Commodore 29 scene

C64 - C128 - C64 EMULATOR

You can now visit Commodore Scene at
http://www.commodorescene.org.uk/

Issue 29 : 1st April 2000 : UK £3.00 (no coverdisk), £3.50 (with coverdisk)

Commodore scene
C64 - C128 - C64 EMULATOR

Hi there, Commodore fans !

Another issue hits the streets - to critical acclaim ? ;-)

Okay so what's the hot news this issue ? Pin your eyes open and read on.

Colour : Rather than waste the colour page on the back cover by putting the 'Importing Service' listing there, I thought that it might be a better idea to put on a colour article instead. Many of the articles sent into CS are in full colour and I think this would be a nice way to incorporate some of them. Obviously, if an advertiser comes along to 'pay' for the back page then they will get preference.

Web page : The CS web page is now up and running (and has been for some time). There are many pages there for you to explore, but remember that that it is still in it's fledgling days so don't exspect everything to be fully functional just yet.

http://www.commodorescene.org.uk/

Interviews & Stuff : I always want to bring you interviews with various people from the Commodore world, unfortunately this is not always possible for various reasons. But for this issue we have an interview with Arndt Dettke (GoDoT) by Danny Tod. Another one to look forward to is Anthony Guter (Mastertronic), interviewed by Allan Bairstow.

A lot of stuff has had to be left out of this issue, but fear not because there are plenty of other things in the pipeline for future issues, believe me because I have seen them !

CS30 : Don't forget that next issue is a graphics special issue and it will have some more colour pages.

CS31 : This issue will have the normal mix of articles.

CS32 : I would like this issue to be a 'Flights Of Fantasy' issue, dealing with flight programs, simulators and games. Come on, you've got plenty of time to write about your favourite. Get scribbling.

CD Readers : After much searching and with help from Dale Sidebottom, I now have (only) two spare CD Readers for sale. These devices work with the CMD HD and the software is also now available. See page 31 for details on these items.

Sad news : The last couple of issues have seen the readership drop quite dramatically. I have to say that I am not surprised really as the readership has been dropping slightly with each issue but the last issue has seen the numbers drop to a figure that we have not seen since issue 20 ! I am going to put this down to the fact that CS is now Bimonthly and some people have not yet caught up - come on, where are you ?

The BIG news ! : Okay then, the next issue (CS30) will not be with you until 1st August 2000. Many things have been happening up here in Leeds recently which has meant that I have had to take stock at the way I was going as regards CS. Illness is one reason for the break but by no means the only reason. The impending birth of our second child (July 2000) also means that things will have to change if CS is to stay with us. For the time being though I will be keeping my options open. Do you have any suggestions ? What do you think would be a good comprimise I any had to be made ?

Other things have slowly crept up on me which now means that I have to change certain things in my life. One problem is my own over exuberance with purchasing certain items, i.e. Modems for geoFAX testing, upgrading the PC to cope with the ever demanding CS production, C64/CD-ROM hardware to keep in stock for use in the UK, software from Europe, etc, etc. The list goes on but the main thing is that I now have about £800+ worth of stock which needs to shifted before I can clear my 'computer overdraft' (this is not a real overdaft !). After I have cleared my 'computer overdraft' (to my wife !) then I will be curbing any future purchases as I can no longer afford to do it and it is also no longer a viable situation as it simply does not sell, nor do I have any space left to store it in.

So, I will now be taking a 'sabbatical' to recharge my batteries and hopefully when CS30 hits your doormat you will see a new me, fully on the ball and back in business with some suggestions for future issues ! Also while I am taking a break I hope to enjoy playing a few games, tackling the CD-ROM interface, prompting /advertsising Commodore Scene and getting started on the Renaissance Archive which is long overdue.

The magazine production will not be affected by any decisions made about it's future. So all those of you who have subscritions need not worry , CS will be here well into the year 2001 !

I still intend to be at the Britmeet3 event in June (page 9), but at the momet I am unable to get in touch with the organisers :-(

Allan Bairstow

Commodore Scene
C64 - C128 - C64 EMULATOR

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

Merchandising

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

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
    - 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
Renaisance Archive
    - Probably the finest C64 project EVER !

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 July 2000	1st August 2000
31	1st September 2000	1st October 2000
32	1st November 2000	1st December 2000
33	1st January 2001	1st February 2001

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.

Digital Data Fading Fast
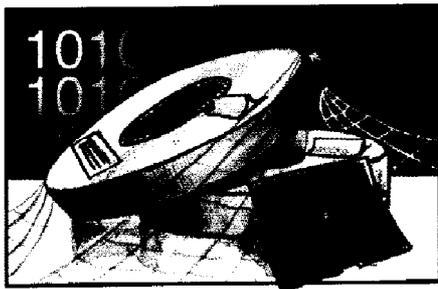
For years computer scientists said that storing information in digital form was more reliable than storing it on paper. Now, however, librarians and archivists are starting to tell a different story. "We're losing vast amounts of important scientific and historical material because of disintegration or obsolescence," says *Newsweek* magazine. Digital storage systems such as disk drives are sensitive to heat, humidity, oxidation, and stray magnetic fields. And depending on storage conditions, the magnetic tape used to store digital data might last only a decade, says the magazine. Another challenge for those trying to preserve digital information is the rapid change in technology. The hardware that is used to store data changes so rapidly that systems quickly become obsolete. Says Abby Smith, of the Council on Library and Information Resources: "Information doesn't have much of a chance, unless you keep a museum of tape players and PCs [personal computers] around."

DATA : Early issues of Commodore Scene will soon be available for order as a reprint. They will be in the smaller format of A5 and will be in black & white only. The price per issue is £1.50 including p&p. If you require the coverdisk (were applicable) then please add a furthe 50p. Issue 1 is no available in this format. Please send an A5 SAE along with each issue required.

DATA : Another reason to cheer is that the X1541 cable (with Star Commander software) seems to be selling quite well now that I have made it available. See the current Importing List on page 31 for further details.

DATA : There are two important additions to the Importing LIst this issue and they are the HD-X and the CD reader. The HD-X is a CMD HD but witho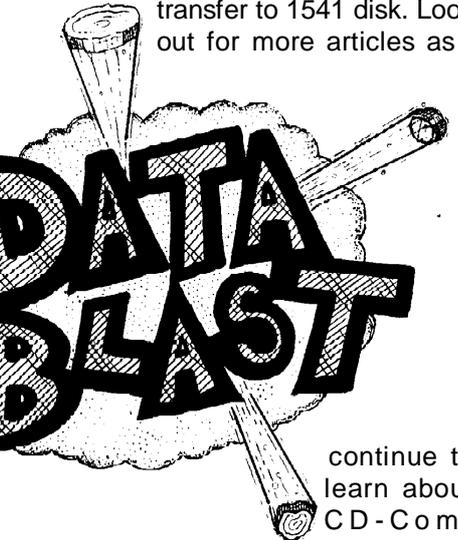ut an actual hard drive inside it, you simply fit your own. This has a slight drawback that CMD will NOT guarrantee the device but it does save you around £200 on the price ! - Not bad. The second item is the C64 compatible CD reader which conects to your C64 via CMD's HD. I only have two for sale at the moment but they are price at an unbelievable £80 including p&p. Get them while there are hot ! Here is what Dave Elliot had to say when he tested one. << Since my last two articles on connecting a CD to our Commodore's, I have been trying out one that Allen sent to me to test. This is a NEC Model Number CDR-73 and is obviously an external unit and a Scuzzy. This drive works exactly the same as my Amiga CD, with the exception that it uses a disk caddie to place the CD's in, very similar to the CD's that used to be attached to the old Amiga 500. It also has dipswitches to change the device number. If you own one of the earlier CMD hard-drives which is more than likely a scuzzy 1 then fear not, the program is compatible with this program. Tested on a working CMD 80 Meg hard-drive. Allan also sent along a couple of CD's for me to try out, the first a C64 and Spectrum one that works fine on a PC but only the 1st folder is visible using the CD-commander program (more head scratching required). The second, a complete CD full of zip files works fine, on average each zip contains 2 D64 files. I could read the CD and copied 3 files to a commodore disk, unzipped to D64 and then used GeoConvert to transfer to 1541 disk. Look out for more articles as I

DATA BLAST

continue to learn about CD-Commander and CD's on our Commodore. >>

DATA : Dave Elliot is currently starting up a web page to run along side the geoNUT Disk Depository. Find it at - **http://www.geocities.com/geonut_uk**

DATA : Paul Kubisyn has a couple of links to his web site that he would like to pass on and they are : **http://www.xlcus.freeserve.co.uk** : that is the main site, and : **http://www.xclus.freeserve.co.uk/catfront.htm** : which is the Classic Games catalogue.

DATA : Retro Classix is feeling the stranglehold of it's own succes. Graham feels that he can no longer hold to the monthly dealine and has decided to take Retro Classix to a bimonthly. He also hope to increase the pages and add a bit more colour.

DATA : As reported in the last issue, the Big Mouth magazine is now available from Commodore Scene. I have just

recieved the next and last issue of TBM as it has now ceased to be. If anybody wants this issue then please refer back to the last issue for deatils. Adam Wade (it's editor) has moved over to TBG (?) and he has promised to send these as and when they become available.

DATA : Calling all those of you who have PSU problems with REU's, SuperCPU's, etc. I have it on good information that High Street Micros have a VERY limited number of heavy duty PSU's available. Make sure you make it clear that you need a heavy duty PSU and not the standard PSU, which they also sell.

DATA :After favourable comments about Andrew Fisher's Pot Pourri music demo that appeared recently on a CS coverdisk, Andrew has confirmed that he will be doing another one in the future.

DATA : Someone who writes for CS is currently working on a plan to produce somthing which may or may not be distributed with CS ! Things are a bit hush, hush at the oment and although I have been given permission to mention it, I will keep quite until next issue.

DATA : I recently bought a brand new Canon BJC-1000 for Richard Bowen for his C64 / Amiga set up. Unfortunately it appears that the new Canon's are not Commodore compatible. The new generation of printer do not actualy 'switch on' until 'Windows' tells it to. There isn't even an on/off switch on the printer. Anyway, try as I might, I can not get the C64 to run it. So, if anybody wants this brand new printer (colour, photo quality, etc), then it is your for £50 + p&p (about £10).

DATA : Again on the heavy duty power supply front, I have just received a letter of conformation from an electrical engineer stating that he is willing to make and supply these units to any specification that I require. I WILL be following this up and placing an order as soon as I have the details of exactly what is required. Great news at last !

DATA : News from Ken Ross (trawling through the internet). Just heard that hal2000 is largely deceased now due to interest in cars :-< The Amiga, back in the headlines last week following Gateway's decision to sell the brand to Amino, received a further boost this

week with the emergence of a distributor dedicated to the once dominant format. Oxford based CS&E said it would guarantee next day delivery across Europe on all its Amiga software products from its Birmingham warehouse, which is shared with publishers such as Eidos. Director David Connolly told CTW "We hope that this step will prove to be a great benefit for the whole Amiga community, and we urge everyone to come together on this issue and support some of the most innovative companies around".

Note from the Ed - CS&E / David Connolly are not supported in anyway by Commodore Scene and I would take anything written by David Conolly with a pinch of salt. Yet again David has been making more enimies than friends and a lot (not all) of the people who order items from him recieve a very poor service indeed. I also transpires that CS&E / David Conolly are still sending out flyers with a freepost address on them, this freepost was withdrawn by the post office many months ago due to non payment and is no longer valid. Anybody replying using this method will have the letters thrown in the bin ! - This is definately not the way to run a business !

DATA :Richard Bayliss is currently working on a new game for a future Commodore Scene coverdisk called 'Missile Busters II'. Further information about the game can be found in the news section of his website. It should be an interesting -Bomber-Type- variant. I did code the first Missile Busters, but I did not submit the game for the coverdisk, as there were a few major bugs, which needed to be ironed out.

Tom Carlson

DATA : Frank Gasking is busy at the moment compiling an on-line internet VIC-20 archive, this is what he had to say recently. "This Vic20 archive is starting to take off now... got loads of stuff for converting over, and hopefully there should be a full archive ready in the summer. I dunno whats started it, but I

guess the main reason is that there isn't a lot of Vic20 stuff on the net".

DATA : Maurice Randall seems to be feverishly releasing new beta versions of The Wave 64 and The Wave 128 graphical web browsers for members of the COPS (Commodore-Only PostScript) mail-list. On February 26 he released another Wave 64 beta, followed on February 28 with another Wave 128 beta. On February 29 he released a corrected Wave 128 beta, and on March 3 (tentative) he released a corrected Wave 64 beta.

For up to date Data Blast's go to the CS web site at :
http://www.commodorescene.org.uk/

Violence Against Computers
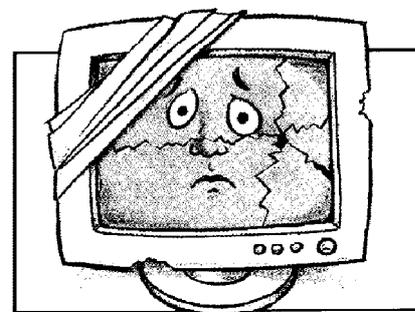
"What do you do when your PC [personal computer] does not do what you want it to?" asks the on-line German magazine *PC Welt*. "Do you thump it? Or do you throw it straight out the window?" Such reactions are not rare. In a worldwide survey of 150 information technology managers, 83 per cent reported bursts of rage or outright violence directed against computers. Users frustrated by a never-ending download or by a mouse that quits working sometimes smash the monitor, punch the keyboard, dash the mouse against the wall, or even kick the computer. While the computer bears the brunt of the user's frustration, it is often the user that has caused the problem. For example, one worker got angry at her E-mail program because it failed to send any mail. Later it was found that instead of keying in the E-mail address, she had typed in a street address.

