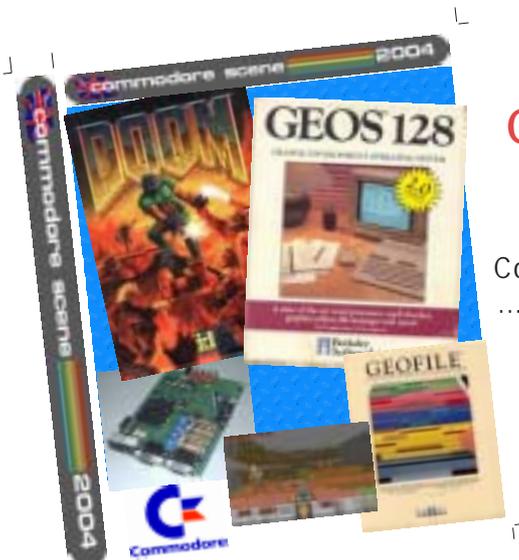


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# yearbook 2004

 **commodorescene@btopenworld.com** 

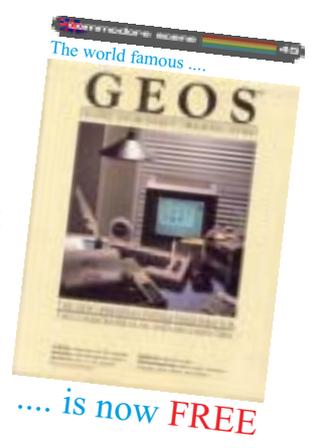
 **<http://www.commodorescene.org.uk/>** 



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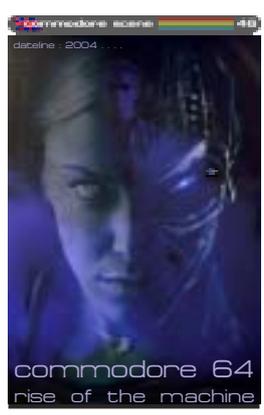
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100mb & 250mb storage

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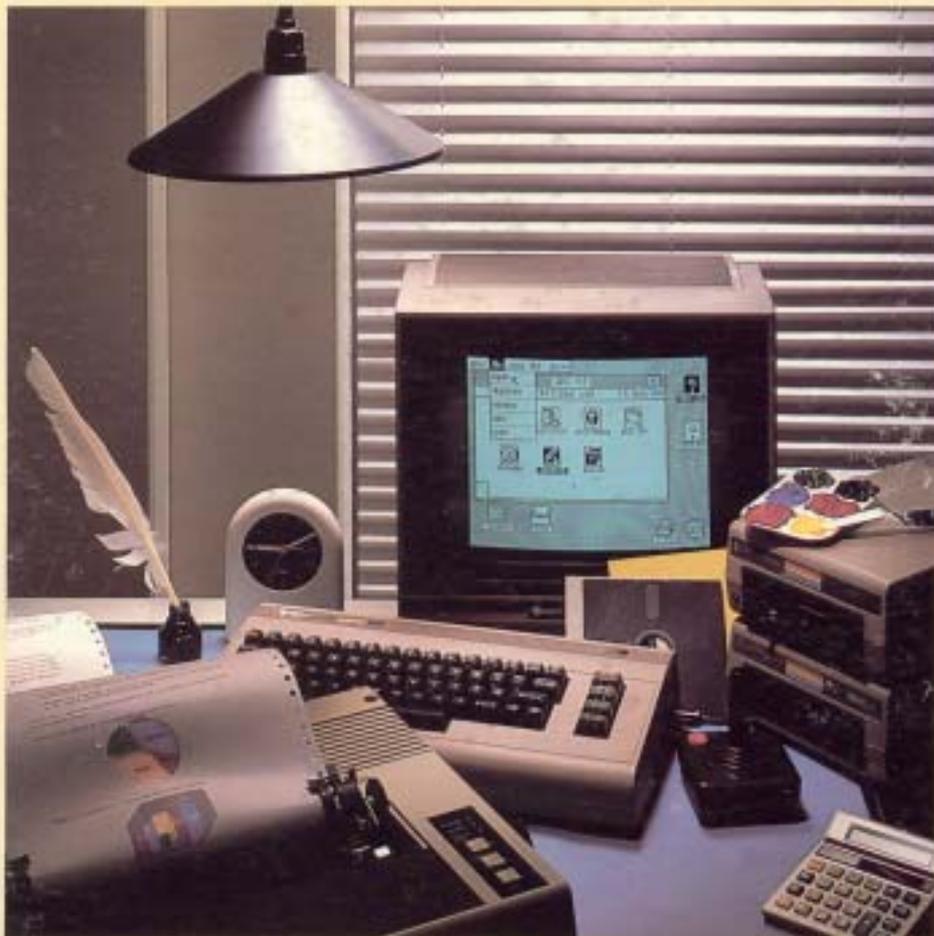
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... is now **FREE**



Jeez, what a superb start to 2004! I don't really know where to begin so lets take things as they pop into my head.

**CS2004** : I would like to thank everybody who has re-subscribed for this year. I would also like to thank those new subscribers for this year - something I wasn't expecting to be honest. I had three new subscribers in two days, thats not bad going in this day and age ☺

I knew there would be lots of stuff to cram into the beginning of 2004 so I took Shaun's advice and did two issues together. I have also revamped CS for 2004, those of you who get the disks will now have special sleeves for your disks so you can keep them safe and clean inside the binder. If you wish to purchase some sleeves for last years binder then they are available for £1.50 each, that includes postage worldwide. I have to limit the amount of 5.25" sleeves to 3x per CS2003 subscriber as I only have a very limited supply.

**Maurice Randall / CSIS orders** : I have spoken to Maurice and my back orders are underway.

**CSIS** : Next issue will see the return of an improved CSIS catalogue - in full colour. Not only that, there will also be more indepth information on many items along with some new stuff. The biggest news is that some prices have now dropped, most noticeably is the cost of GEOS v2.0.

**GEOS v2.0** : Unbeleavable but true - GEOS v2.0 is now **FREE** of charge, providing you can download it yourself. See the **geoTELEGRAPH** section for more details and a tutorial. For those who still wish to buy it complete with a manual, then the price has dropped, details will be in the new CSIS catalogue. Unfortunately due to the phenomenal amount of people wanting it for free, the web site had to be closed because of the amount of traffic. A friend of mine summed it up very nicely for me when he said ~ "Seems to be a lot of people who all want things for nothing." ~ How true is that !! All these years of banging my head against a brick wall - now I don't have to. For the present though, GEOS v2.0 will not be available on a coverdisk due to copyright reasons, which is fair enough. A tutorial starts in this issue.

**C=VGA** : Again, I must humbly thank all those of you who pre-ordered your copy of the C=VGA. The reason we had to accept pre-orders was so that we could send Neil some cash so he could concentrate on getting the work done. As I write this section I

am still awaiting news but I hope to have details very soon.

**CSDOOM64** : As yet nobody has taken up the challenge to produce this game. The cash is still there and it will be increased throughout the year to encourage someone to take the plunge. There has been lots of talk and speculation about how it could be done but as yet, nobody wants the money !

**Retro Gamer** : Usually I would have just put a mention in the Data Blast section about this magazine. However, the response to RG has been huge, so much so that RG is not going to be a quarterly magazine (as originally stated) but a bi-monthly publication. The page count has also been increased and issue 2 has a huge article on Commodore written by Shaun Bebbington. I also feel that this is a golden oportunity to get something worthwhile. If you pop along to page 5 you can read about the current promotion that Retro Gamer has for new subscribers - and it's great, I have one !

**Loadstar** : Sad news, it appears that the diskzine Loadstar is to cease production soon. Details are in the Data Blast section.

**C= Modding** : The term 'modding' is used to describe alterations or enhancments to a computer. Recently however, I have been seeing the destruction of one computer to form a hybrid of another, is this still modding ? I don't know. Anyway, on page 10 is the first part of a project that sees the old breadbox style case converted into something quite special. Take a peek and see what you think. Personaly I don't have a problem with this type of project as spare C64 cases are plentiful, but hacking apart an SX-64 is another story altogether (see the letters on page 6 to see what I mean).

*Well, I appear to have run out of room for this issue. I'll quickly hop accross to CS2004/46 page 34 and continue there with more breaking news and views from the CS editors desk .....*

# TERMINUS

At the moment the subcribers list for Commodore Scene stands at :

**33**



**DATA :** GEOS is now available for the Commodore PLUS4. **GEOS 3.5** is produced by [cbm264.com](http://cbm264.com) with permission from Maurice Randall. Pop along



to <http://www.cbm264.com/geos/geosplus4.html> to download a copy.

**DATA :** **WCOPY+** is now available from **Click Here Software**. It will be supplied on the "CMD Utilities" disk for \$24.95 (direct) or £15 from the **CSIS**. Anyone who has bought CMD Utilities since Maurice Randall took it over from CMD will get a free upgrade. The disk will also be supplied with printed documentation instead of text files on disk like it has in the past. A cut down version called **WCOPY** will be supplied on the next coversdisk.

**DATA :** Sad news... After a historic run of 20 years, **Loadstar**, the Commodore disk magazine, will cease publication after the **240th issue** sometime next year. At the December 30 Micropalooza C= Party, **Dave Moorman**, editor of LS, had hinted to me that he was looking at continuing the disk magazine for one more year and then consider his options after that. We didn't expect it was to be the end of Loadstar!

**DATA :** **Retro Gamer** magazine has hit the commercial shelves of the UK to a huge welcoming fan base! The

first issue completely sold out very quickly, if you have a copy then hold onto it tightly. By the time you read this issue two will be on the shelves.

**DATA :** **GEOS v2.0** is now free, see the **geOTELEGRAPH** section for a tutorial.

**DATA :** The next **JagFest** will be taking place in June 2004 in Kent. There will be an advert in the next issue. Myself and Shaun have been asked to attend and we will be there supporting the Commodore.

**DATA :** For those of you who are struggling to connect your **Retro Replay** cartridge & **RRnet** adaptor to the internet, pop along to <http://people.freenet.de/LittleDreamLand/etha.html> to download **http load**. This is a new ROM program that may be of help.

**DATA :** A new group called **Funk Scientist** have sprung up to help promote demos and various Commodore related materials. Pop along to <http://www.funkscientist.com/> for more details.

**DATA :** There is an update to the **Postscript Printing (PP3)** program from Maurice Randall. Several enhancements have been made and we will see a mini feature in the **geOTELEGRAPH** section soon.

**DATA :** **LOADSTAR**, in an effort to positively impact the interface between the C-64 world and the PC, is looking for several exceptional programs. **WANTED:REWARD:\$100** A plug-in for Internet Explorer/Netscape/Opera that will allow Commodore graphics (bitmap screens) to be displayed on Web Pages. The file type we are looking to support is the .SHP or **LOADSTAR** type as supported by GoDot. The .SHP files compress the graphics from 9 or 10 K (40 disk blocks) to as small as 20 disk blocks (5 K). They also can contain high res (320x200) or multi-color (160x200) format. For specifications and the object code of our **ML Unpacker89** program (which displays the graphic screens on the C-64). Now for the good part: **LOADSTAR** will pay \$100 for the tightest, most robust program received by July 1, 2004. It is time

that the unique graphics of the **VIC II** find a place on the web without conversion to over-sized (by our standards) **GIFs** or **JPGs**. This offer is to the entire Commodore Community!

**DATA :** A new project has emerged - **IEC-ATA** - that will allow you to



access an IDE hard device via the Commodore's normal disk drive serial port. Go to <http://www.djupdal.org/cbm/iecata/> to read about it. **CS** will cover this in a future issue.

**DATA :** **Novaterm 10** (release version 2) is now available for download at <http://www.ros.com.au/~errol/64.html>.

**DATA :** We have organized a **retro game and computer party on June 19** at the Trefpunt, Kerkweg 21, Maarssen, Holland. We have already invited the Computer Museum, Classicgaming.nl, Retrogames.nl, SNES web, De CVML, the Bonami Computer Museum, de Spellenmarkt, HCC Games, HCC MSX, HCC Sinclair, HCC Basic, HCC P2000, HCC 6500, etc. We will try to get all fans and active groups together. <http://commodore-gg.hobby.nl/>

**DATA :** Thanks to the graciousness of **Jason Peterson**, the **SWRAP Chicago Commodore Expo 2003** and **Vintage Computer Festival 6.0** photos that I snapped are now at his website. Go to <http://thisoldcomputer.com/cbm/index.html>. These are the same photos that were formerly based at Earl Williams' <http://www.earl-ydesigns.com> site. Or to see all the other links to photos of the **SWRAP Expo**, go to <http://swrapexpo.org>

**DATA :** There is a hoax Commodore project at <http://valiant.homeip.net/commodore/index.html>. Although it does look quite good you have to ask the question - Why bother?

**DATA :** **GoDot** has received more updates <http://www.godot64.de/>



## Compiled by Allan Bairstow and Richard Bayliss

Well, have you had a great 2003 with the past few Commodore Scene cover disks? Did you like the stuff that CS gave away in 2003? Well, in 2004 there have been a whole lot of changes. This means that from this issue, onwards, not only will I be compiling the Commodore Scene cover disk, but Allan Bairstow has stepped in to also compile the cover disk. This will mean that CS2004 will have a new-look cover disk. One side of the disk will be compiled by myself, and another side of the same disk will be compiled by Allan Bairstow. Therefore this issue I have dug out some goodies, such as games, demos, PD stuff, etc. While Allan fills up the other side of the cover disk with some other bits and GEOS files. We will just have to wait and see.

Here's a plea for you all. Have you written anything in the past (old & new) and you want to see your stuff added to the CS cover disk? Please email .D64 images to myself at [tnd64@ukonline.co.uk](mailto:tnd64@ukonline.co.uk), or please post your disks to Allan Bairstow to convert and email to me. Ensure it is freeware.

Sorry, there is no proper CS disk menu, this issue, due to the amount of disk space filled. However, I have managed to squeeze in a BASIC programmed CS menu (Which I done) for you to load each file from. It should be compatible with any device no's and Action Replay Fast Load or any other cartridge. So now, enjoy the cover disk.

### Retro Wars 2 By Wayne Womersley



On CS 43 cover disk we added 'Retro Wars'. I received 'Retro Wars' from Andrew Fisher to add to this issue's cover disk (Thanks Andrew). This game is a sequel to the original.

Using a joystick plugged into either joystick port, guide your joystick through a weird world of Retro-Gaming, zapping all those enemies that approach you.

### For Speed We Need by Richard Bayliss



This is a top-down racing dodge 'em game for one player only. You're speeding along a straight road, and your mission is to reach all eight levels in difficulty. You have a certain amount of time, before your car speeds up. Now whatever you do, don't crash into the cars which are moving up the screen. If you do, then the game is over.

Unfortunately this game never got finished. Well, the main game did get finished, but being that I wanted to release this game for Christmas 2003, I decided to leave out the title screen and title music. Maybe on F.S.W.N II there might be some :o)

### Sharkz II - They Bite Back (80% Version) By Richard Bayliss

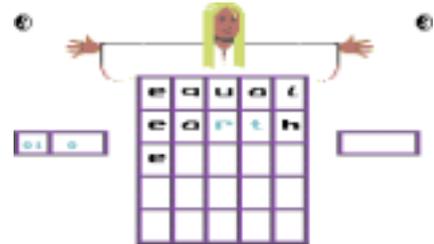


This is the sequel to the original 'Sharkz' (Download from [http://www.redesign.sk/tnd64/download\\_games.html](http://www.redesign.sk/tnd64/download_games.html)). This is a game for two players only, where you have to move your shark around underwater, scoffing fish and divers. You have 1

minute, in which to eat as many divers and fish to boost your score. When the time runs out, the player with the highest score is the winner.

A 100% version of this game is planned later on this year, which should feature some game options (setting the amount of time) and also some power ups, to increase the fun-factor. You'll just have to wait and see. :o)

### Deep Void By Willow



Do you remember 5x5? Well this game is similar. The idea of this game is to guess what 5-lettered word the computer is thinking of. If you guess wrong after a few tries, you'll lose a life. Once all lives are lost the game is over. Nice PD game.

### Hockey Mania Preview By Protovision

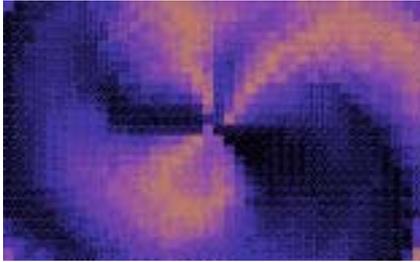


Protovision has kindly allowed Commodore Scene to distribute this playable preview of their new Commercial game, specially made for the 4-game adapter. The idea of this game is to shoot your puck into to the goal, where your opponent's goal keeper is. Else you score an own goal. Once the round is over the C64 will reset.

### Info-Linker V1.1+ By TAT & Onslaught

This is an improved version of Case/TAT's 'Info-Linker' utility. You can load music which exceeds \$2000 in this version. When you are typing in your messages, use Control and 1-4 for the char colours.

**Speed**  
by Coma



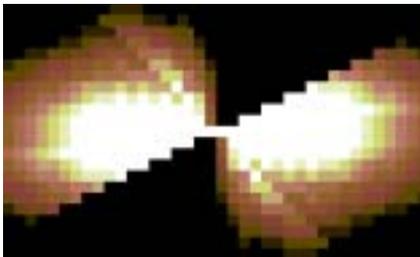
This is a nice demo, with some nice effects. Written way back in 1996, Coma has produced some nice demos, and this is a fine example of a single-file dentro. Load up and enjoy.

**Matrix Music Collection**  
by Zone 45



A music selector for you to listen to. Full instructions are in the demo itself.

**Projections**  
by ????



This is a great demo, which concentrates mainly on texture mapping colour-cycling routines. Great demo for 2003 :o)

Now for Allan's bit :o)

**For side two of this issues disk please refer to page 5 of the geoTelegraph section for full details - ED**

**Subscribe to  
RETRO GAMER  
and get a Namco  
Arcade Controller**

If you subscribe to Retro Gamer for 6 issues, not only will you get a year's worth of old-fashioned gaming goodness, but we'll send you a free Namco Arcade Controller (PAL countries only) featuring a host of classic built-in games!

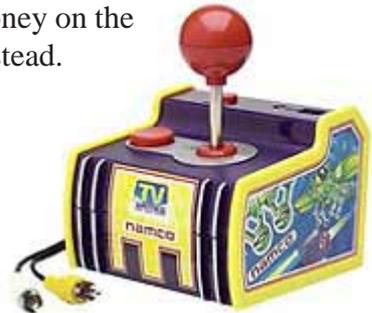
Issue 1 is available from: Jan 14, 2004

This little fella plugs straight into your TV and lets you play Pacman, Galaxians, Bosconian, Dig Dug and Rally X - tip top gaming action!

Please note, the device only works with PAL televisions so if you live in a part of the world where a different TV system is used, we've got an alternative offer whereby you can save money on the cover price of the magazine instead.

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*After a brief lapse, the Letters & e-mails pages are now back. There have been lots of people with things to say so here we go .....*

Hi Allan,  
I just bought a SX64 and want to do the conversion Neil did.

Philip Bach

*Hi Philip,*

*Another SX64 conversion ? Let me get this right, you want to rip out the heart of a very rare and classic 8-bit computer and replace it with a modern PC ? I don't think I could bear to witness that twice in my lifetime.*

*Firstly, I would ask you to reconsider but if you do go ahead with the project then would you please consider selling the original C= internal components to me so I can keep them for spares.*

*You may be interested in another project that is currently underway - see page 10 onwards - an original c64 case with dvd, etc.*

*Keep in touch and let me know what you decide to do - ED*

Hi Allan,

Thank you for responding right away.

I would like to subscribe to you magazine, the electronic version and also donate to your C=VGA project.

I'll go by the US Post Office tomorrow and pick up a money order for \$100.00 and get it in the mail. The magazine I believe is \$27 US, the remainder can be used to pay any bank charges and the rest for my donation.

If this is OK, let me know.

Dan...

*Hi Dan,*

*I try to respond asap but it is not always possible. Sometimes I can respond pretty much immediately or sometimes it can take take days (if I am working, etc). In this case you caught me actually on-line so you got an very quick response time.*

*Another new subscriber, excellent.*

*The C=VGA project has had many, many people pre-ordering, for which I am eternally greatfull as it means Neil can concentrate on the C=VGA full time rather than having to find a proper job. Hopefully there will be some good news on the project very soon.*

*You send the money and I'll sort it out for you, thanks again - ED*

Hiya,

Just one question to ask you, I'm currently tracking a C128 on e-bay. I spotted the c128 and

the c128d, on your web site. I'm familiar with the 128d, as it looks a lot like my Amiga A1000 (kick 1.1). How much are you currently asking for the 128D, and does it have any real advantage over the 128. Would a SuperCPU fit inside, or hang out of the back like the c64 ?

Thank you for your time,

cheers, Mark

*Hi Mark,*

*I thought you said 'one' question ?*

*Okay, here goes, although the c128 and c128d are listed on the website I don't actually have any spare ones for sale at the moment. The last c128d I sold went for about £120 but the price depends heavily on how much repair work I have to do and what condition it is in.*

*The advantage of the D model is that you get the PSU built into it and it also has a 1571 drive built in too. The removeable keyboard makes it a nice little computer too.*

*The SuperCPU on ALL models still fits into the cartridge port and sticks out of the back - ED*

Hi Allan,

I have finished reading CS2003 and thought it was up to your usual high standard.

I have found a Website that your readers might be interested in. <http://www.gamebase64.com>

It is a bit fiddly at first but persevere it is worth it. You may find when doing a search that nothing appears to happen but scroll down a bit and the results of the search will be shown beneath the search form.

There are lots of games including favourites such as Uridium. When you do an Advanced Search you can search by Genre and for example there are lots of Uridium style games to found.

Another good website is **The Demo Dungeon** at <http://www.demodungeon.com>

There are over 200 Demos to download and there is a top 10. When you enter you will see a list of Demo Groups on the left to download - the default is A. Click on B and you will see the Demo Groups beginning with B and so forth.

I hope the above is of help. Would it be possible (Copyright?) to put some of the stuff on the above sites on to the Commodore Scene Cover Disk?

Any news yet on my order for CMD stuff including FD2000 Disk Drive?

You said to notify what equipment that Readers had so here goes: Not had time to use but hope they work: 2x 1541 with Jiffy DOS, SX64 (Jiffy DOS on order), IDE64 Interface x2, A number of Desktop 64 Computers including a boxed Terminator Pack, Koala Pad, C2N Cassette Decks (old shape and later shape), Saitek MX-220 Megagrip 220 Joysticks x3 - Looking for a fourth.

Do you have the funds to advertise in Retro Gamer, Micro Mart? Perhaps I could help. Did you receive the cheque to pass on to the C=64 SVGA

Adaptor developer?

Ian Learmonth

*to make your own PSU if you wish (DIN pinouts supplied). I wish you well in your quest - ED*

*Hi Ian,*

*Good to hear from you again. Thanks for the advice on the websites, I actually knew about both of those but as yet I have not been able to pass on the news to everybody else, now we have done !*

*Nice set up, most people would kill to own and SX64 machine, and 'two' IDE64's, you getting more like me everyday !*

*Now, lets see if I can answer some of those questions for you :*

*The only problem I foresee with putting demos on the disk is their inherent size, many are a full disk side, some occupy the entire disk ! It is also safe to say that pretty much all of the demos won't work at all on a 3.5" disk either. But, I'll keep an open mind and see what other people think - do you all want to see some demos on the coverdisk ?*

*The orders from Maurice are being sorted out right now, I will keep you informed as to when they will be making an appearance.*

*Advertising ? Well, in issue 2 of Retro Gamer, there is an advert for CS. This was only possible because they gave me a special rate but even that was quite high. The normal cost of a 1/4 page ad in RG is about £600 after vat, etc. I simply can't afford that, even with the kind offer of help you are giving (for which I thank you for). Even the special rate (which is secret) which they gave me meant I had to raid my piggy bank and has depleted my meagre funds drastically. RG is a commercial magazine and CS is not, they make money, I don't. So, unfortunately, any advertising I do will have to be on the cheap and I can certainly think of better ways to spend £600+.*

*All money for the C=VGA project is now either in the 'kitty' or Neil is already using it to help get the C=VGA finished, and don't worry, your cash is in there too - thanks for your help - ED*

Hi Allan,

I have recently acquired a 1541-II disk drive without the power cable.

Do you have or know where I could buy a cable?

If not do you know what the wiring for the DIN connectors are so that I can manufacture one?

Thanks

Rob Morgan

*Hi Rob,*

*The 1541-II doesn't actually use a power cable, it uses a dedicated external power supply. Unfortunately these are now highly sort after units and I doubt you will find one easily. An alternative is the CS-SuperPSU which can power the unit but it quite costly. You can try*

Cheers ears !

How many CBM users actually browse the web with their commodores?

Russ

*Hi Russ,*

*Good question - who does access the internet with their Commodore ? Let me know and I'll put up a league table on the web site in 'true commodore only text' - ED*

Hi Allan,

I use a fax to look for jobs and letters to places at a local freebie shop but if some one could make a c64 fax machine with accompanying software... they would make a lot of money... would have to convert the c64 signal into the pc language the newer fax machines use... should read a prg on file or maybe sell a scanner separate to go with it...

Leslie Richardson

Hi Leslie,

The c64 already has fax capability ! geoFAX v2.0 has been around for many years now and can send & receive faxes via a modem. If you have a fax machine already then you can directly connect it to your c64 use it to scan A4 images. Where have you been all these years while the c64 has been evolving ? - ED

Hi Allan,

Many thanks for the CS44, a little late but better late than never. Glad to see that the C=VGA is underway again and hopefully will be around soon. I look forward to receiving the reviews. I liked the interview with you - most enlightening, do you have more than 24hrs in a day ? If so, please tell us how you do it as we could all do with more time these days.

I would like to say that the format for the magazine (CS) you have chosen is the best I have seen since I joined the Commodore Club and if you keep this up I think it will only get better.

I must admit that I am not into games much myself but I do enjoy reading the serious stuff.

Well this is all for now, good luck.

Geoff Wilkes

*Hi Geoff,*

*Thanks very much for your kind words of support it is very much appreciated. I am glad you like the format of CS, I am getting into the swing of this new format quite well myself now and it makes adding things to it that much easier - ED*

*Right that's it for this issue, there will be more banter in the next issue ....*

I recently asked for you all to feel free to write in with your own contributions, here is the first of those and it comes from the pen of Richard Therrien. On with the show then .....

# THE THREE AGES OF MAN

## (well me actually!)

1983 AD.....

First there was darkness, then from the black-ness came Commodore VIC 20!!!!

My first computer, and it was good.

My mum thought that although she knew I wanted an Atari 2600, she said "I bought this for you so you can do your homework on it, not play games".

"Yes mum", I replied.

My mother was taken aback at how I would rush home from school and say "cant stop now, must use computer."

"Bless him", she would say, "I knew that buying him that computer paid off".

I neglected to tell her that this particular homework involved blasting the hell out of droids in gridrunner. I kept my mum quiet by occasionally saying to her "my, the works of jeff minter are truly exceptional". She thought it was some poet I read about on some "educational software"

Bless her.



**AGE ONE.....THE ENLIGHTENMENT....**

Content with my life I foolishly went into a computer shop called minnie micro.

And there it was..... on top of a desk that was made of the finest formica clad mdf..... an unfitting throne for such an object of desire.....

"That there is a commodore 64 young fellow me lad", the rather strange and slightly whiffy man explained.

My heartbeat got faster, my pupils dilated, I dribbled on my shirt, and after i wiped it up i dribbled again as I said, "I want one"

It was playing hypersports at the time, and it was good. No hang on, this box of tricks is amazing, proper music, fantastic graphics.....

I MUST HAVE ONE.....

Soon enough I had one, and as the years passed

it gave me pleasure.

```
**** CBM BASIC V2 ****
28159 BYTES FREE
READY.
```

Then something happend that changed everything.

GIRLS.....

HMMM.... Lets look at this logically, Girl = soft, warm, cuddly, great for snogging.

c64 = cold, risk of electric shock if snogged, possable law against intamacy between man and machine whilst

running great giana sisters.

Result, sold 64 and everything, went out with girls, and it was bloody good !!! he he!! !!, oh, sorry Ive dribbled again, must do something about.....

**AGE TWO.....**

**REGRETS, IVE HAD A FEW**

**1996AD.....**

OH MY GOD, IM MARRIED!!! HOW THE HELL DID THAT HAPPE..... OH.

DAM YOU CIDER.....DAM YOU TO HELL!!!!.....,

Oh, sorry, anyway, now I was married and as what usually happens I longed for excitement, ok, doom on the pc was ok, the wives not bad either after a couple of bottles of vino, but I craved playability in my games.

Then some guy told me about a retro exchange shop in london, of course I had to go and see if they had a 64.

Arrived at the shop, and sitting on a desk made of formica clad mdf..... was..... was..... a spectrum, and next to it was..... was.....(hang on, getting there, just building a little tension!!).....was..... a c64c in all its creamy creamy glory!

"That theres a c64c young fellow me lad whisper snapper", said the remarkably strange and somewhat familiar man with a rather fragrant odour,

My heart pounded, my pupils dilated, .....

Anyhow, I managed over the years to dodge the wife and play c64 games all over again.

This gave me years of pleasure..... then I discovered.... a career..... I sold all my stuff again..... I cant talk about this anymore it only upsets me.... I cant.....sniff....

AGE THREE..... HANDBAG,  
LAWNMOWER, CHEESECAKE....

2004AD.....

OK.... so settled in my job, wifes avoiding me on a regular basis, excellent, but theres something missing in my life....

I know... a sinclair c5 with optional riser bars and quilted under cushions, no..... ah.. an msx cellotaped onto the side of a small grapefruit, with optional wing mirrors..... no, that was last years present..... AH HA!! of course... a c64c in all its creamy goodness - but where to purchase this item, the retro shop has closed due to unreasonable health issues, and I cant be bothered to go out.... of course.... eBay.

Went on, found a c128 in Germany, and bought it. Communicating with the German fellow was a tad difficult, he spoke a little English, and I spoke no German what-so-ever.

I e-mailed him..... "please let me know how much I owe you in total , and your address, and I will send my address and a cheque a.s.a.p. many thanks, rich".

His reply was....."god I love you, how I love you, please please postal order, fourty four euros, I need you now, I thank now"

After about six months I recieved my c128 and have slowly started my collection again, only this time a little older and wiser.

So there you are, the three ages of man.  
Be in awe of my wisdom, and remember these 3 things.

1. Never get married, dont do it - ever.
2. Never drink cider.
3. Never ever sell your commodore stuff
4. Always bribe Mr Allan Bairstow with cash to publish some of your work.
5. Never drink cider.

Thank you for listening,  
Best regards, **Richard Therrien**



## WCOPY+

```

WCOPY+ V1.00 (c)2004 CMD,CHS
-----source-----
device # : 8
type     : ????
partition :
directory :
-----target-----
device # : 9
type     : ????
partition :
directory :
-----status-----
please make selection

f2       : set clock 02-01-02 1:00p
f1/f5    : set source/target device
f3/f7    : set source/target partition
s/t      : set source/target directory
f/r      : select/reselect files
c/#      : copy/scratch files
a/b      : source/target directory
@        : send disk command
+        : exit program
  
```

**WCOPY/WCOPY+** is a file copier that works with MS-DOS disks.

Anyone who is familiar with CMD's **FCOPY** and **FCOPY+** will be right at home using **WCOPY** and **WCOPY+**. The interface is almost identical.

However, there are some nice enhancements. F1/F5 select the source and target drives as usual, but they present you with a scrollable list of the available drives instead of toggling through each drive. The same with F3 and F7. You get a scrollable partition list to pick from. The keys s/t will let you scroll through any subdirs that are on a CMD native partition when you are selecting the source and destination directories.

There is an onscreen clock that sets itself automatically if you have a CMD device (including SmartMouse) with a built-in RTC. If not, then you can also set the clock manually. This allows time stamping your MS-DOS files.

**WCOPY+ is fast!** It's the fastest MS-DOS copier ever for the Commodore 64 or 128. **WCOPY+** is also the only MS-DOS file copier ever that supports Windows long-filenames. This allows you to preserve your Commodore filenames when copying files between systems.

**WCOPY+** supports just about every MS-DOS disk format including some non-standard IBM formatted disks. It automatically adjusts itself to the disk if possible.

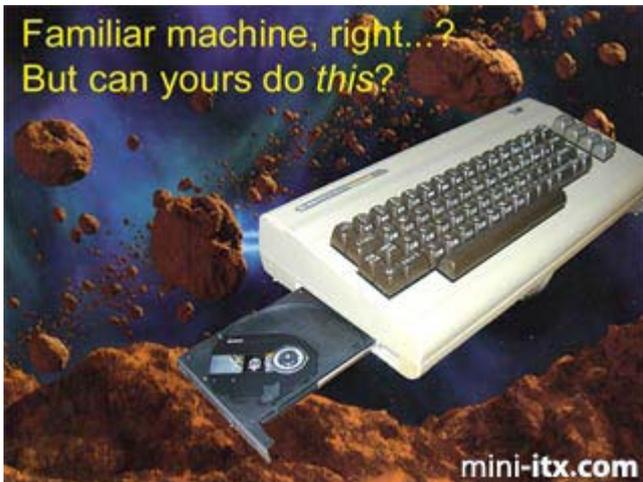
The stripped-down **WCOPY** (on the CS2004/46 coverdisk) lacks some of the features of **WCOPY+**.

- \* Windows long-filenames are not supported.
- \* MS-DOS disks cannot be selected in the target drive. (only the source drive can use MS-DOS disks)
- \* No timeclock

**Maurice Randall**  
<http://cmdrkey.com>

# The "Commodore 64 @ 933.000 Mhz"

By JJ aka DocLorren - Posted on April 28, 2003



The Geek inside took over command the minute I spotted the M9000.

The nice compact layout, the onboard features, the impulse-buyer-friendly price and the power (enough for the usual stuff while I have to feed my P4 with SETI or Folding@home just to keep it from becoming bored), had not passed unnoticed. I didn't care too much about the power consumption, you need a power outlet anyway if you want to do some serious work or want to see the end of the DVD for that matter. Didn't care about reviews talking nonsense about gaming performance and other trivia. Didn't care at all. The Geek inside talked in its authoritative voice: "Buy one, buy one! You must! Must!" The Geek inside usually wins, especially around payday. This time it won without a struggle. Payday was yesterday...

There it was, being admired, caressed, turned over and admired once more by yours truly.

The shiny heatsink, the little fan waiting in anticipation, the hidden processor not knowing when its first set of instruction would arrive, aaah the joy!

OK, now that I had it and had satisfied the basic need of just needing one (you fellow Mini-ITX-ers know what I am talking about), the inevitable question arose:

"What to do with it?"

It was about to become my fifth computer, and I could really not think of yet another "serious" purpose for this machine. This time I would not convince the girlfriend that it was a necessary piece of kit that was

absolutely needed for some scientific groundbreaking work. This time I might even have to hide it from her eyes. Familiar feeling, friends? Ok, so it was about to become my first totally superfluous computer.

So what.

This was to be a project to fulfil some basic needs. You just know that some people have those. Now that I have introduced you to the rational reasons why I had to get hold of one of these puppies (none, as you would have guessed by now), I am about to tell you how this project turned into: "The Commodore 64 @ 933.000 Mhz"

Seeing all the nice, funny and wonderfully ridiculous housings on mini-itx.com, I decided to revive "The Significant One from the '80s". Then, I used to have a Commodore 16 on which I experimented with BASIC programming until it decided to retire after a physical "Peek" and subsequent "Poke" in its internals. "That, you should not have done, my friend...", was the feeling I was left with when the screen turned black, never to return. The C16 was thrown away. That was unwise since they are quite a little bit rarer than the 64 and nice to look at. Remember they were dark grey with light grey keys? Anyway, Nostalgia took over (two very influential powers "Nostalgia & the Geek inside" you see...) and I bought a defect C64 on Ebay for almost two Euros. Sometimes you just have to throw in some serious money to get what you really, really want :-)

Here it is, looking very sharp, its original design appealing as always and complimentary with a nice touch of fading and aging of the plastic housing, adding to the feel of authenticity:



mini-itx.com

First its defective intestines were to be surgically removed, which was easy enough by just unscrewing

the case (three screws from the bottom) removing the upper lid holding the keyboard (taking care not to break or sever the plastic hinges on the upper lid; they are a little weak), disconnecting the keyboard and power LED cable from the mainboard.

A couple of screws (eight if I am not mistaken) had to be removed before the complete mainboard could be taken out of its natural habitat.

What is left will look like this depending on your skills not to break stuff:



Here you see the empty undertray of the C64, with some tape to mark and protect the area that is to be milled out for a close fit of the EPIA. Oh, you can see it in the background of the picture giving a good representation of the relative dimensions of the donor / recipient. The piece of plastic that has to be removed is exactly between two little ridges (arrows) on the inside of the undertray; the EPIA I/O backplate fits like a glove between them. Of course this is purely coincidental but for people that want to do this casemod, it is very convenient to know. Also notice that because the C64 originally ran @ a mere 1.023 Mhz the heat produced by the 6510 processor did not require a fan to cool things down. Some slots provided the necessary airflow and I am very happy to say that they are located at the area where the EPIA is to be fitted. This is the second coincidence, hmm...

In the next picture you can see the plastic removed from the undertray, while the upper part is taped to get the same treatment in just a minute.



Below is evidence of the ruins you create by milling (and thereby melting) the plastic, but please keep your faith: everything will be alright (again depending a bit on your skill and nerves).



The end result after one hour of filing the plastic with delicate instruments can be seen below. Yes, this is going to be good. You will notice that the two lids articulate at an angle (approx. 10 degrees) while the backplate is straight. I do not recommend you trying to bend this plate as it is rather fragile and will probably break. It fits OK though, as you can see:



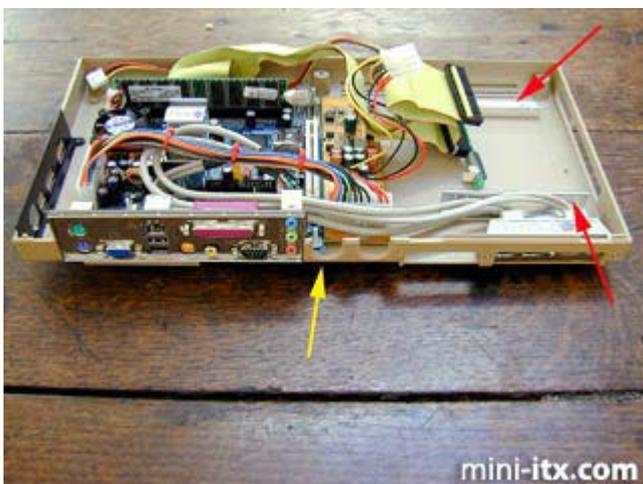
The next step was to find a suitable place to locate the PCI-bracket for the two additional USB 2.0 ports and the Firewire connections. Let's see where can we put those:



Here you can see that I did not screw the bracket to the case although I did later on to secure it and

again the fit is remarkable. The coincidence rate is reaching significance shortly, I presume. Note that you will have to shorten the bracket a little bit by sawing, to make it go in smoothly. Now, for the first time I was about to test-fit the M9000. The C64 isn't that big but still the board is dwarfed. There is plenty of room for peripheral gear as you can see. After final positioning, the four holes that were already on the mainboard were also drilled in the casing, and the M9000 was tightened with screws and four nylon rings providing about 2 mm of clearance from the bottom to improve heat dissipation / airflow. The EPIA M-series is known for its low power consumption and heat production but still it is going to be a lot warmer in here than in the days it did BASIC PacMan. Remember, a modern 7200 RPM harddisk is producing quite some heat as is a spinning DVD drive. And they are about to be fitted...

First, the DC-DC converter was installed next to the M9000, because I was planning to use the former data recorder opening in the lower tray to become the power connector. Below you see the converter, the place where the power connector is going to be (yellow arrow) and the two aluminum brackets I installed to fit a slimline DVD player (red arrows).



I decided to play around a little bit with the cables just to make sure they had sufficient length, the final arrangement would become a little tidier as you will see later on. A 256 MB RAM module was fitted since I think that it is the minimum (but also sufficient) amount needed to be able to work with XP Professional smoothly.

The next step was to make room for the slimline DVD-player (Samsung SN-608B). I decided against a plain CD-ROM player because the M9000 is sooo suitable for multimedia applications it would be a shame not to use a DVD player. I also decided against a DVD/CDRW combo since the whole project was about doing something fun instead of wasting buckets

of money. (This happened anyhow but see, I was beyond the point of no return; I could abandon the project halfway and end up with some pretty useless components or finish and spend even more, what would you do?)

In the following two pictures you have a detailed view of the location and construction where the drive was to be attached. Creating the large slot where the DVD-drive bezel would fit was the most distressing part of the project to get nice "n" tidy without destroying things. In the end, with use of the dremel and file the result looked OK and the fit was pretty good. I toyed with the idea to create a front loader but in my opinion that would give a rather awkward look of the rounded front of the C64. Whether a full-size drive would fit in there? Not in your dreams! By the way, normal IDE cables do not fit slimline drives. You will have to get an adapter to make things work.



**WARNING!** The next phase should preferably be performed at a quiet afternoon with just you, your C64-project, a cold beer in nearby reach and the absence of anyone that thinks you should grow-up. The height/tilt/rotation adjustment needed to get the player in the right spot will get you to curse, despair and display all kinds of half-grown behaviour. But when, at last, you have put it in the correct place and the lid pops out smoothly, it is time to invite your significant other(s) back in and proudly present your work.

**2nd WARNING!** They will not understand what you are talking about and they might have a different

appreciation of your achievement than you were anticipating.



Noticed the two Velcro strips on the DVD-player? They are the attachment points for the harddisk that is mounted on top of it (Maxtor D740X, 40 GB, 7200 RPM). Any concern about the robustness of this construction evaporated after playing with the optimal position of the harddisk. This is a very secure way to fix stuff. Below you see an overview of the, nearly completed system. I put in a round IDE cable because it looks a lot better and provides a cleaner space for (probably) better airflow. Also notice the abundant use of tie wraps on the ATX power cable and USB/Firewire cable for the same purpose.



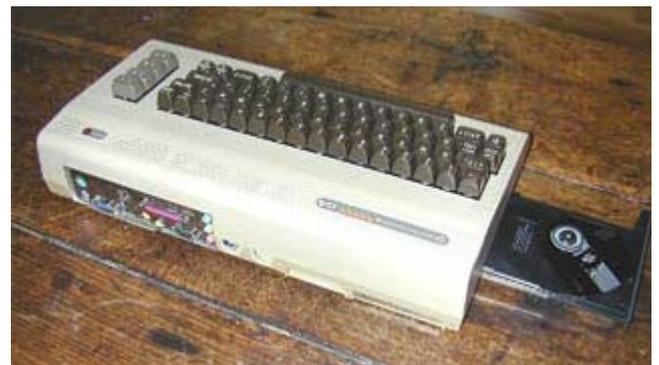
On the right side the original C64 metal lid can be seen. Normally this would house the power connector, power button and the two joystick ports. I converted it by glueing a piece of aluminum on the

backside and drilled holes in it to contain two leds and two push button switches. The green led is lit when in "sleep mode", the red led is the "on/off" indicator. The red button is for resetting, the black one for powering up/down the system.



Cables were soldered on the leds and switches and plugged in the board. The original power led on top of the C64 casing was connected to the harddisk led output. That way the disk activity can be easily monitored.

Ok, now with the bulk of the work done, this is what the (almost) completed machine looked like.



The two round openings on the back were subsequently closed by glueing another aluminum plate on the inside of the case. In one, a hole was drilled to allow for the fitting of the 12v power connector. The power for this C64 comes from a crude PSU originally manufactured to power camping refrigerators. For this humble but noble purpose, it delivers 13 volt and 5 amps, therefore it must also be able to provide the juice needed for the EPIA to play DVDs and do some background tasks. And besides it only cost 19.95 euros. You will be hard pressed to find a OEM PSU for that money. Excellent value I would suggest. Converting the cigarette lighter cable was a piece of cake.

Ciao, DocLorren

<http://www.mini-itx.com/projects/c64/>

**Concludes on page 37**



Games That Weren't ~ from Frank Gasking's superb web site

## ***DEVIOUS DESIGNS'***

*1991 Imageworks*

**Code - Peter Baron  
Music - Martin Walker  
Graphics - Bob Stevenson**

This is it so far..

A curious little puzzler which would have involved unscrambling various famous structures of world famous works of art created by Dr Devious by controlling JJ Maverick, the hero of the game.



The game featured some smart GFX. Vivid Image's graphician Bob Stevenson had put a lot of effort into the graphics, which evented to nothing. Commodore Format stated also that Martin Walker was playing a part in this game too.

Rumour has it that John Twiddy played a part in this game, but it has been confirmed that Doug Hare was nothing to do with this game whatsoever, which was confirmed by the man himself.

The game made it out onto the Amiga through the Imageworks label, but unfortunately as the C64 version was nearing completion, Maxell went under and so did his company (Which was owned by The Mirror).

Acclaim took over Imageworks, but they did not carry on the C64 version, and the game was scrapped.

Its currently unknown if it were complete, though information has been given. Doug Hare has confirmed that it were Peter Baron and Bob Stevenson behind the game, and not himself. Contact with Bob or Peter will hopefully give some leads into finding this game.

A long time ago however, I am certain that I played a preview off the internet, which was infact this very game, even the same level as the scan on the left. But no-one can confirm the existance of the preview on the internet. So maybe I dreamt it?

A neat puzzler which may be making its way to GTW soon...



*Frank Gasking*

(Additional source credits - Jazzcat,  
Doug Hare)



## '48 HOURS'

1996 Smash Designs

Code - Unknown

Music - Sonic

Graphics - Unknown

A point and click based adventure game in similar vein to the Lucasfilm series. Move around the locations and solve the puzzles.



Its not quite known about the exact details of this game, though current sources say that this was never past the pre-view stage. Initially it looks promising and could have possibly been an enjoyable adventure for the fans of Zak and Maniac Mansion type adventures.



Graphically also promising, though the interface may have needed some minor graphical work. Music is strangely a Double Dragon remix by Sonic / Smash Designs.

Once more sources come in about the game, then we are currently left with what we have right here.

Not much known about it, but we'd like to know more!

*Frank Gasking*



## Developed for the SuperCPU

Metal Dust (still under development)

## 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 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



# SuperCPU Games

## BOOM

by Allan Bairstow

*This issue sees me reviewing a game I haven't even played before - should be fun ;-)*

Well, to start with I popped along to <http://come.to/supercpu> to get the download and read about the file. Unfortunately the site is temporarily down so I will have to go along with the version I already have.

Starting the program brings you to the usual DMagic start screen asking if you wanted any enhancements (I didn't) and would I be using the RAMDISK system - I most certainly was ! Pressing the Y key started the process. Make sure you have a joystick in port 2. Before long you will be asked to flip the disk and then you have to press the space bar to load in the second side to the SuperCPU's RAM.

The game itself is of the side scrolling shooter ilk. It is very colourful and the ship is easy to control. Unfortunately for me I am not that good at this sort of game as the baddies seem to be almost too fast for me to shoot and kill. No sooner had I managed to despatch one set of baddies than another set would appear from a different part of the screen and proceed to shoot me down like a dog !

A game like this is obviously going to take some practice as it involves the player having to remember the attack sequence and destroy the baddies in a verbatim manner.

## At - a - glance

Original author - Brainstorm  
 Program size - 2 disk sides  
 Load from - 41 only  
 20Mhz mode - YES  
 Ramdisk system - YES  
 Extras added - Yes  
 Special features - No



- 👍 CMD SuperRAM support
- 👍 Colourful & easy controls
- 👎 Difficult play
- 👎 Limited screen height



I have a slight gripe about the screen layout though - the 'green weed' that hangs from the ceiling and grows from the floor rather limits the playing area making it very hard for you to dodge the oncoming baddies, this in turn forces you to blast the oncoming baddies to make way for you to get through.

After playing the game for about an hour I had to give up and admit defeat

- I hadn't even managed to get past the first few screens - very frustrating !



Reloading the game brought me back to the menu to load in some of

those 'extras' that have been added such as firepower and other things. Having these makes it possible to play a little better but, having these cheats just shows that the original game was far too hard.

Maybe you'll have better luck ?

games games games  
games games games

# IDE64

games games games  
games games games



## Specific games for your IDE64

This review was first printed in *Micro Mart / Retro Mart*, Thursday, 9th October 2003. Reviewed by Allan Bairstow

### Metal Warrior 4

PROGRAMMERS: A Covert Bitops Production  
PRICE: Free (Download) or £6.00 compilation.  
WEBSITE: <http://www.covertbitops.c64.org>  
REVIEWER: Allan Bairstow.  
MINIMUM SPEC: 1mhz C64 + 1541 disk drive.



3 Stooges  
Creatures  
Defender of the Crown  
Duck Tales  
Flimbo's Quest - CS2003 p74  
Hollywood Poker Pro  
Hostages  
Hot Rod  
Ice Guys  
Indiana Jones IV  
Last Ninja 1  
Long Life  
Lemmings - CS2003 p109  
Max Overdrive  
Mayhem In Monsterland

*Metal Warrior 1 to 4 - CS2004 p17*

Neuromancer  
North & South  
Oil Imperium  
Raid On Bungle  
Rally Cross  
Rockstar Ate My Hamster  
Street Rod  
The Train - Escape to Normandy  
Turrican 1  
Ultima 1

First a bit of background information. It is the IDE64 version that I am reviewing, but first we have to get it on to the IDE device. The easiest and quickest way to accomplish this is to pop along to the web site, download the game, burn it to CD and then transfer it the IDE hard drive using my IDE64 hard drive and CD-ROM combination. Then I thought 'what if?'. What if it would run directly from the CD? I tried it and to my amazement it did. So this is a world first for *Micro Mart*, me and my c64 as I have never heard of any game running directly from CD before, this is truly ground breaking - a fully functional c64 game supplied on CD-ROM!

The Metal Warrior series of games are already known as being probably the highest ever standard of programming on the c64 to date. It is only fair to tell you that I hardly ever get chance to play games these days, hence, I have not actually played Metal Warrior 1, 2 or 3 to any great extent so my opinion of MW4 should be fairly unique and fresh. My first and only tip is 'read the instructions'. There is stuff you need to learn before you can go running around in MW4, believe me because I tried it!

The whole game is slick and oozes programming excellence. From the initial loading options where you are offered a disk drive fast loader (for 1541/1571 disk users) and REU/SuperRAM buffering (for game data) you are then treated to the highest quality of gaming. Once the game starts, the music is of a high standard (as you would expect from a very recent release), and although it is not to everybody's taste you still have to admire the programming skill that goes into producing such high quality sound from the SID chip.

