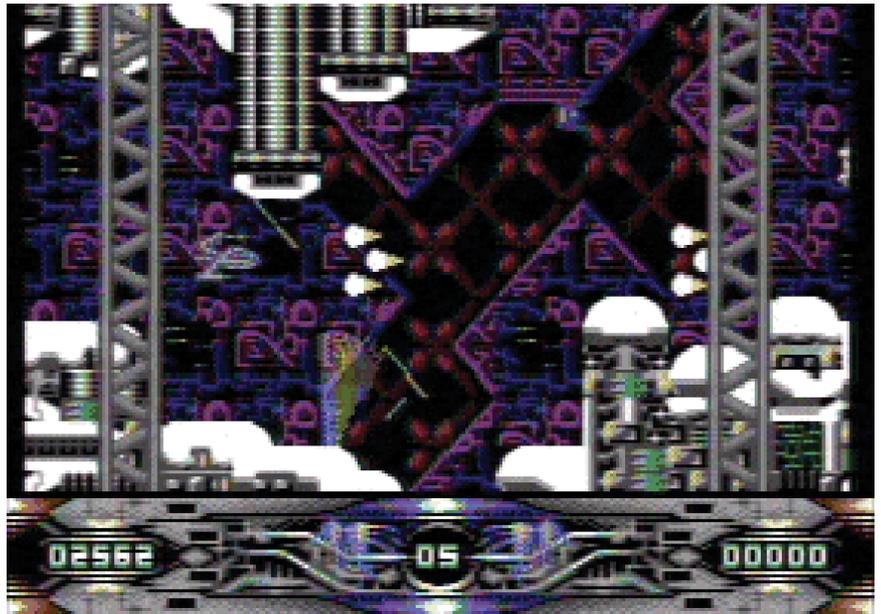
This game is your traditional tried and tested, horizontally scrolling shoot-em-up game, just like it came straight out of the textbook. Nothing new here to the untrained eye. At certain points, bonuses are up for grabs to upgrade your fire power and occasionally shield yourself from the onslaught of evil. Obviously, your task is to shoot through the various asteroids and aliens to progress further into the game (told you it wouldn't win

originality competitions) to face the final mega boss.

*Nigel's bit . . .*

### PLAY THE GAME

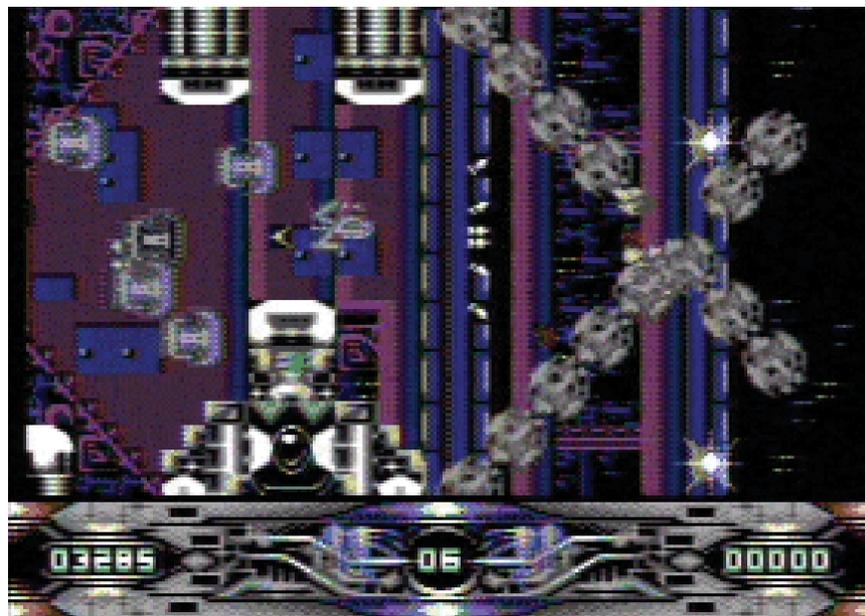
The game has a few small and annoying design problems. It appears the graphics seem to have been designed on some other system then ported to the 64. The problem is the lack of colours on the 64, with only 16 colours on screen, very careful thought needs go into the screen design and layout. Unfortunately from my point of view, the screen is far too cluttered with items. The alien designs, ship and screens all look breathtaking but when mixed together, I find it difficult to tell what objects are the backgrounds and what is supposed to be a solid objects i.e. landscape or solid unexplodable rocks.



My first game playing attempts lasted literally a few seconds (*mine too - allan*). I can't claim to be a shoot-em-up aficionado, but the screen seems messy and boy is this fast! The amount of data placed on screen and moving with the digital soundtrack, its hard not to think you have loaded up a 16bit system, like an early Amiga game.

When I first played I spent so long looking at the screen and the amount of information, sound and visuals I ended up just saying "WOW" and crashing into the first asteroid to come my way

The sound on this game is amazingly good with nice sampled speech and an amazing techno dance music track. Unfortunately the music gets a little thin after an hour of play and starts to annoy. Not a problem



because at least you have the option to turn it off. The music fits the game well, being fast in your face techno remix but seems a little short and then loops to the beginning. I presume memory was a problem for the developers, but the sounds are clear and the sampled speech is recognisable, not just a mumbled underwater argchhhssh.

The other problem with the game for me was its just to hard, in fact so hard its borderline between being playable and just making you want to give up. Often the game requires accurate route planning through the screen and you seem to need certain guns and ammo at specific points, otherwise you stand little

chance of even lasting the first screen scroll. Did I mention that the game is unbelievably hard?

So, now I have put the game down so much, what does it have? For one thing it has an incredible pull, that "one more go" factor is there; on my first load I noticed I had sat playing for over 3 hours. The following day I sat playing well into the night, you just keep going back, so the game structure an engine are excellent, obviously without a pull factor its just AN-other game. The designers must have spent time to get this right; this is classic gaming at its best.

The screen animation and scrolling is super smooth (except for the credits which seems strangely jerky, I



am now thinking this is on purpose not sure why though) if you like hard fast action you certainly got it here. During the game I saw little in the way of glitches the only noticeable thing was my ship disappearing for a split second when something close exploded, not every time and certainly nothing really to get upset about.