"O.K., I want you to lie in the middle of the road."

I looked incredulously at Chris Beck, the Wired photographer who had come from New York City. "O.K.!" I replied, and I obeyed his order. From my sitting position on the asphalt, I lay down full-length upon the cold, slightly damp asphalt of the street. Ah, the things I do to promote Commodore!

It all started back on October 2 and 3 at the Santa Clara Convention Center in Santa Clara, California. I was attending the Vintage Computer Festival, manning a table there for the Fresno Commodore User Group. With me on that first day were Ed Hart, president of the Fremont-Union City-Newark-Hayward User Group, and Todd Elliott, programmer of demos, utilities, and GEOS enhancements. It was the first time that we had a table at the show, and I had come with many things to demonstrate

R.E.M
(COMMODORE SCAPE)
by Robert Bernardo

in front of the crowd -- Wheels, the SuperCPU, Loadstar, various European demos, and various magazines/newsletters, like GO64!, Commodore Scene, Commodore Zone, the Interface, and C= Voyages. I had brought a C128D set-up, a C64 set-up, a European Plus/4 set-up, and a European C128D. Todd had brought his high-powered C128D system, complete with CMD HD, FD-4000, RAMLink, and SuperCPU, while Ed had brought various disks and a SX-64.

Morning discussion sessions were held in the meeting rooms upstairs, and when they were over, then the doors of our "flea market" room would be opened. When the doors finally opened at 2 p.m., to our surprise, hundreds of people poured through. We had the enviable position of being the first table by the door, and everyone seemed to stop at ours first.

Overwhelmed, Todd, Ed, and I tried to answer all of the questions of the people who were lining up.

"What's that?"

"That's a SuperCPU. It's a 20 mhz. accelerator for the Commodore."

"Could I buy one here?"

"Uh, sorry... you'll have to buy it from Creative Micro Designs. We're just a demonstration table. ...But here's their catalog, and here's a membership application for our club."

"What's that?"

"It's a hard drive for the Commodore."

"I didn't know there were hard drives for the Commodore. Can I buy it?"

"Uh, sorry... you'll have to buy it from Creative Micro Designs. We're just a demonstration table. ...But here's their catalog, and here's a membership application for our club."

"What's that? It looks like the Amiga desktop or Atari desktop."

"It's Wheels for the Commodore 64/128. It's the operating system upgrade for GEOS 64/128."

"Could I buy it here?"

"Uh, sorry... you'll have to buy it from Maurice Randall, the creator of it. We're just a demonstration table. ...But here's his address, and here's a membership application for our club."

"What's that?"

"That's a SX-64. It's a transportable C64, disk drive, and monitor."

"We didn't know that was made. Can we buy it?"

"You'll have to talk to Ed over there. That's his machine."

"What's that?"

"That's CAD-M, a multi-color CAD program for the Commodore 64."

"Is it for sale here?"

"Uh, sorry... you'll have to buy it from Loadstar. It was on issue #150. We're just a demonstration table. ...But here's Fender Tucker's address, and here's a membership application

for our club."

Along with the slew of interested new and veteran fans came the reporters. A reporter and video cameraman from the magazine, Dr. Dobb's Journal. A reporter and photographer from Shift magazine. A reporter from Wired magazine. Dr. Dobb's was first up...

"Look straight at the camera. What made you come to the Vintage Computer Festival?"

"We came to promote Commodore 8-bit computing to the public. ...That we're still around. ...That our club is the strongest in the South San Joaquin Valley."

"No, don't look at me. Look at the camera. Why do you still use a Commodore?"

The questions kept coming. Then a little while later came the Shift reporter.

"Why did you come to the Vintage Computer Festival?"

I gave the same answer that was given to Dr. Dobb's Journal.

"Why are you still into Commodore gaming?"

Huh, a new question! And one that I wasn't prepared for.

"Well, it brings back a time when things were more innocent, when all you had to do was..."

I was reaching for answers off the top of my head. I wasn't really an intense gamer, but the reporter kept asking me gaming questions. Looking for a way out, I finally sent her off to Ed. (Sorry, Ed!) The Shift photographer took out his Hasseblad and wanted a few pictures of me. Well, at least, I thought it was going to be a few.

"Put your arms down to the side. Look at the camera. O.K., good. Now look over the camera. O.K.. Now look to the left. Good. Now look to the right. O.K.. Don't smile. Look serious. Good. Now cross your arms. Look straight at the camera..."

Ay-yi-yi, he took more and more. Finally, he finished and went on his way to photograph other attendees at the show.

The Wired reporter was last. Basically, he had the same questions as the other reporters, and I gave him the same answers, well-practiced by now. Satisfied, he departed, and I breathed a sigh of relief that the reporters had gone. Now I go back to demoing the software/hardware to the crowd and talk a bit more to Ed and Todd before they left for the day.

Sunday was quieter. About half as many people came into the flea market room as the previous day. Clark Murphy from FUNHUG had come to help me out that day, Ed having gone to attend some other computer show and Todd having to return to Southern California. The Shift photographer was still buzzing around. "Haven't I seen you before?" he joked with me, but he didn't stay and went in search of fresh fodder. The other newspeople were long gone.

After that weekend, I thought I was finished with being in the limelight. I had given my answers to the reporters. I would be troubled no more. Wrong! A few weeks later a Shift editor called all the way from Toronto, Canada in order to confirm a few things, e.g., how was my name exactly spelled, how many members were in the club, what was the motto of the club? I duly answered all the questions and again thought that was the end of that.

Wrong! Mark Frauenfelder, the Wired reporter who had gone to VCF, e-mailed, saying that he wanted to come to one of our meetings to do a follow-up. Well, this was a big deal, and I telephoned as many members as possible to come to the December meeting so that we show our Commodore solidarity. I planned an exciting, jam-packed meeting in order to show him the interesting things we did. Mark was a no-show. I thought that was the end of that.

- concludes in CS30

FOR SALE : I'm writing this advert on behalf of Mrs Crumley of Dunstable who'd husband has sadly passed away recently.Mrs Crumley has written out a partial list but there is more stuff there than she could identify due to various reasons

The phone number is **(01582) 696166** phone tween 5pm -9pm anyday except weds, the stuff must be picked up from Dunstable in Beds - no posting or delivery available : Commodore MPS 803 printer, C128, phillips TV with black screen, commodore 1201 monitor, joysticks, VIC 1541, various software, floppy disks, assorted magazines, C64.

I hope anyone interested will like to

C L A S S I F I E D

WANTED ◆ FOR SALE ◆ SWAP

buy his large collection or at least some of them . Any proceeds will go to stroke association. PLEASE, if you ring would you be sympathetic with Mrs Crumley. This must be a trying time for her and to think of us rather than throw away all his stuff was very kind of her - ED.

FREE : 8x non-working 1541 disk drives and 1x 1541 mkII. If anybody wants to collect them then they cane have them for nothing !

Pat Bryant, Tel (01895)472795

FOR SALE : C64 compatable CD readers, £80 each.

Contact the editorial address.

FOR SALE : Brand new printer BJC-1000. Colour cartridge, photo quality. Bought in error, £50 + p&p.

Contact the editorial address.

ACTION LINE

I recently had a call from Matt Allen about a 'cartridge' version of Impossible Mission that he had bought from the USA. But when he recieved it, it turned out that this 'cartridge' was actualy a wafer from the Data Drive by Phonemark. The game is an original so we can only assume that in the USA they promoted this type of storgae media.

Anyway, Matt would like to buy a Data Drive if anybody has a spare they would be willing to sell.

Contact him direct at : mathew.allen@compaq.com or contact the editorial address for a phone number.

Ah, my favourite bit of the magazine. Okay lets get started.

Hiya Allan,

I thought I would send you an extract from an e-mail I received from Arndt following a chat I had with him...

<< *Funnily enough, Commodore Scene was accused of being TOO much based on GEOS and new hardware* >>

Reply : GO64 is always accused not to care for GEOS users, and I admit there's just one person in the staff that knows GEOS by heart. I myself even have no current GEOS on my disks...
If you're writing for a magazine you have to put on your thick skin: let all the people demand and complain what they ever like, it's not you, it's the magazine. And this is the point: the magazine must be run in way that all have their share in the contents of it. And then it will work. At GO64 we have a weekly editorial session to plan and schedule the things to come. And to catch complaints we elected one of us who is speaker - he is the one with the strong nerves...

<< *True, but sadly the UK isn't full of graphics freaks - it's games, games, games (which isn't a bad thing)* >>

Reply : I noticed it before! ;-)

<< *It also means that products like GoDot sit unnoticed, sometimes for years* >>

Reply : Yes, unfortunately. :(

It just shows that the problems seem to be common... you try to please everybody, and it blows up!
Regards...

Danny Tod

Hmm ! Well, as you know, I suffer from this type of critisim and I know exactly how Arndt feels. Well, we just have to have a thick skin I suppose !
Next ...

- ED

Dear Allan,

With regard to Stroke World as featured on CS27.
This game was rather enjoyable and thanks for providing it. However, this apparently 'SCPU' game only worked fine without the SCPU. Also, when I tried to install it on the SCPU it crashed out. It was also not compatable with the RAMLink. Running it at 20Mhz meant that the title screen ran too fast.

Sean Bebbington

This game has created more mail through my letter box than anything else that we have ever put on a coverdisk ! In short, it has been a great hit with you all. Right then, lets deal with the problems. This game was SCPU compatable and that means that it will run under the SPCU in 1Mhz so don't try it at 20Mhz. It also will work with a stock C64 which is good news for most of you. If it crashed out on the SCPU while loading it into RAM then I'm afraid that it maybe your type of SIMM memory that is causing your problem there. I tested this game and found that it worked fautlessly with my SCPU (in 1Mhz mode), it loaded into my SIMM memory first time and it also worked from my RAMLink. I have recently had to change my SIMM module in the SCPU because I too was having problems and I put it down to the SIMM. Everything works fine now.

- ED

Dear Allan,

Sorry aboput packing up early at the show, Graham (Howden) got to see some Speccy demos. Unlike you I didn't really have anything to sell apart from the fanzine and I was just annoyed with not being able to get anything to drink or eat !
The location was terrible indeed and your review (see, I read that bit already) was spot on. Hours of listening to bombs, guns, whistles and dippy tunes wasn't how I like to spend Saturday afternoons. I'll only be going to a similar event if it's held in a city next to decent transport.

Dave Fountian
Editor of CRASHED

Yeah, I know, it was a terrible venue but the Britmeet3 that is coming up promises to be everything that we need from an event of this type - if only I could get an answer from them !
I hope some people will make the effort to ettend ? Come on, if I can make it there, so can you !

ED

Hi Allan,

I would just like to tell you that the PSU project has been susspended because of certain factors. The PSU will cost to much (well to me it would) but, the main reason is the British Standards compliance. Building a PSU for myself is easy but to build and sell one to customers would mean going through BS and they are 'TIGHT'.
I can't keep up the required standard that BS would require and I don't want to get into trouble.
For me, I wired up a lead that will connect two C64 PSU's together and it is a LOT cheaper than the home

made PSU. I am currently looking around to see if there is an alternative 'ready made' PSU that could be of use.

Allen Monks

Thanks for letting me know about that Allen. Without wanting to tread on your toes I don't think that British Standards need ever get involved at all. It is just a lot of red tape anyway. The quantities that would be sold would be few and far between. But if you dont feel good about it then fair enough.

How about showing us how to make the lead or even a full article (with pictures) about how to build your own heavy duty PSU ?

There are a few people who need PSU's and I am sure they would be happy to build their own. I might even build them myself and sell them on - I personally don't worry too much what the Bristish Standards think of me ;-)

I wish I had a penny for eveytime I had got close to getting hold of some heavy duty PSU's.

- ED

Dear Allan,

Would you put a big 'THANKYOU' in the next magazine to Dave Elliot for me. He has been really kind and helpfull and I'm rather ashamed to say that I took a few weeks to return somthing to him. I have spoken to him on the phone and appologised but think his kindness should be recognised publicly in the magazine as he went over and above the call of duty !! I hope you can find a spot for it.

Linda Withers

Sure, no problem Linda. I know Dave personally as we have met and we also correspond a lot. He does some testing for CS (CD-ROM coming soon) and he also helps me with my technical hiccups (thanks for the 64k VDC). Hang on a minute, you wait ages for a compliment and then two come along together ....

Hi Allan,

I have written many times to geoNUT (if anybody does not know who that is, it is Dave Elliot in disguise), and of course he has written back. In my last letter to him, I told him that I was fed up with saying thankyou for all the many things that he has done for me.

I will not write here what that is as that is between me and him, or is that 'him and I' ? He knows what he has

done.

I would like to thank him again but this time so that everybody that reads CS knows what a great guy he is. Thanks Dave.

Brian Faulkner (Spain)

Well, it looks like the 'BIG HAND AWARD' goes to Dave Elliot this issue !

