SER PORT extension cable £25.00
X3 cartridge port expander £29.50
X2+1 cartridge port expander £33.00
xpert Mk1 cartridge v3.2r ....CS £15.00
xpert Mk2 with ESM v4.1 ....CS £18.00
xpert system disks* ....each CS £4.00
state disk required - 2.1 / 3.2 / 3.2r / 4.1
eoCable II (with pass thru port) .. £22.00
1541 (with Star Commander) ... £9.00
erial cable (1m) £5.00

Telecommunications & MIDI
canLynx2000 (geoFAX) .... CS £25.00
Kbps modem (Novaterm) .... CS £CALL
OOM modem (geoFAX/Nova)CS £80.00
urbo 232 modem interface £33.00
odem cable (DB9 to DB25) £11.00
ovaterm v9.6 (5.25″ or 3.5″) £29.50
igimaster (software) £27.50

Magazines / books / etc
MD product catalogue .... CS £1.00
natomy of the 1541 .... £8.50
64 science & engineering £8.50
64 tricks & tips £8.50
128 computer aided design £8.50
128 BASIC training guide £8.50
ommodore World Magazine
9,11,12,17,18,19,20,22 & 24 ... CS £4.50
ompiler design & implementation . £8.50
EOS prog.s reference guide £25.00
raphics book for the C64 .... £8.50
itchhikers guide to GEOS £25.00
eas for use on your C64 .... £8.50
rinters book for the C64 .... £8.50
apping the C64 .... £8.50

GEOS software
EOS 64 v2.0 ..... £33.00
EOS 128 v2.0 ... £38.50
Wheels64 v4.2 .... £33.00
Wheels128 v4.2 .. £38.50
egaPatch64 / Topdesk
.... CS £28.00
egaPatch128 / Topdesk ...... CS £30.00
DoubleDesk 128
.... CS £TBA
Gateway64 v2.5 £16.50
Gateway128 v2 £16.50
D-ROM 64/128 (for use with Gateway)
.... CS £TBA
rintText 64 .... CS £TBA
rintText 128 (64k VDC in 80 col)CS £TBA
rofiLabel 64 .... CS £TBA
rofiLabel 128 (64k VDC / 80 col)CS £TBA
eoFile 64 .... £33.00
eoFile 128 .... £38.50
eoCalc 64 .... £33.00
eoCalc 128 .... £33.00
eoProgrammer £38.50

PPLQ master system & fonts 1 & 2 . £33.00
PPLQ font collection 3 .... £11.00
PPLQ border font collection £11.00
Dweezil's greatest hits £22.00
SuperFonts .... CS £7.00
MergeFonts .... CS £7.00
SpecialFont collection .... CS £7.00

Software
Bank street writer £9.50
Big blue reader £27.50
CMD utilities £16.50
Compression kit £29.50
FlexiDRAW £20.00
FlexiFONT £20.00
GoDot £30.00
I-Paint (80 col's & 64k VDC) £29.50
I-Port (80 col's & 64k VDC) £29.50
JiffyMON - monitor £11.00
Master type £9.50
MECC educational series :
- spelling bee £9.50
- adventures with fractions £9.50
- expeditions £9.50
- pre reading £9.50
- the glass computer £9.50
- the market place £9.50
PASCAL 64 .... £16.50
ReRUN disks £5.50
Superbase 64 v3.01 .... £27.50
Superbase 128 v3.01 .... £27.50
Sword of honour (3.5″ & 5.25″) .. CS £5.00
Where in XX is Carmen SanDiego ?
- world / europe / time ..... each £29.50

Miscellaneous Items
5 1/4″ disk drive cleaner .... CS £4.00
3 1/2″ disk drive cleaner .... CS £5.00
64k VDC Upgrade Kit (C128&D) . £TBA
Printer/plotter pens (3x black) .... CS £3.50
Printer/plotter pens (3x colour) .... CS £3.50

COMING SOON !
CLiPS

Ordering within the UK
Please add the following postage costs to your completed order :
CS items .... NIL
£0.01 to £10.00 .... £4.00
£10.01 to £20.00 .... £8.00
£20.01 to £30.00 .... £18.00
£30.01 to £50.00 .... £22.00
£50.01 to £60.00 .... £25.00
£60.01 to £150.00 .... £35.00
£150.01 to £300.00 .... £50.00
£300.01 to £800.00 .... £60.00
£800.01 plus £70.00

following address:

Contact address and payment details
Make payments payable to :
A J Bairstow

Send to : CS Importing Service
14 Glamis Close
Garforth
Leeds
West Yorkshire
LS25 2NQ
United Kingdom

Tel / Fax :   (0113) 2861573

E-mail
allanbairstow@compuserve.com

All details were correct at time of going to press. Delivery can be up to four weeks after the 1st of the month. Please - ring *before 9pm* in the evening, thankyou.

' IN STOCK ' OFFERS
All the following items are in stock, ready for immediate despatch and include P&P in the mainland UK but are in limited numbers - ring to confirm availability before ordering.

RAMLink jumper clip ..... CS £2.50
CMD hard drive PSU .....CS £35.00
CMD FD & RL2 PSU ..... CS £25.00
GoDot .... CS £35.00

The details on this list were correct at the time of printing, all prices are subject to change - you will be notified prior to orders being accepted.

10th November 1999

REGULAR SCENE

FEATURES SCENE

GEOS SCENE

GAME SCENE

PUBLIC DOMAIN
and DEMO SCENE

C64 EMULATOR
& WWW SCENE

REVIEW SCENE

MUSIC SCENE

SERIOUS SCENE

ADVERTSIMENT SCENE

CONTAX SCENE

CS28 is already taking shape and is also looking very good thanks to a profusion of great feautres from various writers and a great piece of cover artwork from Malte Mundt.
Things are looking up for the new millenium

Hello,

Well, what a busy boy I've been !

After the last issue I decided that a bit more time was needed for me to compile this 'Christmas' issue, hence the estimated release date of 14th December. Fortunately (unfortunately ?) I was then asked to attend the 'ODYSSEY' Retro Event in Milton Keynes, so I had to actually bring forward this issue so that I could concentrate on getting stuff ready for the event and also enable me to take CS27 to the exhibition.

If you are reading this at the exhibition then I made it on time :-)

So what had to be left out of this issue because of the new deadline ? - (1) I have to say a big SORRY to the ART RAVERS (again !), as I have had to put off their interview for the second time around. Due to the new deadline for CS27, I simply did not have the time to do the interview. (2) Some regular features may have had to be left out of this issue. At the time of writing the exact missing features are unclear. (3) The feature about the RAMLink/cooling fan has had to be postponed.

CD-ROM - The first ever CD-ROM from Commodore Scene will be on sale very early in the year 2000. The transferring process has already begun and between myself and Dave Elliot we hope to have it complete some time in January or February. At the moment it will contain the entire geoNUT Disk Depository, the old geoCLUB UK/geoBASIC Library, all the CS coverdisks and CS special disks and lots more. More details will be in a future issue. If this proves a worthwhile venture then there will be more CD-ROM's from CS in the future.

X1541 - At last ! I have successfully built a working X1541 cable (links a 1541 disk drive to a PC), also, I have now mastered the Star Commander program that runs it. This is good news as it allows me to transfer data directly from a 1541 CBM disk to the PC ready to be processed for the CD-ROM.

There was a slight problem in the last issue with a couple of pages not printing out very well. The offending pages were 'fuzzy' to look at and unfortunately I was unable to correct the problem at the time. The necessary steps have now been taken to prevent this from happening again and if anybody wants a reprint of the pages in that issue then please let me know and I will be happy to oblige.

In this issue we have a new look Data Blast section. Some of the news will be in the same style as before, but because Robert Bernardo sends me so much news I have decided to use his information 'as is'. The new heading for this section from Robert will be called REM - Robert's Eclectic Musings. I have no doubt what so ever that the Data Blast section will be 'tweeked' further in future issues :-)

Also in the this issue you may have noticed that the typeface for the entire magazine has now changed. For the most part, the typeface has had to be altered to make it easier for people to read the smaller text. The original text that I was using was very pretty but it was also unreliable at the printing out stage. Heres hoping that the new font is okay !

This issues 'Big Hand' award goes to my good friend Dave Elliot for all the sterling work that he has done behind the scenes recently. Not only has he compiled a very comprehensive index for the new geoNUT Disk Depository but he has upgraded my C128D to 64k VDC (thanks Dave) and he is also helping to transfer all the Commodore Scene library disks over to the PC ready for the upcoming CS CD-ROM !
What a guy !

If there was to be another big hand for anybody then that would have to be Malte Mundt. After last issues appeal to find his brother (Milo - who also got in touch as well), Malte got in touch and has offered his help with articles and some artwork for future covers. Malte's work is elsewhere in this issue while his covers will be featured throughout the year 2000. Malte also sent me the full and complete version of **Stroke World** which is on this issues coverdisk, this is a completely new game which is SuperCPU compliant and utilizes the RAMCard (see last issue, page 31 for more details).

Commodore Scene now desperately needs a 'high quality web site' for the new millennium ! BUT, there are some catches. Here are some brief details : (1) I can't do the original site construction myself as I don't have the time or the skill, (2) When completed it will definitely have to run under my account on Compuserve, (3) I will need access to the site to enable me to change any particulars, (4) The page does not need to be complex, simple dates / times / prices / address details will suffice for now but in the future I will need to be able to let users download free sample pages from past CS issues, order items from the Importing Service and also download an electronic version of Commodore Scene and the coverdisk - for a fee !,(5) The site - when constructed - will need to be the property of Commodore Scene and not the person programming it - I am sure that a mutually satisfactory agreement can be arranged.

I am therefore now inviting any interested parties to submit any suggestions and ideas - there is a years FREE subscription to Commodore Scene up for grabs for the lucky programmer who gets to do it !
More details in the next issue - I hope :-)

Allan, Editor

Paying For It !!!

When purchasing items from CS note the following :
- All prices include p&p in the UK
- Make cheques or postal orders payable to A.J.Bairstow
- Make cheques or postal orders payable to Dave Elliot for the geoNUT DEPOSITORY disks, see the 'geoTelegraph' section for further details on this library.
- DO NOT send cash through the post as Commodore Scene can not be held responsable for any lost money

Polo Shirts	£15.00
T Shirts	£13.00
Sweatshirts	£15.50
Baseball Caps	£7.00

Merchandising

The following items are available from the editorial address, please note that these items are quality products with fully embroidered logos on them - these are not cheap rubbish. Sizes : small (34"/36"), medium (38"/40"), large (42"/44"), X-large (46"-48"). Colours : white, black, sunflower, navy, bottle green and burgundy Please allow up to three weeks for delivery.

Software Libraries

The geoNUT Disk Depository
- formly the geoCLUB UK GEOS Disk Library
- for more information see the 'geoTelegraph' section

CS BASIC Library
- coming soon ! a new library from the ashes of geoCLUB UK

Independant Commodore Library
- formly the ICPUG Library , now run by Ken Ross
- complete details will be in a future issue

BZPD Library
- Two great publications coming together to offer you the best Public Domain Library in the UK
- more news in the next issue

Renaisance Archive
- Probably the finest C64 project EVER !
- Coming in the next issue

Importing Service

A FREE service to help you get those items from around the world with as little fuss as possible to you.

- Let me do all the hard work !
- Items from the UK , USA & Europe
- Now also includes refurbished/upgraded items from CS

Current Pricing

Single issue	UK	Europe	World	USA
CS magazine only	£3.00	£4.00	£5.00	$8.00
CS & coverdisk - state 3.5" or 5.25"	£3.50	£4.50	£5.50	$8.80
Subscription (1yr/6 iss.)				
CS magazine only	£17.00	£23.00	£29.00	$46.40
CS & coverdisk - state 3.5" or 5.25"	£20.00	£26.00	£32.00	$51.20
Subscription (half year/3 iss.)				
CS magazine only	£8.70	£11.70	£14.70	$23.50
CS & coverdisk - state 3.5" or 5.25"	£10.20	£13.20	£16.20	$26.00

DOLLARS - please add $13 if paying by personal cheque. International money order does not incurr an additional charge.

Coming Issue Dates & Deadlines

Issue	Submissions to be in by	Delivery Date
28	1st January 2000	1st February 2000
29	1st March 2000	1st April 2000
30	1st May 2000	1st June 2000
31	1st July 2000	1st August 2000
32	1st September 2000	1st October 2000
33	1st November 2000	1st December 2000

General Information and Conditions

All material recieved by Commodore Scene will be regarded as 'printable' unless specifically stated otherwise. Swearing and foul language will NOT be printed.

Writers Pack

If you would like a CS writers pack to help you compile your submissions for CS then just drop me a SAE and I will post one out to you.

Advertisment Rates

	Black & White	Colour
Back cover	N/A	£50.00
Full page	£25.00	£30.00
Half page	£20.00	£25.00
Quarter page	£15.00	£20.00
Boxed (Contax) ad	£5.00	per year
Classified	5p	per word
Classified	FREE	readers/subscribers

Advertisters Pack

All advertisement rates are negotiable. There is a 'CS Advertisers Information Pack' if anybody requires one, just drop my a line. All 'paying' advertisers will recieve one complimentary copy of that particular issue (no coverdisk).

Distributors Pack

If you would like to distribute (or are thinking about distributing) Commodore Scene within your country then please drop me a line and I will send out this pack to you describing some of the terms and benefits.

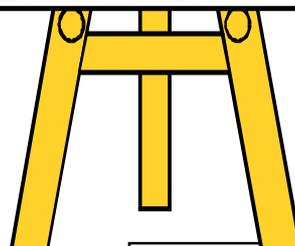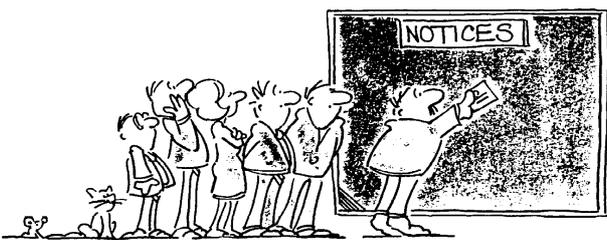## Back issues, coverdisks & specials ! get 'em while they're hot !

Issue No.	UK	Europe	World	Date
1	SOLD OUT			May '95
2	SOLD OUT			June '95
3	SOLD OUT			August '95
4	SOLD OUT			September '95
4 - disk only	£1.00	£1.50	£2.00	September '95
5	SOLD OUT			November '95
5 - disk only	£1.00	£1.50	£2.00	November '95
6	SOLD OUT			December '95
6 - disk only	£1.00	£1.50	£2.00	December '95
7	SOLD OUT			January '96
7 - disk only	£1.00	£1.50	£2.00	January '96
8	£2.00	£3.00	£4.00	March '96
8 & disk	£3.00	£4.00	£5.00	March '96
9	£2.00	£3.00	£4.00	April '96
9 & disk	£3.00	£4.00	£5.00	April '96
10	£2.00	£3.00	£4.00	June '96
10 & disk	£3.00	£4.00	£5.00	June '96
11	SOLD OUT			August '96
11 - disk only	£1.00	£1.50	£2.00	August '96
12	£2.00	£3.00	£4.00	October '96
12 & disk	£3.00	£4.00	£5.00	October '96
13	£2.00	£3.00	£4.00	December '96
13 & 2x disks	£3.00	£4.00	£5.00	December '96
14	£2.00	£3.00	£4.00	February '97
14 & disk	£3.00	£4.00	£5.00	February '97
15	£2.00	£3.00	£4.00	April '97
15 & disk	£3.00	£4.00	£5.00	April '97
16	£2.00	£3.00	£4.00	June '97
16 & disk	£3.00	£4.00	£5.00	June '97
17	£2.00	£3.00	£4.00	August '97
17 & disk	£3.00	£4.00	£5.00	August '97
18	£2.00	£3.00	£4.00	October '97
18 & disk	£3.00	£4.00	£5.00	October '97
19	SOLD OUT			December '97
19 - disk only	£1.00	£1.50	£2.00	December '97
20	SOLD OUT			March '98
20 - disk only	£1.00	£1.50	£2.00	March '98
21	£3.50	£4.50	£5.50	June '98
21 & disk	£4.00	£5.00	£6.00	June '98
22	£3.50	£4.50	£5.50	8th Sept '98
22 & disk	£4.00	£5.00	£6.00	8th Sept '98
23	£3.50	£4.50	£5.50	14th Dec '98
23 & disk	£4.00	£5.00	£6.00	14th Dec '98
24	£3.50	£4.50	£5.50	1st March '99
24 & disk	£4.00	£5.00	£6.00	1st March '99
25	£3.50	£4.50	£5.50	1st June '99
25 & disk	£4.00	£5.00	£6.00	1st June '99
26	£3.50	£4.50	£5.50	1st Sept '99
26 & disk	£4.00	£5.00	£6.00	1st Sept '99
27	£3.50	£4.50	£5.50	1st Dec '99
27 & disk	£4.00	£5.00	£6.00	1st Dec '99
28				1st Feb 2000
28 & disk				1st Feb 2000
29				1st Apr 2000
29 & disk				1st Apr 2000
30				1st June 2000
30 & disk				1st June 2000
Special Edition 1	£2.00	£3.00	£4.00	January '98
Special 2 - Tech2000	£5.00	£6.00	£7.00	December '99
Any single coverdisk	£1.00	£1.50	£2.00	

BULLETIN

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Cyborg 2900 is NOT on the coverdisk despite my attempts to get it there ! There just wasn't enough space for it this issue. Sorry, maybe CS28.

--------------------------- + 0 + ---------------------------------

The ODYSSEY retro exhibition is looming very near and I am still trying to get this magazine out before then. I hope I make it on time and I also hope that I will be seeing a lot of you there as well :-)

--------------------------- + 0 + ---------------------------------

Another thing that was not completed for this issue was the new look Importing Service - there just aren't enough hours in the day :-(

--------------------------- + 0 + ---------------------------------

There is a years free subscription up for grabs for somebody who can supply a good web site for Commodore Scene. More details in the next issue.

--------------------------- + 0 + ---------------------------------


CS26

(1) 'Interpaint' on the coverdisk had already made an appearance on the CS13 coverdisk. Sorry about that. In my defence, CS13 was before my time and I can't remember what has been on all the old coverdisks. I didn't do it on purpose :-(

(2) Some pages didn't print out too cleverly. Again, there was nothing I could do about it at the time. The problem has since been overcome :-)

(3) In the last issues COMMODORE WEB section, I incorrectly stated that THE GAME GUIDE allowed you to download complete games.
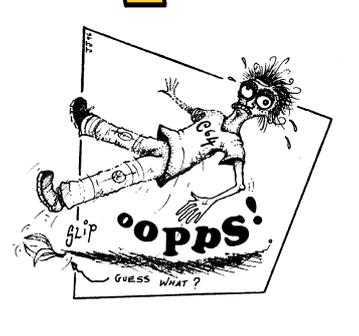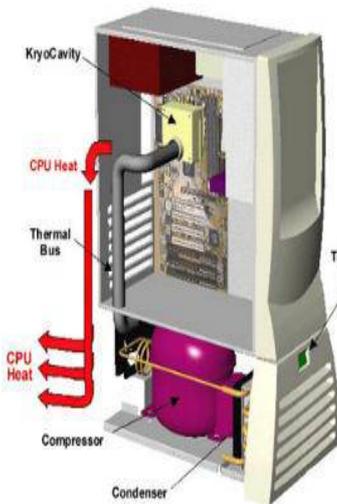
I know we don't talk about PC's but I couldn't believe what I was reading recently. Just take a look at the picture on the left, any ideas what it is ?

Believe it or not, this is the next generation of PC's, the device at the bottom is a refrigerator.

The CPU needs to be cooled to an unbelievable -42 degrees before switching on the computer, this then allows the CPU to run at a staggering 1 Gigahertz !

We certainly have come a long way from the 80's when a CPU was measured in Hertz (thats pre MeagHertz !).

Unbelievable or what !!

DATA BLAST
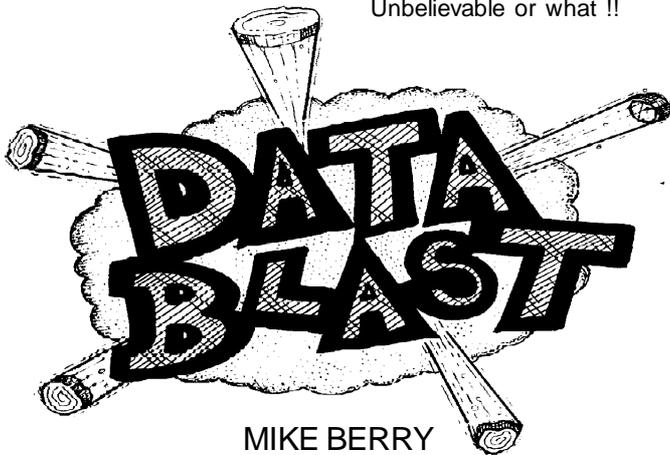
MIKE BERRY
&
SAVAGE PLATFORMS

I have it directly from the mouth of Mike Berry that Savage Platforms is three months away from completion (dating from 1st October 1999). The sleeves are ready, so are the disk labels, disk and all the address labels for everybody who ordered the issue of CS with the promise of Savage Platforms in it - all I need now is the game !

LASER LOVERS

I recently received my copy of the 'Laser Lovers Disk' from Dale Sidebottom. Due to the nature of these disks (you need a laser printer), I am unable to review them yet. So, if anybody out there uses GEOS and a laser printer - please get in touch and we can sort something out.

VINNY MAINOLFI

Vinny has now started his own business (along with a friend). Unfortunately this means that he no longer has the time for his C64 activities.

This means no more WEB site - BOOO! - so, if you were wondering where his site had gone then now you know.

Yet another one bites the dust.

COMMODORE FACTION/GALA PUBLISHING

Hmmm ! Well it appears that the up and down world that is Commodore Faction / Gala Publishing is changing daily ! David recently informed me that there is to be another issue of this fanzine (#9), this 'may' mark the way for further issues or it may be the last issue ever !! Either way it looks like issue #9 will be A5 in size, 16 or 32 pages in length and will be full colour throughout. Sounds good in theory. There are no firm details or deadlines as yet so please deal direct with Gala Publishing for more information. And the price ? - well I don't know I'm afraid but, the last issue was priced at an unbelievable £5.99 !! Some people might say that this was a way of recouping money from the falling sales - who knows.

Further to this information, I now have an e-mail from CF/GP about his intent to now cease all support for the C64 scene. Is this the end ? Who knows for sure exactly what will be said tomorrow as things are so topsy turvy at the Gala Publishing camp !!!

CD-ROM AUDIO PLAYER

News from Josef Soucek - the ATAPI CD_ROM audio CD player v0.3 for the C64 has now had some of its features tweeked. The 'Pause', 'Skip track' and 'Close tray' problems have now been ironed out.

Further details are available from http://www.dk/ide64

COMMODORE ZONE

Jason informs me that issue 14 has now been unleashed on the general populous. Get it while it is hot.

MALTE MUNDT

As well as the fact that Malte is now helping with CS, he also has a web site dedicated to helping the C64 scene in general. See page 37 for details.

BJORN LYNNE

"Back in Time 2" now available

This CD has nothing to do with me, other than the fact that it's available to buy from my web site. Just like it's predecessor, "Back in Time 2" is a CD of famous and much loved tunes from the Commodore 64, all re-worked and re-recorded with synthesizers and professional studio gear.

Some of the highlights on this CD includes: Orchestral versions of Aztec Challenge and Forbidden Forest (by Peter Connelly, the guy who made the music for Tomb Raider 4). "Comic Bakery" (new arrangement by Tomas Danko!) and "Wizball 2000". An authentic reconstruction of the famous Zzap Sanxion tape. The ultimate version of "Galway is God" ("Rambo"/"Green Beret" loader) arranged by Jogeir Liljedahl. Fred Gray playing funk guitar. Mark Cooksey's very own studio version of "Ghosts 'n Goblins". "Driller" fans also get a full soundtrack-powerful version of this great track. And there's lots more, including the usual great booklet of facts and entertainment.

Further deatils can be had from Bjorn Lynnes web site at : http://www.lynnemusic.com

You can also order on-line and take a look at the other CD's on offer.

R.E.M.

(Roberts Eclectric Musings)
by Robert Bernardo

On July 22, the New York Times newspaper published "Living the 8-Bit Dream in a 32-Bit World", an article by Jennifer Lee mainly about Commodore computers. The author has released the article so that user groups can publish it in its entirety without any copyright fees. *See page 19 to read the article.*

Part of an announcement from Creative Micro Designs and published on comp.sys.cbm and in the August issue of GO64! magazine... Effective with issue 26, Commodore World will be produced by CSW Verlag, publishers of GO64!, and will become known as GO64!/ Commodore World. The magazine will be produced in the English language and all outstanding issues due to Commodore World subscribers will be provided in the new format. CSW Verlag has shown us that they have the ability and expertise to provide you with a quality magazine dedicated to the Commodore 64/128. With their proven track record and staff dedicated to the full time publishing of a Commodore-specific magazine, Commodore World subscribers will benefit greatly. The magazine will now be received with greater frequency (once a month) and will have larger pages, a glossy cover, and will also be provided with a cover disk. CSW Verlag, Goethestrasse 22, D-71364 Winnenden, Germany. Phone/FAX: +49 (0) 7195/ 61120. E-mail: go64@c64.org

After over a year of inactivity, the software library of the Commodore Roundtable on Genie has new additions. As reported in Fresh from the Net last year, the original person in charge of screening the uploads and placing them in the library left Genie. Doug Cotton of Creative Micro Designs was to take over and make sure the library stayed current. However, after phone calls, e-mails, and faxes to Doug, nothing was done to update the library. This August, some two dozen files that had accumulated over the year were finally placed in the library.