The game play is slick and polished, very smooth and your character (Ian) is easy to control. The difference in the standard 1541 and IDE versions only really show in the data loading sections (next level loading, etc.), the actual character movement is probably no different to the untrained eye. Throughout the game you are given instructions from various characters who

'talk' to you. Listen carefully as they may be saying something important, a very nice touch. Although the graphics are good, they are not ground breaking but there is a good use of colour, and the nifty animation makes it very easy on the eye. The first level is very much about you finding your feet and getting used to the controls but after that you will soon be creating mayhem and dishing out masses of damage, destruction and carnage... A generally fun day out for all the family!

Overall, this is a superb game - and it's free. With the every increasing number of IDE64 games available today I think the IDE64 will soon become 'the' device of choice for most people.

Get this on your IDE64 right now and experience the power of the Commodore 64 and modern programing combined with modern hardware.



# Amithlon

All the power of the IBM compatible but running Amiga Os  
Here is the specification (taken from the website)

Amiga OS XL represents the fastest Amiga, which is currently available for sale. On current hardware, the usual Amiga68k-applications run 10 - 20 times faster than on a traditional 68060-system. This giant speed is reached by using a modified and accelerated emulator. With this you finally get turbo-fast versions of Page Stream, ImageFX, Art Effect, Cinema4D, Real3D and all other programs.

Amiga OS XL consists of two emulators: [AMithlon](#) and [AmigaXL for QNX](#). These emulators are very similar in some way, but there are also fundamental differences

Here is my experience of the package. (Of course yours may vary somewhat)

I ordered Amithlon from the Haage & partner website <http://amigaosxl.haage-partner.de> The package arrived very quickly and was in a well presented box, I opened the box and found 2 c.d. ROMs 1 for QNX and amigaXL and the other held Amithlon. The Qnx disk is a Unix / Linux style operating system with an installer for an emulation that runs Amiga o.s. and Amiga applications. The theory of this is that if QNX supports your hardware then this hardware will be available to your emulated Amiga system. Unfortunately for me all the machines I tested this on were unsupported by the Qnx environment, I did have some success with the video card on an ATI controller but no sound. Once all the software is installed you can have the machine boot straight up into the emulation on the Amiga or boot into QNX and start the Amiga environment as you would any other application. In use I had no problem using applications that open in the Workbench environment, Games unfortunately will not work unless they are retargetable. Unfortunately problem solving on this system is best left to Unix and Linux gurus as I know little about Unix I thought I would give the Amithlon package a try.

## Amithlon

The Amithlon C.d. is bootable, all you need to do is insert the c.d. set your IBM compatible machine to boot from CD and power the machine on. No disk partitioning is required as the disk boots straight into the Amiga operating system version 3.5. Again as long as your hardware is compatible with Amithlon you will be up and running in a couple of minutes. Unfortunately I used an ATI card and my AC97 compatible sound card I booted the disk, the machine booted into windows and I had what looked like a 640 x 480 display, I was unable to change this and decided to try another machine. No matter what I tried I could not change resolutions. The Amithlon package comes with instructions on c.d. only, so no printed manual and unless you have access to another machine while troubleshooting, you will have no information. I decided that I would reformat my hard disk and install the Amithlon package dedicating my pc disk to the emulation, after various attempts I was kindly pointed to

<http://www.sci.fi/~vjouppi/amithlon/> this allows you to download a disk that creates the partitions and format them, either using an automated script or by user intervention. The downloaded disk can also install the Amithlon operating environment. This disk worked well creating a dos compatible boot partition and an extended partition that would hold the Amiga operating system I was eventually up and running with a 640x480 screen 16 colours and no sound.

There are it has to be said test versions of the package you can download that will test if your hardware is compatible before purchasing the full version, I decided I would buy the full version as Haage & partner would be bound to provide updates (MISTAKE number 1) The website has a list of supported hardware although a little outdated as development seems to have taken an Open source route. I just thought that with all the hardware I own I would be able to put together some sort of Frankenstein machine that would suit my needs. All my hardware had onboard AC97 sound cards none worked, I have a pci SoundBlaster 128 card, this also wasn't recognised. I tried Video cards from ATI mach 32 and mach 64 cards, then a Matrox 2 gfx card, Intel extreme onboard gfx card and finally a Radeon card these failed to be fully supported and I could obtain nothing more that 640x480 resolution.

Maybe I was unlucky or just spoilt by my Amiga hardware, so much work looking for compatible cards. I joined mailing list to help try to understand what was happening an if anyone is successfully running the software on there hardware. It seems to me to be more like a Linux support group than anything else. Every

day new kernels are released that give support for a piece of hardware, the problem seems to be that no central body exist overlooking the development.

Now don't get me wrong I never criticise anyone for there choice of Hardware and or software, but I personally feel you need to be a Linux enthusiast or guru to obtain the best from this package, as an Amiga Commodore 64 and even PC user its totally alien to me to be recompiling Kernels so software will support your particular hardware.

The Package also seems to be a legal minefield, I wont go into the development and list who wrote what but at least 1 of the developers is claiming Haage has stolen code from him using the code without payment. I have even seen claims that Amiga themselves feel they have had the Intellectual Property stolen or used without payment. I believe this is possibly why commercial development has ceased.

I feel the package is still in an early stage and not really a commercial product for the novice user to pick up, if you are an Amiga user new to IBM compatible machines and there problems or a Linux novice, its possibly one to miss for now. If on the other had you enjoy recompiling your Kernel every day to add support for hardware in your system then you would be well suited with this application.

To me I personally feel the Amiga was and still is a combination of Custom designed hardware and a slim functional operating system that operates well with low memory and processor power. (sigh if only we could tern back time)

### My final thoughts

I don't feel that the package is developed enough for general use, if you look to something like Red hats version of Linux or the Mandrake Linux The installation is very streamline it identifies most common hardware and even a complete novice could install either of these packages with little effort. Until all common hardware is supported then I see the programme being little more that a hobbyist package. Don't get me wrong many systems are up and running, with Amithlon and Amiga XL. It's the only way to have an Amiga laptop and IBM compatible hardware is far cheaper than Amiga hardware due to its mass production.

I leave you with quotes from the Haage and Partner website, the choice is yours.

By Nigel Parker

#### "AMlthlon

*The fastest Amiga ever*

*Insert the CD-ROM, switch on your PC and boot into the fastest Amiga ever. There is no complicated and boring installation. The development team of Harald Frank (VMC) and Bernd Meyer even implemented native support for nVidia and Matrox graphics cards providing maximum graphics performance. Opening windows on the Workbench is so fast that you can barely watch it anymore.*

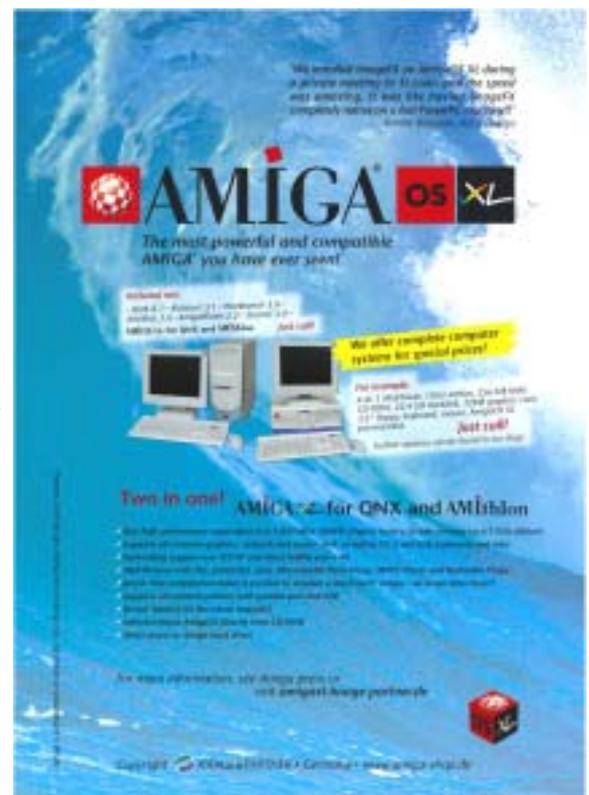
*With AMlthlon you can even use your old Amiga hard-disk in your PC. Simply connect it to your PC, start AMlthlon and that's it.*

#### AmigaXL for QNX

*The most functional Amiga ever*

*The host operating system for AmigaXL is QNX 6.1. QNX has many similarities with the AmigaOS. It has a micro kernel and the drivers are separate processes. Like devices and handlers in AmigaOS these can be dynamically started and stopped. This makes the system extremely light weight and resource efficient.*

*Features that QNX provides can directly be used within the emulated Amiga. This includes network functionality and multimedia features. QNX applications like the web browser Opera® can be started directly from the AmigaOS screen. One can say both operating systems work together seamlessly"*



# LOWBUDGET MUSIC

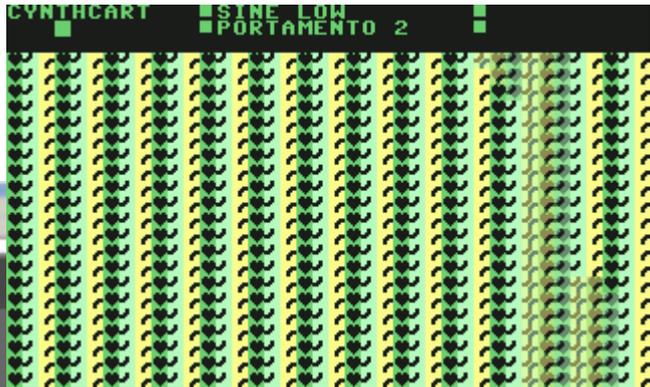
Sometimes we listen to the current music charts and it does little to excite us, and even I have to admit to once creating myself music that was bland and totally lacking inspiration. (Although I did at the time sell a lot of copies at the time?) I blamed my uninspired creations in the past on lack of equipment and also lack of time. I suppose I should have been blaming lack of talent rather than lack of resources.

Someone who certainly can't be called bland and un-inspirational is the composer, Paul Slocum from Dallas Texas, Just take a look at his website <http://www.treewave.com/gear.html> Paul and friends have created music literally from nothing.

that is not only imaginative and creative but also sound inspiring and yes I have to admit truly amazing. For some strange reason I am drawn back to listening to these songs over and over again they have a ghostly surreal sounding nature but very pleasing to the ear.

Paul uses custom written software on the Atari and Commodore computers, and has also made hardware modifications to a printer to turn it into a musical instrument! The band is able to produce sounds from the machines on board sound chips and printer's print head! The Commodore 64 SID chip of

age. Don't worry this isn't for people with music degrees or Computer science engineers. This small piece of software can be used by all to create music. If you have one of the Commodore overlay keyboards then this can be used to trigger the sounds. If you don't own the overlay keyboard, then you can just use the number keys and the qwerty keys on your Commodore keyboard. As well as playing sounds the software display light patterns on your screen with some strange ghostly animation.



For you lucky people with a set of Commodore paddles these can be utilised to alter the filter and pulse settings of the sounds, just twiddle those paddles and hit them keys and dance around! The software is still under development and Paul has created a cartridge to load the software more quickly. As a benefit of loading from a cartridge, Paul doesn't have to carry a disk drive around while playing live. I have been in contact with Paul and hoped he would help produce this document with me, unfortunately he is very busy at the moment and was unable to help for the time being.

Instruments used are  
Commodore 64  
286 IBM laptop  
Atari 2600 Games console  
Dot-matrix printer

I am sure no one could say these items can be classed as "cutting edge" or state of the art. These musicians have used machines most people would just throw away to create music

course sounds superb as would be expected. These instruments are perfectly complemented with the vocal talents of Lauren; with her surreal vocalism adding character and life to their songs.

Cover disk

On the Commodore Scene cover disk (CS46) is a copy of the Commodore music pack-

LOADING Instructions

Load the software as normal with

```
LOAD"CNTH711",8,1
Then at the READY prompt type
SYS32790
```

### KEYS and Settings

Filter control  
the filter cutoff is controlled with paddle A in port 2

#### Settings

Currently there are nine patches to choose from:

Z = saw bass  
X = saw bandpass  
C = saw lowpass  
V = pulse high  
B = pulse A  
N = pulse B  
M = sine short  
, = sine long  
. = noise

#### Video chip mode

J = on  
K = on when playing  
L = off

#### Portamento

F1 = fast  
F2 = slower  
F3 = off

Commodore key = fifths on  
Left shift = fifths off

#### Sweet Music

On the website you will find a link to download the songs as mp3 files and these can be listed to on any suitably equipped hardware device. I am sure the full effect of the bands music is seeing them perform in a live environment with there equipment hooked up to projectors and monitors listening and hearing the sight sound sensations.



Review  
Copyright  
Email

nigel parker  
Commodore Scene 2004  
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### Cabana by Tree Wave

You will find it hard to please everybody all the time and music is one of those topics that divides people all over the world. For every person who likes classical music you will find one who likes rap (god help us)!

As we are Commodore users I thought it would only be appropriate to allow you to hear the music that has been talked about in the previous article. All I ask is that you bear with it and give a listen a few times. It may not be your taste in music but just admire the skill and the work that has gone into it.



The CD supplied is a music CD and should play in any standard music cd player.

Due to postage costs, only those with a postal subscription have been sent the CD, eCS subscribers will have to download their copies themselves.



# Micro Mart

## Retro Fever hits the Birmingham N.E.C

This all started happening for me about a week before the event when Shaun asked if I could bring to the event some Commodore disks of music software for the Commodores SFX range.

Later in the week Shaun asked if I wouldn't mind bringing some hardware as well, he said Alan and himself would have all the Commodore musical equipment (if I could supply the disks) so just bring none Commodore branded music products and a spare commodore 64 and a monitor and the disks. Shaun said had some spare stand space, found at the last minute and he wanted to fill with Commodore 64 gear.

So here is my diary!

I awoke to the beautiful shriek of my alarm clock around 6:15 am. I dragged myself and my wife out of bed. Within the space of half an hour we had dressed and grabbed some breakfast.

I loaded my car boot and back seats with retro classic music making equipment, or as my wife like to call it "OLD JUNK" and we set off for the Birmingham N.E.C. The roads were quiet and we seemed to make good time. Our journey took a little less than 2 hours, rather less than our trip to the Back in time at Brighton concert.

On arrival we were shown a car parking spot by one of the N.E.C attendants and so dutifully pulled up and parked. I then phoned Shaun just to find out were we should go, Shaun said make your way to building 17 and he would meet me there with my pass. Thankfully the parking spot was about a mile away from hall 17 so my wife and I loaded our arms my and set off on the slow plod towards the hall, suit cases following us on wheels behind us.

Shaun met us and helped carry some of my junk, sorry I mean classic retro gear; to the



Commodore Scene stand. Shaun and Allan helped me unpack and find a power outlet they re-arranged there stand to accommodate my musical equipment. I plugged in all my gear switched on and awaited the punters to arrive, and boy did they ever arrive, droves of people came to the show and the Commodore stand.

### MICRO MART

The Micro Mart fare is dominated by P.C. Software and hardware resellers, as is the magazine itself, I suggest we all hassle the editor to make more for the retro section at a minimum of 2 pages.

This being my first ever visit to a Micro Mart show so I didn't know what to expect. The place was packed with customers looking for bargains, believe me they didn't need to look far, every stall was stacked with special offers from sound systems to DVD players and of course cheep pc systems.

Quickly looking around the retro section I saw Seal Amiga with a demo of OS4 sorry it still looks like Linux running KDE to me, I stood and watched the OS running but the whole demo did nothing to excite me .I made no friends on the Amiga stand. The Amiga one boards were on display, and the Amiga team looked as though they were enjoying all the questions and attention.

The retro section was Amazing, I only had a brief walk round but in this section were old Atari systems, Sinclair user groups and a stall selling Atari games with boxes full of Atari jaguar consoles and even some games to play on the console!

Commodore Scene was the best stall both in content number of bodies and technical skill. Shaun had his Commodore pets on display and the first SX64 to come of the production line. If this wasn't enough there was a mint condition Commodore games system, next to this was another games system playing a copy of Commodore Soccer.

Allan had the bomber man clone on display from Protovision with 4 player adaptor and joystick control and of course my junk sorry I mean classic music making hardware was to be seen in all its glory.

I was luck enough to speak to lots of people about bomber man, all very complimentary! Comments like "wow I didn't think the Commodore could do that" and "this is very clever programming." Of course this was nothing compared to some of the Demo's Alan was tempting potential new Users with.

I am sure Allan was close to breaking when the 100<sup>th</sup> person came up to him and said "I used to have a Commodore 64 but the loading games from tape was so slow" Allan's usual calm went to veins ready for bursting, Allan stated quite calmly "we don't load games from tape now we use hard disks and CD ROMs". The punter was taken back "CD on a Commodore 64 surely it can't be done." Allan then wowed the punters loading games and demos from disk and cd. Just out of interest there wasn't even a tape drive on display. Shhhhhh... don't tell anyone, I still load games of tape. (Shaun's note – Nigel, try using your Retro replay to transfer all of your single file software to disk. The rest can be found on the internet, or I have a CD full of Commodore disk images if you want me to send it to you as a handy backup for your cassettes.)

I spoke to many users about music and finally met Andrew Fisher who wowed me with his talk of writing Sid music with Assembler! I said to Andrew I would stick to the trackers for now, maybe if he has an accident he can donate me his brain, so I could interface into it for some of his excellent knowledge. We all know how talented he is so I don't want to embarrass him further. (Shaun's note – I do, he beat me on International Soccer!)

Later in the day I sat and spoke to Allan about the Doom project. Allan was showing a demo of the 1 level version he had on disk. Shaun, Allan and myself we comparing this to some of the demos with comments like "this could be done" and "we could ask the coders to implement this and that..." Come on all you demo coders; I dare you to take the challenge! I hope this project does take off because the demo although only rough is almost there.



Allan had some special show bargains with discounts on the Retro replay cartridge and 4 player adaptors (amongst others items). Towards the end of the show my wife, Allan, Shaun and his cousin all played bomber man, I finally managed to convince my wife this was a worthy purchase so we bought the 4 player adaptor with bomber man included in the price, another Commodore Scene bargain.

Time to go

We then said our good byes as the show came to an end, packed up our machines and set off into the cold and wet back down the motorway. Lucky for us the motorway was absolutely chock a block with traffic and we crawled back home at an average of 30 MPH, my wife was so bored of my talk of retro and commodore she fell asleep and new little of the journey.

I unloaded my car, packed away all my gear and then collapsed exhausted. (Shaun's note – you weren't the only one, but as Allan and I commented, the weekend felt like complete luxury compared to the BIT Live reported in last issue. I can imagine how you must have felt though.)

Overall an excellent day. Shaun and Micro Mart must be complemented on the organisation which all seemed to run smoothly, although I would ask for more Micro Mart show this way posters, hall 17 said bikers this way?

Reviewer Nigel Parker  
 Copyright Commodore Scene  
 Email Nigelp2k@yahoo.co.uk

## THE INTERVIEWS

### Back in Time Brighton By Andrew Fisher

*Let me set the scene. All the interviews that follow took place in the Brighton Centre east wing during Saturday 13<sup>th</sup> September 2003. Roughly 300 people (including those who had met up in the Prodigal pub on Friday night) were there for the BACK IN TIME exhibition and the live C64 concert that evening.*



**FRED GRAY** (in the café on Saturday afternoon, after meeting him in the pub on Friday night)

Q. So, Fred, do you enjoy the Back in Time events?

A. Yes, they are becoming more and more friendly every time, as you meet people again and again.

Q. Did you think 20 years ago that people would still be listening to your music?

A. No, I did not. I'm amazed at how much it affected people's lives.

Q. Did you have a musical background before becoming a Commodore composer?

A. No, I applied for a job at Imagine as a programmer initially. Then they needed some music for a project...

Q. You worked as an in-house musician; would you have preferred to be freelance?

A. Well, maybe I would have worked on some interesting projects if I had been freelance.

Q. What would you describe as your best music?

A. Definitely Mutants – my best project. It's very atmospheric.



**BEN DAGLISH** (in the café)

Q. So, do you enjoy the Back in Time events?

A. Yes... but it's weird. Meeting all these people I knew back then again.

Q. Did you think 20 years ago that people would still be listening to your music?

A. No way, I would never have believed that. I was in my early 20's, earning a bit of money. That's it. I didn't expect it to last.

Q. Did you have a musical background?

A. Oh yes, I've always enjoyed music. I used to play in school orchestras when I was 11/12.

Q. And now, an obvious question. How did you compose your tunes?

A. You have to write in your head, hear it in there first. Then you can try to play it, record it...

Q. What is your opinion of the remix scene?

A. There's some great work. Take Reyn Ouwehand's Deflektor, his version of my tune. He pulled out almost the exact arrangement – I composed it, squeezed it down into three tracks to fit the SID chip, and then years later he comes along and turns it back into what I had originally.

Q. Are you looking forward to performing tonight?

A. It's going to be great playing with these guys (Reyn, Marcel, Andreas Wallstrom and Mark Knight the madfiddler).

Q. So, are you still involved in music?

A. Oh yes, I gig in a couple of bands – playing my flute.



**MARCEL DONNÉ** (in the café)

Q. Are you enjoying Back in Time?

A. Absolutely – in fact abso-blooming-lutely (Someone else at the table suggested it was only because he had a beer in his hand)

Q. What is going to be your next remix?

A. I'm going to do like Warren Pilkington suggested (on the Remix64 forum) – I'm going to look in the VARIOUS folder and find a tune that people do not know well.

Q. How long did the SIDOLOGIE project take you? I know you had to find the hardware to get the authentic sounds.

A. It took about sixteen months in total – I already had most of the keyboards. What I really needed was an electronic organ Jarre uses, which is actually Dutch-made. I got it from this little old lady...

Q. Did you have a list of tunes to do before you started the project?

A. Yes, I already had a good idea about what to do. Chris Abbott actually suggested Knucklebusters to me. Oh, and I got an e-mail from Rob recently, while he was going around America, he was playing my CD constantly.

Q. It's a very aggressive version of the tune, isn't it? And how did you cope with all the changes of tempo?

A. I took the idea from the game, robots fighting. It's a very aggressive game. And it just gets faster and faster – you can time the changes from the original tune.

Q. In my Remix64 review, I mentioned the Bombo tune sounds a bit forced. What are your feelings on it?

A. Oh, I agree. It does sound a bit forced. But it suits the Oxygene style.

Q. Any other highlights for you on the CD?

A. Martin (Galway) told me that Yie Ar Kung Fu 2 sounds almost the same as he imagined it.

Q. How seriously do you take remixing?

A. Oh, it's a hobby; it's not my job. But I like to spend a lot of time doing it.

Q. Would you like to do game music professionally?

A. Well, not if it's working with an orchestra. The games companies seem to do that a lot. It's like they want to give a Hollywood feeling to every game. Maybe if it was hardware... SID works so well, it translates to electronic music.

Q. Will you still be remixing in 5-10 years time?

A. Yes. Of course. If I am still enjoying it.

Q. Is this the first time you've been interviewed?

A. Yes I think it is... apart from when I went to get a job. Oh, and I think there was one for Remix64 as well.



**BOZ (ALISTAIR BOWNESS)**  
(after Marcel left the table, Boz wandered over...)

Q. So, how did Project Galway come about?

A. It was actually Martin himself who suggested it. He felt that the SIDPlay emulation was not quite right. He would listen to his tunes and think, "It didn't sound like that to me". Chris Abbott started work on the CD, and then the DVD became our goal.

Q. According to the website, the music is recorded on Martin's original sound chip...

A. Martin sent his Commodore 128 over to Chris, and then we had to find a (working) power supply. The tunes were then recorded (this is several months ago now) using the PSID player to give good quality sound.

Q. The DVD is rumoured to have the source code – how did you get it?

A. From Martin's own disks. I knew that a lot of them were in Zeus assembler format, and some of the later work was done on Ocean's Atari ST development kit. I had all these files and no way to read them. In the end I had to write a cross-assembler, looking through the text files for all the tokens and working out how to compile the code. The first job was to get STREET HAWK done, because all that people will have heard is the poor quality MP3.

Q. Are there any other surprises on the Project Galway CD?

A. Yes, there's an extra track on the end, which I found in Martin's source. The Green Beret arcade machine actually plays the theme from the Great Escape when you enter your name for a high-score; but Ocean

dropped it from the final version. Maybe it was copyright problems. And there's an extra jingle in Roland's Rat Race, plus some familiar sounding tunes from the Street Hawk SID.

Q. Is it like the TV show THE YOUNG ONES, living in a house with Kenz (Jason Mackenzie)?

A. Yes



**ROB HUBBARD** (after the concert)

Q. How was it, playing your music live?

A. I've never played it live before.

Q. What was it like?

A. I felt a bit nervous, before I started. But it was good.

Q. Would you perform again, at another Back in Time?

A. Oh yes, I'd do it again, to this many people.

Q. Did you ever imagine an event like this?

A. Oh no, when I wrote that music I never believed I would perform it live. It was a challenge.

***A big thank you to all those I interviewed and met during the weekend, and see you all at the next event in 2004!***

## *Memoire's from Tom Brown's Commodore days*

Imagine my surprise, as an ex-employee of Commodore to come across your site. I was a Regional Sales Manager for the company at the time it moved from Slough to Corby. In fact, I made many visits to the new factory during it's construction.

My memories of Commodore are not good, far from it as it was probably the worst shambles I have ever had the misfortune of working for. Complacency allied to stupidity is a poor combination for success and this was self evident when the Corby factory was closed soon after opening and the business moved to Maidenhead.

During my brief period with Commodore I was employed on business systems rather than games machines and the frustrations at having to deal with an incompetent management were legion. It was the company's practise to hold a series of open days each September with dealers exhibiting the company's wares. On initiating plans for my final September with the company I contacted each of the dealers for whom I was responsible with the aim of persuading them to take part.

Not a single dealer was prepared to waste his time. The reason; at the open day during the previous September Commodore's commitments for the provision of demonstration kit was such that some dealers received incomplete demo equipment, some received software but most received absolutely nothing. The open day was a shambles, the dealers wasted their time, effort and money and all they achieved was damage to their reputations.

In recognising that there was a severe problem the 3 RSM's got together with management to seek a solution. We were assured by the company that adequate supplies of their new line would be made available along with software and that all participating dealers would definitely be allocated kit. On this basis I then went back to my dealers and gave them my personal assurance that the previous years debacle would not be repeated and, as a result I was able to recruit the services of around 15 of my major dealers. To service their needs I ordered 150 systems, some for demo purposes and the remainder for onward selling.

The day of the open day arrived; none of the promised equipment turned up and once again the dealers were left high and dry. I visited each in turn that day to apologise and to say goodbye. Then I drove to my office in Corby where I told the General Manager exactly what he could do with his job. Whilst saying goodbye to a few of my friends on the office I was approached by the Marketing manager, a particularly incompetent individual, who somewhat loftily enquired why I was not out with my dealers supporting the company's products. I informed him that if he came one more step towards me he would be sitting on his arse.

I then had a 3 month battle to secure the salary commission and expenses which was due to me and was only successful in that enterprise because I refused to hand back my company car.

So, as you would expect, my attitude to Commodore is one of loathing though I accept that in it's time the C64 was a major player in the market, a market which they threw away.

I wish you continued good luck with your enterprise.

Kindest Regards, Tom Brown  
*more soon .....*

*Phew, and we thought we were hard done by being just simple Commodore users ! The problems we have with compatibility and other schisms are put into the shade by the obvious problems that the employees had to live with on a daily basis.*

*If you think this was bad, just wait until you read the next installment ! - ED*



dateline : 2004 . . . .



commodore 64  
rise of the machine



Here we are again for the second part of this bumper two edition special.

Just as I was getting to grips with these two issues, many new features just HAD to be put in and that meant a re-write and re-layout of these two issues - phew !! Some articles have had to be put in before they were too far out of date and it would not have been fair on the authors to not include them at all. Hopefully they will be in 'some sort' of order and will read okay ;-)

**Page Count** : As I have had to move lots of pages around on a near daily basis, the amount of pages may seem a bit on the thin side for these issues, but don't worry, you will still get your minimum 180 page quota for the full binder by the end of the year and, knowing me, you'll probably get quite a few extra's too !

**CSIS** : I am currently completely re-writing the CSIS listings and I hope to have the new catalogue ready for the next issue. The catalogue won't have any prices or postage costs in it as they will be supplied on an additional sheet - this means I won't have to reprint the entire catalogue everytime there is a price change. The new catalogue will be in colour and will be supplied free with CS2004.

**CSDOOM64** : Things are just starting to happen at last. After a long time of people offering help, advice and 'no way's, W H has stuck his neck out and offered his services to sort out the music for this project. Now all we need are some programmers to bring life to the game.

**geoTELEGRAPH** : Part of the next issues geoTELEGRAPH section will not only be about the PostPrint2/3 upgrade - but - it will also be in colour and it will be printed from my Commodore using GEOS. This year will see CS2004 having a large proportion of its pages given over to the geoTelegraph section. There are many reasons for this not least of which is the fact that a lot is happening in the GEOS scene this year, new programs, new deals, new hardware, etc, etc. Also, I have neglected to include Todd Elliotts excellent geoPublish tutorials and I hope to rectify this situation this year and publish his entire series in CS2004 this year, I will include screenshots too ! Now all I have to do is practice how to convert the Commodore PP2/3 to PDF files so PC users can download them ;-)

Subscriptions : I mentioned in my recent inter-

view that I didn't see any point in continuing production of CS if the readership fell below a certain level. CS2004 has only just scraped through this figure to continue production for another year, in fact, there weren't enough re-subscribers until the middle of February ! At the end of 2003 there were 59 subscribers and despite a very expensive advert in Retro Gamer no new subscribers have come forward. At the moment CS2004 is struggling along with just 35 subscribers - this is not good news :- ( Where did all the subscribers from last year go to ?

Despite the lack of subscribers for this year, I am still upbeat about what is happening throughout this year, there are shows to attend, new magazines to help out and lots of projects to get stuck into. Lets see how this year pans out and hopefully CS will still be here in 2005 !

**Shows** : Yet again it is looking likley that Micro Mart will be making a show of themselves and hopefully the retro area will be there too. Another show that myself and Shaun will be attending is the Jagfest UK 2004 (see next page). We met these guys last year at the last MM fair and they invited us to join them, we are happy to oblige !

**C=VGA** : I know I keep saying it but we are getting there slowly but surely. Neil is currently trying to source a specific type of oscilloscope so he can test the outputs from the prototype. This is not as easy as we would have hoped and is proving to be rather difficult to achieve.

The magic figure of US\$1,000 has been raised to push the prototype along to this final stage of development. I will be closing the 'pre-orders' option for this device on April 31st 2004 so if you still want to pre-order then you can for another month, after that it will cease. I would remind anybody pre-ordering that you get the folloing benefits - (1) C=VGA at a lower 'cost' price, (2) the top 10 customers will get something additional and special - not sure what that will be just yet though.

**Next issue** : Hopefully we will see more of regular features returning and also you can look forward to a new semi-regular feature on 4 player games ;-)

# TERMINUS

At the moment the subcribers list for  
Commodore Scene stands at :  
**17 (uk) + 18 (world) = 35**



**DATA** : A new version/update of the excellent **PostPrint2/3** package has been released. Full details and copies of the files will be in the next issue.

**DATA** : Also in with the above news is a mention of a forthcoming **geoPUBLISH Upgrade** - now that is great news as geoPUBLISH has never had any upgrades and it is long overdue. No details just yet but as soon as I have them I will pass them on to you good readers.

**DATA** : More news from Maurice, the new **HD-DOS+** is nearly finished and will be shown at the next show in the USA. It will be making and appearance soon here at CS too !



**DATA** : LOOK AT THIS !!! The new **IDE64 V3.4** is now out. The new IDE64 comes with **CompactFlash** slot for CompactFlash (CF) Storage Card. The CF cards are available in the capacity of 32MB up to 1GB. Also, currently in the beta testing stage is the new firmware - it will offer many new features including support of partitions, relative files, large capacity media up to 128GB and will be even faster ! For more details pop along to - <http://www.volny.cz/dundera/ide64v34.html#>. Of course, this new IDE is available from the CSIS and I will include prices and updated news in the next issue.

**DATA** : What on earth is this ?



See page 34 to find out more !



12th and 13th of June 2004  
Medway Manor Hotel, Rochester

A second festival of Atari featuring Jaguar, Lynx and ST, TT and Falcon.. (and some Commodore). Here you will be able to play all the great Jaguar games, link your Lynx's and show off those ST's/Falcons. We want to include as many of you as possible, and this time we have more room, well 1 more actually. There will be dedicated Jaguar, Atari Computer, and 8 Bit areas

Do you have a pet project on Atari, then come and show it off, do you want to play games then we plan to have at least 4 video screens available for Jaguar games not including the tournaments and people showing what their Jaguars do.

Trade/swap Jaguar/Lynx or Atari software.

Who is gonna be there ?

Allan Bairstow, Shaun Bebbington and a whole host of Atari guys !

Features

Licensed Bar

Jaguar

Battlesphere Tourney

Lynx

Atari ST-STE-TT-Falcon

Full Papyrus X demos, and sales.

CT60 Designer - Rodolphe Czuba (TBC)

Atari 8 Bit

The Devastator II, a fully functional MAME controller for your PC.

IDE Interface from Mr Atari

Arcade

Full box classic arcade machines (TBC)

Magazines

Premier On-line Atari magazine MyAtari, Commodore Scene, Retro-Mart, Retro Gamer

Opening Hours 10am - 6pm for Visitors

ALL DAY AND ALL NIGHT FOR WEEKEND PASS HOLDERS!! ( massive game sessions!! )

Costs

2 Day Attendance Entry will be £20 UK (setup starts Friday Night-dismantle sometime Sunday). This includes snacks and drinks for game tournaments at night and early morning for those that can last!!

Want to attend for just a Day(9am-7pm)? Then the cost is £5

If you want to book, you can use Paypal, Cheque or Credit Cards then let Nick Harlow know at [nick@1632systems.co.uk](mailto:nick@1632systems.co.uk)



Compiled by Andrew Fisher and Allan Bairstow

Menu system by Danny Tod, with music by Andrew Fisher (CLOCKS by Coldplay)

#### GRUBZ PREVIEW

By Singular Crew



The closest yet to WORMS on the C64! Play up to four players (with the Protovision adapter) or fight against the computer.

Use cursor keys to change options on the menu screen – e.g. to change screen type 0, 1 or 2 in the square brackets next to SCREEN.

#### FLOPPY PARTY 2004

To celebrate the recent Floppy party in Sweden, here are some of the best releases:

#### BRIEF BURSTS OF HAPPINESS

– this demo by



Creators and The Dreams caught my eye for it's unusual style

**HARRIER/MAK** – the winning music by Maktone of Fairlight

**AL-DABH** – the winning graphic by Blackdroid of Wrath Designs

#### FOREVER 5 PARTY

And another recent party, which caters to Atari, Spectrum and Commodore fans:

#### SHATTERED

by COSINE – a clever single part demo with a great bitmap

#### SENZACIOUS

by PADUA – winner of the real-time competition (for demos made at the party), this tells a funny little story (senzacious means “sensational”)



**CLUB STYLE** – the winning music from Jammer

**SCENETOWN2** – the winning graphic from Leon

#### ZARIAROS



By Frank Gasking, with enhancements by Richard Bayliss

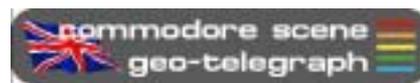
Here's another great SEUCK game from Frank, with a great front-end put together by Richard. Watch out, it's really tough!

#### 2X2 EDITOR

By Chico/Civitas



Here's an excellent utility for designing 2x2 character sets. You can work in single colour or multicolour mode, convert your character set into sprites and even restore the whole set if you make a mistake. (Press R to store, shift-R to restore).



Yet again we are devoting most of the second side of this coverdisk to GEOS files. Many are just general files and utilities but they will all be covered in future supplements to the geoTelegraph section.

Here are the files :

**WCOPY** – A restricted version of the full **WCOPY+**, see the features on pages 9 and 46.

**CNTH711** (& related files) – see the feature on page 20.

**Pinball Spectacular** – this is the updated version by **REMEMBER**. See the feature on page 50

GEOS files :

**geoBEAP\_2.0** – a superb conversion utility.

**DIRMASTER** – sort out your disk directories.

**geoZIP** – Zip up and unzip files on your c64.

**GEOCANVAS** – A ground breaking replacement paint application.

All these files will be covered at a later date but please feel free to

play with them.



*I have kept this page short so I can get this issue out in a reasonable time frame.*

*So then, off we go ....*

Hi Allan,

Ta for CS2003/44, some interesting stuff but I didn't know Russ Micheals was still about. An apology in his interview would have been nice. EBES ceased trading owing me over £200 as I had ordered a new 1541 mk2 drive @£125 and GEOS plus some other bits and bobs.

I'm sure others had orders with them too. Still I suppose its water under the bridge now.

Thanks also for the XE1541 cable and software, I will be giving it a go later.

John Nixon

*Hi John,*

*Well, I did pass on your request to Russ (via a friend as I don't have direct contact) but as yet there is no reply, sorry.*

*Glad you like the XE1541 cable, they are very popular and once you get the settings right, they are a superb addition to your Commodore set-up.*

Hi Allan,

Many thanks for the double issue of Scene, Well done to Richard Bayliss for the excellent job of doing the coverdisks, in particular the SEUCK SPECIAL disk. That must have been a nightmare to compile! As you're no doubt aware now I've done two new SEUCK games - please feel free to distribute them on the 'SCENE' COVERDISK free for all the readers. Any feedback would be appreciated concerning these titles. I've also enclosed a short feature to go with them. Is there any chance of putting Neil Kendall's back catalogue of games on a future coverdisk please? Its nice to know that there's not just me in Bradford that supports the Commodore 64! Expect plenty of new features from me for 2004! Do you think you'll be doing another 'Arcade Special' soon?

All the best, Yours faithfully  
Wayne (ART RAVERS)

*Hi Wayne,*

*Thanks for your support, as promised, the SEUCK special 'eventually' made it to the pages of CS! Richard has been doing a sterling job of producing coverdisks for CS for quite a while now, unfortunately, Richard has now had to retire from this post. Andrew Fisher has saved the day and stepped into the fray!*

*As for putting Neil's stuff on the coverdisk, I have no problems with that - Neil is reading this so how about Neil?*

*There are plans for another Arcade Special,*

*it is just a matter of people sending in enough stuff to fill an issue and then I'll publish it - so, get writing everybody - ED*

Hi there,

I just found out about your site and I am so very excited about everything on it! Well done!

I own a c64 since 1983 and I still love the machine (even though I also own a very modern PC). I saw your setup list on the main page. Really impressive! Do you have any photos of all that plugged in on the commodore?

I have a couple of questions for you and I'd really appreciate it if you could reply. When the SuperCPU is installed can you still run the old games, or is it too fast for them? I mean I would love to create something similar to your system, but I would use it primarily to play games.

Also since you run your own Commodore magazine -fantastic idea btw- would you happen to know what happened with that company, I think the name is Tulip, that stated that they'll bring back Commodore 64?

Anyway, thanks and I really look forward to hearing from you.

Nick Majors

*Hi Nick,*

*Glad to have you with us, new readers are always welcome.*

*In answer to your questions : most games are unplayable with a SuperCPU running at 20mhz unless they have been adapted.*

*Tulip/Ironstone partners have some plans in the pipeline, I have even had a meeting with them but at the moment everything is quite and/or secret - watch this space.*

Hi,

I received the binder yesterday and am very happy. The magazine is great, keep up the good work. I am happy to support the Commodore Scene and plan on continuing my subscription.

Thanks, Brian Trabert

*Hi Brian,*

*Thanks for that. I know that all the subscribers are quite happy with the quality of CS, its just a bit of a shame that we don't have as many subscribers as I would have liked to have :-( Well, there is a whole year to go yet so lets hope things pick up a bit - ED*

*Okay then, thats your lot for this issue. I'm off to attend to other non-CS duties and I hope to be back with you very soon - ED*

# Maintenance ~ for sale or repairs

Maybe you just bought a machine or you have an old machine you wish to sell! I will guide you through a few steps that may get your machine looking like new for sale or for your nicely cleaned work area. These steps are easily followed and should present no problems to most users, ok get out your duster and lets clean that mucky devil up.

The first thing we need to clean you machine properly is to open the machine up remove the motherboard and keyboard. Turn the machine over so the keys are on your lap or table. You will see that there are holes containing three screws all Philips headed.

Unscrew these as far as they will go the put the machine over a table and turn it right way up. The screws will fall on the table so you won't loose them! Now imagine the machine is hinged at the back lift it upwards from the front.



Be very carefully as there are two wires inside connecting the keyboard and led power light. Below is shown the keyboard connector this is removed by pulling upwards don't

wiggle it as you will bend the connecting pins.

Now remove the led connector again this should be pulled strength upwards.



Now we can see our machine guts! You will also see in the top right a glass fuse, I have been given two machines where the only fault has been this fuse had blown.

The fuse is available from any electrical store and costs a few pence only. I took mine to the electrical shop and asked for two the same as this please! (errm it's the none technical way to order fuses while ensuring you get the correct ones) You can test the fuse with a multi meter to see if the fuse has blown. On the two "dead" units I had I could see the wire had actually BLOWN away inside the glass. Its also worth checking the fuse in the Commodore transformer plug, a friend of mine was charged five pounds to repair his machine, from a none reputable electrical repairs shop. It turned out the only thing wrong was the main fuse was dead!

While we have the machine open for testing and cleaning have a look at the modulator. This is used for output to a normal televi-

sion, sometimes adjusting this screw can gain you a better TV image. You can do this while the machine is switched on, but screw it all back together

first! Tune your TV to a suitable channel then slowly turn the modulator screw and note the best position on TV.



Now we can remove the keyboard from the top of the case this is held in by twelve Philips headed screws.

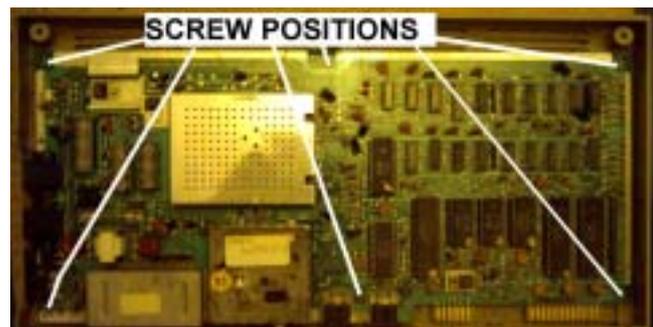


Once this is connected you can use small blasts of compressed air in a can available from your local electrical specialists or p.c. shop. Gentle blasts of air will remove the dust

from the motherboard. **Don't use a vacuum cleaner as static builds up at the end of the hose, and if this touches any components it will ZAP them and your machine will die.**

While on the subject of how to kill a machine we touch up on electrostatic discharge OUCH! You know when you go over to for example the TV and touch the controls and ZAP you receive a static electric shock. The same can happen while you are inside your machine, there are various straps you can buy to disipate the static but I just hold onto a radiator, which will draw the charge away. You may like to hold or at least touch a radiator before handling your machines motherboard.

Now remove the motherboard by unscrewing the six screws located in the corners and top middle and top bottom of the motherboard



Once the Motherboard is removed place it on a flat surface where it won't get damaged. Now the outer casing of your machine can be washed and scrubbed with

warm soapy water. Ensure you leave the casing to dry out before re assembling!

It may be at this point you wish to do a custom conversion, the case can now easily be sprayed. Water and soap wont clean every mark and I have had some success using diluted thinners, test an area inside the case because thinners could melt through the plastic.

We can now turn our attention to the keyboard. Using a flat blade screwdriver we can lever the keys off the machine being very careful.



May not come across in the picture the amount of dust under the keys, I find this the best way to clean the keyboard but its very time consuming. Once all the keys are out (of course you need to know where they went to put them back!) we can clean the keyboard and the keys individually. Clean the keyboard unit with a dry cloth, and the keys can be washed in soapy water.



As you removed the keys you should have found a spring under every key, this returns the key back to its position. I find that stretching the spring a little before putting them back, makes the keyboard have a more new feel. Putting the keys back it's a long process but it will be worth it you just need to stick at it.



Now reassemble the machine and you will have a machine that's as good as new, or better.

Final note I have had a machine given

that produced no sound, I removed the SID chip with

two flat bladed screw drivers, one on each side and levered upwards. You must apply upward even pressure from both sides of the chip so not to bend the pins. Once the chip was out I cleaned the pin contacts reinserted the chip and when I powered the machine up BOOM we have sound. I suspect this could have been some sort of static build up under the chip? Anyone know what caused this?\*

Writer  
Email  
Copyright

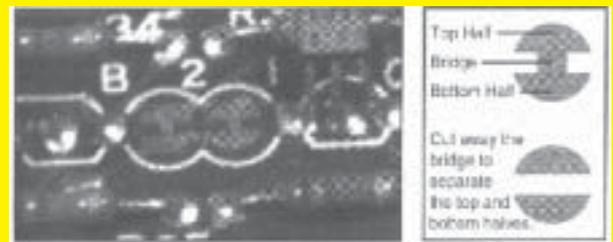
Nigel M. Parker  
nigelp2k@yahoo.co.uk  
Commodore Scene

#### WARNING

Playing with electric is very dangerous consult a qualified electrician, neither I nor Commodore Scene can be held responsible for any injury you cause to yourself or other people as a result of following this article.

*\*Apparently, the static charge build up electronic components attracts dirt, it then oxidizes on the metal parts causing it to encrust and eventually 'lift' the metal contacts apart. Removing and replacing the components usually is enough to make the contacts reconnect again. Obviously, cleaning them while they are apart is also beneficial. That is why it is important to clean the USER & CARTRIDGE ports when faults start to occur - ED*

## 1541 #9



To switch your 1540 or 1541 disk drive default number to 9 instead of the original 8 you will have to open it up and locate the 'jumpers' that tell the drive which number it is.

For this simple task of making it device 9 we will need to **cut** the bridge between the two half moon jumpers on **jumper 1**. As shown above.

As the drive variants did not have the same locations for the half moons, you will need to locate and identify the correct ones for your drive :

#### 1540/1541 - long board revision A

The jumpers are on the edge of the board and are marked **1 & 2**. Cut jumper **1**.

#### 1541 short board revision A & revision B

The jumpers are in the centre of the resistors marked **B & 2**. Cut jumper **B**.

#### 1541 short board revision C

Again, the jumpers are in the middle and marked **C46 & B36**. Cut **C46**.

#### 1541C revision A

On the edge of the board marked **J1 & J2**. Cut **J1**.

*Oh no, here we go again - destroying perfectly good Commodores to make something else :-)*

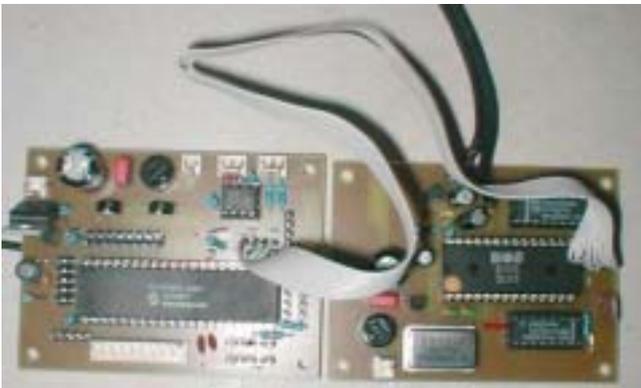
## MIDIbox SID

Full details can be found at ~ [http://www.ucapps.de/midibox\\_sid.html](http://www.ucapps.de/midibox_sid.html) ~ my thanks to Nigel Parker for forwarding on this information.

Are you tired of virtual synthesizers, samplers and wavetable machines? Are you seeking for the unique sound of the vintage homecomputer days. Did you know that the sound device from one of the most popular computers of the 80's - the C64 - can produce awesome sounds like a modern synth? Did you ever build a low-budget synthesizer by your own? Well, maybe the MIDIbox SID could be interesting for you. :-)

MIDIbox SID allows you to control the SID sound chip over MIDI. This isn't a revolutionary idea, some people realized something similar some years before:

- \* SID Homepage by Andreas Varga with some interesting technical background informations
- \* SIDgroove a DIY SID synthesizer, Master/Slave design, well documented



- \* Parallel SID - another DIY SID synthesizer - thanks to Buchi for the warning regarding the Audio Out of the SID!
- \* SIDrack by Christian Catchpole
- \* C64 schematics gives usefull informations for the filter caps and the output amplifier
- \* SidStation - a commercial product with SID inside
- \* HardSID - another commercial product with SID inside

MIDIbox SID is a non-commercial & "DIY-only" project. Beside of the common SID functions (three oscillators, triangle/saw/pulse/noise and mixed waveforms, independent envelope generators for the amplitudes, sync & ringmodulation, 12db multistate low/band/highpass/notch filter) it features:

- \* 2 additional envelopes with optional non-linear curve which can be assigned to Pitch, Pulsewidth and Filters



- \* 6 additional LFOs with different waveforms which can be assigned to Pitch, Pulsewidth and Filters
- \* Fine Tuning
- \* Pitch Bender
- \* Portamento/Glide function
- \* Delays
- \* optional Oscillator Synchronization
- \* Arpeggiator (a SID \*must\* have an arpeggiator ;-)
- \* Poly, Mono and Legato Mode
- \* Free controller assignments to Modulation Wheel, Velocity and Aftertouch
- \* wave and CC sequences which allow more percussive sounds (Wavetables)
- \* the wavetable sequencer can be combined with the arpeggiator in order to realize complex textures
- \* LFOs, Envelopes, Wavetables, Arpeggios optionally syncable via external MIDI clock
- \* up to 8 CV outs with 12 bit resolution (in experimental state)
- \* OS independent SysEx editor based on JSynthLib
- \* BankStick support (128 sound patches per stick)
- \* can be used as .sid file player (see MIOS Download section)
- \* optional minimal control unit (Step A)
- \* the possibility to control up to 4 SIDs (Step B)
- \* a complete control surface (Step C)



## YAK's Revenge

I'm still not sure how this project came about !! I think I was on the phone to Andrew Fisher and maybe mentioned wanting to do a Jeff Minter game with SEUCK !?! I've ALWAYS admired Jeff for his games, they're fun, mad and wacky - bit like me I guess (!). Anyway, I definitely remember getting the sprites sent to me from Andrew Fisher. I think he sent them to me in 1999 so they'd been sitting round a while.

Anyway, I had this accident with a machine blade at work last year (10 stitches in two fingers it hurt like mad - when it's cold I can really feel it badly !). I was sat around at home and the doctor told me to get some exercise for my fingers, so I thought "Why not have a go at doing the game ?". I didn't actually sketch any ideas on paper - the irony is while I could use a joystick to work SEUCK I couldn't actually write with a pen or pencil - my fingers wouldn't move that well !