I know that Dave will play down his kindness beacuse that is the sort of person he is. He enjoys his Commodore and he enjoys the people with them.

I also would like to add my voice to the tankyou's as Dave has helped me out plenty of times as well.

So Dave - THANK YOU ! - and I just hope that your head will still fit through the door now ;-)

- ED

Hello again Allan,

Lozza here - and I am again in touch asking for some help (and I still do need to send a cheque for some mags ;))

I've bought a RamLink from a German guy - can you believe he's had the cheek to knowingly sell it on to someone in England with German instructions, German disks, German power supply that doesn't fit snugly in the back of the Ramlink, unofficial CMD backup battery with a connection missing...

I'm pretty screwed now and am paranoid about using it - any help/advice appreciated

cheers, Lozza
via e-mail

DO NOT PLUG IT IN !

Oh my good grief ! First of all, I am appauled that sombody would sell a fellow Commodore user somthing in such bad shape. Where do I start ?

(1) Don't use the power supply as it sounds a bit dodgey to me, get a new one. I have some Mk2 RL PSU's in stock for £17 including P&P. (2) Don't use the battery either (I fried my first RAMLink by using a non CMD battery). I can supply that for £20 +£8 for P&P. (3) To coin a phrase 'your screwed' without English disks and instruction manual. I have my original manual and disks from my first RL if you want them ? (4) the only part of this deal that is any good is the actual RL itself, but it is not possible to test it though !!

I think that we have all learnt a lesson here !

- ED

Hey Allan !

Did you see a horse in a race recently called GEOS ?

Unknown

Yes I did. I got to work one Sunday morning and the guys had the horse racing on. I wasn't paying much attention but I did note that there was a horse called GEOS. Whats more, it WON the race !

I am not a betting man but that had to be more than a twist of fate ! As per usual, I didn't have a bet and I am still skint !

- ED

Hi Allan,

I have had a great read this issue (CS28) and it just keeps getting better and better. There are some very exciting bits in it such as the Metal Dust preview and the news about 'The WAVE' ... which I have got to see some time.

The cover art was great too ... I don't think I have seen cover art like this since ZZAP. Well done !

Frank Gasking

Glad you liked it we all aim to please !
It does without saying that all the writers and contributors do a fantastic job, their insight and knowledge make CS what it is today.
If there is ever a demo or preview version of Metal Dust then I will put it out with a future issue of CS. I will also be supplying a complete copy of The WAVE as and when the authors feel that it is of a standard worth distributing.

- ED

Dear Allan,

Are you aware that Personal Computer World maga-zine have started a 'retro' colum ? They have covered the ZX81, Spectrum and VIC-20 whilst also mentioning the CBM PET and C128. PCW are the only national magazine that I am aware of that mentioned the WEB.IT computer.

Perhaps you could offer them some articles ? I've already offered. I would reckomend that you send them a copy of the CSTech2000 issue and a current issue of CS. You could even get a mention in the column.

Sean Bebbington

Hi Sean, thanks for letting me know .... I have since tried to get in contact with the author (and the maga-zine) but I have not recieved a reply to date (5 weeks now). I guess that they don't want to make their articles interesting or current then eh ?
I will always gladly send out a copy of CS to any genuine magazine providing that they use it ! C&VG just used to ignore me, anyway, they no longer deal with retro stuff. As for c opy of the CSTech2000, sorry, that is 'pre-orders only' - as stated before, only the people order a copy will get one as I will only be printing the number ordered.

Well thats it for another issue. Thanks for your time and if your letter isn't featured then I am sorry but I have run out of room - maybe next time. Just for the record, I recieved some 35+ letter that could have been in this issue, so you can imaging how hard it is to sift through and type in that lot !

- ED

- READER -
- QUICKIES ! -

RQ - I see that files are missed out of the 3.5" disk beacuse they 'are not compatible' !

Reply : I don't recall ever saying that and I wasn't aware of any missing files - I'll look into it.

RQ - I will be upgrading my C128 to 64k VDC when you make the product available.

Reply - The kit is available again now (see page 31). Unfortunately I had to withdraw it earlier due to the fluctuations in the price. You would have though that they were made chips out of gold or somthing !

RQ - I was wondering how easy/difficult it would be to get CS into WH Smith or somthing like that ?

Reply - The answer is 'very' difficult. I've tried and failed.

RQ - I have just visited your web site and I was wondering if I could have a free copy of your fanzine ?

Reply - No, you can't ! The prices are there for a reason. I don't make money from CS but I certainly can't afford to give copies away.

RQ - Why are CMD's prices so high ?

Reply - Import duty, VAT, international postage, UK postage, bank charges. Need I gone on ? I personaly don't think that they are high prices when you consider the quality of the finished items.

RQ - I am having problems with my 1541, do you think that it could be the SuperCPU ?

Reply - Unlikely. The 1541 should not suffer any problems at all and I have not heard of this problem from anyone else. Try the 1541 without the Super-CPU attached to see if that cures it.

RQ - WEB.IT PC's are being sold in a shop near me for £182. Are they still being made or did the company go bankrupt ?

Reply - As far as I know, the company is still around. The price is correct though as this was the original price when it was launched. As a note to this I would just like to reiterate that I originally said the WEB.IT was/is a very bad idea and it would not sell very well - and I have been proved right !

Renaissance Archive

In issue 27 of CS I outlined plans for an idea that I had been contemplating for quite some time. That was to preserve as much Commodore history to an archive for the use of everybody in the future. Since that time I have had various comments about the usefulness of such an archive - even to the point of a couple of people saying, and I quote - "There are loads of libraries on the Internet, so why bother with your archive at all ?".

I think that these people missed the point completely ! I found it hard to describe my intensions for the archive in plain English so I was delighted to read the following article in Retro Classix recently.

The article relates to the Spectrum but in actual fact it could be any 8-bit computer being talked about. This is a great article and Dave can be proud of this one as he has penned a fantastic view of how I (and others) feel about the infidelity of the Internet.

1999 has been quite a volatile year for the Spectrum and all who continue to sail in her. Falling subscribers finally convinced Outlet disk-mag to throw in the towel after twelve years and 148 issues, and the other linchpin of the Sinclair world, Format magazine, disappeared without trace during the last Christmas period. There can't be many obsolete computers that lose two major players within the space of year and still fight back - two new fanzines started! The Sam Coupe is now officially dead - the pronouncement that means there are no user groups or fanzines left to support it.

There's no point worrying about the Spectrum having a future because it never had one in the first place. However, the shift this year has been extreme - the Internet has finally taken over. This is very bad news for the Spectrum because when computers get swallowed by the Internet, they get digested whole, not even the feathers get spat out the other end. The Spectrum now only exists like a brain in a jar, it's entire being and dare I say it, soul, can be held on one single floppy disk. The problem with the Internet is that it doesn't really exist, when you turn your computer off everything disappears like it was never there.

With a whole world of Spectrum enthusiasts now able to discuss their favourite computer and swop software, what's the problem? Well, these 'conversations' actually get pretty dull and boring pretty quickly, the Internet has done its best to destroy real fanzines, user groups and PD libraries and replaced them with absolutely nothing of substance. Yes you can get almost everything ever made for a Spectrum software wise, but as mere images of that software, it has no worth. There are Newsgroups, where the quantity of text is far more important that the content. With so much communication around these days, it's surprising how little is actually important. I've never had such a vacuous empty experience as when I snooped around in virtual Sinclair land, although there was that day trip to Basildon...

The sheer amount of software available is also bad news. You can load up a game, play it for ten seconds then load up another - what do you think this does to your attitude towards programming and software in general? Just how dismissive have we become ? - when we had to load things from tape at 4 minutes a throw, we gave that program a much fairer whack at entertaining us. The snapshots on the web have stripped each individual game of its loading screen and instructions, you've lost the physical qualities of the packaging, and it's lost for ever. With all this software at your disposal all the time, you're going to get fed up with it very quickly. Then what you gonna do? The Spectrum enthusiast has given up chasing originals from Car Boot sales,

he's sold his soul to Windows 98.

Worrying about the Spectrum on the net is small beer compared to what will happen over the next couple of decades to everything else. We will lose hundreds of thousands of admin jobs, shop staff will be laid off as more people shop from their armchairs, high streets will become deserted, mental illness will soar because of the isolation and lack of real social interaction, and so on.

You may have gathered by now that I don't like the Internet, there is no need for it, we had a perfectly good postal service and going down the pub or the library has never been a terrible experience! It's not too late to say goodbye to destructive technology and say hello to your neighbour, you know, the bloke you sent an e-mail two years ago asking him to turn the music down.

My own fanzine will doubtless one day only be available on the net, but until that dark day, I'll struggle on with paper - it never did the Romans any harm. Whilst the remaining hands-on Spectrum publications moan about falling interest and lack of contributions, my circulation continues to grow. My secret is simple, break the mould of computer fanzines and keep conservative attitudes inside the Conservative party. Anybody want to join the New Spectrum party?

Dave Fountian
Editor for CRASHED

It was easy to say that Tony's life had been far from uneventful in recent times. Indeed most would have found the traumas that he had suffered far too much, and resorted to watching *Eastenders* to attempt to add more enjoyment to their life.

Tony was different however, he was made of strong stuff. Nothing disturbs him, he is a true hero of our time.

We join our hero now, in a fit of rage at what new things are befalling him. He is...

No, thats it, I refuse to lie anymore, this story deserves the truth. Why make him a hero, when he simply is not.

We join Tony now, lying on the floor of his home, sobbing like a great pansy...

THE GAMESHOW

Part Two: And for one million pounds...
by Kevin Evans

Tony lay in a fit of despair, the television illuminating his face with the continual flash of colours.

Tony liked *The Money of your Life*, the new bright and breezy quiz show, or at least he had until ten minutes ago. That was when he had discovered that he was late for an appointment, an appearance on his favourite quiz show.

He could not remember applying to appear on the show, it seemed to him that it would be something he would not forget. The chance to win a million pounds, who would refuse, even if it meant the possibility of making a pratt of yourself on national tv.

However, the fact that Tony had forgot to appear had meant very little in the end, as it had turned out that he had not forgotten after all. This had come as an alarming shock to Tony, as he had watched himself run briskly up to the podium with 'Tony' emblazoned on it, in bright neon lettering.

He had spent five minutes trying to work out why he could not remember filming the show. Was it perhaps that he had won a million and had last night spent the whole night drinking until he was completely legless, and lost his memory of the event.

Quite rightly though, Tony had felt that he would have had to have been armless, and no doubt manyotherthingsless also, before having forgotten that he was a millionaire.

It was at that point however that Tony remembered one of the differences between *The Money or your Life* and *Who Wants to be a Millionaire*. The simple fact the former was transmitted live.

As you may guess, it was this shock revelation that had resulted in our hero sobbing on the floor.

At a loss to know what to do, Tony lay watching the proceedings develop between intermittent sobs.

The evening contestants, had as usual turned out to be a strange assortment. Bert Brandy from Northampton had been the first to depart the show, without answering a single question. The reason for this had been very obvious, due to his visible age. As he had been introduced, he had not looked well to say the least. A few shots later he had been removed because, as the host explained, Bert had not felt well enough to continue. A clear attempt by the shows' lawyers to avoid another death lawsuit on their hands.

As were usual the contestants had departed the show thick and fast and by forty minutes into the show, all that were left were the three finalists; Elaine Noogle from Scotland, Allan Bairbottom from Yorkshire and of course, Tony from Wayhampton.

It had surprised Tony to see himself answer questions, that he did not even know he knew the answer to.

The finalists had lined up ready to win a million. Elaine was the least favourite, mainly because she had upset the host earlier, by making fun of him, and everyone knew that was a bad idea. Allan had come across as a kind and considerate person, and that had made the audience hate him considerably.

In complete contrast, Tony had shone like a beacon in the night. He had got every question right, and appeared to be incredibly intelligent. This had really worried the 'real' Tony.

Even Tony could see that he was going to win, his current lead was unassailable. What mattered now was that he did not get a question wrong, this being the requirement for the one million jackpot.

After the first three questions of the final Elaine Noogle departed to a polite round of applause at her achievements. Allan survived two more questions finally failing at "What country publishes the most books and newspapers in proportion to its population?". Allan's answer of Australia was good, but not right, the correct one being Iceland.

And so, it was just three questions that lay between the fake Tony and one million pounds.

"What birds build colonies of mud nests?" The host asked. Easy, thought fake Tony, "Its Flamingos", he replied.

"Which artist gained fame by painting soup cans?" The host asked. So, simple, thought imitation Tony, "That was Andy Warhol", he coolly replied. And then it was to the final question. For one million pounds.

The real Tonys' doorbell rang.

Tony slowly rose from his seat and walked to the door, as the show continued.

"And this is the one million pound question, for one million pounds, Tony, who really coined the phrase, attributed to..."

Tony fiddled with the latch on the front door.

"Darwin, 'survival of the fittest'. For one million pounds, Tony."

Tony, opened the front door.

"That'll be Herbert Spencer", fake Tony told the host, and Tony at the door told Tony too...

to be continued.

Authors note: Any similarity to any living persons is purely deliberate. Names have been changed to prevent the author being sued.