Thinking that the library was running again, users started uploading new files immediately. However, once again, the files are not being posted to the library in a timely manner. To voice your concern, contact Creative Micro Designs.

Arndt Dettke has released another module for GoDot, the graphics manipulation and conversion program for the C64. It is an improved version of mod.PixelEdit. The module can be downloaded by going to the GoDot website at— http:// users.aol.com/howtogodot/welcome.htm Click on "site news", page through the document, click on "koala svr", and from there you'll be sent to the FTP area in which you'll find the module and all previous-released modules not found in the original GoDot package. GoDot is available from CS.

Creative Micro Designs has added items, deleted items, and changed prices to some items in its latest catalog addendum. More educational, entertainment, and productivity software and hardware have been added - most notably Wheels 64/128 replacement o.s. for GEOS, Novaterm 9.6, and U.S.Robotics 33.6Kbps Faxmodems. Discontinued items include the SuperCPU 64 and 128 with 1 mb. SuperRAM card, 1 mb. SuperRAM cards, 1 mb. 72-pin SIMM's, the Video Digitizer cartridge, Handy Scanner 64, Pagefox, the Pocket series of programs, 170 and 500 mb. HD series hard drives, the Zoom 33.6Kbps faxmodem, and several software packages. *All items are available form CS*

Todd Elliott, programmer of the Geowrite 128 2.2 patch, and Larry Anderson, sysop of the Silicon Realms BBS and avid Commodore collector, and Robert Bernardo, president of the Fresno Commodore User Group, are to appear at the Vintage Computer Festival, Santa Clara Convention Center, Santa Clara, California on October 2-3. Todd will be bringing his C128 set-up, Larry will exhibit a mint PET computer with "chiclet" keyboard and will act as docent for the display from the Computer History Museum, and Robert will be manning the FCUG table with its various demos of Wheels, the SuperCPU, Loadstar, and others.

Reported in the last Fresh from the Net, Todd Elliott is distributing his patch to upgrade Geowrite 128 to v2.2. More information on the patch is now available. With the patch, Geowrite 128 now has complete 4-drive support in its file requestors, is bootable from any drive (A-D) when a datafile is clicked, has an improved boot sequence, loads completely into expansion memory when used with Wheels 128 (but not with GEOS 128 due to its limitations), is semi-intelligent in that it does not prompt the user to insert a new disk if non-removable media (e.g. hard drive) is used, displays the DISK icon of the disk device which it

was loaded from, displays the DISK icon when a native ramdisk or a RAMLink 1581 partition is used, and autodetects whether it is running from GEOS 128 v2 or Wheels 128. Send a check or money order for $6 (plus $1 for Canadian orders) to: Todd Elliott, 2906 Kathleen St., Riverside, CA 92506, U.S.A. E-mail: eyethian@juno.com State whether you want the patch shipped on 1541, 1581, or FD-2000 disk. Also include your e-mail address, if available. Note the patch is for the North American version of Geowrite 128.

Development continues on the beta version of PostPrint II. Now up to v2.7, PPII is a Wheels 64/128 (not GEOS) utility which simplifies and adds new features to the printing of Postscript documents on level 1 or level 2 Postscript printers. PostPrint II is being distributed to owners of Dale Sidebottom's Laser Lovers Disk, which contains the original PostPrint. PostPrint II can be obtained in the following ways: send an e-mail to arca93@delphi.com , and Maurice can send back a file attachment to an e-mail message; if the user has an account on Delphi, Maurice can send it as an e-mail message that can be extracted to the user's workspace and thus be downloaded from there; or Maurice can attach it to an e-mail message left at his BBS. Maurice Randall, Click Here Software Co., P.O. Box 606, Charlotte, MI 48813, U.S.A.. E-mail: arca93@delphi.com BBS: (517) 322-2386 Phone: (517) 543-5202 Website - http://people.delphi.com/arca93 Dale Sidebottom, P.O. Box 303, New Albany, IN 47151-0303, U.S.A.. Phone: (812) 944-9132. E-mail: luckykds@iglou.com

Maurice Randall is also developing SuperText, a text editor compatible with Wheels 64/128 and Postprint II. SuperText is described to be "Zed 0.77 on steroids" (Zed is a C128, 80-column, text editor by Craig Bruce.), which is compatible with the SuperCPU and makes full use of SuperRAM up to 16 megabytes.

Softdisk, the parent company of Loadstar, has become an Internet-only corporation, dissolving its PC disk magazine and software ventures. Back in its heyday, Softdisk published disk magazines for the Apple II, Mac, PC, and Commodore computers. However, Loadstar continues under the auspices of Fender and Judi Tucker. Loadstar thus becomes the longest, continually running disk magazine in history. The new address of Loadstar is: 443 Gladstone Blvd., Shreveport, LA 71104, U.S.A. The new order/info phone number is: (318) 868-8727. E-mail addresses are the same: fender@loadstar.com or

judi@loadstar.com Website: www.loadstar.com

Loadstar has lowered the price on the Compleat Dave, an 8-hour collection of 250 musical melodies arranged by Dave Marquis. Available on three 1541 disks or two 1581 disks for $12. Also in the works, Fender Tucker is producing an audio CD of Dave's best tunes by using a C64, RAMLink, and MIDI interface to control a Yamaha TG-33.

Work continues in rebuilding Jim Brain's Commodore website. The website is one of the most famous in the Commodore community and has been reported in the press. To check on the current progress, go to: www.jbrain.com

First it was Errol Smith's Unzip64 and then Unzip128. Now comes Pasi Ojala's Gunzip.c64 v1.4. Gunzip.c64 is a GZIP/ZIP file decompressor for the C64. It supports deflate, implode, reduce, shrink, and store routines, uses very fast decompression, checks CRC-32 data integrity, converts filenames into non-graphical PETSCII, edits filenames, selects the packets to decompress from a directory listing, dissolves compressed D64 images directly onto a 1541/71 disk, writes non-compressed D64 images, and has a one-drive D64 dissolve. Gunzip.c64 v1.4 can be downloaded from: www.cs.tut.fi/~albert/Dev/gunzip/

Rod and Gaelyne Gasson offer JPEG graphics conversion to Commodore graphics formats. For more information, contact them at: VideoCam Services, 90 Hilliers Rd., Reynella, S.A. 5161, Australia. Phone: 61 8 8322-2716 FAX: 61 8 8387-5810 E-mail: gaelyne@videocam.net.au

C= Hacking #18, the on-line technical magazine for Commodore users, has been released. Some of the articles this time are: Data Structures 101, Counting Sort, the VIC-20 Disassembly Project, GeoWrite128 disassembly notes, NTSC/PAL fixing - part 2, and Obj3d: The 3D object library. This latest issue and all previous issues can be found at Steve Judd's website: www.ffd2.com/fridge/chacking E-mail: sjudd@ffd2.com

It's the new and improved JamaicaMon. Steve Judd's Jammon 2.1 is a machine language monitor for the SuperCPU, and it is based on Jim Butterfield's SuperMON. It now has enhanced operation of i and m, i* displays screen codes, @ sends drive commands, and # performs number conversion. Jammon 2.1 can be downloaded from Steve Judd's website at: www.ffd2.com/fridge/

The Commodore Products Source List #7 is now available. CPSL7 is Roger J. Long's latest, comprehensive listing of over 330 clubs, dealers, stores, emulators and utilities, hardware, internet resources, magazines and books, music, repair sources, software, supplies, and telecommunications for Commodore computers. The Products List is available in printed, 1541 disk (or a 1581 disk if specified), and e-mail versions. The printed version is laser-printed from true PostScript output — 52 pages complete with an index by company and an index by product. The costs for each version are as follows: Printed version — $5.00, Disk version — $3.00, E-mail version — free. Roger gives permission for copies to be made (in printed or electronic form), freely distributible to be included in a newsletter, uploaded to a BBS, made for your friends and/or club, etc. He retains copyright, and his address must remain on the copies. If copies are made or the e-mail version is ordered, he would like a dollar or two to help reimburse him for his effort. If ordering from outside of North America, remember that the List primarily covers the United States and Canada. There are some entries for people and businesses in other countries, but prices and shipping charges are listed in U.S. currency. To cover the foreign shipping, please enclose an extra dollar or two. CPSL7 can be downloaded from — http://home1.gte.net/longrj2/cpsl/index.html Roger Long, 1815 97th St. S., Apt. V7, Tacoma, WA 98444, U.S.A. E-mail: longrj2@gte.net

Have a C64 emulator running on a PC? Need the correct SID sound coming out of that system? Then HardSID may be the answer. HardSID is advertised to be the ultimate soundcard for the PC; it's a board containing an actual SID chip. Its features are: 6581 and 8580 SID selectable with one jumper, removable SID and filter capacitors for customization, dramatically reduced noise, internal audio-out to existing soundcard, external RCA audio-out, audio-in, device jumpers which could be configured to have 4 HardSID's on the same PC, full SID control including register-reading; support for SIDPlay, CCS64, and Come Back 64 emulators; future support for the Pulse Player emulator and MIDI, easy programming through HardSID.DLL, support for Windows 95/98 and DOS, and future support for Windows NT and Linux. For more information, visit the webpage — http://hardsid.8m.com/HardSID.htm E-mail: maco@alarmix.net

The Commodore Cookbook is still available with recipes from many Commodore persons at the Delphi on-line service. Recipes include RUN:STOP Beans by Maurice Randall, BAKlava and BITMAP Biscuits by Judy McIntosh, BUFFER Rum Balls by Phyllis Becker, Walt's Insolent C=hilli by Walt Howe, Exploding Pineapple Angel Food Cake by Joseph Vaughn, Chicken DOODLE! Soup by Bill Louden, PLUS 4 Burgers by Chuck Grifor, C=OMMODORE C=HEESE Soup by Susan Sackett, and 150 more. The cost is $9.95 plus shipping and handling. For more information, write to: drpepper1@delphi.com

It seems that the Lexmark Optra Color 40 Postscript II inkjet printer is no more. Last year the Optra 40 was the hit of the Chicago Commodore Expo, having a relatively low price (under $500) with Postscript II and PCL 5c emulations built into the machine. However, according to the Lexmark website, there remains a similar printer, albeit at a higher price. It's the Optra Color 45 Postscript II inkjet printer at $749. Its features are: 600 x 600 dpi, 8 pages per minute in black or 4 pages per minute in color, a 150 sheet capacity with the option for 100 more, wide format capability for use of A3 media, 8 mb. of memory standard with a capacity of up to 72 mb. (through use of SIMM's), dual heads with a 4-color print process or 6-color photo print process, an Intel 80960 JF-33 33 mhz. processor, and a duty cycle of 5,000 pages per month.

If the Optra Color 45 is too pricey (cheap in comparison to Postscript color laser printers), then the new Lexmark Optra E310 is the Postscript price leader now. You get a monochrome laser printer with Postscript II/PCL XL/PCL 5e emulations built-in, 600 x 600 dpi, 8 pages per minute, 150-sheet capacity adjustable from for letter and legal all the way down to 3" x 5", 2 mb. of memory standard with a capacity of up to 66 mb., a Toshiba 3907 67 mhz. RISC processor, and a duty cycle of 10,000 pages per month. For more information, go to the website at: www.lexmark.com , or phone: 888 LEXMARK (888 539-6275).

The 6581 SID show continues broadcasting and expanding. As reported in the last Fresh from the Net, Hard Hat Mack (a.k.a. Justin Beck) has been broadcasting a weekly, one-hour radio program filled with SID music from KDVS-FM, a station located on the campus of the University of California in Davis, California. On August 17, Robert Bernardo, president of the Fresno Commodore User Group, was interviewed in the studio, and on September 28 Rob Hubbard is scheduled to give a phone interview. Rob Hubbard is a very well-known, if not the greatest, SID music composer, his tunes appearing on many software programs.

The 6581 SID show is every Tuesday night from 8-9 p.m. Pacific time. If you are in the Sacramento valley of California, KDVS-FM is at 90.3 on the radio dial. If you are farther away, the show can be heard via a RealAudio connection at www.kdvs.org (unfortunately, a PC/Mac/ Amiga is needed to hear RealAudio). KDVS-FM, 14 Lower Freeborn Hall, University of California, Davis, CA 95616, U.S.A.. E-mail: jrbeck@ucdavis.edu (Justin Beck) Website: www.kdvs.org
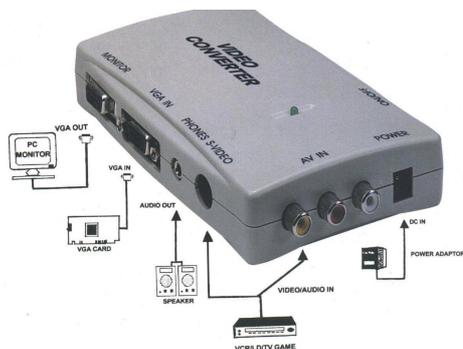
Want to connect the composite NTSC/ PAL video of your Commodore or other video device into a VGA/SVGA monitor? Matco, Inc. introduces the VGA-801 PC monitor converter. As reported in Nuts & Volts magazine, this stand-alone device has RCA and S-video inputs, has 24-bit, 16.7 million true color processing, has automatic switching/conversion from VGA to composite video signals and between NTSC and PAL modes, and also comes with an audio amplifier with a frequency response of 100 hz. to 31.5 khz.. Complete with 5-volt regulated power supply and housed in a small box, the VGA-801 is $69. Matco, Inc., 830 E. Higgins Rd., #111-P, Dept. NV, Schaumburg, IL 60173, U.S.A.. Phone: 800 719-9605. FAX: 847 619-0852 E-mail: info@mat-co.com Website: www.mat-co.com

More and more commercial games are being converted to run on the SuperCPU. The games are usually fixed to be more compatible, to run smoother, and to run faster (but not too fast as to be unplayable). There are a few websites that have these fixed games; one of them is at: www.privat.kkf.net/~milo.mundt/

Binary Zone P.D., have released one CD-ROM and many audio CD's. The CD-ROM is called the "CD-ROM Collection", a PC-compatible CD of every BZ disk, over 700 disks converted to .D64 images. Also there are over 40 disks of PD adventure games included on the CD, that in addition to demos, art, other games, and utilities. For Commodore users to use the CD, each .D64 disk image file would have to saved to a 3 1/2" disk on a PC. Then the file would be converted from PC format to CBM format through use of Big Blue Reader or Little

Red Reader. Then the file would be reconverted back to a Commodore disk using a utility such as GeoConvert '98. For those with a CMD hard drive and a SCSI CD-ROM drive, another method would be to use CD-ROM Commander 64 or 128 in order to read the CD and save each .D64 file to CBM format for later conversion with BBR/LRR. CD-ROM Commander 64 or 128 is available in Europe and is still to be distributed here by Dale Sidebottom. The CD-ROM Collection is ordinarily £39.99, but through use of the "special offer" order form, the price goes down to £29.99.

The BZPD audio CD's are advertised to "feature genuine C64 music which has been digitally recorded directly from the SID chip for optimum quality." Noise reduction techniques eliminate background SID "buzz". The various CD's offer music from such composers as Rob Hubbard, Martin Galway, Ben Daglish, and more. The CD's are "The Sound Interface Device Volume 1" £3.99, "The Sound Interface Device Volume 2" £3.99, "The Sound Interface Device Volume 3" £3.99, "The Sound Interface Device Volume 4" £3.99, "The Epic Themes" (double CD - £9.99), "The Best of Tim Follin" £4.99, "The Last Ninja" £4.99, "The Last Ninja 2" £4.99, "The Last Ninja 3 £4.99 and "The Best of 'Ay-3-8912'" £4.99. If all three Last Ninja CD's are ordered together, the price is £11.99. Cheques or money orders/international money orders accepted (in British pounds sterling). Overseas delivery — add £1 pound for each CD £2 for the CD-ROM collection). Binary Zone PD, 34 Portland Road, Droitwich Spa, Worc's WR9 7QW, England. Phone: 01905 779274 (if calling from the U.S., delete the leading zero) E-mail: kenz@bzpd.freeserve.co.uk
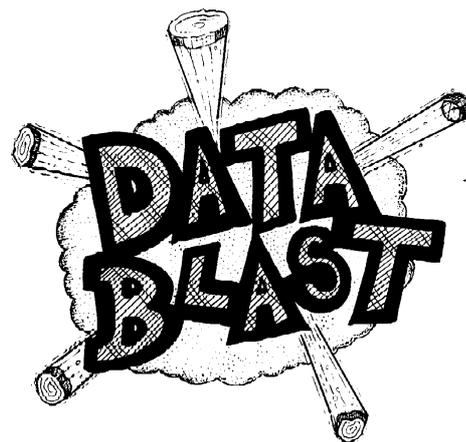
Nick Rossi continues steady development on Novaterm 9.6, the telecommunications program for the C64 and C128. Patch C fixes a few problems, including slowing down the modem initialization string so that it no longer outputs too fast under SuperCPU control. Also Nick reports that he has finished a SuperCPU buffer driver which allows the user to use the SuperRAM as a buffer (up to 16 megs.). Novaterm 9.6 is available from Creative Micro Designs and from Loadstar. E-mail: voyager@eskimo.com Website: www.eskimo.com/~voyager/ novaterm.html

Werner Weicht announces that he will have Y2K patches available for certain GEOS applications and desk accessories. The patches will work with GEOS 64/128, Wheels, and MegaPatch. Y2K patches will be available for: GeoWrite 64/128 V2.1/V2.2 (V2.2 only German), GeoMerge V2.0/V2.1, GeoPublish, GeosLQ V2.16/ V2.17/V2.18c German and US version V2.5 (PerfectPrint), TextPrint V3.3 (only German version), and Calendar (from DeskPack). The official publication of the patches will be at the yearly meeting of Geos User Club (a German user group for Geos 64/128 and PC Geos) at end of October. After this meeting (in the first days in November), the patches will be placed in several BBS's and at Werner's homepage at — http://home.t-online.de/ home/wweicht The Y2K patches for Geos 64/128 are shareware; the fee for all Y2K patches together are $5 US or 10 DM. Werner Weicht, phone/FAX: 49 3944-64744. E-mail: wweicht@t-online.de

Ronny Bachmann has released ProfiLabel 64/128 v1.1, an update of the v1.0 program. ProfiLabel is a label program for GEOS, but unlike other GEOS label programs, it uses the text modes of an Epson ESC/P2 printer for faster printing. With ProfiLabel, you can choose any color, font style, and any of the 13 special GEOS fonts, e.g. Roman, Sans Serif, Courier, Prestige, Script, Roman T, and Sans Serif H. Windows printers, like the Epson Stylus Color 300, 400, 440, and 640, are not supported. You can put up to 126 labels on a page in each document. You can print the whole page or only some of the labels. ProfiLabel 64/ 128 v1.1 is 10.23 Euros, not including shipping.

Also at the Bachmann website is a new version of the GeoCable ESC/P2 printer driver. Listed among 19 p.d./ shareware programs for downloading, ESC/P2_GC v1.5 is a parallel port, color printer driver without interpolation. It prints at 180, 360, or 720 dpi. It now works with Wheels. Ronny Bachmann, Ruhlaer Str. 83, D-99848 Wutha-Farnroda, Germany. Phone: 036921-93956. E-mail: bachmann@wartburg.de Website — http://www.wartburg.de/ homepages/r.bachmann/ (not accessible by Commodore computers using Lynx on-line)

CLASSIFIED

WANTED ◆ FOR SALE ◆ SWAP

FOR SALE : C64, Commodore 1701 monitor, Commodore MPS1230 printer (with paper), Datasette, 1541-II drive, mouse & joystick & computer table.
Contact : Dave Blower, 63 Hotoft Road, Humberstone, Leicester, LE5 1EG
Tel : (0116) 2765784 (6-9pm)

FOR SALE : Complete C64 system, C64, C1701 monitor, 1541-II disk drive, 1351 mouse, some books and software, all in excellent condition. Offers around the £60 mark plus P&P.
Contact : the editorial address.

FOR SALE : Amiga 500+ with Workbench 3.1, 49 Mb hard drive, A570 CD player, External drive, plenty of games and utilities. £50 + p&p.
Contact : Dave Elliot, 32 Wood Lane, Cippenham, Slogh, SL1 9EA

FOR SALE : Amiga A500 & A500+, unknown specification. £20 each + p&p.
Contact : the editorial address.

FOR SALE : Loads of stuff for the c64, vic-20, PET series, c16, plus/4, etc.
For a complete listing contact : Thomas V Moore, 3 Highfield Avenue, Benfleet, Essex, SS7 1RY
Tel : (01702) 555921

FOR SALE : Computer items for C64, VIC-20, C16 & Plus4. SAE stating computer.
Contact : T. Moore, 3 Highfield Avenue, Benfleet, essex, SS7 1RY

FOR SALE : Amiga A1200, internal hard drive, some games, unknown specification. £50 + p&p.
Contact : the editorial address.

FREE : (to collect or pay the P&P, can deliver in the Leicester area). Three boxes contianing magazines, covertapes, modems and cartridges of unknown origin (don't blame me if your 64 blows up !).
Contact : Dave Blower, 63 Hotoft Road, Humberstone, Leicester, LE5 1EG

Tel : (0116) 2765784 (6-9pm)

WANTED : System disks for VORTEX at once emulator for Amiga. Also instructions for Flashback and Microprose Golf for Amiga.
Contact : T. Moore, 3 Highfield Avenue, Benfleet, essex, SS7 1RY

WANTED : Very cheap 3.5" drive for my old c128/64 (it has to be cheap due to extreme poverty !). If not for sale, how about a long term loan ? The Independant Commodore Library finds itself in need of a 3.5" drive to speed up the work of uploading files & archives to web sites.
Contact : Ken Ross, 26 Redenham House, Tangley Grove, Roehampton, London, SW15 4DW
or via e-mail : ken.ross1@virgin.net

The RARE Guide To The C64

What's This ?

Well, I personally spotted this device the other day while I was at work flipping through a suppliers catalogue. I was stunned to see that they were offering a device for the Commodore 64 which will allow us to control anything that you can make from Lego Technic !

When I rang them they said that it had 'just' gone out of production - Damn !

They guy on the phone said he would ring back with some information when he had talked to the supplier - I'm still waiting ! - ED

NOT SO SERIOUS STUFF
by Andrew Fisher

HACKER IN NEED (9th November, for sixteen hours on TV). Please give generously to this appeal. I need blank disks, labels and those little write protect tabs. I've run out.

GRAN MAAS (Catholic holiday)

JASON MACKENZIE also publishes a computer comedy mag called A MAC-JOKES ZINE, while ALLAN BAIRSTOW had a hurtful nickname at school - ALL A BRAIN SWOT. There's no truth in the rumour that ANDREW FISHER has applied for a job as WARDEN/SHERIFf at Strangeways Prison..

IN HONOUR OF LETTERMAN (ST DAVID'S DAY II, not in Scotland, Sky One or Paramount)

Top Ten Names rejected by a certain computer company from Seattle!

10. Latest Releases (because they are always late)
9. MegaHyperGlobalSuperCorporation
8. BILLionaire Inc
7. Upgradeathon
6. Mr Floppy
5. Computer Architecture Software House (C.A.S.H)
4. Do-gooders
3. ComputerSoft
2. Nerds R Us
1. Glaziers (since he sells so many Windows)

Lights , Camera , ACTION !

AIRPLANE II
C64's are used in the mission control room. It also appears that the C64's are unplugged ! - They won't get very far like that will they ?
Ken Ross

Okay then, I don't have much time this issue as things are getting a bit hectic at the moment, so I have edited out all the 'waffle' from most of these letters. Without further ado, please read on.

Dear Allan,

Many thanks for your recent note and issue 26 of CS. As you can probably gather by this hand written note, all my computer gear is still in boxes ! We actually moved into our new house about two weeks ago. Hopefully by the middle of October, all my 64 stuff will be up and running.

As to the queries regarding the CS PD Library, I will be running it in full by the end of October, so I'll be sending you an advert for the next issue of CS.

With regards to the 2nd Hand Software and Hardware - I left it (all of it) with Barry Joynes (Derbyshire Ram). I am sure that if you contacted Barry, he would be more than happy to help out.

As for CS, I'll send a few comments at a later date, but I will just say that in both issues 25 & 26 there are pages that are 'just' legible. In the new issue 26 - page5 30 and 45 especially, I can hardly read and pages 32 and 35 aren't a deal better ! Sorry Allan.

Right, time to sign off and move a few more boxes. My regards to all.

All the best,

Richard (Bowen)

Wayhey ! - It's the 'Big Cheese' !
Great to hear from you again Richard, people were wondering what you are doing now and I was begining to get a sore throat from 'batting your corner' so to speak. It is great news to hear that you will have your Commodore up and running again and that you will be resuming your activities.

Okay, I'll reply to your concerns about CS. (1) There wasn't a page 45 ;-) (2) Pages 30, 32 & 35, there was nothing I could do about this at all. I knew they would print out badly but at the time I was unable to do anything about it, sorry. Having said that, I now have been able to resolve that particular hiccup (by increasing the memory in the PC), so future issues will not suffer the same fate.

Thanks for the comments and the helpfull advice, they were all valid points.

Good to know that you will be back with us. - ED

Dear Allan,

Although the majority of C64 games don't excite me, (I really enjoy board games or ones requiring a bit of logical or lateral thinking), I was pleasantly suprised to find quite a lot of interesting reading in issue 26, but the most striking thing for me was the cover. A real glossy feel to it plus all those gorgeous colours and perfect reproduction of all the game screens. Altogether a memorable issue.
Yours sincerely

John Plumstead

Well, what can I say ? Thanks.
I was extremely pleased with the cover of that issue and I have to thank the new printer for the quality of that issue as it was he/them that made it what it was. Unfortunately, it makes it harder for me to 'top' that particular cover, but I'll try my best. - ED

The next 'edited' letter follows on from last issues remarks that I made about TBM diskzine from Adam Wade and the content of one of the disks. See CS26 page 7.