So with tons of time to kill I began the job of creating this game... My initial idea was to have the player flying over the different zones just like in the Revenge Of The Mutant Camel games, various things would attack you and you'd shoot them. I planned to loop the same scenery three or four times to give the indication you were going through the same level (like Jeff does in his games) with a distance counter that would decrease as you made you way up screen. Anyway when I came to start drawing the background graphics I had trouble creating that 'look' that Jeff created in his 'Camel' games. As usual I ended up compromising, I kept the idea of levels (or zones as they're referred to in the game) and took inspiration from various Jeff games. Hence while playing you'll see elements of Gridrunner, Ancipital and Iridis Alpha in the zones. Enjoy it, This game is going out to all the Sheep, LLamas, Camels, Wombles and Commodore 64 gaming dudes out there !!!

## Techie Trivia

I began work on this a week before the BRIGHTON Back In Timelast year, I saved it to disk and took it with me. I asked Allan if he'd load it up so people could have a play. The disk would not load - I was VERY embarrassed, I remember Allan giving me a funny look, I bet he thought I was a right banana head - HA HA !!! Whilst there I remember talking to a guy about myself doing a SEUCK 'MINTER' game and he was really interested asking what was going in it and was I going to feature certain MINTER games (he was quite obsessed bless him !). Right before I say anything else - A big - THANK YOU to Andrew Fisher who not only sent me the sprite graphics for this, he also entered the game into RICHARD BAYLISS'S SEUCK Competition last year. This is the first time anyone has done all the sprite graphics for a game for me, it saved me so much time ! While visiting Shaun Bebbington in October last year I managed to go on his laptop computer. I went to Richard Bayliss's Website (very nice - check it out immediately !) and read the rules of his SEUCK competition. The rules said you couldn't use graphics from other games. I mentioned this to Andrew, he said No problem cos' he'd hacked the Minter sprites from his games and then converted them to work in multi - colour mode as used by SEUCK - cool, What a guy !!! Listen out for the grunting Camels, I love 'em, the noisy beasts ! If you look closely you'll see I've re-used my starfield style effect in the IRIDIS ALPHA type Zone. Starfields are easy to create with SEUCK, You draw a pixel on a sprite then insert it in the object editor as an enemy and then just move it from top tobottom of the screen using the attack wave editor. If you draw 3 different colour sprites - one, white - the second light grey and the third, dark grey you create a multi-layered starfield. You could also draw stars in the background blocks so when the screen scrolls they'll move as well - it's probablybest if you draw these a different colour to the other 3 though so that the player can visually see the difference. The key thing to remember is not to overcrowd the screen with too many sprites, or they'll glitch, flicker, or disappear ! This is my first tribute game, I may consider doing another

Jeff Minter inspired game at some point. During the making of this game I thought about the game Richard Bayliss did for Commodore Zone called "Camels In Space" I also dug it out and played it, it's nice to see that people are still fans of the 'old school programmers', the 80's were the best ! Ironic really that after all these years people are turning out games inspired from their childhood gaming experiences. Fan based games rule, may they live forever. P.S. Richard Bayliss - please do a sequel to 'Camels In Space'. Art Ravers Fans (!) might like to note this is the first time I've done a wierdo score system. Basically I redrew all the numerical score counter 0 through to 9 and drew them as symbols instead ! I'd wanted to do this in a SEUCK game for some time, Come to think of it I can't think of any other SEUCK game that does this kinda' thing with its scoring system.

## RETRO WARS 2

After my 'Jeff Minter' tribute game I thought it would be nice to return to do another RETRO WARS game, retro gaming seems to have made quite a resurgence as of late. Also I had ideas from the first game (and sprites !) that I hadn't utilised. I decided to do the game in the same format as the original - i.e. The player works there way through the years progressively playing a game from the relevant year they are in. I sat down and wrote a list of games I wanted to include. I began with a totally new idea that I haven't seen in a SEUCK game and also thought would be quite different. The first level is a fruit machine type affair, the twist is you get to shoot the fruit !

There's a version of Missile Command in the game, and I've also included versions of 'Frogger' and 'Burger Time'. The Burger Time level is my fave of all the levels, it was quite hard to put together but well worth the effort. Although not as big a game as the original RETRO

continued on page 36 .....

*From page 13 ...*

After some preliminary test-runs the plans for incorporating the PSU in the C64 casing were rejected. Although the power consumption is low, things can get warm in there.

Once, I measured over 70 degrees from the CPU on an, admittedly, warm day while playing a DVD without any tasks running in the background. Probably the relatively poor airflow is to blame here. I am considering using the opening next to the power connector at the backside to get some airflow with a 40 mm fan located behind it. Maybe, it will not be necessary; I will have to do some more CPU-demanding tests here.



Ok, that is more or less how this Commodore got to run at a frequency 911 times its original speed. Last week I got hold of a box full with original Commodore goodies including a working C64, a PSU, datarecorder, joysticks and disk-drive (all this set me back a full 8 euros on Ebay, damn they get pricier every day), so a few things have been added on the to-do list:

- Getting the keyboard to function. I tried squeezing the standard PS2 foil in the keyboard but with limited success and destroying the original wiring. Neil who built the Commodore ITX-64 might provide a solution here.

- Fitting an optical mouse in the original joystick. This should be cheap, easy and fun to do. I'll just have to provide some room and make the "fire" switch to function again :-)

- Hiding the camping PSU in the datarecorder. Fun and easy as well.

Incorporating an infrared led somewhere on the casing for communication with phone, PDA etc. The

M9000 has fast-IR on board you know...

- Improving airflow to cool things down, as mentioned in the text.

Now that this little project is finished, I will have to find myself something new to pass time with. Maybe I should have closer look at that new M10000 board. Nice.

Hmm, tempting, maybe try a smaller HD drive, fit it in a different case. Maybe create a whole bunch of retro looking EPIAs. Let's see, if we could just find something nice to put it in...

(Oh-oh, the Geek inside and Nostalgia took over again)



I'll let you know when the new toy is up and running.

Ciao, **DocLorren**

<http://www.mini-itx.com/projects/c64/>

..... from page 35

WARS I still think this sequel has a lot to offer the player.

#### Techie Trivia

My Ninth SEUCK game just in case you folks aren't sure ! The 'Missile Command' level came from visiting Shaun last year he let me have a go with a ATARI 2600 clone affair which is basically a small number of games stored in a joystick which plugs into your T.V. so you can instantly pick up and play !!!

Special thanks also to Shaun for help with the Q-BERT level, I was working on it and got stuck trying to recreate the graphics. I rang Shaun and he suggested I look for a pattern in the graphics, anyway to cut a long story short I went back to the graphics and got a reasonable rendition of the Q-

continued on page 38 .....

If you subscribe to the excellent COPS mailing list - [cops-admin@videocam.net.au](mailto:cops-admin@videocam.net.au) - then you will receive news about currently active projects. **Arndt Dettke** recently (sept '03) posted quite a long mailing regarding the upgrading of **GoDot**. It just shows how much time and patience some people have for a project that they truly believe in. Please on ....

It's time to report about my current project that was initiated by Dale, Greg Nacu and Bruce Thomas (my thanks to you three for raising me from agony!)

Almost a year ago I started to code for a JPG loader for GoDot and I contacted Steve Judd who frankly gave me facts, source code, and executables to work with and to analyze them. I started with great enthusiasm and soon I was successful with a running decoder. I turned my efforts to the renderer (which is the part of Adrain Gonzales) but didn't really start off with it. The reason was that at that time my beloved second dog became seriously ill, and one day before Christmas Eve we had bring her to her final sleep. Our hearts were broken, and I couldn't continue coding for a long time. (Have a look at her at [www.dettke.de.vu](http://www.dettke.de.vu))



It was Greg who dropped me an email one day whether I wouldn't like to participate in Wings development. Well, this was quite an honor to me to be asked for something like that, and I happily agreed. Sorry to Greg, I didn't do much for Wings yet, but remembered what I was after a year before: the JPG project. To get into the renderer I contacted Adrian and was very happy him immediately answering my questions. With his help I could quickly analyze the JPZ renderer, and recognized that my former plan (to write a GoDot based renderer) couldn't be realized. Decoder and renderer would occupy too much of GoDot's RAM. It wouldn't work that way. Either GoDot and the decoder/renderer would need as much RAM as the C=64 would have available.

So, what to do? Drop the project? Not Arndt Dettke! This was a major challenge! After much thinking I decided to take the \*original\* software (Steve's and Adrian's JPZ) and run it



\*concurrently\* with GoDot! My plan was to have two programs share the C=64 (remember: each of them in need of the entire RAM), like having two souls in one body. How to achieve that? Yes, an REU is \*mandatory\*. I run GoDot, let a GoDot loader retrieve the information the JPZ program needs (filename, drive, indents for JPG clip), and pass this information over to JPZ. For this purpose JPZ had to be patched, and luckily the routines to input the filenames in JPZ were long enough that I could patch them to GoDot's needs. So, what I implemented in JPZ was a complete facility to switch from GoDot to JPZ and viceversa. This would be the first advantage as compared to JPZ: you can use GoDot's UI (user interface) to select the JPG files to be displayed! And this would be the second advantage: You can use it again and again!

GoDot loads JPZ once, installs it to the REU and patches it to co-operate with GoDot. This is exactly the stage the program is currently. GoDot can display as many JPGs as you have on your disks, and can do this again and again.

*But my plans go further.* It is not enough to just display the JPGs, the real thing is to have the JPG \*converted\* to GoDot's 4Bit graphics format. Well, after Adrian's rendering (which BTW is \*so\* breathtaking I couldn't believe it!) the rendered data are still available! Why not take these data and simply transform them to GoDot? Ok, this was an easy task and it is already accomplished. I coded "mod.ConvertJPG". (Which in fact is actually a converter for IFLI since Adrian's renderer converts the JPG data to IFLI.) This module is running and does its work flawlessly.

*But my plans go further.* What about having a JPG image re-displayed without having to re-load it again? Yes, the data is still there, why not gather it again for display? This would be a \*great\* advantage as to JPZ since the loading procedure takes a fairly loooong time (of course). I'm currently working on this feature.

*But my plans still go further.* What if you could display \*any\* C=64 image as an IFLI image? Note that IFLI is the

graphics mode that provides up to 136 different colors on a simple C=64! They are actually fake colors (and not real) but our eyes don't care about real or not, they can easily be outwitted. So, what I have to do is write an IFLI renderer for still special purpose (rendering to an REU instead of rendering to disk). This is all easy because there's already a renderer available (svr.FunPaintII) which just has to be adapted. This will be done when the re-display feature is running.

Now, I would ask you for assistance here. Could some of you beta test the modules like they are currently? To find their faults and niftinesses? It would be nice to have either some who are technically skilled, and some others who are not. And please be prepared for fast updating periods. Everytime I remedy a bug or change a feature I would send you an update, and you shouldn't lose track. If some Commodorians would be helpful here, I would very much appreciate that.

And now for my announcements: In the course of coding the JPG stuff I encountered some bugs in GoDot which I instantly cured. These are bugs that relate to REU modules (I got aware of them because I concentrated on REUs).

One was in dev.REU. It caused the directory sometimes to display one file twice though it resided in the REU only once. This was a long known bug, and I finally found out how to cure it.

The other came to my knowledge because Dale and Bruce asked me to perform a major update in the GoDot file and disk archive on my site. I changed the startup colors of GoDot for that (gray instead of blue background) and also changed the list of files which GoDot should automatically install in the REU on startup. This worked all fine until I tried to install additional modifiers to REU at runtime using mod..REUTool. To my embarrassment, I could install them but they wouldn't appear in the directory listing. Even more embarrassed was I when I noticed that they would load when I input their names manually (their names weren't on screen). What was \*that\*? I found out (and I needed a \*long\* search) that this behaviour only happened when GoDot couldn't find one or more files from the ini file. Realizing that, the reason was promptly recovered: GoDot's booter would incorrectly handle files that weren't present on disk. So, what we

have now is a new file "godot" (version 1.31) and a new "dev.REU" (version 1.04). Both are for download at my site.

Care for correctly renaming these files for use under GoDot. If you retrieved them using GEOS or Wheels you probably have their names in true ASCII format which a native Commodore application like GoDot wouldn't recognize. The names must be converted to PETSCII. Also, I provide MS-DOS filenames on my site (to have a majority of onliners be able to download them) and you must rename the files to their GoDot filenames (as mentioned above). Ok.

And now let me thank you for your patience to read this up to its end.



Have fun with GoDot!

**Arndt Dettke**  
**GoDot C64 Image Processing**  
[www.godot64.de](http://www.godot64.de)

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BERT graphics. It's not a perfect conversion but the style is similar. Thanks Shaun !!! I also tweaked the Q-BERT level so that if the monsters aren't shot they'll still fit in with the next round of Q-BERT, You'll understand this better when you play though... I did intend to include Spy Hunter, Moon Buggy and also Light Cycles from the Arcade game 'TRON' but they were scrapped from the final game. I never drew any graphics for any of these levels, I just thought they would have been cool to include, I kinda' chickened out of doing them cos' I thought they would have been too hard to do... I also had the idea of a Lunar Lander level but due to game construction time it got thrown in at the end, albeit in a metamorphosised state.

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*In a previous issue of Commodore Scene (before CS38), I asked if anybody could enlighten us on this device, well, here is that enlightenment .....*



## The Amazing Voice Master



"an amazing new product for your personal computer that adds a new dimension to personal computing. The voice master allows your computer to talk back to you in your own voice it will obey you spoken commands and it will write music for you as you hum!"

Sounds exciting and believe me it is!

Voice master by "Covox inc." was manufactured for a number of 8bit computer systems most notably for the Atari 800, xl, xe apple II+, II E, II C and the Commodore 64, the units were manufactured in America sometime in 1985 I think Covox as a company started in 1982 ( I could be wrong so don't quote me). Here we have another groundbreaking product that was way ahead of its time, the unit is also quite hard to find. Let's have a rundown of some of the unit's features as we venture into the amazing world of speech recognition, surely voice recognition isn't possible on a Commodore 64? Even today's latest P.c. systems still cant cope with voice recognition.



After calibrating the unit and putting on the stylish headset sorry no pictures of me looking like a secretary just the unit itself.

We are then asked to load the menu application from disk. Once Loaded, this menu gives some examples of what the software can be programmed to do. The menu is screen with item options that are listed from 0 to 9. The actual software or voice recognition is written in machine code with the demo software and other applications written in BASIC, the idea of writing the software in BASIC is to show how the unit can be used in your own applications. Let's start from the top and work our way down.

### 0 EDITOR

Entering the Editor we are greeted with another menu of 8 items numbered 1 to 8

#### 1 LOAD IN SPEECH FILE

This option is used to load a previously recorded set of speech data from disk

#### 2 SAVE SPEECH FILE

This option is where we save our current speech data

#### 3 SPEEK CURRENT WORD

With this option we are able to test our current word ensuring it has recorded correctly

#### 4 RECORD CURRENT WORD

Here we can record word data.

#### 5 EDIT CURRENT WORD

This option takes us to a graphical display, here we see our word data in visual format. We can scroll along the data, play up to a cursor position or play all the word.

#### 6 CHANGE WORD NUMBER

This option allows us to change the current word we are recording

#### 8 EXIT

Quits us back to basic. We could re- run the program by typing "run, this would return us into the editor menu, otherwise we need to reload the menu again from disk.

```

VOICEMASTER DEMO PROGRAM
RUN UPDATE FOR UPDATES
0) EDITOR
1) DEMO
2) CLOCK
3) CALCULATOR
4) RECOG-DEMO
5) BLACKJACK
6) CALCULATOR-2
7) HUM-ALONG
8) COMPOSER
9) END
INPUT(0-9)

```

### 1 DEMO

In the demo mode we are given a short sample from someone saying "COVOX VICE MASTER" ter ter ter ter ter. The ter represents echoes at the end of the sound sample. We now are taken to a submenu with the following options :

#### F1 RECORD SPEECH

Here we are given the opportunity to record some words for playback. Once F1 has been pressed you are instructed to press F1 again this puts the system in a wait state, the system will then record at the next sound. Pressing z will stop the recording of sound. During sound recording the screen is blanked out to obtain the best quality recording possible. This is not a recording you can be proud of though! If you remember the game Ghostbusters where in the title music you could press a key and the commodore would say "Ghostbusters", you get an idea of the quality of these recordings slightly muffled and wet sounding. The sound also depends on what machine you record and playback on. Using a Commodore 64c the sound is more muffled and quiet, but on an old Breadbin machine the sound is clearer and noticeably louder. This is due to Commodore changing the SID chip on later production machines. Something else I have found is that if you first snap your fingers then when the screen blanks say your phrase you wont truncate any of the words. I have no idea how it works but the machine somehow clips of the clicking of fingers leaving just your voice, seems to be some intelligent processing going on behind the scenes. If you have one of these units try this tip if our always missing the first letter of your recording.

#### F3 PLAYBACK SPEECH

Here we can playback our own-recorded sounds, pressing the key plays back our sound recorded from the fist option.

#### F5 ECHO EFFECT

With this option we can playback our recording but with an echo. So for example if we recorded commodore then press F5 the machine would playback commodore commodore commodore commodore commodore going progressively quieter.

#### F7 VARI - PLAYBACK SPEED

This is my favorite option this plays back the sound from a low slow deep version of your recording to a mini mouse fast squeaky version of the sound sample.

#### F8 SPECTRUM DISPLAY

With this option we can view in real-time sounds spoken into the microphone, in a sort of real-time graphic equalization display. Pressing SPACE bar will return us to the menu. This is such a cool feature the display is in "real time" also displaying the volume in a coloured bar starting green and ending red in the higher volume

## F2 DEMO RECOGNITION

We are treated with this option to a sample of what later to come in the program! "Wow cant wait" once we have pressed the function key we are taken to a new screen with the words please say VOICEMASTER, we now have to say VOICEMASTER and the computer calculates our speech pattern if it matches the pattern for the word VOICEMASTER we move on. Next we are asked to say the word COMMODORE then COMPUTER then the word QUIT. Once these have been successfully analyzed were taken to a new screen with just the words voicemaster, commodore, computer and quit. If we now say COMMODORE the computer should respond with "YOU SAID COMMODORE" once we say quit though we are taken back to the menu and the computer replies "GOOD BYE" You can keep saying Commodore, voicemaster and the machine will respond with you said ..... until you say the word quit.

### Q QUIT

Returns us back to the main menu

Interesting feature is if we leave the machine for any length of time within this submenu the computer will again replay the sample "VOICE MASTER TER TER TER TER".

## 2 CLOCK

Now we are getting to something useful this is a "SPEAKING" clock application using your voice for the speech. The computer will BLEEP until we set the time so we need to do that first by pressing F1 then entering hours minutes and seconds finally AM or PM. Now with the time set we need to record the sample data by pressing f8. This will then guide us through speaking the numbers 0 to 9 and the words am, pm and the numbers eleven, twelve, thirteen etc and the phrase "its time to wake up" Once enough data has been collected for us to have a speaking clock.

### SPACE BAR

this will speak the time in your voice.

### F1 SET TIME

This sets the time on our Commodore clock

### F3 SET ALARM

This sets our alarm clock time remember the phrase "its time to wake up" we recorded when setting up the clock, this would be spoken instead of an alarm sound. So you could change the phrase to suit your needs example "nigel don't be late"

### F5 EDIT VOCABULARY

Here we can re-record words if they don't sound right on our clock. Be warned it takes ages of practice to get the clock working properly, but if a jobs worth doing its worth doing well.

### F8 EDIT NEW VOCABLULARY

With this option we can start again recording data from scratch just incase you made a total mess of everything.

### Q RETURN TO MAIN MENU

Pressing this takes us back to the main menu.

## 3 CALCULATOR

Once the sub option has loaded, we are asked to build up voice sample data for the numbers 0 to 9. Then the calculator functions for add, divide etc. once the data is collected we are given a new screen, here we can enter a mathematical problem for our machine to answer for example we could type.

1+1+2+3+4

The numbers and mathematical functions are spoken back as the keys are pressed, once we press = the computer says equals then displays the answer. Now unfortunately the program doesn't ask for the words ten twenty thirty etc or the numbers eleven twelve etc so in this case we would be given the answer ONE ONE instead of eleven, ok its picking the application to bits after all it does work doesn't it? Ok it works but after creating such an amazing, piece of hardware and application software why let the whole thing down by a small lack of detail. Pressing q will again return us to the main menu.

## 4 RECOG-DEMO

This is the "Voice recognition and speech synthesis demo" training mode we are asked to repeat some colours then asked to repeat our speech as we are again asked to speak the colours described on screen this builds up an average of your voice pattern for the words. The final part of the training is to press F1 then say the colour we then move onto the next colour. During this Colour training we are also asked to say the word "stop". Then we are presented with a new screen if we say a colour the border of the screen changes to that colour and the word is spoken. For example if I said "yellow" the screen border would turn yellow and the computer replays the sample "YELLOW" pretty cool isn't it? I said you would be impressed with this hardware. Once we have had enough we say STOP and the main menu is automatically re-loaded.

## 5 BLACKJACK

This is a fully functional version of the game "black jack" but we have to say the words TWI ST, STI CK etc. instead of just pressing keys, have you ever seen this done on a P.c. before? Once blackjack has loaded we are presented with the applications submenu.

**1 TRAIN FOR RECOGNITION**

This again takes us through the training of our voice sample to the words twist, stick etc and the numbers 0 to 9, we are shown a number and or word and then asked to say the number out loud.

**2 SAVE RECOGNITION TEMPLATES**

Here we can save our voice pattern data so we don't need to re-train the machine each time we want to play cards! It takes about 5-10 minutes to do the training so loading from disk is way faster.

**3 LOAD RECOGNITION TEMPLATES**

Yep here we load the speech patterns data.

**4 ADJUST RECOGNITION SENSITIVITY**

Here we are given the chance to change some of the settings only MAX and MIN I usually leave these at their default values, as I have to admit I don't know what they are supposed to do!

**5 GOTO GAME**

This option takes us to a game of cards, we must SPEAK the amount we wish to bet. So if it was 5 dollars we would say "FIVE". All the games currency is in dollars with no way to change to pounds (at least it is on my version) then we would need to say BET! The computer then deals our cards speaking their names e.g. "NINE OF DIAMONDS, or FIVE OF CLUBS" etc these and the computers cards are displayed on screen. Once we have decided whether to stick, or twist here referred to as "HIT ME" to "twist" we issue the command "HIT ME". If we need to STICK we issue the command STAY and the computer deals itself until it either wins or goes bust.

**6 RETURN TO MAIN MENU**

Returns you to main menu oh go on just another game.

**7 NEW GAME**

This would start a fresh game and wipe all the winnings from you or the computer, normally the computer beats me, never was much good at blackjack though.

In the game saying "menu" brings us back to this submenu as does pressing the key q to go to the main menu we would press the key 6

**6 CALCULATOR 2**

This takes us to another calculator application although this one is a little special only a little because its basically the same as the first version, as we shall find out what is special.

**1 TRAIN FOR RECOGNITION**

This option trains the machine to our voice we are asked for the numbers 0 to 9 and the mathematical commands for add divide etc also the commands menu and clear.

**2 LEARN FOR SPEECH PLAYBACK**

This is where we record samples for the machine to playback for the numbers and mathematical functions

**3 SAVE RECOGNITION TEMPLATES**

Saves your training from menu item 1 so it can be loaded saving you the problem of re training the computer it takes to long and gets you mad!

**4 SAVE SPEECH TO DISK**

This option saves your speech samples to disk for later re-loading.

**5 LOAD SPEECH RECOGNITION TEMPLATES**

As it says loads your trained speech configuration data files

**6 LOAD SPEECH**

Loads the samples for replay through your T.V or amplifier.

**7 GO TO CALCULATOR**

Runs the calculator application, here though we can say the numbers "1 add 2 add 3 equals" and the computer will say the result. Again let down because you cant say "twenty seven" you need to say "TWO SEVEN" another application suffering from a little lack of thought and attention to detail sorry but it has to be said. You can say MENU to quit or press key q.

**8 ADJUST SPEECH SENSITIVITY**

Adjusts two settings on your speech unit these are max and min values, again I just leave them on default values and the unit seems to be functioning ok.

**9 RETURN TO MAIN MENU**

Yep well guessed! Makes a cup of tea and toasted sandwich (only joking ?)

**7 HUM-ALONG**

Once selected and we have pressed the space bar to continue we are met with an almost bewildering amount of options the application allows us to



turn our machine into a musical instrument. We can whistle to the machine or hum and the notes pitches are transferred to sound data that is then replayed via the SID chip.

#### PRESETS

These are preset sounds for example the first is a basic note but others are 2 voices combined with different waveforms producing surreal sounds.

#### 9 DEFINE

Using this option we can change the sound produced from any of the presets numbered 1-8. We can change the pitch filter settings, Sound characteristics, attack decay, sustain and release. We can change the sound source for example pulse noise etc. and also set the ring modulation for the sound. In fact anything available to us under the SID.

#### 10 SAVE/LOAD/DIR

Yes we can save and load our creations and also obtain a directory listing, the directory listing is nicely scrolled across the screen although this slows the whole listing down!

#### 11 DIGITAL FILTER

We are given the ability to turn on or off the filter and set a filter value

#### 12 INTEGRATION TIME

Can be set to long medium or short, this sets how our wobbly hum will be reproduced via SID. For example suppose you couldn't hit the note accurately and you wobbled up and down around the actual note, setting to long would smooth out the wobbles so the SID note would be a more stable UN wobbly sound. Didn't explain that very well did I. Another way to look at this would be Excellent singers set this to SHORT singers who sound like cats set this to long.

#### 13 hum/voice

#### 14 whistle

These set up for input from you either Humming a note or whistling the note, select the preferred option either 13 or 14.

#### 15 CONTINUOUS

#### 16 DISCRETE

These option set how the output sound in produced continuous will closely track the sounds you whistle or hum while discrete will produce sounds only in the range of a chromatic scale (12 notes per octave)

#### 17 ON

#### 18 OFF

These options set the screen note output to be On or off, On will display the notes you are humming in the bottom right of the screen.

### 8 COMPOSER



At last something that is actually useful, Using this option allows us to record onto a musical staff or into music notation our own musical creation by humming or singing a tune of our own.

#### 0 EXIT

NO no this will quit the application don't do it

#### 1 RECORD

Yes this will take us to a musical notational display where we can whistle or hum our

masterpiece and have it displayed on screen, oh did I say we can print this out (NO) well I just have done.

#### 2 PLAY BACK

Plays our creation back showing the music on screen.

#### 3 EDIT

We all make mistakes this option allows us to edit the music by scrolling left and right and changing the note pitch duration or entering rests etc.

#### 4 CLEAR NOTES

Made a total mess of the whole thing this will erase the lot allowing us to start again.

#### 5 LOAD FILE

#### 6 SAVE FILE

Er load and save your files with these options.

## 7 APPEND FILE

Allows more tuneful whistles to be added onto a previous creation, allowing for creative breaks in between our masterpiece creation.

## 8 KEY UP

## 9 KEY DOWN

Change the pitch of the notes by one semitone up or down, could be useful if you sing out of key

## DEFINE VOICE

This option is used to produce a custom sound from the Sid chip various parameters can be defined for example Attack. Sustain. Decay, release the wave type used for the sound, the octave or sound pitch, if the filter should be used etc.. we can create a custom sound set for 8 voices

## LOAD VOICES

## SAVE VOICES

Yep loads and saves your custom voice configurations

## Catalogue DI SK

Gives a directory of the disk, not as nice as before it just seems to do a normal catalogue and dumps the result on screen just like a "load "\$",8,1" the out put is frozen on screen until a key is pressed then we are taken back to the composer submenu.

Hopefully I have gone over some of the main functions of this Amazing application; it's just a piece of fun. The only thing left to say is that you can use the unit in your own applications. There are reference charts in the documentation for programming in basic and machine code. First you need to load the voice recording application called VM3.0n once loaded your type sys49152 to run the application, now the recording software is in memory we can use basic commands to record sounds for example

```
10 print chr$(147)
```

```
20 LEARN1
```

```
30 SPEAK1
```

line 10 clears the screen

line 20 sets the system to listen for a word this word is assigned the number 1 you can use (0 to 63) for recording data. Line 30 says the recorded sound.

There are a whole host of extensions to the BASIC programming language that are added by the application, the playback routine can be used free of charge but Covox recommend you credit them somewhere in your application. This could be a powerful tool if someone talented enough took the time to produce applications to take advantage of the hardware. The manual gives an example of a keyboard application for the blind when a letter is pressed the key is SAID out loud.

Something else on the disk is an application to backup the applications to another disk, or even to tape; as the hardware needs to be in place for anything other than sample playback there seems little point in copy protection (HURRAY...) Right once the BACKUP is run we are asked from tape or disk? We are then given a list of the machine code applications to back up selecting one we are asked to input source and press a key then asked for the destination tape or disk. The other applications are all in basic so load them and just save them without running them to back them up.

Thanks for reading I hope you had as much fun as I did!

Review Nigel Parker  
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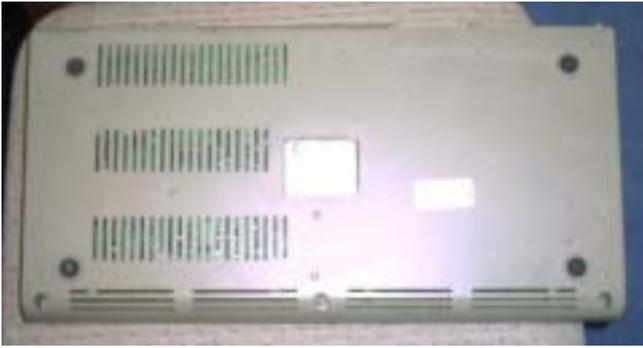
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Basically I wanted to know the year 'Lander' was done, rather than wait for this info I carried on with the game. Andrew got the year for me (which I've since forgotten - sorry Andrew!), anyway I decided to put a 'Lander' style level in but I put a few alterations/improvements of my own - I was inspired by the game THRUST although it actually looks like the Mastertronic game "1985"! The ending was a last minute thing too. I didn't plan it, it just kind of jumped in my head and was influenced by a combination of PARADROID and the arcade adventure STRANGELOOP! I did have two other level ideas, these will probably go into the third and final game - RETRO WARS 3! I completed this project on NOVEMBER 6th - the day after my birthday... Unlike the original RETRO WARS I didn't time myself this time! At the beginning when creating the game I did pinch the 'Joystick' sprite from the original Retro Wars, something I don't normally do. I also managed to re-use the bonus sprites that I drew in the first game but didn't utilise. If you collect all the letters (to spell bonus) dotted through the game you will receive an extra life! I also rectified the 'side effect' of the inverted in-game scoring panel (as mentioned in last issue!). Once again my 'Partner In Crime' - Andrew Fisher has added an intro and very nice it is too!!! A final Thank you must go to Craig Lightowler, some of the screenshots he'd sent me previously that I hadn't used were utilised in this game!

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# The Desktop Commodore 64 Project

Saturday morning I had some time to kill and thought about putting my Commodore 64 into a p.c. desktop case from an old Acer machine. The first thing I did was to remove the Commodore 64 Motherboard from its case and check the size to see if it would fit. This is a simple process of removing 3 screws found on the base of the machine. Easiest way I found of doing this is to turn the machine over with the keys resting on your lap so the under side of the machine is facing up.



The screws are Philips headed so you will need a suitable screwdriver to remove them, unscrew them so as far as possible then when all three are unscrewed turn the machine over on a table, the screws will drop on the table so you don't lose them!

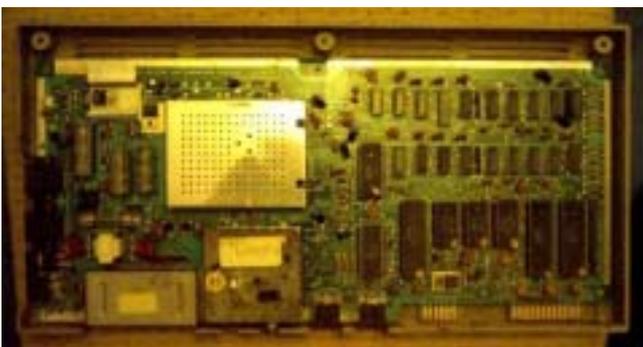
Gently turn the machine over and lift the top off as if it was hinged from the back. Watch out



though as the Led power light and keyboard are connected by cables so go slowly, once the top is open enough you can removed the led power cable and keyboard connector. Remove them by pulling

upwards don't waggle the connectors too much or you will bend the connecting pins.

The commodore motherboard is Approximately 390mm X 180mm, another thing I kept in mind was that of adding extras to the machine e.g. cartridge like Action replay or Retro replay. I know the buttons would be inside the case



but we would need to modify the cartridge if we fit one. I thought of having the buttons on the case front. This modification would need to come latter, good to keep in mind though!

Now we need to remove the mother board from the base, this is held in by 6 screws there location is extreme corners of the mother board and one at the top middle the other bottom middle. The screws are Philips heads. Once these are removed you can carefully lift out the machine from its base. Now you can remove the bracket that has Power joy1 and joy2 on it again just two Philips headed screws hold this in place.

I then carefully removed the Commodore case stickers, as I knew these would be useful to add the finished touch to my machine case. I also removed the Led light from the top of the case so I could use this for the authentic breadbox red glow!



Now I checked measurements to ensure the Commodore motherboard would fit and then removed all the innards from the P.C. Desktop case.



Unfortunately I needed the Commodore motherboard to the extreme right of the case when viewed from the front. This would then give me room to fit extensions onto my machine, as discussed earlier, So I slightly corrected the P.C. Desktop case with a saw.

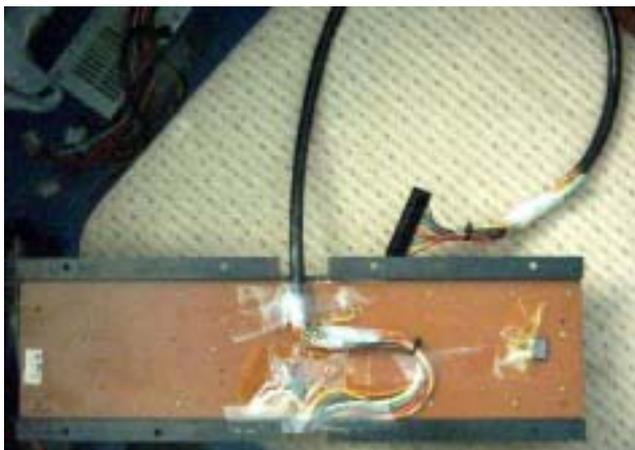


I decided to hold the motherboard in place with self-tapping screws. The screws were positioned from the top in to the plastic of the p.c. case. I had to cut away some of the case rear for the joystick connectors to fit through and the power. I slightly cheated here as I am still using the Commodore power supply and didn't even try using the

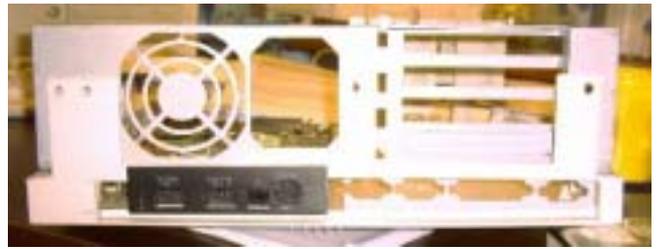
old p.c. power supply. The p.c. power supply is +5 and +12 volts the commodore needs +5 and +9 so I decided against using the p.c. power supply partly due to time. I have seen Commodore Scene sell a superbly adapted supply that would be far superior to any of my DIY efforts this will go on my wish list. I will purchase and fit a Commodore Scene supply at a later date, money permitting!



Here is a view from the rear and you can see how I cut out for the Commodore power supply and joystick ports. The only problem now is the keyboard, I decided to try and extend the length of the cables and use the standard commodore keyboard, as opposed to fitting an adapter and a p.c. style keyboard. I found a cable with enough wires (an old parallel cable) cut the keyboard connecting cable and jointed the two together. The end result wasn't very neat but could be adapted, for example you could put the keyboard back in the empty commodore case and have the wire running through the video connector. I am going to use it as, or may make a wooden case to house it in.



I will leave you with the finished project. Ok it's not perfect but it may give you some ideas of your own. With an IDE adapter that could easily be fit I would have access to a CD-ROM and Hard disk drive. I would also still have space for a 1541 floppy disk drive and power them from the p.c. AT power supply or Commodore Scene Power supply when added. I May even spray the whole thing black when I get another ½ day free. The other things to sort out would be extending the Video connector and having a jack at the back for the composite output, but it



seems that for today anyway I have run out of time. Thanks for reading bye for now!

Writer Nigel M. Parker  
Email nigelp2k@yahoo.co.uk  
Copyright Commodore Scene

#### WARNING

Playing with electric is very dangerous consult a qualified electrician, neither I nor Commodore Scene can be held responsible for any injury you cause to yourself or other people as a result of following this article.

..... from page 43

#### ART RAVERS GAME- OGRAPHY

##### 1. LIPBUSTERS

(WAYNE, additional graphics BARY BRIGGS)

##### 2. INSY WINSY SPIDERS

(WAYNE & HELEN)

##### 3. UNIQUE

(WAYNE, additional help HELEN)

##### 4. BALLOON ADVENTURE

(WAYNE, additional help from HELEN)

##### 5. UNIQUER

(WAYNE)

##### 6. UNIQUEST

(WAYNE, Additional Intro and improvements Andrew Fisher)

##### 7. RETRO WARS

(WAYNE, Additional Intro Andrew Fisher & Richard Bayliss)

(Thanks also to Allan Bairstow & Craig Lightowler for Arcade game screenshots)

##### 8. YAK'S REVENGE

(WAYNE, Sprite graphics by Andrew Fisher)

##### 9. RETRO WARS 2

(WAYNE, Additional Intro Andrew Fisher & Richard Bayliss)

(Thanks also to Craig for Arcade screenshots)

(Additional help from Shaun Bebbington !)

#### 2004 : A NEW YEAR, A NEW SEUCK !

Expect more titles from me and Andrew Fisher this year donewith SEUCK. This year will definitely see the release of UNIQUEST, which Andrew has been working hard on for some months now. I intend to do one more RETRO WARS game this year and there are two titles in the pipeline - one from myself and one from Andrew. I will say no more about these projects at the mo', Hopefully they might appear on a 'Scene' coverdisk before the end of the year.

## More news on WCOPY+

Here's what's in the final version of **WCOPY+**, at least for the time being. I'm not going to add the ability to move into a subdir on IBM disks. That will have to come in a later version down the road sometime. When I do that, I will also add the ability to copy the whole subdir with all of the files it contains. I'll add that feature for copying subdirs to/from CMD native partitions as well.

For now, that feature will have to wait. I've got to move on to the next project which is **PostPrint**.

What I DID add in this version is the ability to copy files from IBM disks to Commodore disks and have them written as SEQ files. The default is to write them as PRG files. So, if you use **WCOPY+** as you always have, the files will be PRG files.

There are two hidden keystrokes to create SEQ files. When selecting a file with RETURN, use SHIFT-RETURN instead and the file will be written as SEQ. The data IS NOT altered in anyway, only the filetype byte is set as SEQ.

The other keystroke goes along with "t" when you want to toggle the file selections. Use "s" instead and the selected files will be deselected and the remainder will be selected and will copy as SEQ files.

You can tell which files will be marked as SEQ because instead of an asterisk for marking, there will be an "s".

The SEQ feature is not available in the free **WCOPY** version that can be downloaded from [cmdrkey.com](http://cmdrkey.com)

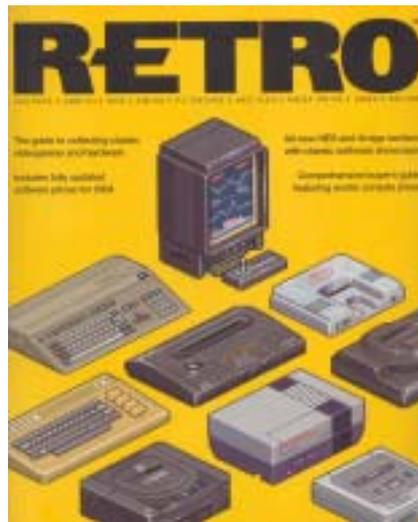
Maurice

*It is also worth mentioning that you don't need jiffyDOS on your system to run **WCOPY**, unlike with CMD's other copy programs such as **FCOPY** and **MCOPY**.*

## Commodore Publication ?

*Dedicated publications for our Commodore's are quite a rare thing these days. Gone are the heady days of 'off the shelf' magazines - or are they ? .....*

Recently, there has been something of a surge in interest with all things retro and computers, even now, have their own magazines and fanzines. Most recently, however, in the UK we now have a regular retro magazine which seems to be going from strength to strength. Lets see what we have available.



RETRO from EDGE does a very good job of enlightening the general public on what has been and gone in the recent past. This publication is very good but limited by its static history timeline, as far as they are concerned, the c64 died in the early 90's. It's also only published once a year.



MICRO MART has done a huge amount in recent years in promoting the current use of retro computers. Not

only have they allowed Shaun Bebbington to write a regular column but they also allowed us to have a wonderful retro area at their shows. These shows are very popular and a great place to meet like minded people. Well done guys.



gamesTM promised much in its initial issues but soon failed to deliver. Despite having a dedicated retro section at the rear of the magazine, they have insisted on rehashing old news and reviews from the 80's and 90's for the gullible public to read and re-read. Despite attempts by myself and others they simply ignored our offers of (free) help to bring them the 'here and now' information that the public crave for. I have cancelled my subscription and sold my entire 14 issue collection. I am so disappointed with this magazine that the last three issues didn't even get read by me and I couldn't even be bothered to rescanned the above cover shot when it failed to scan properly the first time - such a waste. This was a golden opportunity for something quite special and unique but they blew it!

Enter the saviour of the day !

At the 2003 Micro Mart fair a guy called Martyn Carroll introduced himself to myself and Shaun. He said he was editor of a new magazine called RETRO GAMER which would be making an appearance in early 2004. We discussed several issues and



he seemed to take on board what we said and the ideas we put forward. As the magazine was all ready for printing we didn't have any input for the first issue (or the second for that matter), but Martyn said he would take our ideas on board and the magazine would not concentrate solely on the past.

When the first issue came out I was amazed to see that we actually got a mention in the news section. Better still, Martyn obviously liked what he heard from us and Shaun was asked to write a huge article about Commodore for the second issue. This article can be considered a definitive resource for Commodore fans as I know that Shaun made sure all the facts were correct - that's the difference when you have somebody writing about what they know. Future issues promise much more indepth reviews and news of modern uses and hardware for the whole retro scene, not just Commodore and I am personally looking forward to getting my copies as soon as they are out.

Initial projections for RG were a little low as nobody knew just how popular/unpopular a magazine like this would be. They needn't have worried, the first issue completely sold out within the first month. The initial quarterly run was brought forward to a bi-monthly issue and the second issue was also larger in page count. This too sold out with a short space of time.

What for the future? Well, RG is now officially the UK's fastest selling magazine and is so popular that it is inevitable that it will go to be a monthly publication.

Also, watch out for some familiar faces and names in future issues :-)

## Confirmed NEW Features for ... ... HD-DOS+

Here's a brief rundown of the new features:

- \* Native partitions operate a little faster.
- \* Built-in print spooler is functional. The HD watches for data being sent to device 4 (or 5) and captures the data to a PRINTER partition and while data is still coming in, it gets spooled out to the printer or printer interface attached to the AUXILIARY port on the back of the HD. The HD can capture the data much faster than most printers can. Even while data is still being sent to the printer, the HD can be accessed normally for loading and saving, etc.
- \* New features are implemented to aid programmers in accessing SCSI devices attached to the system.
- \* Two new partition types are added. Extended Native partitions and Extended Foreign partitions. Extended native partitions can be up to 4gb in size and include features that help new software operate more efficiently. Extended foreign partitions can be up to 8gb in size and are designed mainly for data storage that does not require a file system.
- \* As for the maximum size of SCSI mechanism allowed, nobody makes one that big yet.
- \* There is a reserved 2048 byte buffer in memory for future CD-ROM usage. Or for software that needs a large buffer.
- \* Disk images are supported. For instance, you can copy as many D64 images into an Extended native partition as you like and be able to access any of them as though they were a real partition. A D64 image can be attached to an existing 1541 partition. It will remain there until the drive is reset and then the original partition will once again be visible there. You can do this for as many partitions as you'd like up to the maximum of 254. You can store thousands of image files into an extended native partition. Over 23,000 D64 files will fit into a 4gb partition. D71, D81, and FD disk images are also supported.

\* We've always been able to select a partition from the front panel switches, but there is also a new combination you can use. Press and hold the SWAP 9 button to move to the next partition or press and hold the SWAP 8 button to move to the previous partition. This feature allows you to have two or more disk image files visible in adjacent partitions and perform the same operation as if you were to switch disks in a real 1541.

The new system includes a new rom module that looks like a 1541JiffyDOS rom with a switch. This allows you to use either the new HD-DOS+ or the last one that CMD introduced. The installation utility will install both software versions onto the hard disk without losing any existing data in your partitions. An original HD Utilities disk is included along with a new disk with new utilities specifically for the new HD-DOS+. It also includes a manual supplement to go along your existing HD manual.

Maurice Randall  
Click Here Software Co.  
High-Performance for your Commodore  
email: [maurice@cmdrkey.com](mailto:maurice@cmdrkey.com) or [support@cmdrkey.com](mailto:support@cmdrkey.com)  
web: <http://cmdrkey.com>

## *Memoire's from Tom Brown's Commodore days ~ 2*

***Thank you for your very kind reply and I am delighted to co-operate on a first hand account for your readers.***

You might also be interested to learn of the schisms within Commodore when they originally tried to launch the Amiga. The founder of the company Jack Tramele had them in litigation for years over that. I was at the NEC for the Which Computer Show and was invited to the pre-launch presentation; the kit seemed to be pretty much what Commodore needed to keep up with the competition but it's initial configuration was unworkable. The result was that it was withdrawn before the show and didn't see the light of day for about 2 years.

One of the more annoying aspects of Commodore's relationship with their employees was the manner in which they handled the move from Slough to Corby. Considering the institutional incompetence of the management the work force were incredibly loyal and many of them believed in the company so much that they were prepared to sell up and make the move. Some good friends of mine sold their houses in Slough and the surrounding area and bought homes in Corby, apparently confident in the future. Complacency can strike anyone.

Literally, within about 3 months or so they were left high and dry in a strange town without jobs and without prospects. Only a very limited number were able to make the move back to Maidenhead and the rest were abandoned. This was also the case for the local population of Corby who flooded in their thousands to get a job at Commodore. I attended some of the practical interviews at which ex-steel workers were tested for manual dexterity prior to being offered jobs in production. The work was of just too delicate a nature for men who had calloused hands from working steel and many were bitterly disappointed by their failure to secure jobs. Mainly it was women who were employed and the rates of pay were the absolute minimum the company could get away with.

Everything Commodore did was cheap; the new factory for instance was built to the very minimum legal requirements and for the lowest cost. They even transported all the old office furniture from Slough to ensure that we had really crappy desks and chairs in a new modern environment.

I was recruited from Rank Xerox and was offered the Earth to work for them. Two other chaps joined at the same time; Frank Murphy who looked after the North and Andrew Seal who looked after the Midlands. I looked after the South. In addition, they transferred one of their longer serving ladies from the marketing department to the sales department where, because she was completely untrained in sales, was completely out of her depth. Within 6 months all three of us had left in disgust.

We were never properly paid according to our pay plans, our commission was rarely calculated correctly and our expenses were continually overdue. At one point when I was owed in the region of £900 in expenses and had been informed that it could take up to 6 weeks to have it refunded I led a revolt, stormed into the General Manager's office and demanded to know who funded the company, it's bank or it's Sales Managers. We refused to put another penny worth of petrol in the company car or pay for any more overnight accommodation until our expenses were paid and we were given a suitable float.

When we joined we were promised suitable company cars. In those days I would normally expect to run a top of the range 2 litre car such as Ford Sierra. In common with my colleagues I was handed the keys to an ancient Ford Cortina Estate 1.6. It wasn't even a 1.6L, had no carpets or radio and was so decrepit the paintwork had begun to oxidise. To say the least we were underwhelmed and extremely angry and insulted. The old banger I was given was also so unreliable that it was the cause of a number of missed or late meetings. In the end, after it had broken down for the umpteenth time I refused to drive it again. The company then promised me that a new car would be provided and would be delivered to my home. Two days later the old Cortina was delivered to my door by the garage which had repaired it. I proceeded to kick the crap out of it and refused to accept it. Eventually after a couple of days the company relented and a brand new Sierra 2.0L was delivered; the engine seized on me after just 3 days.

It was fun working for Commodore, it really was - NOT.