Adventures

By David Ivall

TALES OF DRAGGO PART VII

The party of adventurers have reached the caves of the Metal Kings, the first obstacle in their quest against the ogre Zib. There are three entrances – one displays an arrow pointing upwards, one an arrow pointing downwards and the other an arrow curling round in a circle. Which way?… "I don't like the idea of going down," Clyde said peering into each of the holes as far down as he could. There was nothing to see but three flights of steps – leading downwards. "Well, look," Mayhem said. "If we want to continue with our quest we must pass through the caves, and the route to the caves is down. If we don't enter the caves and continue above ground, the map shows that we will come to the impassable Fierce Waters of Infinity. Come on, follow me." And with that he walked straight towards the entrance with the arrow pointing downwards and started down the steps. The others followed reluctantly, but were secretly glad that they didn't have to make the decision. A few minutes into the dark tunnel, they noticed a faint glowing light ahead of them. As they approached the light, they discovered that it was coming from the ceiling. Looking upwards when they reached the light, they saw that it was actually some words which gave off an eerie, phosphorescent light. The words read "A wise choice, but made by wise fools." "What sort of sense is that supposed to make?" Draggo burst out angrily. "I'm afraid it might make too much sense," Mayhem replied solemnly and they started off into the darkness again.

PART VIII

Although demoralised by the words on the ceiling, the quartet struggled onwards through the caves. After what must have been five or six hours, they heard the sound of rushing water growing ever stronger. "A-ha!" Mayhem startled the others, shattering the moody silence. "We must be passing underneath the Fierce Waters of Infinity. Things seem to be going well." Famous last words, thought Draggo to himself – and they almost were. After another half-hour of walking, when the noise of water was getting quite loud, Clyde spoke: "Am I just imagining it, or are my feet getting wet?" Everyone held their torches to the ground and sure enough, water was on the floor. Further examination showed that it was slowly trickling in through holes in the walls. The trickling turned to running and the foursome began to panic – what a dilemma! But then Dizzy said, "I see something up ahead!" They ran on and found that they were approaching a large metal box lying on it's side, on a hinge, big enough for all four of them to get inside. Having no other option, they got underneath it and pulled with all their might until it came down over them. They all heaved a temporary sigh of relief, just before the floor gave way beneath them. Ooooh, excitement!

Find out what happens in part IX next issue.

Okay then, this issue we have somthing a bit different. Not only do we have somthing very rare, but also we actually know what it is !

So why is it here ?

Simple, what we have here is 'part' of the components from the TIB-001 3.5" disk drive originaly from TIB PLC in Bradford from the latter days of the C64

What is missing is the actual drive and the cable to go with it. Now Commodore Scene can get access to these components (pictured) through a staff writer who wants to sell them to you ! But, he can't sell them to you until he knows what sort of current 3.5" drive will be needed. *All my attempts to do this have failed - ED*

So what we need to know is this : (1) Does anybody know what component(s) are missing/needed, and (2) is it possible to make the cartridge work with modern equivelent drives ?

geoTELEGRAPH

This issue sees us with another Library review of disks from Dave Elliot. We also take our second delve into the hot news that is coming from the USA about 'The WAVE' - the only true graphical web browser for the C64 and C128. There is quite a fuss about it as no sooner is one problem fixed than another feature is added ! It will truely be a turning point for the Commodore !

THE geoNUT DISK DEPOSITORY

(Formaly the geoCLUB UK GEOS Disk Library)

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

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

CS DISK 144 GEOVIEW to look at the following >> UFP EMBLEM - United Federation of Planets badge; GUITAR - a good drawing of a Guitar; PENCILS/LOBSTER - That well known lobster turns up again, complete with some coloured pencils this time; SKIRT LADY - Some skirt, some Lady; EINSTEIN - A picture of 'Our Albert"?; CUT 'N' PASTE - Some more very good and valuable clips. Pointer - a Crab.

CS DISK 145 37 files in all, including 18 more Printer drivers. Some of the files are CLEAN RESET 128 & 64; UNPUBLISH; RESCUE 64 . Printer drivers include - EX-800 V3.5; EPSON LQ-1500; STAR LM-1000; EPSON RED - This is a 'reduction' printer driver, it will give you a smaller picture, ideal for those fancy labels on envelopes. Plus many many more.

CS DISK 146 GEOVIEW to look at - LOBSTER (again?); geoJACKET - A disk sleeve in geoPublish format; CHER+ - Just her face, sorry; FRED & ETHEL+ - Who the ***'s Fred and Ethel?; JRABBIT.MAC+ - It's a picture of that 'bird' from 'Who killed etc etc', every mans dream?; KING TUT - As it says, King Tut's mask; GGHOWDY DOODY+ - Words fail

me (an easy get-out!); MAX LOGO - Max Headroom, who ever!; CLIC SLEEVE - A Disk Jacket (easy one); PETER 8*10 - It might look OK in geopaint, but not with geoView; BIG CLIPPER + docs - Lets you take 'big' Photo's; Plus several other Application files and Printer Drivers.

CS DISK 147 A picture disk. Have you ever seen those 'LOVE IS-' pictures featuring a boy and girl?, these are they!. The language I think is Scandavian, but don't let this put you off as it can be easily removed and your own message inserted. Ideal for sending messages to a Loved one, whether they be 24 or a 124 miles away. May I suggest you use the Mega Birge Font off Font disk 24. On this disk is LOVE IS - 1 to 9.

CS DISK 148 The same as above but LOVE IS 10 to 18. The pictures really are excellent.

CS DISK 149 Another picture disk which includes the last 2 LOVE IS pictures Nos 19 & 20. The rest of the disk contains picture files called WHO. The numbered pics are WHO 34, 35, 37 & 38. Again any writing I think's in Scandanavian. But the pictures are OK.

CS DISK 150 Some more of that 'WHO' Humour. No's 11, 39, 41, 42, 47 & 48.

CS DISK 151 Another 'picture' disk. Files are ALLES 01+ to 08+. They all contain some very usuable 'smallish' pictures that are begging to be cut out and used to illustrate a point. Disk 02+ for example is Car logo's eg RR, MAZDA etc. The others cover a variety of subjects from animals to Einstein.

CS DISK 152 Yet some more similar to the above disk. ALLES 09+ and 10+. Also ANIMALS 01+ to 08+ and JAPAN+. There's some excellent stuff on thes disks.

CS DISK 153 GEOVIEW to look at the following geoPaint files > MARSHALL CAB - Disco speakers?; OLIVER WENDELL - Oliver tells his computer off; SAMPLES - Photo Album samples; SHOEGRID - Yes it's 'That' shoe, and 'That' grid; WOODBLOCK - A screen sized pic; WSPICS 1; PAINT COMBO 4; CATBOATS; GALLERY COVER - A viewers 'view' of an Art Gallery wall. The Pointer is a UFO

CS DISK 154 GEOVIEW to look at the following geoPaint pics > RLE CLIPS 1 to 3 - 3 very good files of pics just asking to be cut out and used; GRAPES - This could be

used as a 'Heading' for any Wine makers amongst us; BOY/ DBL - again this could be used as a heading; CHRYSLER/ ALVIS - Info about 2 cars; MYTH 1 - An excellent 'Myth' pic; BOJO PIGEON - I'm keeping my thoughts to myself!. The pointer is a Telephone.

CS DISK 155 10 geoPaint Files > MEDIEVAL CLIPS - Usable 'Olde' clips; MEDIEVAL SCENE - A Medieval pic; HORSE 1 - A horses head; ABSURD 1 - A chicken carrying a man and a Goose being shoed; GARFIELD (4) - 4 garfield pics, one in each corner; BART SIMPSON - Yeh 'im again; BORDERS (2) - 2 Borders, 1 big, 1 small; KANGAROO - A small pic of a Roo; AERO THUMBNAILS - some little plane pics; TURTLE CLIPS OZ - pics of them amphibious things: Pointer - Skull.

CS DISK 156 GEOVIEW so you can look at > PMS-CAT - the sort you keep your dog away from; CALAMITY - a cuddly 'thing'; LOVE BIRDS - a pair of!; SEASIDE - a 'rustic' scenic view; MARINE FISH - several marine fish pics. Pointer - A Bug

CS DISK 157 GEOVIEW so you can look at > HOWLAND OWL - definitely not your common Barn Owl type; GRUNDON - a 'baby' muttering "GBXT", I don't know either!; POGO - I'm looking at 'it', but I can't describe it!. The pointer is an Alien Bug 2.

CS DISK 158 GEOVIEW to view > AMERICAN - Clippable pics of Americana, Uncle Sam, Liberty Bell etc; TRANSPORT 1 - more pics to clip and use, from a Chuck Wagon to an Indi car; JUST GRAFIX - usable pics from a 'phone' to a 'tear drop'; EARLY STEAM - good old fashioned Puff Puffs; AMERICAN GUNS - there's only 3 of them, so it must have been a small war!: CHURCHY - a description about this one eludes me, sorry.

CS DISK 159 Another 'Picture' disk. TRSPRT 01+ to 08+ - 8 geoPaint Files of various kinds of transport, they are all very well done; VEGET 01+ to 03+ - Yes, you've guessed it, vegetables, 3 geoPaint files of them. Possibly ideal for a Gardening Club Poster.

CS DISK 160 A picture disk again. VEGET 04+ and 05+ - The same comment applies to this one as well, ideal for Club posters; XMAS 01+ to 03+ - some very good Christmas Art to clip and use, well it is only 10 months away!, sorry; ZEBRAGIRL - A nude, but a tastefully done nude(?) astride a horse. It's well done, the picture I mean not . . .; AUTUMN ART - Similar to the Xmas one, but with an Autumnal flavour.

CS DISK 161 Another picture disk The files are called ART 71.pic; ART 72.pic; ART 80.pic; ART FONTS 31 - 36. Here's a bonus for all you 'Font-a-holics', 6 new 81.pic; CART 03.pic; CART 05.pic - They all contain some excellent clippable pics. Anything from a Flowery Month name or Day name to House Building, and everything in between.

CS DISK 162 As above, but the pics are different. The name files are: CART 06.PIC, CART 07.PIC, CART 12.PIC, CART 13.PIC, CART 14.PIC, CART 15.PIC, CART 21.PIC, CART 23.PIC.

CS DISK 163 The majority of the 25 geoPaint files on this disk are of the 'placard' type.. These allow unusual or fancy personal notes to be added to letters, enverlopes etc.. The pictures range from an air ballon to a trumpeter with weire legs, and much more between. There are also pictures of footprints a Big foot, some petty corners to pretty up a letter.

CS DISK 164 The 41 (yes 41!) geoPaint files on this disk vary from fancy corners for that special letter or note, a pair of loving black swans, and excellent picture of Santa, Easter bunnies, ready made Mothers' Day card, various zodiac signs - but the best, I think, is 'Sternzeichen.pig". Translated itmeans "Star Signs" and it's a tremendous astrological circle.

CS DISK 165 21 geoPaint files with more zodiac signs. Also some ready made Christmas cards (be early this year!) - just change the message to English (or try and fool your friends you speak German); LARGE WORLD and DO NOT BEND - These are 2 files donated by Helen, the Large World could be ideal for school use, the DO NOT BEND one, little 'stickers' for use on envelopes, Royal Mail please take note!!

CS DISK 166 6 geoPaint clippable files on this disk. ANIMAL 03.pic - lots of yukky bugs; ANIMALS1.pic - 41 big cats (not fat moggies); ANIMALS3.pic and ANIMALS4.pic - these each contain 38 and 47 clippable dogs (and not one of them looks like my dopey mutt!); ANIMALS5.pic - lots of more luvable bugs and more; ANIMALS6.pic - 23 birds (don't ask me what kind)

CS DISK 167 6 clip-able geoPaint files including ANIMALS8.pic - lots of birds of prey; ART01; ART02; ART03 and ART04 - all very usuable small pictures ranging from cocktails to wrestlers - very good for letterheads; and ANIMALS9.pic - a large picture this time of a stork (please keep it away from me!)

CS DISK 168 A selection of 5 geoPaint files containing small pictures which can be used for just about anything including a picture of me at work, Mickey Mouse, some lovely ducks, rolls of money (now that I need!) and just about everything you could imagine.

CS DISK 169 From Martin Hemingway comes a donation of 12 disks containing converted Mac Art. Some files are only screen size. 1066 - A BUS - APE - BERNARD - BIRD - FISH - MANMOON - MICKEY; Everything from pictures of the Battle of Hastings to a pic of Mickey Mouse.

CS DISK 170 From Martin again -COMIC - CORN - CYCLE1 - CYCLE2 - DEATH - DISKART - From a scanned cover pic of a comic to Death!.

CS DISK 171 From Martin this time comes - BAROQUE - BIZARRE - BIRTHDAY - BEAR - COKE - CUTTER - COGNITIV - Again a variety of different pics, from a Coke can to a Birthday pic. The birthday one I'm going to use on a friend soon, could this develop into the loss of that friend?

CS DISK 172 This time around it's DOG - DRAGON 1, 2, 3

and 5 - DRACULA 1 - There's some quite usable stuff on this disk, depending on your taste. I seem to remember seeing one of the Dragon pics before, but our 'filing system' hasn't revealed anything, so it might not have been issued before.

CS DISK 173 From Martin comes - AMINDIAN - ANATOMY - ARCHTRYX - ARK - ASIA - AWARDS - BALLS - BAMBOO - BANANAPC - Everything from the whereabouts of Noahs Ark to Anatomy.