I am sure someone will pick this up set the game to hard and zoom all the way through on first attempt, but for the rest of us mortals, its going to take some time to learn the attack waves and routes, at least you get plenty of lives, watch them go down fast though. The game features 2 players simultaneously in

a team mode, so pick a friend who excels in shoot-em-ups.

### MAYBE NEXT TIME ?

If there is a Metal Dust 2 I would like to see on my personal wish list with borderless action! (I am sure someone will tell me why this can't be done, then someone else who will remove the borders anyway). A sequel will need the screen colours to be given some careful thought, maybe design the graphics on the 64 and use solid colours instead of so much dithering, maybe an enhanced 128 version?? (Not sure if that'll be possible, though a map drawn onto the 80 column screen or something like that would be cool, that's assuming a sequel is a multi-directional free-moving game! -

Shaun). Longer music tracks would be nice, varying more instead of just looping. And a final point I would like some sort of super easy mode or a more graduated learning curve. (There's a hidden cheat mode - Shaun)



### REFLECTION

The SuperCPU shows a new side to our beloved machine; breathing new life into Commodore gaming, let's hope this isn't just a one off. This is an excellent start to SuperCPU gaming. I suppose everyone know wants to know if they should buy such a game, yes would be the answer, even if its just to support further developments.

Reviewer - Nigel Parker  
Email - nigelp2k@yahoo.co.uk  
Copyright - 2005



**Shaun says . . .**

I think my views on Metal Dust are fairly well known now, but if you missed my reviews in Retro Gamer and Micro Mart, then to briefly sum up each, IT'S BLOODY BRILLIANT!!! The problems Nigel was having with not knowing what was the foreground and background are quite common with games of this nature - the iron test is if you can shoot through it, it's part of the background. For this reason, and the fact that I'm a BIG horizontally-scrolling shoot-em up fan that I had little problem with spotting the difference. I was in awe by how much was going on visually though, but strived to see more through progression. The last time I played, I met the final boss - it's certainly tough to beat him. This was during my last days at Live Publishing. I thought,



"Okay, so I've been given redundancy... let's do something productive like beat Metal Dust." Alas, it was never to be, and I still haven't beat it! Though I haven't played it much since. Perhaps this weekend I'll finally be the victor over this bad boy, and save the world at the same time!

**Allan says . . .**

Well, its all been said already really. This is a superb game, even I go back time and time again - but still don't get anywhere !

I'm not the worlds greatest shoot-em-up player so I can't really do it justice unfortunately.

You HAVE to see this game running to appreciate the quality of it - the end of level baddies are just awesome - and I don't say that lightly !

**Buy it right now !**

### Developed for the SuperCPU

Metal Dust R,X  
~ CS2005  
page 139



### Adapted for the SuperCPU

Bburago Rally - R,X,D  
Boom - R,X,D ~ CS2004 page 16  
Last Ninja III - R,D  
Oil Imperium (German) - R,X,D  
Rescue on Fractalus - X,D  
Stellar 7 - X,D  
Stroke World - R  
The Train - R,D



### Benefit from the SuperCPU

3D Pool ~ CS2003 p69  
Castle Master - D  
Chase HQ  
Cholo - D  
Cyborg 2900 - D,S  
Dark Side - D  
Driller - D  
The Eidolon - D  
Elite 128 ~ CS2003 - p114  
Encounter  
Flight Simulator 2  
Frogger64 ~ CS2003 p108  
Hard Drivin'  
Koronis Rift - D  
Last Ninja ~ CS2004 - p76  
Last Ninja 2 - X,D  
Last Ninja Remix - X  
Leader Board Golf II  
Moonfall - D  
Mega Starforce Remix - Rx,D,X  
Mercenary  
Outrun  
Power Drift - D  
Revs - D  
The Sentinel - D  
Space Rogue - D  
Starglider  
Star Wars - D  
Stunt Car Racer  
Test Drive  
Thunder Blade - D  
Thrust - D  
Time Crystal - D  
Total Eclipse - D  
Total Eclipse 2  
Turbo Charge - D



### Codes

R = Ramdisk system ~ CS2003 p68  
Rx = Alternate Ramdisk ~ CS2003 p68  
X = Extras added ~ detailed in review  
D = Documents included  
S = Solution included



## Alan Cartridge Cartridge Corner

### CARTRIDGE CORNER EXTREME !

A Very special edition of Cartridge Corner this time. I am extremely proud and lucky to have been lent these games. Many, many thanks to Allan for lending me his SX 64 computer, and the two Cartridges of course ! Both Cartridges are Arcade Conversions.

#### System Set Up

I started by inserting a piece of Hardware called the MAGIC VOICE (a speech synthesizer) into the SX 64 Cartridge Port. The 'MAGIC VOICE' has a connection wire that fits into the audio/video port in the back of the machine. Next you plug the Cartridge into the 'MAGIC VOICE' upside down (on the sx64) - don't ask me why, that's how it works ! O.K. Switch on time !



<<< The Magic Voice & cartridge on the standard c64/c128 models . . .

. . . and on the sx64 with the unit facing downwards >>>



The MAGIC VOICE creates all the game speech, it really does breathe life and soul into these games, its just a shame that there were only these two games made for it... Hmm this is all very interesting but what is the actual speech like ?

Whilst playing/reviewing these games I was visited by my friend Paul. He quite rightly described the speech as "Sounding like the Cylons in Battlestar Galactica", (it's basically a very 70's/80's style robotic speech). Apparently the 'MAGIC VOICE' has 3 different styles of speech, but both **GORF** and **WIZARD OF WOR** use the same speech style. I've never used the MAGIC VOICE before this but I do remember seeing adverts for it in the 1980's and wanting one but I never saw it in any shops. I bet they were really expensive at the time, and I imagine they are a very collectable item now - maybe Allan could shed some light on this item for us ?\*

I'm not sure if 'MAGIC VOICE' even works on a normal Commodore 64 ? For those of you unfamiliar with the SX 64 and 'MAGIC VOICE' hardware don't worry - you can still play these cartridges on a normal Commodore 64, these are the standard type of cartridge that Commodore released in the early 80's !

### GORF

(C) 1980 BALLY/MIDWAY(C) 1983 COMMODORE

I recall playing this in the arcades as a child. I was rubbish at it, the best I ever did was Level 2 ! The thing



I've always remembered about it was the speech, I was shocked that an arcade machine could talk ! This is a space shoot-em up split into different sections.