***Kind Regards, Tom Brown.***

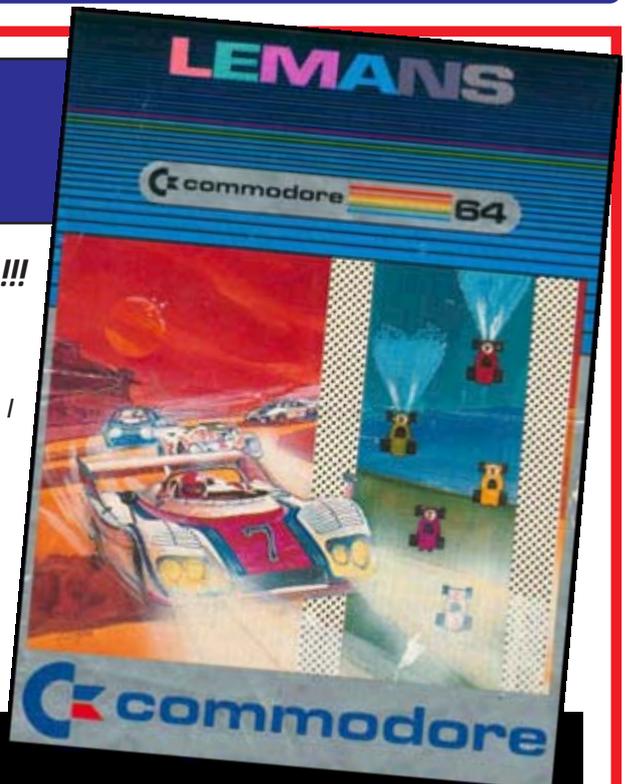
## Alan Cartridge Cartridge Corner

### A CARTRIDGE IN A BEAR TREE !!!

*Do bear's have trees? Oh well never mind ! Once again I dug deep into my vault of old but lovely cartridge games - Just for you ! You know how much I love you all don't you (!?!) Ahem, anyway on with the show...*

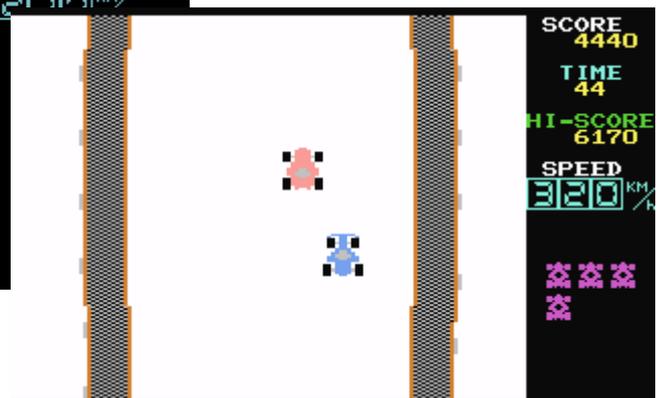
#### LE MANS

Gosh ! Released in 1983 !!! I t's another old time game and no mistake - like last times feature this is a PADDLES ONLY game (I do have a version on disk that allows you to use a joystick though...). Shown from an overhead (birds eye view) perspective the idea is to race your car up-screen for as long as you can. This is a one player game only. The paddle controls left and right movement and the fire button is the accelerator. Taking your finger off fire slows down and eventually stops the car. Graphics are, although very basic (the programmers have used the built in character set or ROM graphics as tech-heads would call them !), functional and portray the action adequately. You race against a time limit, if you pass 10 cars you get bonus points, reach 20,000 and the game allows you to keep going. It

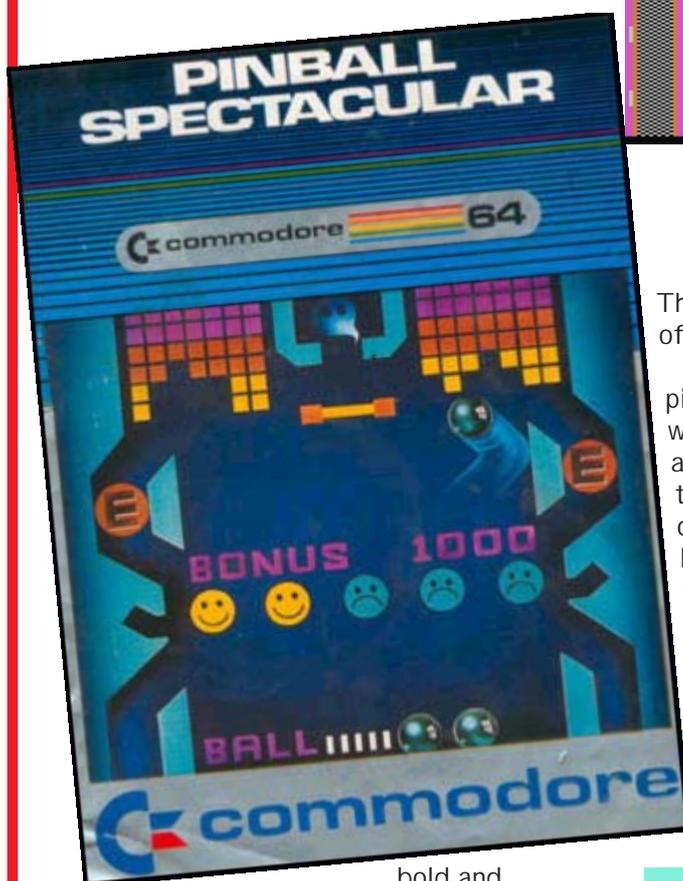


bumpers... When you hit other cars you get a flashing on-screen symbol telling you to go in the pits and when you pass other cars the

creaks around the edges and is definitely showing its age but there's something I really like about LE MANS. There's some really nice touches like when you drive in the dark, everything goes black, but headlights appear on your car so you can see a brief distance in front of you and you can just about make out other cars



game marks them off on-screen for you - nice touch ! For such an old game LE MANS has a lot to recommend it, my one complaint about the cartridge version would be it's PADDLES only, surely a joystick option is not that hard to add... My best score so far - 19930



## PINBALL SPECTACULAR

There's not many Pinball games for the 64 - This is the only one on cartridge that I'm aware of, unless anyone knows differently...

This is an odd little game, it's not a pure pinball simulation. The best way to describe it would be to say it's a cross between PINBALL and BREAKOUT (an early ARKANOID !). There's the usual Pinball features like bumpers and objects you have to hit, to light up and gain bonuses. Instead of flippers the player controls two bats simultaneously. One bat is at the bottom of the screen the other is at the centre. Having two bats gives the player more control over the action - as the game continues the ball begins to speed up and you don't always get to hit it with your top bat. You also get to knock out all the bricks at the top of the screen. The graphics are big and chunky,

bold and colourful. There is no music just very minimal sound effects, But sound is put to good use, the sound of the ball bouncing against the bat sounds exactly like the sound effect used in the game PONG ! This is another paddles only game, the paddle controls the pair of bats left and right. A big mention must go to REMEMBER's version of this which is excellent - *release number 181*.

They've expertly cracked the game from cartridge and added several features. Not only have they put in a joystick (as well as the paddles option !) they've also included a save high score feature that saves to disk - cool ! You need to press the Restore key to get the game working again after it saves out the hi-scores though... Now there's no excuse for everyone to play this classic piece of Commodore History !

Maybe if you ask nicely Allan will put the game on the coverdisk... And that wraps up my Cartridge/Paddles games reviews, If anyone has any other Paddles games then please send them in to Allan and I'll gladly review them for you...

*The REMEMBER version is on this issues coverdisk - ED*



*NEXT TIME : 3 More Classic COMMODORE CARTIDGES - See You There !*



Aha!



Here we are again for another packed issue of Commodore Scene for all you dedicated true computer users :-)

**Retro Gamer :**  
Where do I start? This magazine has really taken off

big style!

Most of you already know that **Shaun Bebbington** wrote the huge article in issue 2 about the history of Commodore, well, Shaun has actually now joined the staff of RG and is probably the most genuinely knowledgeable person there for the job. I certainly can't think of anybody better qualified for the position, can you?

As I promised to **Martin Carroll** at the last **Micro Mart/NEC** show, I would help out in any way possible to make his magazine a success.

With Shaun now being at the nerve hub in RG I have been supplying items for photo shoots and even prizes for competitions (4 player adaptor + games). Watch out for the pictures in RG and the chances are that if there is something rare then it probably came from me or Shaun.

Shaun has even taken in a C128 to do his editorial work on (see the pictures above) and what's even more impressive is that he has it connected to the office network via the **Retro Replay RRnet** adaptor and it works!

**CS-DOOM-64** : Things are a little quiet on the Doom project at the moment. Fear not though, I am planning a 'big push' after the **Jagfest** (CS2004 page 29) when I hope that something will be happening to get somebody to come forward to take on the challenge. The cash pot has been slowly increasing in size and there is talk of a couple of investors for the project to help boost the funds, we could be talking about a substantial amount of money if the plans come to fruition.

Special thanks must go to **Barry 'Baz' Riddiford** (formally from the **Blackpool Amiga Club**) for donating these items to auction on eBay : **Amiga CD32** with games and three **Amiga A1200** setups.

The grand total raised from these items (after fees) is £78. A **BIG THANKS** to Baz for his generosity.

That puts the current fighting fund at £500 - €740 - US\$710 (please note that the prices fluctuate). Come on guys, that's not a bad start for a one level promo is it?

**Delivery** : My apologies to those subscribers in the USA (and other parts of the world). Due to the weight of the initial binder with two



issues + disk + cd, I had to send them surface mail. This was because they were simply too heavy for airmail and the cost would have soared to three times the normal rate - something I simply could not afford.

**Recycling** : Just so that you know, all those stamps and envelopes that you send to me are not just thrown in the bin. The envelopes are reused (as most of you will already know) and the stamps, well, they are carefully removed and saved in a box. Once a year they are sent to the **Silver Lining Appeal** on behalf of the **British Kidney Patient Association**. What makes it more worthwhile to me is that in the last booklet they sent me I actually recognized someone who lives local to me who I never even knew was a kidney patient. Even in 2004 the c64 is helping those less fortunate than ourselves!

*ally* ☺

# TERMINUS

At the moment the subscribers list for Commodore Scene stands at :  
**22(uk) + 22(world) = 44**



**DATA :** As predicted recently in CS, **Retro Gamer** magazine has now gone monthly due to the high demand for retro computers. On a side note, copies of Retro Gamer have been selling on eBay for huge amounts, and it's only at issue 4 !!

**DATA :** Loadstar issues 230 and 231 are now out. Pop along to ? for more details.

**DATA :** Tulip Computers have announced the forthcoming release of a Commodore straight-to-TV Mini

**Games Console.** No prices yet but hopefully full details will be available soon. Although it has to be said that the development of this device was widely anticipated so it comes as no great shock to most of us !! The device is rumored to have about 30 popular games and the only price available is 30 euros. It should be making an appearance in the latter half of 2004.

**DATA :** DriveGhost has been updated to v1.06. The main new feature is that DG can be used to backup/restore your CMD drive to an IDE64 drive (for those users lucky enough to have both). Other improvements include: \* importing of D81 images is now added \* improved caching of partition info to speed things up a little more \* distribution is a single runtime file which re-configures itself for each cable/mode.

**DATA :** The next **Back in Time Live** has been announced and is to be held

in London. The venue is : LSO St Luke's, 161 Old Street, London EC1V 9NG. The date is September 11th, 2004. This isn't a demo party. You don't need to be clever or famous to have a great time. You just need to bring your thirst and a listening ear: it will be caressed (loudly!). <http://www.backintimelive.com/>

**DATA :** On June 17, Tulip Computers, owner of the Commodore brand, had a public conference detailing their plans on the Commodore line of products. Speaking at the conference were officials of Tulip, their associates at **Ironstone Partners**, and Ruud Baltissen (long-time C-hacker). The conference was broadcast live at <http://www.commodoreworld.com> The conference was captured as a 230-240 mb ASF file, playable from a PC with Windows Media Player 9. It is at <http://www.cling.gu.se/~cl3polof/yeahronimo.asf> Ruud Baltissen had spoken to four of the top leaders at Tulip Computers and what they had to say makes for an interesting read. To read Ruud's

post-conference observations, go to <http://www.softwolves.pp.se/misc/arkiv/cbm-hackers/9/9477.html>. Following on from this it appears that there is nothing new for our c64's just yet. Let's hope there is better news later.

**DATA :** Nigel Parker informs us about another SID project at <http://www.sidsyn.com/>. An article will follow soon.

**DATA :** Dick Estel, **Fresno Commodore User Group** treasurer, has updated his FCUG webpages, especially the Commodore Article Index. The Commodore Article Index is a virtual treasure trove of over 200 Commodore news articles, many originally published in the FCUG newsletter, The Interface. Go to <http://home.att.net/%7ermstel/articleindex.html>

**DATA :** Arndt Dettke reported that he has redone four font sets for **Godot**. The four fonts are Snap, Impact, Desdemona, and BeesKnees. Go to <http://www.godot64.de> to download the fonts.



# PROTOVISION

MORE INFORMATION AT: [www.protovision-online.de](http://www.protovision-online.de)



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**CSIS GUARANTEE**

All disks are tested prior to dispatch and will be fully working. All prices include postage in the UK, postage elsewhere is an extra £5 worldwide.  
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Please use £'s when paying.  
Make any Cheques/Postal Orders/International Money Orders payable to 'R. J. Bairstow'.



## hockey mania

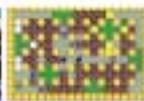
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IT'S HOCKEY 2 - £10



HOCKEY MANIA - £10



ICE DAYS - £10



TERRY PATROL - £10



*Once more into the breach, dear friends ...*

Thanks Allan,

I received the CS2004 today and it looks great. I will enjoy reading it in the next few days. Deadlines Slip! Who cares, you print a great mag and its worth waiting for. There is just something that is better reading a paper mag than a web page

Allen Monks

*Hi Allen,*

*Thanks for the praise. Unfortunately deadlines do slip quite a lot but I always get there in the end. I agree with you about a paper mag too, I prefer it to the web alternatives and I will continue to do it until the bitter end ;-)* - ED

Hi there Allan,

I have recieved Commodore Scene 2004 year-book, with the two accompanied cover disks and pages. I feel that the Commodore 64 seems to get a whole lot more attention than usual. Especially finding facts about various projects and general interests with use of a C64.

What I liked about the two installments of CS2004 was the music feature. Being a SID musician myself, I like to read articles about the music products that were produced in the past. I remember years ago, I used to use a music composing tool called 'The Music System', by Firebird software. Although the music program is very old, perhaps I should consider writing an article about the program. When I first had it, it was good at its time. I still own the original tape of The Music System, but unfortunately it seems to be missing somewhere, so I'll just download a version from the Internet.

I am impressed with a couple of Wayne's articles about the creation of his own SEUCK games. When Wayne and Andrew had entered Yak's Revenge for the TND SEUCK game compo, I was impressed with the game. I found the game amusing also. I heard that the sprites were changed, as the original sprites were done by Jeff Minter himself, but it was a pleasing result. It is just a shame I put some bad music (which I composed with using Goat Tracker) on the title screen.

Maybe I should change the music, pass the game over to Andrew and maybe have it included on the Commodore Scene cover disk for those readers to enjoy.

I am glad I put Retro-Wars on to the cover disk as exclusive, as I found the game to be highly amusing, and I think it would have entertained some children as well as us budding CBM hobbyists.

Wayne was impressed with Camels in Space and would love to see a sequel. Hmm, maybe I could produce a sequel exclusively to Commodore Scene issue 48. I am a fan of Jeff Minters' psychedelic

games.

I'm going to send an email to Andrew (Fisher) about the CS46 cover disk. I think he has done a great job with it.

When Andrew put the tune 'Clocks' (Coldplay) on to the cover disk menu. I recommended that he did that. I was very impressed with the SID cover of the tune. I bet Coldplay would have liked Andrew's version as well

Anyway, I have got to rush now, I'm off to speak to Andrew, so I see you soon.

Friendly regards, Richard Bayliss

*Hi Richard,*

*Thats a whole heap of praise, for which I thankyou for. Rarther than just take all the credit myself, I have to give thanks to all the people who send in articles, information and leads to good stories. The last music article was one such gem that was passed onto me by Nigel Parker, thanks Nigel. I hope you all enjoyed the music CD - ED*

Hi Allan,

I am emailing to ask you if and when your hardware page will be back up and running on your web site?

I have e-mailed CMD about the supercpu and they emailed me back to say they still have them for sale.

I have also been contacted by a guy called Eric on the c64 hardware website who is selling the new ide64 with the compact flash. He is now taking orders from any country with a paypal account which is good news because they were just selling to USA. I am wanting the ide64 with compact flash and the price is about £62.00 with delivery included in the price. I was wondering if you were stocking the ide64 or any other c64 stuff.

I have read the reviews on the new software for the c64 but it requires the supercpu. There is not much point reviewing new stuff if only for supercpu users even though they will be happy :)

P.S. Have yo got your rr-net working yet?

Paul Marshall

*Hi Paul,*

*Okay then lets see if I can answer your questions for you.*

*The problem with the web page is purely lack of time, but there will be an updated web site later this year and the hardware section will be put back in too. As for CMD, well, they don't do 'anything' for the Commodore anymore and haven't done for quite a few years now - I don't know who you talked to but this information just is not correct.*

*I can get the IDE64 and Compact Flash for you but £62 including a CF card and postage ? I'm afraid that just sounds too good to be true ! The last IDE64 I sold was £95 for the unit alone (inc p&p) and that was a direct exchange price - if this guy can do them at this price I'll buy mine from him too - can you give me his*

contact details please ? I hope he has included UK VAT and import duties in that price otherwise you may get a very nasty shock when they arrive.

As for the SuperCPU reviews : we have to move forward with the c64, that means reviewing all the stuff that is available and not just those people who don't want to enhance their Commodore's. Just for the record, CS2003 had only 5 pages dedicated to SuperCPU related stuff and the other 303 pages were for the standard c64/128 - I don't think that was excessive coverage of the SuperCPU - do you ?

Retro Replay NET : I haven't yet, but Shaun Bebbington has at his new job in Retro Gamer. He has it connected to the office intranet ! Further details will be in a future issue of CS - ED

Hi Allan,

Do you have a kit so i can hook up a hd to my 64 as I want it to be stand alone so I dont need a PC.

Is there also a windows type cartridge that I can plug into a 64 so that young users used to windows can just click and play ?

I think if there was a cartridge that could plug in and read the disk directory, preferably a hd, and there was a reset to clear the machine once the game was finished being played, then a whole ton of younger people will go 64 !

Yours, Francis.

Hi Francis,

In order, here are some replies that I hope will answer your queries : there are two options available to you depending on what you need it for. (1) The IDE64 will allow you to connect any IDE HD or Compact Flash Card to your C64 and use it to store files on. The IDE64 comes with its own DOS and starts as soon as you plug it into the Cartridge port. (2) The CMD HD is a truly compatible HD designed for the c64 and c128 and is GEOS/Wheels compatible. The two devices ARE NOT compatible with each other at the moment so you will have to decode which one you need and what you are going to use it for.

There are several cartridges that allow you to quickly select and start programs though and the most famous is the Action Replay Mk6, however, these are no longer made and the Retro Replay Cartridge has now taken its place.

I don't currently have any prices but I should have them by September - please remind me later and I will send them to you - ED

Well, thats it for this issue. I'm off to go and start the next issue now as articles are begining to pile up ;-)



RQ - Can I use my XE1541 cable and Star Commander software with Windows XP ?

Reply : Well, it says in the accompanying text file with Star Commander that you can if you make the right changes to the software. To be honest though, I have been trying for quite some time now to get it working without any success at all !

RQ - I am archiving my CS coverdisks but I have some missing for issues 1 to 10, can you help ?

Reply : I can send you those files but they are big so I hope you have a fast internet connection. Coverdisks for CS didn't actually start until issue 4. There is also a CD available from CS which has all the disks on along with many others and it only costs £20. All the current CS disk are available on the coverdisk of Retro Gamer issue 5.

RQ - What is the BASIC command for loading a disk ?

Reply : Firstly, the commands you are probably needing are :

**LOAD"\$",8** - loads the disk directory

**LIST** - will then list the directory to screen

**LOAD"\*",8,1** - will load and run the first program on the disk

Nigel Parker has written some very helpfull tip sheets containing many commands for BASIC, JiffyDOS, etc. These will be in the next issue as a 'pull out' reference section.

RG - What ever happened to EBES's software releases, I can't seem to find them anywhere.

Reply : When EBES folded Russ Micheals handed over some disks to me along with some hardware that I bought from him. I am sure there are some originals games on there such as Walkerz, Heavenbound, etc. In fact, some of the 3.5" disks are actually FD compilations of various games. I am sure Russ wouldn't mind if I gave them away on a future coverdisk. What this space.



## COMMODORE SCENE COVERDISK 47 - Side 1

Compiled by Andrew Fisher & Allan Bairstow

Due to a lack of time, an older version of the menu has been used for this issue's coverdisk.

### XETRIS

By Candyman/Civitas

*See the box to the right for full details.*

### OLYMPICS 2004 ATHENS

By Camelot

Here's a fun little game from Camelot, with six different events to take part in. Control this entry for the Crap Game Competition 2004 with a joystick in port 2.

### YAK'S REVENGE

By Wayne Womersley and Andrew Fisher

Title tune by Richard Bayliss

Here's the latest SEUCK game from the Art Ravers, inspired by the games of Jeff Minter. It was also entered for the SEUCK competition in 2003.

### ARROW BUSTERS

By Richard Bayliss

Inspired by the "beat mania" dancing games, here's Richard's C64 version. Use the joystick to change the border colour so it matches the arrows as they pass the black line. Press space to start again when time runs out.

### MSX FRONT64

By G-Fellow, Richard Bayliss, JSL and Ian Coog

Here is a collection of 10 tunes from G-Fellow, a musician who has returned to the scene and joined the group Civitas. You can hear his tunes in diskmags and Civitas productions, as well as enjoying the 3 exclusive tunes in this collection.

### SOLSKOGEN 2004 PARTY

Two files from the recent

Norwegian party.

SOLSKOGO41 NV is the party invitation made by Creators.

**X-ANIMATED** is the winning demo, by the Creators and The Bellows.

## Side 2

geoTELEGRAPH files  
geoTEL2004 (geopublish file)  
cs2004geoTEL (PP3 file)  
260504~1 (jpg file)

cs47 related files (load from BASIC)  
Radar Rat Race  
Lazarian  
Buggy Boy  
Jupiter Lander  
Xetris (text file)

## Xetris

### Game Play

On the main screen you can use the joystick in port 2 for the following purposes:

- left/right: in-game music on/off
- up/down: select level for practice

If you choose a level for practice (i.e. level selector different from 1), then no new high-score can be achieved, nor can you jump to a higher level after having completed the chosen one.

There are 16 levels, each consisting of a number of block rows that need to be cleared. A row of blocks in the pit is cleared whenever the row is complete without any gaps. You can make full rows by rotating the blocks so that they fit.

The joystick in port 2 controls the blocks in the following way:

- up: moves block down rapidly
- right: moves block right
- down: moves block down
- left: moves block left
- fire button: rotates the block clockwise

For each full row, 100 bonus points are added to your score. If, however, you manage to clear multiple successive rows at once, then the bonus points are increased with 100 points with each new full row.

Ex. Clearing 4 rows 1 by 1

gives you  $100+100+100+100=400$  bonus points

Clearing 4 successive rows at once

gives you  $100+200+300+400=1000$  bonus points!

After each level a bonus of 100 points is added to your score for each empty row in the pit.

With each new level, the pit may be already filled with a certain pattern of blocks, and the speed at which the blocks fall is increased.

During game play, the game can be paused by pressing the space bar.

The game screen consists of the following parts:

- top left: level indicator
- left: a view on the tower with the XETRIS ghosts whirling around
- middle: blocks storage pit
- top right: rows still needed
- top far right: preview window with the next block
- right: message window
- bottom right: score

### Acknowledgements

This game wasn't possible without the following people:

- Game graphics, sound effects and coding: Danny Biesmans
- Music: Richard Bayliss (a.k.a. TND)
- Main screen logo: JSL
- Additional support: Neil Kendall (Rubic Wizard), Marco Mäkelä and Lasse Öörni

### Contact info:

danny\_biesmans@hotmail.com (Member of Civitas)  
Danny Biesmans, May 2004.

*Please note that this text has been heavily edited for brevity. The full version is available on the coverdisk.*

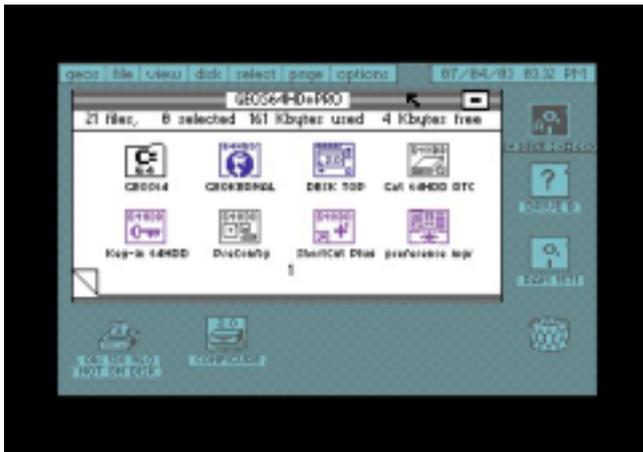
# Using GEOS - the 64HDD Way!

By Nicholas Coplin

GEOS is the Commodore's Graphical Environment Operating System, and now that it has been made available for free downloading from CMDRKEY's website - there's never been a better time to try it out.

## So, what can 64HDD do for GEOS?

The first thing that 64HDD will for you is let you do away with the real floppies and get you working with disk images. With the right options, you'll be able to take advantage of larger size disks and faster transfers.



## Before you get started...

You will need a 64HDD setup. If you haven't yet got one, visit the 64HDD website for info on how to get this system setup on your PC.

You will also need a copy of GEOS 2.0. You may already have this from days gone by, but if not go to the [www.cmdrkey.com](http://www.cmdrkey.com) website and download it. There is a selection of files available, the easiest thing to do is go straight to the "other useful things" section where you will find a zip with the standard GEOS distribution in D64 format, plus additional boot disks for 64HDD. Many thanks to Maurice for agreeing to host these! Once you have your D64s transfer them to your 64HDD setup.

## Getting started with 64HDD-GEOS

The easiest way to get started is to use the D64 disks downloaded from the CMDRKEY website. These disks are pre-keyed with the same serial number so you can enjoy applications like geoPaint and geoWrite without any further effort. There are two 64HDD disks to choose from depending upon whether you have a fast or slow PC as your 64HDD system. To boot GEOS, simply attach the 64HDD-GEOS boot disk to device #8 or #9 and LOAD"\*". A simple boot menu will let you select which geoKernal to load.

If you already have your own set of GEOS disks and applications (especially geoCalc, geoChart, geoPublish, etc) then you will need to have your 64HDD disks keyed to the same serial number as the applications you own.

The key-in process will copy your GEOS serial number to the disk image and authenticate the image. The procedure is fully described in the 64HDD documentation. The other option is to use a program such as Maverick to strip the serial number check from your application disks. In both cases, you will need to transfer these applications to D64 format if you want them to run from 64HDD.



If you've gotten this far, then great! It's recommended to copy the DESKTOP and SHORT-CUT files to each of the D64 images in your GEOS collection as this will help you operate GEOS smoothly.

## Swapping disks...

If you have used GEOS at all then probably dread having to change disks to run different applications. 64HDD-GEOS changes all this. You have several new ways to work with multiple disks:

- 1) Disk-flip - you can have up to 10 pre-defined disk images and switch to them using the disk-flip key or button.
- 2) Use the 64GUI (if you have 64HDD Professional).
- 3) Use the CMD-MOVE (if you have 64HDD Professional). This involves setting up the 64HDD partition table

with the location of your GEOS D64s. CMD-MOVE comes on the CMD Utilities disk (from CMDRKEY) or you may already have an early version of it from a BBS download.

- 4) Use the new "short-cut" utility. Versions are available with both 64HDD freeware and professional.

Some of you may already know the concept of *short-cuts* from the Windows platform. Similarly here *short-cuts* allow you to move from one disk image to another disk image.

The location is defined by filling in info-box for the *short-cut*. You can have lots of *short-cuts* on a disk, in fact your boot disk could have *short-cuts* to all the disks in your collection. The *short-cut plus* utility supplied with 64HDD Professional has a few extra features; for example it can attach disks to either drive and can even spawn a copy of itself automatically on target disks.



### What's the time?

Another tool supplied with 64HDD-GEOS is a RTC (or Real Time Clock) driver. This driver allows the GEOS date and time to be automatically set from the 64HDD clock when GEOS starts. It is best to place this tool up front in the directory so it can be run before other auto-exec programs.



### Need some eXtra Performance?

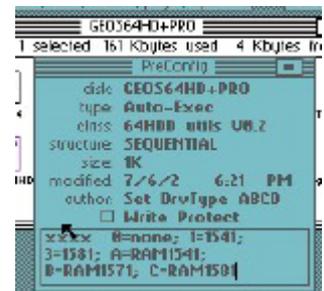
64HDD Professional comes with GEOS XP, and versions available for both the C64 and C128 modes. XP is a different, more compatible kernel than that available in the freeware 64HDD-GEOS download. In addition, GEOS XP supports D81 disk images. With 800k of storage space, most of your GEOS applications can be



put on one disk. This means less disk swapping when going between geoPaint and geoWrite. I imagine having your data files on the same disk as your applications. With an REU and the geoWizard you can swap between applications.

Another feature of GEOS XP is support of 64HDD's parallel cable, the Pwr/XE. With it data can be read and written from your 64HDD drives at a super fast pace. Only a RAM device can boast faster speeds. Protocol selection is simplified with a comprehensive boot menu and the use of selectable disk drivers.

GEOS XP also simplifies boot-up configuration with a simple utility called "pre-config" to setup the device tables at boot up. I imagine GEOS with two high speed, 800k drives; nice!



[www.64hdd.com](http://www.64hdd.com) (latest info and downloads)  
[ncoplin@lycos.com](mailto:ncoplin@lycos.com) (author's email address)  
[www.cmdrkey.com](http://www.cmdrkey.com) (Official GEOS distributions)

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### Pitfalls for new GEOS Users

GEOS was coded back in the late 1980's and so there are a few limitations built into it that you may have learn to work with:

- 1) GEOS only recognises up to 4 drives, through in practice that translates to 2 drives and an RAM device. Only one RAM device type is allowed. Each disk type is controlled by its own device driver.
- 2) Only drives A, B, C and D (device 8 through 11) can be used. GEOS cannot understand higher number device numbers, and can lead to memory corruption if devices with a number greater than 11 are used.
- 3) To boot from a particular device, the device's driver must be built into the

boot file. This means you can't simply copy the boot file from a 1541 to a 1581 disk, or to a 64HDD disk and expect it to work.

- 4) GEOS can only find files on the disks that are active, it has no way of knowing where files might be even if the disk was previously used.
- 5) At least one of the disks needs to have a copy of DESKTOP (or a suitable replacement of the same name) as all applications will quit to the desktop.
- 6) Some GEOS applications must be keyed with the same serial number as the boot disk. This was done to prevent the circulation of copies of the additional applications that were available separate of the base system. You need to be mindful of this when buying second hand GEOS software.



In the world of Commodore nothing seems to sit still for too long, even in recent times when things are a bit thin on the ground, new things have a habit of cropping up and because of this, I now have another cunning plan!

Recently I was asked *"what makes a good game?"*

Well, as most of you know, I am no games player at all, but I do have an eye for an addictive and very playable game when they crop up and in recent times this has been because of one thing and one thing alone - **a multi-player mode.**

My first ever addictive game was (and still is) **Mario Kart** on the **Nintendo 64** which we have at my work. This has the advantage of allowing four players at once using a quarter of the screen each. The action is fast and furious but at the same time it is simple to pick up and even a novice can play against seasoned pro's, such as ourselves. The game itself is not complicated and the graphics are no great shakes either, in fact, they reminded me of **Buggy Boy** on the c64, hmmm now there's an idea!

Recently, **Protovision** have brought us the superb **4-Player Adaptor** which has brought with it such modern classics as **Bomb Mania** and the new **Worms** clone **Grubz**. A demo version of **Grubz** was on last issue's coverdisk and is a superb conversion which I and Shaun enjoyed playing at the recent **JagFest**.



So what? I hear you ask, well we don't really have a great four player racing game for our Commodore's, so I think we should consider the possibility that we now have the hardware to accomplish such a task and all we need is somebody to write it. I am not suggesting for a minute that we split the screen into four as that would be ridiculous, but, how about linking together four c64's with their own monitors where each player could view a 'buggy boy style' view? Surely, that would be possible, wouldn't it?

**What if?** - We could create a multi player racing game like **Mario Kart** on the c64.

**What if?** - We could connect four c64's together so we could all see the full screen action.

**What if?** - We could use the SuperCPU to handle the re draw so there is no slow down.

Now there's something to think about ;-)

Allan Bairstow



# Introducing DriveGhost...

By Nicholas Coplin

Ever since the advent of larger disk drives there's been the question of how to back them up. CMD drives are no different in this respect. There are several tried and proven ways, all with their advantages and disadvantages. Now there is a "new kid" on the block...



## The Ghosting concept...

No, this is not some paranormal spook... Ghosting is a technique used to copy every detail off a disk drive and onto a backup device. Its also called "imaging" and the process saves data at track and sector level, not file level as most copy programs do. More so, a good ghosting tool will save the contents of hidden disk data allowing for restoration of details such as partition tables and so on.

## The established options...

Okay... disk backups are not new, so let's take a look at the established methods:

**File Copiers:** this is first, and simplest, method and there are many good programs out there. This class of program generally only copy files, not the disk's structure and hidden data.

**BCOPY/BCOPY+,** the second option, is a handy tool introduced by CMD back in the early '90s. BCOPY introduced the concept of partition imaging to the Commodore world, and probably remains the most common method presently used by CMD owners to make backups. Its primary purpose is to transfer whole partitions from one Commodore drive to another.

"Commodore meets Linux", sounds like a David and Goliath challenge, but its method number three...

Most users know about "foreign partitions", and this is akin to that. Essentially your CMD SCSI mechanism is mounted as a "foreign partition" into a Linux based computer and the whole disk sucked across as one big file. The Linux computer doesn't understand what's in this file, but you now at least have a copy of your drive.

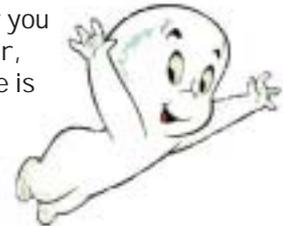


Each of the above methods has its advantages and disadvantages, but what is needed is tool that does it all.

## The "New Kid" on the block...

DriveGhost was inspired by a request from a Commodore friend of my mine living in Melbourne, Australia. He's had several CMD setups for quite a few years and had never quite found a disk imaging tool that let him selectively put his RL and HD onto CDROM and restore parts of it as he worked on different projects. With no such thing as a CD-Writer for the C64, he asked if 64HDD could make it happen... Interested, I took up the challenge and got myself a CMD HD and RL.

DriveGhost strives to take Commodore disk ghosting to the next level, providing, in addition to basic backup and restore functions, the ability to import D64 images and manage things on a partition-by-partition basis. Individual partitions can be "tagged" for backup/restore; keyboard, joystick and the 1351 mouse is supported by the GUI. Like BCOPY, DriveGhost runs on a Commodore - and there's a demo version available from the 64HDD website for you to download and try. However, unlike the Linux method there is no need to remove the HD mechanism from your drive, you simply connect your Commodore setup to a DOS PC by a special cable.



## Making the connection...

For years people have been connecting their Commodore 1541 drive to the PC to create D64 disk "images". 64HDD uses the same cable to allow the Commodore computer connect to a PC to directly work with those and other disk images. To get started you'll need an XE1541 or Pwr/XE cable, the 64HDD software and, of course, a PC.

If you're new to the world of PC-to-Commodore connectivity, then you'll need to patiently work through the setup process. Unfortunately, PCs come in all differently shapes and flavours and not all units are as "compatible" as they claim to be... but the little bit of effort is well worth it, and you'll join the thousands of Commodore users enjoying the benefits of having made the PC link.



### Can you make a turtle run?

How long will it all take? Let's face it, backups are a pain until the day your hard drive dies or the battery fails on your RL...

JiffyDOS is famous for its speed, but even when it's flat-chat during a plain LOAD it only transfers data at a few kilobytes per second. In order to track and sector "image" a disk, the command channel is used instead and this is even slower than a simple LOAD. And, writing to a HD takes twice as long as reading does. When you factor that the data has to be shuffled twice (first to the C64, then to the drive) the time starts to add up.

Fortunately, both the CMD HD and 64HDD support parallel data transfers with their special cables. v1.05 of DriveGhost takes advantage of this to dramatically reduce the time to backup and restore your partitions. It also supports a special FastSerial mode for restores.

DriveGhost Performance	D64 (import) min:sec	1581 min:sec
With XE1541		
Restore to RL (CBM serial)	7:32	35:03
Backup from RL (CBM serial)	6:03	27:01
Restore to RL (DG FastSerial)	2:54	13:25
With Pwr/XE		
Backup from RL	3:25	15:30
Restore to RL	2:23	11:06
Backup from HD (JD serial)	3:33	13:18
Restore to HD (JD serial)	2:43	11:13
Restore to HD (serial no-JD)	5:25	25:25

The times recorded for restoring a 1541 image (D64) are in the ballpark of the benchmark set by those famous "3minute copiers", confirming that with the right gear there's nothing sluggish about DriveGhost.

If you have a SuperCPU, expect to see some further minor improvements in the time taken to calculate track and sector details whilst the DriveGhost runs. If you have both a parallel link between your RL/HD and a SuperCPU you will be in for a pleasant surprise - a 16MB HD partition will backup to 64HDD Pwr/XE in only 64mins!



#### DriveGhost Features:

- € Complete backup solution for CMD drive users - HD, FD or RAMLI NK
- € Uses "imaging" to capture all disk data - not just the files
- € Simple, intuitive point and click user interface

- € Runs unsupervised once started
- € Works with freeware and Professional versions of 64HDD using the popular X1541 cable
- € Image files stored in PC format and can be transferred to CDROM
- € I deal for:
  - o Backups
  - o Restoration
  - o Drive mechanism upgrades
  - o Data exchange (emailing)
  - o Installing D64 files
  - o Shuffling partitions around
  - o and more...
- € Version 1.03 includes:
  - o Standard serial mode
  - o Fast-Serial restore mode
  - o Pwr/XE cable support for the fastest backup/restore

### What's in store for the future...

DriveGhost has been out since June 2003 with improvements made to speed and functionality in response to user requests. Continued support will see further developments made during the course of 2004. Ideas kicking around at the moment include "empty block" detection / skipping, "mounting" of the image files by emulators such as 64HDD and expansion of the CBMDI SK tool to allow viewing of the image files on a PC.



[www.64hdd.com](http://www.64hdd.com) (latest info and downloads)  
[ncoplin@lycos.com](mailto:ncoplin@lycos.com) (author's email address)  
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For more info about the CMD-Linux connection, check out this website at <http://c128.port5.com/scsi/scsi.html> where there are some notes by Geoff Sullivan and Raj Wurttemberg.

## Alan Cartridge - Triple Cartridge

A special big "HELLO" to Shaun Bebbington and his lovely girlfriend Michelle who are regular readers of my column !!!!!

YEP! Here is three times the fun folks. Here's the last of my old Commodore cartridges (unless anyone wants to send me some more old stuff to review...)

### LAZARIAN ~ 1983



planet to allow you to rescue the ship sending an 'SOS'. You then have to blast the meteors that are now orbiting the planet.

**Phase 2 :** You negotiate your way through some tunnels, you make your way from the bottom of the screen to the top. Every tunnel is slightly different, sometimes you have to shoot baddies, others you need to dodge.

**Phase 3 :** Finally you meet your Nemesis, you have to shoot away a tunnel to shoot directly at the eye. Once you do this everything else disappears and its a straight battle between you and the eye - I really like this bit, its VERY Jeff Minter orientated, lots of colour effects and nice sounds as you shoot the evil eye. Completing this takes you back to the beginning where everything begins again at the same difficulty...

The graphics and colour schemes are a bit dodgy but there's fun to be had, albeit for a short time.



### JUPITER LANDER ~ 1982

The aim is to land your Lunar module 'thingy' safely. The action is set on a single screen, you can use a joystick or keyboard to control the lander. Left and right controls thrust for that direction and 'fire' controls the upward thruster.

There are three possible landing pads for you to choose from, each has a different score according to the difficulty of landing



Out of the three, I pick this as my favourite Cartridge. This is a special home version of the arcade game (apparently). Never having played LAZARIAN I can't compare it to its arcade parent. As a Multi stage game, you control a spaceship with the aim being to progress through the various levels set on stationery single screens and kill the evil alien eye.

**Phase 1 :** Set in space, you shoot away the meteors that are stuck to the outside of the





on it. You begin with a full tank of fuel, when you use thrust your fuel depletes, when you run out of fuel you crash into the planet's landscape and die ! Fuel is topped up by landing on the landing pads. You must also avoid contact with the cavern walls and anything that isn't a landing pad. The harder the landing pad, the higher your score and intake of fuel.

I personally found the right hand side landing pad the hardest !

You also have to take care that you land softly - a white line on a gauge on the right hand side of the screen indicates whether you are safe to land or not, this is linked to the thrusters on your ship, the more thrust you use the higher the white line rises. If you try to land below the safety level then you die ! When you land, your fuel and score are added to your current status and then you begin again.

It's a shame more wasn't done with the game really, as it stands this is pretty basic stuff. A couple of things I did like though were the close-up view as you approach the appropriate landing pad and the nice explosion effect when you die.

I've seen better variations of this type of game, most notably **1985** by Mastertronic, **GRAVITY** by Richard Bayliss and **LUNA LANDA** by 'Spare Change' on P.D. which is still available from **BI NARY ZONE** I think...

### RADAR RAT RACE ~ 1982

The game itself is a **PAC MAN** style game



where you control a rat making its way round a maze collecting the cheese. For its age there are some brilliant ideas in here, the problem is they're poorly implemented. The graphics are pretty basic - although the cheese looks quite nice ! The scrolling is poor. That wretched looped in-game tune of "Three Blind Mice" is a musical variation on the well known 'Chinese Water Torture' - Aaaargh !

This game was on the coverdisk ages back, there are no differences between the disk and cartridge version. To be honest if you missed it, not playing it is not going to be the end of your world....

*See you next time for some more Cocky Cartridge Collection fun XXXXX*

P.S. Does anyone have a copy of **DONKEY KONG** on cartridge that I could borrow to review please ?

-----oOo-----

It has become apparent that we need to create a list of games that were released in cartridge format, unfortunately the superb resource ~ [www.cia.c64.org](http://www.cia.c64.org) - has closed down and with it goes the best ever list of games cartridges.

So, on the next few pages, is a list compiled by various people and sources at the <http://www.digitpress.com/faq/c64carts.htm> website,



which I have cross referenced with the original CIA list and hand typed back into this article (no mean feat I can tell you). Full credit is given to Scott 'Steg' Henderson at the digitpress web site and I urge you to pop along and look for yourself at the huge list.

For this Commodore Scene list, all the non-games cartridges have been removed and extra, relevant, details have been added where possible. Please let me know if you can add to the information here or if you know of other games or indeed if I have included something that is not actually a game at all. I will update the list later in CS2005 (yes there 'will' be a CS2005) - ED.

# CARTRIDGE LIST

Name (A-Z)	Year	Copyright	Review & Special Notes
"64" Demo	-	-	
3 in 1	-	Commodore	
4 in 1	-	Commodore	
Aegean Voyage	-	Spinmaker	
Alf in the Color Caves	1984	Spinmaker	
Amazing Maze	-	-	
Astroblitz	1983	Creative	
Attack / Mutant Camels	1983	HES	USA release only
Avenger	-	Commodore	
Badlands	1990	Tengen	
Batman: The Movie	1989	Ocean	
Battle Command	1991	Ocean	
Battlezone	-	Atarisoft	
BC's Quest for Tires	1983	Sierra On-Line	
Beamrider	1984	Activision	
Block Hopper	-	Fantasy Software	
Blueprint	1983	Commodore	
Bubble Burst	-	Spinmaker	
Bubble Busters	-	Maxion	
Buck Rogers	1983	Sega	Planet of Zoom/Doom ???
Bug Crusher	-	Mr Computer Products	
Castle Hassle	-	Roklan	
Centipede	1983	Atarisoft	
Chase HQ 2: S.C.I.	1990	Ocean	
Choplifter	1982	Broderbund	
Circus Fun	1982	Commodore	
Close Encounters	-	-	
Clowns	1982	Commodore	CS2003 p148 - Paddles required
Colosus Chess 2	1988	Commodore	* CDS
Congo Bongo	1983	Sega	
Cosmic Combat	-	Maxion	* Spinmaker
Cosmic Life	-	Spinmaker	
Crisis Mountain	1983	Creative	
Cyberball	1990	Tengen	
Decathlon	1983	Activision	
Defender	1983	Atarisoft	
Diamond Mine	1983	Roklan	
Diamonds Are Forever	1984	Parker Brothers	
Dig Dug	1983	Atarisoft	CS2003 p89
Donkey Kong	1983	Atarisoft	* Nintendo
Dot Gobbler	-	Machine Lang' Games	* Mr Computer Products)
Double Dragon	1991	Ocean	
Dragonsden	1983	Commodore	
Ducks Ahoy	1984	CBS	* Joyce Hakansson Associates
Espial	1984	Tigervision	
Facemaker	1983	Spinmaker	
Fiendish Freddy's	1989	Gray Matter	Fiendish Freddy's Big Top Of Fun
Flimbo's Quest	1990	Commodore	* System 3
Frog Master	1983	Commodore	* Michael F.C. Crick
Frogger	1983	Atarisoft	* Parker Brothers and SEGA
Frogger II Threedeeep	1984	Parker Brothers	
Galaxian	1983	Atarisoft	



# CARTRIDGE LIST

Name (A~Z)	Year	Copyright	Review & Special Notes
Gateway to Apshai	1983	Epyx	
Ghostbusters	1984	Activision	
Gold Record Race	-	Maxion	* Spinmaker
Gorf	1983	Commodore	Magic Voice compatible
Gridrunner	1983	HES	* Llamasoft
Gyruss	1984	Parker Brothers	
H.E.R.O.	1984	Activision	
International Football	1983	Commodore	Re-released in 1988 & 1990
International Soccer	1983	Commodore	Re-released in 1988 & 1990
Isepic	-	Star Point	
In the Chips	-	Creative Software	
Jack Attack	1983	Commodore	
James Bond 007	1984	Parker Brothers	Diamonds Are Forever
Jawbreaker II	1983	Sierra On-Line	
Juice	1983	Tronix	
Jukebox	1984	Spinmaker	
Jumpman Junior	1983	Epyx	
Jungle Hunt	1983	Atarisoft	
Jupiter Lander	1982	Commodore	CS2004 p62
Kickman	1982	Commodore	* Bally
Kindercomp	1983	Spinmaker	
Klax	1990	Tengen	* Commodore
Last Ninja Remix	1990	System 3	
Lazarian	1983	Commodore	CS2004 p62
Lazer Zone	1983	Llamasoft	* HES
Le Mans	-	Commodore	CS2004 p49
Loderunner	1983	Broderbund	
Lunar Leeper	1981	Sierra On-Line	
Lunar Outpost	-	Epyx	
Mario's Brewery	1983	Jeremy Thorne	
Maze Master	1983	HES	
Miner 2049er	1983	Reston Software	* Big Five Software
Minnesota Fats	1983	HES	Pool Challenger
Monster Voyage	-	Maxion	* Spinmaker
Moondust	-	Creative Software	
Moon Patrol	1983	Atarisoft	
Motorman	1982	UMI	
Mountain King	1983	Beyond	
Mr Cool	1983	Sierra On-Line	
Mr TNT	1984	HES	
Ms Pacman	1983	Atarisoft	
Myth	1989	System 3	
Narco Police	-	Dinamic	
Navy Seals	1990	Ocean	
Oil's Well	1983	Sierra On-Line	
Omega Race	1982	Commodore	* Bally
Pac Man	1983	Atarisoft	
Pals Around Town	-	Hi-Tech Expressions	
Pang	1991	Ocean	
Pastfinder	1984	Activision	
Peanut Butter Panic	1984	CBS	
Pinball Spectacular	1983	Commodore & Hal	CS2004 p50 - Paddles required



# CARTRIDGE LIST

<u>Name (A-Z)</u>	<u>Year</u>	<u>Copyright</u>	<u>Review &amp; Special Notes</u>
Pipes	1983	Creative Software	
Pit, The	-	HES	
Pitfall	1984	Activision	
Pitfall II : Lost Caverns	1984	Activision	
Pitstop	1983	Epyx	
Pole Position	1983	Atarisoft	CS2003 p89
Popeye	-	Parker Brothers	
Power Play	-	Disc	
Princess and Frog	-	Romox	
Puzzle Panic	-	Epyx	
Q*bert	1983	Parker Brothers / Mylstar Electronics	
Rack Em Up	-	Roklan	
Radar Rat Race	1982	Commodore	CS2004 p63
Ranch	-	Spinmaker	
Retro Ball	1982	HES	
River Raid	1984	Activision	
Robocop	-	Ocean	
Robocop 2	1990	-	
Robocop 3	1992	Ocean	
Robotron 2084	1982	Atarisoft	CS2003 p21 - * Williams Electronics
Rootin' Tootin'	1983	HES	
Sammy Lightfoot	1983	Sierra On-Line	
Satan	1990	Dinamic	
Save New York	1983	Creative	
Sea Wolf	-	Commodore	CS2003 p148 - Paddles required
Seafox	-	Broderbund	
Seahorses	1984	CBS	* Joyce Hakansson Associates
Serpentine	1982	Broderbund	
Shadow Of The Beast	1990	Ocean / Psynosis	
Silicon Syborgs	1988	Epyx	
Silicon Warrior	1988	Epyx	
Solar Fox	1983	Commodore	
Space Action	-	Handic	
Space Gun	1992	Ocean	
Space Journey	-	Roklan	
Space Rick-O-Shay	-	Mr Computer Products	
Space Shuttle	-	Activision	
Spitball	1983	Creative	
Spy Hunter	1983	Bally/Midway	* SEGA
Star Post	1983	Commodore	
Star Ranger	1983	Commodore	
Star Trek: SOS	1983	Sega	
Star Wars	-	Parker Brothers	* Lucasfilm Ltd/Atari
Story Machine	1983	Spinmaker	
Super Games (3 in 1)	-	Commodore	
Super Smash	1983	Commodore	Prototype ?
Super Zaxxon	1984	Sega	
Sword of Fargoal	-	Epyx	
Tank Wars	-	Machine Language Games	
Tapper	1983	Bally/Midway	CS2003 p21 - * SEGA
Terminator 2	1991	Ocean	Judgement Day



# CARTRIDGE LIST

<u>Name (A~Z)</u>	<u>Year</u>	<u>Copyright</u>	<u>Review &amp; Special Notes</u>
Threshold	1983	Sierra On-Line	
Toki	1991	Ocean	
Tooth Invaders	1982	Commodore	
Toy Bizarre	1984	Activision	
Trashman	-	Creative	
TSI Maze Man	-	Turbo Software Inc	
Turtle Graphics II	-	HES	
Tyler's Dungeons	-	Turbo Software Inc	
Up for Grabs	1983	Spinmaker	
Up N Down	1984	Sega	
Viking Raider	-	Interphase	
Webster	1983	Heuristic	The World Game
Wizard of Wor	1983	Commodore	Magic Voice compatible
Zaxxon	1984	Sega	
Zenji	1984	Activision	
Zone Ranger	1984	Activision	

## Key

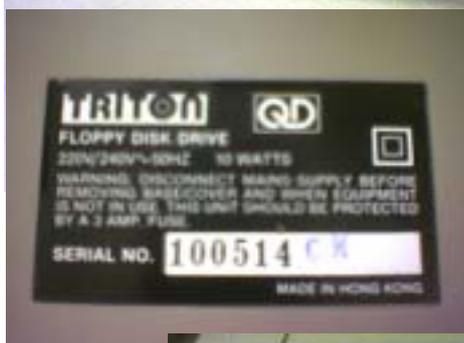
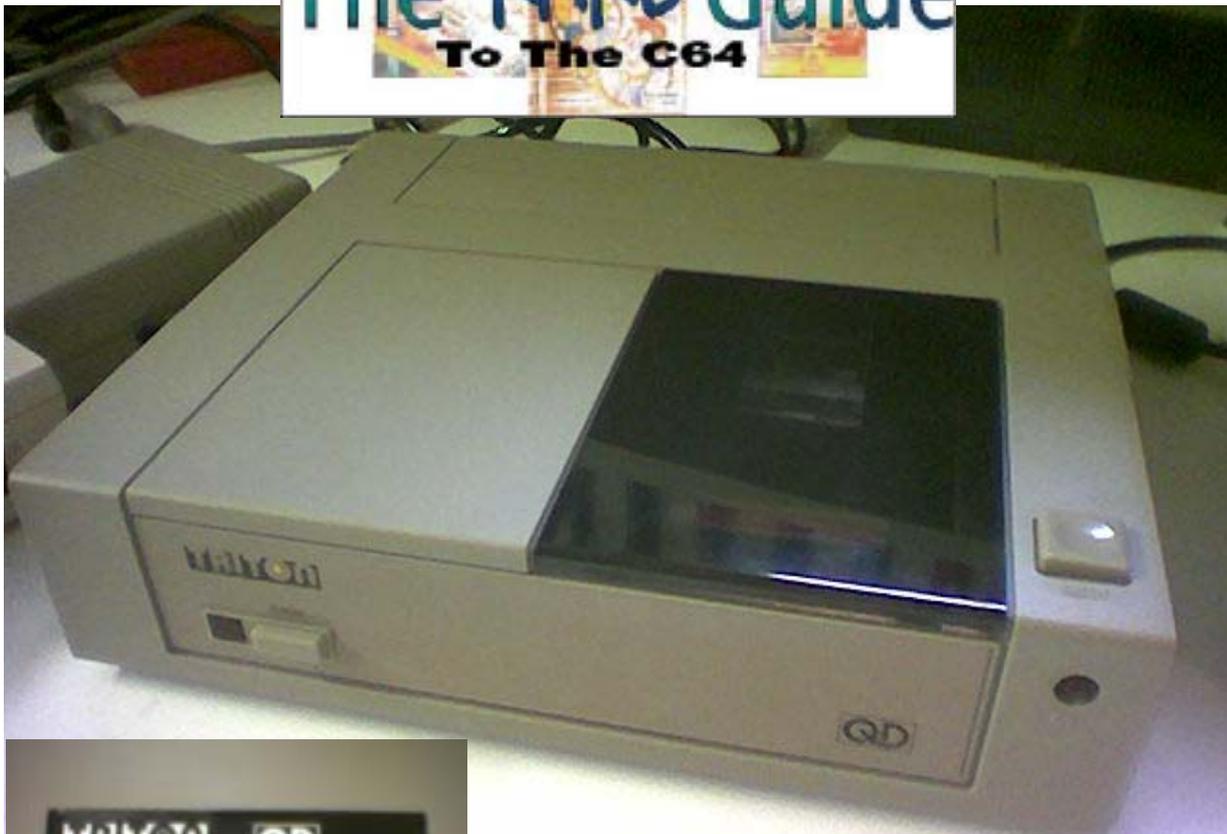
- = Unknown fact, can you help ?
- \* = Possible alternative copyright, or, released under a different manufacturer.

