

## February, 2008 President's Page

Howdy Fellow Commodore Users!

Last month's meeting we talked about the possibility of getting some state of the art Commodore goodies, as was pictured in last month's newsletter. If you missed that meeting, here is your chance to speak up and open that pocketbook up for a group purchase. We discussed buying some items to help supplement our door prize selections, and some folks got excited and rightly so!

Some of that hardware is not easy to come by, or perhaps you heard about it after it's small production run has run out. We all know our club is all about show and tell, and it is fun to look over someone's newly gotten piece of hardware or software. Bring your checkbooks with you along with a page or two of something you would like to see as a doorprize for our C=4 Expo and we will discuss it's inclusion, if possible to the door prizes we will offer. Or if you want to purchase some hardware yourself, it is possible to get some kind of discount with a mass order from the club.

Speaking of hardware, many of you know we have been keeping our hardware collection at Steve Winkle's barn for many years now. How long has it been? Seems like it might be 10 years or so, give or take. As most of you know, Steve Winkle passed away suddenly last fall, and we have been discussing the possibility of a future move of our equipment. Dave Fisher has volunteered a storage space he has available, and we will probably take him up on that sooner than he expected. Roger talked with Jan just a few weeks ago, and she indicated she was thinking about selling the homestead. That would require us to move our stuff before that happens. She has indicated that she hopes to sell the place this spring. We discussed the possibility of a spring time move of our equipment, but now it looks like we have to move that time table up a few more months. It is already February, and the first day of Spring will be a little over a month away by the time you read this. We will be setting up a time to get the inventory moved. Probably it will have to be in two shifts. One to load a truck, van, or wagon, and another shift to unload everything in an organized manner.

If you would like to help, please let one of the officers know so we can keep you in the know of the exact date. We will probably be in the need of boxes for some of the stuff to help keep it organized until it can be properly inventoried. If you have a source of boxes that can be used for packing, save up some for our project coming up.

See you this month at the Retirement Home. For those of us who dropped by for the last meeting, we found out the building now has a new name! The address is still the same, and our meeting room is still the same. So, see you on Sunday February 17th.

Keep on Commodoring!!

David Witmer Cincinnati Commodore Computer Club President

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### Editor's Report

I am still looking for articles from our members. Anything related to Commodore computers will do. Articles should be in the format of your choice (though plain old .txt would be great). Articles should be submitted by email to [six@thedarkside.ath.cx](mailto:six@thedarkside.ath.cx), or by plain mail to Oliver VieBrooks, 17 Edwards Avenue, Walton, KY 41094.

Finally, there are two things that you should all take the time to make us aware of: 1st, if you would like to receive your newsletter via email instead of print, and 2nd, if you would like to receive the annual disk (and if so, which format, C64 or PC) that we will be releasing starting this year. See the address information above.

## **Current Commodore Corporation News: Commodore Calls a Special Shareholders Meeting**

[www.commodoreworld.com/corporate](http://www.commodoreworld.com/corporate) - Commodore International Corporation (OTC:CDRL) has called a special shareholders meeting to be held on Wednesday, April 2, 2008, at 14:00, at the Holiday Inn hotel, Amsterdam (De Boelelaan 2, Amsterdam).

The call for the special shareholders meeting has been placed on the corporate website found at [www.commodorecorp.com](http://www.commodorecorp.com) and is being sent out to all registered shareholders of the Company by post.

The meeting is being called to consider the following issues:

- Changes in the Board and appointment of new Directors
- Increase of the authorized share capital of the corporation
- Current business update (including the Phillar group and Commodore Gaming)
- New investment update
- New business plan for 2008-2010

Access will be permitted to shareholders recorded with the corporation's stock agent or upon presentation of suitable bank/brokerage certificate of ownership of stock of the corporation prior to the start of the meeting.

For all Shareholders entitled to vote who wish to do so via proxy, Commodore requests that such proxy be presented to the Secretary of the meeting upon registration prior to the start of the meeting. We would appreciate it if you would notify us of your intent to use a proxy by notice; please ensure that you have mailed or faxed that notice to Commodore by March 28, 2008 along with a signed version of the proxy.