CS DISK 174 From Martin again comes - DRAWHAND - EAGLE - EARTH - EAR - BUDBRAIN - BULLDOG - BUGS 1 - The earth as viewed from space, Ear being a diagram of the inner ear?, BudBrain, OK so who else knows me?.

CS DISK 175 From Martin again, this time it's - CHEETAH - A cheetah's face; CHURCHES - An excellent pic of some churches reflected in a lake; CASTLE - a pic of!; CARTOON - a medical 'funny'; CITADEL - a moonlight pic; BULLY - everybody knows at least one.

CS DISK 176 Yet more from Martin - CDRAGON - another dragon pic; CLOWNGIRL - make-up can do wonders; CATS - a pic of two little ones, or should that be a little pic of two cats?; BUTTER - not the edible stuff but a little pic of a butterfly; EXPO 86 - remember Canada?; EYE - just an 'eye'; EXPLORE - an inside view of a tomb and the hyrogliphic thingies, including an Apple computer.

CS DISK 177 From Martin this time comes EUROCR 01.MAC+ to EUROCR 06.MAC+ - How best to describe these geoPAINT files?, your worst nightmare come true?, pages of Hob Goblins and Weirdies is the best way.

CS DISK 178 Yet more of the same EUROCR 07.MAC+ to EUROCR 12.MAC+. Someone out there's got a very Vivid and Weird imagination!.

CS DISK 179 Some more Mac Paint conversions; FONEBONE - A cartoon character from Mad magazine; FROG EYE - 2 pics, a Frogs skeleton and a human eye; FUZZYCAT - Not what you think!, it's a dream within a dream within a dream, I think; FUNPIX - Loads of little cut 'n' paste pics; GLOVE - A gloved hand reaching for a mouse; GARF X9 - Garfield in several poses; GRL FLWR - A girls face complete with a flower.

CS DISK 180 The last of the bunch from Martin; GAL'n' Ap - A girls face in an apple!; GLITCH - It happens to the best of us!; GROUNDHG - Something popping up out of the ground looking at a computer!; GRIM - The 'grim reaper'; GURGI - I just dunno, Helen's mutt?; HANDS - The hands of the artist; HIGH NOON - Ronald Reagan?.

CS DISK 181 Side 1 of Pauline's disk that should have been issued in January; geoPaint Pics are KNITTING - various OZ type little pics, a Roo, a Koala etc; PORKY - Porky pig and friends; CLOWNS - A page full of them; XMAS - 5 very usuable Xmas pics to 'cut'N'paste'; UPSIDE - This is one of those 'any way up' type pics, a young girl or an old man; 2 Photo Albums called XMAS PIX 5 and 6. The pointer is a Sheep

RIDING THE CREST OF
'The WAVE'

All information here is from Robert Bernardo

Hello, everybody,
Maurice Randall seems to be feverishly releasing new beta versions of The Wave 64 and The Wave 128 graphical web browsers for members of the COPS (Commodore-Only PostScript) mail-list. On February 26 he released another Wave 64 beta, followed on February 28 with another Wave 128 beta. On February 29 he released a corrected Wave 128 beta, and on March 3 (tentative) he released a corrected Wave 64 beta.

If you don't also belong to the COPS mail-list, then you're missing out on a lot of WAVE info. Below is some more WAVE discussion between Maurice and various Delphi members.

<< Robert, you couldn't have downloaded a 4.3 Toolbox because there never was one. The Toolbox has always been V5.0 or higher. You're thinking of the V4.3 Dashboard, no doubt.

The V5.3 Toolbox will be distributed with The Wave. But not everyone will need it. It all depends on which ram device the user selects for the operating system to use. The Wave will still use the SuperRAM no matter which ram is used for the OS. But if the OS is also using the SuperRAM, then this new Toolbox is needed.
-Maurice >>

<<I also am trying the Wave with less sucess than you. What are you typing in for the Select a telnet address prompt? I tried delphi.com and <http://www.delphi.com> http://www.delphi.com nothing. I do get connected with my ISP but Shen dead end. any ideas? >>

<< Getting to Delphi means you type in "delphi.com". If that's not working for you then this might mean that the DNS server isn't looking up the address for delphi.com. In some cases, this can happen. I need to add more code to the DNS routines to look at alternate DNS servers to do the address lookup. I'll send you another copy as soon as I get that part of the code ready.
-Maurice >>

<<I trust you'll be working on a POP-compliant e-mail program for THe Wave in short order? :) >>

<< Yes, Ed, email is a "must have" in The Wave.
-Maurice >>

<< Tim, make sure you replace the file "SL64" in addition to "Wave64". The new Wave64 that I just sent you won't work with your older SL64 file.

Did you copy over every file like I told you to, including the font files? Or did you just assume that you didn't have to?
   -Maurice >>

<< You can distribute The Wave if you like Chuck. Thanks. But we need to wait until it's ready for the public. For the time being, only certain people are getting it, just for testing purposes. But the testing results are out in the public, so that the public can see how the progress is coming along. I think that makes for interesting reading.
   -Maurice >>

<< Good news! I didn't assume anything and I used "Wraptor" to unwrap the files to disk. I then copied all files from disk to the REU Ramdisk that I had on bootup.
   So, all is going well. I thought that I had trouble, but what the problem was is that I didn't have the modem on when I booted "The Wave". It helps if I have the modem on as well! (Duh)
   I am using the new version right now. >>

<< Maurice,
   Just so you know and others do too...the latest version you gave me worksfine. I am using it right now to telnet here. Everything seems to be in good shape. >>

<< Tim, the 128's 80 column screen is always sharper and easier to see and read than the 40 column screen of the 128 or 64. But the 64 is still usable. On some low quality monitors and definately on TV sets, the 64's screen would be difficult to read.
   For for pure, raw speed, the 128 can't touch the 64 when using The Wave.
   -Maurice >>

<< Bottom line on both versions, they are very useable for sure! I guess that I don't want to steer anybody away from using the 64 version, for it is just as good to use as the 128.
   For pure raw speed, the 64 beats the 128. Hands down. No question about it. For my taste, I like the 80 column mode on the 128 version better. I am glad to be able to use it now. If you want my feelings about this, I would probably use the 64 web browser and use the 128 terminal. I can get the best of both worlds, even though I would have to boot up each version as I needed. That's not a problem for me, either version works and that is REALLY what counts! >>

<< I'm happy to report The Wave just performed its first XMODEM download while telnetted into Delphi. I selected a file from my workspace and proceeded to download it. When finished, it looked good at this end and the message from Delphi was: STATUS = TRANSFER SUCCESSFUL Now to get

XMODEM sending working. Then on to YMODEM and ZMODEM. Also work is still in progress for getting all the differences between the ISP's worked out. Some users are reporting trouble trying to log into the Internet. Getting those problems sorted out is one of the main priorities.
   Keep in mind, this download that was just performed ws not transferred first to a directory in a shell account. This file went straight from Delphi to my 64 through the Internet. Internet file transfers will soon be much simplified for us Commodore uses.
   -Maurice >>

<< Holy Toledo! Thats great Maurice! I am sure that once you get the Y and Z Modem protocals working, things will be much simpler to download! I hope you can find the problem with the logging onto the Internet for the people that are having problems.
   I can hardly wait to see that feature and be able to use it from within "The Wave" >>

There's more !

More news on The Wave graphical web browser, courtesy of Maurice Randall, the Commodore Forum at Delphi, and the COPS mail-list.

<< Just a little update for the curious...
   I've actually been able to telnet into Delphi now. I've been successful at least 4 times now. However, I've got a few problems to iron out. Each time, after about a minute of being logged in here, I would experience a problem of not being able to type a character. This prevented me from entering any further commands to navigate about Delphi.
   Typing was very sluggish also. I'm fixing that right now. I'm rearranging the code so that interrupts are running more. This will allow the keyboard to be read more often. This problem is only occuring during a telnet session and not at any other time. But it will be fixed shortly.
   The best part is that I was actually able to telnet into here. Earlier today, I got in and even was able to read the 4 email messages that were waiting for me. I then went to the forum to see if I could leave a message stating that I was in here "live with a 64", but then the keyboard problem came along. I'm in here with my laptop right now.
   I also telnetted to "bbs.docsplace.org". That site seemed to give me less trouble than Delphi. Something about the way Delphi's telnet software is programmed makes it kinda goofy to get logged in. If I send information to Delphi's telnet port too fast, it seems to miss about half of it and I have to repeat it. This is something you can't see on the screen, but I can tell it's going on because I'm capturing a log file of every byte that goes back and forth in order to debug the system.
   -Maurice >>

More soon ... !

REMEMBER, REMEMBER ?

Some of this many people might have heard/read before, but I will try to cover all aspects of the group, its members, intentions, purposes etc.

Everything started in mid 1997, at that time most new games coming out for the 64 were in the main either a load of rubbish or variations on old puzzle games, a lot of crackers at that time thought it was time to call it a day as there was no more challenge for them. The group I was in at the time 'Avantgarde' had seen some good times on the 64, but basically we just drifted apart, until one day in late 1997 I recieved a letter from one of the 'AVT' members, Jack Alien, he and 'Hok' had been toying around with old games which they had not seen working 100% in the past, and had done a few of them again having de-bugged the originals. They were thinking of forming a low profile group to continue with this work, and was I interested in joining them.

My instant reaction was 'yes', so in January 1998, 'Remember' became a group of just four ex. 'Avantgarde' members, with a few more tagging on at the onset. Incidently, all the remaining members were German, so communication in the beginning was difficult, then we all got ourselves PCs, mainly for e-mail and fast communication.

The main object of the group was, and still is to make games work 100%, a little later we decided to add documentation to the games and also loading pictures which in the past had never been seen on many games, we also thought it would be a good idea to put a load of trainers into the games where possible, not always a brilliant idea i know, as once some games are seen to be completed, then the interest is no longer there either, choose how good a game might be.
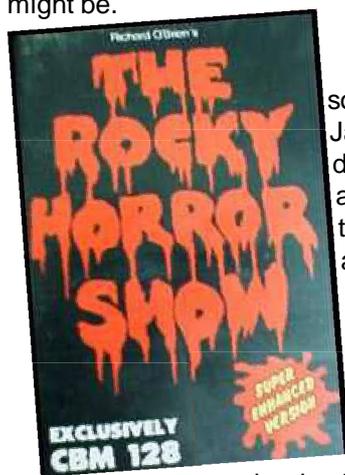
So we made a start, using some of the de-bugged cracks Jack Alien and Hok had already done, I believe 'Stormbringer' and 'Rocky Horror Show' were the first to be completed. We are and always have been open to requests for games, but sadly we have not always had access to the originals or the documentation. Even now we want to put out the games 'Super Pipeline I &2', but we cannot get the dox for 'Super Pipeline I', this is the only thing holding back these releases. We also want to do a 'Dizzy' compilation using all 12 'Dizzy' games, but just two elude us, 'Crystal Kingdom Dizzy' and 'Spellbound Dizzy', the other ten games are completed along with Dox etc. There are many other projects in a similar position, but we feel we need to get all infos first to keep up our standards.

During 1999 the group settled down to eight regular members, just a nice balance, four crackers, three fixers, one pr member, two original suppliers and one main swapper, I know that adds up to more than eight, but some guys do more than one thing, and two even do graphics and logos for intros to try to make the group self contained. Our website 'Imortal Antiques' is now back online, and all releases can be obtained from that site, I think 197 games are now on site.

As I said earlier, the group was set up for fun, for our own enjoyment, but we have now got quite a following, and are the top cracking group in most magazines, but this was never intended, maybe it does make a point that the older games are far better than the newer ones, you tell me, we enjoy what we do, and we will share it with you at no cost.

I have to say here that de-bugging some games is not just a straightforward job, some games have taken up to six months to get working 100%, but we think it was worth it, for instance one of our recent releases 'Tetris' took over seven weeks non stop, we wanted to put in a 'Hi Score' saver, the game is in compiled basic, and it had to be completely de-compiled and re-compiled again, and as anyone who knows this language will know that it is a thankless job, but, 'Tetris' was the forerunner to all 'Tetris' clones and we thought it was well worth doing.

At present the group consists of five German members, one Swede, One american, and myself, we get on extremely well, none of the old 'who gets it out first' business, and all good friends.

The full group status reads like this :-
Member / Country / Group(s) / Function
Jack alien / Germany / Remember / crack, fix, graphics
Hok / Germany / Remember / crack, fix
L'Trimm / Germany / Rem/Ons. / crack
Fungus / U.S.A / Rem/f4cg / crack/fix
Intruder / Germany / Rem/f4cg / Public Relations
Fatman / Germany / Remember / Original Supplier/swap
Walker / Sweden / Rem/F4CG / Swap
Derby Ram / England / Remember / Part time crack/supply/swap.

And there you really have it, all I can say to end this is that if you want any particular game you would like to see the whole of, let us know and if it is feasible we will try to help, but if anyone reading this has any of the games or dox mentioned earlier I would be extremely greatful if I could purchase, borrow, or beg them from you, if borrowed they will be returned a.s.a.p or quicker.

We are here to please you

Barry/Derbyshire Ram/Remember

GoDot

Arndt Dettke talks to CS

As all my poor mates know, I have been raving about the graphics program GoDot. I have raved on about it even more on another page, but here is the low-down on the author of the program, Arndt Dettke.