Level 1 (ASTRO BATTLES) is very similar to space Invaders (the aliens are in waves and you need to destroy them !) the difference in this game being there is an energy shield protecting you from the attacking waves. As play progresses the aliens begin to shoot through this, so its a case of kill or be killed !

Level 2 (LASER ATTACK) This is very much in the Galaxians/Phoenix mould of gameplay. Enemies attack in groups of 3's as opposed to being just clumped together.

Level 3 (SPACE WARP) This is the most imaginative of all the levels. The programmer has given the impression you are traveling through some sort of warp tunnel. The aliens start off small and spiral outwards getting larger as they move towards you (a clever perspective trick for such an old game). The player needs to shoot these and dodge there bullets.

Level 4 (FLAG SHIP) The aim here is to destroy the enemy flagship by hitting it in its weak spot. You first have to shoot your way through a defensive shield (similar to the one protecting you on the first level) before you can hit the moving enemy ship itself. Once again the enemy bullets appear to get larger the nearer they get to your ship. There's some interesting things about this game - On the title screen the words G-O-R-F bounce on to the screen, this technique was used in numerous

COMPUNET demos etc, BUT this is the earliest version of the technique I have seen, and it's in a game ! Pressing fire starts the game, the main player is a large expanded sprite, its one of the biggest I've seen in a game of this type ! I love the use of sound effects ! The squealing noises the aliens make on level two sounded particularly good ! If you liked LAZARIAN then you'll like this - it's a similar mould of gameplay from the same era of time.

My best score on this is - Mission 11 : 016020.

It's a shame really that the speech wasn't put to better use, what's there is nice but 'Wor' definitely makes better use of the 'MAGIC VOICE' hardware ! By the way, did any of you notice that spelling 'GORF' backwards gets you the word FROG - this was done deliberately by the original programmer - Jamie Fenton ! There was a sequel planned for the arcades - Ms. GORF but the game was cancelled due to the huge videogame crash in 1983 - shame !

**WIZARD OF WOR**  
(C) 1980 MIDWAY MFG. CO.  
(C) 1983 COMMODORE

This game is the stuff of legend, to the Veterans among us the mere name will always produce a shudder down the spine ! Despite having 5 Commodore 64's since 1984 until I reviewed this I'd never seen or played it in any shape or form... Its RARE, darned rare, 'Go on the INTERNET and download it !' I hear you cry. Well yes I suppose you can, but, just try and get hold of an original Cartridge version - Very, very difficult indeed ! So if you



\* In the UK during the 1980's, the Magic Voice cartridge was not advertised very well, in fact I only have one known advert for it. As for the price - well, even then there was never a price attached to the advert and when you enquired about it I believe the cost was about half that of a current c64 !! This was obviously well beyond most peoples reach. Today they are collectable as they are quite rare, but to be honest - would you buy one just to play two cartridge games ?

As for compatability : I have never managed to get it to run on a UK PAL machine but it will happily run on an NTSC machine. Why ? Who knows !

own this consider yourself very lucky indeed, I would put this in my Top 10 list of Cartridge games. The speech is put to brilliant use, Upon switching on you are greeted with sayings like . .

' *My pets are getting hungry !* '

' *You'll never leave Wor alive !* '

' *Your bones will lie in the dungeons of Wor !* '

' *Beware, you are now in a Warlord's dungeon !* '

. . . and various other phrases. Wizard Of Wor is simplicity itself, although I didn't get any instructions with the game, it's the sort of thing that you can pick up and play instantly - No large manual to trawl through, Ace ! If your a 70s/80s child your gonna love this. The game is set over a series of single screen mazes or dungeons as the game refers to them. Each dungeon has a number of enemies you must destroy, these all move around and behave with slightly different characteristics, Some will even shoot at you. You control a man with a laser gun and you (and a friend if you have one to play the game with...) have to

survive for as long as possible. You get an on-screen Radar for each dungeon showing the location of the monsters, this seems initially pointless until you discover that some of the monsters have the ability to disappear for certain periods of time So you need to use this to locate and destroy them ! Very few computer games seem to be able to create an enjoyable 2 player option. But with 'WOR' The Two Player mode really shines through, the game is a lot harder, the computer seems to detect the additional player and throws a lot more monsters out at you. There's also the option of strategies, you can either work together with your friend and go after everything or play against each other ( your shots can also kill the other player if they get in the way ! ). and take on the monsters too, I preferred the teaming up option.

When you've destroyed all the monsters a special enemy appears, this will attempt to make its way to the exit. If you shoot it before it escapes you receive a bonus score, sometimes when you shoot it, it turns into a ghost type monster and you have to shoot it again to kill it. This is just brilliant, the whole game has an atmosphere and playability about it that no other maze game has. It's definitely not a PAC-MAN clone but it has the same sort of addictiveness while retaining a style and personality of its own - YOU

HAVE TO PLAY IT !!!



Better still try and attend one of this year's Commodore/Computer shows you might get lucky and play it on an SX64 - In its purest environment !!!

Its going to be interesting seeing how the new game - **WIZARDS OF WOR** by **PROTOVISION** turns out - Those boys have undertaken an enormous task trying to beat this game. Their version uses the 4 player adaptor, I wait with baited breath... As always **REMEMBER** have done a hacked version of this with Cheats, Hi-Score save to disk etc. If you can't get the original cartridge version of this it's definitely worth getting their version . . .

## WIZARD OF WOR

( C ) COMMODORE ELECTRONICS LTD. V02 ( JAPANESE VERSION )

I was just about ready to send this review off when Andrew Fisher very kindly sent me the Japanese version of this game . . . Andrew had mentioned it to me previously so when it came through the post I was INCREDIBLY excited !!! The Title screen sets the standard for the game that is about to unleash itself upon you - i.e. VERY POOR !!! Yes I can say without doubt - THIS GAME STINKS !!! The graphics (if you can call them that !) are weak, there is no animation to your player, apart from when you push the joystick in a different direction. Sound effects are pathetic, you get a continuous droning noise in the background as you play. Granted the original Wizard Of Wor only uses basic sound effects and Graphics but they are put to MUCH better use than in this version.