Hi Allan,
Adam Wade here again.
<< Load up the C64 reviews section of TBM and have a look on page 3. There is a note about the manga demo and the bottom half of this note is a warning about some of the content of the disk >>,<< 'so, if you are easily offended, turn the slideshow off after viewing side one' >>.

In short, there 'was' a warning about this and I find your last paragraph totaly offensive and simply NOT REQUIRED AS IT WAS PRINTED. Maybe if it was printed with a mention made of the warning and the phrase 'but if you don't like it then don't view it' it would have been quite acceptable, but not as it is.

By the way, if what I have written sounds like abuse then I am sorry, it's just my nature, even if I try to write constructive critisism, sometimes it comes accross a bit harsh.

Adam Wade

No offence taken Adam, no problem.
All I can say is "How many of us look an run the disks contents first <u>and then</u> read the text ?". I bet it is all of us. The problem here is that by the time you've seen the pictures it is too late. There are many younger readers of CS and I sent out that particular disk I would have the police at my door in minuites !

I did read the warniing that you mentioned, but only after a few days, when I had more time. A disk carrying that sort of content needs to have a warning on the sleeve/label, not just in the text 'somewhere' on the disk.

Anyway, as I said to you in my longer reply, I will distribute TBM over here in the UK for you if you want me to but I will have to vet it myself before I send it out.

I look forward to receiving the next issue and I hoped you enjoyed Commodore Scene.

If the rest of you want to know what all the fuss is about and you would like TBM #22 for yourself, just

drop me £1.50 (to cover the cost of the disks and p&p) and I will copy the disks for you. - ED

Dear Allan,

My favourite font (for GEOS) is called Via Face Don which is made up of ladies faces, 1920's style Flappers. Admitidly, you can't use them for a lot of things but I just likethem anyway.

(Sample print out supplied)

The problem is, there isn't the whole alphabet, only about half on the file, but I suppose it takes up too much memory or something, still, I like what I've got of it.

Yours truly,

Linda Withers

Hi Linda. What you are describing is a 'Mega Font' and these were primaraliy designed for use in geoPublish and not geoWrite. Having said that, you can actually use them in geoWrite if you are carefull. The reason that you don't seam to have the entire alphabet is because it has had to be split into sections because of the amount of room that each letter takes up. Generally speaking, the alphabet has been split into six parts and each part is under a different point size. To use the rest of the alphabet you will need to switch the point sizes for the corresponding letter.

I hope that helps you.

(A more detailed reply was sent) - ED

Hi Allan !

I felt I had to write - the other day I had a brilliant idea, why not do an 'Arcades' tribute coverdisk ? It could show the C64's cabaility for great cnoversions, you put stuff on the coverdisk like Commando, Ghost 'n' Goblins, Mr Do, Dig Dug, Green Beret, Buck Rogers, etc.

Just a thought......

Yours faithfully, Wayne & Helen Womersly

Sounds like a good idea to me, we'll do it - PROVIDING - people send in their own review of their favourite arcade conversion.

I am all for supporting good ideas but relying on the staff writers (and yourselves) to do all the donkey work is not fair, we simply can't do it all by ourselves.

So come on, everybody out there who reads this magazine could write at least one paragraph about their favourite conversion, I'll do the screenshots and the layout, all you have to do is write a few words. I'll pencil in CS28 for the Arcade Exstravaganza ! - ED

Hi Allan,

Just to let you know the Sweatshirt arrived to day...Very Nice quality :-)

I will order another one soon.

Cheers,

Colin J Thompson

Thanks, Glad you liked it, sorry about the delay ;-) - ED

Dear Allan,

I have just started to use an Amiga 600HD but I find it very difficult to use. I would like to print out the disk directories which is easy on the C64 but I have not found a way to print them on the Amiga ! It would be a good idea to have a beginners section in the CS magazine especially for beginers like me.

Thomas V Moore

I couldn't agree more Thomas ! It *'would'* be great to have an Amiga section (like we used to have in the earlier days). I too have an Amiga (A1200) but I never use it. I don't use because I don't know how to - simple as that and I also don't have the time to learn.

So if anybody would like to start up an Amiga section then I will give it some thought.

Anybody ?

ED

Dear Sir,

Please find enclosed payment for the X1541 cable as discussed on the phone. Thankyou for looking for some Machine Language books as I am learning to program as I plan to produce some games. The first game I wish to produce would be a Command & Conquer style stratergy game based on the War Of The Worlds, details are a bit sketchy at the moment. When the information is more solid then I will let you know.

Richard Funnell

Please, don't call me 'sir', I am not that important. As for the X1541 cable, I hope it arrived okay. To be honest, the cable is the easy bit, understanding Star Commander is the hardest bit of all as the instructions do not deal with the beginner. Good to hear that you are thinking about programming on the C64, I have sent you a spare book which I found. Don't forget that CS will support all ventures free of charge and I can even help with distribution, disk sleeves and instruction sheets, etc. Let me know how you get on - ED

Dear Allan,

I regretfully inform you that I am going to be leaving the C64scene due to mounting commitments in my life. I have enclosed copies of the rest of the the adventure columns I wrote. Congratulations in taking over CS so successfully from Richard and I wish you every success in the future. Thankyou for all you have done.

Cheers, David Ivall.

:-(Bye David, I am very sorry that you can't fit us in anymore, but I do understand and I hope you might think about rejoining us at a later date if you can find the time. Thanks for the remaining articles, they will appear in future issues. I would just like to give you one piece of advice if I may ? - Don't get rid of your C64 what ever happens. Many, many times I have

heard of people leaving the scene only to discover a few months later that they have made a very big mistake !

Make sure that you have somthing to fall back on to.

Good luck - ED

Hello Allan !

This is Milo Mundt aka MacGyver/ DMAgic back on your screen **(this was an e-mail - ED)** at last. We lost contact about a year ago when we were talking about selling games.

Now I heard from Colin J Thompson that you wanted me to recontact you. He also told me that there were some nice comments about my homepage 'The SuperCPU Home' in CS, I didn't know that, very nice.

I just got my hands on CS26 (Cloin was so kind to send it), I like it a lot.

We really should get into some deeper co-operation.

Best regards,

Milo aka MacGyver/DMAgic.

Hi there Milo, great to hear from you agian. You're brother Malte Mundt also has been been in contact with me and he has also offered some wonderfull help for CS as well.

What can I say ? A big thankyou to you both for the generous offers of help. All your work will be included in future issues.

Good to have you back - ED

I was going to print a couple of letters about the coverdisk that comes with CS next, but, because of the length of them and the fact that they were too important to edit down, I have decided to leave it until the next issue.

So we have a bedate going on over the coverdisk !
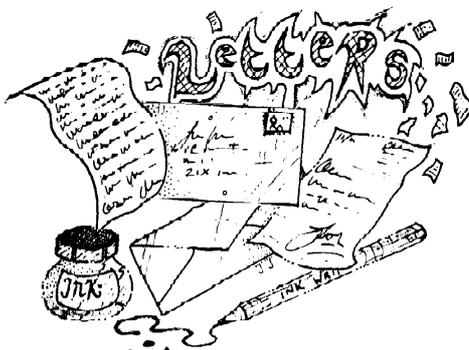
- READER -
- QUICKIES ! -

RQ - There was a snippet of a game in CS26 that I had not seen before - 'Cyborg 2900', also I thought that the original 'Space Invaders' was in black & white and not in colour ?

Reply - Right then, Cyborg 2900 will be on a future coverdisk for you to try (instructions are in German though, sorry). As for Space Invaders not being in colour (I never said it was), well, you are right and then again you are wrong as well. The very first Space Invaders were in mono (no colour), but, very soon afterwards Tiato put strips of coloured plastic over the screen display to fool the player into thinking that it was actualy in colour. The screenshot on the cover of CS26 was a Commodore version of that famous game, if I can find it I'll put that on a coverdisk for you as well - is there no end to my generosity ? What a guy !

RQ - I was supprised to read the announcement about the 3.5" coverdisk replacing the 5.25" coverdisk !

Reply - Okay, I made a mistake. You (and everybody else that compliained), need not worry. All that happened was that I worded it wrong. What I mean't was the people who prefered the 3.5" version of the coverdisk will be recieving th 3.5" version 'instead of' the 5.25" version. If they want both the 3.5" and the 5.25" versions then it will cost an extra 50p - up until now it was a free gift to test the running of the programs on that version.
The 5.25" coverdisk IS NOT being phased out - IT STAYS !

RQ - Why have there been so many compliants about the style and content of the coverdisks ?

Reply - Right then, lets get one thing straight here. All the material for the coverdisk comes through me ! If anybody is to be held responsible for the content - or lack of it - for the coverdisk then the buck stops right here with Allan Bairstow - and nobdoy else ! Everyone who is involved in the compilation of the coverdisk, whether it is to supply programs for it it or even the actual compilation of the final disk, takes their lead from me. I am the one who hands on the final program contents. If it looks slightly biased towards one person then that is my fault, I don't do it on purpose, it is just the way it ends up. I would like all this bickering to stop please, I for one, appreciate the time and effort put in by everyone who contributes to the disk as I simply don't have the time, skill and technical knowledge to produce the disk myself. So, the answer is quite simple really, if people complian too much then the people who compile the final disk will take their services eslewhere and we won't have a disk at all - is that what you want ? One last thing, everthing that comes in for inclusion on the coverdisk is stored for later use - NOTHING is thrown away. If yoyr contribution is not on a disk yet then it will appear in the future at sometime.

RQ - You mentioned in the last issue for everybody to check their details on the label/envelope, I don't seem to have the CSTech2000 listed.

Reply - My fault (again), sorry. There wasn't enough room at the time to put the special edition on the label. If you look at your label now I will indicate the special edition by placing the identification 'SP2' next to your subscrition details. SP2 stands for Special Edition 2.

Adventures
With David Ivall

SE-KAA OF ASSIAH
By Clive Wilson

This is quite an old adventure from Clive Wilson. It was originally released on the Mastertronic label in 1985. This is the original version that I am reviewing, not the re-vamped Jon Wells version. You are the brave warrior Se-Kaa and you must search the Castle of the Dead for the three great artefacts, which will restore peace to the land once again. You must escape from the castle once the artefacts are recovered and then find their rightful resting-places. If you succeed in this task, then the wise ones will be able to overcome the dark hordes and everything will be okey-dokey. Se-Kaa isn't a bad game. The graphics are fairly good and there is a picture for every location, although they are all virtually the same once you get inside the castle. The trouble with the game is that there isn't a great deal to do – you have to search around loads of locations, and you only get a bit of action now and then. The game does have a certain addictive quality though, which makes you keep on sticking at it. **76%**

TALES OF DRAGGO - Part VI

Draggo, Mayhem, Clyde and Dizzy have set out on their quest against the ogre Zib. They have been travelling for fourteen days and are now approaching the caves of the Metal Kings. Read on…

After walking for three hours, the party came in sight of the caves. They were a set of three large holes, cut into the rock aeons ago by some great power. The party now faced a new dilemma – which entrance should they take? As they walked towards the caves, Dizzy suggested splitting up and exploring a little way into each of the entrances, but the others quickly agreed that this was a bad idea. When they reached the caves, they discovered that there was an arrow above each entrance. One pointed up, one pointed down and one curled round to form a circle. The four friends were now completely confused, but they were going to have to make a decision.

Find out which way they choose next issue in part VII of the exciting Tales of Draggo.

<u>TIPS</u>
Black Knight (part I) – That annoying little dwarf just wants what everyone wants – it makes the world go round.
Se-Kaa of Assiah – The guardian will be heartily grateful for the gift of the staff.
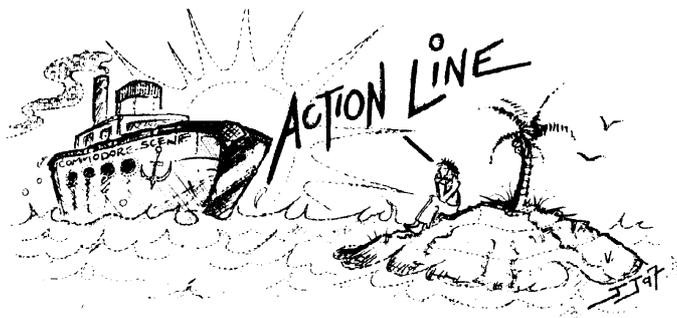
AL has been very quite recently however the following letter was received:

Dear Mark,
I am very pleased that you are going to continue Action Line in Commodore Scene, it may not have as great a demand as you hoped but it is very important when it is needed. I have in the past been able to help people with requests and have been helped myself so the need is there even if it is not large.
 I am at the moment looking for a MK6 Action Replay Cartridge, please can you put my request in the next issue of CS. I also have a number of printers for sale, could anyone interested please send an S.A.E. for a list.
 Yours sincerely, Derek Fowler.

Thanks for the encouragement Derek. As you requested, here is you request.

If anyone can help Derek with his search for an Action Replay Cartridge or if you want to know more about the printers then you can contact Derek at the following address:
 Mr D Fowler
 403 Blackburn Road
 Accrington
 Lancashire
 BB5 1RX
 (01254) 389737

Well that's the sum total I'm afraid. If you want to solve any of the items featured in AL in previous issues of CS, advertise something or request help, then you can by contacting:

 Mr M C Vowles
 Action Line Correspondence
 Wychwood
 73 Rush Hill
 Bath
 Somerset
 BA2 2QT
 Phone/Fax (01225) 318818
 mark@vowles.swinternet.co.uk
 vowles@lentil.org

Until next time, take care and happy C64ing!

Mark Vowles

Commander64
"Fun menu"

v1-fun

If your a "Power User" and have a RamLink or Hard Drive, then a decent Menu programme is a must. Matthias Henlser has written such a programme for the Commodore 64 (apparently its like commander on the PC?) and has allowed us to have it in the library.

On the disk are two Versions, FUN which is the one I am describing, Com1.32e an earlier version and a readme file (English) and the Note and manual are German. As you may of guessed its a German programme, but its very easy to use and understand but I hope this will help. Fun is the newer version of the two on the disk, it has less functions but its easier to use and Faster!

I have set it up so in the 64 mode on my 128D it auto loads straight from my RamLink (I have done the same with Powermenu a 128 menu programme).

The programme when loaded will scan all drives connected to the system and you will be presented with a list of Partitions available. It shows the Partition table or DIR of the drive you boot it from. Cursor up or down the menu and hit return and it will list the files.

At this point I reccomend pressing the "left arrow" key and this brings up a small and easy to use help menu.

Help Menu...

F1 is the file info, cursor to a programme and hit F1 and it will display various info, like time and date, programme starting address etc..

F5 is the drive selector and will show all drives connected to the system, cursor down to the drive and hit return and it will read the DIR or Partition table and show it.

F2 will start the programme you choose, either a Basic or ML load. You will also be asked if you want to swap drives. You can do a "return" on the File to load it.

F3 This will allow you to read a pet ascii text file or a bit map graphic.

F7 or C= + H is a search option handy if you have a Full directory of programes, type in the name or part of it and it will scan the current DIR and display it. Then you can do a C= + C to continue the search.

F4 is Quit you are asked yes/no note if you have it set to auto boot from your RamLink hold the run/stop key or it will re-load.

You have other options in the help menu, like alpabetical list of your programmes, turn the sond on or off, trun the sort option off and of course you can Save your settings as well.

This programme is a must for power users and makes it very easy to get round your system. I fully supports all Drives, Ramlink and Hard Drives and with an SCPU it just flies!

Have Fun! (Pun intended)

By Colin J Thomson.

E-mail colinjt@dircon.co.uk or colinjt@videocam.net.au

STROKE WORLD
by Protovision

This new game is on the rear of this issues coverdisk. This not just a demo or a cracked version but the FULL and original version as supplied directly to Commodore Scene from Malte Mundt from Protovision. Malte Mundt is the brother of Milo Mundt and we can exspect to see more quality stuff from them in the future.

My thanks go to Malte for the game and for his help and advice recently, I look forward to utilising his talents again soon.

Okay, so what do you do ?

Well, I have 'very' briefly played this game (I didn't have much time), and I can say that it is very good indeed ! There are some instructions in the game (I think), but you have to first set the language to English. Having said that, it shouldn't take you long to get the hang of the game without reading the instructions at all. After about two minuites I had mastered running, jumping, swinging, climbing, firing, etc, and was soon up onto the third level.

The game is SuperCPU compatible and also utilizes the RAMCard system as described in the last issue, which means you can store all the game levels into the RAM of the SuperCPU. This has the benefit of instant access to the next set of data when required. WARNING : If you select YES to install the RAMCard system then be prepared for a wait. It took nearly five minuites to load the entire game into RAM on my system from the 1541 disk ! If I were you, I would just run the game from the disk to try it out first !

Have fun and watch out for more great stuff in forthcoming issues, including some SuperCPU adapted games !

Is there no end to our generosity ?

Allan Bairstow

Renaissance Archive

Aims & Objectives

The Renaissance Archive is being set up to compile a permanent and 'as near as possible' indestructible record of ALL Commodore 64 software.

All the copies of the software will be 'mirror' copies, that is, they will be exact copies of the Commodore originals and it is hoped that an original Commodore version will be used and not have to be converted to .d64 (PC) versions as found on emulated disks.

Because of the type of storage media being used it will not be possible use the archived copies of programs directly from the CD-ROM, FD disk, ZIP disk, etc on a C64. To re-use the archive material it will have to be copied back to the 5.25" disk. Some of you may be asking why bother with an archive if an original 1541 disk will have to be used anyway ! Well, put quite simply, magnetic media (in any form) only has a certain amount of lifespan, this lifespan is starting to end already so we need some way of arresting this situation and the best we have available to the C64 is the CD-ROM. At present we can connect to and retrieve software from the CD-ROM drive, but, we are unable to write directly to the CD with a C64 at the moment. With the innovation of CD-RW it may be that we now can use the CD to read and write, if this is the case then it will make my life a lot easier.

"See the article 'Mass Storage on the Commodore 64' is on pages 44 and 45 in this issue of Commodore Scene" - ED

Commodore Scene and the Renaissance Archive

As each issue of Commodore Scene comes out, you will be informed of the new additions (if any) into the archive. Also, each issue will contain an archived program on the coverdisk along with a rundown of the program within Commodore Scene. This run down will 'hopefully' include the instructions, a review and a brief history.

Also in each issue will be a request for software that is being sort after to be archived. If you have the original software on disk then please contact me and let me know. Remember, the archive can only work if you help me, who knows, even you may need it in the future.
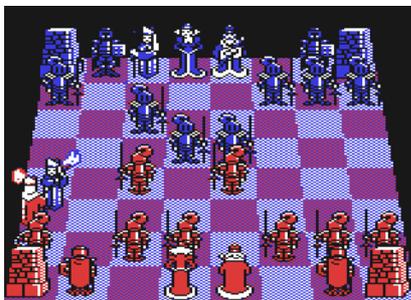
Archive Database

As each program is copied and archived it will be given the next available number in the sequence. At the same time it will be added to the database in number order. The 'number' is the key factor with this type of archiving because trying to collate everything in alphabetical order would very quickly turn into a real nightmare !

Only an archive number and the program name will be used for the database, this will enable a program to be located via its name and the computer will then tell me the number it has been archived under.

No further information will be necessary as the relevant file can be 'pulled' and opened up for more information if needed.

How it will work

The hardware needed would be : a C64, 1541 disk drive, CMD hard drive, ZIP drive and a CD-ROM re-writable drive. JiffyDOS will not be used and neither will a SuperCPU. I have noted that the SuperCPU causes problems with MCOPY and the FD-TOOLS programs, so to eliminate these faults they will not be used. As speed is not really an issue here, these devices will not be needed.

Further equipment needed will be a joystick (to test the programs) and also a datasette, for transfering the cassette based software - oh joy :-(

Disk versions of programs will be copied directly using a nibbler to obtain an exact copy for the archive. Other archive versions of the program will be saved using various methods which will enable at least one of the archived copies to be fully working when they are returned to a 5.25" disk (I hope that they all do !).

Cassette versions will be slightly different and will require more time and effort than the disk versions - this is why it will be done last ! Unfortunately, because a cassette can't be 'dumped' directly to disk, it will have to be loaded independently and then saved using an Action Replay cartridge. This has many problems such as no loading screens will be saved, multi-load programs will not run correctly, etc. In such cases as these a 'pirated' or 'cracked' copy will probably archived

instead, which is a shame, but what can you do ? - I am open to suggestions.

All the archived versions of software will have to be tested as the process is being carried out. This can only be done by re-copying the archived software back to a 1541 disk. From there it will have to be loaded and run to ensure that it still works.
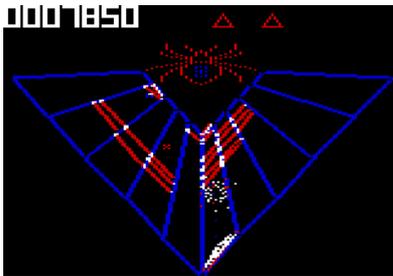
All the relevant accompanying material will be copied also and the whole lot will be sealed in a box (or a stiff envelope - the final storage method is still being looked into) and labelled. The reference number and program name will then be entered into the database file. The final part will be to place the newly archived package onto the shelf in number order.

As you can see, because of this testing process, it will take quite some time to fully archive such a vast library of software. If you then add to this the problems of copying troublesome software it could mean that some programs could take the best part of a day to archive correctly !

Archive Box/Envelope Contents

(Subject to availability)

Original CASSETTE(s) + instructions + box/cover.
Original DISK(s) + instructions + box/cover.

Back up 1 - 5.25" disk (or 3.5" disk if available) of the original using a 'nibbler'.

Back up 2 - 3.5" 800k DSDD disk formatted as an FD native with 4x 1541 partitions.
- partition 1 - Direct copy of original.
- partition 2 - Back up copy using CMD's MCOPY.
- partition 3 - Back up copy using Action Replay 6.
- partition 4 - May contain a 'cracked' or 'pirated' copy if no other version is available.

Back up 3 - i3.5" 1.44Mb HD disk formatted as and FD native with 8x 1541 partitions.
- this type of backup would be needed for original disks which come on more than one disk.

Back up 4 - 3.5" 1.44Mb HD/ 720k DD disk formatted for PC use. This will contain a .d64 file image of the original disk.
- this disk will be for scanned images of the instruction sheet and a copy of the cover or box if the original can not be kept for some reason.

Archive Disk Labels

The disk labels will contain tick box information about the type of copies that were able to be copied to archive. Each disk label will contain the archive reference number and the

program name - just in case they get separated from the archive box !

Archive Box/Envelope Labels

The box/envelope SIDE label will contain only the archive reference number.

The box/envelope FRONT label will have the archive reference number and the program name on it and will also contain tick box information about the instruction sheets, covers, original packaging and disk types that have been enclosed. That way, it will be possible to know exactly what is enclosed without actually opening up the archive box.

Mass Storage Devices

Even with the amount of disk backups that have been archived, to rely solely on these for a permanent record would be folly. It is hoped that by the end of the year that a CD-ROM set up will eventually be used to store the entire archive. Until this time the best we can hope for is to store it on a ZIP disk. I know that this is also a magnetic media disk but at least it is brand new and it should hold the data for quite some time.

ZIP disk (100Mb)
- this disk would hold the equivalent of 602 '1541' disk sides.
- this type of storage could be used until there is enough archive material to transfer over from the ZIP to the CD-ROM for permanent archiving.

Sparq (1.0 Gb) cartridge
Due to the limitations of the ZIP disk storage,the Sparq drive will offer a better medium to store the entire CD-ROM 'mirror' image until such a time that it can be transfered over to the actual CD-ROM.

CD-ROM (640Mb)
- this disk would hold the equivalent of 3,852 '1541' disk sides.
- this type of storage will be used for permanent archiving.

The Future ?

In the future I hope to be able to offer this archive as a place where you can all come to for a FREE* replacement of your lost or corrupted data. With the acceptance that all copyrights will soon be void, I also want to be able to offer this archive as a non-profit distribution centre as well, however, lets concentrate on the present and that is to get this archive up and running in the here and now !

If this archive is ever needed for a 'computer museum' or such like, which will be kept forever as a permanent record of

the Commodore 64, then I will be willing to help with that as well if asked to.

* There will probably be a small charge for the disk, disk label, disk sleeve and the P&P where applicable. This charge will be as low as possible and will depend on whether the labels and sleeves are in full colour or B&W. Full details will be decided as and when this service is expanded.

Q and A's

How long will it take ?
- Probably years, who knows.

What will it look like ?
- It will look like rows and rows of identical boxes/envelopes with just a reference number on the side. On the front of the box/envelope will be a label with the contents 'ticked' off against the information tick boxes.

There will also be a collection of CD-ROM's containing all archived material as well !

Do I need any help ?
- I sure do ! I will need the original disk versions of as much software as is humanly possible. I certainly don't have every piece of software ever made and I will need people to lone me their originals for copying. All the software will be well looked after and will be returned within the week so that you are not left without your software for too long.

What will be archived ?
- Everything ! Every piece of software will be archived but I will start with disk based software first as this will be easiest to transfer. Cassette based software will be given low priority unless it is deemed to be extremely rare.

I hope you have enjoyed this brief insight into what's happening here at Commodore Scene. Watch out for the next issue as the 'Renaissance Archive' will be starting with the first ever entry - RA:00001 - but what will be first to go into the archive ?

And Finally

It is important to remember that this archive is for everybody and as such I will need help from you all as well, please don't just leave it to me !