Please note that this list is NOT complete and Commodore Scene would like you to fill in the blank spaces, add to the list or help us remove items which are not strictly games. Remember, this is a games list and any other type of cartridge is not included.

Amendments to this list will be published later on and hopefully, in CS2005, we will reprint the entire list with full details.




commodore



## TRITON QD 3" Disk Drive

Can anyone please help me ?

I need to know absolutely ANYTHING about this device that you can come forward with. I don't know how to command this device or even what device number it is ? What are the commands ? Will it work with any other devices ? Do you have any articles or reviews of this device ?

The unit powers up okay and appears to try to access the disk but nothing further happens. It has a cartridge port connector which has a pass-thru port on the rear. It is switchable unit between device 1 or 2 so I assume you can use two of these units in conjunction with each other.

Can you help ?

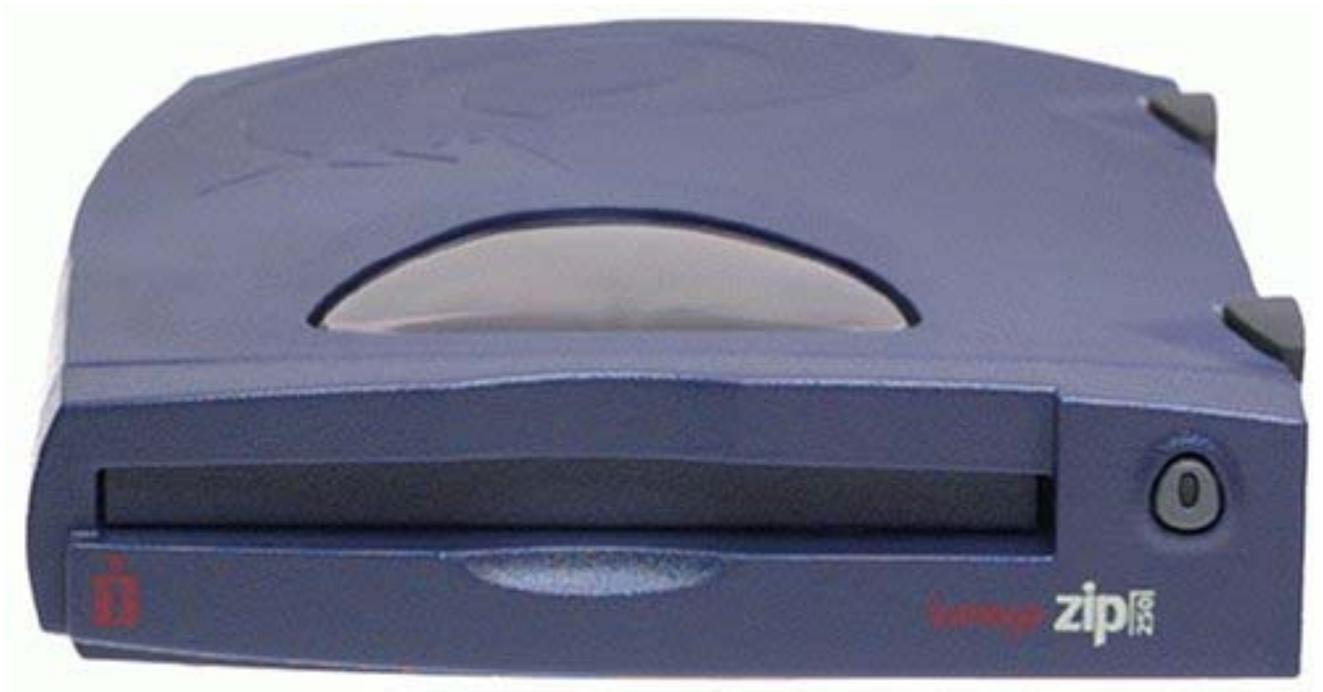
Contact Allan at [commodorescene@btopenworld.com](mailto:commodorescene@btopenworld.com)



# ZIP

## it up !

The **Commodore** way



100mb & 250mb storage



Welcome to another (rather late) issue of Commodore Scene.

My first job for this issue is to let you all know the sad news

of the death of a fellow Com-

modore friend and CS subscriber - William (Bill) Kennedy. My thanks go to his wife, Grace, for sending me his obituary which I have reprinted on this page.

**Holidays** : I recently had my family holiday in Florida, which was nice. Since coming back, I have been overloaded with work (at my real job) and this has meant less time for magazine production. Also sidelined for a while has been the CS-DOOM project and a couple of other things I had been beavering away at.

As it is now 16th September, things are easing off a bit and I am now trying to get back on track with everything that has been building up. This double issue should keep you all busy until the final instalment in December.

**C=VGA** : Those of you on the mailing list for the C=VGA will already know that while I was in Florida I met Neil Jansen and the new improved mk2 unit - it works !! - got to page 75 to see it.

**Articles** : Some people have been requesting more articles and reviews on games based software as they think the 'technical' side of Commodore computing is getting more coverage. Well, as I have said many times before, I can only print what gets sent in ! At the moment there is more technical stuff than

there is games stuff. I would love to print more games articles so please feel free to send in your reviews. It is worth pointing out that most of the people moaning about the lack of material have not yet put pen to paper !

On a better note, Scott Julian makes his first appearance with a good first article on cartridges which you can find on page 74.

Also in this (and the next) issue, there are many articles that have been held off for one reason or another. Well it is now time to print them before its too late, so they are now in for you to read.

**Star Commander** : I get an awful lot of questions about how to use Star Commander and the XE1541 cable and because of this I have been repeating myself quite a lot :-). In the christmas issue (50) I will dedicate a large article to this very topic to quell any further queries. Oh, and by the way, I will not be covering how to use Star Commander with Windows XP - if you have tried it yourself then you will understand why I will be giving that O/S a miss.

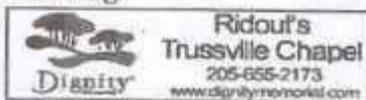
**C= Manual** : Also in time for the christmas issue will be Nigel Parker's (with a bit of input from me) 'one page commodore manual'. This is a quick reference guide to most commodore commands.

Bye for now .....

**KENNEDY, WILLIAM RICHARD**, of Birmingham, passed away on Saturday, May 22, 2004 at the age of 81. Mr. Kennedy was an alumni of Birmingham-Southern class of 1944 and an Elder in the Presbyterian Church. He retired after 47 years at American Cast Iron Pipe Company in the Spectroscopy Department and was a member of A.S.T.M.

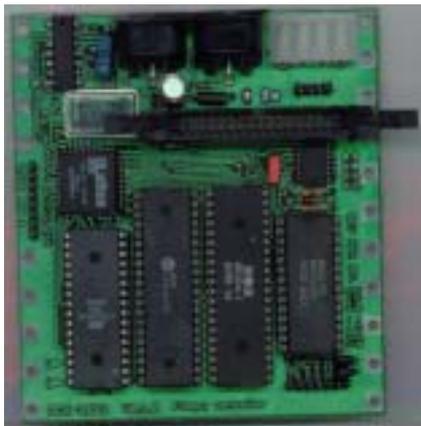
Survivors include his wife, Grace R. Kennedy; daughters, Cheryl L. Kennedy and Gwen K. Parker; two grandchildren; brothers, James Kennedy and Edward Kennedy; sisters, Vermelle Bishop and Charlotte Lyle; and several nieces and nephews.

The family will receive friends at Ridout's Trussville Chapel on Monday, May 24th, from 5:00 PM until 7:30 PM with a funeral service in the chapel on Tuesday, May 25th at 11:00 AM with Charles Mozley, CLP, and Rev. Chris Jones officiating. Burial will follow the service in Elmwood Cemetery. In lieu of flowers, memorial donations may be made to the Grace Presbyterian Church Building Fund, P.O. Box 219, Trussville, AL 35173. Ridout's Trussville Chapel is directing.



# TERMINUS

At the moment the subscribers list for Commodore Scene stands at :  
**22(uk) + 22(world) = 44**



**DATA :** Need a 1581 but can't get hold of one - how about this ? Version 0.1.0 of the **DCN-2692**, which is a controller board that works like the CBM-1581. <http://www.iki.fi/mkl/dcn2692/> The asking price is 85 euros per unit including minimal shipping costs worldwide without shipping insurance. The designer is currently working on an update for the CPLD code, which will then allow it to use a secondary floppy drive on the floppy cable. Also the clock signal to the WD1772 can then be doubled, so it should be possible to read and write high density floppies. Memory management registers will be added to use up to 32 KB RAM and 128 KB ROM (programmable, eg. AT29C010A) Of course, all of the new features above need custom software to be of use. More news as and when it is recieved.

**DATA :** Here is a link for the **Frodo C= emulator** which runs under **Palm PDA's**. (Picture below). Frodo for

Purchase at [www.LinkesOFT.com](http://www.LinkesOFT.com)

SCORE 000440  
ROUND 01  
HI SCORE 100000

9%

the Palm is very interesting. <http://frodopalm.sourceforge.net/> Way back in CS2003 on page 131 we reported on the **e32 Frodo c64** emulator for the Nokia 9210 and don't fogret, the **Pocket C64** emulator for your pocket PC - see CS2003 page 116 onwards.

**DATA :** The developer's version 1.2 of **Contiki** is now available. Contiki is the multi-tasking o.s. that can run on unexpanded C64's. The developer's release 1.2 still has bugs to work out in comparison to the public version 1.1. <http://www.sics.se/~adam/contiki/download.html>

**DATA :** First we had access to Compact Flash cards with the IDE64 and now we can use **MMC** (Multi



Media Card) and **SD** (Secure Digital) cards via the **MMC64** (above) device - see page 75 for details.

**DATA :** Well, its been a long time in the waiting but at last its here ! From **Protovision**, **Metal Dust** breaks cover and was reviewed in issue 11 of **Retro Gamer**. We all

know Shaun Bebbington wouldn't lie to us, so when he says its good then you know it really is ! I hope to have a copy here soon and I will be selling it in the new year.



Tuesday, December 21, **Jeri Ellsworth**, creator of the **C1** and **C64 DTV**, had an interview broadcast on KGW-TV, channel 8, the Portland, Oregon, NBC affiliate television station, during the 10 o'clock night-time news hour. The 30-minute interview was shot at Jeri's house and was whittled down to a 1 1/2 minute segment. The news segment can be bought from Moba Media, 503 223-1677. It is \$55 for a VHS tape or \$60 for a DVD-R, not including shipping. Jeri also got a full article on the New York Times - pop along to - <http://www.nytimes.com/2004/12/20/technology/20joystick.html?8dpc> - to read it for free !

**DATA :** The **C64DTV** is officially in the public domain now. Enterprising people have already started to hack the internals to the C64 DTV 30-games-in-one joystick. To read and see how they did it, go to the following sites - <http://www.orrville.net/dtvhacking> (same as <http://dtvhacking.info>) - <http://creztor.blogspot.com> - <http://www.jbrain.com/vicug/gallery/c64dtv>

**DATA :** **Allen Monks** has recently built a complete c128, ramlink, etc set up into a tower case (right). Go to his



website at - <http://www.commodorecheetah.co.uk/MyCommodoreWorld/MyComWorld.htm> - for more pictures and full details.

**DATA :** On



Okay, lets go ...

Hi Allan,

Colin Thompson (G6AVK) gave me your email address to enquire whether you might have come across the printer conversion lead from a 1541 disk drive, that converts into a parallel printer. I know some years they were about because Colin supplied me one, but during a house I misplaced it. I'm keen to put a C64 line-up back into action.

Hope to hear from you in the near future and my thanks in advance.

John - email

Hi John,

I assume you meant it ran from the serial port - that would explain the disk drive you mentioned. That type of lead is no longer available new but you may come across one second-hand somewhere - look for the XETEC or XETEC GOLD or SUPER G serial > parallel interface. You might get lucky on ebay.

The modern equivalent is the geoCABLE II which connects modern printers via the USER port on the rear of your c64. The only problem with these is that you need the software to be able to use the USER port by default, most older software can only use the serial port.

Software such as GEOS, Wheels, etc will use the geoCABLE very successfully indeed. I have my colour laser printer and my mono laser printer connected directly to my Commodore with no problems at all.

If you go for the geoCABLE then you MUST get a compatible printer - some modern printers only work with Windows and a Commodore can not activate them.

The geoCABLE II is available from <http://cmdrkey.com/> - ED

Hello there,

I have three 1571's that I need someone to fix for me and one 1541 C, I think it's a (c). Are there still people who still fix Commodore disk drives? If someone out there still does fix 1571s and 1541s, please let me know and how much it will cost for one 1571 head fix. I think two of them need the head done.

Thank you very much, talk to you later!

Walter Vasser New York, USA

Hi Walter,

The 1541c should be fairly easy to self-repair, there are many head re-alignment programs available that should reset the heads for you. However, the 1571's are another matter. I have never successfully repaired a 1571 and I don't

think there are any head re-alignment programs for that particular drive.

I can send you a program to realign the 1541 - can you download it and transfer it back to a 1541 disk? - ED

Hi there Allan,

I have become a regular reader to Retro Gamer magazine, and I checked out the Cover CD. I noticed that the CD contains all the Commodore Scene cover disks to date. I now have the whole library of CS cover disks from issue #4 to issue #46. Many thanks for kindly contributing to retro gamer :)

Friendly regards, Richard Bayliss

Hi Richard,

The pleasure was all mine ;-) - ED



RQ - Do you know where I can get a SIMM for my SuperCPU?

Reply: Unfortunately, I can't get them brand new anymore as Crucial Technology don't sell them anymore. However, I do have a few 16mb simms left if you want to send me a £5 note!

RQ - What Commodore 64 CDs do you have? Please could you send me a list and let me have copies of the ones I want.

Reply: As with many other things, the lack of interest in past CDs meant that I don't do any anymore, sorry!

RQ - Can I connect a 1581 to Star Commander like I do with my 1541?

Reply: The simple answer is yes. Without sounding rude - you really should read the instructions that come with Star Commander. Not only can you connect it but it will also tell you how to set it up!

RQ - Can the c64 use Compact Flash cards?

Reply: Yes it can. You will need an IDE64 device to run them. In fact, you can now use MMC and SD cards too if you buy the MMC64 de-



## COMMODORE SCENE COVERDISK 48

Compiled by  
Andrew Fisher

Menu music  
(JOY OF SPECTRUM) by  
Richard Bayliss

### SIDE A

#### ESCAPE FROM STANK

A previously unreleased adventure game from Neil Kendall, with enhancements by Richard Bayliss.

#### LETHAL 2

The original LETHAL was published by Alternative Software, but this sequel was never released due to disk problems. Now it's been recovered. Jump between platforms, pick up bullets to shoot the bad guys and try not to fall off!

#### PARANOID

A Breakout-style game from The Digital Underground

#### RENOVATOR

Runner-up in the 2003 SEUCK Competition organised by Richard Bayliss, this is a stylish example of what SEUCK can do and is enhanced with music.

#### X2004 PARTY

An eXcellent demo party that took place in October this year ([www.scs-trc.net/x2004](http://www.scs-trc.net/x2004)), and some of the best material is here for you to see:

**LOST** - the winning graphic by Deev/Onslaught

**AUTUMN CLOUDS** - a very original demo

**6-PAC MAN** - the winning tune by Drax

**ALTERNATIVE FUEL** - a surprise return to the C64 by musician Jeroen Tel

### SIDE B

**ROSWELL - ALIEN AUTOPSY**  
A clever demo from Falcon Soft

#### 4K MINIGAME COMPO

The recent minigame competition had no less than 8 C64 entries, and they are all here. For more, visit [www.fhd2.com/minigame](http://www.fhd2.com/minigame). The number in brackets is where they finished, out of 42 entries:

**ABDUCTED** by Richard Bayliss (32nd)

Catch the men as they fall from the UFO

**BVENTURE** by Paul Panks (36th)

Slay the vampire in this mini-adventure. Type GO NORTH to move north for example, there are no abbreviations

(LOAD from BASIC - LOAD"BVENTURE",8)

**CARD SHARKS** by Todd Elliott (39th)

Shoot the enemies in this maze-based game

**EGG CATCHER 4K** by Richard Bayliss (29th)

Catch the falling eggs

**LITTLE SARA SISTER** by Ice00, Luca and iAN Coog (3rd)  
Platform game inspired by Great Giana Sisters

**SUB DESTROYER** by Geir Straume (15th)

Kill the enemy subs

**TARKUS 4K** by Richard Bayliss (19th)

Horizontally scrolling shoot 'em up

**THE DRIVING GAME** by Darren Foulds (40th)

Drive to the end of the course

#### MYSTIC CASTLE

by Paul Panks

You will have to load the game from BASIC. Type LOAD"MYSTIC CASTLE",8 and then RUN.

Here's a full-sized adventure game from Paul Panks designed for the C64. Type HELP to get a list of the words the game understands.

#### PRIMARY STAR 2004

This Dutch demo party took place in August, and is represented by the following entries:

**ABSOLUTE HIRES** by W.O.W - a 4K demo with a clever effect

**FASTCOMPO** - winner of the Fast Compo, a short animation

**BSC** - the winning demo by K2 with some nice effects

**0000010** - the winning graphic by Deev/Onslaught

ROCK SID - Hein covers the classic Rokit by Herbie Hancock

#### HEAVEN WRITER

by Laze Ristoski

There have been several different sorts of notewriters before, but this one makes your text appear in an unusual way. You can also have lots of different colours, and a separate border scrolling message.

Press F1/F3 to move between the pages

Mark the last page with F8 (an E will appear in the lower border)

On the border scroll page, use F8 to set the end of the text

Change colours by pressing CTRL+9 (to set reverse mode) and then A-O

## HOW TO MAKE A CARTRIDGE

By Scott Julian

I've always wanted to design and build my very own cartridge; it's always been an area of the Commodore 64 that has interested me for quite some time. In the late eighties I managed to assemble a few using blank cartridge boards designed and manufactured by Jason Rainhiem (US company famous for the Promenade C1 EPROM programmer) but that was a long time ago and these boards are no longer available. So I thought that it would be a great challenge to design and manufacture my very own cartridge from the ground up and this is the tale of how that occurred.

Firstly I needed to understand what was required in order to not only build a Printed Circuit Board otherwise known as a PCB but how to design one that would work on a Commodore 64. Where to start? Well the Internet is a wonderful place so I headed straight to my favourite search engine and began keying in words that should have given me choices galore, but to my surprise all I found were sites referring to Atari's, both the classic VCS and Atari 800 but little to nothing on the 64.

Although it was a let down at first I decided to work with what I had, thinking that the Atari couldn't that different. I began reading all the information I had found on the Atari's in a vain attempt to locate Commodore related information hidden somewhere in all those pages.

After weeks of reading both online and in printed form (the later is great for the hour long train trip I have each day to and from work) I discovered that all the information that I really needed I already had. You see many of these articles I had read talk in great detail of how to modify or reverse engineer existing cartridges and I already owned a few classic Commodore cartridges so I set about pulling them apart to find out how they worked.

I disassembled a few cartridges from my collection, some from Commodore and others such as the ones manufactured by H.E.S (Home Entertainment Suppliers Australia) not to mention a Jason Rainhiem cartridge I picked up via eBay. Using the pages from within the Commodore Programmers Reference Guide to understand what the pin outs from the 64 expansion port where I was able to build a schematic (drawing of the cartridge).

Now cartridges come in a variety of formats, more than I probably understand so I'll mention just three types in this article.

**8K Cartridge** – The simplest of all cartridges in one that replaces RAM in locations \$8000-\$9FFF.

**16K Cartridge** – This type of cartridge replaces RAM in locations \$8000-\$9FFF just as the 8K does, but it also replaces BASIC ROM at \$A000-\$BFFF.

**Bank Switched** – 16 K is the maximum amount of computer memory that the cartridge can take control of, but you can have cartridges large that 16 K. If for example you had a 32 K cartridge, then the computer can only access half of it at a time. But by alternating which half it is looking at, you can effectively access all 32 K within the cartridge. This is called bank switching and generally requires an additional IC to be installed to accomplish the task.

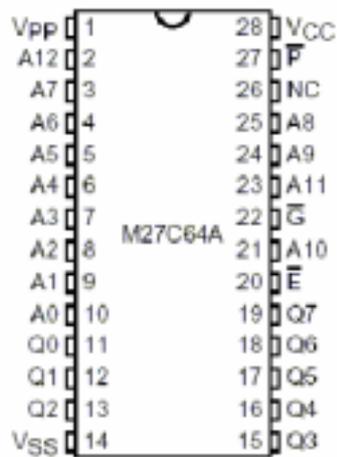
For the purpose of this article I'm going to assume that each of you understands how to programme and EPROM, now before you stop reading because to haven't a clue about the how to do that I'll be doing a follow-up article on that very topic. So keep reading and stay tuned for upcoming Commodore Scenes.

To understand the remainder of this article I would suggest that get out your copy of the Programmers Reference Guide and turn to the pages on the expansion port.

### Expansion Port

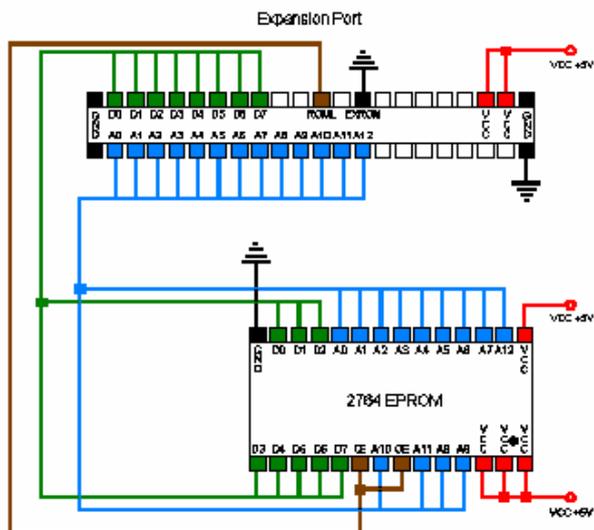
Pin	Signal	Pin	Signal
22	GND	Z	CA0
21	CD0	X	CA1
20	CD1	W	CA2
19	CD2	V	CA3
18	CD3	U	CA4
17	CD4	T	CA5
16	CD5	S	CA6
15	CD6	R	CA7
14	CD7	P	CA8
13	DMA	M	CA9
12	BA	N	CA10
11	ESRT	L	CA11
10	TRF	K	CA12
9	EURDM	J	CA13
8	GAME	I	CA14
7	TRF	H	CA15
6	Det Clock	F	CA16
5	GMW	E	CE
4	TRF	D	NMI
3	+5V	C	RESET
2	+5V	B	ROMH
1	GND	A	GND

One thing common to all EPROM's found in cartridges is that the eight data lines from the expansion port (pins 14 - 21) need to connect to the eight data pins on the EPROM (pins 11 - 13, and 15 - 19). The same applies to the Address Lines A0 - A12 (pins K - Y). Connect these straight to the appropriate pins on the EPROM.



Now that we have done the easy part we are left with the all important connections. Firstly connect the +5 volts to EPROM pins 1, 26, 27 and 28. Follow this by connecting GROUND to EPROM pin 14.

What's left now in order to get an EPROM to work is to connection ROML (expansion pin 11) to both CE and OE (Chip and Output Enable) on the EPROM (pins 20 and 22). The connection is for the EXROM line from the expansion port directly to GROUND.



Now that we have designed the cartridge and hopefully programmed the EPROM correctly all that is left for us to do is solder the EPROM to the PCB. That's it. You now have a working 8 K cartridge for the Commodore 64.

Okay, you have read the article from beginning to end and your thinking great, but how do I make the cartridge? How do I take that diagram and turn it into a PCB? And how do I make the PCB? These are all good questions, which in the fullness of time will be answered in upcoming Commodore Scene articles. So for now just examine the diagrams and get some ideas together on what you are going to put into that EPROM, maybe DOS Wedge, a calculator or even your favourite utility.

# MMC64



Developer Oliver Achten has finished his first product that will be produced by individual Computers: **MMC64** is an MMC- and SD-card interface for the C64 computer. It uses the multimedia and Secure Digital flash cards that are known from the PDA world. That means that after you power up the computer, you can access any MMC or SD card that's FAT16-formatted - up to the size of 4GB! The built-in and flashable BIOS with integrated file browser allows the user to load games and other programs, play SID-files with the built-in player, or write D64 images to a floppy drive.

MMC64 has a clockport for expansions like RR-Net, and a pass-through for other expansion cards. This pass-through is 100% compatible with the Retro Replay - both expansions can be used in their full functionality at the same time. MMC64 will be available for • 49 starting february 2005, and will be demonstrated for the first time at the TUM party in Hemsbach, Germany (december 27th to 29th, 2004).



# CS-DOOM64

Take a close look at these lovely 8-bit screenshots of DOOM.

## C64 ?

Well, no they're not actually ! They have come from - get this - a **Sinclair Spectrum**, not only that,

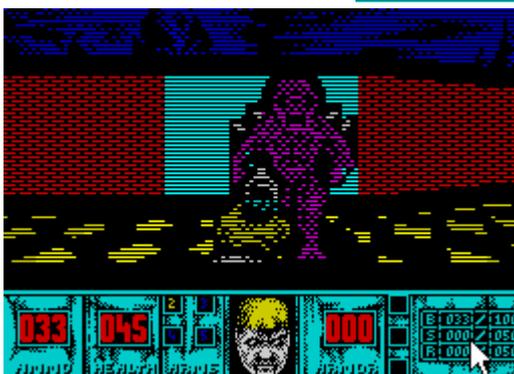


this Speccy version works on a stock system with only 48k, hardly any colour and practically no sound to speak of !

If that doesn't shut up the 'nay sayers' I don't know what will.

If this successful conversion can be done a lowly 8-bit computer then just imagine what we will be able to do on a SuperCPU enhanced machine.

Now I know that not everybody is likely to be able to play CS-DOOM64 on a SCPU enhanced system, so



I have some news for you. In a recent communication a possible solution was discussed that will enable this program to run on a stock system - albeit with lower screen redraw and other possible features removed.

Now I know these screenshots are not the best

in the world but it shows that it CAN be done, and if it Can be done then I am damned sure I am going to try my best to GET it done !

More news as and when I have it !

**Allan Bairstow**  
**Shaun Bebbington**  
(screenshots)



## Developed for the SuperCPU

Metal Dust (still under development)

## 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



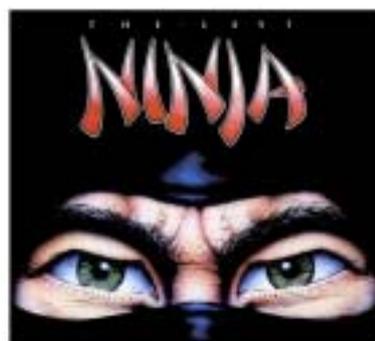
# SuperCPU Games

**T**he Last Ninja was released by System 3 way back in 1987, and was, other than the odd complaint, met with a very positive response from the "jurnos" and game-players alike. This game combined all of the good bits from the isometric 3D environments and added beat-em-up action with a quest to undertake. The story behind it was that an evil Shogun had assassinated all but one of the order of the Ninja. The last remaining Ninja vows to avenge the deaths of his brotherhood. The adventure then starts.

From here in, you are on your own. Having to explore the surrounding environment whilst also remembering to take time to meditate in front of the statues. On doing so, you are told what you need to collect next. Then, going in search for the item, you're likely to meet those who are in league with the evil Shogun, who has charged them with killing you. The quicker that you find some fighting implements, the better.

There were a few complaints with the game on it's release. Firstly, the control method can be a little tricky at first, as rotating the joystick will turn the player. You can also walk in one of eight directions, but more so, you can walk facing any of four directions. It's certainly worth taking time to wonder around for a bit so that this innovative control method becomes second nature.

Second complaint was that when crossing streams or swamps, you'd be required to use very pixel perfect leaps. This was, to say the least, very unforgiving, and even after some time you can still be caught out. These niggles were later ironed out with the follow-up, which is considered by many as the highlight of the series. I personally prefer "Remix", though I'm being picky there as this release is basically Last Ninja II but with different (better) music.



Right, very well... What are the benefits to running this on your SuperCPU then? Firstly the process of building up the screen is now much faster than before, making play more fluent. There is also an undocumented feature in the game which allows you to control the speed of the sprites. By holding down the SHIFT key and pressing + and - will speed up and slow down the on-screen characters respectively. This works without a SuperCPU too, so for those who don't have the luxury of the device, take note.

Also, I've tested the game booting it from a CMD HD drive in a sub-directory, and IT WORKS! Okay, so you'd have to swap to device 8, but that's it, and you get faster loading as well. What more can I say but superb!? I presume therefore that this should also work from any CMD or Commodore-compatible drive that can be switched or swapped to device 8, though I haven't tested it.

The Last Ninja is a brilliant game, with superb graphics, music and all the fun of being SuperCPU compatible. It's a title that you have to invest time in though, as working out all of the puzzles and playing the game to completion is by no means a simple task. What more can I say than it gets a very big THUMBS UP from me. Just brilliant, and one you can play again and again. For those who might get stuck, there is a cheeky walk-through to this and the other Last Ninja games available at [HTTP://LASTNINJA.C64.ORG/](http://lastninja.c64.org/)

Shaun Bebbington.

**NOTE:** This review differs in style from the usual SuperCPU reviews because it's been done on my C128Dcr and GeoWrite. Converted to PostScript thanks to Allan Bairstow.

# Me & The Commodore 64

By Richard Bayliss

I bet you people have had the best of all memories using a Commodore 64 computer. Whether you played games, played around with tools, coded something, composed music or whatsoever. Basically traditional Commodore 64 usage. This article follows through the early 1990's where I was new to the Commodore 64 computer and the gaming side. I won't mention everything about this particular year. Only the best and worst memories.

I first had my Commodore 64 in Christmas 1990, which came with a light gun (Do any of you remember the Light Fantastic pack?) and a few C64 tapes as well as a Cassette recorder. Because I already had a Commodore Vic 20, and a couple of joysticks, I did not need to buy a new joystick for the C64 (Lucky really because at the age of 12 or 13 years old, I would not have been able to afford a joystick, and could not invest in one, being that I was given 20pence a week - WHAT? I cannot even buy C64 games with that :o). The pack also contained The Shoot 'Em Up Construction Kit from Sensible Software & Palace Software, as a toolbox compilation. It also came with Typing Tutor (A program from Pitmans LTD), Firebird's 'Advanced Music System', Blaze Out and Batman - The Caped Crusader (From Ocean Software of course) and CRL's Image System.

I was amazed with the amount of software that was added to the bundle. I was also a very happy gamer, using the light gun, playing the Light Fantastic games (Gangster, Army Days & Time Traveller). These to my mind were addictive. Not only that. I noticed that each tape had taken longer time to load, compared to the Vic20. I was also surprised looking at those flashy 'Cyber Load' lines with the flashing isometric shape, changing colours each time. Also the Batman game loaded using 'Bleep Load' (Created by Firebird software).

During boxing day 1990, I had some birthday money (£2.00), so I went to a newsagent to buy my first ever C64 game. Because I liked games in the Mastertronic range for the Vic 20, I thought that I try the games on that particular label. I bought 'Sailing' and tried it out. After the game was found and was loading, it used the 'Wild Save' loader system. There was also a nice loading picture. Then the game come on. I played the game a few times. To my disappointment I could not work out how to play the game (Trust me to jump over the barrel a bit eh? Ho, ho. :o)) Anyway, one day, when I went to see a panto with my father and my brother and sister, my mum came back from work and she thought she try out the game. When I come home, I noticed that my mum was really addicted to this game :o))

About a week later, my brother noticed that with SEUCK, you could actually make games. I was surprised, and believe it or not, in 1991 (Yes 1991) it was the year I wrote my first game called 'Clip Clop'. I saved it on to a blank tape, supplied by my father (Sadly I don't have the game, so I am unable to release the production). Quite funny really.

Round about February 1991, I bought a new C64 game called 'R-Type' by Electric Dreams. It cost £2.99, but my parents said "You can buy this game" as I really wanted it, as it looked ever so cool on the back cover of the cassette. After I bought the game, I checked it out. I think the game used the 'CHR loader' Wow, excellent music and brilliant artwork. I

was amazed with the quality. The game then prompt me the flip tape and rewind to the beginning. Then I pushed the play button. Sadly the tape did not work - argh! how could this happen? The next day I had a replacement tape of exactly the same game and tried it out. Well, following the same prompts, did the game work this time? The answer is yes. Flippin' heck, the game was very difficult to play, but I was really addicted to the game - despite having to rewind the tape to the start again each time. Believe it or not, I still cannot get past the first level, although I go quite far. Well today, this game is still really tough to play and it has more than a just one more go feeling. In fact I actually played this game all day in that particular year, but still did not do well. Ho, ho :o))

I bought a few games by Mastertronic in the £1.99 range (Why couldn't software firms make it £2.00 exactly, what is special about the .99?), such as 'Finders Keepers', 'Challenger', 'Hollywood or Bust', the terrible 'Rasterscan', tacky 'Hyperforce' and much more, which all used the 'Visiload' loader system or the 'Mastertronic' loader.

This was also the year my uncle, Steve had introduced me to a C64 magazine known as 'Commodore Format'. Which had cost £2.20 and also contained a cover tape crammed with C64 games, and playable demos. I bought issue 8 of Commodore Format, which had 2 full games and 2 demos on the cover tape. I enjoyed the two games 'Mean Streak' and 'Top Duck' which CF provided and also the 'Predator II' demo. As for the Elvira demo. I really got frustrated, I thought the game did not work. So when I was at school, my mum and dad had tried the cover tape out, and they realised that it was a slideshow and told me.

Later on this year, I had bought 'ZZap 64' which had a weird selection of games on the cover tape. Including an unreleased game from Technodream called 'Dream Raider'. A weird looking game, where you played a green blob, which had to go around the game screen, spitting Pacman type things at the enemies and also collecting bonuses and eating snot (Eurgh). Philip loved that game, but little did I realise was that this game was really a playable preview. It is a shame the game never got finished, and I would have loved to see the full version of this game. There was also the really weird and wacky 'Revenge of the Mutant Camels'. When I told Philip, and loaded the game, we both had to laugh. This was mainly because this game is hilarious, therefore I had become a kind of Jeff Minter fan :) There was also Thrusta-Ball, a strange little game using the 'Cyberoid' style game play. There was also a game I could have done without, mainly because I dislike football, which was called 'Supercup Football' by Hewson. The game wasn't all that bad and I still played it against my brother - and lost.

Now what else happened in 1991. Oh no, something we could have done without. In July 1991 disaster had struck on my C64. What happened? Well anytime I kept booting up the C64, the screen looked a complete mess. I tried loading something, and still the same effect, but the sprites were fine. I was really frustrated, so we had to send the C64 for repair to a computer repair shop, while we went on holiday for a fortnight. After I got back from the holiday, the so-called experts (who probably have a mind of a useless hacker) could not fix the machine. I was disappointed even more. So I had

to temporarily use the old Vic 20 computer. The following day the C64 was sent to one of my dad's work mates' mate, who knew what the problem was all along and he fixed my computer. When we got back home, I was very pleased that my C64 was back in its proper condition :o))

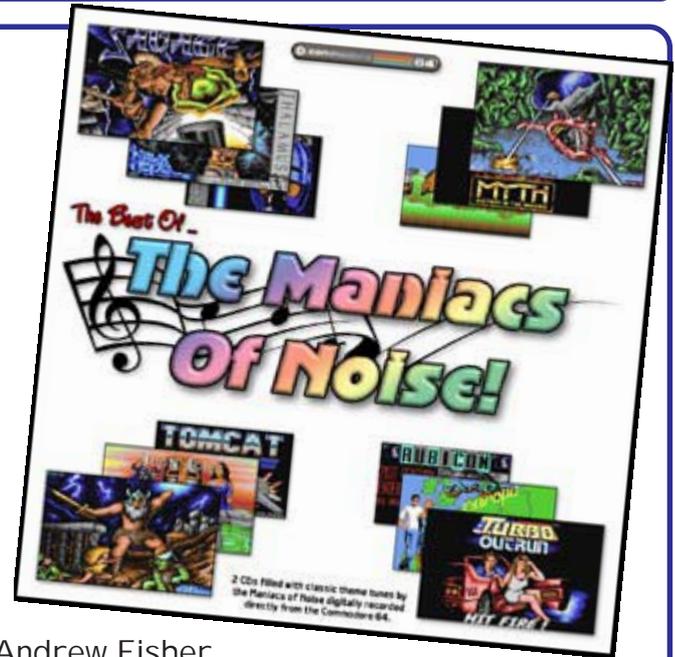
I bought so many games, but I never had any friends, until they heard that I owned a Commodore 64 and started to lend me their games, or start a swapping frenzy. Well, it all worked well, but in 1992, my brother's friend asked if he could borrow a few C64 games of mine. I said O.K. so he lent me 'Laserwheel', 'California Games', 'Hit Pak Collection (Containing International Karate by System 3) and a couple of games by Epyx software. Later on in this year, he wanted to borrow even more games from me. Unfortunately I let him, until I realised that a load of my games were missing. I asked him if he could give me the games back, but sadly he moved house out of my area to an unknown location. Not to mention, he left my school.

1995 was the year Commodore Format had died and I wasn't all that impressed with the last issue, being that the last ever power pack tape was actually an illegal tape with the Supportware Pack, frozen and added to tape with that clock (I preferred the EBES version of the CF loader - which used Freeload). I did not like how Commodore Format ended the issue. There were no reviews and hardly anything about C64 games. Just farewells. That's not to my point of view how Commodore Format should have ended.

Here's how I think CF should have finished. For a start off, certain features from past issues. A mammoth cover tape packed full of games, which were submitted for the magazine and were never used. Also an extra cover tape with one of the best C64 games around (Not Mayhem, as CF had exaggerated their silly review giving it 100%). R-Type might have been a good selection for the last ever tape. Anyway, I'll leave this here for now.

#### Next time :

I will delve into the game archives and nominate some of the best & worst C64 games around.



#### Review by Andrew Fisher

Jason Mackenzie launched his latest audio CD at the Classic Gaming Expo UK this July, and it's a 2-CD set of music from Jeroen Tel and Charles Deenen - the MANIACS OF NOISE. With their love of funk, high-quality sampled sounds and work on big-name games, they are among the most famous music groups on the C64.

Like the other CDs in the "best of" range, the artwork consists of some high-quality screenshots from the relevant games. The Maniacs of Noise logo is also very pretty. But what about the music? It's been digitally recorded direct from a Commodore 64, and sounds superb.

CD 1 kicks off with the classic TURBO OUTRUN intro tune, with Jeroen's sampled voice going ONE... TWO... FREE... HIT IT! The majority of the tracks on CD 1 are from games (including the epic theme to SUPREMACY, the mediaeval IRON LORD and the unforgettable ROBOCOP 3). Charles pops up with the intro theme to BACK TO THE FUTURE III as well as demo tunes from THAT'S THE WAY IT IS by Scoop Designs and MANTALOS. The only (slight) criticism I would have is the speech from MYTH - it sounds very grainy.

CD 2 opens with the crowd noise of the TURBO OUTRUN title tune (more sampled madness) and ends up with the cheering of the LEMMINGS endgame sequence. There are some less familiar tunes on the second CD, but the quality is still high. CYBERNOID 2 and the HOTROD intro tune stand out for me. BATTLE VALLEY is also a favourite of mine, and was a high quality tune for a budget release.

RATING... 9/10. Another nice release from Binary Zone. If you like the Maniacs of Noise, get it now!

The CD is available direct from the [www.binaryzone.co.uk](http://www.binaryzone.co.uk) website, where you can pay by PayPal. It's just £8.99 in the UK, or £9.99 overseas (postage included). Don't forget that all the other audio CDs from Binary Zone are still available, including the rest of the BEST OF range (David Whittaker, Matt Gray and Tim Follin).

# IOMEGA ZIP drive on the Commodore 64

by Rio Baan

<http://www.geocities.com/cdsixfour/zipdrive.htm>



*"There's a ZIP drive attached to my system"*

Yes, that's right. It IS possible to attach an SCSI zip drive to a Commodore 64 system and be able to use it. This is provided you have a CMD HD. In fact, it's probably also possible to attach MO disk drives and other SCSI disk drives using the same method - although I haven't tried anything else but a zipdrive. For me, a 100MB zipdrive is sufficient enough. Not only that, but the 250MB zipdisks are harder to come by where I live.

There are two methods for connecting extra SCSI drives to the HD. My method, and HD-ZIP.

The method I will be describing is my own tried and tested method. It requires no drivers or external software to operate, and will share your CMD HD partition table. HD-ZIP, is another method contained in a program set that has specific programs that need to be run from floppy in order to operate. This other method is able to give each zip disk it's own partition table.

**Question :** Why would anyone want to do this? What are the benefits?

Good question. What would you do with an extra 100MB to 250MB in addition to a Hard Drive that has plenty of space already? Well, supposing your HD is full (maybe one of those old 40MB models), adding another drive to it will expand its capacity. A zip drive is one way to do this, and you will be able to expand your system exponentially (virtually unlimited by the number of partitions you can have - one of the drawbacks of having a CMD HD) depending on how many zip disks you have. The other good reason to have a zip drive is to back-up your CMD HD on a portable (and cheaper) media in case the HD suffers some really bad corruption or physical damage in the future - or should you want to replace the mechanism. The third good reason is that, if done properly, you can even swap zip disks between different users. You can access your zipdrive \*almost\* as if it were a separate drive. And the best part is that 16MB CMD Native mode partitions are now PORTABLE!

**Question :** Are there any drawbacks?

Unfortunately yes. This basically depends on which method you use to access your zipdrive with. However, it is possible to operate both methods at the same time! Below is a little chart to show the drawbacks of each method. Note that both methods cannot give the zipdrive it's own serial device number:

Issue	My method	HD-ZIP
Zip disk has its own own partition table ?	No	Yes
Need external software to operate drive ?	No	Yes
Need to fill the HD with partitions first to use the zip drive ?	Yes	No
Able to use the HD and zipdrive at the same time ?	Yes	No
Need a blank zipdisk to install a zipdrive ?	Yes	No

**My method drawbacks :** To install an external zip drive on your system, your HD will have to be full with partitions in the first place. If you alter the contents of the partition structure in the Hard Drive after you have the zip drive working, you risk altering the zip drive's partition structure (and "corrupting" disk data in there! So remove the zipdrive from the system before you do this!) and effectively making the

zipdrive unworkable until you fix the problem. Also, since the zipdrive uses the same device number as the HD, other programs that won't allow you to flip partitions mid-program, or give you a drive channel will give you some problems. Finally, the last problem is if the partition structure of a zip disk doesn't match the partition structure you have allocated for your zip drive, you won't be able to read the disk. This problem is easily fixed however by making the partitions under zip control match those of the zipdisk. However, to do this should you need to, you will need to hang on to a blank diagnostic zipdisk for this purpose.

**HD-ZIP drawbacks:** You need to create a new system on each disk that you use. You will also need to continue to load a small program to flip from the HD to the zipdisk drive space. This has to be done quite a lot during disk set-up because any reset to the HD will set you back into the HD partition table. This swap program will probably have to stay on one other device permanently - because at times you need to leave the HD in configuration mode and will be unable to use the HD or zipdrive to load diagnostic programs. Apart from these issues, the biggest problem with HD-ZIP is the inability to use both drives at the same time under another program - this unfortunately includes copiers! It therefore means that you cannot copy from the HD to the zip drive unless you route the data through another device - flip to the zip drive, and copy it back. This should be no problem if you happen to have a RAMLink with 16MB in it - but not all of us do. This is unlike my method where you effectively copy from a HD controlled partition to a zipdrive controlled partition.

**A personal note:** *Since I have used both methods, I have come to appreciate my own method as opposed to HD-ZIP. To me, the inability to copy from the HD directly to the zipdrive was enough for me to discard the HD-ZIP method. I wished to use the zipdrive to backup my Hard Drive and HD-ZIP doesn't cater for that. I don't mind that each zipdisk I use doesn't have it's own partition table. With 100MB to play with, all I needed was a few 16MB Native mode partitions that weren't pressing my HD partition system too much.*

After all this talk, someone out there will question the use of an INTERNAL Zipdrive as opposed to an EXTERNAL one we are using. There is a difference if you use an INTERNAL zip drive as opposed to the external type. An INTERNAL zipdrive has to be set to SCSI device 0, and can have a system created on each disk complete with DOS and partition structure. I don't have a system like this, and this is only what I have heard about INTERNAL zip disks. Since I have only achieved attaching an external drive to a CMD HD, that is what I will be discussing. Personally, I think an external drive is better to have anyway. I wouldn't want to get a CMD HD just so I can rip out the HD mechanism already in there.

The following instructions show you how to connect a zipdrive using my own method. HD-ZIP has it's own set of instructions within the self-extracting archive it comes in. So if you are still interested in the HD-ZIP method - read no further.

### INSTRUCTIONS FOR ADDING A ZIP-DRIVE - 'my method'

Ok then, what will we need?

**A SCSI zipdrive** - as far as I know, there are 100MB models and 250MB models. Personally I have the cheaper 100MB model, but the 250MB model should work just as well. You can even use zip drives made by other manufacturers other than Omega. Just as long as they are SCSI (and NOT the Parallel model) - no problem.

**Zipdisks** - A bit obvious this one. You'll need them to save data onto. It doesn't matter whether you get Windows or Mac formatted ones cause we're going to be wiping their formatting over with CMD's HD DOS anyway. If you want to, you can use LLFORMAT to clean format your zipdisks and check them for bad blocks after you have added the zipdrive to the system and before you start using them. However, it is important to note that it would be wise to keep at least one intentionally BLANK zipdisk lying around in your collection AT ALL TIMES. Should you ever need to adjust the partition structure allocated to your zip drive, or reinstall the zipdrive in the HD system at a later date, a blank zipdisk is necessary to facilitate this.

**An RS-232 cable** - These are basically male-male cables that use the D25 pin structure on both sides of the cable. It's needed (obviously enough) to connect to the female SCSI plug on the CMD HD and the female plug on the back of the zipdrive.

**CMD Hard Drive** - You will need one of these to run a zipdrive. The reason is that the HD contains the

SCSI controller, DOS, and support electronics that are necessary to run the zipdrive from a C64. Unlike the PC, we don't need to install any drivers in our C64 or Hard Drive! ;)

**CMD Utilities** - There is one program on this collection that is indispensable if you are intending to use a zip drive on your system (and have it work nicely). That program is the HD POWER TOOLS program. You will need it to edit a 1541 partition to extend it completely to cover every single last block on the Hard Drive. More on this later. Also, the FOREIGN CREATOR program is recommended if you want to fill your Hard Drive up temporarily to use the zip drive. If I remember correctly, the HD POWER TOOLS program should be available off the CMD Homepage in the "Files" section under "HD". However in the case of the "Files" section being down, you can still purchase a copy of "CMD Utilities" directly from [Click here Software](#). I strongly recommend getting this collection for some of the other utilities as well as the ones I'm talking about. MCOMPARE for example (included on the collection) is a very useful utility to have if you are backing up your Hard Drive onto Zip disk, as it verifies the data for extra data security.

**HD Utilities** - Obviously you should have these when you got your CMD HD. The programs we will concern ourselves with are the HD-TOOLS, and ADD DRIVE programs. You may also like to use LLFORMAT to clean format any zipdisks you buy with Windows or Mac formatting on them. The program will let you select the zipdrive after you've added it, and once the format is finished, it will check the zipdisk for badblocks as well.

### *So lets get started:*

First, plug in your zipdrive to the power and to the SCSI port on the back of the HD. While it is on, you can put your intentionally blank zipdisk in there. I mentioned before the need to have one of these at hand at all times.