Also as if all that wasn't bad enough the control method is poor. So often you are killed because of the poor game engine rather than your lack of playing ability. It's almost like someone sat down and said "Let's take all the elements that made WIZARD OF WOR weak and lets make them worse"

Avoid at all costs - You have been warned !!!



**Andrew Fisher** ~ The Japanese version of Wizard of Wor was originally programmed for the Ultimax (Commodore MAX) games console (left), then Commodore later released them for the C64 (which can act like an Ultimax).

**Allan** ~ We also have to remember that the Ultimax only had 4k of memory to play with, which begs the question - "Why did Commodore even bother to port it over in the first place ?"



## THE END IS NEAR

So my friends it's nearly time to go, but before I do I will say this, I also remember a game in the arcades where you controlled a little man walking round a maze. It was a little bit like WIZARD OF WOR but the mazes were more open-plan ! You had to move round the maze and shoot at these robots. The game is called 'BERZERK' it had primitive speech like GORF and 'WOR' - it said things like 'HUMANOID' and 'INTRUDER ALERT' these samples of speech were put into a late 80's 'House Music' track called 'HUMANOID' by STAKKER HUMANOID (this track was also sampled and made into a well known Compunet demo by ASH & DAVE). Anyway the point I'm trying to make is the game could have been converted to the '64' no problem we would even have had the speech - Aaargh !!! another great Commodore travesty : A real loss that !! UPDATE JASON KELK informs me someone is currently working on a '64' version - YIPPEE !!! - Lets hope it retains the speech !!! P.S. If you ask our 'Uncle' Allan nicely perhaps he might put these two games on the coverdisk for us . . .

**NEXT TIME** : More Cartridge giggles with your favourite cartridge playing chum - ME !!!

To end this CS2005 off nicely I have compiled a special **Cartridge Corner Collection** on the second side of this issues disk for all you Cartridge Corner fans out there. I have put as many cartridge games on the disk as possible for you - including the ree mentioned here, yes that does include the absolutely terrible Japanese version of Wizards Od Wor ! - ED

# The RARE Guide To The C64



## Commodore REU with heavy duty power supply

Okay, I know that Commodore REU's are not that rare (no matter which version it is), even this boxed version is not that uncommon in the USA.

But what we have here is a glimpse of what Commodore already knew way back in the 1980's ~ the standard Commodore

power supply was woefully inadequate - even for the lowly REU !

What's even more amazing is the fact that REU's in the UK (and I presume Europe too) were never offered to us with a heavy duty power supply. The end result was intermittent operation and standard psu's that failed after a short time of use due to power drainage through the combined needs of the c64 and REU. So if you have a Commodore REU and it doesn't seem to be working correctly then now you know why.

As far as I am aware, this option of heavy duty PSU and REU was never offered over here, even by those companies that imported Commodore hardware - if you know otherwise then please let me know.

Note : If you have a spare c128 power supply then it would be wise to convert it to power your c64, there will be a guide on how to do this in the CS Newsletter which is coming soon.

Allan Bairstow

## Retro Replay Cartridge bundle

The original Retro replay was a one off run just 300 units were to be manufactured. I must order one of these I thought. Then shock horror Jens puts the last unit on an ebay site.

THE END?

No wait it can't end like that.

I wrote to Jens and said if you need names for another run of 300 units please put me on the list, Jens mailed back OK. How many years would I have to wait to see one of these units on my machine I thought? I then met Allan at the Back in time concert in Birmingham, Allan said he wanted to order one of these and knew others who also wanted one.

A few days later Allan emailed me "good news" we can order the cartridges again from Jens he has made another batch because of all the interest he received. Wow I thought so I ordered two cartridge bundles via Allan's "Commodore Import Service" it's the hassle free way of ordering goods. After a few days of waiting and nail biting (has Allan run off with my money only joking Allan) what's this waiting for me on my return home from work a box with my cartridges inside. In a matter of seconds I had hurriedly ran upstairs my heart pounding, my head sweating oh what excitement waited for me. I quickly read all the instructions! Yes some of us do that sort of thing you know. Finally after calming myself down I plucked up the courage and plugged the unit in, the cartridge and indeed the whole package worked superbly.

Retro Replay Cartridge bundle, here is what you receive in the bundle.

- 1 Retro replay Cartridge
- 1 Contiki OS disk
- 1 Plastic case (choice of colours of course you would choose the clear one)
- 1 Network adapter
- 1 instruction manual (if ordered through commodore Scene)
- 1 Network adapter installation sheet

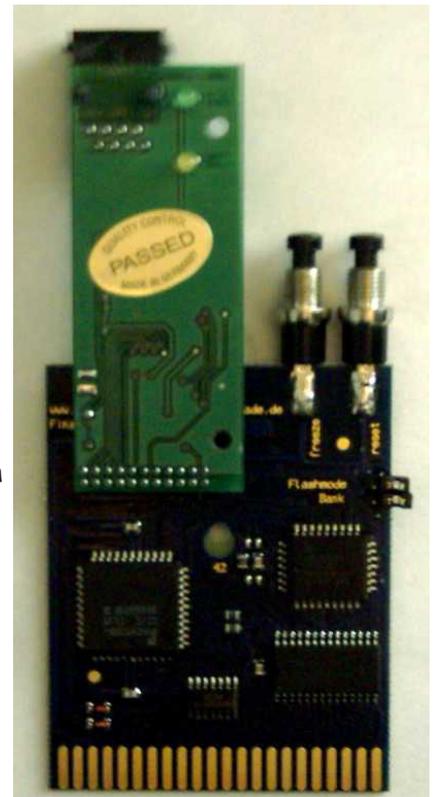
Right obviously to keep the unit costs down you will need to "assemble" the components together but this wont take more than a few minutes. The plastic case will need drilling though for the buttons of the retro replay cartridge and also for the network card to poke through but that could wait until tomorrow. The case is just a snap together fitting, and the network adapter fits onto a

row of pins on the retro replay adapter. Connect the network card with the Ethernet port facing away from the machine and the led lights pointing up. The LED's are a nice feature one showing there is network connection (you have successfully connected to a network) and one light for network activity that blinks when network traffic or information is sent to or received by the card.