Allan Bairstow

OF MYTH & LEGEND
- a paperless office

We were told that when computers took over that the use of paper would be superfluous, we would not need to use paper in our offices ever again.

Well, the computer has taken over our lives, and we seem to use more and more paper than ever before. I must throw away a large bin bag full every week - or at least take it to the bin at the local supermarket for recycling. The free papers, junk mail, circulars, flyers, etc fill the mat daily. I type up a letter on the word processor, make a couple of hard copies, correct them with pen or pencil, amend the word processor, and take two more hard copies, only to want re-edit it once more before being satisfied. The local library has gone on a computerised system of recording books, and when you want to see the catalogue, you get a printed list, reams and reams of the stuff !

Laptop computers and access to the internet, we believed, would lead to less paper being used to print magazines, yet the newsagents seem to have new computer magazines every week, a magazine for every topic of computing, and every one of them as thick as a brick.

The VDU has not rendered paperwork to be superfluous as was threatened, but seems to have doubled or trebled the volume of paperwork, statistics, reports etc.

I keep a hard copy of all my work, just in case the computer has a hiccup and loses all my work. Friends do the same, so there are reams of the stuff being used - just in case!!

My bank has gone onto a different system with the monthly bank statements, now I get two different print outs instead of the usual one - both carry the same information on them !

Its comforting to know that the written or printed word will outlast my lifetime, and that computerware becomes obsolete even before it hits the high street, but the downside of all this is that computerization has made it so much easier to print out information, most of it useless bumph and therefore becomes instant wastepaper. Yet one day we may become a paperless society, then we can watch the trees grow and grow and make our planet greener by the day.

One day, but not in my life time.

David Walker

I have to agree entirely with what David says. In my workplace, we do not need computers but the powers that be said *'they'll make your life so much easier'*. We disagreed but the arrived anyway.

The computer systems are slow beyond belief (486's running trying to run vast software packages), the software has been written 'in-house' (big mistake !), and add to that the amount of data being inputted everyday - the system crashes, on average, once a day.

Our workload has doubled, the time we have to do it in has halved and the pitiful computers we use make a two minute job last two hours.

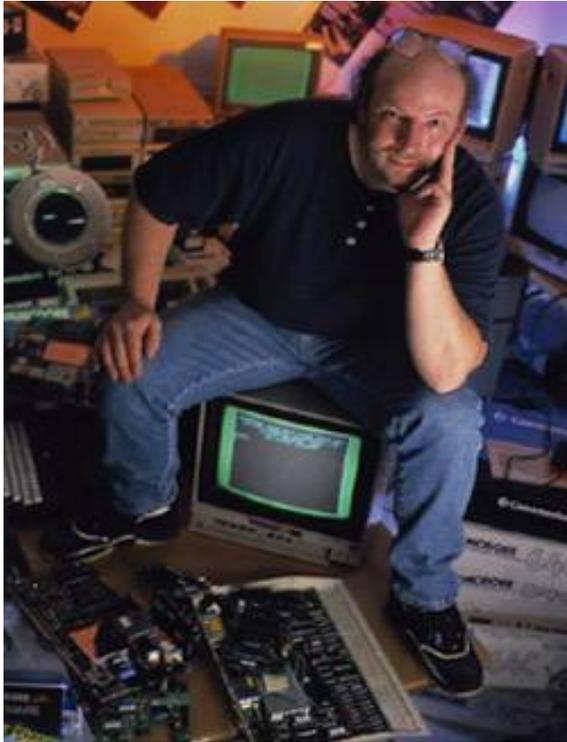**And that's progress folks !**
I despair !

ED

Living the 8-Bit Dream in a 32-Bit World

A Desire for Simplicity, Nostalgia and Classic Design Attracts Users to Vintage Computers

By JENNIFER 8, LEE

As a mathematician at Los Alamos National Laboratory, Steve Judd harnesses the power of Unix work stations and Cray supercomputers to detect and prevent the

Rob Kinmonth for The New York Times

proliferation of chemical and biological weapons.

When he goes home, he basks in the light of his 15-year-old Commodore computer, a one-megahertz machine with 64 kilobytes of RAM. It can move chunks of data in the same size packages as a Nintendo Game Boy and has 3 percent of the memory capacity of a Palm III organizer.

'The world of Commodore 64 fans includes Douglas Cotton, editor of Commodore World magazine and technical director of Creative Micro Designs'

Judd creates three-dimensional graphics on his obsolete Commodore and calls it a real programming challenge. "It's like building a radio from scratch," he said. "You are designing from the most fundamental level. You have to take advantage of every ounce of the computer."

Fender Tucker, who runs a Commodore software company called Loadstar, said, "Commodores are for people who aren't all that sure that the computer revolution has made our lives better."

Thousands of people appear to have turned to old computers (or stuck with them) out of a feeling of nostalgia, a desire for simplicity and an appreciation for classic design.

In the realm of digital machines, where today's computer is out of date tomorrow, there can be great satisfaction in taking a digital Model T out for a spin.

Douglas Cotton, editor of Commodore World magazine, estimates that a million Commodores are still in service around the world. Their owners include people who remember their first computers more fondly than their first girlfriends (most users are men), as well as people who have handed them down to their children or have set up miniature computer museums in their basements, much to the dismay of their wives.

And it's not only the Commodore. Old Apple computers and Sinclair Spectrums are also popular.

"Some people like to drive classic cars, like the 60's-era Mustang or the original Beetle," said Scott Gamon, 24, who still uses an Apple II GS. "I think the main reason is that the cars are classic vehicles that made history. The Apple II computer is the same in the computer world."

Some owners are active users of the old computers, and some participate in international programming competitions. These are not people who can't afford a new computer or don't know how to use them. Many actually own up-to-date computers that are hundreds of times as fast and much more powerful than their old ones, but they keep their eight-bit machines around to remind them how they started with computers.

"If I didn't buy that machine with my paper-route money when I was 11, I likely wouldn't have gotten into computers, a university scholarship and a decent-paying job," said Robyn Harbron of Thunder Bay, Ontario.

Cotton, who is also technical director of Creative Micro Designs, a Commodore hardware company, said, We have a number of people who have called us up saying, "Windows is nice for work, but I miss that old Commodore."

A number of fans of eight-bit machines are sophisticated programmers who praise the computers' timeless elegance and efficiency.

"You don't say Mozart, Shakespeare or van Gogh are good for their time," Judd said. "They are just plain good. I make the claim for the Commodore 64."

All software, whether Windows 98 or Lotus Notes or Doom, is based on simple mathematical calculations like addition and multiplication. Computers express information in binary numbers; each digit is a 0 or a 1, and each place is a power of 2. Eight-bit computers handle data in binary numbers that have eight digits. For large calculations, an eight-bit computer has to break down the problem into simpler pieces, and that is one factor that makes eight-bit computers slow, compared with modern 32-bit machines.

But the biggest reason for the sluggishness is that those old computer chips did not have many transistors, or switches, and the transistors they did have were far apart, lengthening the paths signals had to travel. Modern chips pack transistors tightly together to speed up processing times. In addition, internal clocks, which provide the heartbeat for computer instructions, are several hundred times faster in today's PCs than in yesterday's eight-bit computers.

'Steve Judd uses state-of-the-art computers as a mathematician at Los Alamos National Laboratory, but he prefers a Commodore 64 at home'

Many users insist that the eight-bit classics are on the verge of becoming collectibles. Searches on auction sites like Ebay unearth hundreds of items in the classic realm, like floppy disks, printers and actual computers, for generally low prices.

Proponents of trailing-edge technology have their own magazines, conventions, weekly online discussions, Web sites and newsletters. In Europe, dozens of programmers meet regularly for competition parties, where they see who can stretch the capacities of the eight-bit computers the furthest. Some are on a crusade, contending that the old computers should be preserved for posterity. The Vintage Technology Center, a computer nostalgia group in Santa Clara, Calif., recently announced plans to build a supercomputer out of Commodore 64's. "Sixty-four 64's" is its motto.

All of that would be mere nostalgia, or a hobby like collecting Pez memorabilia, except that the eight-bit die-hards actually use their computers. In a sense, their devotion to the simple machines is an active refutation of the Wintel world of quick obsolescence that frustrates many computer users.

In the early days, programmers looked for creative software solutions instead of glitzier hardware. "In a way it was simpler back then,"

said Lane Denson, a Nashville farmer who has set up a computer museum in his basement. "You didn't have 20 or 30 sound cards and you didn't have to worry about upgrading every other week."

At a time when mega, giga and tetra are the popular prefixes, the software available for the kilobyte clunkers is surprisingly sophisticated. Commodore users can send faxes via modems, use laser printers and use a mouse to maneuver through an operating system that looks a lot like Windows. And their computers can act as hosts for Web pages. Accessories that increase the capacities of the old machines are also available, including one that speeds them up by a factor of 20.
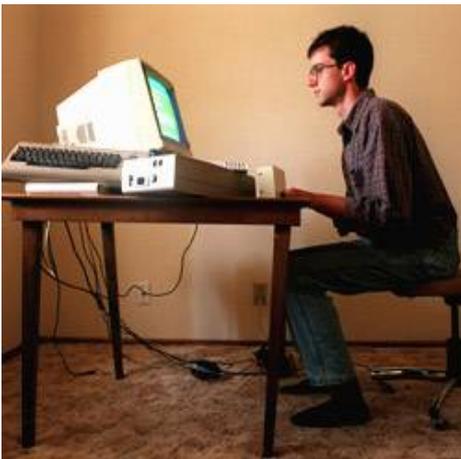
Guy Ambrosino for The New York Times

Maurice Randall, who has an auto repair shop in Charlotte, Mich., uses his Commodore for all facets of daily computing, for things like designing newsletters and writing HTML pages. "If you don't need to do a lot of high-powered graphical work, they're perfect," Randall said. "They don't crash. They don't have viruses, and they don't break down as often."

The most popular eight-bit computers are the Commodore 64, of which 20 million units were sold from 1982 to 1992; the Sinclair ZX Spectrum, which was the most popular computer in Britain in the mid-1980's, and the Apple II line, which went on the market in 1977 and became immensely popular for its educational software. Production had stopped for all these models by the early 1990's because of pressure from the I.B.M. compatibles.

Now as then, the various computer camps are fierce rivals. European Spectrum fans periodically invade online discussion groups of Commodore users, and vice versa -- each group engaging in the electronic equivalent of nose-thumbing.

"You can talk about my mom all you want, but insult my computer," Judd said.

Many programmers insist that the limits of the old machines force programmers to be more resourceful. Many of them, like Randall, who spends 40 to 50 hours each week programming, write in assembly code, the most fundamental programming language, because it takes up less space than higher-level languages.

"Using assembly language, I can make the code real tight and small on a Commodore," Randall said. The program he uses to send faxes via modem is only 56 kilobytes in size. His software releases, including a fax program and an updated operating system that looks much like Windows, earn him more than $20,000 a year.

For some, eight-bit programming represents a return to computing as a personal experience and a move away from being a technodrone in an information economy. "Before, it was very much discovering and experimenting for your own benefit," said Mark Lair, 40, of Dallas. "Now we're in a service industry. Most of us programmers are providing for other people rather than ourselves."

Commodore 64: Crunching With the Oldies The Commodore 64, first released in 1982, has maintained its popularity among a small group of dedicated users. Below is a comparison of the technical specifications for the original model alongside some more contemporary digital products.

PROCESSOR : Commodore 64: 8-bit Nintendo Game Boy: 8-bit Standard PC desktop: 32-bit

RANDOM ACCESS MEMORY : Commodore 64: 64 kilobytes Palm III: 2,048 kilobytes (minimum)

CLOCK SPEED : Commodore 64: 1 megahertz Standard PC desktop: 233 to 550 megahertz

MONITOR : Commodore: 16 colors Standard PC video card: 65,536 colors

MUSCLE : Number of Commodore 64's it would take to get the processing strength and memory required to run ... MS-DOS: 15 Microsoft Word: 1,000 Lotus Notes: 4,000

But others acknowledge that there is not a high demand for eight-bit programmers. "Yes, I'm a Sinclair fan, but to earn a living, I need to remain up to date in a rapidly evolving industry," said Richard Jordan, 26, a programmer in Britain who owns several Spectrums.

Eight-bit computers draw their biggest chunk of fans because of the classic video games they play. Fans say the older games, unadorned by fancy graphics and sound effects, focused more on game play. The result, they contend, was games that transcend their technological simplicity.

A few times each month, Jeff Lewis, 35, goes into his basement to play some of the hundreds of Commodore 64 games he has accumulated. His wife, Dianna, refers to the computer, which is still connected to a working dot-matrix printer, as a "Commodore shrine." "She actually thinks I'm kind of nuts for keeping it up," said Lewis, who lives in a suburb of Cleveland. "I just tell her it's part of my childhood."

For all those who actually own old computers, there are hundreds of thousands more who pretend that they do by using a generation of emulators, which allow the 32-bit PC's to imitate primitive Commodores, Spectrums and Apples. Thousands of old games are available for downloading on the Web.

Despite the number of eight-bit admirers, the most dedicated enthusiasts sometimes bemoan the skewed demographics of their ranks.

Oyvind Vevang, 20, of Haugesund, Norway, meets many friends though a common interest in classic video games, but they are almost all male. Vevang lamented, "If more girls were interested in this, I'd have one hell of a pickup trick!"

FINDING THEM

If you want vintage computers or their components, there are several Web sites where you can investigate and purchase items. Here are a few:

CREATIVE MICRO DESIGN
www.cmdweb.com
One of the largest Commodore hardware retailers, with a wide selection of computers, disk drives, software and devices.

READY ACCESS MEMORY
www.raminc.com
A specialist in Apple II and Macintosh hardware and accessories.

LOADSTAR
www.loadstar.com
A distributor of new Commodore software to subscribers; publishes newsletter.

MAURICE RANDALL
people.delphi.com/arca93/
A programmer who sells Commodore programs like fax software and an updated Windows-based interface.

COMMODORE EMULATOR
www.fatal-design.com/ccs64/
Considered one of the best Windows-based Commodore 64 emulators (programs that mimic the 64 operating system).

SPECTRUM EMULATOR
www.philosys.de/~kunze/xzx/
One of the most complete Sinclair emulators for Unix, with excellent sound and graphics support.

geoTELEGRAPH

You lucky, lucky geoPeople !

Not only do you get an extra 4 pages of GEOS this issue but you also get a free GEOS disk to go with it !

I'm off to lie down before I give somthing else away !

ED

THE geoNUT DISK DEPOSITORY

(Formaly the geoCLUB UK GEOS Disk Library)

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

CSDisk63 #1　+　CSDisk22 #2　=　£1.30. side1 #1　side2 #2

Greetings All,

Once again the rantings of the geoNut are amongst you. This months review, reverts back to the normal format. Next months will review all the Photo Album disks I have put together. The normal GEOS disk count now stands at a impressive 590. Special thanks to Colin Thomson, who sent in disks 589 and 590. Both these disks will interest any one who purchases MP3-64 or MP3-128. Each side contains the patches to access drives A to D within MP3. At the time of writing the following can be patched, geoPaint, geoWrite, geoCalc, geoFile, geoPublish, geoMerge.

With hopefully more to come, disks are priced at 1.30 for a double sided 1541 disk or if you prefer a different format please state when ordering. Again all proceeds got to CS, giving Allan a bit of extra revenue to play with.

Happy Computing

Dave Elliott

C.S. Disk 88
FELTPEN G/S/F/CARD/CARD FLIP - fonts etc to make a greeting card; CARD INFO and TWO SAMPLE CARDS - for the above;
T.GEO.HERBOLOGY and T.GEO.HERBOLOGY+ - interesting and educational look at herbs; GEO HERBOLOGY - geoPaint image of herbs; EP8PIN3PASS - 3 pass smoother printer driver for IBM and Epson compatables; SCRAPGRAB V2.1 - manage photo albums; GEOKEY CARDS - beginners guide to V2.0 keyboard commands and shortcuts; GET IN BIGGER - geoPaint image of a 128; CARP- clip-art.

C.S. Disk 89
Our friend GeoSid again - this time its with pop music for the youger at heart!

C.S. Disk 90
OLD TIMES - geoPaint image of antiques; OLD TIMES 2 - more of the same; CARDIOLOGY - a geoPaint image of calling cards; GEO PAGER 64 - print out muliple geoPaint files; COATNSHD - geoPaint image; NAGE - a geoPaint image.

C.S. Disk 91
PIANO - clip-art; GEOPUZZLE, GEOSTACTOE & GEOGAMMON - 3 geos games; GEO HOLIDAY - photo album; HOLIDAY ART - clip-art; GEO STRIPPER - this turns stand alone geoBasic programme back into source code; CALENDAR - accessory for recording notes; POTPOURRI - clip-art; HALLOWEEN ART - clip-art; GEOGRAPESHOT - clip-art.

C.S. Disk 92
MIND - a geos game; MAGIC MOUSE - animated mouse pointer (64 user's only); LACE - see your geoPaint pics in the way that Mother Naturn intended. Full colour and in ture proportions; CONVERT - allows you to select mulitple files; POST NATIONS - amusing 'post it' note headings; ANIMALIA - geoPaint image; HAZARD - a geos game; UNPUBLISH - convert a geoPublish text file back to a geoWrite file; SUPER V 64 - use supervalidate to help mend your sick disks; BLANKER - run this to save screen burn; QUEEN - clip-art.

C.S. Disk 93
GEO ORNAMENT - paint Image of some very ornate doodles; CURMUDGEON - paint Image of signs of the 90's:; POST NOTIONS AB - Photo Album of 'post it notes' headings; GEO PACK - packs and unpacks GES files for modem transmission; GEOCIRCLES - write Image to help draw perfect circles; CASSETTE SLEEVE (+write files) - publish files to make cassette sleeves; EP8PIN3PS.STP - 3 pass printer driver for FX-80 and compatibles; GRIFFEN - paint Image of a griffen, half eagle and half lion; AND FOR THOSE BOAT FREAKS AMONGST YOU:- CLIPPER - paint Image of a clipper; SAILING SHIP - paint Image of a sailing ship and SPANISH GALLEON - paint Image of a Spanish Galleon.

C.S. Disk 94
PRESIDENT - scanned paint image; GEOPAGER (+ docs) - print multiple geoPaint files - 128 version; 40SCANPRINT - dump the screen to printer; ALBUM REVERTER - downgrade V2.1 photo albums; BIG CLIPPER 3 - make big clippings from geoPaintpics; BLUE PENCIL - geoWrite document analysis; COMBINER - combine multiple geoWrite documents; COLOR SMASHER - put some colour into GEOS!; GET DIRECTORY - put directory into geoWrite text scrap file; HULME VIEW - view CMD SEQ files from GEOS Desktop; ICON EDIT 2.1 - create, edit or duplicate icons for any GEOS file type; ICON GRABBER - desk accessory for fast icon

transfers.

C.S. Disk 95
MIRROR, MIRROR (+ DOC) - mirror a geoPaint file about the 'y' axis; BOOTMAKE 128 (+ DOC) - for 128 so sorry I don't know!; GEO NIM - Infuriating little game of taking away pegs, last one wins!; CTRL->TAB (+ DOC) - make CTR key a tab key in V2.0; ICON DIR2 (+ doc) - print directories with everything including the icon; FONT DUMP III (+ DOC) - dump fonts to printer; ROTPAGES (+ DOC) - rotates, clips and prints 2 'page xy' files per page; MAKE TURBO - captures GEOS kernal and installs patches for 4MHz Turbo Master CPU; DIRMASTER (+ DOC) - manipulates disk directories on 1541/1571/1581; DIRECTORY LABEL (+ DOC) - print disk labels in BSW9; AUTO RUNNER (+ DOC) - executes Auto Exec files on reboot; ANALOGCLOCK - an analogue clock which ticks and chimes!

C.S. Disk 96
FONT MACHINE + docs - edit your own fonts with this hoosie doosie editing programme, their words, not mine!: SANTA BY JEFF - a geoPaint pic originally designed for a cook book; 8/PRETTY - a geoPaint pic of a woman's face; SCREEN PHOTO - captures the current screen into a photo scrap; BSA CLIP ART (Boy Scouts of America) - geoPaint fime; GEOCALPRINT - yet another ??; GEOLIST (+ DOC) - list a directory to printer or disk file; DIRMANAGER + DOC - a directory sorter, it works with a 1541, a 1571 or 1581 drive; NOTE CONVERT - converts a notepad file into a file that can be renamed; BUSINESS 1+ & LEISURE - 2 very good geoPaint files that pics can be cut from and used; HELP PAD + HELP FILE + HELP GRABBER - sorry but I've no idea.

C.S. Disk 97
Several programmes for geoPublish users. DESKTOP PUB - an info file that tells you all about the following: FONT DESIGN, FONT DE TEXT, OBJECT ART, 2 PHOTO ALBUMS, CLIP ART and LARGE CLIPS; MUSIC BOX + MANUAL - read 'How to' then 'Do it', create music I mean; INFOVIEW + DOCS - view and Edit Info Box Data from within application; FIND FILE + DOCS - use this to find files on disks using wildcards like * and ?

C.S. Disk 98
ERASE HEADER - erases the Geos Header, and alters the Master Disk status on 1541/1571/1581 disks (but why?); QUICK CLIPS 1, SAMPLEPAK 1, DISK 11, CARTOONS and ANTONOV AN-24 - geoPaint files of various things. The latter being a Russian aircraft;

C.S. Disk 99
Loads and loads of various utilities. INFOVIEW + DOCS - View and edit Info Box Data from within applications; FIND FILE + DOCS - Use to find files. Both these programmes are the same as the previous disk, my error so I can't blame 'You know who'; CHANGE BSW 1.2 + Docs - A font changer: INFO BOX + Docs - Displays information on serial number, drive and printer; FORM PRINT + Docs - Prints out as you type, now you do have an electric typewriter!; FONTSWAP & Docs - Select fonts for geos; FAMILY GROUP, PHOTO SCRAP + Docs - Use this to build up your own family tree, I think you need geoFile to be able to use it, but I'm not sure; MUSFONT Docs + geoSong 64 - It says, and I quote, "Use this master song sheet. Have all a song fonts on disk. Dont use return key, use mouse", well I guess I know what it means!, anyway also included are the following Fonts to go with it, 1/8 NOTES, 1/4 NOTES, 1/2 NOTES, WHOLE NOTES, DOTTED NOTES, FLATS/SYMB and LD-NOTES.

C.S. Disk 100
The pointer is Sydney Bridge + GEOCLUB; geoDUMP - Dump the screen to a printer; CONVERT - Converts files to Comm SEQ and back again; picCONVERT (basic) - Sorry I don't know. For those of you who have V1.0 of geoDEX, GRABBER and geoMERGE, these are upgrades to either V1.2 or V1.1 GEODEX UPGRADE, GRABBER UPGRADE and MERGE UPGRADE; SKEET - Game; OPI.McGpt, MAPS 2, TRAVEL.McGpt, BLUEPRINTS, CAR, C64, ILLUSION, MILO BLOOM, MMU/USA, NAGEL.TRIB, NINJA TURTLE, SHUTTPICSX-64, WATCH-C. These are all geoPaint Pictures.

C.S.DISK 101
This disk contains 5 geoPaint files which have been converted from

MacPaint, they are CHRISTIE - A scanned picture of a pin-up; RONSTADT - Another pin-up for you men; TRUCKING - Picture of a truck for those of you men not into women(?); WOOD WD - Picture of Woody Woodpecker (more to my taste); QSEFAN - diagram to show how to reduce fan noise in a Mac SE. (I should point out that the comments on this disk were written by Helen)

C.S. DISK 102
This is a disk that many of you might have been waiting for, it's main programme is called GEOSBUSTERS + docs - It's a GEOS backup utility to deprotect boot disks. It covers GEOS V1.0, GEOS V1.2, GEOS V1.3, GEOS 128 V1, GEOFILE V1.0, DESKPAK V1.0, GEODEX V1.0, WRITERS WORKSHOP, GEOPUBLISH V1.0, GEOSPELL V1.0, GEOCALC V1.0, GEOFILE V1.2, GEOWRITE 128 V1.0. This programme does work, Helen's used it!

C.S. DISK 103
This disk contains 7 geoPaint images. 3 STOOGES - Pic of the 3 Stooges; HEATHER - A picture for you men!; ICONS 1 - Page of Icon pictures; PIN UP - Another picture for you men, a nude this time!; DRAGON - Not my image of 'Puff' at all!; EAGLE - Super scan pic of an eagle; F-15 - A picture of a F-15 plane.

C.S. DISK 104
FINANCE 1 - Finance Manager template for geoFile; SLIDESHOW - Use this to display GEOS Paint images; MACLIPS - Paint Image of various very good Mac pics; DISKSMACART - More very good Mac pics; MACLIPART 1 - Even more very good assorted pics; DISNEYART MAC - Paint Image of Donald, Mickey and friends; AUTO VIEW - View geoPaint files as a slide show; NL-10C/SG-10C/NX-1000C - printer drivers; GEOS TURBO FORMAT - Formats a disk in 20 seconds!; GRABBER - A Desk Accessory to grab graphics from any screen; CHRISTMAS - A Paint Image of some good Xmas pics; CHANGE PRINTER - Change printer driver from inside an application (great for when you forget to change from Paint Pages as I do (so do I, Terry) or if you want to do a draft to check it before final printing out); CHANGE INPUT - Similar to above but with this you can change your input driver from inside an application.

C.S. DISK 105
This disk is all in Basic, something to keep you busy during the long winter months. Files include - Build Seq<-Geos, Geos Conv, Geos unscratch, Wordpro ->Geos, Geohacker etc.

