

# Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com  
c/o 31 Potowatomie Trail Milford, OH 45150

December, 2006 President's Page

Howdy Fellow Commodore Users!

Well, it's officially 2007! It's going to be an exciting year for us, the entire membership of CCCC. We are throwing a Commodore Expo again this year. Mark your calendars for the first weekend of May, come to the Drawbridge Inn and explore the wonders and friendships that an expo can exhibit.

Last week, as I was talking with some of my pals on #c64friends irc chat channel on irc.newnet.com, we were talking about the CCCC manifesto. The webpage is: <http://www.gaby.de/eccccc.htm>

The list sounds like a list of New Year's day resolutions, and frankly based on it being that time of the year, I'll reprint those here for all to think over....

## Classic Computer Collector's Code of Conduct

As a serious collector, I follow the Classic Computer Collector's Code of Conduct (CCCCC). The CCCCC is listed here for your reference:

- \*I will do my best to find a home for any classic or unwanted computer.
- \*I will return or destroy any personal or commercially sensitive data I find on a machine I acquire, and will keep it in the strictest confidence, should I find it necessary to view it.
- \*I will aid users in the decommissioning of their machines, should they require assistance.
- \*I will respect active software and publication copyrights.
- \*I will, whenever possible, repair the computers in my collection and maintain them in working order, and will assist others in doing the same, to the best of my ability. I will actively encourage the repair, maintenance, and use of older computers, in preference to the irreversible alteration of machines and parts for non-computer applications.

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## President's Page, Continued

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\*I will actively promote the exchange of computers, parts, and information among collectors, and will refrain from hoarding multiple examples of any item.

\*I will actively promote ethical collecting.

That's something to think about. It seems our club has been following this code of conduct for some time, now. Some folks appreciate older technology, some folks have no choice but to use old technology (due to their individual needs), but the bottom line seems to be that old computers, not just the Commodore logo'd ones need respect and given a sense of worth. Recycling unneeded products is something our world needs to do, rather than build a higher or bigger dump heap out in the countryside.

If you (or someone you know) is considering retiring a piece of computer equipment, there are still options other than the dump. If it's Commodore, your club accepts donations of anything related to that. We've occasionally even taken in an occasional Texas Instruments, or Timex Sinclair along the way. Another local resource looking for donations is an organization called TAPIN (Technology Assisting People In Need). Their pre-requisites for donations are a little bit more high-tech than ours, but they do provide a needed civic function. Give them a call at: (513)924-9111 or visit their webpage at:  
<http://www.tapin.org/>

Our club has received some items from this organization in the past. I continue to recommend TAPIN to folks who just mention they have old computers and don't know what to do with them.

Don't forget this month we will be going back to the Norwood Retirement Community on Sunday January 21st.

See you there and Keep Commodoring!!

David Witmer Cincinnati Commodore Computer Club President  
Webpage <http://www.geocities.com/c64-128-amiga>  
AKA Snogpitch [snogpitch@prodigy.net](mailto:snogpitch@prodigy.net) [cbmusers@yahoo.com](mailto:cbmusers@yahoo.com)  
ICQ 4989342 Ex-Commodore-Amiga Engineer class of '94

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## Article Submissions Wanted!

This is an official request for club members to submit articles for publication in the newsletter. Articles can be on any topic that involves Commodore or the CCCC club. I would really like to see some articles from some of our older members, describing the club and how it has changed over the years.

Articles can be submitted via email to [six@thedarkside.ath.cx](mailto:six@thedarkside.ath.cx), or by postal mail to:

Oliver VieBrooks  
17 Edwards Avenue  
Walton, Kentucky 41094

Thanks, and I look forward to seeing everyone's input!

## Commodore Products Support Windows Embedded



Commodore has been working extensively over the past year to create a matching digital entertainment environment, called CommodoreWorld™. The service offers access to a comprehensive catalogue of music, videos, and mobile content. The entire content catalogue will be directly accessed from the Commodore Gravel™ devices through a wireless connection and over the internet through [www.CommodoreWorld.com](http://www.CommodoreWorld.com).