As stated before, the zip drive will not work unless the HD is full to the point where it cannot create more partitions. If your HD is not already full, then fill it. If you only want to make a back up of the HD's contents, then use the FOREIGN CREATOR to fill all the space in the HD with a foreign partition.

You should ideally fill close to all the space, but leave 683 blocks at least and then create a final 1541 dummy partition that we will edit to fill the HD's space ENTIRELY in a moment.

So when you issue the @\$=P command to your CMD HD to list the partition table, you should see something like this (of course, the partition numbers you choose may be different):

```
230 "FOREIGN PARTN."   FOR
231 "DUMMY 1541"     41
```

Once you have done this, you should attempt to create another partition on the system. The HD-TOOLS program will display that due to insufficient space, you can't. The program will also display the remaining blocks that couldn't be filled. WRITE THIS NUMBER DOWN AND MULTIPLY IT BY 256. The resulting number will be needed when we get to the HD POWER TOOLS program. The number is the number of bytes we will need to increase our 1541 dummy partition by to completely fill the Hard Drive so there are zero blocks left in it.

Next, we will open up the HD POWER TOOLS program and make a backup of your partition table. The reason for this is so if there are any problems, you can resurrect your HD partition table.

Just a few things to note here :

***I WILL NOT BE HELD RESPONSIBLE FOR ANY DAMAGE OR CORRUPTION YOU DO TO YOUR HARD DRIVE WITH THIS PROGRAM, AND NEITHER WILL CMD OR COMMODORE SCENE.***

You read the warning notices, so take caution.

Just remember this one very important point and you will not do any damage.

***THE DUMMY 1541 PARTITION YOU WILL EDIT MUST BE THE LAST PARTITION THAT YOU CREATED ON THE HARD DRIVE, AND THEREFORE RESIDES AT THE HIGHEST POINT ON THE PARTITION TABLE.***

Now that we have those warnings out the way, do the following. Go to the dummy 1541 partition you

created. You will notice that it's size is 175104 bytes. Now, we need to change the size of the partition to completely fill every single last block on the HD. Remember the number you wrote down earlier? It was the number of bytes that we needed to fill the HD to capacity with. Simply change the partitions capacity to the sum of 175104 and the number of bytes we need to fill. Then exit the program. You can check to see that the HD is completely full by attempting to create another partition, and then being told that there are 0 blocks on the drive. **THIS IS IMPORTANT**. As for the dummy partition we created, it will act just like a 1541 partition. Those extra blocks we put on it cannot be used anyway. It will work as a normal 1541 partition should.

Just in case you are still confused, let me give you an example:

Let's say we filled the HD as much as possible with a foreign partition, and then left enough space to squeeze a dummy 1541 partition in there. When we tried to make another partition in HD-TOOLS, we are greeted with a message saying something like "insufficient space - 116 blocks free"

First we get 116 and multiply that by 256. That equals 29696.

When we get to HD POWER TOOLS, we notice the dummy 1541's partition size is 175104 bytes. Now we add 175104 and 29696 together. That equals 204800. We then change the size of the 1541 partition to 204800 bytes. Et voila... excuse my French.... the HD is full to zero blocks free. Check it out.

**Step two.** Reset your C64 and load up the ADD DRIVE program. Check out your zip drive and switch it's SCSI device number to whatever you think is appropriate (5 is fine with me - well it's either 5 or 6). Also on my zipdrive, there is a switch on the back which would normally on a PC, make it invisible to the system (The "termination" switch). We want to make sure that this switch is on\* so that the drive IS recognized by the system, or ADD DRIVE won't be able to recognize the drive.

Next, get the ADD DRIVE program to scan the SCSI port for drives. It should then recognize the zipdrive as either a 100MB model or a 250MB model (and YES! ADD DRIVE can tell the difference!). We then ask the program to add our zip drive to the system. Then we reset our C64 and Hard drive. What the ADD DRIVE program does is add 100 or 250MB worth of blocks to our HD partition system. When we boot up HD-TOOLS the next time, we can continue to make partitions, except that the partitions will now PHYSICALLY be made on the zipdrive and not the Hard Drive.

*Previous documented methods of adding an external SCSI drive required the use of a "bridge partition" to cover the excess blocks that could not be used on the HD, but created a problem by extending into the external drive - thus making the disks incompatible should we try the disk on another system (or new Hard Drive) with a different gapsize of the bridge partition cutting into the zipdrive space. This problem is now a thing of the past, now that we can set our Hard Drives to 0 blocks at any time. Yay for us!*

At this point, you may want to use LLFORMAT to cleanly low-level format the zipdisks you have before using them. This step is completely optional. The bonus with doing this however is that you remove the old Windows or Mac formatting completely off the zip disk, and check the zip disk for any bad blocks before you start using it. LLFORMAT will allow you to select which SCSI device to format. Just make sure that you format the zipdrive and NOT your Hard Drive by accident!

The last step is to create more partitions on the system with HD-TOOLS. From here on in, the partitions you create will be entirely on the zipdisk. Since this space is being allocated under the system, ALL zip disks you use on your zipdrive will have the SAME partition structure. Therefore, choose carefully which partition types and sizes you select for ALL your zip disks. For me, I chose 6 Native mode partitions consisting of the maximum 16MB each, and 2 1541 partitions. That all managed to fit on a single 100MB zip disk. When I want to store a 1541 disk on a zipdisk, I will probably zip-pack it onto one of the zipdisk's native partitions or maybe one of the 1541 partition I created.

---

**\* NOTE : in the original article it states that this switch must be set to 'off' - this is incorrect. You must terminate the last SCSI device in the chain, as this is the ZIP drive then it has to be terminated by putting the switch in the 'ON' position.**

An essential point to remember here is that when you create the partitions for the zipdrive, A BLANK ZIPDISK MUST BE IN THE DRIVE. HD-TOOLS will format the zipdisk in the drive after you create the partitions. DON'T leave a disk with data you want to keep in the zipdrive at this point - it will be LOST. For this reason, always have a blank zipdisk at hand (I'm beginning to repeat myself a lot here) should you need to reinstall the zipdrive or change the partition structure of the zipdrive. ALWAYS keep a blank disk in your collection of zipdisks.

After the partitions have been selected and installed in the system, other zipdisks must be formatted first before they can be used. This is done simply by sending the @N (new) command to the partitions under the zipdrive.

When you issue @\$=P to your CMD HD, you should now see something like the following. The below example is what my CMD partition system looks like with the 100MB Zip drive attached. There are six 16MB Native partitions and 2 1541 emulation partitions under Zipdrive control:

```

230 "FOREIGN PARTN."   FOR
231 "DUMMY 1541"      41
232 "ZIP PART.1"      NAT
233 "ZIP PART.2"      NAT
234 "ZIP PART.3"      NAT
235 "ZIP PART.4"      NAT
236 "ZIP PART.5"      NAT
237 "ZIP PART.6"      NAT
238 "ZIP 1541-1"      41
239 "ZIP 1541-2"      41

```

So that's all the details of adding the drive.

To use the drive, you simply save your data into the partitions under zipdrive control. You can just as easily load things from there in exactly the same way you would with the HD. If you have native mode partitions, you can even make subdirectories and the like. One thing that has to be taken into consideration however, is that whenever you change zip disks, the HD will have to be reset manually as well by pressing the RESET button on the CMD HD. THIS IS IMPORTANT! The reason for this is so the HD doesn't get lost. Supposing you were in two subdirectories deep in a native partition on zipdisk #1, and then you swap to zipdisk #2 only to find that the HD thought you were in a subdirectory in zipdisk #1 when the current disk doesn't even have any subdirectories made in it! Embarrassing, no? If it happens you'll probably just get a SCSI error, reminding you that you need to reset the drive.

In order to back up your HD, you will first need to follow all of these steps until your HD and zipdrive partitions are all configured. Then use MCOPY to copy partitions over to the zipdrive (who needs BCOPY?). Be patient as it can take a while to copy 16MB from a native mode partition to the zipdrive. You could, of course, file copy things but you'd be there forever.....

Similarly, You can use the MCOMPARE program if you are extra sensitive about the quality of the backup. I STRONGLY recommend using the MCOMPARE program along with MCOPY if you are trying to rescue data off a dying HD mechanism which is acting erratic. I speak from experience on that.

(MCOMPARE can be found on the CMD Utilities disk from Click Here Software)

### ***Some things to remember:***

(1) - DON'T change the Hard Drive's partition structure (if you can avoid it). If you must change it, make sure you remove the zipdrive partitions FIRST and in the REVERSE ORDER you created them, and then use ADD DRIVE and REMOVE the Zipdrive from the system. If you leave the zipdrive and it's partitions on the system, the zipdisk in the drive will have it's data pulled down into an unreadable format as HD-TOOLS tries to rearrange the partition system. If you ever have to adjust the Hard Drive partition structure, you will have to fill the Hard drive again TOTALLY as before, add the zip drive again, and recreate partitions for the zipdrive to use that are compatible with your disks - in that order. This is a pain, but it's absolutely necessary.

(2) - DON'T forget to fill the HD completely so there are NO BLOCKS LEFT on it. (DON'T try the "bridge partition" method as was once suggested by CMD. Whilst it is possible to save and load things on a zip disk without filling the Hard Drive completely and leaving some space and thus dodging the need to use HD POWER TOOLS, it is very messy. If you fill the drive and then create a bridge partition to fill the gap, and then create partitions, there will be no chance of you being able to read from the zip disk again unless you have the same size drive, the same partition structure, and exactly the same block gap between the drives. This is not useful at all if you are going to back up your system onto zipdisks should your CMD HD (god forbid) blow up. Neither will it allow you to swap zipdisks with other users. Lastly, the bridge partition is useless because it straddles two devices - unlike our extended 1541 partition.)

(3) - DO take note of what kind and size of partitions you have placed on your zipdisks. Without this, other people cannot fix their systems to read them, and more importantly, you won't know how to read them in case you need to recreate your Hard Drive. I suggest writing this info on your zipdisks' labels.

(4) - REMEMBER, you will need a BLANK ZIPDISK in order to create partitions on the HD system that the zipdrive can use. HD-TOOLS will format the zipdisk on the creation of these partitions and DESTROY ALL DATA, so ensure there is a disk in the zipdrive and it is BLANK. Essential to have one of these around if you ever need to reattach the zipdrive.

#### To Summarise:

(1) Fill your HD and leave JUST ENOUGH space for a final 1541 partition. Also ensure you have enough partition slots left in the HD system to use for the zipdrive.

(2) Create the 1541 dummy partition. Then try and make another partition. Take note of the number of blocks left in the system that cannot be made into a partition. Multiply the number by 256. Write this new number down.

(3) Use the HD POWER TOOLS program to extend the 1541 partition to fill every single block in the HD. Add 175104 and the number you wrote down earlier together. The sum of these numbers is the new length you enter into the size field of the 1541 partition to created before.

(4) Ensure the "Termination" switch (on the zipdrive is set to ON. Insert your blank zipdisk. Add the zipdrive to the HD system with the ADD DRIVE program.

(5) Create more partitions on the system with HD-TOOLS that you want to use for your zip drive.

(6) Enjoy using your zip drive for whatever you want!

## Winvice Print formatter and PETASCII converter

Sometimes you just have to run your Commodore 64 under emulation. Whatever reason may be (but remember nothing beats a real machine) in most cases I suspect this means running WINVICE on an IBM compatible PC. If so I suggest you boot your machine and go and make a brew in the time it takes to perform the brew making ceremony your Windows machine should have booted to a logon box so logon and follow the rest of the text.

### STANDARDS

The problem with printing text from a Commodore 64 to a “desktop” is that everyone else used a “STANDARD” of the text format called ASCII. (American Standard Code ?????) Commodore being Commodore decided to use a variation of ASCII, unique to Commodore called PETASCII. Unfortunately for Commodore users, the PETASCII standard of text formatting will not print correctly to standard ASCII printers! Of course that means cheap of the shelf printers, but the text did print out correctly to Commodore printers (see anything in that sentence) To print correctly on an ordinary printer the text must be put through some form of conversion.

This is where the printer interface manufacturer cards came into their own, using an onboard chip to convert PETASCII to standard ASCII, and giving the user the ability to output onto an ordinary or standard desktop printers. Printers like a HP DeskJet or even to a high-end laser printer. The converter cards (available from various manufacturers) all had similar styled designs, one end of the card would be plugged into the Commodore user port, a connector plugged in the cassette port I think this was for power. The other end of the connector would plug into a standard, IBM parallel printer. These printer cards contained various switches to change the output of the text, and printer Id number, one of the settings would be to change Commodore formatted text to ASCII.

Here by way of an example is a PETASCII formatted document Saved from a Commodore machine then loaded into a PC and viewed with the PC notepad application

ÐÒÉÎÔÄÆÏÏÏÄÖÔÀÈÉÓÕÄ #231

ÖÏÂÊÃÔ  
BY ÄAVE ÍOORMAN

ÄÏÔÄÖÉÄ GIVES YOU THE POWER TO CUT ÓCREEN ÌBJECTS INTO  
ÄOLLECTIONS, WHICH CAN BE RETURNED TO THE SCREEN USING ONLY AN  
INDEX NUMBER AND THE Ø, Û POSITION OF THE UPPER LEFT  
CORNER. ÍOREOVER, A ÓCREEN ÌBJECT ÄOLLECTION CAN BE ÂÓÄÖÄD AND  
ÄÏÄÄED ANYWHERE IN MEMORY (EXCEPT UNDER É/Ï) AND USED IN YOUR  
MAIN PROGRAM.

As can be seen its not the nicest of text files, the formatting has all but gone and the letters are all capitalised, with the “real” capital letters displayed as random symbols.

Now the exact same document, printed from Winvice then converted into standard ASCII and read on the same PC, again with the PC notepad application.

PRINTED FROM LOADSTAR ISSUE #231

**V O B J E C T**  
by Dave Moorman

DOTBASIC gives you the power to cut Screen Objects into Collections, which can be returned to the screen using only an index number and the X,Y position of the upper left corner. Moreover, a Screen Object Collection can be BSAVED and BLOADED anywhere in memory (except under I/O) and used in your main program

---

### CONVERSION

I have looked at various options to convert Commodore formatted text to standard ASCII. I have used Ms dos command line and even hardware options. I have found through trial and lots of errors, that the easiest and quickest way to load and to print the text from a PC is to use a freely available application called "vice print out formatter". This application is available from <http://www.eloadstar.com> under the "FREE" stuff section of the loadstar towers. Download the file and extract to a location of choice on your P.C. disk, I would suggest for example using the location "c:\viceformatter" you also may need a copy of "COMDLG32.OCX" copy this to the same location that you saved the formatter application.

Unfortunately this COMDLG32.OCX file may need registering on you pc and because pc`s are designed to be unfriendly this proves not to be an easy process for the novice P.C. user.

First of all run the Vice formatter, and if you receive an error message then unfortunately you need to register the OCX file on your machine.

### REGISTRATION

Fear not just follow these "hopefully" easy to use instructions:

Copy the OCX file from this months Commodore Scene disk and save it with the Vice printer formatter to c:\viceformatter

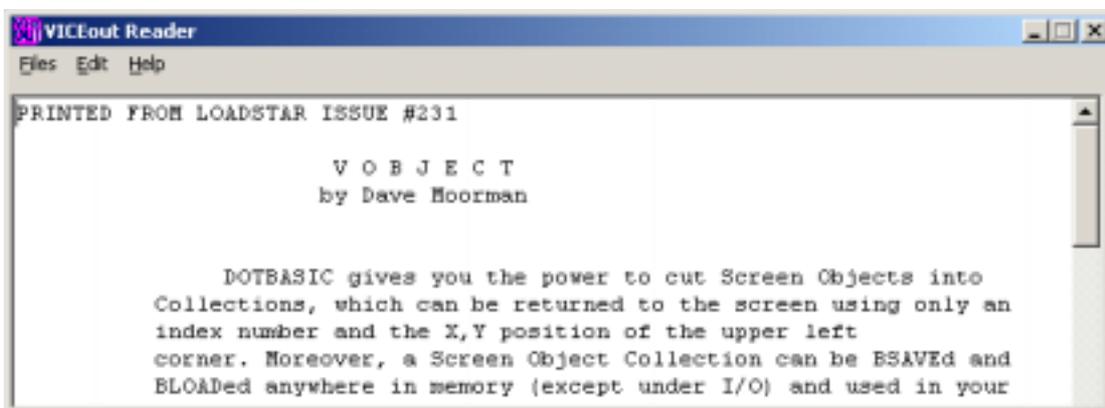
- 1 Click on START
- 2 Click on RUN
- 3 TYPE "regsvr32 c:\viceformatter\comdlg32.ocx" (without the quotes)
- 4 You should see the Regsvr32 message succeeded



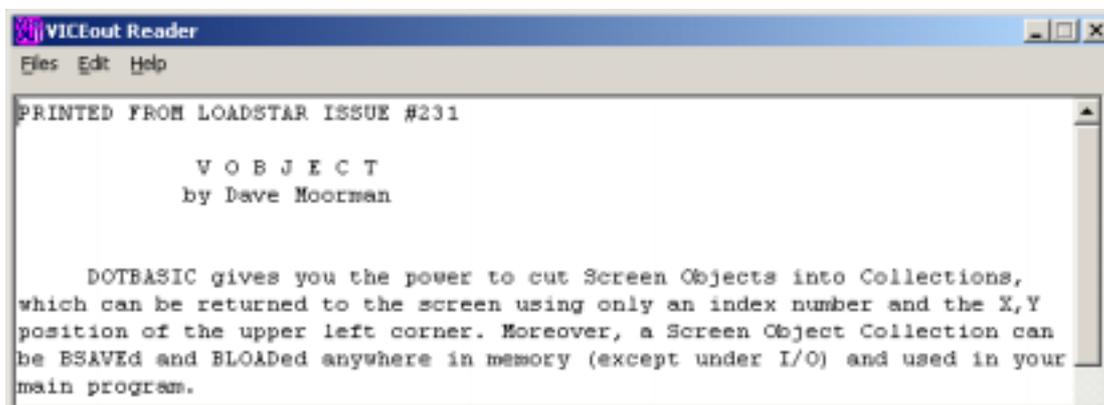
Now try the vice printer formatter again this time the application should run without errors and you will see the main screen



Close this down and run your copy of vice remember to enable the printer device and then print from the Commodore loaded application as usual. A file will appear (from where the d64 or d81 image was loaded called "viceprnt.out" you can now run Viceout reader and select FILE then open and load the "viceprnt.out" file. (shown here a print out again from loadstar disk magazine.)



Clicking on FILE and then de-format will attempt to remove the added spaces in the text file leaving you with this.



Now select file and then save to save the file to a standard windows txt file, if you want just a selection of the text and if so you can highlight it in the Viceout print window and select from the EDIT menu copy then past it into whatever text editor you are using.

Nigel Parker - nigelp2k@yahoo.co.uk - Commodore Scene 2004

Ps - I am always on the look out for unusual Commodore related music hardware and music software (any Commodore machines including Amiga), if you have anything you would like to donate or sell please don't hesitate to contact me via email.

Special thanks to Al Jackson who sent me at his own cost! a large number of midi related applications for the Commodore 64 some of which I have been looking to find for almost 10 years, thanks AL

VICEprint is Copyright to J & F Publishing, Inc the application is freely available from the Loadstar towers website.

## CRONOSOFT'S C64 GAMES ROUND-UP ! CRONOSOFT'S C64 GAMES ROUND-UP !

I first read about CRONOSOFT in the pages of MI CRO MART, Shaun Bebbington writes a brilliant 'RETRO' column for them. Initially this company only released titles for the ZX Spectrum but they have now started branching out to other machines. At the time of writing there are 3 games available for the Commodore 64, I've purchased, played and reviewed them for your pleasure !!! The games come in cassette format - But 'DON'T PANIC !!!' As the Hitchhikers Guide To The Galaxy might have said ! All the games come as a single load and are extremely fast loading. Presentation is excellent with proper boxes and colour packaging like the budget releases of the 1980's - I t's almost like Mastertronic have returned from the dead !!! Opening the inlay gives you game instructions and an in-game screenshot - Nice touch ! The best thing is they all sell for a measly 1:99 each !

### GRIDZONE

This is the first of two games created by Richard Bayliss for CRONOSOFT, we all know him of course for his regular contributions to the 'SCENE' coverdisk... Richard's style of game creation tends to be one of concentrating the action on a single screen, this is no bad thing of course, many of the best games are single screen action - PAC MAN, DIG DUG, MR DO, CENTIPEDE, GRIDRUNNER etc. GRIDZONE's gameplay is very much in the style of FROGGER. The aim of the game is to make your way through eight single-screen levels. You do this by collecting a set number of horizontally moving gems that appear on various parts of the screen. On the title screen you can select the number of gems you want to collect for that level and also the difficulty level - this is quite a nice touch ! There are hazards to avoid including a bouncing ball, and two laser cannons that move horizontally and vertically. Each level has a tiled floor, certain sections of each screen move horizontally leaving exposed gaps, if you try to cross you die - So stay on the tiles ! Needless to say, touching the enemies or being hit by the laser cannons bullets will have the same effect... Now I don't want to be nasty, I like GRIDZONE, but my opinion is it feels a little under developed, it's obvious that Richard has lavished a lot of care and attention to it, In particular the main player sprite looks nice and the music and sound effects are great, but with a couple more months programming this game would have been Superb ! It would have been nice to see animation on the baddies E.g. The ball that moves round on each screen, if this had appeared to bounce this would have been a nice effect. Also the laser cannons - If they had flashed prior to firing or had a recoil animation effect this too would have been a simple but good addition. Perhaps also the enemies could have varied graphically from level to level !?! Hmmm, perhaps a bonus level might have been nice too, to

add a bit of variety to the action. Aside from this I have no complaints, you should treat GRIDZONE for what it is - a Budget Release that deserves your money and attention ! I noticed that this game was Heavily inspired by Jeff Minter's games - Excellent ! - More Wacky Games please Richard !

Personally my favourite game from Richard is BOMB CHASE, which I think is brilliant, maybe Richard would consider releasing a sequel through CRONOSOFT with extras like power-ups, scrolling levels and a time limit... How about it Richard ???

### BALLOONACY



Upon loading you are presented with a choice of 2 start positions - 1 is Easy as Pie & 2 is Pure Mayhem, to play Part 2 you need to complete Part 1, then you are given a code that you type in to allow you to play the 2nd Part. BALLOONACY has previously been on the COMMODORE SCENE coverdisk, this version has been slightly tweaked and improved hence the title Balloonacy version 1.2 when the game pops up. For those of you unfamiliar with the game, the idea is you control a balloon, you have to make your way to the exit on each screen, you do this by making your way to a switch, avoiding the levels walls and hazards. When you touch the switch the level exit opens, you then have to make your way to it and escape to the next level !

Also to add to the difficulty, you are playing against a time limit, failure to complete the level results in you dying ! You get what seems like an excessive amount of lives but the difficulty level is incredibly hard and the gameplay is extremely frustrating, for those of you that have played this on the SCENE coverdisk there are few real changes to that version, the bugs and glitches have been tidied up but essentially this is the same game. Special mention must go to the in-game music which sounds very much like Tim Follin's pieces for Software Creations ! Overall this reminded me of one of those mid 1980's Commodore 16 games, a simple idea but incredibly hard, the obstacles that get in your way require precision timing to manouver through - these sort of games really annoy me I'm

..... continues on page 97



Games That Weren't ~ from Frank Gasking's superb web site

## CYBERDYNE WARRIOR INTRO.

1989 Apex Productions

Code - John Rowlands

Music - N/a

Graphics - Steve Rowlands

### Lost THEN found!

Now for something a little different for GTW, as this special entry is more a ITW (Intro That Weren't) than a GTW. But new unseen work from people with the talent of the Rowlands is something which had to be added in some way.



As you well know, the Rowland Brothers were two of the most famous developers on the C64, churning out the fab Creatures series and then going out with a bang with their 100% rated Mayhem In Monsterland game.

Before the success of these games, Steve and John Rowlands had big success with other titles such as Retrograde, and Cyberdyne Warrior. Now the later title hit some serious distribution problems, and pretty much it came out at the same time as Retrograde (The sequel).

Anyhow, the game DID come out and we all enjoyed it and that was that...HOWEVER... There is a little chunk of the game which didn't quite make the final mastering, which is the very rare Introduction Sequence to the game. Why this never made it, we don't know. But the sequence has been sitting on a disk for years until today. After gaining permission from the Rowlands, GTW is now able to show people the missing part of Cyberdyne Warrior.



It is a short but sweet introduction, featuring some very nice graphics and animation. The main ship is awesome, and an indication of what was to come from the talents of Apex in those days. Your ship flies through space, slowing to land on the planet. The ship goes into the surface and deep underground, where the ship then rests. The Cyberdyne



GTW 64!



Warrior jumps out, and ends by jumping down into the underground while avoiding guiding droids.

There is no sound in the introduction, though maybe Steve has composed a piece which sits in

HVSC that was mean't for this.

We will try and find out why this never got mastered with the final game, but possibly now a crew such as Nostalgia or Remember may find this a useful addition if they were to fix up Cyberdyne Warrior.



And there could be more to see very soon, including a game in its very early stages. Watch this space!

The lost part of what was though to be a complete jigsaw...

Frank Gasking

*With additional credits to - Jason 'Kenz' Mackenzie, Steve Rowlands and Andy Roberts.*

GTW 64!

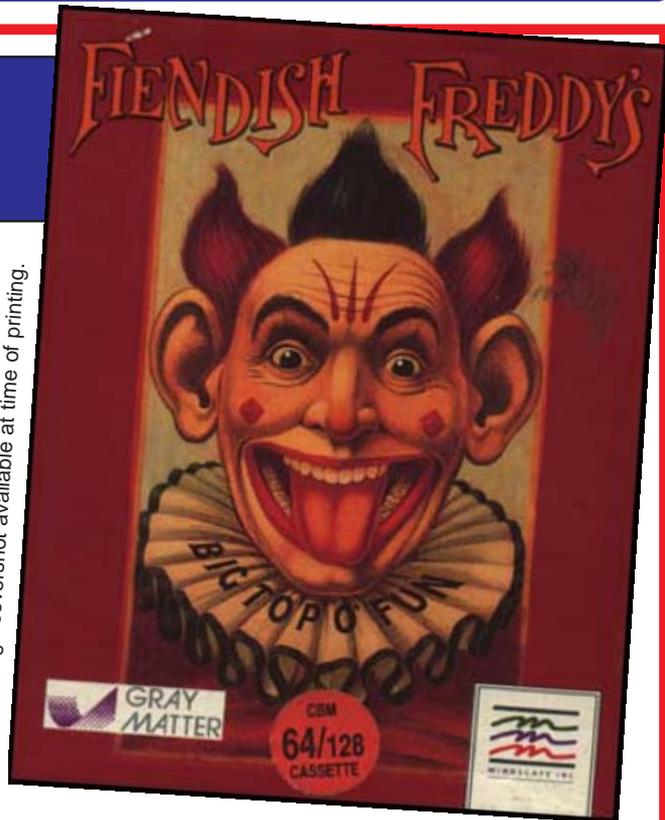
## Alan Cartridge Cartridge Corner

### ALAN CARTRIDGE - CARTRIDGE CORNER COMPILATION SPECIAL !!!

Hi gang !

This time we're looking at an unusual release, this one was released for the ill-fated Commodore Games System (or GS for short !!). One of the Commodore 64 C packs also had this cartridge bundled with it. The compilation features 4 games, a rather interesting change for a cartridge. Switching on you are greeted with a very basic menu system, using the joystick you move up or down until the computer highlights the game you want to play. Pressing fire takes you into the selected game...

No cartridge covershot available at time of printing.



#### 1. FIENDISH FREDDY'S BIG TOP OF FUN

This is a multi-event game like many of the Sport simulations that were released in the 1980's, but with a twist - It's set in a circus !!! The idea of the game is to earn money from playing the 6 different events so you can save your circus from being pulled down and a building been put in its place ! Whilst playing the events you encounter the villain - FIENDISH FREDDY, he will unleash various dirty tricks to hinder you from achieving your goal. You are treated to a circus-style intro with a spotlight moving around the screen and some circusy type music. Next you get the scrolling credits (this section looks like a late 80's Compunet demo !), after this a picture of a mad looking clown appears and then the option screen pops up. A large animated man points to the options with a stick, using up and down on your joystick you select your choice, the clever thing is the man's arm corresponds with your up/down movements on the joystick !

The events are as follows...

**HIGH DIVING:** You jump from a diving board into water. If you successfully complete a dive the action starts again only this time you dive from a greater height into a smaller target. When you jump from the board you need to keep your eyes on a small box at the bottom corner of the screen, you need to keep your man in the moving cross hair in the centre by moving the joystick, this helps you line up your diver for hitting the water.

**JUGGLING:** You control a clown on a uni-cycle, you can move left and right, a seal throws objects to you with its nose and you have to juggle them. The graphics for this bit are very nice and the animation works well, This is quite fun it takes some getting used to, and the evil clown always seems to appear and throw a bomb for you to catch and juggle just as you seem to be doing well !!!

**TRAPEZE:** You start on the right hand side of the screen, you have to make your way to the left via a succession of swinging ropes, miss and you fall to your death. The clown will appear and try to cut the rope you are currently swinging from so you need to keep moving !

**KNIFE THROW:** Your assistant is tied to a round spinning board with balloons for you to pop. You have a time limit and a limited number of knives you can throw. Timing and Aiming accuracy are the key to success ! Just to make things harder, that wretched clown throws bombs at the board which causes it to shake - Very distracting !



**TIGHT ROPE:** You have to



get your man from one side of the screen to the other, you use left and right as you are moving to keep your man balanced, if you lose your balance the game cuts to an animated sequence where your man is holding onto the rope and the clown makes him let go in a cartoon style way !!!

**CANNONBALL:** This is like the frisbee event in California Games. You move your safety net (seen via a small diagram at the top of the screen) to a place you think you can get your man to. You then use the joystick to move the cannon to the required trajectory

and press fire. The aim is to fire your man from the cannon into the safety net. It's actually quite amusing when you fail, one of the things that can happen is you fly through the air and hit a circus post. Also, if you under-aim and miss the safety net your man ploughs through the ground - funny !

There is also a Practice Option so you can play individual events and improve your skills on them. The presentation is quite good, if you decide to play the game properly i.e. 'Compete' You get Bitmap intro screens for each event. When you complete an event you are then scored on it by a panel of clown judges sat behind a table. This bit is quite slapstick with the judges attacking each other with custard pies or hitting each other with hammers. There's also a brilliant animated end sequence if you fail to save the circus but I won't spoil it for you. Overall the graphics are quite good but some of the colour choices are a bit poor, when you see FREDDY the clown in-game he looks a little indistinct. Also there are some delays between sections when the music fades out. I discussed this with resident technical boffin Andrew Fisher and he says this is due to the game being converted from disk to cartridge. If the game had been specifically written for cartridge the link between sections would have been instantaneous. So Overall, a brilliant idea that could have been much improved with better presentation and specially written cartridge routines to avoid the delays.

**FOOTNOTE:** I think the thing that upsets me is that I saw the screenshots to the graphically superior AMI GA version in one of the Commodore magazines years ago, I know for a fact this game could have been better with a better graphic artist working on it.

## 2. INTERNATIONAL SOCCER

This has to be one of the earliest arcade style football games for the Commodore 64. To us old grizzled veterans out there this one is a cult game and brings back many early memories of old fashioned gameplay etc. The graphics are poor - Expanded sprites that look Aaargh - Awful ! Plus there's Limited control of the football and rubbish computer A.I. Yet despite its faults 'SOCCER' still has an enjoyable side to it, you'll get more out of a two player game though... A big problem is that some great football games have followed in its wake like Sensible Software's Microprose Soccer, Match Day II and Emlyn Hughes Soccer. This game was already available on cartridge but having it packaged with the other 3 games makes it a more attractive purchase.



## 3. FLIMBO'S QUEST

Allan has previously reviewed this game in CS before; however I would like to make a fuss of it myself especially since it's on this compilation... You basically move a man left and right through several levels of scrolling screens. The idea being to find and kill (by shooting) specific creatures on each level that leave behind a scroll. When you see the scroll you walk over it to pick it up and then take it to Shop. Whilst in the shop you can

buy Scrolls, Extra weapons, limited invulnerability and extra time. When you have collected your quota of letters spelling out a particular word for that level you are allowed onto the next level. You can get money by shooting enemies that walk around, when shot they leave coins for you to pick up. Certain enemies when shot release a heart, collect 5 different coloured hearts and you get an extra life! The graphics are gorgeous, from the beautifully drawn sprites to the parallax scrolling backgrounds everything looks so brilliant, these graphics wouldn't look out of place on a console game! This really is the highlight of the compilation and if you want to buy it for one game then buy it for this. My Hi-Score is 30500 : Level 4.



#### 4. KLAX

An arcade conversion this one, This is basically in the same style as TETRIS - Tile Blocks fall from the top of the screen and you have to line them up in rows to get rid of them. The viewpoint is very much like Trailblazer - The graphics start small in the distance and get bigger as they approach you! The presentation spoils the game a little for me, with a few more months work on tidying up graphics and better music & sound effects this could have been a TETRIS beater, worth a go though. I've never played it in the

arcades but have seen the PS2 version which will be virtually the same. The gameplay is virtually identical. The background graphics do improve slightly as you progress through the levels but I still think that the tile blocks could have been drawn slightly better! Also missing from the 64 version is the speech, while not essential it could have been added easily, surely the game's not using that much memory!!!

#### GEEK INFO ATTACK : THE REVENGE

\* CHRIS GRAY who created the idea for FLESHY FREDDY also created the original game BOULDER DASH on the Commodore 64 for First Star Software, his company GRAY-MATTER now develop X-BOX games (BOO, HISS!). \*

\* Andrew Spencer the creator of International Soccer went on to create International Basketball. \*

\* There was to have been a sequel to FLIMBO'S QUEST, check out FRANK GASKING'S GTW SITE for more info - WWW.CS.C64.org \* (see below)

See you next time for 2 Classic Arcade conversions by Commodore! Byebye!!!



Games That Weren't ~ <http://cs.c64.org>

## FLIMBO'S QUEST 2 1991 - System 3

Credits: Code - L van de Donk, Music - Reyn Ouwehand & Graphics - Arthur van Jole

After a fairly successful introduction, Flimbo was to be given another roll in his very own sequel called "Flimbo's Quest 2".

This was to be a five level game with massive maps including beautiful parallax scrolling, graphics, animation and game play, improving much further over the original.

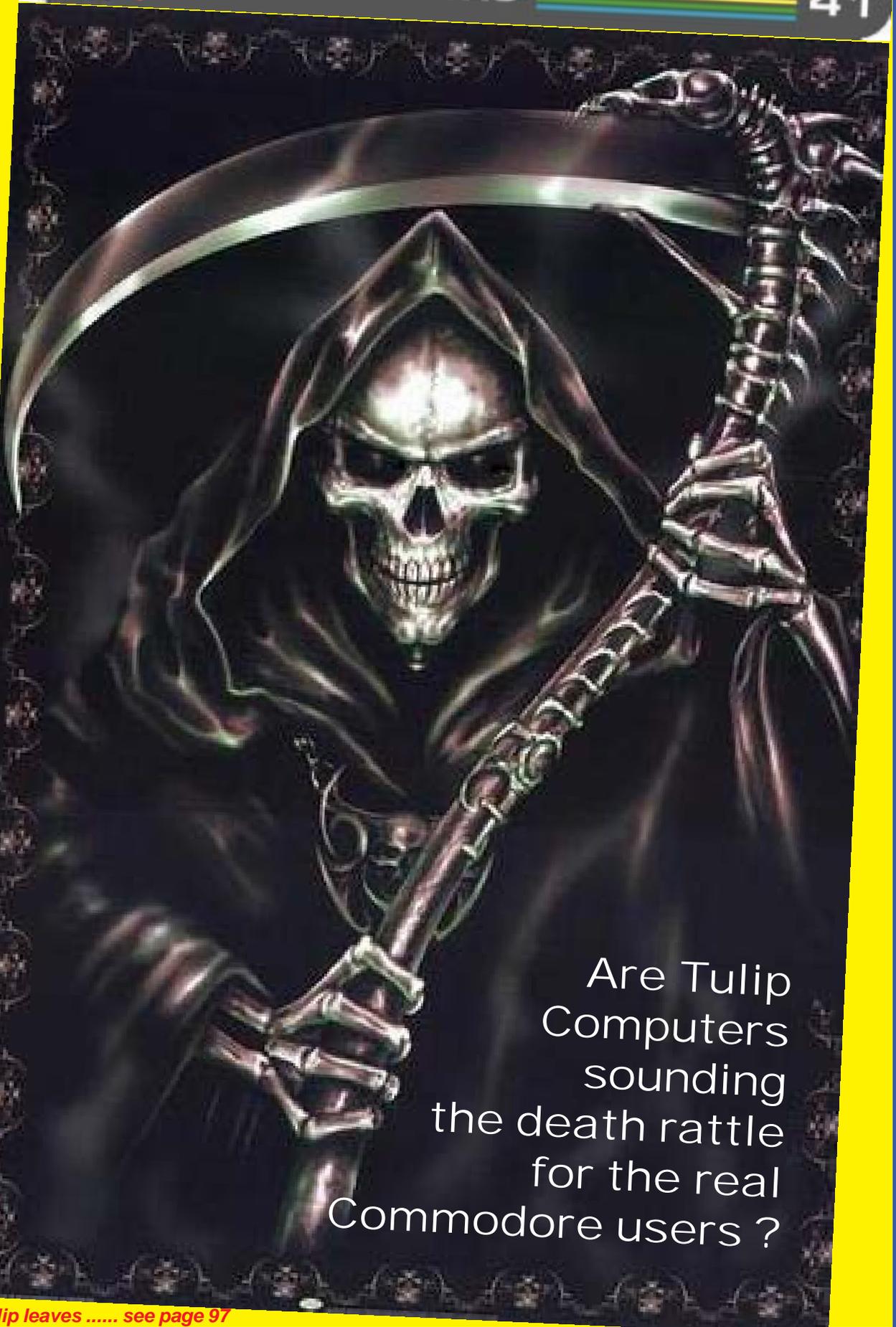
The Dutch developers of the sequel as well as the original, Laurens van de Donk and Arthur van Jole were still waiting to be paid by System 3 for the first game. Apparently according to speculation, they both decided to halt work on the sequel after non-payment of the first game, and so Flimbo 2 was shelved.

Music was created and completed by none other than Reyn Ouwehand, and this music is nearer to getting to your ears than you think!...

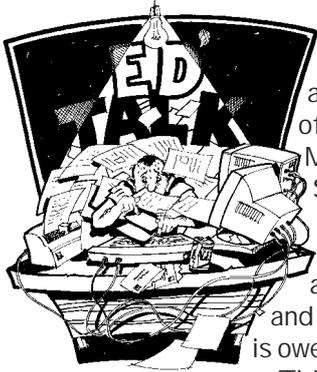
Currently there sits a unfinished game in a playable stage, which GTW will possibly get some screenshots of and hopefully some exciting news one day... I wont say any more... :-)

Flimbo unfortunately lost this quest...

Frank Gasking with additional source credits from Jazzcat



Are Tulip  
Computers  
sounding  
the death rattle  
for the real  
Commodore users ?



**Time for a rest :** Well, it had to happen eventually I suppose. For a long time now I have been fending off questions about orders from Maurice Randall at Click Here Software.

As my orders are now well over three years overdue I have had to admit defeat and cancel all orders and refund any outstanding money that is owed to customers.

This is a very sad day for me as I am fully aware of the implications that this will have : it puts Maurice in a difficult position to have to refund any outstanding orders and it also means I will have to postpone the production of CS2005 indefinitely until I can clear up the CSI S mess that this leaves behind. Just for the record, the oldest order I have on file is dated 7th September 2001. All the other orders are from 2002 and 2003, I refused to take any orders during 2004 as I didn't need the extra hassle.

If and when Click Here Software can fulfill any future orders I will reinstate a catalogue in Commodore Scene, until that time I would ask anybody wanting items from Maurice to go directly to <http://cmdrkey.com/>

I am sorry for any problems this may cause some people and I hope you will bear with me while I sort it all out.

As an amendment to the above : Maurice is starting to get back on track with all his outstanding orders so I have given him the chance to fulfill any orders that people are still prepared to wait for. Watch this space.

**Tulip Computers :** A recent press release from Tulip states that they are now handing over the Commodore brand to **Yeahronimo Media Ventures Inc.** This prompted me to dig out the cover for CS41 (see above and on the front cover) as I never used it as I thought it was too derogatory at the time and would have left me open to legal proceedings from Tulip. Inside CS41 was going to be the original press release from Tulip which stated that we would all be doomed forever if we used the Commodore name or logo, also anybody supplying any Commodore items would be subject to legal prosecution - and this was all aimed at us, who have been keeping the c64 alive all these years ! Lets face it, Tulip wanted to make a fast buck from the increased interest in the c64, we could have told them that the interest is here because we are enthusiasts and we do it for free. Threatening legal action and being a bully doesn't work - I take great pleasure in saying "We told you so". Goodbye Tulip.

Let's hope that **Yeahronimo Media Ventures Inc.** have a better head on their shoulders.

**CS2005 :** Okay, let's quell a few rumors. Firstly, it's true that there will not be a CS2005 binder. I am taking a break to pursue other Commodore ventures, unfortunately, producing CS takes up all (and more) of my free time. The time has come to have a break - and that's all it is - a break !!

Secondly, if the demand is still there, there will be a CS2006 binder.

Thirdly, in the meantime during 2005 I will be sending out a FREE CS newsletter, with articles, etc to every subscriber and a free download will be made available if I can convert the PP3 files to PDF successfully. It will be produced and printed completely from the Commodore. It will be in colour but it will be an irregular production with no set issues or timescales.

See you later !!! .....

*alla* ☺



# TERMINUS

At the moment the subscribers list for Commodore Scene stands at :  
**22(uk) + 24(world) = 46**

afraid. The furthest I got was Level 8! However, I would like to say 'WELL DONE' to Richard Bayliss for trying a new style of game type for him, there's some interesting ideas here. A lot of the moans I have about GRI DZONE are gone from this game - for example, enemies vary from level to level and the background colours change. Also the colour of the main player's sprite changes from level to level! WELL DONE RICHARD, it's simple things like this that help give games that little extra something in the presentation stakes... Personally I would like to see a sequel where you can have an optional two player 'CHALLENGE' mode, this would take place over a set number of levels, first to the exit wins a point, the player with the most points for the levels wins !!! Also it would be nice to have a one player mode with pick-ups such as limited invincibility and a gun to shoot the enemies.

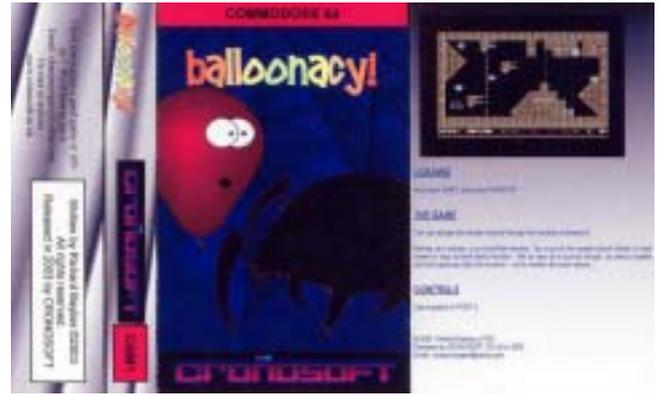
### REAXION

Finally we come to my favourite of the three games, this is by Jason Kelk of Cosine Systems. This game did previously

feature on the coverdisk of COMMODORE ZONE. The idea being to make your way through 99 levels, the objective is to switch off all the active tiles to complete the level. Each level has to be completed in a time limit otherwise you die (you only get one life!) and have to start again! This is quite tricky and is one of those games you understand better when you play it. This makes a refreshing change from the tons of horizontal shoot em up's out there. Presentation is excellent, the whole game has a slick polish to it you would expect of a public domain demo which is no surprise considering it's JASON KELK (TMR) who created it. The music both on the title screen and in-game is very nice too! Once again like Richard's game, a minor criticism would be there's not enough variety in the game's level colours - every level has the same colours... Also I would have liked a restart feature or password system to avoid replaying the same levels over and over. The furthest I've got so far is level 10! This is a nice little puzzler game though and well worth your cash.

Overall : Nothing too risky here but the games are pleasant enough and CRONOSOFT are making the effort to get the games out there and at affordable budget prices - At last someone has seen sense !!! It would be nice if CRONOSOFT might consider releasing Disk versions of these games in the future or even a compilation with the three games here at a

budget price, say 5 pounds...?



Coming Soon : Expect to see The game CYBERWI NG from COSI NE SYSTEMS released by CRONOSOFT soon!

Website Info - Go To  
[www.cronosoft.co.uk](http://www.cronosoft.co.uk)

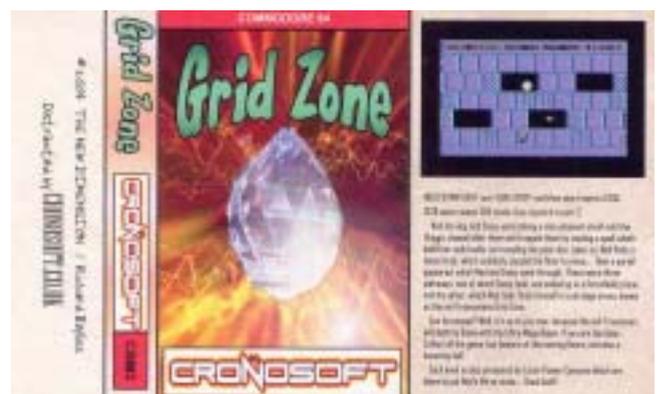
Current formats catered for - Sinclair ZX Spectrum, BBC / ELECTRON, Commodore 64, Atari 800, Commodore 16 / PLUS 4 and VIC 20! Cronosoft are currently looking for utilities & software to release, Royalties for every copy sold - Budding games creators here's your chance!

All the games reviewed are 1:99 each plus 0:99 per order.

Please make cheques / postal orders payable to SIMON ULLYATT

and send to :  
S. ULLYATT (CRONOSOFT)  
32 PETER PAINE CLOSE  
BUTTERWICK  
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International Orders please EMAIL for info.  
[chaosmongers@yahoo.com](mailto:chaosmongers@yahoo.com)  
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## HOW TO MAKE A CARTRIDGE

### - part 2 -

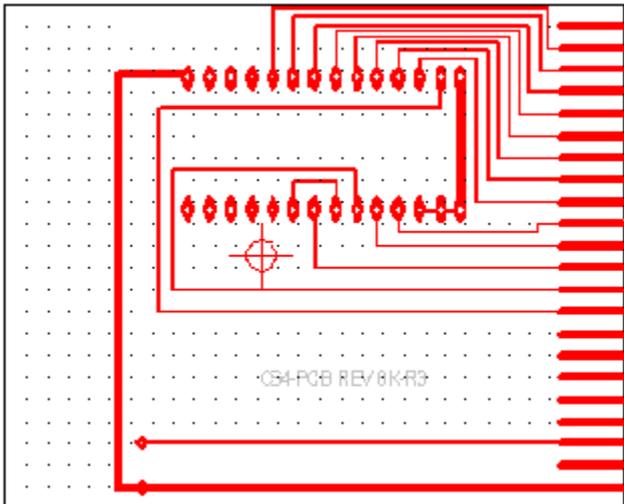
By Scott Julian

Welcome back, I hope that you all found the last article interesting and very informative and that you are ready to continue with the production of your very own cartridge.

Where I left you last month was with a cartridge schematic, pin for pin description of both the EPROM and Commodore expansion port. Now this month we are going to review how to take that information and turn it into a PCB file that can be sent off to a PCB manufacturer. Now I'm sure that there maybe a few people reading this article who have the capabilities of making double sided PCB's at home but unfortunately I was not one of them.

Now I did all my design work on a Windows base Pentium and I'm sure that it could be done on a C64 but I'm not familiar with software capable of the task. If you know of software suitable please email me and I'll give it a once over and review it for an upcoming issue.

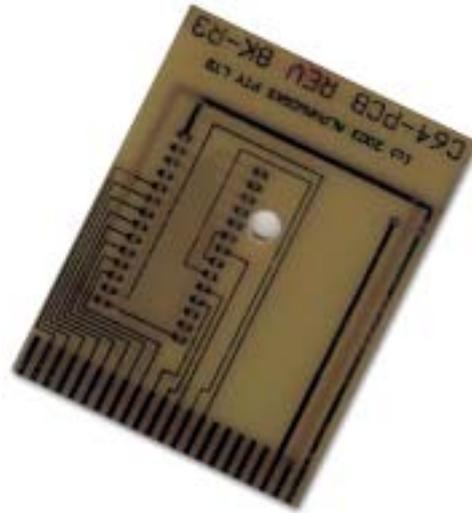
Searching around for software capable of the task was easy, there are hundreds to choose from but in the end I settled on a product called PCB Designer by Maplin Electronics in the UK. The price was within my budget and the software was very easy to learn (demo version is available for download).



As you could imagine by looking at the screen shot that the PCB layout / design can take some time to bed down. In fact it took me many attempts before I was happy with the final design.

Now that I had the PCB design completed I needed to find someone who could turn it into a real PCB, a prototype so that I could check the design by soldering a real EPROM onto the PCB and plug it into my 64. As I live in Australia I turned to one of the remaining Electronics Magazine (Silicon Chip) to look through the adverts. I found a supplier who specialises in one off prototypes at affordable rates. So to cut a long story short I made contact with them only to find out that they needed to have the PCB file in a particular format, unfortunately not the one I had.

All was not lost. They offered to convert the file into the correct format for next to nothing so I proceeded with the manufacture of my first prototype. Within 7 days there it was in the post and within a few minutes I had my first EPROM soldered and my cartridge up and running. Easy hey....



To tell the truth the design did require a lot of patients and at times I did get quite lost, but having schematic beside me at all times help overcome any long term issues. So I hear you asking, was the process worth all the effort? Well for me yes, but for many others who would like to build there own cartridge but simply do not wish to or have the time and energy to go through the whole process it may simply be a dream.

So how do you get to make your very own cartridge?

Well I let a few people know of the cartridge I made and many of them emailed asking if it was at all possible to purchase blank PCB's based on my designs thus enabling them to assemble their very own cartridges, similar to those that I did many years ago with the products I purchased from Jason Rainhiem.

Now this was back in August 2003 and ever since I have been saving up my dollars in order to make a small production run of these 8 K PCB's. Good news is that I have been able to manufacture 100 or so of these boards which anyone can purchase via my website. So if you are interested in making your own cartridge and you would like a blank PCB then please contact me.