C.S. DISK 106
Yet another disk that's in Basic, amongst other things it includes - SpeedScript, Geos loader, Form editor, Mailing List mgr etc. What can I say?, buy this and disk 105 and learn some new swear words!. Oh yes, there is a Geos file on this disk, it's called Auto Preference - Put this on your boot disk in front of the input driver, but you must have 10kbytes free.

C.S. DISK 107
For members who have an REU, the first two files are a MUST. QWIKPIK and QWIKSTASH. Put these two programmes on your boot disk, use Qwikpik to select the files you need to copy into the REU. The next time you Boot Geos, Qwikstash will copy these into your REU. Docs are included. It's a little Gem; TRAIN HORS CAR - a geoPaint file; FONTVIEWER - An easy to use Font Viewer; TD VEHICLES, HOUSE, BSW JUG COI, RUNNER COVER 1 and HAPPY CAMPER - all these are geoPaint pics.

C.S. DISK 108
There are 5 geoPaint files to start with, MAC PEOPLE, RAILROAD 1 and 2, JUL AUG TOONS, COLA JACKET - The Cola jacket pic is a Disk jacket with a picture of a Coke can on the front; WOC/PS1 - A PhotoAlbum of various pics; MOVER V2.6 + docs - Use this to move scraps between photo albums.

C.S. DISK 109 and 110
Yes, 2 disks in one. It comes from Peter Hunt in OZ, and it's his Final Update of his Mouse pointers. To quote Pete's letter, "There are some 150 odd pointers, try not to alter the disk for the Library even though

there are 2 Fonts on the Disk, also I have duplicated the first page on both sides, the reason Members will understand better if they read and load the files". Also included are the following, articles by Robert Lord and Campbell Burns: 2 geoPaint files, Icon Border and Pointers 2; Font View + 2 fonts, Icon and Sprite Fonts; 2 geoPublish files, which I think are the same as the geoPaint ones; Dual Top, Dual Top screen, ScraPeek 3.4 and Dual Top V3 clips.

C.S. DISK 111
Top Desk - Images of a new Desk Top programme developed in Germany; Travel Clips LL - a geoPaint file; Test 64.dbg - To be used with geoDebugger, when no file in specific is debugged. ex: the Desk Top or Kernal. (I thought everybody knew that!)

C.S. DISK 112
Yet another donation from Helen. There's 3 geoPaint files, Page 1, Page 2, Screen 1 - These are the same as Top Desk in the previous disk, except these are G/P files. Garfield - That lovable little ?; Children at play - kids letting off steam; Iconart .004 & Iconart.005 - 2 more very good geopaint files; Wheels 2.3 - a geoPaint file on transport.

C.S. DISK 113
ICONART .001 - A geoPaint File of Print Shop sized, very usable , pics; TRAVEL TOONS 1, 2, 3 and 4 - 4 geoPaint files containing everything to do with travel; EGYPTIAN SIEGE + DOCS - A board game; BLACKJACK - The card game.

C.S. DISK 114
geoPack- File packing for modems; Paint Rotate- Rotates, mirrors and inverts geoPaint files; KoalaVert- Convert Painter to GEOS; Click Pix- Create self-viewing geoPaints; geoCrypt- Encode your data files to keep them secret!; Envelope- DA prints addresses on envelopes; RAMBoot- Improved RAM reboot code; A K A- GEOS application "alias" creator; New KOALA PAD, KOALA SIDE, New KOALA PAD p2, KOALA SIDE p2, COMM 1351 p2, COMM 1351(a) p2, New KOALA PAD p2, KOALA SIDE p2 & JOYSTICK p2- Input drivers; MELTDOWN!- Screen "melting" desk accessory; TERMITES!- Screen "eating" desk accessory; FORTUNE- DA displays a "saying"

C.S. DISK 115
Geoview - View, scroll + print out geoPaint pictures in full screen mode. Ballon 1 - geoPaint pic of a funny little nude dwarfy fella (Frank?). Ballon 2 - geoPaint pic of evil thoughts with a pin! Ballon 3 - geoPaint pic of an Egyptian. Ballon 4 - geoPaint pic of a monk. Ballon 5 - geoPaint pic of a mathematician. All these 'Ballon' pictures have wierd balloon concepts (and I mean wierd!). Grimm 4 - A brothers Grimm fantasy picture in geoPaint format. Two Printer Drivers uprated by Ernie Forshaw - Ep2pass (gc) and Ep3pass (gc), also a geoWrite file by Ernie explaining the reason for them. (They do work, I know because I've tried them - Terry). Hobbit Fans might be interested in these 2 Fonts - Dwarf Runes and Person Runes - Both designed by Lee Faithfull who's only 11, (I can't do it and I'm ?? Terry); Pointer - Lee's finger!

C.S. DISK 116
Marker - A measuring tool to be used in geoPaint; Retriever V2.0 - My Belgian ain't too good, but I think this retrieves scraps from geoWrite, geoFile and geoPublish files; Multifont 2 - each of the 7 point sizes gives a totally different font; Update - As far as I can work out from running this it updates your file on disk while working on it in Ram + returns you to Ram. Unfortunately it's all in Belgian again, but if I can do it.......; Updater doc - All in Belgian afraid, but it may be of help to someone; Aktualisieren - don't ask me!; Sysinfo 64 - Gives info on present set-up (I think, it's in Belgian); Dwarf Rune Code - Lee Faithfull's geoPaint picture which shows the 'Rune' alphabet alongside our 'normal' one, encoded I s'pose I should have said; Pointer - Lee's finger again.

(A request, is there any member out there who is willing to translate the 'Update' docs for me please?. I think they are in German, but I'm not too sure, Thank You)

C.S. DISK 117
A donated disk of Scanned pictures from Michael Pearson. GEOVIEW to look at TOWER.MAC+ - A Tower!; TIGER1.MAC+ - A Tiger's face; TOMORROW.MAC+ - Building a Stone Age rocket; TRAIN1.MAC+ - Early American engine; TRAIN.MAC+ - Only the front end but it's good; TWIN.MAC+ - A womans face, so where's the other one?; TREK.MAC+ - The dynamic duo plus one, Spock, Bones and Kirk.

C.S. DISK 118
Another one from Michael: GEOVIEW - as usual; TRUEBLUE.MAC+ - Madonna; VANESSA.MAC+ - a girls face; YACHT.MAC+ - as it says!; US MAP.MAC+ - guess what this is?; UTUKKA.MAC+ - half lion, half?; VANITY.MAC+ - nice lady; VERTICAL.MAC+ - vampire hunter; UF1.MAC+ - futuristic warrior; WOLVES.MAC+ - animals, not the football team.

C.S. DISK 119
Yet another one from Michael. GEOVIEW - again; VICTORI2.MAC+ - a young lady; WANTLEY.MAC+ - dragon; WARBIRDS.MAC+ -aircraft; WORLDMAP.MAC+ - guess what; WATCHEVE.MAC+ - a girl in a swimming costume; WF.MAC+ - a waterfall.

C.S. DISK 120
Last one from Michael. GEOVIEW - again; ZIPPY.MAC+ - bits and pieces; SKIGIRL.MAC+ - as it says; SKULBONZ.MAC+ - a skull; SOLARMAX.MAC+ - inside a shuttle bay; SPACE.MAC+ - big bang; SPACEDOC.MAC+ - docking in space; SR71.MAC+ - an american aircraft.

C.S. DISK 121
A 'Basic' Disk, named SUPER EDIT. The only Geos file on it is a geoWrite one called Super Edit docs. Some of the files are: S.DEDIT 64 V4.5, S.DEDIT 128 V4.5, SET UP V3.2, AID 128, SYNTAX-SU.HLP, ALM RESET, ETC...

C.S. DISK 122
Another 'Basic' Disk, named 'EL GATO' which is for 128 users only. The files include: EL GATO.128, ELGATO DOCS, MERRY XMAS 128, RAMX 1 - 9.

C.S. DISK 123
Another 'Basic' Disk, named 'NOVATERM 9.3'. Files include: CONTENTS, GETTING STARTED, SCRIPTS FILES, PARAMETERS, TERM/AUTODIAL, DISK/BUFFER/XFER ETC...

C.S. DISK 124
Yet another 'Basic' Disk. If the Directory printout is anything to go buy, it will do anything except cook breakfast. Files include: TURBO LOAD, DIRSORT, DISK BACKUP, MERGE, RENUMBER, ANNUAL REPORT DEMO, 80-SCREEN CHAR; the list goes on and on, 86 files in all.

C.S. DISK 125
S.AMERICA - a geoPaint file; ICONART.006 - a geoPaint pic of icons; XMASCARD+ - a ready mad Xmas card; DB DESCRIPTION - a geoPaint image; DISASSEMBLER - produce a geowrite file for a programme; CONVERT 3.0 - converts geos files to CBM Seq and back; geoDISK EDITOR - a disk editor; FILE MERGER - lets you merge 2 geoWrite files; geoPROG ERRATA - a geoWrite file about imrpovements, corrections, programmes; POKER MACHINE - a card game.

C.S. DISK 126
geoMINI - a music editor; SCRAP IT - move Photo Scraps between various applcations; PHOTOGRAB - an alternative to the Photo Manager; FLAG SETTER - allows you to use geos 64 in geos 128 40 coloum mode (sometimes); BLACKOUT - screen saver; TRAVEL.60DPI - a 60dpi geoPaint file.

C.S. DISK 127
INFOVIEW 3 - this DA allows you to view and edit the info box message of any file while within an Application; SEEINFO - a mini version of InfoView; MAKEAHEAD -permits geoProgrammers to custom design the header source text file for their programmes; GETAHEAD - display the file header data of any geos file; DISKCAT - catalogue all your files from all your disks in one geoWrite file; NOTEPADMGR - convert NOTES file created by the Note Pad into a geoWrite file; GEOCHORD - a music

programme; LOADPREFSXEC - Auto-Exce file that loads Preferences (including mouse pointer) at boot up. Good for geoShell; TYPELISTER - create custom designed directory print-outs of you files by Geos-type; HEXxDEC - a decimal/hexidecimal converter; CALCBEAT - a rhythm calculator for composers.

C.S. DISK 128
This disk will only be of interest to members who have a Casio CZ Synthesizer. There are 3 main programmes: GEOCZLIBRARIAN, GEOCZEDITOR, GEOCZWRITER plus a host of seq files to go with them.

C.S. DISK 129
A disk full of geoPaint files: HAPPY HOLIDAYS - Xmas wreath; HOMER SIMPSON - Bert's dad; FALL SCAN ART - some very good autumn pics; WHITE HOUSE - pic of the White House; ROGER RABBIT - a geoPaint image; JUKE BOX CO - a juke box and very colourful too!; EAGLE - an all American eagle; Pointer is a Sword.

C.S. DISK 130
A disk full of geoPaint files: GUNFIGHTER - a pic of a cowboy; HOLIDAY - some small pics for clipping and using in creating cards etc.; MEN WORKING - cartoons; ANTRO ART 1 & ANTRO ART 2 - an anthropological look at artifacts; C EYES CLIPS - some very varied pics for clipping; SUPERMAN - my hero!. Pointer is an UFO.

C.S. DISK 131
A disk full of geoPaint files : GEOVIEW - again; TIGER - just a pussy cat; PAINT COMBO - a variety of different pics; BARTMAN - Bart Simpson of course!:

C.S. DISK 132
A disk full of geoPaint files: EASTER B&W - geoPaint file of Easter bunnies etc.; WILDLIFE 1 - some very good wildlife pics; CALIF RAISINS - those little raisin men; SPACEMAN SPIFF - No comment, see for yourself; BIG GARFIELD - spotlight on Gardfiels; ELIMINATOR - rather like my car (I wish!); MAIL TRUCK - more like my car (unfortunately); ANATOMY - bits of bodies (not yukky!); SIMPSONS - the whole family. Pointer - Earth.

C.S. DISK 133
A disk of geoPaint Images including GEOVIEW to look at >> BATWING - The batplane from all angles; BIG GIFT - A big pressie!; WREATH - A big wreath!; STAR TREK - Scanned pic of Bones, Kirk and Spock (but they're talking about Macintosh!!); UNCLE SCROOGE - My old man?; ENTERPRISE - The enterprise (crashing?); Pointer - Dinosaur.

C.S. DISK 134
A disk of geoPaint Images including GEOVIEW to look at >> LIGHTHOUSE - Scanned pic of the Ledge Lighthouse; CARS - Now them I like! FLEA - Yuk! I'm still scratching!; SNIPS 'N' BITS - As it says and there's something here for everyone; '31 CHEV - Good pic of a 1931 Chevrolet; EAGLE 2 - Extreemly good pic of an eagle; Pointer - Llama.

C.S. DISK 135
A disk of geoPaint Images including GEOVIEW to look at >> SPOCK 2 - Spock (not the doctor one!); UNDERSTAND TECH - Very, very good. Someone out there has a WIERD mind!; CLIPS - A bit of everything for clipping; TRUCKS n BUSES - Er, trucks and buses?; HIT ANY KEY - I often feel like this, great!!; PAINT COMBO 2 - Turtle and penguin, strange!; STAR TREK LOGOS - National Federation of Planets and 25th Anniversary logos; Pointer - Snake.

C.S. DISK 136
A disk of geoPaint Images including GEOVIEW to look at >> ODDS + ENDS - As it says and ready for clipping; PERSONAL - A bit of everything from plants to American footballer, ready to clip; SESAME/ CATS - Bert and Ern etc. plus 'big cats'; WINTER ART - It made me feel cold just looking at it. Winter's on it's way brrrrr! Various pics for clipping; VIKING BOAT - Excellent pic of a Viking longboat; COLA - A LARGE cola bottle pic; FLASHES/CLIPART - Various 'flashes' and clips to adorn your work!; Pointer - Anglepoise Lamp.

C.S. DISK 137
A disk of geoPaint Images including GEOVIEW to look at >> NINJA - Logo?; CAVE GIRL - Girl in a cave?; DODGE CARS - Yep, you've guessed it, Cars; COMIC LOGO - Some Logo's of US comics; DEADRA - A Pin-up (for us men); 87 MUSTANG - Another car pic; FRED FLINTSTONE - Yabba Dabba Whatever; FRENCH GIRL - Oh La La (end of French lesson); INDIAN GIRL - Of the Wild West variety; KING ROBBIE - A Playing Card image of Robbie (who?); FLEXI ARTIST - A light pen at work; TITANIC - Afloat!; CASTLE - Reminds me of Disney; SILHOUETTE SCANS - As it says, what more can I add?.

C.S. DISK 138
A collection of 27 geoPaint files from Belgium containing some very good pictures including a rollerskating monkey, a dopey looking Dromedary (camel to you), a Bookworm, a Scuba-diving Elephant, a Pallatic Duck, a crash landing Vulture, a Donkey doing something natural, a Fox holding a banner (good for address labels) and many other excellent animal pictures.

C.S. DISK 139
 VIEW 2.0 S/N - View serial numbers; SEQ-> Text scrap - A Seq to text conversion utility; SET 40/80 Flag - Sorry, no idea; GEOLABEL - Yet another?; UN GEOS - Converts a GEOS disk back to a normal CBM one; POSTER PRINT, POSTER PRINT gc + Docs - 2 Printer drivers which will expand your picture etc, 2 Wide by 2 Deep!. It works, I've tried it; PAINT TIP PIX + DOCS - How to get the best from geoPaint; MISCALLANEOUS 1 & 2 - Two geoPaint files of various pics; REPTILES - 2 or 3 very good Dinosuar type pics; ADV AUSTRALIA - The OZ Anthem?; SIMPSONS + PAT - 'That' family plus Postman Pat; CALENDAR GIRLS - The kind you see decorating Calendars; BIG CAL GIRL - A 'Blown Up' version taken from one of the previous Girls (Blown up, maybe I should choose my words a bit differently!).

C.S. DISK 140
28 geoPaint files from Belgium containing more excellent animal pictures including a dopey looking Dog (mine?), a file called 'Hamster' - I'd call it a rat!, a Kanagroo with more in it's pouch than a joey, plus some very good 'ordinary' pictures of a Rhino, Rabbit, Mouse and many, many more.

C.S. DISK 141
GEOVIEW to look at the following pics >> FRANKART IV - A variety of very usable clips; CAT 2 - A scanned cat pic; FOODS 2, 3 and 4 - 3 geoPaint files of very edible food clips. Pointer - Imp.

C.S. DISK 142
GEOVIEW to look at the following >> AUTOS - Scanned cars; CATFUN - A 'Happy' cat pic?; KIDS - Kids in school; ALICE in WONDERLAND - need I say more?; GEOPUB CLIPS - Large pics for geoPublish use.

C.S. DISK 143
A selection of modern day printer drivers (serial). Shell and Lasermatrix, includes Shell Printer Editor, 1525-80dpi, Epson FX-86E, BC120LM, Epson 24pin 90dpi, Epson 24pin colour, Epson 24pin Grey, Epson 24pin, Epson 8pin 3pass, Epson 8pin 80dpi, Epson 8pin Colour, Epson 8pin Darker, Epson 9pin, HP Deskjet, IBM 9pin 80dpi, KX P1124LM, Legend 808, LQ 2599LM, MPS 1000DS, MPS801/1525, NX10 80dpi, NX10 ss/rvs/ff, Okimate 20Black, Okimate 20Grey, Okimate 20hires, Okimate 20 Lowres, P1124I EPSLM, P1124I IBMLM, SG10C MDV", SP1200 L94, Star NX 10F2, Star NX10 F3, star NX10 F4, StarG10LM, Star 80dpi, Epson24pin, Epson LQ1500, BubbleJet LQ!, Canon BJ200E, Canon BJ200 3 Pass,Canon BJ Docs, Epson Poster, Epson 8 Pin, MPS 801-Devs5, 3/5 Driver Epson; most 24 pin drivers will drive the Cannon Bubblejet Printer.

Dave Elliot

GEOWRITE TO GEOPAINT USING PAINT DRIVERS WITH GATEWAY 128

Those who have Gateway 128 may have found as I did, that the instructions in the Geos 128 v2.0 manual cannot be used (pages 76, 77 & 78). Also, you are not informed that you must select Colour from the Toolbox to print in colour. You have to use a slightly different method when using Gateway 128. The details given below work perfectly for me and the Star LC10 Colour printer with Gateway 128.

Although this is basically for those with colour printers, numbers 5 and 9 also refer to printing in black and white when used in Gateway 128.

1. Format a disk in Geos 128 80 col.

2. Copy to REU:- (If you have one) or from Drive 8 to Drive 9 if you only use two disk drives :- Paint Driver, Gateway 128, Geopaint 128, Geowrite 128, Epson JX-80 (GC), or your own Printer Driver, Photo Manager, Photo Albums, Selection of Fonts you wish to use and any Geowrite files you wish to convert to Geopaint.

3. Double click on the Paint Driver's Icon. A dialogue box asks "CHOOSE REAL PRINTER DRIVER TYPE". Click on your normal printer driver, in my case this is the Epson JX-80 (GC).
Then select OK. You will then be returned to the Desktop. The Paint Pages and Page Overlay files now appear on the Desktop.

4. Put the newly formatted disk (1) in Drive 9 so you can copy the contents of the REU to this when work completed.

5. Click on the GEOS menu and then click on CONTROL, then click on CHOOSER, the Printer menu appears. Click on up or down arrows until Paint Pages or Paint Overlay appears. (I used Paint Pages).
Then click on Disk Icon to left of name and then go to bottom far right and click on the Rose type icon to the right of the name to exit.

6. You are now back in the Gateway Desktop, so choose the Geowrite file you wish to convert. Click on it to highlight it.
Click on ACTION menu and then click on PRINT. The file is not printed out but is converted to a Geopaint file.
You are returned to the Desktop. There you will see a new file named Page 1. So selecu the FILE menu and Rename this to what you wish, I chose BILL N/Y 1. It is however important to rename files immediately they are converted to Geopaint.

7. Click on the new Geopaint file (BILL N/Y 1 in my case) and the file appears in Geopaint form. You can then add any graphics you wish to use in the original Geopaint file.
When you have done your conversions/inserts on this file, click on UPDATE from the FILE menu and save it. Then go to the Geos Menu and select 40 from the 40/80 choice.

8. You can uhen select Colour from the Toolbox menu and put colour into any part of the file you wish.
Save this under a New Name so that you have one file without colour and another with colour, I named mine BILL N/Y 1C the 'C' denotes the colour version.

9. Select 80 col from the Geos menu. Then select select Geos menu again and click on Control. Control box pops up on the right of the screen. Click on CHOOSER and then select your NORMAL driver for printing, in my case this is the Epson JX-80 (GC). Once selected,!click on Disk Icon to left of printer name and then go to bottom right and click on the Rose shaped icon to exit to Desktop.

10. Select 40 col mode from the Geos menu. You MUST be in 40 col to print in colour.

11. Click on the Spanner (top centre of screen) and the Toolbox menu appears. Select Colour by clicking on it. Your screen should now show this file in colour. If you do not select Colour prior to printing, then the printout will be in Black & White only.

12. Click on File menu and select Print - printing then commences in colour.

Using the above method, it it easy to produce posters with graphics in full colour. To colour Text select your colour, select Fawcet tool and then fill each individual letter. Obviously the same applies to graphics. Experiment, you will find it most rewarding.

Credits :
GEOS (C) Berkeley Softworks and CMD
These notes (C) George Potter 1999
Gateway 128 (C) CMD

The ultimate upgrade for GOES users ?

Well it was never billed as that, but, we have come to expect great things from GEOS so there is no reason why this software should be anything less than superb, after all, you will be paying nearly £30 for it !

So, what do you get that sets this apart from the other software of its kind ?

Well, to be fair, it is a very colourfull interface and a welcomed upgrade from GEOS v2.0. It comes in two parts, the first is MegaPatch which patches your existing GEOS desktop to include better running and faster access to to your existing software. The screenshot on the right is what you get when it has installed correctly.

The second part - TopDesk - is a replacement for the standard
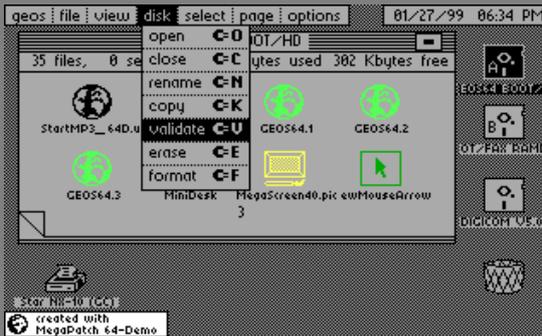
GEOS desktop and allows a much better variety of features, these features include access of up to four drives 'on screen' which does away with the pitifull 'two drives' under the normal GEOS desktop.

Another great feature is the 'screen saver' function. These screen savers - in my opinion - are worth the price of the package all by themselves. These screensavers are fun and coloufull and bring GEOS a much needed boast of fun, indeed, the 64erMove screensaver even has sound (and very good sound at that !).

All in all this upgrade is a wonderfull insight into what can be achieved in GEOS.

The English version now comes complete with both MegaPatch & TopDesk as standard and also includes an English manual which has been updated and modified by Allan Bairstow.

The GOOD — MegaPatch & TopDesk — The BAD

It is no secret that when I first received MegaPatch/TopDesk from Germany that I couldn't get the damend thing working !

Well I percivered and after several weeks of intense head scratching, I finally got it working.

But that was just the start of the problems !

The initial problems were purely down to the incomplete manual which did not cater for the beginer nor was it worded correctly. This problem has now been solved as I have rewritten a revised manual for the UK.

The next problem that I found was that it would sometimes work and then other time it would not ! This was not the fault of the program, it was actually the 1750 REU attached to the C64c. The power supply was not strong enough to power both units ! Damn ! Out came a C128 and the problem went away. The lesson here is that you will need a good or even a heavy duty PSU to power both your C64 &
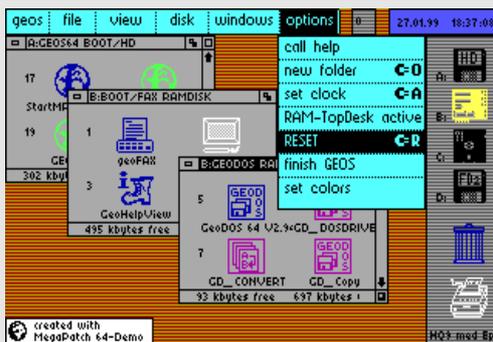
REU otherwise MegaPatch won't work.

Could things get any worse ? Well for a while things seemed okay. Everthing was running smoothly and MP/TD seemd to be doing everything that it said it would. So I left it at that for a while.

I had sold a couple of copies to various people and they were also having difficulties with the software,but, as I made improvements and things became clearer to me, I passed on the information. Again, things seamed to be calming down.

At this point I had not delved into the inticases of MP/TD as I did not have the time, so I was relying on the other users for more information. Unfortunately, the last letter I had from Barbara Thomas was quite disapointing. After she had been using the programs, quite successfully, the problem that she had encountered before arose its ugly head again. When using the Task Manager (allows you to switch between programs without closeing them down), it then decided to completely wipe the RAMLink memory and then continued to

wipe the contents of a 1581 disk in the drive !!

Now, Barbara had had this happen before and it is no fun at all, this was the eigth time this had happened while using TD/MP and as far as Barbara is concerned it is also the last time. Barbara is now using Wheels as this does not cause any conflicts at all.

This brings up the question of how well has the program been tested ? Surely if you are exspecting people to pay £30 for a peice of software then it should work first and every time ? In Makus Kanet's defence the problems that I have reported to him are unique to the UK as they have no problems at all in Germany where MP/TD have been running for years. That is no concilation to those people who have spent money on the software over here though.

It needs to be sorted out and the buck stops with the programmers, will it work in the UK or won't it ?