Then with your Commodore TURNED OFF! Firmly insert the unit the buttons on the retro replay cartridge will be on the right as shown below. Unless you need to attach another cartridge you can leave the unit plugged into place.



Once you power on your commodore you should see the retro replay default screen appear, you are now ready to go. Firstly though you need to make a disk with some tools on for flash upgrading the card, there is an A4 sheet with the card that explains the process and it takes only a few seconds to complete.



I am not going through the options as the manual does a pretty good job of that, also the network settings and setup are discussed in another topic on Contiki OS.

The retro replay card is very professionally produced, as you would expect from Jens. Although the connection of the network card is a little loose you do need to be careful not to knock the connector and indeed the network card out of place. I am not going to criticize this new addition to the retro cards, as I am sure Jens has more add-ons in the pipeline, and this seems a nice way of connecting other devices.

Many people are looking for Action replay cartridges especially version VI, well I can say that the looking and searching is now finally over. This is Action replay and more! And then some. Just to entice you even more the retro replay card features a FREEZE utility so you can pause an application then save it to disk and even save it with a super fast load option, a fast disk loader for any application with short-cut keys, for example pressing f1 is the same as typing load "\*", 8,1 Disk copier, sprite killer, poke finder for gaining those infinite lives, quick disk formatter, Machine code monitor and much more. Added to all these features is the fact the unit is flash upgradable for further software advances. Again this is another piece of Commodore history brought bang up to date if this is the quality of device Jens produces then just imagine what the C=1 will be like.

One thing I have noticed (on a down note) the two network adapters I have both report the same M.A.C Address. What is a MAC address? Well it's a hardware reference to identify the device this is normally issued by the cards manufacturer. This could cause problems if two devices have the same address and are on the same network. The address is made up from the manufacturer, the model of the card and finally an assigned card number.

To check your cards address you first need to use a cross over cable to connect your Commodore to another machine with a tcp/ip stack then ping the Commodore once done check the Address resolution protocol (ARP) cache to see the Ip address resolved to a Mac address.

Let's say you set the Commodore to ip address 10.0.0.3 you would need to type  
**Ping 10.0.0.3**

You should see some successful pings returned

Then type  
**Arp -g**

You will see something like this

Interface 10.0.0.1 on	interface 0x20000003	
Internet address	physical address	type
10.0.0.3	00-00-00-64-64-64	dynamic

the bits we need are 10.0.0.3 our commodore machine and the physical address 00-00-00-64-64-64 this is the mac address. This is really the only down point of the bundle for me.

Still need an Action replay cartridge?

Reviewer Nigel parker  
Email nigelp2k@yahoo.co.uk  
Copyright Commodore Scene 2003



## The Music System and The Advanced Music system

Sometimes you find an application and wonder what life would have been like if the application had never been written. This application is wonderfully slick elegant, stylish, simple and polished some of the words that best describe this application! What we are looking at is class, and superb programming skills both present or passed. The list of designers in the manual is quite large with names mentioned are for some twelve people who ranged from programmers, synthesizer editor, designers and supporters.

“So what” you may ask “is The Music System”? The Music System is “a synthesizer composer and editor” for the Commodore 64 or Commodore 128 in 64 mode (ok so it doesn’t add any extras for the Commodore 128 I didn’t say it was without flaws!

I remember a friend purchasing this for the BBC micro back in 1984 the package lists April 1983 as the finished BBC program date so I must be on the right time line. After seeing this on the BBC Micro system, I thought long and hard about purchasing a BBC system myself just to use this software! Good fortune then that I was given a Commodore 64 for my Christmas present by Mr.Claws himself. Even better when I bought a disk drive and this application to go with my system a few years later. My school teachers used to wonder why I was off school sick so often (the secret is out now!) The manual that accompanies the application is very well written no expertly written, and is easy to follow with lots of pictures and examples. Just by way of temptation the standard version also has a copy of the advanced versions manual! Oh there so cruel I never managed to track the advanced version down.

According to the manual the system was used by “black Uhuru” a leading Jamaican band on an album called anthem. I can’t say I have heard of the group or the album, oh well who cares on with the application.

Here is the box info:

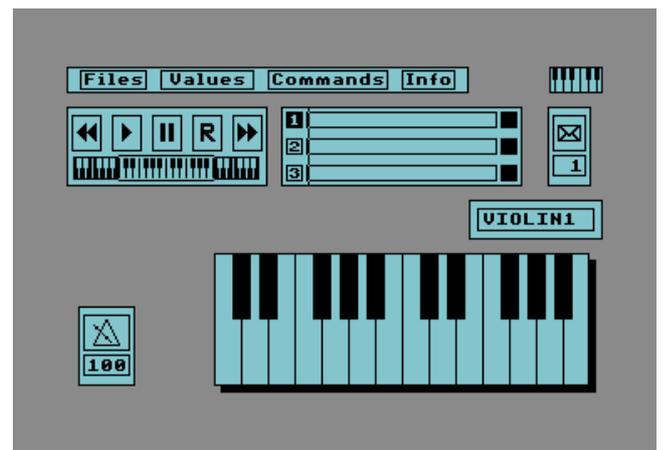
Now you can make music you want to hear. Whether a stylish performer or complete beginner, With THE MUSIC SYSTEM you can be a composer/studio engineer (and rockstar)

This package came in two versions as I mentioned earlier “the music system” and “the advanced music system”. The advanced version had full MIDI support here I am just discussing the standard version that supports only SID chip.

If you have the advanced version I would love to here from you, maybe you would like to sell/donate me a copy. Also to prove I am a liar the package actually came in four versions if you want to be picky, tape or disk for both the advanced and standard versions. The package coming on tape or disk got the programmers out of the problem. The problem they solved was that of not having to select a media to save to. For example the disk version always tries to save to a disk drive 8. Now I am not calling this a short coming, as it have seems a logical thought process for 1984, who would ever need 2 disk drives The other question of course is “who would ever use more than 64k of memory” I think we can all answer that one!



After the initial stylish loading screen that still looks good even by today’s standards, your eyes are in for a graphical display of goodies or eye candy.



On the main screen we can see a file menu items listed are for FILES VALUES COMMANDS and finally INFO. I will go through each option so we don't miss anything out. While accessing the menu items they actually dropdown with a scrolling animation effect very nice touch again showing the attention to detail of the whole package.