First off, could you tell us a bit about yourself ?

Hi, I'm Arndt Dettke from Minden in Germany, not far from Hanover where this year's World Expo will take place. I'm almost 47 now, have the dearest wife and daughter and an even dearer little dog.

When did you start using a Commodore, and programming?

I'm a from-scratch-user of the C64, bought mine in early 1983 (which is still in use; most of GoDot originates from this machine). I wrote my first (BASIC) programs *without* any computer, just to see if that would be fun. Heck, it was! After re-coding BASIC games out of magazines to learn how to deal with the 64 I got to know Simons' BASIC. It was such an ugly bag of bugs that I decided to learn ML, and I completely rewrote this interpreter. Only recently I posted it to comp.binaries.cbm, after more than 10 years of silence over these hills (its name is TSB). Writing an interpreter was the first step to GoDot, however.

How do you relax, with or without your computer?

I take my acoustic guitar and play and sing songs of Crosby, Stills, Nash (Brit!) & Young, or of Cat Stevens, or of course my own which sounds a bit similar to the aforementioned music.

What inspired you to create GoDot, and when did it all start?

Well, I haven't been inspired to write GoDot but I've been asked for it! One day in 1991 (I think it was late 1991) Wolfgang Kling came to my door and said: "Hey, I'm Wolfgang, I know much about graphics, and you're a coder. Let's work together!" And then we worked together. Both of us were Amiga users those days and we took the most useful Amiga image processor as a model for GoDot's GUI (that was Art Department Professional) which I first coded and tested with my TSB (!) That done, the GoDot kernel was created, the GoDot file format and the rendering algorithm (after much thinking, discussing and Coke). At this time Wolfgang had no ML skills at all, but his ideas were brilliant as everybody can see today. So, the kernel and the rendering machine were the start-offs. And of course our

decision to let it all be open to additions. That is the reason why GoDot is still alive, and will stay alive.

How many people helped you with the program, and what key roles did they play in the release of GoDot when it was first released ?

Wolfgang and I worked on the code and philosophy. And my connections to 64'er Magazine (I have been article writer and program tester for them) made it possible to have GoDot as the Program of the Month in #7 issue of 64'er in 1993. The key role was GoDot itself. It was simply impressive...

How helpful were CMD in getting the program spread?

Well, not too much in the first years. They became aware of GoDot by their European distributor Rick Gaudet who also tried to get CMD and me in contact. It lasted almost two years and in late 1998 CMD started to distribute GoDot in North America. They're exclusive world distributors of GoDot except for German speaking countries.

Overall, how do you reckon people rated GoDot?

That's a difficult question! If people know about GoDot, and have played with it for some time, they rate it quite useful. (I hope they are delighted, actually.) Well, my impression is, too few people know about GoDot. At least, there could be much more feedback about it. If there was more feedback I could more realistically answer to your question.

Can we expect any big upgrades to the GoDot system soon?

GoDot gets updated permanently. The News section on my GoDot website reports on this pretty regularly (www.godot64.de). A big leap will be the transcription to CLiPS (www.clips64.de) when the CLiPS API will be finished. That will mean GoDot 2.0 launching... (but GoDot 1.xx will be supported further on still!)

I also notice you do work for the German (now English too!) GO64! Magazine. What kind of work do you do for them?

Every text you read in GO64! has passed my hands before, either German or English, I'm their text supervisor. Also, I write articles for them ("How to GoDot" of course), do some translation and I organize the whole text production. The editors of GO64! never met personally, all comes to existence by Internet mail connection. I hope I never lose track... <g>

Are there still a lot of Commodore users in Germany, and how healthy is the 'scene' over there?

Yes, like in every other country, too, we have many C64
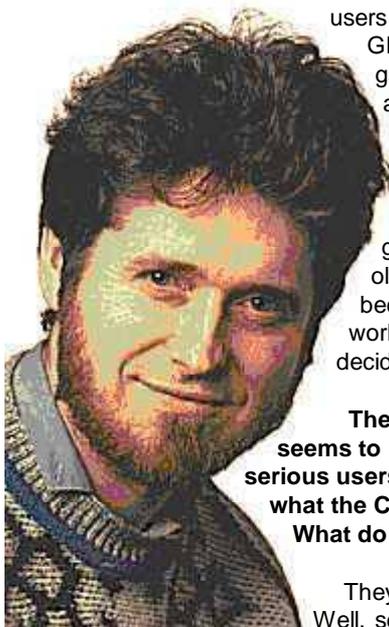
users still. Most of them are GEOS people, however, or gamers. I have to grin a bit about the word 'healthy'. Pretty many German C64 users are younger people, pupils or students, but there's a comparable other group of users that are much older. Both are stable groups, because when you decide to work with a Commodore, you're decided by heart!

The UK scene sometimes seems to be caught in a war between serious users and games users about what the Commodore is best for now. What do you reckon ?

They all should be GoDot users! Well, seriously, I see the Wave coming. What else do we need to stay alive...

One part of GoDot that made it stand out above many other programs is that it you could use the program without any special hardware attached. What setup do you find gets the best out of GoDot ?

Simply the best. Like all programs that were cleverly designed (e.g. Wheels or Mpatch3), GoDot takes advantage of 'better' hardware. The best to run system would be GoDot on a SuperCPU, several CMD drives attached, maybe a RAMLink, and last but not least an REU. An REU is essential as long as there is no SuperRAM or DACC support yet (but will come).

Has anybody used GoDot to run an air traffic control system yet to your knowledge?*

Unless you mean mod..FlyingToasters: no! Please drop me a line if you get to know someone!

What do you think the future holds for the Commodore computers, across Europe and the US?

As long as there is substitution for defective material our Commodores will be busy all over.

Finally, is there anything you would like to say to the general public of the United Kingdom?

I'm a captive fan of the UK, have been there for several times. So nice a country! But where are all those 64 enthusiasts and UK coders? Come along and enter the world's Commodore community! It's exhausting...!

A big thank you to Arndt for answering the questions. For those of you who are unaware of GoDot, there is a discussion about it elsewhere in this issue. There is also a review in CS22. A demo version has been included in three .SFX packed files on the coverdisk – details elsewhere…

* In CMD's license agreement, it states that you are not allowed to use GoDot to run nuclear facilities or an air traffic control system !

SuperCPU
GAMES UPDATE!
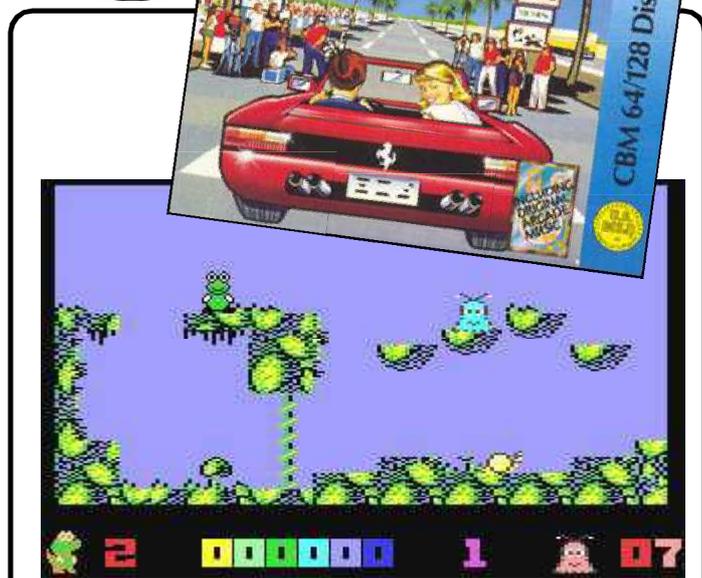
Outrun (top pic) seems to run well, although it is a bit fast and so is Elite, although you will have to freeze out the file with an Action Reply cartige to load it. There is a slight bug in Elite when running it with the SuperCPU, that is when something is destroyed, the screen doesn't clear up too well. Also, it goes at light speed when your at full speed, a little unplayable !

I am sure that someone can fix it.

Flubble and Squij (above) also works perfectly, although there is no difference in the actual game, well, not that I've noticed !

720 (below), Rolling Thunder and California Games work, although California Games has not been tested speeded up !

I haven't had much time to check any other games.

Sean Bebbington

SuperCPU kicks !

Demo by DMAgic, Overview by Shaun Bebbington.

On recieving this demo from Allan I was quite excited. I was hoping that is was something that would show off the C64+SCPU capabilities. I inserted the disk into my FD drive and loaded it with everything on my SCPU enabled, and selected Jiffydos loader and waited.

After waiting some more, I decided that I should try the burst loader, as my system didn't seem to be doing anything. This loaded quickly but crashed out. Well, it was only a prototype program, but hopefully all bugs will be fixed. I tried the Jiffydos loader twice more, and still nothing. I was wondering why it wasn't working. Perhaps it was something to do with my particular SIMMS ram, as "Stroke World" doesn't work with the ramcard loader.

On my last attempt I copied the files to my RAMLink. This was done in basic, and copies over fine with the 20mhz enabled. Success at last. The RL loaded SCPU Kicks in seconds, and I was greeted with a picture of the SCPU with a solar backdrop. After a short while, the screen started spinning and rotating in all different directions. Fine. Now, I thought, onto the next part of the demo. I pressed space and nothing. As far as I am aware, there are no more parts to this.

SCPU Kicks contains a cheesey style rock guitar song (which I think is sampled or ported over from another computer) and a screen that rotates, flips, shrinks and spins. I suppose if I hadn't seen the C64 in opperation since about 1989 I would have been impressed, but I can say standard C64 1mhz 64k demos have impressed me more. For example, I was absolutely stunned at Mathematica by Reflex, and drooled over Zone of Darkness by Taboo, which was apparently supposed to be a games release, but as far as I know nothing more than the intro sequence was written. A shame really!

DMAgic obviously show potential in SCPU demos and programming. I would have personally liked the following features/options in SCPU Kicks;

Real Time calculations, Joystick control over the screen, Speed control, and a nicer tune to listen to. (I'm not saying that it was that bad, just a bit cheesey!)

I don't mean to put down SCPU Kicks, but I probably wont have a copy for myself. That's not to say that other people wont appreciate it. Overall, I would rate this 59%. I hope that DMAgic are not put off by my comments, they are not intended to offend. I hope to see more stuff from DMAgic , though! I suppose, as they specialise in SCPU programming, I should say "Keep up the good work!"

Bye for now. - Sean Bebbington

SuperCPU kicks ! - Again

Well the first time I saw this demo I was sweating with anticipation as I too was expecting great things from this.

Before we start, I think that we have to take into account the fact that this is the very first demo of it's kind in the world (I think), and as such we have to view it a bit leniently.

Okay then, I agree that I too was expecting more to this demo, after all it fills three sides of the 5.25" disk (nearly one entire 3.5" disk !). Maybe that is where the expectations start ? Such a vast programming feat, filling up so much space is bound to create much anticipation.

Either way, what eventually fills your screen has got to be seen to be belived.

The screen movement is ultra smooth, as so too is the rotating, fliping, zooming and speed effects. What about the sound ? Well I personaly liked it and thought it was a superb example of what we can expect in the future. But we are not all the same, are we !

I have sent copies of this demo to various people and they are in the same frame of mind as me and they too understand that what we have here is the early days of SuperCPU programing.

I think that we have to give it a fair crack of the whip and say a big 'well done' to DMAgic for this demo. I can't wait until the next one.

If you want to see this demo for yourself then drop me a SAE and a 3.5" disk (or 2x 5.25") to the editorial address and I will copy it for you. It goes without saying that you will need a SuperCPU with at least 1Meg on board.

My thanks to Sean for his honest review - which I have left intact for you all to see. I'll be sending you the next one when it arrives Sean, so keep your eyes peeled !

Allan Bairstow

If you feel like getting into the driver's seat then
BRUM, BRUM, NEEEEEEEEEEEEEUM!

Yep, that's right, get your self strapped in because I'm going to be taking a look at C64 racing games. Okay then, what are these great little titles? Only one way to find out, just read this feature and you'll see for your self. It's a review of C64 racing games.

SUPERTRUX

(C) Elite Software (Although it says Encore on the cover)

You're bound to need a few gallons of petrol in this racer. It's pretty unusual, but it is an interesting racer. Using a joystick in port II, you need to drive really fast to checkpoints and beat the clock. Extended play is also awarded to you if you complete a checkpoint, which is good really. The roads are pretty colourful and there are plenty of obstacles, which slow you down. For example, you have other trucks trying to block your space in the road, really tough bends, cones that can also slow you down, and also signs, etc... The sound in the game is very basic, but I think that the game is fun, being written in 1988. There are plenty of levels to keep you in the driver's seat. The roads are very tough to handle, but over all this game is highly addictive. The downpours in the game; is the loading time, which you have to wait for. Well, Elite always used Novaload didn't they?

RACE RATING: 8/10
- Touching Perfection

ENDURO RACER
by Elite Software and SEGA Enterprises

It's another racing simulator, but this time you're not in a truck. Oh no! You're burning rubber on a motorbike. This game looks similar to the game "Super Hang On". You are driving a motorbike across the road, where there are obstacles in the way. You have to yet again beat the clock. While you are playing the game, there's in game music composed by David Whittaker. There are plenty of bends, water and superb music in the game. One problem, how come this game is so addictive?