I personnaly can not recommend this software for anybody who treasures their software stored on a RAMLink, I have also removed MegaPatch & TopDesk from my RAMLink until the problem is sorted out - ED.

The final words are from Barbara : "I am now up and running again using Wheels which never crashes on me. It is a pity though, as I like some of the things that MP/TD can do that Wheels doesn't. I think that Markus Kanet should refund the money until MP runs smoothly. It is either MP3 itself or TopDesk which crashes the system, I only wish I knew !"

Barbara has given MP/TD a more than fair run and has had more patience than I would have given it. It is unfortunate that Barbara has now decided to quit the C64 for a PC and the biggest reason for this is the failing and annoyance of this software.

Allan Bairstow

PRINTER SURVEY 5
THE STAR LC-200

Tester : Mark Vowles
Printer : Star LC200
Type : Dot Matrix
Connection : geoCable
Computer : C128 in C64 mode

Best 'quick' black & white driver :
STARNX10GC
Print time : 2' 15"

Best 'quality' black & white driver : **NX-10QS(GC)**
Print time : 12' 58"

Best colour driver : **NX1000 (rainbow)**
Print time : 22' 12"

Wheels 128 In Technicolour

I have to thank Dave Elliot for upgrading my C128D to 64k VDC memory - Yippee !

The reason I mention this is because up until now if you wanted to get the best out of Wheels128 then you needed 64k VDC memory. I must stress that this extra memory is not essential and Wheels128 will work perfectly well under 16k VDC.

The main reason for increasing the memory is so that Wheels128 will now be in glorious technicolour ! Lovely :-)

So, what other benefits does the 128 version have over the 64 version ? Well, as useual yet get 80 columns to play with (in most applications), this means that geoWrite is a great deal easier to use. But back with Wheels we have now got a bigger, brighter and clearer desk top area. Also you now have the ability to change the screen colours to suit yourself so that locating your active window or drive is easier because you can give a special colour that suits you (oh, suit you sir !).

Nice !

I have a slight bias here as all my favourite programs run in C128/80 column mode, it my prefered screen view and with the advent of Wheels everything is now so much easier to use. Also, again, you have the unparralled ease of use that we come to exspect from a seasoned programmer. This means that it works, it works well and it works faultlessly, evertime. I still have not had one system crash under Wheels yet and I don't exspect to have one either.

I would recommend anyone with GEOS to upgrade their system to a C128 with 64k VDC memory because, in the future, nearly all the new and complex programs for the Commodore will require this memory and almost definately the use of Wheels128, especially the larger programs such as an Internet web browser ?!?
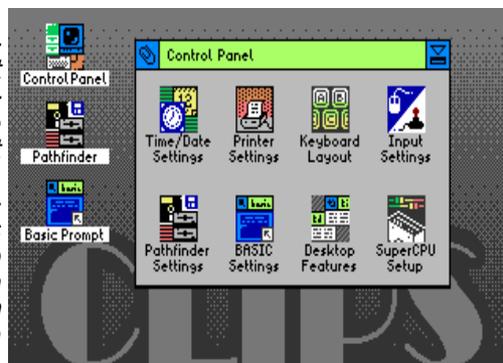
More, next issue.

Allan Bairstow

sibility to manage your running processes, to re-display minimized windows again and to start system applications like Control Panel or Pathfinder. Furthermore, it gives you the chance to kill faulty processes that would otherwise slow down a pre-emptive multitasking a lot.
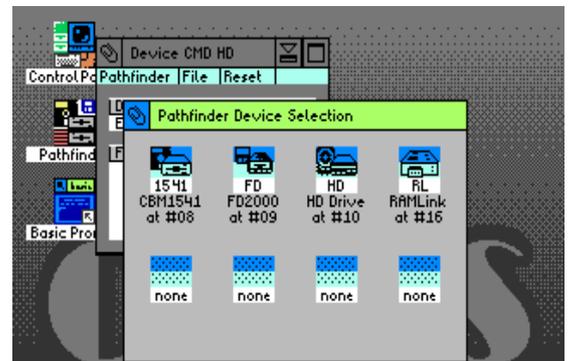
There is a new kid on the Commodore block, not content with just being 'run of the mill', this kid is BIGGER, BETTER and more COLOURFULL than anything that we have seen before on the C64. Details are new to me at the moment so all this information has been taken directly from the web site. The black & white pictures on these pages do not do the program justice, these screenshots are in wonderfull technicolour - ED

CLiPS

The all new graphical Operating System for your C64 with a CMD SuperCPU

Introduction

Welcome to CLiPS. Here you will find information about the new graphical operating system especially designed for C64 computers that are equipped with a CMD SuperCPU. Though this site is still under construction, there are already many facts about CLiPS available and also some screenshots to see it in action. Keep looking for more hot news.

Facts about CLiPS

* WDC65816 16Bit native code kernel
* preemptive multitasking (different modes)
* integrated graphical user interface
* auto-detection of CBM/CMD devices
* frequently used components bound to kernel
* no ressource limitations
* easy to handle due to sensible mouse commands
* uses the ROM BASIC as "shell"

Like other comparable graphical operating systems, CLiPS also has a task bar that is usually hidden in the lower border. A single mouse click on the border makes it appear on the screen. CLiP-Switch gives you the pos-

General Hints

For running CLiPS you must have at least the following system configuration:

C64/128, CMD SuperCPU with at least 1MB RAM, 1541, Joystick

For outperforming all popular systems you should also provide:

C64/128, CMD SuperCPU with 16MB RAM, CMD HD (1GB), CMD RamLink (16MB), CMD FD2000, Mouse 1351 or CMD SmartMouse, CMD Turbo232 modem interface (240KBaud)

If you want to know more about the genious hardware products of CMD then link to their homepage at **http://www.cmdweb.com/cbm/index.htm**

Please look at the CMD SuperCPU-Homepage for more information about CMD's SuperCPU.

Contact : Sorry, but at the moment there isn't a mailbox for your questions, replies or comments. This feature will be added in future.

Stay tuned !

CLiPS can be found at : **http://www.clips64.de/**
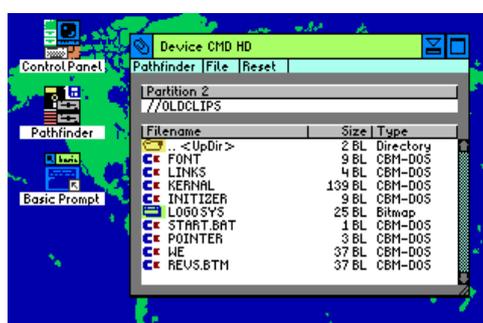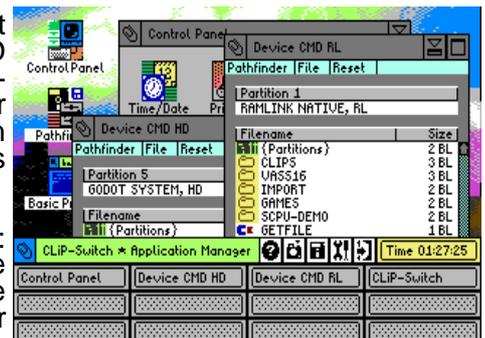
"ONCE UPON A TIME"

by Andrew Fisher

Let's take a look at the latest bunch of re-releases from **REMEMBER**, the group dedicated to providing classic games with lots of extras including FULL documentation. Thanks to Robbie 'The Rascal' Wakeham for supplying the games.

180: THE GREAT ESCAPE (Ocean)

A useful map is included for this game of a World War 2 prison camp (no Steve McQueen, though!)

181: PINBALL SPECTACULAR (Commodore)

This ancient Break-out/pinball style game is fun for a few minutes, particularly with it's new joystick option and high-score saver.

182: JOE BLADE & 183: JOE BLADE 2 (Players)

The original was the best, while the sequel has an OK intro picture, but the gameplay is too repetitive.

184: MEGAPHOENIX (Dinamic)

Neat updating of the ancient shoot 'em up. Useful trainers like starting with the extra weapons.

185: LIFEFORCE (CRL)

Made it's way onto a Commodore Format covertape. Control a nifty little tank round a city. Endless supplies thanks to 13 trainers, plus the intro picture and a high-score saver.

186: PHAOROH'S CURSE (Superior)

Poor platform game. Stick to Rick Dangerous.

187: POWER DRIFT (Activision)

Chris Butler's good coin-op conversion, with ALL the intro pictures from the disk version (tape had just 1).

188: MAD NURSE (Firebird)

Simon Pick (Microrhythm author) gives us a game where you have to return babies to cots. Not sure about being able to electrocute them though!

189: O'RILEYS MINE (Datasoft)

Obscure classic has you digging for oil and gold, while water and river monsters chase you.

190: SOLDIER ONE (Capcom)

Poor clone of Beach Head, although it is fun for a while.

191: DALEY THOMPSON'S SUPERTEST (Ocean)

Sequel to his Decathlon and VERY similar to the Brian Jacks game. Ace Martin Galway music (Chariots of Fire).

192: QUEDEX (Thalamus)

Stavros Fasoulas has his critics, but his third game is highly polished with some ace Matt Gray music. Bonus points for including the animated demo.

Projects Under Development

There are a few games that are currently under development and here are the screeenshots to tantalise your eyes !

ASTRO-MINE by Jon Wells, classic platforming action - guide Galactic Ned to collect the objects and avoid the nasties.

METAL WARRIOR II by Cadaver, More scrolling action and adventure in the same vein as the original METAL WARRIOR but this time it's the girl at the centre of the action. 40% complete.

REAXION by Jason and Sean, a total rewrite and extension ot the original with the extra 69 levels from the Amiga version. 55% complete.

SAVAGE PLATFORMS by Mike Berry, status unknown.

More details can be found at http://www.commodore64.org.uk/data/projects_f.html

STONEAGE 64!

Interceptor Micro's

Alligata

PART THREE

by Frank Gasking

Its that time again!, more digging has uncovered more oldies (Some golden, some pants). Apart from actually finding a game from 1981, there is also a *1980* game (How can this be?)... Lets travel back in time to the early days which is the C64!...

RAINBOW WALKER (1983 SYNAPSE)

A nice start to the feature is this game from 1983, and a surprise it is too. The aim is to guide your little rainbow walker around the grey rainbow, colouring in the grid until the rainbow is colourful again. Some great graphics for its time with a smooth movement for the rainbow as you scroll along it. Sound is also nice and simple, but effective for the game. If you like Painter/Trailblazer games, then you'll like this one!... Its a classic!

RATING **10/10**

VOYAGE TO ATLANTIS (1980 ???)

Is this *The* oldest C64 game around?... 1980 is the date of this text adventure, though the C64 wasn't around until 1981.. :-)... Its one of those adventures in the style of Scott Adams, with no graphics or sound. The aim is to find Atalantis, as the title gives away. If text adventures appeal to you, then this will be up your street, especially if you are interested at looking at one of the first text adventures on a C64. Though be warned, the language understanding is limited!.

RATING **4/10**

ALI BABA (1981 ELECTRONIC ARTS)

Here we have a very early game from EA, and another contender for that first C64 game spot. This is a role playing style game with the ability to move your character through simple maze environments using menu commands at the bottom of the screen. Its not quite Ultima, but you can see the signs of the genre developing at this stage. Sonically and graphically its very simple, but it has that classic feel about it to pull you in, though I say again.. its not Ultima..

RATING **3/10**

AVENGER (1982 COMMODORE)

ON THE COVER DISK!

Space Invaders... now where have I heard that before? :-).. Thats right, Commodore released their own version of the classic arcade on cartridge (Along with other arcade conversions under different names), and what a good job they did too!. The graphics are basically spot on with the original, with some fair sound to accompany an accurately playable conversion. There isn't too much to fault about the game, so If you are after an accurate conversion, then here it is!

RATING **8/10**

FAST EDDIE (1982 SIRIUS SOFTWARE)
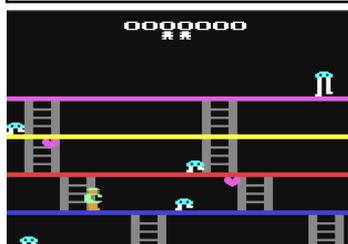
Another 1982 game with the simple aim to climb up and down ladders in Panic Planet style, collecting purple objects while avoiding the Space Invader lookalike creatures. Collect a good amount and a key appears on the top creature for you to collect and complete the level. A simple concept, but fun for a while. Graphics are reminisant of an Atari 2600, as too are the sounds and the game itself. While it isn't the best game around for its time, its simple and playable and worth having a look at for classical reasons.

RATING **5/10**

CHOPLIFTER (1982 BRODERBUND)

Another classic C64 game, a real oldie, but a real gem too!. Take the control of a rescue helecopter, flying over enemy terrain and saving 16 hostages from the barracks which you blow up to set them free. Take them back to base safely, and progress onto later levels with more to save and more to avoid and destroy. Basic graphics, but some nice animation on the sprites, and a early preview of parallax scrolling on a 64, all in 1982. Topped off with some burpy sounds and some great playability!. Its not too difficult to pick up, so what are you waiting for?

Next Issue

Another issue gone, another part passed... Part 4 brings an insight into more 1981 and 1982 titles, along with a strange game to do with cleaning teeth !?!... Till next time!...

As most of you will know, I am not a games enthusiast, and most games do not do anything for me. Games seem to relax others, whilst I find that they just generate tension and stress, and frustration when I cant get promotion to higher levels. Never getting to that final screen eludes me and therefore creates frustration.

Therefore to find the games that I have purchased and enjoyed playing are few and far between, but to join the band wagaon of others, who seem to be enthralled with the thought of a top ten list, then here are mine in no particular order.

1. **P.O.D.** (Proof of Destruction) from Mastertronic. Being careful with money, I find that most of the games I have purchased are 'Cheapies', and this one is no exception. P.O.D. has no storyline, and no planets to be saved from the marauders and flying saucers. You are a drone patrolling a net and having to protect yourself from various invaders. They can only travel on the net lines as you can, but you must shoot everyone of them and keep alive. By staying alive you get bonus points ans bonus lives. You just have to keep shotting your opponennts and getting high scores. The music accompanying the game adds to the excitement.

2. **ZOLYX** from Firebird. Yes a budget game. The object of the game is to fill in the screen up to 75% by creating section blocks and avoiding the balls inside the main view screen along with the one that travels around the edge. Colliding with a ball loses a life. Bonuses are warded for any part of the screen filled in over the 75% limit. !

3. **MINDTRAP** by Mastertronic. Each level contains a number of coloured cubes. You have to arrange them in order and neatly within a specified time scale using a frame which allows you to move four blocks at a time. There are 999,999 levels to complete. I wont live long enough to finish the first 50.

4. **IMPACT** by Audiogenic Software. This was even cheaper than the others and came in a pack of four games from a stall on Morecambe Market. This game is based on a 'Break Out' game. You have a bat and ball and have to hit the coloured bricks to get through the wall to the next level. Addictive and frustrating at times.

5. **TETRIS** by Mirror soft. This game was Full Price. It broke my heart to cough up the money, but at the time it was worth it. If only I had waited a few months, similar games would then have been available within the Public Domain. Everyone has played TETRIS, so I dont need to go
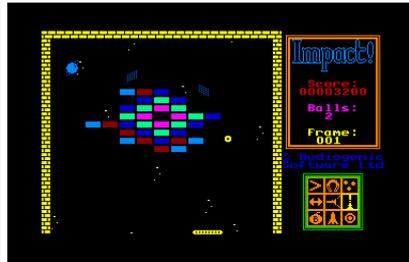
READERS
TOP
TEN
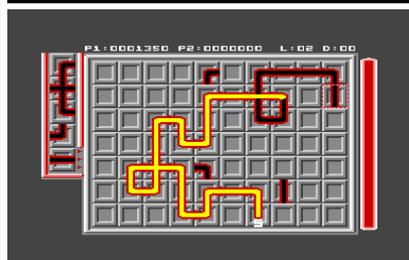
into any great detail, only to say that it is addictive.

6. **FOXX FIGHTS BACK** by Image Works. The game attracted me because once loaded it seemed that the action was of a cartoon style format. The hero, FOXX, has to beat the hounds. To allow him to win FOXX has a machine gun to fight his battle with the hounds. FOXX has to go out to obtain food for him and his mate, and has to fight his way through obstacles and the hounds, eating chickens and bunnies restore the energy. FOXX must collect all the food, but can carry only four items at a time. A silly game but enjoyable with the cArtoon style characters.

7. **TOOBIN** by Teque Software Developments. Anotier cartoon style game with our hero boating down the river in an old car tyre inner tube. Avoid the crocodiles and the islands, watch for the swamp monsters and the fishermen. Everyone is after you to spoil your fun. I never manged to get off the first level, so what happens after that, God alone knows.

8. **SUPER NUDGE 2000** by Mastertronic. Back to budget games, this is one of the better one armed bandit games. One of my bosses was hooked on the one armed bandit at the Club and spent hundreds of pounds playing the machine. This game has all the features of a one armed bandit, but it doesn't cost you a penny to play it. Great fun and cheap too. Just up my street.

9. **VEGAS JACKPOT** by Mastertronic. Similar to Super Nudge. Interesting to play as a change, but not like the other game.

10. **PIPE MANIA** by Empire. This game was recommended by ZZAPP and was interesting to play. Unfortunately as you progress through the levels you have to have lightening reactions and be an expert at using the joints to keep ahead of the liquid flow. I run out of time very quickly and cannot plan ahead sufficiently to keep ahead of the game. Losing makes you lose interest rather quickly.

Well there's ten games played by someone where games are not the main issue of computing. Most have given me some enjoyment, but like most games my interest wains quickly, particulary when I lose more than I win.

David Walker.

OBSESSION

Every so often I become obsessed with a game. The disk stays close at hand, and I will load it up two or three times a day for a few quick games. This last couple of months, two games beginning with the letter 'G' have been my obsession.

GYRUSS (Parker Brothers, 1984)

You play a patrol pilot on his way back from Pluto. Shock horror! The solar system has been invaded by hostile aliens. This is one of the earliest 3D shoot 'em ups. The stars stream out at you from the middle, the big attack waves swoop towards you, becoming bigger as they attack.

The Commodore 64 conversion is excellent. With a one or two player option (alternate play), the 3D starfield works well, although there is a bit of flickering on the attack waves - which is not surprising since there are at least 10-12 moving ships in each wave.

If you miss any ships when they first attack, they fly back to the middle and hover, then they will come back at you again before the end of the wave. When you reach a planet you see your ship warp towards it. The sound is clever, too - a 2-channel rendition of Sky's Toccatta plus some good zappy sound effects.

NOSTALGIA VALUE: 8/10 TOUGHNESS: 7/10 AVAILABILITY: POOR

CHEAT'S CORNER: For infinite lives on Gyruss, POKE 41023,181

GREEN BERET (Imagine/Ocean, 1985)

Julian Rignall started his ZZAP! review with 'What do you call a thousand dead communists? A good start!' It's your typical one man up against an army scenario, rushing around horizontally-scrolling platforms.

The backdrops do evoke a sense of attacking military installations, but once again the dreaded sprite flicker puts in an appearance. Some great Galway tunes sit well alongside fairly good sound effects (the stabbing/death sound in particular is poor).

Gameplay? Frustrating! Too often I've been storming through level 2 or 3 and a soldier takes a pot-shot with a rifle, or one of those brown dudes fires his bazooka. There's not enough time to react, because the sound effect happens once the weapon is fired. The grenade throwers are also annoying in the extreme.

Overall, then, why do I keep coming back to it? There's something immensely satisfying in stabbing, grilling and bazookaing the enemy to death. Oh, and try crouching on a high platform and killing enemies for a long while - a tiny plane flys on and blows you up!

NOSTALGIA VALUE: 9/10 TOUGHNESS: 9/10 AVAILABILITY: OK

CHEAT'S CORNER: For infinite lives on Green Beret, POKE 5406,173. If you want infinite ammo for the extra weapons, POKE 5852, 173.

by Andrew Fisher

NOT SO SERIOUS
(THE REVENGE OF CROUCHER)
by Andrew Fisher

A FUNNY THING HAPPENED......

I've had some strange crashes over the years, but none funnier than the one that happened the other day. I tried to load up BATMIX by Contex, which features a brilliant sampled version of Batdance by Prince (about the only work of his I like!). In the process of loading, the screen flashed light grey - Action Replay's signal that a load error has occurred.

When the demo loaded up, instead of the Bat-logo swinging around the screen, with a Contex logo above and a scroller below, the sound played properly with a static logo in the middle. Odd!

I'LL HAVE A CONTINENT, CAROL ......

This month's silly names and anagrams.. although DANNY TOD told me "DON'T ANDY!" when I said I could think up an anagram of his name..

Russ Michaels is now selling breakfast furniture through his new company MUESLI'S CHAIRS, while Richard Bowen warns us to watch out for HARD BROWN ICE on the roads this winter..

QUOTABLE QUOTES ....

I am amused by the funny quotes that appear on the bottom of Commodore Zone's pages, and I should be - I've featured in them! Commodore Format's lower margins (missus!) also used to feature daft comments.

None were quite as daft as issue 14's silly story about a van load of CF's disappearing, used as a "joke" to tell ZZAP! readers that it had closed. ZZAP! re-opened for business a month later. And the daft allegations of ZZAP/C-Force copying CF were never big or clever - after all, ZZAP! had already clocked up over 60 issues (5 years) before CF even started.

I can say this sort of thing. I have perspective. I worked for both of them. Shame about the pay..

WHAT'S IN A NAME ?

As you will have seen in issue 25, the problem of the library names has been solved. It was just a small paragraph at the end of a letter I wrote to Dave (geoNut) Elliott that give him the idea. It went like this..

"How about the geoTelegraph library, geoNut's DiskHoard (kept where the squirrel keeps its nuts!) or even Dave's Disk Depository?"

How Obsessed Could You Be?

Are You Obsessed ? - by Richard Bayliss

People can be very obsessed with various types of things, such as television, video, cinemas, girls, boys (depending on your gender), food (like chips) and of course the biggest obsession of them all is Computer Games. 'What has this got to do with the C64 then?' you may ask. Well, all will be revealed later.

The obsessions with computer games started way back in the late 1970's, where there was the good old, arcade classic game called "Pong". People started to get obsessed with this little game. It played a tad bit like tennis, but when this was old hat, a worm-type game appeared in the arcades as well as the legendary Space Invaders game. If you are lucky and you live near the sea front, then there may possibly be Space Invaders in the arcades. Well, when I went to Weymouth, at the sea front was the good old Space Invaders, and I played it, as well as seeing a few people play it.

As well as Space Invaders, Galaxians, Pac Man and Phoenix as well as some of the modern 8-bit games, such as Tecmo's Gemini Wing and do you remember the classic game called Fizz. A game where you had to go around the play area defusing bombs, while having to avoid being squashed by a boot?

As well as the mentioned games, Nintendo decided to release into the arcades, the classic Super Mario Bros., which people were addicted to.

Anyway, enough about these arcade games in local arcades. Let's talk C64. Well, I am sure that all you people are obsessed with the good old C64 huh? Yes, it has got to be you. I know people are obsessed with chronic new, crash a lot systems such as Playstation, PC, N64 and Dreamcast and then sling their C64 away, but why don't these people think about bringing back the nostalgia. This is because they don't really care about their C64's. We all know that the C64 should stay alive, because we are obsessed with the content and quality.

Magazines, such as "Commodore Scene", "Commodore World" and "Commodore Zone", are obsessed with the C64, just like me with my C64 web page. As you can see the amount of people who help support the C64, makes the C64sters happier, as we have been impressed with some new software. So go on people, like I say, help save the C64. Trash those PCs and consoles and bring back the nostalgia. J

Well, time to get going now. I have "Orchan - Legend of the Realm" to finish off for the Millennium Issue of "Commodore Scene". I hope you all will look forward to this game as well as a few others.

Happy C64ing people.
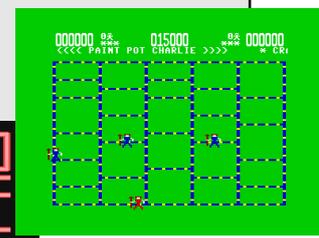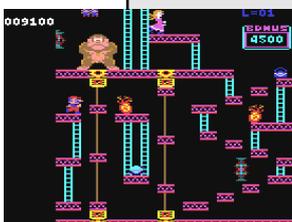
EXPO Retrospective

By the time this is read, two yearly events will have happened. The Chicago Commodore Expo in Lansing, Illinois, and the Vintage Computer Festival 3.0 in Santa Clara, California. The Chicago Expo is a Commodore-only celebration at the Day's Inn (formerly, Holiday Inn) on September 25. The Vintage Computer Festival is a celebration of all vintage computers, held at the Santa Clara Convention Center on October 2-3.

These two autumn shows, along with the Lansing Area Commodore Club Expo (Okemos, Michigan) in May, comprise the best-known events in which we Commodorians can attend here in the states.

All three shows have a different flavor, a different style, and each complements the other. The LACC Expo seems very local, like a big, club activity. The Chicago Expo gathers more people from afar, due to its more central location. VCF is very California, Silicon Valley-based, and caters to archivists, historians, and collectors interested in the computer industry. There is something in each which would please a Commodore fan.

Need to feel a closeness and a personal touch in all the C= activities going on at a show? The LACC Expo I attended last year had about 50 people show up. Though the number was small in comparison to other computer shows (or large in comparison to other C= meetings), the attendees could really focus on the demonstrations and luminaries who appeared, such as Dale Sidebottom (president of Louisville Users of Commodore, Kentucky club) and Maurice Randall, Geos programmer extrordinaire. Dale showed what could be done with a Commodore and a Postscript printer, and Maurice officially introduced Wheels 64, the replacement/updated operating system for Geos 64. At this year's LACC Expo, Maurice introduced the beta version of GeoShell 3.0. Size doesn't matter; the LACC Expo makes up for it by having big C= releases.