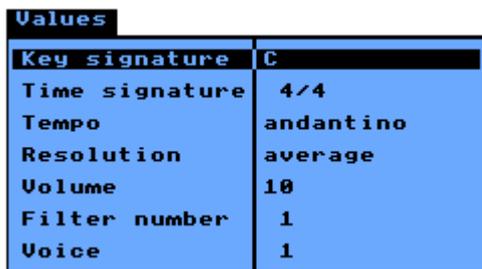
FILES

As you may have guessed this all relates to file manipulation saving, loading, renaming and deleting to access this menu press F1 key to scroll down the list press the space bar, the return key executes the command. The top item catalogue displays a directory of the files on disk. I won't go through the others, as they are self-explanatory.



VALUES

Wow configurability or what baby. Here we can set key signature, keys Q and W to



change the options and scroll through a list of key signature types. Then we can set the time signature 4/4 is the classic dance floor filler 4 beats in a bar.

We can set the tempo of the piece but all the words are Italian. If your Italian leaves something to be desired, then helpful is the fact, as you scroll through the tempo words the metronome will either go up in value, (music will play faster) or go down in value (music will play slower). Andante means walking speed, there you go you learnt one word already!

You could select the Tempo and hit the left arrow key next to 1 top left of the commodore 64 keyboard this will toggle the tempo display to display beats per minute instead of Italian names but isn't that classed as cheating? Resolution has three options beginner, average and advanced this sets the minimum note value allowed by the program helping you to input notes in real-time from the keyboard.

Next we have Volume and filter number followed by voice number,



Pressing return on the voice displays another dropdown box for octave and a filter on off toggle.

Commands

Display V.M.W or Voice monitor window displays a music stave where notes



can be entered manually, in step time Fantastic stuff.



To get out of the V.W.M window press the commodore key and V this will also toggle you back to the display if you prefer the keyboard commands.

Delete voice does what it says it deletes all the note data for the voice shown you must change to the voice you want to delete before going to the commands menu. To change voices go back to the main screen, and then press the Commodore key and 1,2 or 3 for voice 1 2 or 3. Incidentally shift and key 1,2 or 3 mute the voice. Here we can see that voice 1 has been selected, you can see that the number 1 is in inverse video.



As music supreme master you are permitted two voice sets in memory while composing. Swap sound sets allows you to change between these two sound sets. Finally leaving us with the tidy music option, this option does just that it tidies the music to look more professional, tying notes, removing unwanted rests, this option isn't reversible, although its possible to go to the VWM and manually untidy them again!

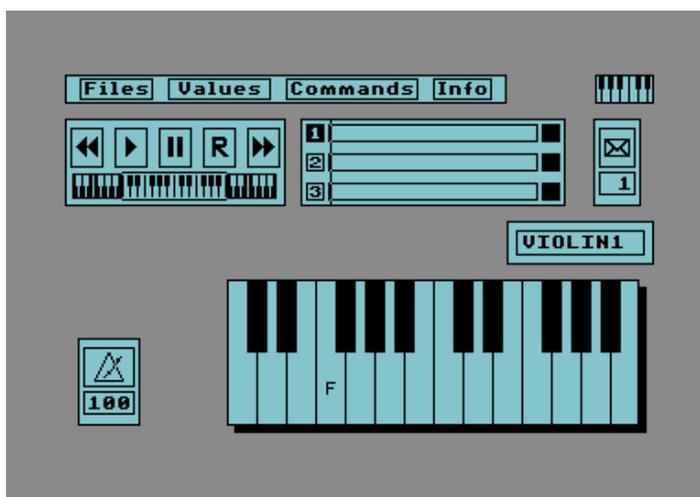
INFO

Info gives information about the current piece of music in memory. As shown we can see amount of "music memory remaining and the filter settings etc.

	1	2	3
Notes	0	0	0
Bars	1	1	1
Octave	2	2	2
Filter	off	off	off
Free	999		
Music	m.music		
Sound 1	1	s.sound 1	
Sound 2	2	s.sound 2	

KEYBOARD

We cant move on without mentioning the keyboard, notes can be played and recorded in real time from your Commodore keyboard. Pressing a note on the Commodore keyboard displays the note on the GUI screen as shown.



The picture shows the violin sound is selected the tempo is set at 100 and the F key has been pressed see it even says the actual note name. You can if you wish use the standard Commodore clip on keyboard but it does obscure some of the keyboard commands!

Thought that was the end? You have not seen anything yet just take a look :

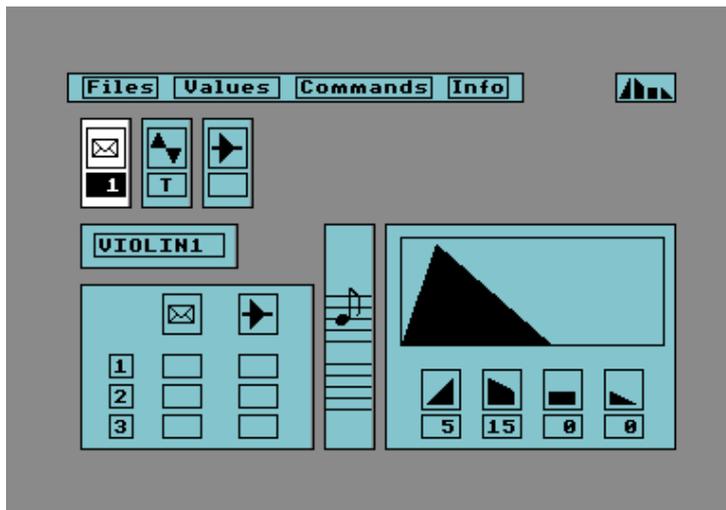
## PART II

### SYNTHESIZER

The program doesn't stop at just being able to use default sound sets, no way! On the B side of the disk or tape is the "Synthesizer editor" this allows Custom sounds to be created from scratch or by changing the default sounds to something more interesting. You can use the standard waveforms triangle, saw tooth, pulse, and of course white noise generator. You see the very familiar screen layout with menu options along the top. Nice to see the programmers kept consistent both with screen layouts and graphics but also with key combinations. Right let's look at what we have, starting with the menu items.