"The pioneering spirit that is synonymous with Commodore demands innovative and excellent products. Windows CE 6.0 supports up to 32,000 processes and by increasing the amount of memory from 32Mb to 2GB allows Commodore developers to create richer memory demanding multimedia applications", says Hendrik van Iterson, Vice President Research and Development at Commodore International Corporation.

"Commodore's reputation for excellence makes it a valued Microsoft industry partner," said Hardy Poppinga, group marketing manager of Mobile and Embedded Devices at Microsoft Corp. "We look forward to more exciting devices and innovation based on Windows CE."

## First Internet & LAN game for RR-Net/ETH64 Released

New year, new fun!

24 years after the first Artillery Duel, the game has been ported to work over the Internet or LAN with RR-Net or ETH64!

### Features:

- # Two players over the Internet or LAN (turn-based)
- # Chat (F7)
- # Mediocre graphics
- # Sound effects
- # Joystick control (Port 2)

### Technical Details:

- # UDP-based communication (port 3000)
- # Written in DASM assembler
- # Uses netlib64, which in turn supports the RR-Net or ETH64 cartridges.
- # The network configuration file follows the Per Olofsson standard.

### Future Plans:

#Once Artillery Duel is finished, we plan to re-use many of the game ideas and protocol into a rewrite of Weather War, another C64/PET classic. From there, a more sophisticated platformer/scroller shoot-em-up might be fun. Eventually, we could even implement a server-based MMORPG, possibly modeled loosely on the Ultima series of games.

The game is still in development.

All information about this new game can be found on Leif Bloomquist's web site at <http://home.ica.net/~leifb/commodore/duel/index.html>

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## Active Commodore BBS List

CCCC BBS - cincy.ath.cx 23  
8Bit Junkyard - 8bitjunkyard.dyndns.org 6400  
Aliens, The - lv426bbs.homeip.net 23  
Antidote - antidote.hopto.org 23  
Excalibur's Stone - bbs.excalibursstone.com port 6400  
Future World II - fw2.cnetbbs.net 23  
Hidden, The - the-hidden.hopto.org 23  
InnerCircle BBS - innercirclebbs.com 23  
Jamming Signal - bbs.jammingsignal.com 23  
Last Stand - laststandbbs.net 23  
Lost Caverns - lostcavernsbbs.dyndns.org 6001  
Lost Caverns - lostcavernsbbs.dyndns.org 6002  
Mad World - madworld.bounceme.net 23  
Particles BBS - particlesbbs.dyndns.org 23  
Realms of Mystery - bbs.pipesup.ca 6400  
Retrograde BBS - retrogradebbs.com 23  
Riktronics - rkbbs.net 23  
Sonic Temple - sonictemple.dyndns.org 23  
Temporal Vortex - bbs.petscii.com 6400  
The Wizard's Realm - wizardsrealm.com 23  
CottonWood BBS - (951)242-3593  
Mars Den BBS - (972)276-6721

Many thanks to Eddie and WizardNJ from IRC #c64friends for this extensive list. If your favorite system is not listed here, you may send BBS list submissions to six@thedarkside.ath.cx or via snail mail at the address mentioned earlier in this newsletter.

## Star Commander Now has OpenCBM support!

A new beta of Star Commander is out. For the changelog see below. Probably the most interesting improvement is that SC can now access cbm4win under Windows NT4/2000/XP/2003. So there is no more need for GiveIO and alike. Simply select "OpenCBM" as cable type at the transfer options dialog. OpenCBM needs to be installed for this of course.

Since this is a beta release, there still might be bugs. Please send bug reports to the Star Commander Mailing List at: sclist@yahoo.com.

As usual, the new beta is available at <http://sta.c64.org/scbeta.html>.