### Homebrew Services

Are you thinking about writing a homebrew game or utility for the Commodore 64? Or maybe you're already writing a game/utility and want to release it in cartridge form when it's finished? Aphaworks can help you make an impact with your homebrew game/utility by providing cartridge building services along with professional quality labels, manuals and packaging all at reasonable prices. We can also sell your game through our online store, allowing you to collect royalties with a minimal of work (well, you do have to write the programme!)

We then carefully solder the necessary components on the board. We don't skimp on any components, and if a board's design calls for capacitors then we'll make sure to use them. We have cartridge shells available as well as plastic box (insert inlay packaging). The board and cartridge are then assembled together. The cartridge is then tested to make sure it works properly.

Remember if you have any questions please send me any email.

# It's Vegas, baby!

## CommVEx

The **Commodore Vegas Expo 2005**, a.k.a. CommVEx, is coming to the bright lights of **Las Vegas, Nevada**, on **July 30-31** this year. Thanks to the efforts of **Mac Meconis** and **Al Jackson** of the **Clark County Commodore Computer Club of Las Vegas**, a venue has been secured at the **Nevada Power Company** (hey, plenty of power for our Commodores) at 6226 W. Sahara Avenue and just a few miles to the west of the famous Las Vegas Strip.

The hours of CommVEx are :

**Saturday, 10 a.m. to 9 p.m.**

**Sunday, 12 noon to 9 p.m.**

Nearby hotels are being scouted for the best price on accommodations, food, convenience, and entertainment value. We are also gathering excellent raffle prizes for the show. Guests and demonstrations to be announced.

To quote **Bruce Thomas** of the **Commodore Users of Edmonton**,

*"We are going to be looking for people with interesting Commodore software, hardware, and activities to put on demos. We are going to be looking for volunteers to help set things up, man the ticket/registration table, pick people up at the airport/hotels, etc..."*

*"So, if you want to be part of something really great, if you want to attend the first big Commodore EXPO in the Western United States in this millenium, if you want to demo your latest Commodore-related invention, if you have Commodore-related products for sale and would like to set up a table with your wares, please get in touch with Robert Bernardo or myself and let us know what level of participation you would like to have. The event can only get better and will only be as good as the participants make it."*

Go to the CommVEx website at <http://members.shaw.ca/commvex05> for information or e-mail [CommVEx05@shaw.ca](mailto:CommVEx05@shaw.ca) if you have questions.

*Drive in, take the bus, or fly in... CommVEx awaits you !!!*



Come and meet  
Jeri Ellsworth  
CommodoreOne and C64  
DTV designer  
Todd Elliott  
GEOS programmer  
Cameron Kaiser  
HyperLink programmer  
and more ...



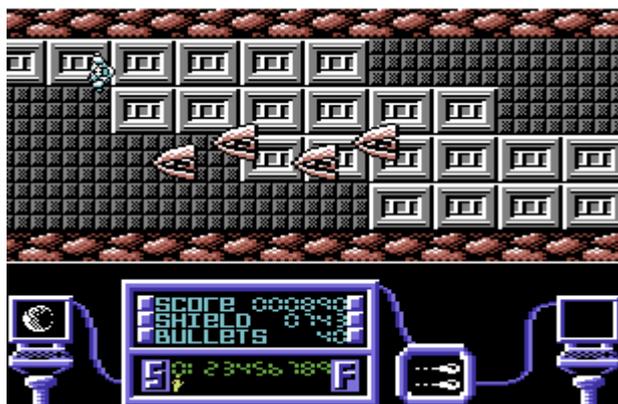
## CS Cover Disk #49

### Compiled by Richard Bayliss

Once again it is your favourite part of the magazine. Yes, it is the Commodore Scene cover disk. This time compiled by myself, instead of Andrew. We have games galore, tools to keep you busy and also some demos to entertain you when there's all those terrible TV programs, that gone downhill.

1541 and 1581 users, type LOAD "\*",8,1 (depending on the device/drive no). The disk menu will then load and run. 1541 users will have the usual CS scroll menu, and 1581 users has no scroll text. But both menus have the same music, which I also written. To load a program from the menu, simply highlight the program, and press fire on joystick or use the cursor keys and RETURN to load. O.k. now that the instructions are over and done with, it is time for the info of the programs.

#### Trac-Troopa by XRayz Software



You trapped inside a strange cybernetic world, and your mission is to go through all the zones, avoiding collision with monsters, and slipping off the path. In this horizontal scrolling game, guide you hero safely, jumping over deadly obstacles and take the safest path.

A fact about this game, it was going to be released for software houses, but sadly these people lost interest, so XRayz Software have decided to release this game as Public Domain and exclusive to GTW and the TND Website :o) If you would like to read more about this game's demise, then follow on to <http://www.cs.c64.org>.

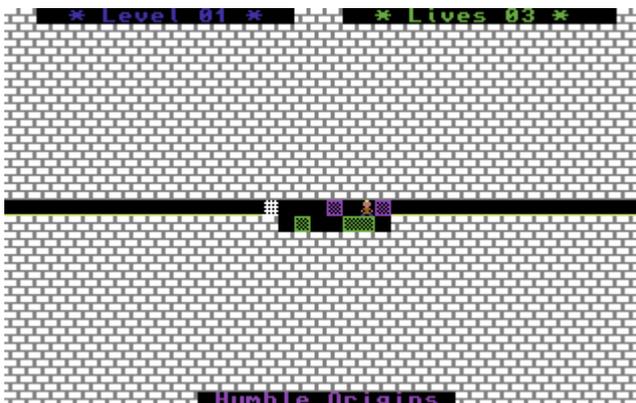
#### Plasmoids by Binary Zone PD

In this PD game, plug a joystick into port 1 and move your spacecraft around the galaxy. Blast those plasmoids that bounce around the galaxy, but avoid contact at all costs.



Oh, and avoid the forcefield and green asteroids You will only fire the direction you move, so take great care :).

#### MazeZAM by Dr.Hirudo



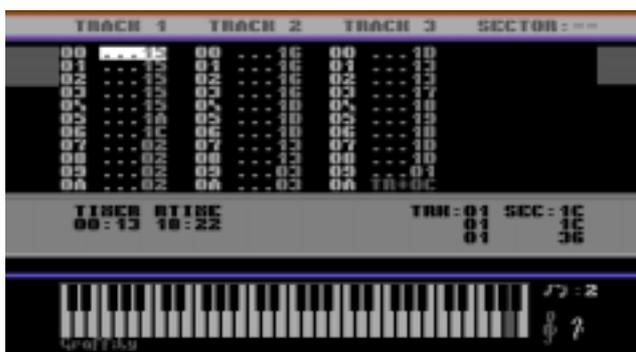
You're trapped inside various mazes. The idea of this game is to push those blocks left & right, to help make your escape. Beware though, because if you shift the blocks in the wrong sequence, you are absolutely stuck. So simply avoid this problem at all costs :D

#### Draz Lace by Devil/Noice

This is a painting program, which allows you to draw your own interlaced FLI graphics. Demo artists seem to use interlaced FLI graphics a lot, and these graphics look very artistic. So why not give this program a try. Draw stuff, and maybe send it to Commodore Scene for inclusion on a future cover disk or something like that.

#### True Paint by Rob Grabowski

Yet another drawing package, with full instructions provided. Use a joystick or mouse plugged into port 2, and draw some nice MCI pictures. Show these pics off to your mates and/or to Commodore Scene or whoever else. This is an excellent Public Domain drawing program, which I recommend you make use of :)



**DMC V4.0 by Brian/Graffity**

I have included this neat music composer for you to check out. This is a graphically user-friendly music editor/composer, which many C64 musicians had used in the 1990's and now. You can create your own voices, do a bit of live play to test the voices, play around with the filter settings and compose some cool music. Included with this editor is a tune I wrote in the past, which you can load from the DMC menu, pressing the back arrow key.

**Back to Atlantis by Smash Designs**

This is a mega single-filed demo, which feature some really amazing effects by AEG/Smash. The music is composed by PVCF/Reflex and the overall quality of this demo is excellent. It is something I recommend you to watch if you like blenders, plasmas, balls and much more :) It is amazing what you can cram into a single file.

**The Piano Demo by Xentrix & Sonic Upoar**

This is a cleverly programmed demo by Betrayer in the Xentrix era, featuring some excellent music by TLF/Xentrix. It features a



swinging logo with a great animated piano. I am glad I have found this demo and the Smash Designs demo on the Internet. :)

**Merry Xmas by The New Dimension**

Finally to end my section about the CS cover disk, I thought I share with you the Christmas demo, which I had prepared for the C64 Xmas Compo last year. Sadly there were no results, and the



demo is not really anything special, except for that it does feature something, which I have not done before. If you look at the tree, you'll see what I mean :)

Well, that wraps up this issue's cover disk. If you have anything you would like to share with us on the Commodore Scene cover disk, then please email richard-bayliss@blueyonder.co.uk or mail it to Allan Bairstow or Andrew. It is unknown who will be compiling the next CS cover disk, so it is best to wait :) Merry Xmas!

## ADDITIONAL COVERDISK FILES

On the second side of this issues disk we have some important GEOS/Wheels files.

To run along with the guide on page 118 there are the following files for you :

**5.25" disk - side 2**

updatedocs	- geowrite file
dbnotes	- geowrite file
toolbox64	- replacement system file
dashborad64	- replacement system file
sysupdate64	- executable program

*Due to lack of space, no 128 files could be included on the 5.25" disk.*

**3.5" disk**

All the files on the 5.25" disk, plus :

toolbox128	- replacement system file
dashboard128	- replacement system file
sysupdate128	- executable program

Please note that all these files have been converted back to GEOS format and are ready to run.

## Coming soon for 2005 !

### Commodore Scene News

A completely FREE colour newsletter for all current CS subscribers and anybody who registers with me through **commodorescene@btopenworld.com** As this is a free newsletter, it will not have a set delivery date or page count, but it will be produced solely on the c64 and in full colour. What are you waiting for ? Register today (exsisting subscribers already qualify).

**Also in 2005 .....**

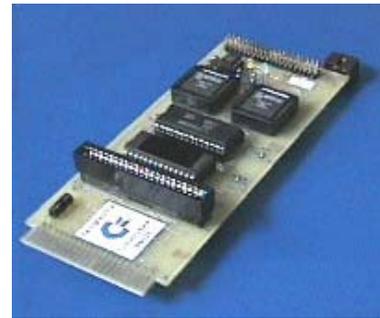
From the well developed mind of Shaun Bebbington comes a new fanzine called

### Retro Bites

More news as soon as I have it.



## Interview with IDE64 creator Tomas Pribyl



Tomas Thanks for taking some time out to talk to us, I appreciate your time is scarce. Thanks for your commitment to a great Machine.

**CS** Please can you tell the people who don't already know what exactly the IDE64 interface, is and what software the interface will work with ?

**TP** IDE64 is controller for connecting ATA/ATAPI (IDE) devices to C64. Other peripherals can be connected to C64 on special IO bus called SHORT BUS. Embedded software support allow to use IDE devices as standard C64 device included basic applications like MONITOR or MANAGER. IDE64 controller has backup Real Time Clock chip, RAM and PEROM memory and reset button. Main advantage of IDE64 is high speed data transfer, which is provided by direct connection on C64 Expansion Bus. IDE64 is compatible with all programs which use standard IO routines like LOAD, SAVE, OPEN, CLOSE etc. Programs, which use direct access on serial bus are not compatible, but can be rewritten (fixed for IDE64) with standard calls. We are still improving the IDE64. The newest version of IDE64 V3.4+ has bigger PEROM 128kB which contains new firmware IDE-DOS V9.x, which is developed for a long time. This is free software, the source and the tools required to build the firmware are public and available for Linux and Win32. The code is licensed under the GPL-2. This new firmware is available for all users of IDE64 V2.x and V3.x. Features of this file system will be described later.

```

1- DIR 2- VIEW 3- COPY 4- RENAME 5- MKDIR 6- DEL
DEVICE: HDD NAME: <ROOT> DIRECTORY
"demoz" dir BLOCKS:
"gamez" dir 0
"party" dir FILES:
"pictures" dir 4
"plugins" dir FULL:
"SIDz" dir 48
"MP" dir
"TXI" dir
"Utilities" dir
"Work" dir
"boot" prg
DEVICE: HDD NAME: Soci/Singular
"+60K TASS 1.2pro" prg BLOCKS:
"Draz Paint 2.0" prg 0
"DriveFree v0.2" prg FILES:
"GunZIP" prg 0
"HD-Monitor V0.20" prg
"IDE4 Reader v.1b" prg
"IDE Tasm" prg FREE:
"PUZIP" prg 119
"read D64" prg
"Scandisk v0.7" prg
"164 Extractor0.1" prg

```

**CS** Could you please give a little background history about yourself ?

**TP** I was born in 1974 in Prague, Czechoslovakia. I was interested in electronics from basic school but computers were unavailable for ordinary people because of the closed borders. Computers were only in centres for the scientists. After finishing basic school I started to study at Electro Technical High School, the automation branch. After The Velvet revolution in 1989 my first computer, as most of the students in our class, was a C64. This helped me to understand computers and to do my homework. From that I met my friend Josef Soucek (he studied in the same class with me), who gave me a lot of important information about the C64. After finishing the high school I started studying on Czech University, electro technical faculty and I started working in small company which focused on the C64 / Amiga computers software, hardware development and service. There I met Jan Vorlicek, later IDE64 hardware co-developer. During this time, Jan Vorlicek, Josef Soucek and myself started working on IDE64 controller, it was in 1994. Then I interrupted studying at university and went to civil service in kindergarten ~ instead of Army duty ;-). After this I started working in company focused on industrial automation. During this period we developed, with Josef several, interesting devices for C64.

**CS** Do you have any likes or dislikes you would like to share with us ?

**TP** I like a creative job, learning and understanding new things and technologies. I like playing on musical instruments, astronomy (I worked a few years in the Prague astronomical observatory), I also like photography and travelling.

**CS** What qualifications do you have to design peripherals like this ?

**TP** I studied at the university, but most of my experience I have learnt from practice. The most important for me was the 6 latest years when I designed a lot of controllers for industry. I am interested in designing FPGA chips and other programmable logic. I am co-developer of control system for looms for glass fabric or for semiconductor producer; I was responsible for developing control system for linear drive and other interesting projects.

**CS** Suppose someone is reading, and would like to design Commodore hardware but hasn't done much other than soldering. What would be the best way to start learning, for example I am good at taking things apart and de-soldering but they never work when I put them back together !

**TP** The most important thing is to have motivation and enough information. Nowadays the main source of information is the internet. Semiconductor producer's support developing with their products by sending free samples, datasheets or application notes. Modern technology is making for easy development techniques and it is rather programming, where most important are basic rules and logical thinking. It is easier than 10 years ago. IDE64 team supported C64 hardware developers on our webpage with schematic of our devices, which can be useful for designing similar devices.

**CS** *What other projects have you worked on, Commodore and none Commodore related ?*

**TP** Our projects started with the development of cartridges (RAM and ROM), then 4-bit audio digitizer, B&W scanner created from a plotter, EPROM programmer and internal memory expansion.

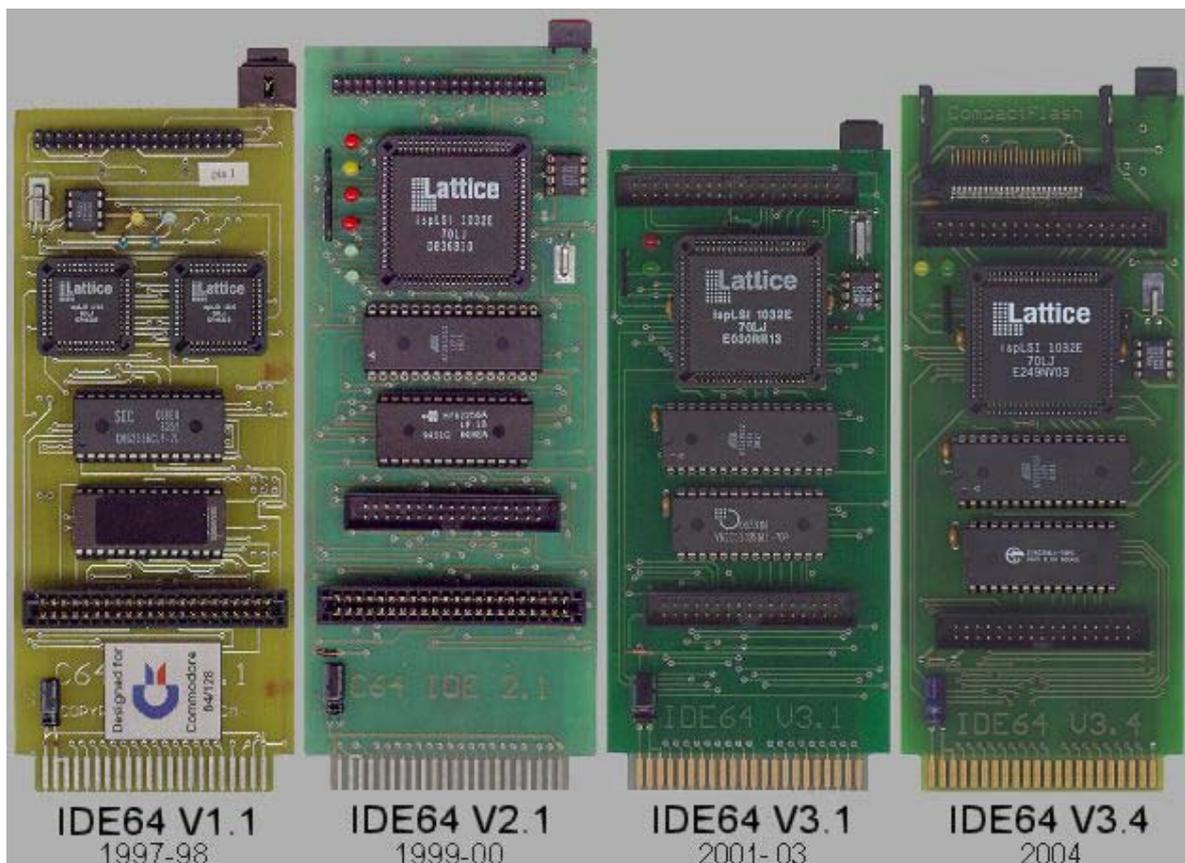
Then we started developing different communication interfaces like RS232 converter on USER PORT, fast UART and finally 300bps modem. We have used this modem for our first connection to internet. After this we started IDE64 project and other more complicated projects like DUART64 (fast dual UART for IDE64), ETH64 (10Mbit Ethernet controller for IDE64), MP3 player or PCkeyb (PC PS2 converter to standard C64 matrix keyboard). In my work I have worked on a lot of interesting projects like industrial CPU board or glass thread video detector.

**CS** *When did the IDE 64 project start and whose idea was the IDE64 project ?*

**TP** The first ever experiments began in 1994 when we met Jan Vorlicek, but the idea is older. In that time on [ftp.funet.fi](http://ftp.funet.fi) there was available some downloadable documentation for connecting MFM hard disk to C64, but this technology was not modern at that time. This needed an external MFM controller while IDE bus was at first sight very similar to C64 internal bus. It looked, that we would need only a few TTL gates, but it was more complicated. We needed new technology for programming CPLD chips, designing PCBs, PC for this and it took a lot of time.

**CS** *Has the project made you rich, beyond your dreams ?*

**TP** The most important thing is that I understood how the thing works and that was very helpful for looking for my job. For example: to implement IDE device to control system with 8bit external bus was very simple because I did it on IDE64. Or ETH64 controller or PCkeyb project were designed practically at the same time as similar projects in my job. MP3 player was designed with my co-worker from the company when we did a stand alone MP3 player and we used the experience from IDE64 project. Our newest project CPU64 uses experience with FPGA designs from looms or driving linear motors. In this context, I can say that IDE64 made me rich, because gave me a lot of important experience and new friends.



**CS** *To your knowledge, was this the first ever IDE interface for the Commodore 64, and would you say it's the best, and if so, why ?*

**TP** Direct connection on the C64 expansion bus gave us the speed. Embedded memory management and RAM/PEROM memory makes the user operation easy. Short Bus makes C64 system more flexible. IDE64 does not switch the IRQ off during I/O operation. Supports Hard Disk / CDROM / ZiP drive / LS-120 (A-Drive) / Compact Flash. You can see that IDE64 is the FASTEST device for a stock C64 that's currently available (based on public measurement at Forever 4 party SK). The only real competitor at speed is CMD RamLink. We know about users in 21 countries in the world included vèetnì Australia, Japan, Greece and Canary Islands.

**CS** *Was the interface an easy development for you, or did you come across any large problems ?*

**TP** It was many hours spent in public technical library, because in 1994-1996, the internet was unavailable for us and there was no information useful for this project. We did not have any experience with designing and producing circuit boards or programmable logic. First version IDE64 V1.1 which obtained first 15 users has a lot of restrictions which were removed in later versions.

**CS** *Do you plan a serial ATA interface for future developments ?*

**TP** Maybe later. IDE64 users are now focused on Compact Flash. Technically it should not be a problem to develop it, but it will take a time.

**CS** *What hardware limitations does the device impose, for example could I use any size of hard disk and a DVD reader ?*

**TP** IDE64 supports Hard Disk / CDROM / ZiP drive / LS-120 (A-Drive) / Compact Flash and others. DVD with ISO file system is supported. Multi session is supported. Firmware V.8x has limit HDD 8GB, file size limited by the capacity of HDD. IDE64 V9.x developed by Soci/Kajtár Zsolt has it's own file system called CFS. It allows disks up to 128 GB to be used, with files up to 4GB with holes and fast seeking, relative files up to 16MB, 16 partitions, unlimited directories and files (only limited by the capacity of disk), customizable file types, and new file permissions.



**CS** *I am still looking for something that would allow me to create actual CD's using a Commodore 64. Do you think this would be possible, using your hardware, assuming someone designs Commodore 64 disk burning software ?*

**TP** We thought about this, but there will be probably be a problem with C64 speed and we did not have enough information about ATA CD-ROM burning, only one detailed datasheet of Yamaha CD ROM. With the experience with compatibility of CDROM, we left this problem. Maybe the compatibility is better now, but this project can take a lot of time (CD disks during developing and debugging software) and you can burn CD faster on PC anyway.

**CS** *How would someone start designing such projects as the IDE64 ?*

**TP** It is important to know, that if you have a real job or you are studying at school, that this kind of project can take up to 6 months or even more. It is a life cycle, and can not be done faster. It is also important to not lose motivation after a lot of hours spent on project without any results. Psychological support from other C64 users is also very important.

**CS** *Can you tell us how fast the IDE64 interface is compared to other disk interfaces for the c64 ?*

**TP** To load a file which is 200 blocks length takes (on standard C64 floppy 1541) more than 2 minutes, with common speeder it drops to about 30 seconds while from the IDE64 hard disk or CF it's only only 1 second ! Detailed comparisons can be found on our webpage ~ <http://www.volny.cz/dundera/compar.html>



**CS** *The IDE64 interface has some form of 1541 disk turbo, can you give details on this and what sort of speed increase could we see over a standard 1541 disk drive ?*

**TP** IDE64 V.8x has speeder factor 6:1 compared to standard, IDE V9.x has up to 9:1 on 1581 disk drive.

**CS** *Does the 1541 disk turbo work on any other devices ?*

**TP** Yes, the most recent firmware (V.9x) supports 1541 and 1581 disk drives.

**CS** *One of the biggest problems I faced was formatting my disk, not a complex task but it took nearly 1 full day, why does it take so long to format a new disk ?*



**TP** It was caused probably by formatting 'all data sectors', which is not necessary. This is optional and it is usually used only when you have a disk with bad sectors. On a normal disk it is recommended to skip this optional part and formatting should take only few minutes.

**CS** *What do you hate about the industry ?*

**TP** Usually when I finally finish the project, it is out of date.

**CS** *Do you use Commodore machines as your main computer ?*

**TP** For my whole high school the c64 was my main computer and it was very useful. I have used it for computing and printing out homework. After high school I got my first PC, because I needed a computer for developing my c64.

**CS** *What other Computer systems do you own ?*

**TP** Six C64's, one C128 and two PCs.

**CS** *Are any plans underway to have the hardware work with GEOS as I believe the hardware already works with Wheels ?*

**TP** IDE64 works with Wheels, Contiki (v1.2), LUnix (v0.21) and with GEOS. GEOS drivers for IDE64 were created by Maciej Witkowiak (Ytm/Elysium) from Poland. Look at ~ <http://members.elysium.pl/ytm/html/ciaide.html> ~ you will need a separate hard disk drive specifically for GEOS as it formats differently to the normal IDE64 standard. In the future, there will be GEOS partition support.

**CS** *Whose idea was it to make the plug-in applications for the interface, they seem to function well adding to the hardware design ?*

**TP** We developed simple plug-in application interface, because we do not have enough place in PEROM memory for all application which we wanted to implement. Basic mechanism is implemented in manager and supported @#\$

**CS** *Could you describe how the plug-ins work ?*

**TP** After starting manager, config file which contains file extensions and associations is loaded to external memory. When you press ENTER in manager on any file, extension is checked and linked file is loaded to memory. Plugin is started with filename pointer set on actual filename selected in manager and plug-in is started. After exiting the plug-in, the manager is reloaded in the same configuration. It is very useful for viewers or players.

**CS** *Is all the credit for this device down to yourself, or do you have a team of designers and programmers ?*

**TP** As I said, the IDE64 was developed by a team with Josef and Jan, who helped me with hardware and Josef developed original IDE64 software. We would like to thank all the people who helped us with developing IDE64, first of all Kajtar Zsolt (Soci/Singular) from Hungary, who has optimized and debugged IDE64 firmware, did new IDE64 firmware V.9x and maintains webpage [warez.ide64.org](http://warez.ide64.org). He has a good deal to do with the present state of the IDE64 project. We would like to give thanks to Sidney Arbouw from the Netherlands (Arcane) who fixed a lot of games for IDE64. Not forgetting all the IDE64 users, who got an IDE64 during the long period of this project.

**CS** *Do you have plans for any other Commodore hardware ?*

**TP** We have started a new project called CPU64, which will make your C64 faster, give your C64 more memory, new peripherals and will be very flexible. At the heart of it is a FPGA chip which implements cycle exact (with original simple pipelining) 6510 CPU core with 24 bit address bus plus new powerful instructions for better addressing. The CPU speed can be linearly changed from 1MHz up to 18MHz. It contains 1MB basic RAM memory which can be expanded up to 16MB, 512kB of PEROM memory, an RTC chip, a USB device controller and Short Bus.

The USB device controller will make simple and faster connection to PC (PCLink) and allow you to upgrade the firmware from a PC. Because FPGA is configured from PEROM memory, it will be very easy to add new features to the CPU core. We have planned VCU (VIC control unit) core, which will implement advanced graphic modes like FLI or interlaced modes without using the CPU. VCU will be programmable in assembler with special instructions for exact timing. Other planned projects I should mention that we would like to make are a USB host controller for Short Bus which will allow us to use devices like USB disks or wireless LAN (WiFi) or even Bluetooth communication.

**CS** *How would someone interested go about buying this hardware ?*

**TP** Best way is to contact distributors like GO64! Protovision, Modernity Grp., C64Hardware or you can contact us directly.

**CS** Is the hardware upgradeable or do users need to buy the new interface when its developed if so what is the reason ?

**TP** IDE64 hardware can not be directly upgraded, but it has only small changes during its lifetime. The biggest upgrade was the addition of the Compact Flash connector, but users without this connector can use simple reduction from IDE bus to Compact Flash via an adaptor.

**CS** I know I spoke to you about a USB interface; could you give us a sneak preview of what we can expect ?

**TP** The USB interface has two modes, host and device. You can connect many devices to one host. There may not be more than one host on the USB bus. We need both modes. When you want to connect a USB device to the C64, you must have the host controller. When you want to connect C64 as a device to PC (PCLink) you need device controller because PC has only host controllers. We have planned both these functions on one board, but not at the same time. Host/device controller can be switched by jumper. Because USB is very fast for C64 we will implement only the slower specification 1.1 which operates in Full Speed mode at 12Mbps or in Low Speed mode at 1.5Mbps. I do not know at this time if USB64 will operate only with the CPU64 or not.

USB will be connected to Short Bus. As I said, CPU64 will have device USB controller for PCLink and simple upgrading firmware.

**CS** I think its time to plug your website <http://www.ide64.org>. The site seems to be updated quite frequently with firmware updates and fixes. How much of your time does his take ?

**TP** We are developing this website from the beginning of the project continuously. Now we are presenting the news on <http://news.ide64.org> and <http://warez.ide64.org>



Reviewer Nigel Parker / Andrew Fisher

## BOARD WITH GAMES ?

by Andrew Fisher

Are you bored with beat 'em ups? Can't face another shoot 'em up? How about some games that have made the transition from traditional board game to computer screen?

Virgin and Leisure Games produced a series of conversions from popular Waddington's board games. **MONOPOLY** and **MONOPOLY**

**DELUXE** feature all the fun of trading, collecting rent and building on the streets of London. The later version is, of course, the better of the two with pull-down menus and a 3D board. You might also like to check out the Basic game **MONOPOLE** which is very impressive compared to the commercial game.

The word game **SCRABBLE** was also produced in two versions, with the second by Bitmap Brothers programmer Mike Montgomery (who recently did **SPEEDBALL 2** for the PlayStation). At higher levels of play, the computer is really sneaky

at putting two and three letter words for lots of points, but it can be difficult "hiding" the screen when more than two are playing.

**CLUEDO** is a board game I have never played, but the two versions on the 64 convey the idea of finding out who murdered Mr. Black. Presentation is good, particularly the caricatures in **CLUEDO MASTER**

**DETECTIVE**, although the control method can be a little tricky. (I've also just played **CLUE MASTER DETECTIVE** - the American version, which only has minor changes).

**EYE** was hailed as board game of the year, with it's moving and shifting board based on coloured spirals. It takes a while to get the hang of it, and it was very expensive for what it is. The same criticisms can be levelled at the 64 version..

**RISK** is a famous board game of tactics and military strength, which translated well to the 64 with a big, colourful map. The only downside is scrolling around it to select territories and/or armies.

In a similar vein is **DIPLMACY**, set before the outbreak of the First World War. You have to be sneaky, form and break alliances and go on the attack to claim the most territories. Again, the map transferred well, but it is a game that is better played with "real" people.

**STRATEGO** closely resembles chess, with the added complication that different pieces are different strengths - information which is hidden from your opponent. The computer display is very bland, and the skill level is not very demanding in one player mode.





## Back In Time 2004

In my own words:-

The best thing about life is the differences between people, for example some people will pay large amounts of money to sit in front of a five boy band; watching them mime to there latest single and perform preset movements, choreographed by hundreds of people. These watching individuals call themselves “normal” people. Interesting also is the importance people like to put on grouping individuals into stereo types.

### Normal

It was to one of these said “normal” people to whom I tried to take to a concert in London with me. The Concerts name was of course Back in Time live 2004. I described to my friend the idea of the concert and what to expect. I played some of my music remix C.d`s and showed my friends various sites dedicated to SID remakes. I described how some of the actual games composers actually play live at the event (as opposed to miming) My Friends reaction was to class me as a “nerd” (whatever that means) although its nice to be in a group.

On a similar note; I love to see the latest First person shoot-em up P.C games requiring the poor P.C. user to replace all his 1 year old hardware with new equipment so he can load the game, not forgetting the game taking gigabytes of disk space just to install. Then we have users who are called “retro gamers” (another group) who enjoy playing games with “game play” and not just fancy graphics and sound.

If this all sounds like old age has caught me up and I have totally lost my mind, then you maybe right! I am a none normal “retro nerd” who enjoys playing games with “game play”. Hang on maybe that makes me “normal” and everyone else has just gone consumer marketing mad! We could call them “consumer markoes”

### Booking the tickets

With a little gentle persuasion I manage to convince my wife we needed a holiday, We are having some building work done and so haven`t spent much time together, I am always working on the house at night and weekends. I suggested a good place to visit for a holiday would be London. I neglected to tell my wife that on Saturday night we would be attending a concert of Commodore 64 tunes!

I booked the tickets on the [www.backintimelive.com](http://www.backintimelive.com) website and finally after much anticipation the date of the concert weekend arrived. We were all packed up and ready to set off on coach for a 7 hour drive into London Victoria

coach station. The coach arrived 1 hour late, and must have been designed by someone without a posterior as the seats all seemed to be made of stone slabs! We had booked a night coach with the intention of sleeping most of the journey; Setting of Friday night arriving early Saturday to maximise our sight seeing. Unfortunately I hadn`t counted on a person sitting behind me with a snore so loud the whole coach shook; this snoring went on for the full journey. No amount of prodding and pushing could wake the person from his deep sleep.

Eventually we arrived in Victoria coach station cold, tired and with numb bottoms we made our way around the London sites. Then decided we would be better on an open top bus, relaxing in the sun shine. The bus travelled to all the tourist sites of interest, and allowed my wife and I to hop on and off when and where we liked.

Eventually we made our way to the hotel, unpacked our belongings, had a wash and quick change of clothing, then decided to rest for a while; it had been a busy day. I awoke with a shock looked at the time, and found it was 5 to 5 the concert starts at 5pm and we didn`t even know where to go! My wife and I rushed out the hotel down the road, with me explaining why we had visited London, and the whole Commodore 64 Concert idea. I took the lead and my wife shouting the relevant directions behind me, I must say my wife took the whole experience rather well. We both ran as fast as possible with the screams Left, right, down here, straight on ...coming from my wife.

### Concert

Finally we made it to St Lukes church, I could see no advertising for the event, and began to wonder if London contained two St Lukes churches! The lights inside the church were on but no signs of life except for 3 drunks were sitting in the church ground. We looked on the church gates and the surrounding area but no signs or posters.



We moved through the gates half expecting to be pounced on by the individuals drinking in the grounds, but they never even looked up from their bottle. I tried the front door of the church but it was locked. My wife and I moved around to the side entrance. My wife pulled me back and said Shhhhhhh look over there. I glanced round in the general direction of her pointing and saw two large dogs without leads blocking our path; I said surely this can't be the way in can it? My wife thought we should just go! I moved towards one of the dogs, the animals raised from its seated position and showed me a rather healthy set of teeth, and boy could they salivate.

Moving on then to the other side entrance, avoiding the dogs we were greeted by one of the Church staff who said come on you have missed two songs already have you got tickets, we showed our tickets and were escorted in. The staff member pointed to some spare seats and suggested we pick somewhere out for ourselves. My wife and I seated ourselves down and quickly became part of the crowd of "SID-ites" Well we needed a title!

### Press Play on Tape

The band currently on stage playing were none other than the now world famous Press play on tape, they claimed to be mistaken for Kraftwerk on many occasions; because of their recent press photographs. The group had posed for press photos in the style of the electronic music pioneers Kraftwerk, dressed in red shirts and black ties.

The band played a Kraftwerk hit "The Model" but with new more Commodore related lyrics, (just to prove that they weren't indeed Kraftwerk) the song is entitled Das Gamer. Here are the words:

Das Gamer lyrics

He's a Gamer and he's looking bad.  
His face is pimpled and his butt is fat.  
He plays all day long, he sleeps from four to five  
It only takes a Commodore to stay alive.

He stays up every night - he is in constant pain  
And he has been checking nearly every game  
He's playing his game and you can hear them say  
He's looking bad, for software he must pay.

He never moves his ass - he is a lazy man  
But on his Commodore he gives the best he can.  
I saw him buy a disk drive in the hardware store.  
Now games are loaded faster on his c-64.

The Back in Time crowd went mad clapping and cheering, it was indeed a superb effort sounding just like Kraftwerk, and to perform the thing live (apart from minimal backing I think actually just a small drum track) Excellent stuff. Behind the band was a large screen filled via a projector somewhere in the balcony, the screen contained a Commodore 64 "boot screen" and while the songs were being introduced the display changed to show the words LOAD "\*",8,1 then we saw the usual loading followed by some border flashing and then the game loaded for which

the band played the in game music to accompany the screen.

Press play manage something of a fine line they take the Mickey out of themselves and Commodore, I wasn't sure if I would like the band, after all I get the Mickey taken out of me enough at work! I am pleased to say the band is so light-hearted the whole experience works. You can see the band members really do love the machine and its music. I suggest you visit the band website for some free to download MP3 files and group history <http://www.pressplayontape.com> the bands set comprised these tunes:

- Warhawk - Rob Hubbard
- Crazy Comets - Rob Hubbard
- Antiriad - Richard Joseph
- Arkanoid - Martin Galway
- Commodore - Sash!
- Last Ninja - Ben Daglish
- Roland's Rat Race - Martin Galway
- Monty On The Run (with Ben Daglish and Mark Knight) - Rob Hubbard
- Das Gamer - Kraftwerk
- Wizball - Martin Galway
- Pumpkin Man (Cauldron II) - Richard Joseph
- Monkey Island - Michael Land
- Phantom of the Asteroids - Rob Hubbard
- Giana Sisters (Machinae Supremacy version) - Chris Hülsbeck
- One Man And His Droid - Rob Hubbard

I must say "mark knight" AKA the mad fiddler really makes monty on the run come to life, I half expected his electric violin to explode, or set on fire from the friction.

### C64 Mafia

We were then treated to the vocal assassination of the Commodore rapping band C64 mafia, apparently one member down. This trio now reduced to a duo performed various Commodore 64 tunes with their own rap lyrics, The band adopting various poses that rap artists make while doing their entertaining.. Not really my thing I must confess though, they seemed to be the other side of the fine line they seemed to be just taking the Mickey. The bands performance went down quite well with the crowd, although nothing like when Press play on tape was on stage, no standing ovations here.

The MAFIA supplied us with the following tunes

- Larsec – 1942 High Score (You were there – Perhaps-a-Doobie stylee)
- Forbidden Forest / Loading Time (Deathwish 3)
- Breakdance

### Visa Roster

We then heard from a band calling themselves Visa Roster, the band apparently comes from Sweden. They performed sid compositions without instruments in a ccapella style! I was getting excited about this idea (bringing back memories of when I used to do beat box versions of the sid tunes at school) The band or choir is like watching nothing on earth very surreal, slowing down the tunes slightly to perform very ghostly and relaxing renditions of sid classics. The choir was indeed very interesting and amazingly the experience worked well. The crowd went mad yelling for encore after encore and the band received a standing ovation that went on and on. Not surprising really, this was excellent stuff. They performed IK music with various silly dances punching themselves and giving high kicks, quite amusing The band has created a cd although its all classical music and not SID related apparently this sold out! so for more info check out <http://www.livet.se/visa/pressinfo.php> the tracks performed comprised of :

- Sweet, *Johannes Bjerregård*
- Human Race subtune 4, *Rob Hubbard*
- Think Twice III, *Jeroen Red Kimmel*
- Comic Bakery, *Martin Galway*
- Think Cross, *Markus Schneider*
- International Karate, *Rob Hubbard*
- Spellbound, *Rob Hubbard*
- Armageddon man, *David Whittaker*

### Stuck In D 80's

Next we have stuck in D 80's with Ben DGLISH and the mad fiddler, the fiddler has his own website <http://madfiddler.co.uk>, the group also has Reyn Ouwehand who has produces a couple of Commodore remix cd's <http://www.reyn.net> Ben admitted he and the band hadn't time for a full practice as a group, and on occasions this showed through in timing and a general none togetherness. Although lets be fare if Ben hadn't said they needed more practice I wouldn't have been listening for mistakes! The overall effect was very good, my toes were tapping and I just couldn't help myself singing along and clapping oh and both my wife and I were raised from our chairs and had a good dance around. The best part about the concert is no one seemed to mind! We danced others were head banging, others clapping cheering the whole event was fantastic very friendly. Even in the toilets people were giving beat box SID tunes (I even joined in to one or two) Just like my old days at school (on the odd occasions I actually attended and wasn't in the arcade)

Ben having time to kill decided to ask the audience for a well known tune, the audience shouted back with various Sid renditions, Ben looked in amazement asking if we were

all geeks, and did we know other music existed apart from Commodore 64 compositions. Ben then suggested the Eastenders theme tune and he would attempt the worlds first Human SID. The audience was split into 3 sections like the sid chip one "Bass and drums", one for "chords" and finally the remaining people would be the melody parts. The audience were rehearsed with there parts of the Eastenders tune then we all sang together a human sid creation of the Eastenders theme song, it was fun and Ben seemed to be enjoying himself! I must say he seems to have a good stage presence. Songs performed were :

- Way of the Exploding Fist inc. IK+
- Pimplesqueezer 6 part 3
- Deflektor (Cowbell Mix)
- Star Wars Knight Rider Mess-about
- Paperboy inc. Arcade Classics
- Spellbound
- Rasputin

### Mix and match

Finally we had a treatment of stuck in D 80's and Vista rosta performing together although someone seemed to be out of tune. The sound problems could be due to the monitoring on stage or lack of practice, I suspect this was rush rehersed on the Saturday morning.. This part didn't work for me, the choir was to quiet and seemed to be pushed into the side of the stage, I think this was more a last minute effort than anything else.

### Rare Items for Sale

Lots of Commodore T-shirts music Cd's , DVD's and posters were for sale at very reasonable enough prices, I regret I had not taken more money with me. I did treated myself to 2 cd's one of Press play on tape II and the other was Reyn Ouwehand galway remixes, Both I am pleased to say are very good indeed. Reyn Ouwehand is new to me I haven't heard any of his mixes before, and will be looking out for more cd's from him.

### Conclusion

It's still unclear if we will be able to experience another Back in time, this was called the last ever, but Ben seemed enthusiastic about another one. I suppose it all comes down to the number of people who attend and show interest, because someone has to pay to get these people to play and the venues are not free. We have to wait and see! also worth visiting [www.c64audio.com](http://www.c64audio.com) and [www.backintimelive.com](http://www.backintimelive.com) and put some donations down or start buying some merchandise, cd's etc.

See you next time ?!

Text	Nigel Parker
Email	<a href="mailto:nigelp2k@yahoo.co.uk">nigelp2k@yahoo.co.uk</a>
Copyright	2004



Wizball, released in 1987, is arguably one of the strangest shoot-em-ups ever to have been released for the Commodore 64. Developed by Sensible Software, it added so many new elements to the basic scrolling shoot-em-up concept that they almost managed to create a brand new game genre.

The plot itself is unlike your typical shoot-em-up and manages to avoid the "alien race attempts to invade Earth" scenario. Something terrible has happened - all of the colour has been drained from the world. It's your wizard's job (accompanied by his faithful cat) to restore colour to the world and eliminate all the creatures that are out to stop you.

To do this, you have transformed yourself into a ball (or sprout depending on your viewpoint!) and it's your job to move around the levels, destroying creatures with a range of weaponry, and collecting droplets of colour that you can take back to your lab ready to reinfuse into the landscape!

Controls are fairly complex and difficult to master, although relatively easy to pick up. At first, your ball is bouncing all over the screen and you have very little control over your inertia. However, take out a couple of creatures and you'll get enough powerups to allow you to gain full control of your movements. You can then work towards enhancing your firepower and eventually activating your cat!

## Classic Game Review

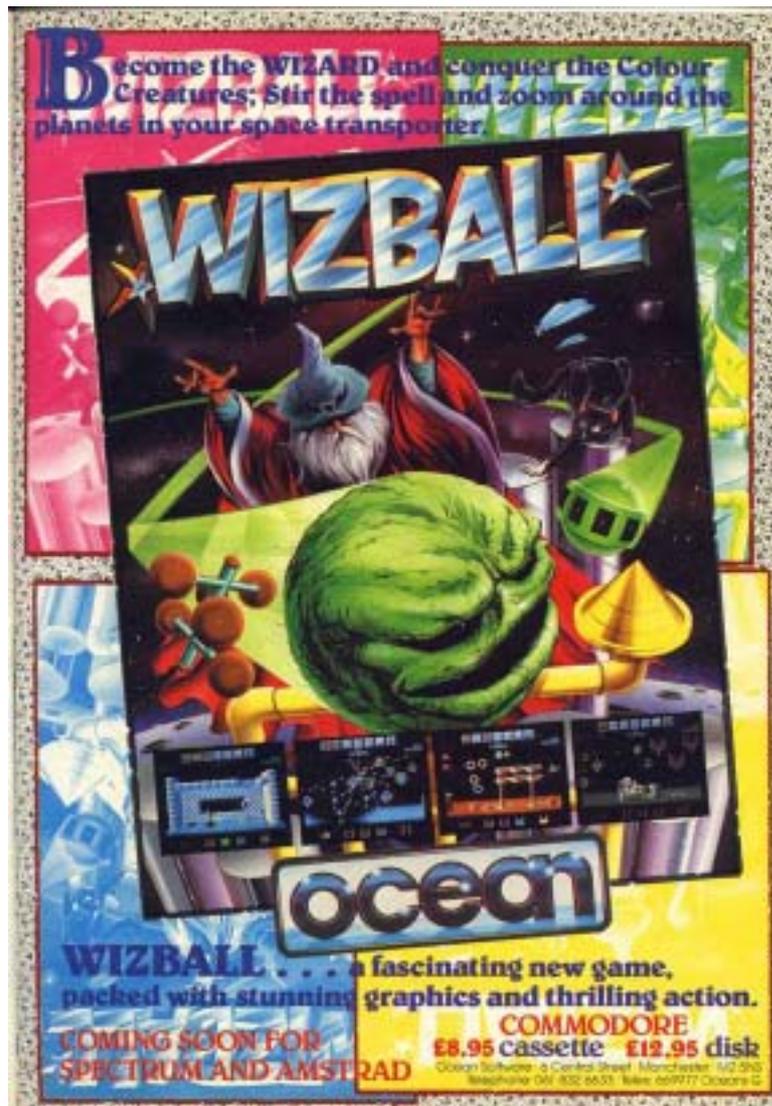
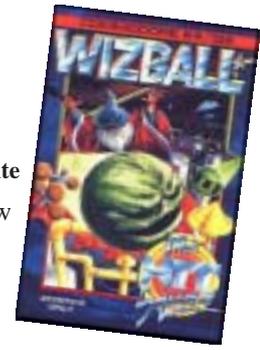
# Wizball

by Ocean Software

Some of this review were originally written for the Infinite Frontiers website

The game is controlled with the joystick and a single fire button to use all your weapons and to activate any powerups you just wiggle the joystick for a second or two (although early on in the game all of these are lost when you lose a life!). Most of the time, your cat will follow you around, shooting

several to allow you to mix them) you are transported to the lab via a psychedelic bonus level where the colour is added to the landscape, you get a bonus added to your score and you can select one of your weapons to be a permanent add on.



There are a number of game modes on offer with single and multiplayer games. Up to four people can play either individually (taking turns between lives) or as a team with one player controlling the wizard, the other controlling the cat.

While the gameplay itself is incredibly simple, it's originality makes it one of the most playable and addictive shoot-em-ups ever released on any platform. It's no wonder that people are still talking about this game so fondly so long after it was first released. The game is just so compulsive you find yourself always wanting just one more go and before you realise it, you will have spent hours playing it!

when you do, but when it comes to collecting the droplets of colour, only the cat can do it and here's where the innovative control comes in...

If you hold down the fire button, you can control the cat independently of the ball and he can then go off and collect as many colour drops as you can. Once you have collected enough droplets of a chosen colour (or of

The graphics in Wizball are well animated, well defined and are generally easy on the eye. As you start off, the backdrops look rather bland while they are in various shades of grey, but as you progress and the colour is added, they soon come to life in an explosion of colour.

Sound is easily the strongest aspect of this game with all the music

and sound effects being provided by the legendary Martin Galway. The game kicks off with a stunning title track, superb in game sound effects (albeit without music), and a light, but still fabulous hi-score track. The in-game effects are full of wonderful effects of shattering glass, echoes, and a constant warbling ambient background noise that adds so much atmosphere to the game. The highlight for me - and something that *Wizball* is always remembered fondly for - is for the remarkable guitar solo that plays when you have lost all your lives. How Martin Galway managed to get these sounds out of the C64



expected and deserved more than a 16-colour low-res game with poor scrolling and sprite handling.

This is probably my personal all-time favourite game for the C64 and I would have to say that it is probably the best C64 title ever released. It's not technically stunning, but it is incredibly playable and will always have you



without using samples I don't know!

The game was released on the Spectrum as well (although I can't understand why!) and eventually the game was converted across to the Atari ST and then to the Amiga, but neither of the 16-bit incarnations managed to retain the feel and charm of the original. With its vastly inferior sound and poor scrolling, the Atari ST version paled into insignificance in comparison with the C64 and when the Amiga version was released, Ocean decided to port the game straight from the ST rather than writing it specifically for the Amiga. All of the drawbacks from the Atari ST version were still present and Amiga owners



coming back for one more go. Even now, some 16 years after it was first released, I choose to play this more than I play most modern games on all the other platforms I own.

An essential game for anyone who still has a

working C64 and one of the true all-time gaming greats. It just goes to prove that even though the C64 hardware is over 20 years old, it still has software that can compete with games for the PS2, PC, Gamecube and Xbox. Simply remarkable.

**Simon Plumbe**

<http://www.infinitefrontiers.org.uk/>

## IDIOTS GUIDE TO THE COMMODORE 64

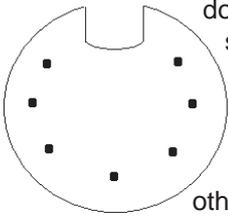
We all start out in life from a user who doesn't know anything, and hopefully slowly advance with our knowledge. With prolonged exposure to a particular subject that knowledge grows more rapidly. Most people just seem to assume that everyone is up to the same level of knowledge as himself or herself and look down on the poor beginners.

In computing terms someone who isn't able to work a particular software application or who doesn't know the inner workings of the Commodore custom chips is generally termed a "lamer". Now I personally find this term offensive, and surely it's better to share knowledge than to just ignore beginners. The lamer statement led me to create the Commodore 64 beginners guide (originally created for a friend who was given a machine), new users are appearing daily to the Commodore scene and instead of being left out in the cold, I hope this brings us more together. Who knows you maybe a SID or graphics programming genius waiting to express yourself, but with out the first steps you won't get very far.

Good luck in you search for knowledge! And may the force be with you.

### CONNECTING UP THE MACHINE AND POWER ON

The first thing to do is to connect all the cables for the machine, I will make the assumption you wish to connect to a standard TV set with analogue aerial input. The power connector on the Commo-



Commodore 64 is located on the right hand side of the machine here you will also see an ON/OFF switch. Next to the power and ON/OFF switch are 2 joystick ports. Connect the BRICK power supply to the mains (keep the socket turned off) and now plug the rounded end into the Commodore 64 (the end is grooved and will only fit one way up).