Need to a bigger C= Expo? The Chicago Expo I attended last year had about double the number of attendees with even more C= stars, Jason Compton (writer for CU Amiga magazine and Commodore World), Steve Judd, Mark Seelye, Nate Dannenberg, Todd Elliott, and Robin Harbron (programmers), Fender Tucker (Loadstar disk magazine and newsletter), Jim Butterfield (programmer/writer), Roger Lawhorn (Geos programmer), Scott Parker (Centsible Software) and Dale Sidebottom and Maurice Randall again.

At that Chicago show, Maurice introduced Wheels 128, the replacement/updated operating system for Geos 128. Nate Dannenberg showed off his C128 Tower and Quickcam interface/program. Roger Lawhorn and Dale Sidebottom promoted their Geos applications. Jim Butterfield reminisced about Commodore programming in the 1980's.

Three Commodore C65's were shown; less than 200 of these prototypes were ever made by CBM. Like the LACC Expo, these are the two shows to go to if you want your fill of Commodore.

Need a show that's more general in nature? The Vintage Computer Festival may be the ticket. At last year's VCF 2.0, many computer platforms from the 1980's and earlier were represented there, anything from parts for 1950's behemoths to IMSAI 8080's to Commodore PET's to Timex/Sinclair's to Apple II's to Tandy Color Computers to obscure, unknown computers. The Computer Museum History Center had a large exhibit of historical computers, including many different Commodores. These were usually hands-on displays; you actually got to work the computers.

Larry Anderson, one of the exhibit docents and also sysop to the Silicon Realms BBS (209 754-1363), was showing his collection of PET computers. Larry's 15 minutes of fame came when Desmond Crisis, t.v. reporter for the Sci-Fi cable show, CNet Central, interviewed him in front of the cameras. In fact, Desmond's entire report was on how people still used their vintage computers and attended a show such as VCF. (Unfortunately, I did not ever videotape the report from the program. Desmond can be contacted at: CNet, 150 Chestnut St., San Francisco, CA 94111. Phone: 415 395-7805 ext. 1554. FAX: 415 395-9205. E-mail: desmondc@cnet.com)

The VCF flea market had a wide variety of items for a wide variety of computers. Commodore items were there for sale; from various vendors I was able to buy some Warpspeed and FastLoad cartridges, a Commodore Magic Voice cartridge; the programs, World Cup Soccer, Wizard of Oz, Alice in Wonderland, and Totl.Infomaster 3.6; an Animation Station drawing pad, a carrying bag for SX-64 cables (the bag in mint condition!), and a few 1541 and 1571 disk drives (given for free, though I did make a donation).

The featured speakers gave their talks in conference rooms, separate from large, flea market room. At VCF 2.0 a lot of their talk went over my head as they spoke about the computing industry and programming in the 1960's or the 1970's. Their insiders' jokes drew appreciative laughter from the programmers in the crowd, but because it was before my time in computers, I could only wonder.

As you can see from the above, there is a type of show for most any Commodore fan. To find out information about next year's shows, contact the following people:

LACC Expo - Tim Lewis, president of LACC (lewist@arq.net), LACC, P.O. Box 1065, East Lansing, MI 48826, U.S.A.

Chicago Commodore Expo - Randy Harris, president of the SouthWest Regional Association of Programmers (rgharris@aol.com), SWRAP User Group, Inc., P.O. Box 528232, Chicago, IL 60652-8232, U.S.A.. Phone: 773 375-9017

Vintage Computer Festival - Sam "Sellam" Ismail, organizer of VCF (siconic@jasmine.psyber.com), Vintage Computer Festival, 4275 Rosewood Dr. #29-161, Pleasanton, CA 94588, U.S.A. Phone: 888 SICONIC ext. 823.

Without these people and their partners, we wouldn't have these fine shows in which we could celebrate Commodore.

Robert Bernardo
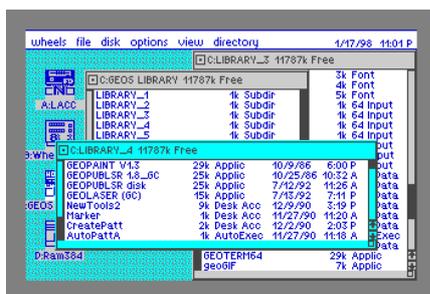
Binary Zone Public Domain Library

Okay, I know that I promised a run down of the Binary Zone Public Domian library for this issue, but I simply have not had enough time.

If you require details quickly then I ask that you request them directly from Binary Zone themselves - see the Contax UK section on pages 46 & 47 for details.

All I can offer you for this issue are some nice screenshots from some of the demo's :-)

SuperCPU

DEMO'S UPDATE !
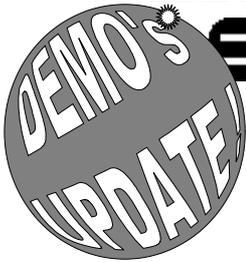
Demos adapted for the SuperCPU

Bloody Domination/Samar : These are 2 parts parts from Bloody Domination by Samar: a gouraud city and a torus-vector. Extracted from the demo and controlability-additions by Jak T Rip/DMAgic. Download Bloody Domination Parts

Knoops/The Dreams - Baccy's Nightmare : A doompart from the demo "Knoops" by The Dreams. Go for it and run around in the maze! Download Baccy's Nightmare

ReLIGHTening/Oxyron : This ReLIGHTening-part features 2 torus-objects and was fixed to work with SuperCPU and additional music added by ThunderBlade and Jak T Rip of DMAgic. Download ReLIGHTening Toruspart

ReLIGHTening/Oxyron : This is the ENDPART of ReLIGHTening, fixed to work with SuperCPU by ThunderBlade/DMAgic. Check out how FAST the vectors are now! Download ReLIGHTening Endpart

Virtual Brutality/Exile - Complex torus vector : A really cool vector, now HIGHLY upspeeded with SuperCPU! Extracted from the demo and controlability-additions by Jak T Rip/DMAgic. Download Complex torus vector

Virtual Brutality/Exile - Julia fractalzoomer : Another part from the Exile-Demo. Fly through 2 fractal-objects with 20Mhz! This version was fixed to run endless. Extracted from the demo by Jak T Rip/DMAgic.

All these SuperCPU demo's will be appearing on future CS coverdisks - ED

COMMODORE WEB

We are only going to take a brief look at two web sites this month as time is short !
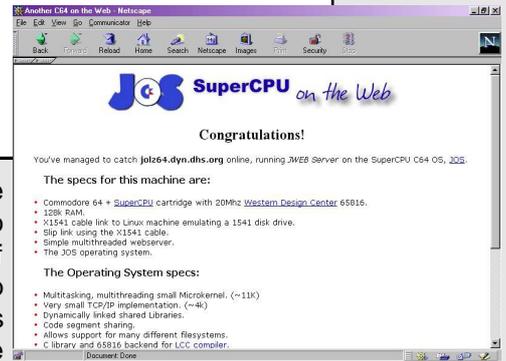
First up is this one which is entirely produced and run from - wait for it - a Commodore 64 !

Yep, thats right, you heard me correctly.

This site is proof that the Internet is not for 'everybody else', it is there for all us C64 users as well.

There is one draw back to this site though, if you want to look at it then you will have to be quick as it is only up and running when the C64 is actualy switched on ! So you will have to catch the C64 'inline' to view the site !

http://css.tuu.utas.edu.au/~jmaginni/jos/index.html

My thanks go to Colin J Thompson for this information.

Next up we have Malte Mundt's site at :
http:/:www.privat.kkf.net/~malte.mundt/

I have to be honest here, when Malte first contacted me about setting up un unofficial web site for CMD's products I thought "Why bother ? They already have one !". Well, Malte and I chatted via e-mail for some time and after hearing what he said and seeing some of his work and also understanding his commitment to the C64 scene, I am now in the position of being totaly convinced that what he is doing is a worthwhile step forward.

As Malte correctly points out, CMD do not do themselves any favours as they do not do any advertising, so his site is a free advertisment for them, also there site is sadly lacking in pictures and content, Malte hopes to improve on this with his site. He is also pointing people in the right direction for purchasing goods.

Good on yer Malte !

FANZINES ROUND UP

Okay then, what has been droping throught the door recently ?

The Village Green - October 1999

Hmmm ! I wasn't really quite sure what to make of this. To be honest I was exspecting a fanzine type publication. What I have here is what looks like a report from a group meeting, don't get me wrong, I like the information, it just wasn't quite what I expected but it is still good to hear from people from around the globe. This newsletter is designed and printed from geoPublish (I think), but I have to say that the printer driver used is not the best one available as all the letters seem very fuzzy and made it hard to read. There is also a double sided page dedicated to the Amiga in there as well, this was mainly filled a cartoon strip that didn't seem to have anything to do with computers at all - or am I missing the point ?
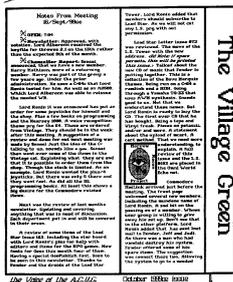
Lucky Report - July 1999

Yippee ! Another good read from Dale Sidebottom over in the USA. Yet again we have a well produced and quality newsletter full of interesting articles and interviews (Maurice Randall this time). The quality of the final print-out is exceptional and it just goes to show what your humble C64 is capable of, remember, the Lucky Report is designed and printed from a C64 running geoPublish and then printed out from a laser printer connected to the C64 ! You have to see it to appreciate it.

Commodore Zone - Issue 14

Well I have to say that I am a little disapointed ! Not with the magazine you understand, but the lack of it ! I have it on good authority that CZ14 is out and indeed is very good, it even has a nice review of Commodore Scene in it somewhere. This was some four weeks ago. So where is my copy ?

Crashed - Issue 27 / September 1999

Yet again I mention Crashed (the fanzine for the Spectrum users). The reasons for this are two fold. (1) CZ?? has not yet arrived - boo ! (2) Yet again it is very funny ! I must stress that sometimes the language is a bit on the coarse side but you have to admire Dave (Fountain) for his 'off the wall' remarks which make me laugh everytime, even when the jokes are on me (see the letters page). If it was just a 'rag' strung together with foul language then it would not last more than a couple of issues (we know a story about that don't we ;-)), but the simple facts remain that Dave is an enthusiast and is well knowledgable in the Spectrum. This shows through and all in all, the fanzine is well produced (on a Spectrum). Go on, get an issue and see for yourself.

All details for these fanzines are in the Contax World section on pages 46 & 47.

Allan Bairstow

After doing the games list, we very rarely see anyone give us their top five useful programmes, particularly the programmes that actually do something that people like me can get their teeth into, and realmy enjoy using the computer. I have to start with one of the best word processor programmes I have come across for this machine.

1. TASWORD. by Tasman Software. ! This is the best Word Processor for this machine that I have come across. It types in as a WYSIWYG, being able to read in one go what has been typed in, to my mind, is far better than some word processors like 'Home Office' and 'Geowrite' where the screen has to be moved both left and write to see what has been written. Someone somewhere will disagree with me, but if someone has a better one, then I would like to see it and be given the opportunity to use it without first having to spend lots of money, only to find that I dont like it or perhaps it's difficult to use.

2. HOME OFFICE SPREAD SHEET. Home Office II comes with a suite of programmes, and the Spreadsheet programme is the easiest to use. Again what you type is seen on the screen, and you can manipulate your entries in many ways. The instruction book that comes with the programme is easy to read and understand.

3. HOME OFFICE DATA BASE. This is one further programme which comes with Home Office II and again is fully explained within the instruction booklet. The information entered can be used with a Label Maker programme which is also with the suite of programmes.

4. RENEGADE & MAVERICK. Renegade was the first programme and Maverick was the later version. Both are copier programmes enabling the user to copy programmes using one or two disk drives. Both disks contain a suite of programmes which can be loaded !via the menu. Both disks are interesting to use, although I have still not understood all the ins and outs of the programmes. The instruction book is very technical, and to a 'THICKY' like me it takes some reading.

5. DISK MASTER. ! This is a Public Domain programme and its use allows you to construct a catalogue of the contents of your disks. The programme only allows about 140 disk sides to be indexed, but it can search for a particular programme on your disks, print out disk I.D. references, give you a list of all the titles of the disks in memory and is very useful.

David Walker

Music Scene

By Richard Bayliss

In the issue 24 of Commodore Scene, I gave you something pretty simple to compose on DMC V4.0B or DMC V2.0. This issue we'll be taking a look at various effects, which we could make use of for composing music on the C64. I have not done any demo tunes for the cover disk this issue, as I have been very busy with my demo show and games (which you will see on this issue's cover disk). Anyway, what we will be doing is starting from scratch and making new instruments for the next issue of CS. Because in the next issue of CS, I'm going a step further into composing more music and using fading effects as well as a switch.

Okay, for some of the instruments, just look at the last few issues of Commodore Scene, which I hope is no problem for you. Now let's do some cool sort of effect in our sound editors. This effect uses a low octave of the same note as well, but uses a higher octave. This is as follows:

```
ADSR L P SPEEDS L F V1 V2 ## FX
00EE  1  1  1111111 0  0  00  00 00  00
```

Right, now we have set the attack/decay, the next step is to push shift + return to create your sounds, which is something like this:

```
00 41 00
01 41 00
02 41 00
03 41 00
04 41 0C
05 41 0C
06 41 0C
07 41 0C
08 98 00
```

Now test the sound with the space bar and you will be able to listen to the sound. We will not be applying filters until next issue.

Right, move on to the next sound. For the next sound, we want some sort of gliding sound, which is something like this:

```
ADSR L P SPEEDS L F V1 V2 ## FX
00EE  0 0 000000  0  0  04  05 09 08
```

Now we make the sound by entering $09 and make the voice work.

```
09 13 00
0A 91 00
```

Now that we have sorted out the gliding effect, we want to a mellow minor chord, so go on to the next sound and edit the settings. Then create your own sounds.

```
ADSR L P SPEEDS L F V1 V2 ## FX
007E  0  4  444444  0  0  00  00 0B 08
```

```
0B 41 00
0C 41 00
0D 41 00
0E 41 00
0F 41 03
10 41 03
11 41 03
12 41 03
13 41 07
14 41 07
15 41 07
16 41 07
17 9C 00
```

There, no problem huh? Well, next we want a mellow major chord, so copy the ADSR and then paste it to the next sound and then change ## from 09 to 18 then do as follows:

```
18 41 00
19 41 00
1A 41 00
1B 41 00
1C 41 04
1D 41 04
1E 41 04
1F 41 04
20 41 07
21 41 07
22 41 07
23 41 07
24 9C 00
```

Now we have done the mellow major and minor chords, we shall do a sort of whistling effect, which is often used on the JCH players. It is possible on the DMC. Try this for example:

```
ADSR L P SPEEDS L F V1 V2 ## FX
00EE  0 0 000000   0  0  01  02 25  08
```

```
25 11 00
26 91 00
```

Easy huh? Well, you can do other types of instruments, which are not really much of a problem, as far as I am concerned. Anyway, let us carry on with mixing different instruments together, to make them sound strange. Well, something like this.

```
ADSR L P SPEEDS L F V1 V2 ## FX
00EE  0 4 444444  0 0 01 02 27 08
```

```
27 41 0C
28 41 0C
29 41 00
2A 21 00
2B 91 00
```

Or this.....

```
ADSR L P SPEEDS L F V1 V2 ## FX
00EE  0 4 444444  0 0 00  00 2C 08
```

```
2C 41 0C
2D 41 0C
2E 41 0C
2F 51 00
30 91 00
```

You can sometimes come out with really good effects, which makes this pretty interesting. Well, some composers, like PRI/TIA and Gaston/TIA come up with their own effects, like I often do. Sometimes, you can do chime effects and many others, but we'll be looking at that in a different issue of Commodore Scene.

We can do various types of drum effects, but these will be looked at next issue. You can even do helicopter effects. Let us say for example that someone is composing music and they wish to use helicopter sounds, then we can do something like this:

```
ADSR L P SPEEDS L F V1 V2 ## FX
00EE  0 0  000000  0  0 00  00 31 09
```

```
31 81 53
32 81 44
33 81 33
34 93 00
```

There, not bad eh? These effects may be simple, but they are worth trying out.

Well, this about wraps it up for another issue, but in the next issue of "Commodore Scene" we will be taking a look at various filters and start up a bit of music composing and in future issues I'll be teaching you how to code your very own music player. Well, I think that's about it for now.

See you next issue readers!

This issue sees the talents of Malte Mundt joining the realms of Commodore Scene. The following two pieces of his work have been included in this issue before they were too 'ot of date' to be used. Therefore I make now appologies to include bothe the review with Nate Dannenburg and also the review of the Nates program 'Modplay - ED

ModPlay
an interview with the programmer

I didn't miss the opportunity to interview the author of ModPlay, Nate Dannenberg.

Interview done by Malte Mundt

CS: Please introduce yourself to our readers.

Nate: My name is Nate Dannenberg. I was born in Chanute Kansas about 25 years ago (was it really that long ago?). I've lived in the Mulvane KS area since about 1987 or so, and have been messing with Commodore computers since around 1986.

About the time that I got my first C128 (which wasn't long after I got my first C64, of course), I finally got the impression from the PC crowd that the constant "upgrade now, your machine is obsolete" idea was not going to stop, and so I decided that I wasn't going to become a part of that rat race.

I decided to stick with Commodore, because I knew at least a little about the machines' capabilities back then, and I had the impression that the machine was going to be around for a long time.

Of course I had no idea it would go as far as it has to date, but nevertheless, that's where my decision stood. I guess it's a good thing I dropped out of that race early, before I had invested countless thousands of dollars in PC's and constant upgrades.

CS: How did you get the idea of writing a MOD player for the Commodore?

Nate: Originally it started with a rumor I had heard, that said that Mark Dickenson's DigiPlayer could handle MODs. Come to find out, it couldn't. So, I set out looking for information about MODs. Soon, with some help from a few friends I met on IRC, I came up with enough technical data to write a little "reader". It's only job was to tell me about the file, decode the pattern tables, and so on. That led to an actual player. The first version of the player could only handle samples of about 8KB in length, and sounded very poor, with only a 4 kHz mixing rate, on the C128.

CS: How long did it take you to write the MOD player? Wasn't it hard to develop it?

Nate: It took about a year from the time I found my first text file describing it until I finally had a working, presentable player. It was quite a task to write, and at some points it seemed almost fruitless - would it ever work right? Why does this channel keep resetting to 0? Why does the player keep slowing down suddenly? You get the idea :-)

Looking back on it now, it's actually not that complex of a program - certainly not as complex as, say, a Web Browser or something of that nature. The MOD format is very easy to understand, and now that I know how to mix samples in realtime, the

actual code to make it happen isn't that difficult to understand.

CS: What do you, as the author of the product, think of it? Is it great like this or is there room for improvements?

Nate: I think it needs a lot of work, as there are so many things about the program that just seem 'outdated'. The biggest problem I see with it right now is that it doesn't support any of my modern hardware, except that the C64 version can work with a SCPU at 20 MHz.

The secondary problem with it is the poor user interface and lack of any "save" function (referring to the C64 version).

The C128 version's interface is much better (based on Mark Dickenson's StereoPlayer 64 menu screen), but still out of date. What's ironic is that the C128 version with it's improved interface actually came first. The C64 version, with it's plain menu and missing playback display, followed when I got a Super CPU.

CS: The last update of MODplay was over a year ago. Why development has been stopped? Will it be continued?

Nate: Development was under-way until a few months ago, when I had a Hard Drive crash (yep, even a Commodore can suffer a HD crash). Everything that I didn't have backups for was lost completely, including all of my MOD files and the Modplay 64 v1.2 source code, along with all of my other music files (WAV, SIDplayer) and some GEOS utilities.

The 1.2 version was about 90% complete before the crash. It was basically a minor upgrade and bug fix, and was to be a single, 100% Machine Language program (with all of it's tables and such generated by forumlas instead of having to be loaded). The curent versions of Modplay are part BASIC, part ML, with several individual files to accomplish different tasks or provide different features.

Development isn't COMPLETELY halted though - I've been playing around with a few updates to Modplay 128, to make it Super-CPU compatible, since I still have the source code for that program. As well, I still have the

Nate Dannenberg, author of ModPlay 64/128. This picture was taken by himself with a QuickCam connected to his C64. quickcamhome: Next to ModPlay, Nate is working on several other interesting projects, one of them the Commodore QuickCam interface, of which some pictures can be soon on his homepage.

Source code to Modplay 64 v1.1. I have only my internet provider (Southwind Internet Access, Inc) to thank for this, as those source code files were stored in my Web directory on my dial-up shell account!

Eventually I'll continue development - it's just a matter of getting the energy (and incentive) to re-write that lost Modplay 64 v1.2 code. It was a lot of work writing the code that was lost in the HD crash, twice as much as writing the BASIC+ML version that's available now.

I see a "Mod4Win" look-a-like as the future of Modplay 64 and 128. I like the program's user interface, and I especially like the presentation of the Effect Commands panel when a MOD file is playing. It has to be a hundred times more efficient than the display I am using in Modplay 128.

Since Modplay 64 doesn't even have a playback display, this would also add some sorely needed 'glitz' to that program, as it is rather plain. This doesn't mean the program will become all 'glitz' and no content - certainly not. The code behind that interface will improve to be the best player I can come up with.

CS: Will there be a version for the SuperCPU RamCard (instead of the REU)?

Nate: Yes. This was part of the plan for Modplay 64 v2.0. I've done some "paper programming" to make this doable, but I see some slow-downs in that code that I do not like. It is likely that support for additional RAM devices like Super RAM will come at the cost of speed. Super RAM will still operate faster than an REU, but not as fast as would be possible with a program written solely for SuperRAM.

First, however, I have to get Modplay 64 v1.2 written. The All-ML aspect of it will be a requirement to make the other features I have in mind possible.

CS: Do you intend to include some kind of optional fastloader to accelerate loading of the rather long MOD files?

Nate: No. The way I figure it, if a user has a machine that can play a MOD (that is, a C64 or C128) and a device that's suiteable for storing MODs (a 1581 or higher), they most likely have some sort of turbo-disk system)like JiffyDOS) in place anyway.

Play MODules
on your Commodore!

That said, there are some slow places in the Loader. I figure I can give it a pretty good boost in speed, depending on the type of MOD being loaded. The big problem with this is that the loader is partially in BASIC, which explains why it seems to take so long just to load even the smallest file.

CS: What other projects are you currently working on?

Nate: At this point most of my projects are more or less on the back burner, some due to lack of interest, some due to other factors.

CS: What do you think of the current development in the area of SuperCPU-supporting operating systems - Wheels, MegaPatch 3 and now even CLiPS?

Nate: I think the more programs we have that support the Super CPU, the better. While I don't advocate competing OS's like Wheels vs. GEOS MP3 (I think the two projects should be combined into one), I still think every bit of support is important.

That said, what I want to see in the future is a full multitasking GUI-based system, something like Windows 95 or 98. As many users are probably aware, I don't like Windows in terms of it's implementation (it's slow, bloated, and full of bugs). However, I do like it's ease of use and it's interface.

At the time of this writing, I haven't seen CLiPS or GEOS MP3 in operation. However, Wheels realls hauls tail compared to previous operating systems.

CS: Thanks for the talk and best wishes for your future projects.

Nate: You're quite welcome.

For users who want to contact me, here is my info:

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ModPlay64/128 is a program which makes it possible - for the first time - to play the famous "Module" music files, familar from Amiga, on your Commodore equipped with an REU! An additional SuperCPU wouldn't harm...

by Malte Mundt

There are two versions of Modplay, one for the C64, one for the C128, supporting 80 column display. Both versions require an REU, as module music files are usually quite long. After loading the Modplay64, it generates some tables which are needed for playing the music, mixing the samples and so on.

Make your selection

ModPlayer supports all kinds of CMD drives, so you are able to load the often long module files from your FD, HD or RAMLink. After having loaded a mod file, it is time to decide about the play parameters. Modplay offers a variety of options. In the case you own a second SID (like SID Symphony or DualSID), this can be used my Modplay. As modules contain digitized instruments in 8 bit resolution, played in 4 channels, but the SID only supports 4 bits in one channel, a 2nd SID will give a better sound quality, because less mixing is required. However, writing to I/O devices like a SID slow down the SuperCPU, which results in a lower playback rate. But as modules support stereo (two voices left, two right), you can have this with two SIDs aswell. Most people will only own one SID. Modplay offers to mix everything into one 4 bit SID digi. But you can also choose the special 8 bit PWM sampling technique to achieve a better quality (only with a SuperCPU). A very special and outstanding option is the support of an 8 bit DAC (digital-analog-converter) connected to the User Port of your Commodore. A device of this kind is the DigiMax, which provides 4 channels in 8 bit resoltion. It is available at a low price via the author of Modplay, and

can also be build using schematic diagrams which can be found in the first issue of DisC=overy, an online "tech" magazine.

Play the music!

After having selected the output device and have loaded a mod, it can be played. It's a great feeling to hear the mod - it's the first time ever that a C64 or C128 plays this kind of music! However, one of the first things to notice is the relatively low quality on an unaccelerated computer. This is no fault of the Modplay program, but of the many operations which have to be done to convert and play the music in realtime. The C64 version supports the SuperCPU (mixing rates up to 42 kHz then). A C128 with its 2 MHz can achieve up to 12 kHz. The quality in 4 bits standard SID is already quite good, but usually the 8 bit PWM sampling is better. Unfortunately, the latter play routine produces some noise sometimes which is due to a kind of experimental programming. Quality with two SIDs is not as much better as one would expect. The absolutely best music quality can of course be achieved with the userport DAC mentioned above. Unfortunately, until now Modplay is the only program which supports that hardware.