The Proxy form and the agenda of the meeting and a route description to the Holiday Inn could also be found on our corporate website ([www.commodorecorp.com](http://www.commodorecorp.com))

### *About Commodore International Corporation*

Commodore International Corporation (OTC:CDRL) is a creator, developer and full-service provider of innovative digital media services, software and hardware. Innovations such as the CommodoreWorld(TM) multi media platform, the Gravel(TM) premium product line and the In Public MediaTower, open up new opportunities for the customization and sharing of media entertainment, such as music, movies and games.

### *Forward Looking Statements*

This press release contains forward-looking statements and the announcement of preliminary undertakings. Such statements should not be construed as an invitation to participate in an offering of Commodore shares or a confirmation that an offering will indeed occur. Investors are cautioned that these forward-looking statements are subject to numerous risks and uncertainties, known and unknown, which could cause actual results and developments to differ materially from those expressed or implied in such statements. Such risks and uncertainties relate to, among other factors: the level of orders for and sales of the company's products in European markets; the timing and success of the company's efforts in U.S. markets; the company's ability to successfully strengthen its own dedicated sales force; the timing and success of the company's introduction of new products; and the company's ability to successfully complete future corporate partnerships and financings.

## **MossyCon 4 is Go!**

MossyCon 4 - the first North American C=/Amiga event of 2008. Here are the details --

Date: Sunday, March 16.

Set-up time: 10 am. Official show time: 11 am to 3 pm. Unofficial show time: 3 pm to ?

Location: Fultano's Pizza, 620 Olney Ave., Astoria, Oregon 97103. Phone: 503 325-2855

Admission: Chip in for pizza, sodas, beer, coffee, etc.

For more MossyCon 4 information, contact the chancellor of the Anything Commodore User Group (ACUG), David Mohr, at [lordronin\(at\)vcsweb.com](mailto:lordronin(at)vcsweb.com)

HardSID 4U "a HardSID... for you!" (From [http://www.hardsid.com/hardsid\\_4u.php](http://www.hardsid.com/hardsid_4u.php))

*The HardSID 4U is the most powerful SID synthesizer since the legendary C64!*

- Two CPUs and main memory
- USB connection (compatible with both 2.0 & 1.1)
- Isochronous USB endpoint for low-latency audio
- VSTi interface with 8000Hz update rate on all SID registers (free)
- Wave-in VSTi pin for routing 8000Hz signals to any registers (example: playing other VSTi's sound on the volume register)
- Full automation of all VSTi parameters
- Superior sound quality (..it is a HardSID!)
- Support for up to four SID chips (6581/8580/6582 in any combination)
- Updateable firmware over USB
- Microsoft Vista compatible (drivers for Win2000/XP/Vista)
- Cycle-accurate playback of your favorite SID tunes
- Digitized sound + high-speed playback with low CPU utilization
- Seamless playback of .sid tunes while you work on your PC by providing a huge playback buffer for non-VSTi applications

### **The HardSID 4U Studio Edition**

- Full physical separation of the SIDs from the USB driven circuits
- 100% elimination of EMI (Electromagnetic interference) noise that may come from your PC via USB

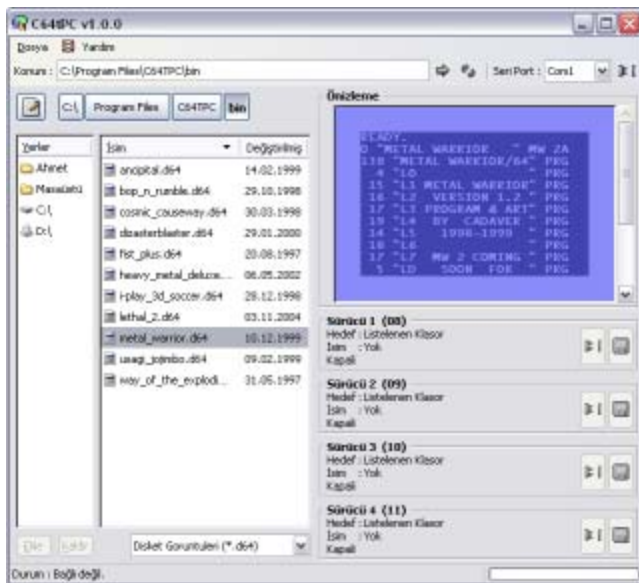
Many PC parts (sometimes the USB controller itself) are generating electromagnetic interference (EMI) which travels through the USB cable into your USB Audio device (HardSID 4U in this case). Even if you use a cable with built-in EMI suppression some of the noise will work its way through to your audio device. So, if any part in your PC isn't properly electromagnetically shielded, the EMI noise will be audible when low level audio is played. EMI noise can not be perfectly removed by any suppression method except by expensive physical separation of circuits connected to the PC from the audio circuits.