Now connect the Aerial cable to your 64 this plug's into a socket on the 64 labelled RF, the other end will plug into your TV set. Turn on the mains electric and flick the Commodore 64 power switch to the on position. Press an unused TV station, check the 64 is on (the power light will glow) you now need to tune the TV into the Commodore 64 (check the TV manual for notes on how this is done)

If all went well you will be greeted with a screen like this :

```

**** COMMODORE 64 BASIC V2 ****
 64K RAM SYSTEM  38911 BASIC BYTES FREE
READY.

```

## TAPE DEVICE

Power on your Commodore 64, and connect the tape cassette unit looking at the end of the cassette connector you will see one side is smaller than the other looking from the front of the Commodore 64 the smallest side fits to the cassette interface on the right (it should only fit one way round).



Now power on the machine, loading an application from tape is easy, ensure the tape is fully rewound to the beginning. With the tape fully rewound and on the main Commodore screen type LOAD and press the return key. A shortcut to loading from tape is to press SHIFT and with the shift key held hit RUN STOP key the screen should change as below :

```

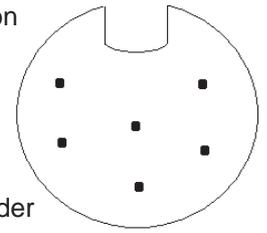
**** COMMODORE 64 BASIC V2 ****
 64K RAM SYSTEM  38911 BASIC BYTES FREE
READY.
LOAD
PRESS PLAY ON TAPE

```

When you press the play key the screen will go blank and the tape will start, the Commodore 64 will then load the first application it finds on the tape and display the loading application on screen, when the application name appears you can press any key to load the application or leave the machine and after a short pause it will carry on and load the application.

## DISK DRIVE

The Disk drive again is connected via a small round shaped plug although the connection cable is slightly different. One end of the cable needs to be plugged into the Commodore 64, so ensure all power is off and connect the cable into the SERIAL socket on the rear off the machine.



Now connect the other end to the Commodore disk drive. The disk drive needs its own power supply so connect that to the mains. You need to power on the devices on in this order

- 1 DISK DRIVE
- 2 COMMODORE 64

Otherwise you run the risk of BLOWING your Commodore (we don't want that ) also power off in the reverse order so Commodore 64 then the Disk drive.

Loading an application from a Commodore disk drive is easy enough. Place a disk in the drive and secure with the holding clip, now type **LOAD "\*" ,8** this will load the first file on disk (some games will specifically ask you to type **LOAD "\*" ,8,1** or even **LOAD "GAMENAME" ,8,1** just follow the recommended instructions) once the file is loaded the Commodore 64 will respond with **READY** now type **RUN** (games loaded with **LOAD "\*" ,8,1** will automatically run) (The commodore 64 can use file names of up to 16 characters in length)

```

**** COMMODORE 64 BASIC V2 ****
64K RAM SYSTEM 38911 BASIC BYTES FREE
READY.
LOAD "*" ,8
READY
RUN

```

Before information can be saved on disk the disk needs formatting and a disk ID needs assigning, to format a disk type

**OPEN 1,8,15, "N0:diskname",ID** (then press RETURN)  
 The disk light will spin after a couple of minutes the light will go out at this point type  
**Close 1** (then press RETURN)

The disk name and ID can be anything you like examples are  
 GAMES DISK,01

## COMMAND SUMMARY

## Tape Commands

Loading a file	<b>LOAD</b>
Load a file called "game"	<b>LOAD "GAME"</b>
Save a file	<b>SAVE</b>
Save a file called "game"	<b>SAVE "GAME"</b>

## Disk commands

## Loading files

Formatting a blank disk	<b>OPEN 1,8,15, "N0:diskname",ID :CLOSE1</b>
Load disk directory	<b>LOAD "\$",8</b>

View disk directory	(first load the directory then type) <b>LIST</b>
Load first file on disk	<b>LOAD "*",8</b>
Load a file called "game"	<b>LOAD "GAME",8</b>

## THE INTERNET

All number of games and applications are available to download some are legal some are not so legal! The extension of a file is the last three letters after the full stop so "filename.PRГ" the extension is PRГ (application program) some of the formats you may find yourself downloading are

Filename ends with	what do I need to DO?
<b>PRГ</b>	These will run on a 64 but you will need to copy them to disk
<b>ZIP</b>	Compressed file you can use WINZIP to extract in (on a PC)
<b>SFX</b>	Self extracting archive copy to a disk, load on a 64
<b>SDA</b>	Self dissolving archive (will extract itself to disk)
<b>D64</b>	Commodore 64 disk image (needs to be extracted to disk)
<b>D81</b>	Commodore 1581 disk image needs extracting to disk
<b>TAP</b>	Tape files can be used on an emulator only
<b>TXT</b>	Text file

## What is a XE1541 cable ?

These cables are available for £15 from Commodore scene and nowadays are a must have, because of the cheap price and the useful ness of the cable. You are able to use any old PC (from an old 486 to a Pentium you will find these are now thrown away as scrap) to replace a commodore disk drive seen NICK COPLANS HD64 at [http://www.64hdd.com/index\\_en.html](http://www.64hdd.com/index_en.html) (translations for German, Spanish French and Italian) Or you can download a copy of star commander (free with the cable purchased from Commodore Scene) and extract disk images (D81 and D64 downloaded from the internet) back to real Commodore disks! Star commander will read the disk image and show all the files then you can select the ones you want and copy to a standard commodore disk drive.

## NOW WHAT ?

ALL Commodore users would suggest at this point you find a bin for your tape device and throw it in! I won't suggest such a drastic measure but when you see the devices that are available for the machine you may never return to tapes again. Here are some essential purchases

## IDE64

This allows modern and cheap IDE hard disks to be connected to your machine the same disk as used in IBM P.C. compatibles, at the moment the disk capacity is limited to 8 GB but most pc users would throw these away. The IDE 64 interface is about £95 pounds

Also available is the serial connector allowing you to connect an IBM pc as a disk server and load files directly from your pc! Ide 64 website <http://www.volny.cz/dundera/> also available are a number of applications and games adapted for the device, the drives attached will look like commodore disks although big ones ! the first device will show as device 10. The IDE 64 is available from protovision <http://www.protovision-online.de> and Commodore Scene import service [www.commodorescene.org.uk](http://www.commodorescene.org.uk).



## RETRO REPLAY CARTRIDGE

This device is a modern version actually a clone but with updated hardware, its also flash upgradeable of the legendary Action replay Cartridge, don't bother looking on ebay for the Action replay this can be purchased new from Commodore scene. The Action replay cartridge performs all manner of useful functions; it contains a disk turbo to speed up loading and saving from disk, useful commands to load save and format disk, it's also capable of freezing a game and saving it to another disk or even to tape. The retro replay cartridge also has an expansion port at the moment this allows a network card to be fitted so your commodore 64 can gain Internet access, with a specially written operating system called Contiki. Contiki website <http://www.dunkels.com/adam/contiki/> and retro replay information and updates <http://rr.c64.org/> Retro replay hardware information <http://www.jschoenfeld.com/indexe.htm>

## CMD devices

Sadly these are difficult to get hold of Maurice Randall produces, Commodore disk drives, Memory expansion cards and a disk accelerator allowing the Commodore 64 to run at 20mhz. Commodore scene import service can be used to order the devices but be prepared to wait as Maurice has a full time job and is way behind on orders. <http://www.cmdrkey.com/>

## ETC

The list goes on hopefully this has wetted your appetite and given you a rung up the ladder of knowledge. Of course further information can be gained by joining mailing groups, visiting websites and of course from Commodore Scene magazine here are a few websites to get you going.

Website name	address	Description
Homestead	<a href="http://cbm.videocam.net.au/">http://cbm.videocam.net.au/</a>	General Commodore news
Loadstar	<a href="http://www.eloadstar.com">www.eloadstar.com</a>	American disk magazine 20-year-old
News News portal	<a href="http://www.c64.sk">www.c64.sk</a>	general news + party info
Lemon64	<a href="http://www.lemon64.com">www.lemon64.com</a>	Games info + downloads + links
CMD website	<a href="http://www.cmdrkey.com">www.cmdrkey.com</a>	New hardware and geos info
Protovision	<a href="http://www.protovision-online.de/">http://www.protovision-online.de/</a>	New games and hardware to buy
Commodore imports	<a href="http://www.commodorescene.org.uk">www.commodorescene.org.uk</a>	:) Guess what this is :)
Cocos	<a href="http://www.c64.cc/">http://www.c64.cc/</a>	Links to Commodore sites and games

## Mailing lists

Homestead	<a href="http://lists.videocam.net.au/mailman/listinfo/homestead">http://lists.videocam.net.au/mailman/listinfo/homestead</a>
Commodore Mail lists	<a href="http://www.q-link.cc/cbm-discussion.shtml">http://www.q-link.cc/cbm-discussion.shtml</a>

*Ok, its not conclusive but it's a start !*

REVIEW Nigel Parker  
 Copyright Commodore Scene 2004  
 Email [nigelp2k@yahoo.co.uk](mailto:nigelp2k@yahoo.co.uk)

## HISTORY

Sceneworld is a disk based magazine covering a number of topics applicable to the Commodore 64. The magazine covers both PAL and NTSC users, with special sections devoted to each camp. The issues are available to download from the following address <http://sceneworld.c64files.com/> The magazine will run on both Commodore 64 and commodore 128 machines (NTSC or PAL) and is "delivered every 3 months"

I don't have the full magazine history of how or why the magazine started (having stumbled across the magazine by sheer accident searching on the internet for something else) the magazine website says the magazine was founded on 1st of November 2000 by the following members: Drake, Derision, Nafcom, Satyr, Merman, Macbeth & The Overkiller

## MAGAZINE

This is a quick rundown on the current issue (at this time of writing) the issue is version 11 (everyone sitting comfy? Ok then here we go)

Issue 11 is 2 D64 disk set or 1 D81 image file, the magazine opens with the usual scrolly text message and a bouncing bitmap from "The people of liberty" Then the user is asked if they want to use a fastloader once this decision is made the main magazine loads.

Scroll 1 line up

the magazine acts like a "windows pc" depends I suppose on your point of view if this is a good or bad thing, the magazine seems to



work well for example clicking over GO will bring up the contents list. While clicking on the bottom right icons change the current tune playing “sound icon” print the issue “the printer icon” or display the magazine version “err the version icon?” Navigation is via a mouse pointer moving the pointer to the top of the text and pressing the fire button moves the text up. While moving to the bottom and hitting the fire button moves the text down. The further up or down the text you are the faster or slower the text will scroll. The joystick needs to be in port 2. The menu system can if preferred be keyboard driven with the up down cursor keys and left right cursor keys moving the pointer accordingly. The keyboard RETURN key acting as a “fire button” and is used to select the options. It all sounds complex but actually is very easy and intuitive to navigate.

Other keyboard shortcuts are available for example “P” prints the text to a printer “device 4” and the C= key brings up the menu.

5 tunes are available for easy listening from  
Richard, Merman, Klax, G-fellow and finally Crome

The magazine starts with the usual editorial section, listing amongst other things: the commodore 64 30 games in a joystick device, being developed and marketed by ironstone. The magazine hints this is actually made by YES661 <http://www.yes661.com> a U.k based shopping channel that produce the powerjoy II (nes emulator with 64 games in a joystick controler.) yes I bought one of those too.

Next is the reactions section a sort of user feed back method of magazine improvement? Moving us on to the SWO this section lists where to get Sceneworld. The SCO section lists various download mirrors for the current issue, also the issues can be ordered direct from the authors. The addresses for ordering the magazine are listed in a later section. Also on this section is how to contribute to the magazine, via a review, Sid tunes or pictures.

Next is Competition news write the “strangest things to happen to a 64, text can be as long as possible” next up we have thoughts from a scener “luke lydne” shares his thoughts and memories of running through graveyards. Next up is the news section with more on the Commodore 64 joystick from ironstone and new party news.

#### GIVEN AWAY

Hey just a minute I am giving it all away you wont want to read this production will you. May I suggest that you download the current magazine issue and back issues and read it yourself, also don't forget the feedback.

Overall this seems a very well produced and feature full magazine no padding or irrelevant text just plain 100% useful information, and very varied contents. The magazine contents seem to be applicable to all users, and not just coders. This is a welcome change, from magazines biased on 6502 programmers (we don't all have rocket powered brains). One interesting point is that the issue is a labour of love, blood sweat and tears. The magazine costs nothing to read or download and as such can be classed as 100% free, can things for free really be this good? , will I wake up and find this is all a dream? I hope not.

I now can't wait until issue 12 is available for download.

Error trapping within the magazine seems to be good, for example if a printer isn't connected you will receive a “printer Error message” and given the option to connect one and retry, this is preferable method than the usual, system crash.

Here are some useful keyboard shortcuts for the magazine.

Up/down cursor	Move up down
Left/right cursor	Move left or right
RETURN	Select item or confirm
F1	Scroll 14 lines up
F3	Scroll 1 line up
F5	Scroll 1 line down
F8	Scroll 14 lines down
M	Bring up music menu
1 to 5	Load and play tune
<-	Escapes from the menu
P	Prints to device 4
I	Brings up info box



# GREMLINS

reviewed by Andrew Fisher

*"Don't get them wet...  
... don't expose them to sunlight...  
... don't feed them after midnight"*

Gremlins became a cult classic when it was released, a clever mix of horror movie and "cute" puppets. The second film was less well received, which has strange parallels with the computer games..

And now for something very rare. Did you know there were actually TWO games based on the first Gremlins film? Converted from an Atari game, GREMLINS the arcade game looks dated, but is a nice tie-in with the film. You play Billy as his house is overrun by Mogwai and Gremlins, and you only have a (t)rusty sword and three flash cubes to defend yourself with until morning.



Although quite simple graphically, the characters are well defined and move well. They behave just like in the film - if Mogwai gets wet (walks into a puddle) he splits into two Mogwai. If he eats any of the food lying around, he forms into a pod which hatches into a Gremlin.

Around the room are some useful and not so useful objects. As well as puddles of water and food, there is an automatic popcorn maker (spits more food onto the floor), a TV (Mogwai will stop and watch it) and the fridge (Gremlins will chuck food out of it, and the ice-cube maker causes more puddles). Dropping a flash cube freezes the creatures for a few seconds, and you can pick up Mogwai and put them in the cage for bonus points at the level's end.. as long as the Gremlins don't release them again!

All in all, a fun game with some basic sound effects and tough gameplay on the later levels (which you can skip to, another nice feature). REMEMBER have just finished their re-release version of it, so track it down now.

Adventure International also released a text adventure based on the film. This follows the plot



very closely, down to the infamous blender scene and the Gremlins running riot in the toy store. The parser is limited at times, the response time fairly slow, but there is a lot of text and it portrays the sinister atmosphere of the film. Awarded 80% in ZZAP!, I have only played the BBC version.



Finally, GREMLINS 2 was delayed by many months and nearly did not get released at all when Microsoft hit financial trouble. In reality it could have done with a few more months' work. Some nice Gremlin sprites hop around detailed backdrops, but gameplay is tough and unrewarding. It's made worse by the strange weapon system, which includes items like a tomato and a torch. Rambo Gizmo is a lot of fun, when he comes parachuting to your rescue firing a toy bow and arrow. ZZAP! took the mickey out of the instructions, which featured hundreds of trademark symbols and Commodore Format just took the mickey.



# Wheels Upgrade v4.4

This program will upgrade your Wheels MASTER disks and BOOT disks/partitions to the same as Wheels V4.4. There's no need to completely recreate your disks. This upgrade is for Wheels V4.2 users. If your original Wheels disk has a lower version number on the label, contact [Click Here Software](#) for information on how to obtain a new upgraded disk.

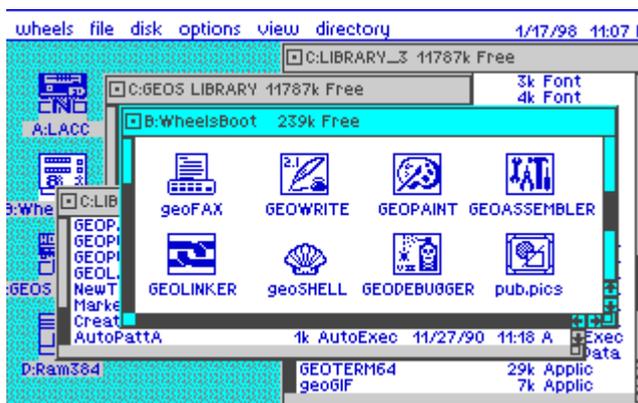
**With this upgrade, you should have the following files...**

For Wheels 64 :     SysUpdate64 (V1.0) - supplied on reverse of this issues 5.25" & 3.5" coverdisk  
                   Toolbox 64 (V5.4) - supplied on reverse of this issues 5.25" & 3.5" coverdisk

For Wheels 128 ;   SysUpdate128 (V1.0) - supplied on this issues 3.5" coverdisk  
                   Toolbox 128 (V5.4) - supplied on this issues 3.5" coverdisk

**Follow these instructions and the upgrade process should proceed without any problems.**

The first step in the upgrade process is to copy the new Toolbox to an existing MASTER disk. If you're not sure what the difference is between a MASTER disk and a BOOT disk, the MASTER disk is just like your original Wheels disk. You should have already created a few of these using MakeSysDisk. With a MASTER disk, you can create additional MASTER or BOOT disks using MakeSysDisk. A BOOT disk is only capable of booting up the system. MakeSysDisk cannot create additional disks from a BOOT disk.



Now that you have the new Toolbox on a MASTER disk, shut down your system and reboot from that same disk. This will make sure that the new disk drivers in the new Toolbox are running.

Note: Before upgrading any disk or partition, you must first copy the new Toolbox to that disk or partition. So, copy the new Toolbox to the disks or partitions you plan to upgrade.

Now you can run SysUpdate64 or SysUpdate128 depending on your system. The first screen you see gives you a choice of updating a MASTER disk or a BOOT disk. Click on one of these options to proceed. Next, you'll be prompted by a dialog box to choose the drive containing the MASTER or BOOT disk (or partition). Choose the location of the desired drive. If upgrading a boot partition, be sure to also select the desired partition. You'll find a button to click on that will bring up the partition selection box. If you insert a different disk into one of the drives, click on that drive to reread the disk name and it will show up in the dialog box.

Once you're finished selecting the drive, click on OK to continue. The program will proceed to upgrade the SYSTEM1 and SYSTEM2 files. If you've chosen to upgrade a MASTER disk, it will also upgrade your MakeSysDisk application. If upgrading a 5.25 inch disk, you'll be prompted to flip the disk to side 2 to finish the upgrading of MakeSysDisk.

If any error occurs, the process will stop at that point and display a dialog box indicating an error occurred. If no errors were encountered, a dialog box indicating the process was successful will appear. Click OK to return back to the main screen. At this point, you can perform another upgrade on another disk or partition.

TIP: Upgrade the current MASTER disk that you've booted from and then reboot once again from that disk so that you're now running the new upgraded kernel. Go ahead and continue upgrading additional disks or partitions afterwards. But, before upgrading any additional disks or partitions, you need to first copy the new Toolbox to those disks or partitions.

**What am I getting with this upgrade?**

The new Toolbox is the result of many hours spent working on the code for each disk driver. Many improvements have been implemented along with the usual minor bug fixes if any have been found. Some of the disk drivers run somewhat faster. Perhaps the most noticeable speed improvement is with the FD and HD. Every single disk driver has some sort of fix or improvement. Maybe you won't notice the changes, but they are there, nevertheless. The whole system will run smoother. If you don't really notice anything different, that means things are probably working correctly!

The new Toolbox contains a new kernel patch routine that will patch certain parts of the kernel during bootup. This allows future patches and fixes by simply updating this portion of the Toolbox. As with Toolbox V5.3, the new Toolbox provides the ability to use certain programs such as The Wave.

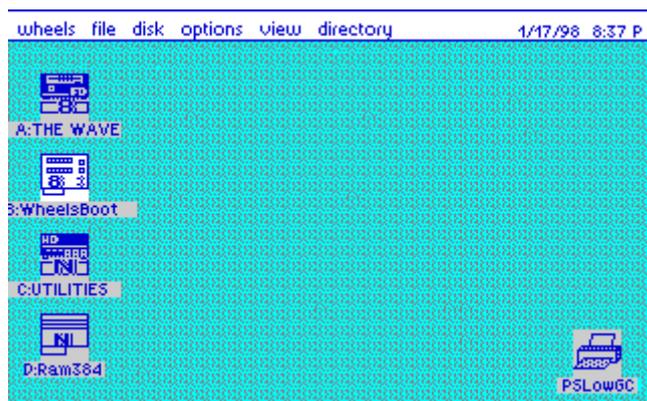
A few bugs are fixed and some minor needed improvements are implemented within the SYSTEM2 file. This adds a STOP key check to the validation routines. If the STOP key is pressed before the final routine runs during a disk validate, no change will occur to the disk. This allows you to cancel out of the operation or to stop a neverending loop that might occur with a very badly trashed disk.

The file and disk copiers get some improvements, especially with the 64 version. The single drive mode apparently never worked properly. Now it does. Although it's still recommended to use two disk drives whenever copying disks or individual files. The numerous disk swapping can be painful and adds to the possibility of accidentally inserting the wrong disk when prompted.

MakeSysDisk gets a number of improvements. On the 128, it will let you add a boot sector to a BOOT disk if the sector isn't already in use. When using the single drive mode for making a MASTER disk, the disk copier is used instead of the file copier. This can result in fewer disk swaps if you have enough unused ram expansion memory. MakeSysDisk also lets you copy an input driver and printer driver to the BOOT disk you're creating.

There are many other little improvements that were taken care of as development progressed. Most of these fixes or changes were never documented. But you can be assured that you'll have a much improved and smoother Wheels system with this latest upgrade.

When the upgrade is finished, you can check the information in each file header by clicking once on a file icon to highlight it and then select 'info' from the Dashboard's 'file' menu. The version number of the SYSTEM2 file should become V4.4 and MakeSysDisk should become V1.9. The SYSTEM1 file will still remain as V4.2 in Wheels 64 and V4.1 in Wheels 128.



During bootup, the Toolbox performs the patches to the copy of this file that resides in memory and it becomes V4.4. On disk, it will still be V4.2.

#### Dashboard V4.4 Notes

Installing a new Dashboard is easy and painless IF you follow these simple instructions. Let me explain something... Dashboards beginning with V4.3 are designed not to conflict with each other. But earlier Dashboards can be a problem if they are still on your system. Dashboard V4.2 was also designed not to conflict, but I don't think it worked quite like I intended. When the Dashboard is loaded into memory, it copies parts of itself into the ram expansion and will remain there during the entire session. It also stores configuration settings for itself in the ram expansion. This code can vary between different Dashboard versions. Now, if you were to run an application and then exit back to the Dashboard and the operating system found the wrong Dashboard to reload, there could be a problem. Your screen might get messed up or the system might crash. The newer Dashboards are smart enough to realize that it's not their code in the ram expansion memory and they will reset themselves and reload the code. Older Dashboards don't do this and will cause problems.

So, let's continue to install the new Dashboard.

**So, let's continue to install the new Dashboard.**

- \* First, boot up your system with the existing Dashboard.
- \* Have a floppy drive available and a disk for that drive containing the new Dashboard.

\* Next search around your system for any old Dashboards and delete them. Be especially certain you delete them from your ramdisks and RAMLink partitions. The operating system always checks the fast devices first when it reloads the Dashboard. It's OK to keep the old Dashboard stored for nostalgia's sake on your HD partitions or on disks that you don't intend to 'exit back to'.

\* Now run an application, any application. When you exit the application, the operating system will prompt you to insert a disk containing the Dashboard because it can't find it. Insert your disk with the new Dashboard and click OK. The new Dashboard will be loaded into memory and it will reset the code in the ram expansion memory and clear the screen of any windows you had opened.

\* You may now copy the new Dashboard to any other locations as desired. Be especially certain you copy it to the MASTER disks you intend to use on this system so that when you create additional MASTER or BOOT disks/partitions, the new Dashboard will be installed.

#### Some of the things that are in the new Dashboard:

You can now pick up a file icon by simply clicking and holding the mouse button on the first click. This method has always worked this way with picking up drive icons. But with file icons you had to first click on the icon to highlight it. Then you could click again to pick up the icon. The new method makes it easier to move files around quickly. Previously, if you got in a hurry, you could accidentally double-click on the icon.

Modify mode will set the file window up properly if it's currently running in text mode. Previously, if the window was in text mode, you had to press the function key more than once to get the window to properly display the files. If it was in icon mode already, this problem didn't happen.

Wheels 128 had a problem when launching an application such as GEOPAINT that is capable of using both 40 and 80 column modes. If the application supports color, the problem wasn't noticed. Here's the scenario: You're in 80 column mode in the Dashboard and you've got 64K of VDC ram so you're in color. Now you switch to 40 column mode and launch GEOPAINT. While in GEOPAINT, you switch to 80 columns. Your screen is now in color but it's the colors from the Dashboard and it looks bad. This is now fixed. The Dashboard now colors the screen in the default colors before switching screenmodes.

The Dashboard no longer allows you to delete a locked file. Before being able to delete it, you have to unlock it by opening the info box for the file. Then when you click on the file's icon in this box, the file will be unlocked. You may then delete the file.

The new Dashboard has an overall better feel to it. Get rid of the older one and use this new one.

If you have any problems or suggestions, feel free to email me.

Maurice Randall  
Click Here Software Co.  
P.O. Box 606  
Charlotte MI 48813

email: [support@cmdrkey.com](mailto:support@cmdrkey.com)

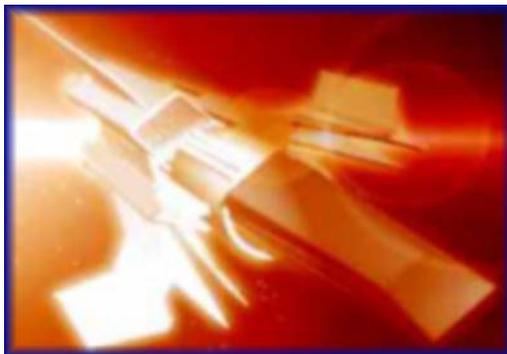
web: <http://cmdrkey.com/>



*"Just look at what's in the next issue" >>>>>>>>*



# 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*

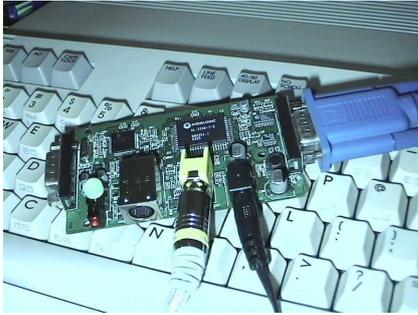
**2004 Total - 47**

### 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 :)



### 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.



### Space Invaders 2000 by J3rg Heylstejs



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

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.

### Blip-Blop 3 by Faz/Phoenix

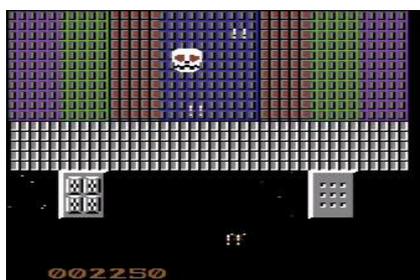
Is this a game or a demo? This is a mystery which stuns me. It is a game for 2 players only, based on the old TV game, which we all love to call "Pong".



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.

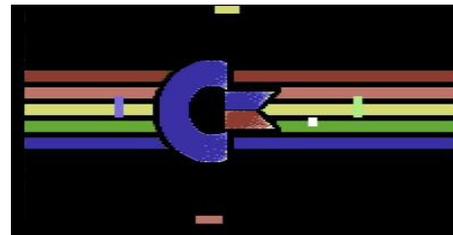
### Lip Busters by Art Ravers

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.

### 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

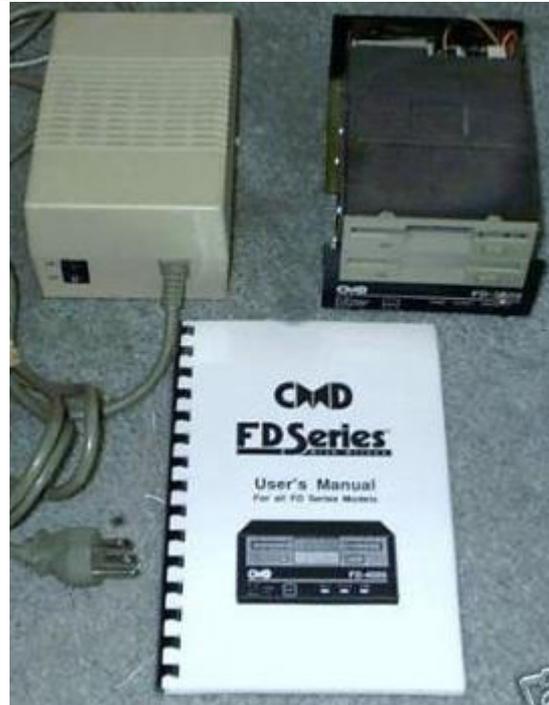
Now then, what could this be? It is a demo by some fake demo group known as Bronze, featuring sampled sound and a digitised picture of something on PC. I won't tell you any more, just load up this demo. It might make you laugh, or it will annoy you :)

**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.

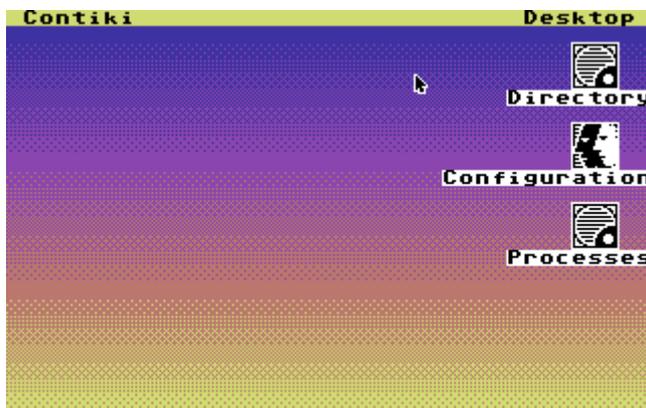
Back when LOADSTAR was shipping 2000 disks a month to its subscribers they needed a fast way to copy 3.5 inch disks, so they asked the guys at Creative Micro Designs for help. Doug Cotton and Mark Fellows generously offered the dual-drive FD-2000 specially wired for fast disk copying. You simply insert 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.



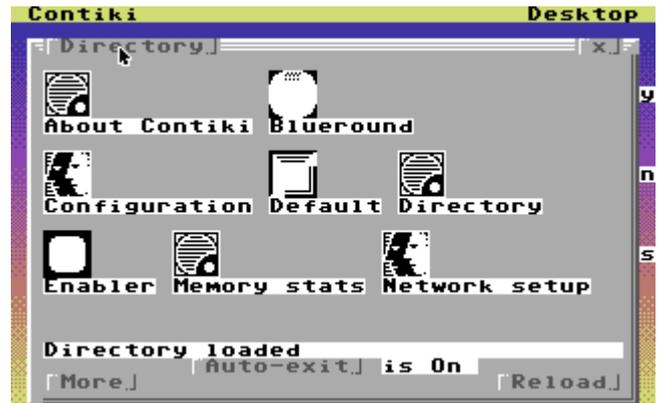
Here is the main Screen located on the right of the screen are three applications allowing us to access the disk directory, set the network configuration and also list the processes running. On the top menu pull down bar are items for Contiki and desktop. Under the Contiki pull down menu we have the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



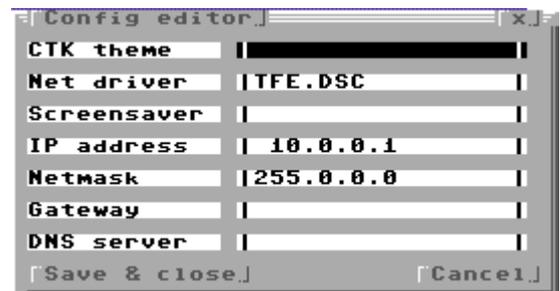
We can Run a program and then we would be given a dialogue box to type the name of the program we wish to run then click the load button to load an run the program.



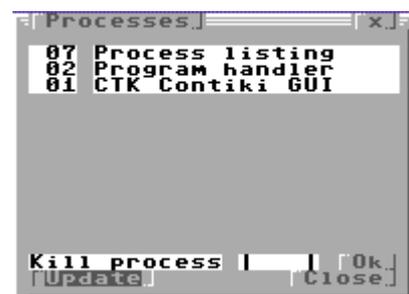
Selecting the directory option lists the contents of our disk. On the disk directory we also have buttons to list MORE of the disk if it doesn't fit into one window, Reload the disk directory and an auto exit button. When the auto exit button is turned on clicking on an icon activates that program and 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



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



Next we have Blue round icon



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



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

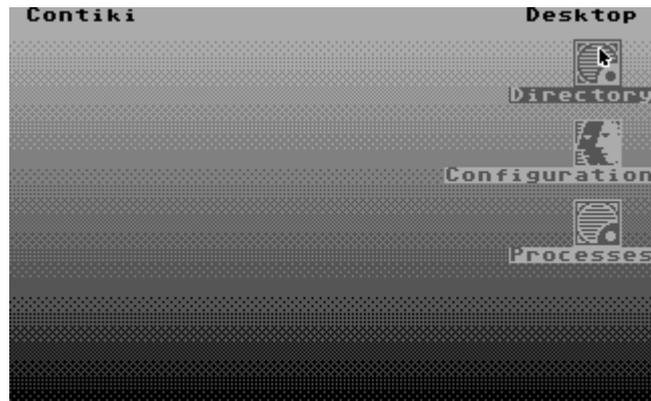
Next icon is the default icon this sets the screen theme back to default also directory icon this gives the directory listing but as we are already in the directory listing there seems little point in running it.



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



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



Next in line is the memory status icon



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

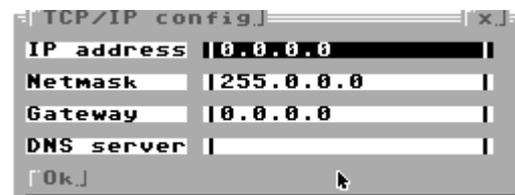


As can be seen in the screen shot there are two buttons one to close the application the other to update the memory display.

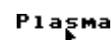
The network setup icon allows the setting of network configuration without setting the theme or the screen saver, Here is the network setup icon



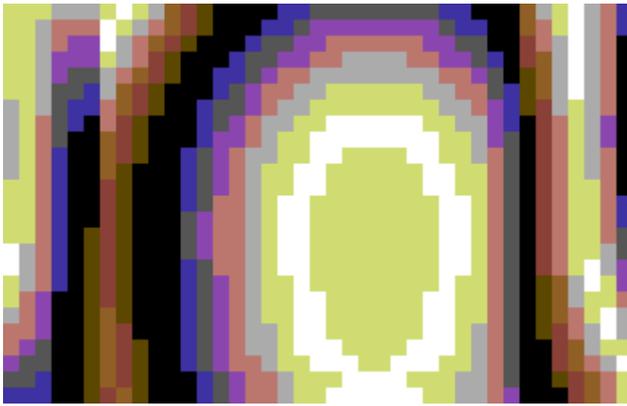
and here is the application running



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



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



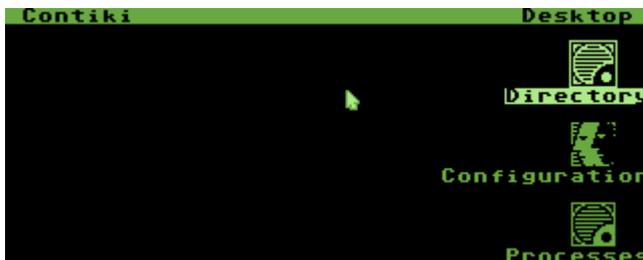
**Processes**

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

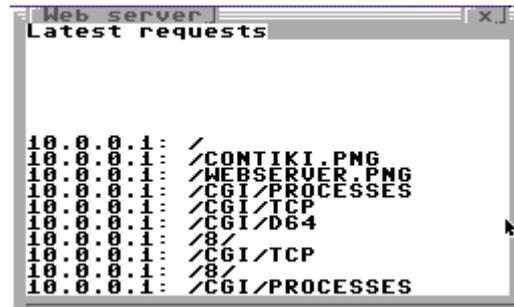


Click on the icon and you now have a web server

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.



Running the web browser we are given an address bar



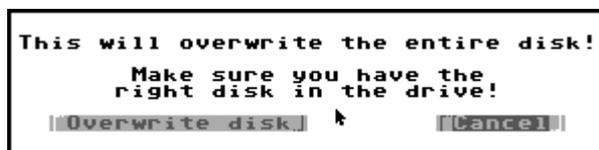
Again to go to a webpage we need to move the pointer to the address line the line will go black or display in inverse video. Once the bar goes black click the fire button on your joystick and then we can type in an address to go, once entered click on GO. When at the location or web page back will move 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/

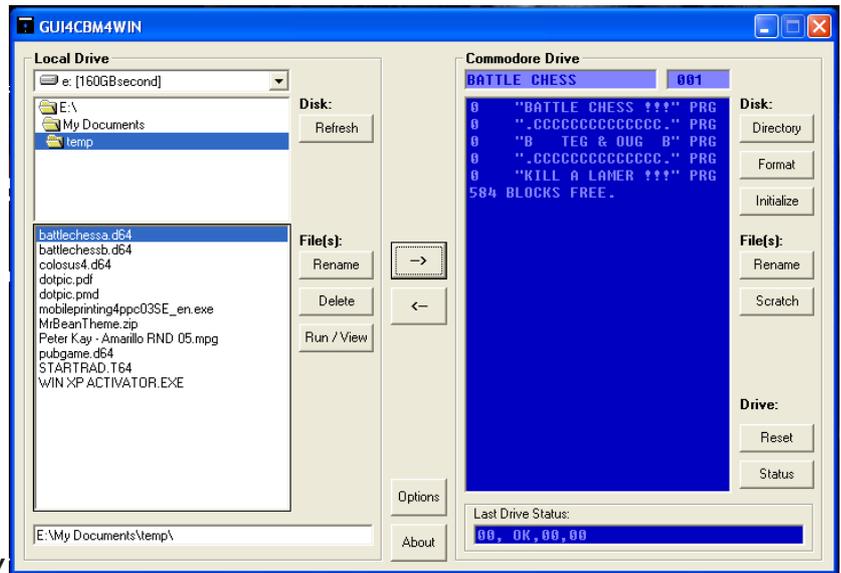
transfer files to your hearts content.

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.

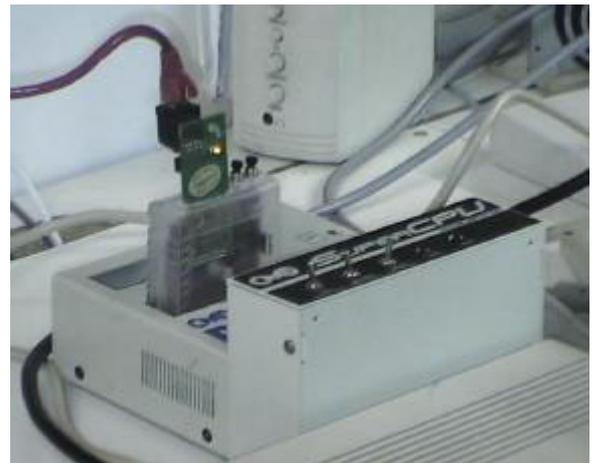
Lastly I'd just like to briefly mention my pet ambition - DOOM on the c64. Okay I know it would be hard to do but I know in my heart of hearts that a reasonable DOOM clone can be done, I have many ideas that I need to sit down and share with a programmer so we could come up with something special. I 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.

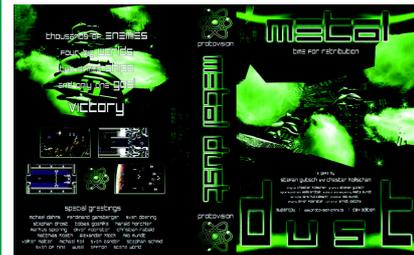


had vacated her house with the kids for the weekend) didn't complain ! There were many things happening all at once and you can't be in two places at the same time so some things were missed by some people and even I had to miss one or two things because I was doing a lot of repairing, etc.

I'd just like to mention a few things, firstly, Metal Dust - you have to see it to realise just how awesome this game is. Until that weekend I had only seen the first screen. Watching people play this game through three screens to reach the 'end of level baddies' just made me realise what a superb job these coders have done. These end of level baddies are HUGE and very tough to beat. We are all awaiting the full release version of Metal Dust so we can play it again, and again, and again !

Over the weekend we achieved a lot of hardware and software achievements, one of which was to successfully

# 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.

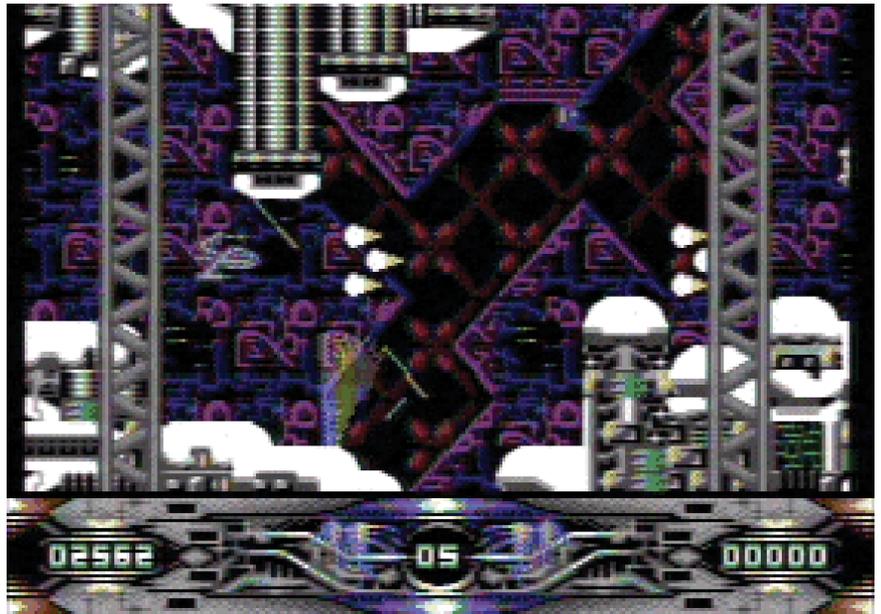
This game is your traditional tried and tested, horizontally scrolling shoot-em-up game, just like it came straight out of the textbook. Nothing new here to the untrained eye. At certain points, bonuses are up for grabs to upgrade your fire power and occasionally shield yourself from the onslaught of 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

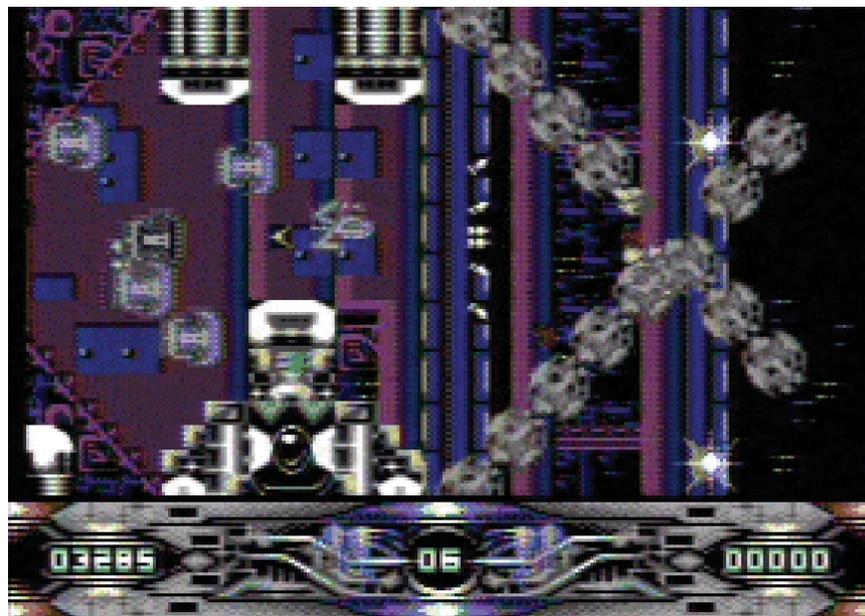
The game has a few small and annoying design problems. It appears the graphics seem to have been designed on some other system then ported to the 64. The problem is the lack of colours on the 64, with only 16 colours on screen, very careful thought needs go into the screen design and layout. Unfortunately 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

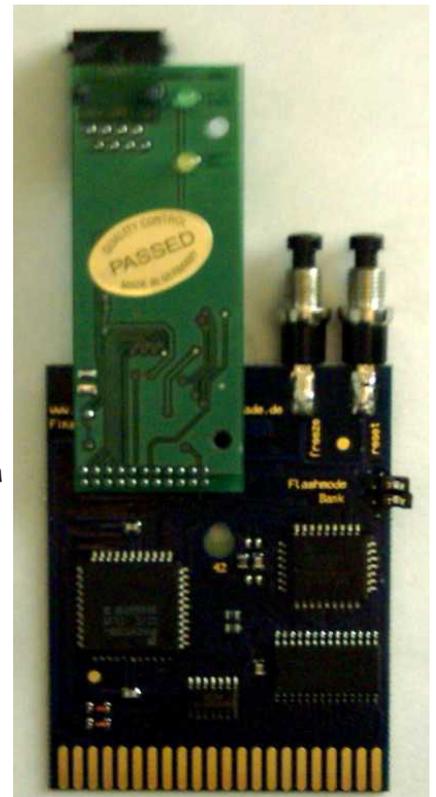
Right obviously to keep the unit costs down you will need to "assemble" the components together but this wont take more than a few minutes. The plastic case will need drilling though for the buttons of the retro replay cartridge and also for the network card to poke through but that could wait until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

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## 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:

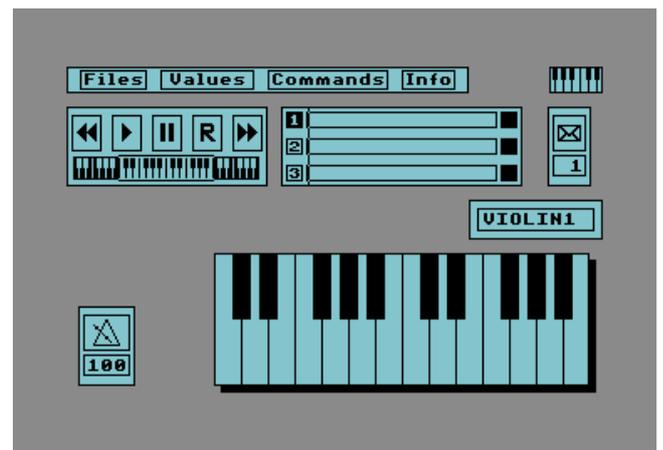
Now you can make music you want to hear. Whether a stylish performer or complete beginner, With THE MUSIC SYSTEM you can be a composer/studio engineer (and rockstar)

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.

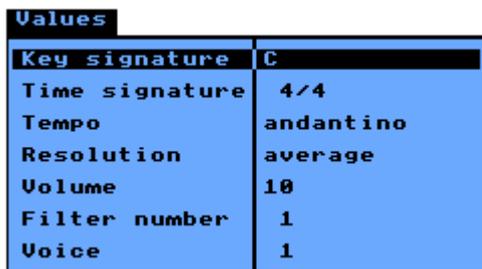
FILES

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!

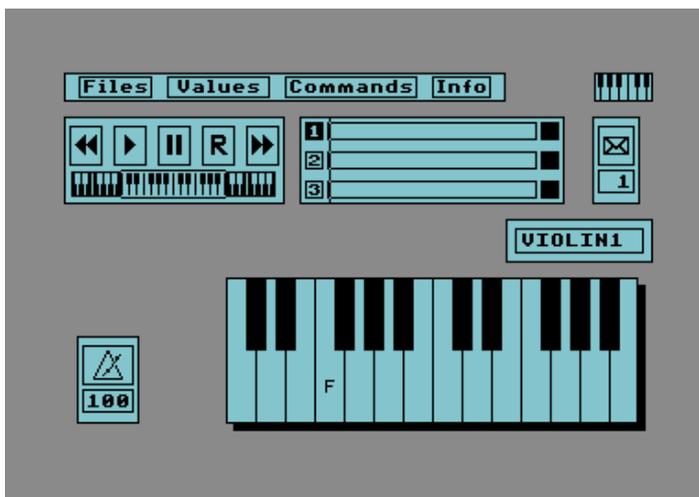
INFO

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	s.sound 1		
Sound 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 :

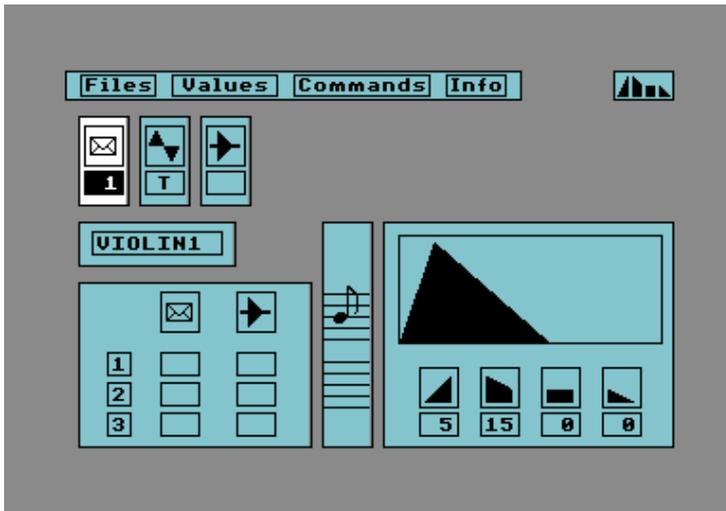
PART II

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.

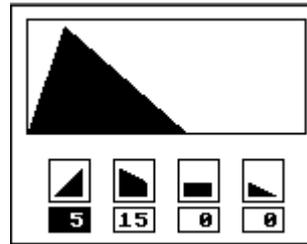
Pressing SPACE bar to advance onto the waveform option, again keys Q and W are used to change the option SHIFT SPACE moves back to the envelope option. Next along is the



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.

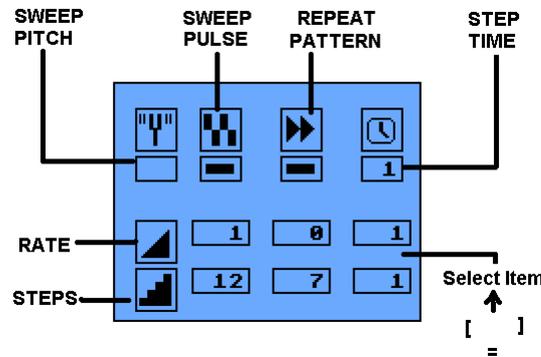
Right you may want take a deep breath, no I insist you take a deep breath, ok thanks now I will cover some of the advanced editing options.

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)

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# 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>