### FILES

Files for loading saving etc. Values is the same time signature key signature etc and the info these options are just the same as in the song editor.



### Commands

That leaves us with just the commands option to go through. Right starting with DRE up

Lets leave this for now and I will return to this particular menu item later on, I don't want to blow your mind before you have read the full review!

On the main screen the little envelope is the sound envelope and as per the sequencer keys Q and W are used to change the option or sound.

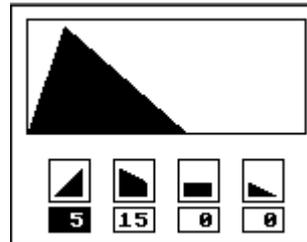
Pressing SPACE bar to advance onto the waveform option, again keys Q and W are used to change the option SHIFT SPACE moves back to the envelope option. Next along is the



Waveform where you can select the required waveform for you sound. The pulse wave has an optional window that opens to allow for advanced setting of the pulse width.

Moving along again by pressing space bar we come to the filter options, the filter will change the waveforms sound. Filters available are none and one through to four, although only one filter can be used at a time.

Next option is ADSR this stands for Attack Decay Sustain Release. Here we are changing what is commonly known as the instruments Amplitude. I will try to explain this but first look at the picture of the Amplitude graph.



Moving over the options is done by pressing keys [ ] for left and right then Q or W to change the parameters.

First parameters is Attack or how long it takes for the sound to hit its maximum loudness. Next along is Decay or how much the sound dies away from its maximum. We then have sustain this holds the sound for a period of time, followed by decay or how long it takes for the sound to die away.

Pressing space moves forward to a mini VMW window, we see a musical staff section and a note placed on the staff. To change pitch use up arrow and = to change duration use Q and W. to play the note press \* This is our test sound and used to test our voice data, you could also load song data and the window will change to show the dynamic voice data.

Pressing space again moves you to the Sequencer playback section from here voices can be turned on or off using shift and one through three. The voice can be changed by using the keys Q and W. Navigation of the panel is via the up arrow (move up), = (move down) and keys [ and ] for left and right. When in a box you can change the value using Q and W the filter is either on or off and the envelope range is from 1 to 15.

Pressing space again moves you to the envelope name here you can use 8 characters to give your creation a name. To move to a new instrument you first need to confirm your instrument name and then use SHIFT Z to move 1 instrument back and SHIFT X to move an instrument forwards. Now when your instrument is created press \* to listen to it at the pitch and duration displayed in the VMW window another use full key is the left arrow key (top row next to one on a real commodore 64) this kills the sound to stop it playing.

Now for some fun, using the editor you can load a tune and play with the editor settings in real time some commands are needed here so:

Run/stop key will play the tune pressing the key again will stop the tune playing. Pressing SHIFT and a number from 1 to 3 will turn that voice number off. Whilst the tune is playing the mini VMW windows will turn to show the envelopes in use.

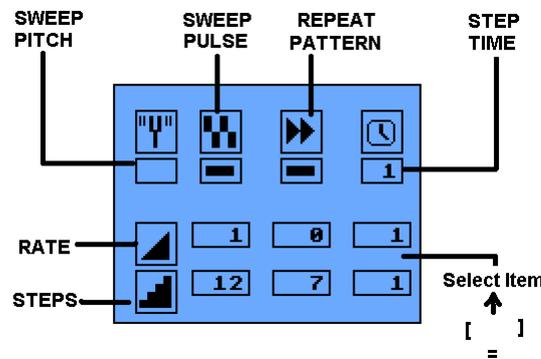
Right you may want take a deep breath, no I insist you take a deep breath, ok thanks now I will cover some of the advanced editing options.

DRE or Dynamic response envelopes, this is used for the filter sweeping and pulse width sweeps we all associate with the SID chip. Ah yes pulse width overload time again. Pressing f5 brings up the COMMANDS menu from here we select DRE UP to activate the DRE settings menu this option is also activated by pressing D on your Commodore and can be toggled back to the ADSR view by again pressing D. To move around again we are using up arrow (up), = for down and [ ] for left and right.

I am going to cheat her and redraw a page from the manual as it covers the options so well. The top options are either on or off the bottom items must be entered as amounts

I think I will leave it at that and move on to filters after all this wasn't supposed to be a tutorial just a look at the features of this package.

Filter can be accessed by first of all turning on the filter setting, (third option counting from top left it's the icon of a triangle on its side with a line through it) then pressing F on your commodore. Filters are selectable from low,band,high and notch. We can also select Resonance, this is how effective the filter is on the sound. Again to move over the filter options press space bar to advance then Q or W to increase or decrease the amounts.



Moving on with the command pull down option you also have the options to swap sounds, remember that we can have 2 sound sets in memory each holding 15 sounds.

Dre up and filter up are the same as using the shortcut keys of d and f as described above. Copy envelope allows current envelope settings to be copied to another sound, nice for creating similar effects on new instruments. Select copy filter and then a new box will appear allowing selection of the filter with Q or W and [ ] to move to next item pressing return key copies the sound.

The other options I am sure you can now work out for yourself looking at the descriptions. In all this is a superb piece of work, and holds itself well even with today's more modern software. Please help me find a copy of the advanced version so I can complete a full review of the software, creating lovely sounds VIA MIDI. Right I need a sit down!

Reviewer Nigel Parker  
Copyright Commodore Scene  
Email [nigelp2k@yahoo.co.uk](mailto:nigelp2k@yahoo.co.uk)

**Commodore Scene** will be attending this event next year so leave a few days in your diary >>>>

# Commodore 64 Disk Commands Reference Guide

## COMMODORE FILE TYPES AND USES

DEL	Deleted file
PRG	Program file
SEQ	Sequence file (usually a text file)
REL	Relative file (data file)



## COMMODORE 64 BASIC DISK COMMANDS

Format a new disk      **OPEN1,8,15,"N0:"DISKNAME,ID":CLOSE 1**

Load a file            **LOAD "FILENAME",8**  
Load 1<sup>st</sup> disk file    **LOAD "\*",8**  
Load and run file     **LOAD "FILENAME",8,1**

Save a file            **SAVE "FILENAME",8**  
Save and replace      **SAVE "@0:"FILENAME",8**  
Verify disk file      **VERIFY "FILENAME",8**