Suppressed EMI noise is still perfectly acceptable for hobby usage, but if you're planning to record your work/art in studio quality, you should consider going for the HardSID 4U Studio Edition, since it physically separates your audio circuits from the ones connected to your PC. We're using expensive technologies to replace direct electrical contacts between the PC driven circuits and the audio circuits.

### **Connectors**

- Four mono dry outputs for the best sound quality (2x stereo jacks)
- Mixed output for the easiest usage (1x stereo jack - mono signal)
- Four mono inputs for filtering external sources with SID filters (2x stereo jacks)
- USB connector for connecting the unit to a desktop PC or a Notebook
- DC-in connector for connecting the power supply (1A@12VDC)

## 64TPC (Connect C64 to PC) (From



C64TPC connects Commodore 64 to PC via their serial ports in order that C64 can use PC's storage devices. (Hard disk, CD/DVD, Flash Memory, MMC, etc.)

C64TPC consists of the two components: an electronic device and a PC software. The electronic device solves low level process for communication between C64 and PC. Thus, user does not need to struggle with complex settings or processes. C64TPC's software is a program with graphical user interface for simply usage. I will be able to release the binary for GNU/Linux and MacOS X because its source codes is platform independent.

C64TPC supports diskette images (.d64 files). It can both read and write these files. User does not need to extract program from these files for use. I am planning support t.64 files in the next release. C64TPC's advantages from another storage alternative for C64:

- It does not need to patching.
- It does not need to extract file from d64. It supports .d64 file format.
- It needn't a dedicated PC.
- It needn't old MS-DOS operating system. It has been developing for GNU/Linux, MacOS X and Windows so that it can use modern storage devices. (Flash Disk, MMC, etc.)
- User does not need to struggle any complex settings or processes.

### The Project Status:

TO DO (Hardware) Design is done and it is testing.

TO DO (Software) - Full 1541 Disk Drive emulation.- .t64 file support.

### Frequently Asked Questions

#### 1.Can it run multi-part games?

Yes, it can. There is no matter for C64TPC. It is serves files to Commodore by request.

#### 2. Can it run multi-disk games?

Yes, it can. Diskette changing is very simple in C64TPC. You can select next diskette image at runtime. C64TPC support four virtual drivers. If game is support, you can associate every diskette images to different virtual driver and you can play without diskette changing.

#### 3. Some games is programming 1541 Disk Drive's microprocessor. Can C64TPC run these games?

No, it can not yet. This is in the to-do list. Current release (ver.1.0.0) can not this much emulate 1541 Disk Drive.

#### 4. Can it support fastloaders?

No, it can not yet. This is in the to-do list. But C64TPC is already faster than real 1541 Disk Drive. (37%)



#### 5. Can it run with 1541 Disk Drive at the same time?

Yes, it can. Of course, you must be careful for device number conflicting.

## Remarked SID Chips Being Sold As New on eBay

[http://kevtris.org/Projects/sid/remarked\\_sids.html](http://kevtris.org/Projects/sid/remarked_sids.html)

I recently acquired some SID chips that were sold as being brand new, old stock... However, they turned out to be anything but. I popped one of them into my SIDMan, and played a tune that uses filters. Instead of hearing music I heard some popping noises, and then bits of music here and there. Turns out, the filter is blown on this "brand new" SID chip. Sooo, I popped another chip in and it works but the filter sounds crummy, like it's muffled. I pop in a 3rd chip of the four, and it works but the filter is all distorted and crackly- definitely not right. The fourth is like the first- the filter is dead on it also. I was surprised that of the two that worked, the filters sounded totally different. You'd think that two chips made at the same time would sound alike, right?