Fine tuning

To get the best result for an individual module music, there are fine tune options. These are fixed volume for the newer 'low volume' 8580 SID chips, and dithering on/off. Dithering usually generates more background noise but provides more accurate sound. Also try switching between 4 bit standard SID and 8 bit PWM sampling - sometimes 4 bit standard sounds better than 8 bit PWM! After a change of the play mode/output device, a new pitch table has to be calculated. This takes a quite long while on stock machines, but doesn't really disturb on a SuperCPU-equipped system.

And what else?

The main task of Modplayer is of course playing mod music - and this task is performed greatly. However, some musics and samples sound a bit strange. According to the author, there are still some bugs in the play routine and the current version is not meant to be the final version of ModPlay. See our interview with Nate Dannenberg, programmer of Modplay, for more interesting information! Other options Modplay offers are showing the mod "info", which originally was the sample names but usually is used to put little information messages into the mod. You can also send a DOS command from Modplay as well as change the device number the mod is loaded from.

The current version of Modplay128 doesn't support dual SIDs yet. All versions of Modplay require an REU. The RAM of a SuperRAM card is not yet used, as the program was developed prior to the release of that card.

Modplay is a great program, which can be called innovative since it for the first time makes possible to play module music on the C64/128. Well, there is not much sense in writing more - you have to hear the music. So try Modplay64/128 now - it's free!

Download: http://www2.southwind.net/~natedac/modplay.html

Loading: the simple loading screen doesn't express the program's power menu: A lot of options are available to provide the best quality possible

What are MODs or modules?

Modules are music files commonly created on the Amiga using programs like Protracker. During the years the "MOD" file format became a standard for musics on Amiga and PC. Modules usually are 4 voice-musics, each voice can have an own volume and plays one of a number of "samples". Samples are digitized instruments or parts of music. By playing the samples at different speeds, higher and lower tones can be created. There are also some effects such as Arpeggio and Portamento. By composing a module using samples, a very good "real-sounding" music can be created without requiring huge amounts of memory. Efficient high-quality Digital audio compression schemes like MPEG-3 didn't exist at the time the module format was created - on the one hand people did not know how to compress audio yet, on the other hand the machines at that time (Amiga 500 at 7 MHz) would have been too slow to decompress in realtime. Thus, modules were a great compromise, because 10 seconds of digitized music at medium quality already took at least 100 KB of memory. Decent modules can play for several minutes and range from 50 KB up to 300 KB in average. To get your hands on module music, you could either ask a local Amiga user to copy some for you (Amigas can write to DD MS-DOS disks which you can read with your 3.5" drive) or download some from the internet: Visit for example the Videogames Music Preservation Archive, which offers a lot of decent mods, at: http://hangar18.campus.luth.se/~vgpa/. Or enter Aminet at http://www.aminet.org/~aminet/ and go to the mods subdirectory. For more sites about mods, visit the ModRing at http://miso.wwa.com/~daf/modring.html.

Mass Storage on the Commodore 64

Okay then, there is no getting away from it now, we now need bigger storage devices for our C64's. You might not need one personally and to be fair I doubt that more than a handful of people in the UK will ever need one ! But, the time has come to start seriously looking at bigger types of media storage devices and what it can do for us in the Commodore comunity !

<u>The following PC devices are currently available for connection to the Commodore !</u>

Iomega ZIP drives (100Mb & 250Mb)
Syquest Sparq drive (1.0GB)
Various CD, CD-R and CD-RW drives

Okay, so lets take a brief look at what all those letters stand for and the type of devices that are available on the market today, albeit for use with the PC. To use these devices on a c64 will require a bit of lateral 'Commodore thinking !'.

<u>Compact Disks</u>

CD - Compact Disk, standard term used for those 'shiny disks'.
CD-DA - Digital Audio only CD's, the type you get with music on them ! - *no use to us what-so-ever !*
CD-ROM - A CD which stores ROM* information, usually programs or clipart, etc.
CD-R - Recordable - this type allows you to burn** data onto the CD-R.
CD-RW - Re-Writable, here we have a CD that allows you to write to it over and over again.
DVD-ROM - Digital Versatile Disk, this is set to replace the older CD-ROM media, eventualy

* ROM - Read Only Memory. ** Burn - placing data onto a CD-R. This can only be done once - make sure you do it right, first time !

<u>CD Capacities</u>

CD - The storage capacity for a CD is commonly know to be about 640Mb. That equates to about 74 minutes of music/audio playing time. This figure for audio is not 'set in stone' as some music CD's are considerably longer than this.
CD-R - Can be either 650Mb or 737Mb depending on how much you want to pay !
CD-RW - Only 529Mb ! Why ? Simply put, it is because the CD-RW needs to be encoded with directory information and system files before it can be used. All these files have to live on the CD-RW, hence, the space available will be reduced. Still, 529Mb is not to be sniffed at !
DVD-ROM - I couldn't find any actual data on the capacity of this media, the only reference to it said it was about seven times great than a normal CD. In my book that makes the DVD-ROM a pant wetting - *wait for it, drum roll please* - 4.5Gb in size !

<u>CD Devices</u>

CD - This standard device can read/play your CD's.
CD-R - These devices can read your normal CD's and can also write CD-R's for you.
CD-RW - These read normal CD's and can write to the CD-RW over and over again. They can also 'burn' a CD-R.
DVD - Plays the newer DVD-ROM's. Expect to see DVD writers and re-writers soon.

Most (not all) of these devices are 'backwardly compatible', ie. some can't read earlier versions, capacities and different types of CD's, etc.

CD speed

When you see a CD drive it usually says on the drive dooor something like '16x' or '16 speed', etc (numbers/speed vary). What this means is that the speed at which the disk spins and can be read is '16x' faster then normal, 'normal' being '1x' / 1 speed. At '1x' speed a disk will take 74 minutes to be read from start to finish, at '2x' speed that will drop to 37 minutes, at '4x' it will take about 19 minutes, etc - I'm sure that you get the general picture. The faster the drive speed then the faster the data is transferred. The speed of the drive does not effect the actual CD itself. The drive speed is purely the speed at which the drive can spin the disk and successfully read the information on it without causing any data errors during transfer to the computers memory.

How do we connect to it ?

We will have to use the SCSI (Small Computer Systems Interface) cable. SCSI is pronounced 'scuzzy' by the way. This will also mean that we will have to use an external device. It is possible to use internal devices but you have to understand a great deal more about the in's and out's of computers to get them working correctly. We will stick with external versions of all the devices, that way we make life a great deal easier for ourselves.

CMD (Creative Micro Designs) play a big part here. Without a shadow of a doubt you are going to need one of CMD's hard drives for the Commodore. We need this because it has a SCSI port on the back and we need this port to connect to any external SCSI device.

What about the IDE connection ? Well, at the moment there is only one person I know of who is actively working in this area (see CS 25, page ??). Unfortunately news from this area is scarce and I have not heard from the developer at all since I last contacted him. I think it would be best to stick to SCSI for the time being.
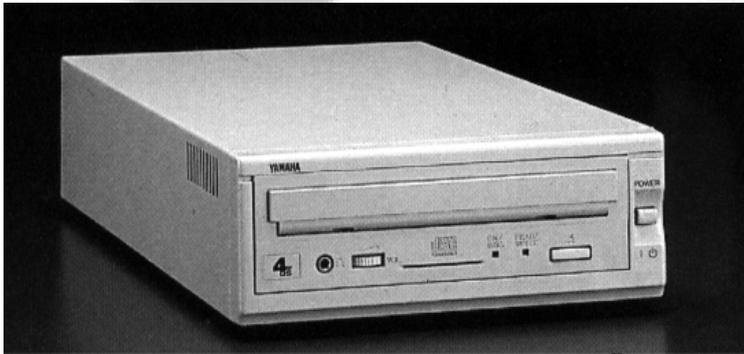
How do we use this new media ?

In a past issue of 'Double Click' there was a detailed step-by-step guide of how to make a CMD ZIP drive. In the article it did not go into great detail of how to actually set up and use it though, at least I don't think it did as I only saw it briefly and I was unable to copy the relevant pages.

I am therefore going to assume that the CMD HD DOS program was installed on the beginning of a ZIP disk, which then allowed the ZIP disk to be 'partitioned' off as per the normal CMD method as used by those of you who own CMD's FD2000 drive, RAMLink or hard drives.

I am also assuming that the newer ZIP250 (250Mb) drive will be accessable as well.

If this system can be employed on a ZIP disk and/or a Sparq disk then why not on a CD ?

Currently available Commodore CD-ROM devices

We can run existing external CD drives with a C64 as we already have a handful of working drivers for these devices. Using these drives in conjunction with these drivers we can load, convert and then run .d64 files on the C64. This is not ideal because the .d64 files are actual PC copies of C64 programs which are meant run with C64 emulators on the PC. What we really need are Commodore generated CD's with pure Commodore software on them and that is what I hope to achieve before the end of the millennium - time is running out though, so I could do with some help, and soon !

Commodore compromises and problems !

You just knew there would be set backs didn't you ? Okay, so what are the problems ?

CD-R data transfer : To transfer data across to a CD-R means that you have to transfer the entire 640Mb in one fell swoop. Collating that amount of information will not be a problem as you could use a 1Gb CMD HD to create your 'virtual' CD prior to transfering the data, but, that would still mean that even at '1x' speed (the slowest theoretical CD speed) you will have to transfer over 7.5Mb of information in one minute, *every minute*, for 74 minutes !

Even if you were to use a SuperCPU and a CMD HD, this type of speed would quite literally 'melt' the computer - if you could do it at all - which I doubt you could anyway !

Okay, so that won't work. So what other options do we have ? Well, at a push, we could transfer the entire contents of RAMLink (20Mb), using a SuperCPU, over to the CD-R. But this would mean that we had used up our 'one time burn' and we have only used 20Mb from the entire 640Mb on the CD-R. What a waste !

What about CD-RW then ?

CD-RW data transfer : This type of CD media is only just beginning to come into its own and at the moment nobody (as

far as I am aware) has yet tried to connect it to a Commodore.

In theory, this could be the answer to our prayers. Because the CD-RW can be written to in bits rather than all in one go, it means that we could write to it in 20Mb chunks until it is full up. It may even be possible to do with it what has been done to the ZIP disk, that is to install CMD's HD DOS system to the beginning of the CD-RW and then use it as a normal drive until it is full up. After that, the entire disk could be permenantly copied using a PC onto a CD-R.

CD device speeds : The slower the speed, the better the data transfer.

The long and the short of it is that we would probably need to run a CD drive at it's <u>slowest</u> possible speed and that is '1x' (1 speed). If we can't do this then we are in big trouble. The problems start with the fact that the CD-R and CD-RW devices were manufactured at starting speeds of '2x' and '4x' and they will be getting faster - not slower ! What we could have really done with is a CD-RW which runs at '1x' (1 speed) and this is the crux of the problem, how do we overcome this ? On a PC this is quite easy because the software will allow you to choose your speed setting, form the fastest it will go right down to the slowest possible 'mechanical' speed available. This information is good because it shows that the CD-RW device 'can' be slowed down by software methods. Now all we need is for somebody out there in Commodore land do the same with a C64 program ! Once this has been achieved then the serious business of writing complex drivers and data copiers can begin.

ZIP and Sparq : I don't 'think' that there will be a problem with the ZIP or Sparq drives as these are just glorified disk drives so they may not cause a problem. As we already know, these drives are currently supported so most of the problems must have already been overcome.

Contrary to popular belief, the Sparq drive is not dead and buried. It is still possible to buy the drive and the cartridges direct from the manufacturer. More information can be found at : **http://www.syquest.com/products/m_sparq.html**

All the information in this article has been taken from various sources. The Commodore information and procedures described are speculation on my part as none of these devices have yet been tested by myself. If you know better or you can enlighten me on any of these subjects then please contact me as I would be delighted to talk to you about it. It is hoped that an updated version of this article will be in the forthcoming CSTech2000. I currently have a ZIP and a Sparq drive waiting to be connected, all I need is a CMD HD and some drivers. Watch out for more updates in later issues !

Allan Bairstow
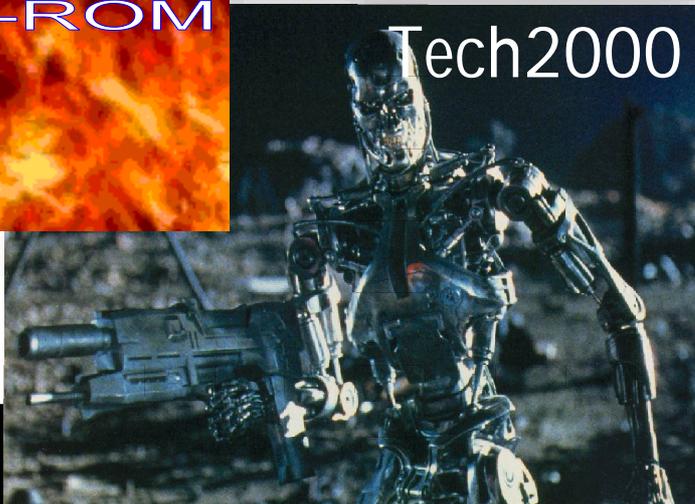
'SOMTHING WICKED THIS WAY COMES'

SUPERSCRIPT

DEALING WITH BLOCKS OF TEXT - SUPERSCRIPT 128 - TIPS 6

FILING - INSERT

A. GIVE YOUR FILE A NAME:- Press F1-d(ocument)-n(ame) and enter the file name (16 chars max) and (R)

B. FILE DOC ON DISK WHEN FINISHED:- F1-d(ocument)-f(ile) (R)

The NEW document is then filed on disk and you will see the message 'Complete' on the Tab line.

If doc already on disk and you make changes, then to re-file it under existing name you use:-

C   FILE EXISTING DOCUMENT BACK TO DISK:- F1 d(ocument) r(efile) (R)

The prompt is 'File existing document on disk'. Press (R) and the document is refiled to disk under it's existing name but in it's changed format.

D   RE-NAME EXISTING FILE ON DISK:- F1 d(ocument) u(unit) r(ename) (R).

This is one that I use frequently, so here is a quicker method of of doing this without having to remember the exact spelling of the file name:-

Do the F1 d u r (R) and you will see a prompt "ENTER Document Name". Instead of doing this, just press the Space Bar and up pops the Directory. Cursor to the file you want to Re-name and press (R).

You will get the prompt "ENTER New Document Name", so just type it in and 'bingo' the file name is changed.

E   ERASE FILE FROM DISK:- F1 d(ocument) u(nit) e(rase) (R).

This operation is similar to (D) using the quicker method noted, but instead of typing in a new name, just press (R) on the file you wish to Erase.

You will see a prompt "PROCEED - ABANDON". Do a (R) on Proceed and the file is erased from the document.

INSERTING

There are many cases where you may wish to insert a space for a Character or a line in your document. Nothing could be easier.

INSERTING A SPACE FOR A CHARACTER:- Cntrl s(pace)

Put the Cursor in the exact position you wish the space to be inserted and then:-

Press and Hold Control and tap s(pace) as many times as you wish for the number of characters you wish to to be inserted - then type in your new text.

INSERT NEW LINE:- Cntrl n (Shortcut method)

Press and Hold Cntrol and tap n(ew line) (R)

Note- this can be used anywhere in the text, even in the middle of a line) you must then use:-

Cntrl x to reformat the text correctly, also use this after using Inst or Del.

INSERTING A BLOCK OF TEXT AT CURSOR POSITION:- F1 l(ayout) s(et) i(nsert) and type in your text. Use the same command again to return to normal edit mode.

There are many other 'Shortcut Controls' available using the Cntrl (Control) key and another named key. These will be covered comprehensively in a later page of these tips.

Resume Of Commands Noted Above:-

F1 d n   Give a name to your file.
F1 d r   Re-Name existing file for writing back to the disk.
Cntrl s   Insert ONE space at cursor position.
Cntrl n   Insert ONE line at the cursor position.
Cntrl x   Reformat text.
F1 l s i   Start and end Inserting a block of text.

(C) These notes G. Potter 1998

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10 Cwmaman Road, Godreaman, Aberdare, Mid
Glamorgan, CF44 6DG
Wizzbugs PD
PO Box 4029, Worthing, West Sussex, BN11 1TG

CLUBS & ASSOCIATIONS

British Association Of Computer Clubs
J. Hughes, 39 Eccleston Gardens, St. Helens,
Lancashire, WA10 3BJ
Chic Computer Club
PO Box 121, Gerrads Cross, Buckinghamshire, SL9
9JP
C 64 / Amiga 1200 Software Hire Club
C. Statham, 3 Briarbank Avenue, Porchester Lodge
Estate, Nottingham, NG3 6JU
Independant 8 Bit Association
Brian Watson, Harrowden, 39 High Street, Sutton In
The Isle, Ely, Cambridgeshire, CA6 2RA
Tel : (01353) 777006
Fax : (01353) 777471
Simulation Club
S. Allen, 21 John Shepoy Street, Hyde, SK14 4HN

REPAIRERS/SUNDRIES/MAIL-ORDER/ HARDWARE

Bjourne Lynne
- Music CD's, demo CD's, C64 music CD's
Longlands Lane, Wakefield Road, Osset, WF5 9JS

Combined Precision Components Plc
- Unknown supplies
Faraday Drive, Fulwood, Preston, PR2 9PP
Tel : (01772) 654455
Fax : (01772) 654466
DTBS
- Unknown supplies
18 Norwich Avenue, Rochdale Lancashire, OL11 5JZ
Tel : (01706) 715028
Mail Order : (01785) 810818
Heath Computers
- Repairs (@ C64 for £35.00)
Unit 3, Speedwell Trading Estate, Kings Road,
Tysley, Birmingham, B11 2AT
High Street Micros
- Repairs, software
20/24 High Street, Crewe, Cheshire
Fax : (01270) 580964
Importing Service
See 'Commodore Scene' box
Needmore Limited
- Repairs
Tel : (0151) 5212202
Officeland
- Unknown supplies
10 Sterte Close, Poole, Dorset, BH15 2RT
Tel : (01202) 666155
Ribbons & Things
- Printer ribbons and comsumables
8c Treefields, Buckingham, MK18 1BE
Tel/Fax/Answer machine : (01280) 817217

Ribbons Unlimited
- Printer ribbons and comsumables
PO Box 7, Belper, Derbyshire, DE56 1AD
Tel : (01283) 734050
Fax & answer machine : (01283) 734051
Trading Post
- 2nd hand hardware & software
Victoria Road, Shifnal, Shropshire, TF11 8AF
Tel : (01952) 462135
XLCUS
- Original software
Flat 24, St. Peters Court, St. Peters Street,
Northampton, NH1 1SH

MAGAZINES & FANZINES

8-BIT
See Independant 8 Bit Association
8T2
Chic Computer Club, PO Box 121, Gerrads Cross,
Buckinghamshire, SL9 9JP
Adventure Probe
Barbara Gibb, 52 Burford Road, Liverpool, L16 6AQ
Classix
James Waddington, Sherwood Lodge, 15 Drummond
Road, Boscombe, Bournemouth, BH1 4DP
Commodore Scene
See 'Commodore Scene' box

Commodore Zone
Binary Zone, 34 Portland Road,
Droitwich, Worcs., WR9 7QW
Tel : (01905) 779274

Retro Classix
- All formats fanzine
- Monthly, £2
- Make all monies payable to 'G. Howden'
4 Chatterton Avenue, Lincoln, LN1 3TB

Retrogames
J.Moore, 61 Baccara Grove, Bletchley, Milton
Keynes, MK2 3AS
Tel : (0181) 2038868

DISKZINES

Disk '64
Alan Crossan, 14 Cairngorn Crescent, Barrhead,
Scotland, G78 2AW

SOFTWARE

Adventure Probe Software
52 Burford Road, Liverpool, L16 6AQ
Commodore 64 Software Hire Club
3 Briarbank Avenue Porchester Lodge Estate,
Nottingham, NG3 6JU
Computer Cavern
9 Drean Street, Marlow, Buckinghamshire, SL7 3AA
Connect Software Limited
3 Flanchford Road, London, W12 9ND
Importing Service
See 'Commodore Scene' box
Roy Cross
76 Castle Drive, Neath, West Glamorgan, SA11 3YE

DTBS
18 Norwich Avenue, Rochdale, Lancashire, OL11 5JZ
Tel : (01706) 715028
Games Finder Service (CS)
Sherwood Lodge, 15 Drummond Road, Boscombe, Bournemouth, BH1 4DP
Gala Publishing
7 Glyme Close, Woodstock, Oxon, OX20 1LB, United Kingdom
High Street Micros
20/24 High Street, Crewe, Cheshire
Tel : (01270) 580964
Megatronix Software (Amiga & PC only)
Unit 3, Meeting Lane Industrial Estate, Off Brettell Lane, Brierley Hill, West Midlands, DY5 3LB
Retrogames
61 Baccara Grove, Bletchley, Milton Keynes, MK5 3AS
Tel : (0181) 2038868
Shinjitsu Software
21 Conquerors Hill, Wheat'mstd, Hertfordshire, AL4 8NS
Supportware
9 De Grey Road, Kings Lynn, Norfolk, PE30 4PH
Tel : (01553) 760012
Watchdog Home Entertainment
40 Queen Street, Wolverhampton, WV1 3Jw
Tel/Fax : (01902) 313600
XLCUS
Flat 24, St. Peters Court, St. Peters Street, Northampton, NH1 1SH

E-MAIL

Allan Bairstow & Commodore Scene
allanbairstow@compuserve.com
Frank Gasking
m00xbs00.@mcmail.com
Richard Bayliss
RChrisBayliss@yahoo.com

C64 WEB SITES

Bjourne Lynne
www.lynnemusic.com
CLiPS
http://www.clips64.de/
Colin J Thompson
http://videocam.net.au/~colinj
Commodore Apocalypse
http://www.homeusers.prestel.co.uk/compunet/
Commodore Ring Homepage
http://www.ncf.carleton.ca/~ag090/cbmring.htm
Commodore Scene
** Coming soon, hopefully ! **
Commodore Zone
http://www.bzpd.freeserve.co.uk/
Creative Micro Designs
http://cmdweb.com/index.html
Cyber Systems
http://www.fgasking.freeserve.co.uk/
Gala Publishing
www.zyworld.com/faction2000
IOMEGA
http://www.iomega.com/
Ken Ross
http://members.tripod.com/~petlibrary

SID Station
http://www.sidstation.com/
The C64 Game Guide
http://www.c64gg.com/index.html
The SuperCPU Home
http://come.to/supercpu
The Unofficial CMD Homepage
http://www.privat.kkf.net/~malte.mundt/

COMMUNICATIONS & BULLETIN BOARD SYSTEMS

Chic BBS (Weekends ONLY)
Dial : (01753) 890111
Lentil BBS
Dial : (01483) 834626
Sysop : (01483) 834606 - voice
Midnight Express BBS
Dial : (01384) 865626
Tiger BBS
Dial : (01753) 672520

OTHER COMPUTER PLATFORMS

Crashed Fanzine
- Spectrum - monthly - £1.50
11 Camel Road, Silvertown, London, E16 2DE, United Kingdom

More coming soon !

CONTAX WORLD

CLUBS & ASSOCIATIONS

Woombug
Scott Roseboom, PO Box 213, Woombye, Queensland 4559, Australia

REPAIRERS/SUPPLIES/MAIL-ORDER/HARDWARE

Creative Micro Desisgns
- New hardware & software, Commodore World magazine, help & advice
PO Box 646, East Longmeadow, MA 01028, USA
CMD Direct Sales
- Mail order service
Postfach 58, A 6410 Telfs, Austria
Data House Dittrich
- Unknown supplies
Weimarer Weg 7, D-34314 Espenau, Germany
Tel : (0) 5673/925010

Fax : (0) 5673/925099
Electronik-Technik
- Unknown supplies for C64/C128/C+4/C16/116 & Spectrum
Tannenwerg 9, D-24610 Trappenkamp, Germany
Korella Trading
- Unknown supplies
1/505 Pacific Highway, Belmont, 2280, NSW, Australia
Scanntronik
- New hardware & software
Nugraver GMBH, Farkstrasse 38, 85604 Zorgneding Poering, Germany

MAGAZINES & FANZINES

Atta Bitar
Syrengatan 7, 151 45, Sodertalje, Sweden
GO64!
CSW Verlag, Goehestr. 22, D-71364 Winnenden, Germany
Commodore Fever
Brad Wightman,PO Box 143, Panania, NSW 2213, Australia
Commodore Mailink
Tom Adams, 4427 39th St., Brentwood, MD 20722-1022, USA
C= Voyages
Fresno Commodore User Group, PO Box 16098, Fresno, CA 93755, USA
Gatekeeper
610 First Street, Liverpool, NY 13088, USA
GEOS Publication
7969 Woodcrest Drive, Lousiville, KY 40219-3859, USA
LUCKY Report
K.Dale Sidebottom, PO Box 303, New Albany, IN 47151-0303, USA
Secret Service
PO Box 21, 00-800 Warszawa, Poland
The Village Green
C.C.U.G. #447, 623 29th St., Astoria Ore. 97103
Twin Cities 128/64
Parsec Inc., PO Box 111, Salem, MA 01970-0111, USA

DISKZINES

The Big Mouth Magazine
Adam Wade, 13 Howard Grove, Ridleyton, Australia, SA 5008, Australia

B-Soft
Mike Witschi, Henning Str.13, 21337 Luneburg, Germany
Commodore Gazzette
Christopher Ryan, 5296 Devonshire Road, Detroit, Michigan, MI 48224-3233, USA
Loadstar
J&F Publishing, 606 Common Street, Shreveport, LA 71101, USA