Changes in SC 0.83.21 beta since SC 0.82:

- Fix: During file rename, already existing target files are now detected correctly under operating systems other than real DOS, as well.
- Fix: The number of sides is not detected for disks in 1570 drives anymore.
- Fix: The progress indicator counted blocks incorrectly while copying a file from a Commodore drive in normal transfer mode.
- New: Introducing support for accessing Commodore drives via the OpenCBM driver (cbm4win 0.4.0 or above) under Windows NT4/2000/XP/2003 - use the "OpenCBM" value for the "Serial cable" option in the "Transfer options" configuration screen.

## New Commodore Games Released in January

Bomb Chase Revival - <http://noname.c64.org/csdb/release/?id=45544>

Coined! - <http://noname.c64.org/csdb/release/?id=45543>

LAN Artillery Duel (see article in this newsletter) -  
<http://home.ica.net/~leifb/commodore/duel/duel0003.zip>

Cannone - <http://noname.c64.org/csdb/release/?id=45503>

Brain Strain - <http://noname.c64.org/csdb/release/?id=45255>

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CCCG BBS Report

December and January have been slow months for the BBS. All things worth doing take time, and running a BBS is one of those things.

The Compact Flash drive in the BBS's Amiga 1200 was switched out for a 3.5" hard drive adapter of my own design.

The C/6 art contest was cancelled for lack of interest.

Classic PC message bases were added.

We (Six and I) are currently in the process of overhauling the gateway box for the board, and are hoping to add web and IRC gateway capability to the system.

We still need sub board operators!  
-Chuck Kern, BBS Sysop  
Cincinnati Commodore Club BBS



IRC #c64friends Report

For those of you who do not currently use IRC, it may come as news to you that there is a regular Saturday night chat on irc.eskimo.com #c64friends that is hosted by several C64 members. The channel is quite active at other times as well, and is a great place to meet and talk with other Commodore hobbyists. If you need help getting on IRC, feel free to ask one of the ops in the club, Oliver Viebrooks (Six), Dave Widmer (Snogpitch), or Mark Gladson (Dragos).

Upcoming US Demoparty, "BLOCK PARTY" Information

Blockparty 2007 is a North American demoparty scheduled for the weekend of April 27-29, 2007 in Cleveland, Ohio. It is hosted by Jason Scott and Rad Man of ACID. More information can be found at <http://demoparty.us>. I mention this here because the demo competition is going to include the Commodore 64 and Amiga as target platforms.

From the website:

If you're new to the idea of a demoparty, the concept is simple: set up a stage, invite programmers, artists and musicians from around the world to enter competitions, watch in amazement what comes out, and then hand out prizes to the best of the bunch. Demoparties have been around for 20 years, with lots of great websites dedicated to the ongoing history of these parties.

The competitions being planned include Demo, Hirez, Textmode, Fast Music, Freestyle Music, Didschool Music, Photography, Flash, and the ever-popular Midecard. If you've got a creative spark, we want to hear from you and see your entry!

For our inaugural year, we're pairing up with an established, top-quality conference: NOTACON, which has been bringing together the brightest minds in art and technology for three years now. Attendance has been in the hundreds, and they've featured many great speakers and events. By teaming together, BLOCKPARTY can focus on putting on a great show.

Admission to BLOCKPARTY and NOTACON is the same ticket; access to BLOCKPARTY gives you access to NOTACON and vice versa. Simply pre-register with Notacon and you're registered with BLOCKPARTY as well.

We're still assembling all the fine details; speakers are being contacted, prizes acquired, and we're looking forward to months of planning to bring BLOCKPARTY to the status of legend. We hope to see you there!

If you want to keep track of new information and events occurring in conjunction with BLOCKPARTY, be sure to sign up to our mailing list, and check back often!



859-485-6465  
 513-829-0942  
 513-281-3079  
 513-248-0025  
 937-783-5559  
 513-868-1344

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Cincinnati Commodore Computer Club



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 c/o Roger Hoyer  
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Next Meeting  
 Sunday, January 21st

From 2PM to  
 4PM at

Norwood Retirement Community