RACE RATING: 9/10
- Very Addictive

HOT ROD
by U.S GOLD and Sega Enterprises

I like the use of digitising in this game. This game is a bit like "Slicks", but apparently I prefer Turbo Outrun, as I quite find the 3D-look racing games. Anyway, "Hot Rod" is not that good, as the racing is too slow. The graphics in the game is pretty cool, but overall the game is poor. Maybe if the game had been sped up, it would have played a lot better! The game even takes too much time to load. It's definitely not worth the wait. Yawn!

RACE RATING: 3/10
- Bloomin' slow, and so is the loader system.

TURBO OUTRUN
by U.S Gold and Sega Enterprises

It's fast, it's furious and it kicks bottom. Yep, I'm talking about "Turbo Assembler" oops, I mean "Turbo Outrun". It's another of these racing simulators, but is one mean game. You have to beat the clock and reach the checkpoints. There are even some cool soundtracks composed by the Maniacs of Noise. The game has a dud multiloader, but it is worth the wait though. You have to avoid colliding into signposts, trees, etc and get into the fast lane, else your girlfriend will not be impressed and she'll slap you ore something like that. The game is pretty enjoyable, with a superb in game music. It may be a very long loader, but it sure is good fun to play.

RACE RATING: 9/10
- Pretty Addictive

by Richard Bayliss

Cheat and Beat

Cheat & Beat 16
by Frank Gasking

Logo by Vinny Mainolfi

Welcome to the 16th episode of Cheat and Beat, with more cheats and delights for you to taste. This issue sees the inclusion of a new game map of "Bruce Lee" to show a glimpse of things hopefully to expect in future issues. Lazyness is a factor though! ;-)

This issue also cheats through a few of the covermount games you have experienced over the last 2 issues. As well as this, there is some more Quicky Pokes to try out and also a few non-cheats for finding hidden things and messages in your favourite games.

COVERDISK MANIA

SLINKY (Cosmi - CS Coverdisk 27)
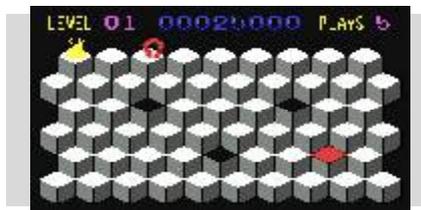
The classic toy brought to life on the C64 (alas, Q-bert style) is a tad tricky with some annoying creatures to avoid. Spring back into action with a helpful hand...
POKE 7376,165 (Lives.) : SYS4096 (For reset switch users.)

AVENGER (Commodore - CS Coverdisk 27)
Probably the best Space Invader clone on the C64 and still as addictive as ever!... Here's a lengthy cheat for you Space Invader freaks!...
POKE 2916,165 : POKE 11620,165 : POKE 60772,165 (Lives.)
SYS2240 (For reset switch users.)

STROKE WORLD (Protovision - CS Coverdisk 27)
This cool little game is fun to play, but a little frustrating in places. Start the game, freeze and enter these cheats.
POKE 37537,165 (Time.) - From Richard Bayliss
POKE 37643,165 (Lives.) - From Richard Bayliss
POKE 37633,165 (Energy.)

Passwords - L2 = "**BODY BUILDING**" (With a space.)
             L3 = "**BICEPZ**"
             L4 = "**SPINAT**"
             L5 = "**THE FINAL HORROR**" (With the spaces.)

METAL WARRIOR (Cadaver - CS Coverdisk 28)
Give Ian a hand catching Sadok's killer with some more lives to boot.
POKE 2794,173 : POKE 3189,173   (Lives.)

BAGDAD (CS Coverdisk 28)
Addictive Joust clone with "BAG's" of playability to offer (Groan!)
POKE 3882,173 (Lives.) : SYS2061 (For reset switch users.)

WET PAINT (CS Coverdisk 28)
This tron style game is definitely better than watching paint dry, and wet it will stay with this cheat...
POKE 3883,173 (Lives.) : SYS 3724 (For reset switch users.)

HIDDEN BITS

Did you know that many of your games and programs have hidden messages and things inside them?... Well here is a few "Different" cheats and tips to find some...

TRAP - To get the hidden demo, enter **"DEMO"** on the high-score table (Though you may need to get first place for it to work.)

ARMY MOVES - Enter code **79681** on part 2 to get a hidden message from the programmer and a memory code area to search for even more hidden text!

ANY OCEAN/IMAGINE GAME WITH THE FREELOAD LOADER
Games with this loader are very likely to have a hidden message, and this can be found by simply waiting for the scroll-text to start up, then Reset with your AR cart, and go into MONITOR. Entering **I*0800-** will list the code as text (Press Shift and C= to show up any hidden text which might whizz past you.).

WARREN PILKINGTON'S PROGRAMS - Waz obviously likes hidden messages, and often his demos are full of them!, and some are nice and lengthy too!. His Quadruped Tearaway demos are a start, and all accessed using the same method being **I*0800-** .

ARMALYTE - On the text loading screen before the main picture, Freeze the screen and go into the AR cart's Text Editor and scan the black area of the screen near the bottom, you will find a hidden message written in black which is a hidden credit to someone who obviously had a grudge :)

AND NOW... BRUCE LEE MAP ON THE NEXT PAGE...

**C&B
Continued...**

BRUCE LEE
The Map

Map by Frank Gasking

The End!

TIPS FOR GAME
Use player 2 (Green bloke) as someone to fend off the Ninja enemy for you.

Make sure you realise which parts of the background will let you climb around, as the GFX is very basic in places to leave you guessing.

Action Replay Poke
POKE 6182,165 (Lives)
SYS ???? (For reset switch users.)

Well, thats it for this issue... Next issue will hopefully see another game map or at least a full solution, plus there will be more covermount pokes, along with other normal and strange cheats.

Thanks to Richard Bayliss for the "Stroke World" Lives and Time cheats, Vincenzo Mainolfi for the cool logo and to "Datasoft" for making Bruce Lee only 19 screens and easy for mapping :)

If you are after a cheat, map, solution or want to contribute something to a future installment (New Maps are welcome!), then please contact the editorial address, or e-mail me. "Cue the e-mail address!!..."

enigma@fgasking.freeserve.co.uk

QUICKY POKES!

Game	Poke	Cheat
MC DONALD LAND	41674,173	Lives.
"	34849,173	Energy.
THE SENTINEL	8522,173	Energy.
"	6679,173	Cannot be drained.
POTSWORTH & CO	41862,173	Lives
"	46459,234	
"	46460,234	Energy (2 pokes)
PP HAMMER	8818,173	Lives

OBSESSION
* OBSCURE GAMES *

by Wayne Womersley
& Andrew Fisher

SCORPIUS
(Silverbird, £1.99)

Released in the late 80's, this one or two player (simultaneous) game blended elements from a number of classic arcade games including R-TYPE and SALAMANDER. The Rowlands Brothers who went on to do Creatures and Mayhem in Monsterland had a hand in this. (They actually answered a classified ad looking for people to work on a computer and joined up with the programmers Daisy Soft (!) before going solo with the help of their parents.) TIP: Count to 4! Collect 4 'P' at the start, then shoot the next icon to R (rapid fire). When you die, simply shoot the 'P' once to become R, and start collecting again.

PANTHER
(Entertainment USA, £1.99)

Best remembered for it's excellent David Whittaker soundtrack, this is heavily based on Blue Max, even down to the isometric scrolling and variable height. Rescue survivors and shoot lots of attack waves. Some nice scenery let down by the repetitive nature of the gameplay. TIP: Use the scanner, and watch the enemy animation. When they appear to "roll", they are moving to the same height as you. Shoot first, don't ask questions later!

BMX SIMULATOR II
(Codemasters, £1.99, or £3.99 on the Quattro Racers compilation)

This is the sequel to the game that launched CodeMasters, now a major player in the console market. Richard & David Darling wanted an improved version of the original, and the Oliver Twins (creators of Dizzy) programmed it. Split into two parts (grass-track and the expert-level Quarry Racing), and with up to four players at once, this is good but not brilliant. TIP: If you run into a computer biker from behind, you fall off. If they run into you, they fall off (much fairer than the original)
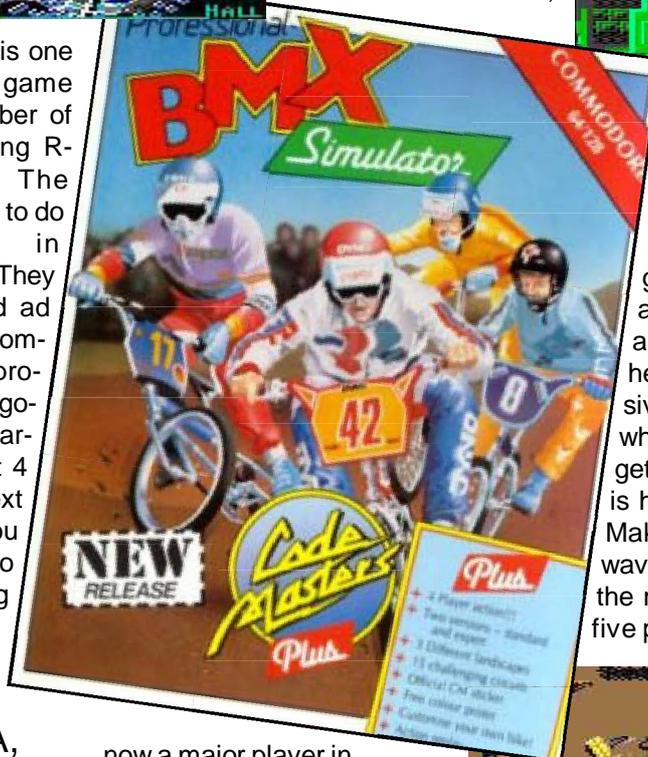
OCTAPOLIS

(English Software, £8.99 tape, £13.99 disk - never re-released)

What happens when you cross a Sanxion-style split-screen shoot 'em up with a leaping, shooting platform game? You get Octapolis, complete with it's amazing overlaid graphics. There are cute little aliens and huge bull-headed monsters, plus an impressive variety of flying enemies all of which use at least two sprites. It can get repetitive and the difficulty level is high, but this is a rare gem. TIP: Make sure you shoot all 20 attack waves on each level; that will clear the monsters from all but one of the five platform scenes for that level.

MUSIC SCENE

Article by Richard Bayliss

Last time I gave you a big list of instruments for you to create on the DMC V4.0B music player. Well this issue, we'll be taking a look at the track and sector editor, which I'm sure you'd need to know about, to become a really cool C64 musician. Okay, lets' get started shall we? Load up your musical instruments and then enter the track editor and do as follows:

```
TRACK 1      TRACK 2      TRACK 3
  00 00        00 01        00 02
 -END-        -END-        -END-
```

Okay, here is how you can get to the sector editor. From the track editor, highlight whichever sector you wish to use and then simply press the SHIFT key and RE-TURN, while SHIFT is still pressed. Once you are in the sector editor, you'll need to know how to set various commands in it. The following keys show you how these are done.

SHIFT and :/; increments or decrements the sector number

SHIFT and , or . injcrements or decrements the transpose of the sector, starting with the chosen note

SHIFT and D sets the duration speed of the tune

SHIFT and V set up a volume control for the note (SET AS $0E for last note)

SHIFT and S set up a sound

SHIFT and G sets up a glide

£ sets up a gate

The keyboard (Q-P) and (A-]) plays a note

1 - 7 sets the octave of the note

Up arrow puts selected notes from sector into buffer

@ places buffer into sector

Okay, now try this.

```
SECTOR 0
00 SND.XX
01 DUR.06
02 A-4
03 B-4
04 C-5
05 D-5
06 D-5
07 D-5
08 D-5
09 B-4
0A END!
```

Now try and add some drums on the next sector

```
SECTOR 1
00 SND.XX
01 DUR.0c
02 A-3
```

```
03 SND.YY
04 A-3
05 END
```

Now for the main body of the tune.

```
SECTOR 3
00 SND.XX
01 DUR.03
02 A-1
03 END
```

Now press F1 to play your small ditty and then try and fast forward your tune, by using the F7 key. F3 stops the tune and F5 continuously plays it.

IN COMMODRE SCENE ISSUE 30

In the next issue, we'll be doing better music than this small ditty. We're going to go heavy metal !

So tune in then for another edition of the cool "Music Scene" feature.

Richard Bayliss

CD-C64/128

At last there are CD-ROM readers for the C64 and the C128. Not only that but Commodore Scene has got permission to distribute the following commercial (prices below) and Public Domain (free) programs. Commodore Scene can now also bring you a CD reader for your C64 or C128 for the staggeringly low price of £80.

The following software should be available by the time you read this.

From Achim Taege we have : **CD-ROM Commander 128**, £20. **CD-128** (Music CD player - C128 only) £unknown. **CDcreater128** (not available yet), **CD-ROM Commander 64**, £20.

Also we have **CD_ROM 64/128** (Gateway driver) £10, **InstallGW_Drives** (installs Gateway drivers on non-Gateway systems) £free, **HD_ZIP** (use HD, ZIP and SYQUEST drives) £free, from Roy Bachmann.

IDE64

News from the **IDE64** camp is that the following is now available : **IDE64 interface** (complete version, fully assembled) £90. **CD Player** (plays music CD's) £free and **Atapi CD-ROM driver** (HD controller for the c64 or c128) £free.