Something immediately caught my eye. Why did these supposed "new" chips come in three slightly different package styles? When you buy new chips, all of them look identical usually- they do not have different sized ejector pin markings (the two circular "dents" in the top and bottom) or pin 1 designations. Some have the cut in them only, some have the cut and a dot near pin 1. On the bottom, some have a cavity number (the number or letter in the ejector pin depression) indicating which cavity of the mold it came out of. Two of the chips don't even have the pin marks at all! Oh, and what is odd about the bottom of these chips? I checked out 12 other SID chips I owned. Every single one of them has a wafer tracability code and country of manufacture on it. These four were blank. After noticing the package differences, I looked closer. The chip pins were nice and bright and shiny, and bent outward like you'd find on brand new chips. I then got my micrometer out and decided to measure the package thickness since I thought they might have been ground down before remarking. Upon inspection, the chips measured out at 0.152" thick. For reference, I measured some normal SID chips of the same package style and they mic'd out at 0.149 and 0.150. Sooo, our suspects are 2 mils thicker than normal. After that, I figured the chips might have been painted with black paint before remarking. I busted out the acetone and it didn't take long to realize I was right! So, this makes me wonder... Where did all these old, bad SID chips come from? There's HUNDREDS of them being sold on ebay right now. They are very professionally remarked: The painting is flawless and textured to look like a standard IC package; the marking is a good solid print like you'd find on a real chip, complete with MOS logo. The pins were bent back out and given a fresh tin/solder dip so they were shiny and new. The only flaw is I suspect EVERY single one of them is defective in some way. The filters were shot on all four I had gotten, while the rest of the chip worked. If you were to pop one of these into your C64, you might not notice that the filter is defective for a very long time. Most games don't use the filter at all or sparingly so it would not be missed. The filter is the first thing I tested, however. So, telling the bad chips apart from real ones is very easy. The remarked chips all have the same date code on them, and one thing was a tipoff as to their fakeness of them.

\* MOS 6581 / 1484

\* MOS 6581 CBM / 3085

\* MOS 6581R4AR / 2282 (obvious fake- the R4AR didn't come out until mid '86!)

\* MOS 6581R4 / 3686 S

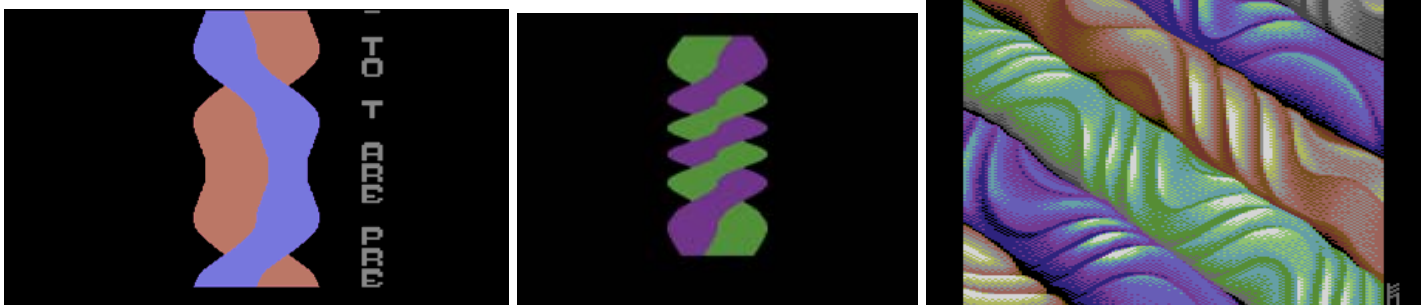
The seller is/was also selling chips with these date codes, but I do not have them so I cannot tell if they are fake, but I suspect at least the 6581 is.

\* MOS 6581 CBM / 2385

\* CSG 6582A / 2392 25

\* CSG 8580R5 / 4091 25

## New NTSC Demo: TwistOf/Style



Another month brings us another demo from the US demo group, STYLE. This time it's a twister written by yours truly, new music from Warnock/Style, and a really nice FLI pic by Saehn/Style. The twister is fully user-configurable, and comes with several cool presets. There's a noter on the disk that tell which keys to use. This is Style's first 2008 release, and their second release in the past two months. Looks like the American C64 scene may be on something of a rebound!



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The CINCINNATI COMMODORE COMPUTER CLUB meets the third Sunday of the month. Our next meeting is Sunday, February 17th from 2 - 4PM at the Victoria (formerly Norwood) Retirement Community, 1500 Sherman Avenue, Norwood. There will be a short business meeting with more discussion of our upcoming C=4 Expo, June 27-29, 2008 plus moving the club's and Steve Winkle's hardware. Demo to be determined.