Directory listing     **LOAD "\$",8**  
                         **LIST**

Redirection           **CMD**

**EXAMPLE:** Redirect directory listing to a serial printer  
**OPEN 1,4:CMD 1:LIST:CLOSE 1**

## COMMODORE 128 BASIC DISK COMMANDS

Formatting a disk     **HEADER "diskname",LID,Ddrivenumber,ON,Udevicenumber**  
Load a file            **DLOAD "filename",8**  
Saving a file          **DSAVE "filename",8**  
Verifying a file      **DVERIFY "filename",8**  
Disk Directory        **DIRECTORY**

## COMMODORE DOS WEDGE DISK COMMANDS

**Wildcards**            ?      Match any character      E.G **DO?** could match **DOG** or **DOC**  
                         \*      Match the rest of the name    E.G **D\*** could match **DOG** or **DUG**

Format a new disk     **@NEW0:"diskname",ID**  
Save a file            **←"filename"**

Load a file            **/"filename"**  
Load and run a file   **↑"filename"**  
Load MC               **%"filename"**

Scratch file          **@S:"filename"**  
Rename                **@R:"newname=oldname"**  
Check disk            **@**  
Validate               **@V**  
Directory              **@\$**

# Commodore 64 Disk Commands Reference Guide

## JIFFY DOS DISK COMMANDS



### FUNCTION KEYS:

F1 =	@\$:*	Display the directory of the currently selected device
F2 =	@D	List a BASIC program
F3 =	/	Load a BASIC Program
F4 =	@T	List an ASCII text file
F5 =	↑	Load a BASIC program
F6 =	←	Save a BASIC program
F7 =	%	Load a Machine Language program
F8 =	@ "S:	Scratch a file

### STANDARD JiffyDOS COMMANDS:

Set device	@#8	Selects current drive as device #8
Display directory:	@\$	Display directory in BASIC
	@\$.name	Display all files with "name" in their filename
	@\$.N*	Display all files with "N" in their filename
Read error channel:	@	Returns error code from currently selected device
RAMLink	@CP"number"	Temporarily change the default partition number
Load file:	@↑	Load and run first file on disk
	SHIFT + Run/Stop	Load and run first file on disk
	/ "filename"	Loads "file"
	↑ "filename"	Load and run "file"
	% "filename"	Load a machine language file
	£ "filename"	Load and run machine language file
Saving BASIC file:	←"filename"	
List program on disk:	@D:filename)	
List ASCII file:	@T:filename	
Un-New program:	@O	
Initializing drive:	@I	
Reset Disk Drive:	@UJ	
Validate Disk:	@V	
Format Disk:	@N:name,ID	
Fast format disk	@N0:	
Format 2 sided disk	@N2:name,i	
Disable head bump	@B	
Copy file:	@C:n=o	Copy file "o" to new file "n", will only work on same disk
Combine text file	@C:n=o,p	Create new file "n" by combining files "o" & "p"
Rename file	@R:n=o	Rename file "o" with filename "n" on current drive
Scratch files	@S:file	Deletes "file" on currently selected drive
Lock Files	@L:file	Locks "file" so that it cannot be "scratched"
	~	Repeat the command to "unlock" a file
Output to printer	@P	Repeat command to return output to screen
	@P,d,a	Send all output to printer at "d" device, and "a" secondary address)
		a=0 (uppercase/ graphics printing)
		a=7 (uppercase / lowercase printing)
Print text screen	CONTROL & P	
Change default drive	CONTROL & D	Toggles through all available drives

# Commodore 64 Disk Commands Reference Guide

## DATEL ACTION REPLAY DISK COMMANDS

Load a file	<b>F1</b>
Load and run file	<b>F2</b>
Load Directory	<b>F3</b>
List Directory	<b>F5</b>
Run	<b>F7</b>
Load a file	<i>/filename</i>
Load and run a file	<b>↑ filename</b>
Verify file	<b>&amp;filename</b>
Save a file	<b>&amp;Filename</b>
Save File in warp	<b>&amp;Filename,w</b>
Read Disk error	<b>@ or @8 or @9</b>
Initialize disk	<b>@I</b>
Validate disk	<b>@V</b>
Rename a file	<b>@R:NEWNAME=OLDNAME</b>
Clear directory	<b>@N:NAME</b>
Format a disk	<b>@N:NAME,ID</b>
Display disk directory	<b>@\$ or \$</b>
Delete (Scratch) a file	<b>@S:filename</b>
Change disk id + name	<b>@H:NAME,ID</b>



# Commodore 64 Disk Commands Reference Guide

## IDE64 DISK COMMANDS

### FILE MANAGER

File manager	<b>MAN</b>
Directory	<b>1</b>
View file	<b>3</b>
Copy file	<b>5</b>
Rename a file	<b>6</b>
Make directory	<b>7</b>
Delete file	<b>8</b>
Swap windows	<b>CONTROL</b>
Page up	<b>F1 or CRSR←</b>
Home	<b>F2 or HOME</b>
Page down	<b>F7 or CRSR→</b>
End	<b>F8 or CLR</b>
Move Cursor	<b>CRSR</b> up or down
Select all	<b>+</b>
Unselect all	<b>-</b>
Select some files	<b>INS/DEL</b>
Load and run file	<b>RETURN</b>
Change directory	
View a file with plugin	
Load a program	<b>SHIFT+RETURN</b>
LOAD volume root	<b>/</b>
Open or close CD	<b>↑</b>
Quit application	<b>←</b>



## IDE64 COMMODORE BASIC COMMAND EXTENSIONS

Initialize one device	<b>INIT</b>
Initialize two devices	<b>INIT2</b>
Change directory	<b>CD "directorypath",DN</b>
Directory Unix style	<b>LL "path",DN</b>
Directory c64 style	<b>DIR""",DN</b>
Make directory	<b>MKDIR "pathname",DN</b>
Delete file	<b>RM "name",DN</b>
Delete empty directory	
Print out time and date	<b>DATE</b>
Swap device numbers	<b>CHANGE</b> (floppy now device 10 ide64 device now 8)
Open cd tray	<b>CDOPEN</b>
Close Cd tray	<b>CDCLOSE</b>
Deactivate IDE 64	<b>KILL</b>