If you would like any of the £free software then just drop me a SAE & disks and I will copy them for you.

FANZINES ROUND-UP

Gimmie, gimmie, gimmie ! Here is another roundup of what has been dropping through the CS postbox recently. The **LUCKY REPORT** (Dec '99) is here again with yet another wonderfull full colour cover, don't forget that these covers are don purely on a Commodore using a laser printer. Inside there are various articles such as 'Y2K patches for GEOS', 'The last Commodore', 'Holiday Humor' and much more.

What's next ? Next up we have not one but three copies of the newsletter from the Commodore users group that is **The Village Green**. Many reports are made from what appears to be a well organised group which also boasts it's own shop ! There are some nice pictures throughout each newsletter which have been captured using a Commodore. The most current issue has pictures from Judge Dredd throughout - very nice.

The **COMMODORE MAILINK** (two issues) is up next and I have also been sent a copy of the optional coverdisk for me to peruse. There are many and varied articles in these issues all of which are a good read. I have not had time to run through the disk yet.

So, what of the UK scene ?

Up first we have the current issue of **RETRO CLASSIX** (24). Another nice colour cover adorns this issue. Inside we have yet another great collection of articles along with regular columns from Dave Fountain (CRASHED) and yours truly. It would be unfair for me to blow my own trumpet for this fanzine so I will just say - go and buy it now !

When this issue of **CRASHED** (29) dropped through the door I thought Dave Fountian had lost his marbles ! It is twice as thick as it normally is and weighs an absolute ton ! On further investigation, it appears that the printer did not understand what he was supposed to do and ended up printing the entire print run on seperate sheets, idiot ! Despite this et back, the contents are of the useual high standard. I still say that even though this fanzine is printed out using a Spectrum, it is remarkably good in the final quality. Good one Dave.

Commodore Zone (14) eventually arrived through my letterbox after what seemed to be an age. Why do I get my copy several weeks after everybody else ? Anyway, enough grumbles ! We start with a fabulous full colour cover and inside we have, yet again, the very high standard of varying articles. It has to be said that this fanzine is geared more for the games player as the overall content is set up towards having a bit of fun ! I think I have just talked myself into a corner here ! There is a review of CS26 in here as well which ended up giving us a respectable 88% - thanks for that Kenz.
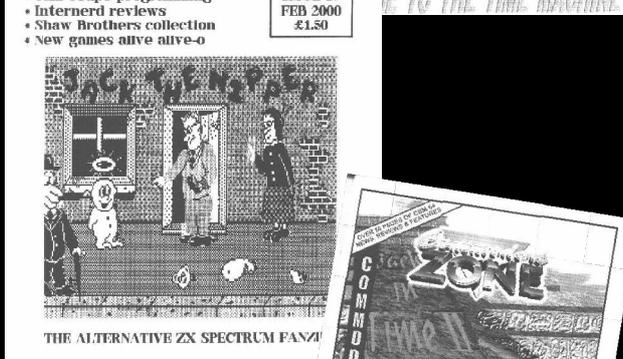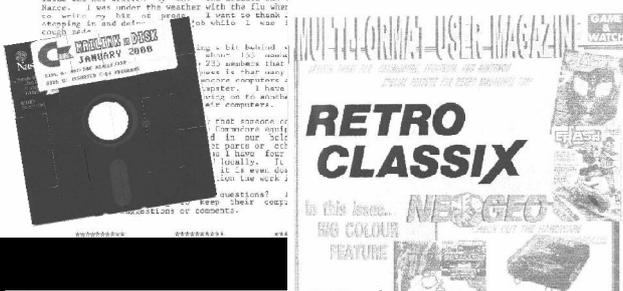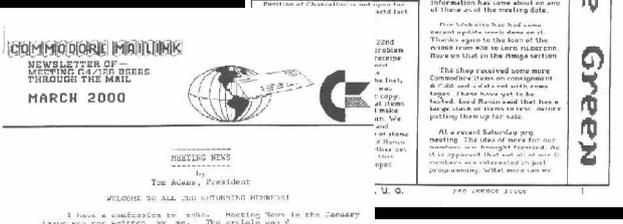
COMMODORE WEB

The CS web page was built by :

Designed and maintained by
Chris Sparks
w e b d e s i g n
E-mail: sales@chris-sparks.co.uk
http://www.chris-sparks.co.uk

The Commodore Scene web site is now fully up and running.

My thanks go to Chris Sparks for his generous efforts and expertise with this site as it is all his own work.

The site contains information about Commdore Scene and also much more. You can order goods on-line through th 'Importing' section (you can't pay for them on-line though), you can read up to date information about aspects of the C64, catch up on new features and forthcoming issues and even download and print out some full articles that have appeared in past issues of CS.

More sections are planned for the future and by the time you read this you should be able to view a new section about Commodore and the CD reader that is now available. This section will (hopefully) also include free software to download which you will be able to use with your new CD drive.

The site will be updated fairly regularly but its main aim is to bring in new readers from all over the world and bring together the Commodore comunity as a whole.

I would appreciate any comments about the site to be directed to me but if you wish to contact Chris personaly to tell him of any flaws then please do so but bear in mind that he himself knows nothing about Commodore !

Allan Bairstow

CONTAX UK
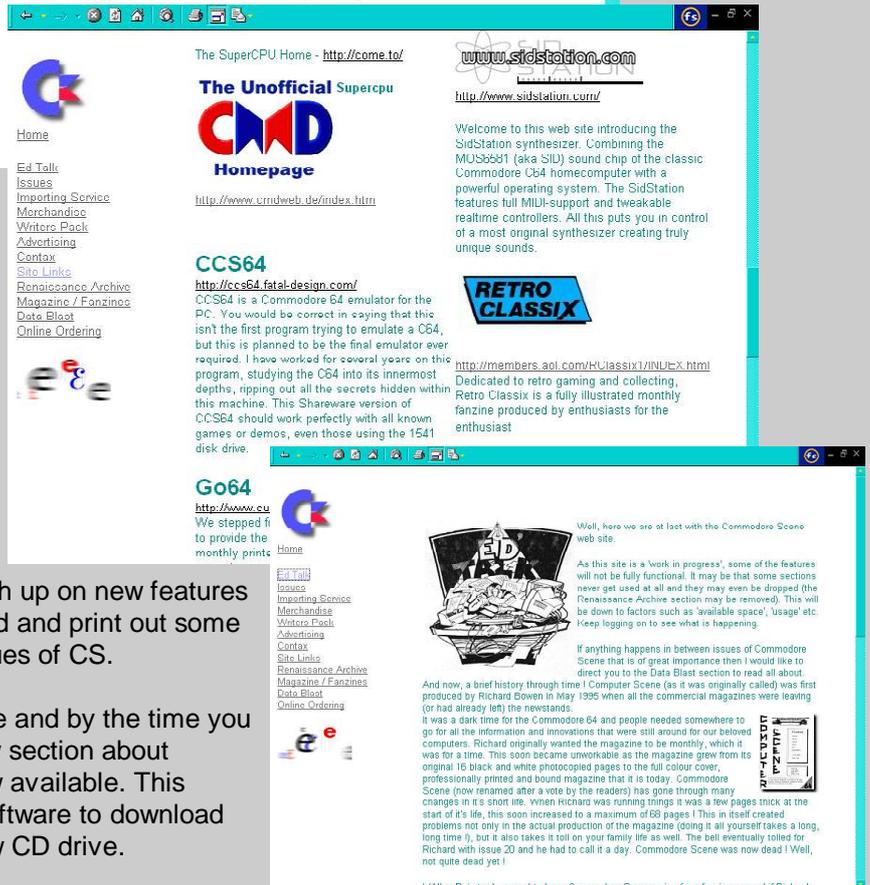
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Fax : (0113) 2861573
E-mail : allanbairstow@compuserve.com

ADVICE ON ?

<u>Allan Bairstow</u>
- General, GEOS, See 'Commodore Scene' box
<u>Mike Berry</u>
- Programming
6 West Bank Street, Hindsford, Atherton, Manchester, M46 9AQ
<u>Andrew Fisher</u>
- Technical, GEOS, Music
30 Rawlyn Road, Cambridge, CB5 8NL

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E-MAIL

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<u>Frank Gasking</u>
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<u>Richard Bayliss</u>
RChrisBayliss@yahoo.com

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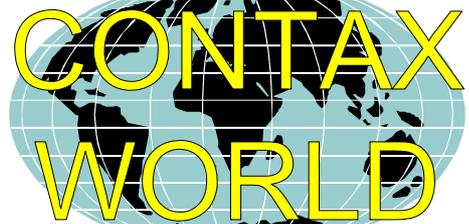
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<u>C= Voyages</u>
Fresno Commodore User Group, PO Box 16098,
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<u>GEOS Publication</u>
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USA
<u>LUCKY Report</u>
K.Dale Sidebottom, PO Box 303, New Albany, IN
47151-0303, USA
<u>The Village Green</u>
C.C.U.G. #447, 623 29th St., Astoria Ore. 97103

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1st April 2000

STONEAGE 64!

Alligata   Interceptor Micro's

Part Five
by Frank Gasking

Welcome back to another look at some crusty old C64 games dating back to the early 1900's (A *little* exaggeration there!)... Join me as I talk to "Wanda", slate down a dog awful space game and take a pop group to the No.1 in the charts!...

THE FABULOUS WANDA (1983 GAMES MACHINE)

This is an old favourite of mine. A very simple text/arcade adventure where you must find out about "Life, The Universe and everything", all from a alien woman called Wanda. This involves raising money (Klebs) by playing a simple game, gambling, buying drinks and talking to locals. Very simple and awful graphics and sound. Most of the game was written in Basic, but a nice little game for a little while with early signs of interaction coming into games.

RATING 5/10

GRAVE ROBBERS (1982 RABBIT SOFTWARE)

Another Rabbit game, this time a text adventure. This game is written in Basic, and it shows a bit. Nice effects though, to show lightning, considering its a text adventure. The aim is to dig up graves, getting past a nasty dog and other situations. Not a very polished adventure game, with a limited English word recognition, making it something to avoid. The game also seems to want to crash a lot too, if certain words are entered.

RATING 3/10

HOVER BOVVER (1983 LLAMASOFT)
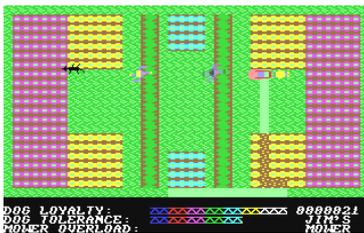
By one of the top C64 coders to of graced the scene, this is typical Minter, weird and wacky. The aim is to cut lawns with someone else's mower (That you "Borrow"), while avoiding angry neighbours and dogs which seem to be on Prosaic. Its addictive stuff, and similar in the way of Pacman and Tron combined. Good graphics and some nice cutting sounds with a cheery rendition of that English garden song. Good addictive stuff from Jeff Minter!

RATING 8/10

IT' S ONLY ROCK N' ROLL (1983 K-TEL)
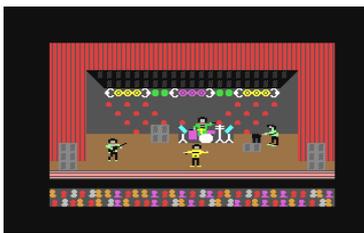
A management game this time, from the infamous K-Tel. You are a new band who has to go all the way to the top, hire a manager, go on tour, start a fan club etc. Not very realistic, with simplistic graphics, awful sounds when the band plays, but it is a good laugh for a while with some playability to make it worth looking at. And the song lyrics made up are as good as Bros :). Even though this game is nothing special, you still get a buzz when your first record gets to the number one spot! (Yes, I said "record", so it IS old! :)). If you can find the game, then get it for a laugh.

RATING 6/10

MOON SHUTTLE (1983 DATASOFT)
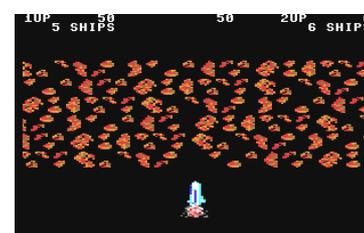
Next up we have a bog standard shoot-em-up, where you must guide a shuttle through a few different attackwaves and asteroid belts to navigate through. Juddery movement, bad graphics and painfully weak sound effects make this a terribly awful game to look and listen to, plus it plays like a brick with about 1 min attention span before reaching for the off button. I've seen a Vic20 game which has the same style of gameplay, and it knocks the pants of this game. The game also isn't that big in size, and repeats itself a lot, making it as interesting as that Brick I mentioned. A bit of a surprise from the people who made Bruce Lee and Zorro.

RATING 2/10

PLUMB CRAZY! (1983 TERMINAL SOFTWARE)

Not quite up to Terminal Software's normal standards, but a nice game anyway. You must connect up the pipes to make a water flow connection using the different shaped pieces, and avoiding the rocks and other obstacles. Similar in a way to Pipemania and Super Pipeline (Obviously because they involve pipes!!), but not in the same league. Very simplistic, with basic sounds and graphics. But the main sprite is fairly cartoony for its age, and the sounds are as best as they can be for its age too. A little novelty value here, but nothing much else.

RATING 5/10

Next Issue

Well, the time has come... The final installment will feature some *real* gems of the very early 80's which put some 90's games to shame as I uncover a final batch of games from the golden oldie era. Till next time! :)