ZIP

it up !

The Commodore way

100mb & 250mb storage

commodore scene ed talk

Welcome to another (rather late) issue of Commodore Scene.

My first job for this issue is to let you all know the sad news of the death of a fellow Commodore friend and CS subscriber - William (Bill) Kennedy. My thanks go to his wife, Grace, for sending me his obituary which I have reprinted on this page.

Holidays : I recently had my family holiday in Florida, which was nice. Since coming back, I have been overloaded with work (at my real job) and this has meant less time for magazine production. Also sidelined for a while has been the CS-DOOM project and a couple of other things I had been beavering away at.

As it is now 16th September, things are easing off a bit and I am now trying to get back on track with everything that has been building up. This double issue should keep you all busy until the final instalment in December.

C=VGA : Those of you on the mailing list for the C=VGA will already know that while I was in Florida I met Neil Jansen and the new improved mk2 unit - it works !! - got to page 75 to see it.

Articles : Some people have been requesting more articles and reviews on games based software as they think the 'technical' side of Commodore computing is getting more coverage. Well, as I have said many times before, I can only print what gets sent in ! At the moment there is more technical stuff than

KENNEDY, WILLIAM RICHARD, of Birmingham, passed away on Saturday, May 22, 2004 at the age of 81. Mr. Kennedy was an alumni of Birmingham-Southern class of 1944 and an Elder in the Presbyterian Church. He retired after 47 years at American Cast Iron Pipe Company in the Spectroscopy Department and was a member of A.S.T.M.

Survivors include his wife, Grace R. Kennedy; daughters, Cheryl L. Kennedy and Gwen K. Parker; two grandchildren; brothers, James Kennedy and Edward Kennedy; sisters, Vermelle Bishop and Charlotte Lyle; and several nieces and nephews.

The family will receive friends at Ridout's Trussville Chapel on Monday, May 24th, from 5:00 PM until 7:30 PM with a funeral service in the chapel on Tuesday, May 25th at 11:00 AM with Charles Mozley, CLP, and Rev. Chris Jones officiating. Burial will follow the service in Elmwood Cemetery. In lieu of flowers, memorial donations may be made to the Grace Presbyterian Church Building Fund, P.O. Box 219, Trussville, AL 35173. Ridout's Trussville Chapel is directing.

Ridout's Trussville Chapel
Dignity
205-655-2173
www.dignitymemorial.com

there is games stuff. I would love to print more games articles so please feel free to send in your reviews. It is worth pointing out that most of the people moaning about the lack of material have not yet put pen to paper !

On a better note, Scott Julian makes his first appearance with a good first article on cartridges which you can find on page 74.

Also in this (and the next) issue, there are many articles that have been held off for one reason or another. Well it is now time to print them before its too late, so they are now in for you to read.

Star Commander : I get an awful lot of questions about hot use Star Commonder and the XE1541 cable and because of this I have been repeating myself quite a lot :-) In the christmas issue (50) I will dedicate a large article to this very topic to quell any further queries. Oh, and by the way, I will not be covering how to use Star Commander with Windows XP - if you have tried it yourself then you will understand why I will be giving that O/S a miss.

C= Manual : Also in time for the christmas issue will be Nigel Parker's (with a bit of input from me) 'one page commodore manual'. This is a quick reference guide to most commodore commands.

Bye for now ......

DATA : Need a 1581 but can't get hold of one - how about this ? Version 0.1.0 of the **DCN-2692**, which is a controller board that works like the CBM-1581. **http://www.iki.fi/mkl/dcn2692/** The asking price is 85 euros per unit including minimal shipping costs worldwide without shipping insurance. The designer is currently working on an update for the CPLD code, which will then allow it to use a secondary floppy drive on the floppy cable. Also the clock signal to the WD1772 can then be doubled, so it should be possible to read and write high density floppies. Memory management registers will be added to use up to 32 KB RAM and 128 KB ROM (programmable, eg. AT29C010A) Of course, all of the new features above need custom software to be of use. More news as and when it is recieved.

DATA : Here is a link for the **Frodo C= emulator** which runs under **Palm PDA's**. (Picture below). Frodo for the Palm is very interesting. **http://frodopalm.sourceforge.net/** Way back in CS2003 on page 131 we reported on the **e32 Frodo** c64 emulator for the Nokia 9210 and don't fogret, the **Pocket C64** emulator for your pocket PC - see CS2003 page 116 onwards.

DATA : The developer's version 1.2 of **Contiki** is now available. Contiki is the multi-tasking o.s. that can run on unexpanded C64's. The developer's release 1.2 still has bugs to work out in comparison to the public version 1.1. **http://www.sics.se/~adam/contiki/download.html**

DATA : First we had access to Compact Flash cards with the IDE64 and now we can use **MMC** (Multi

Media Card) and **SD** (Secure Digital) cards via the **MMC64** (above) device - see page 75 for details.

DATA : Well, its been a long time in the waiting but at last its here ! From **Protovision, Metal Dust** breaks cover and was reviewed in issue 11 of **Retro Gamer**. We all know **Shaun Bebbington** wouldn't lie to us, so when he says its good then you know it realy is ! I hope to have a copy here soon and I will be selling it in the new year.

DATA : On

Tuesday, December 21, **Jeri Ellsworth**, creator of the **C1** and **C64 DTV**, had an interview broadcast on KGW-TV, channel 8, the Portland, Oregon, NBC affiliate television station, during the 10 o'clock night-time news hour. The 30-minute interview was shot at Jeri's house and was whittled down to a 1 1/2 minute segment. The news segment can be bought from Moba Media, 503 223-1677. It is $55 for a VHS tape or $60 for a DVD-R, not including shipping. Jeri also got a full article on the New York Times - pop along to - **http://www.nytimes.com/2004/12/20/technology/20joystick.html?8dpc** - to read it for free !

DATA : The **C64DTV** is officially in the public domian now. Enterprising people have already started to hack the internals to the C64 DTV 30-games-in-one joystick. To read and see how they did it, go to the following sites - **http://www.orrville.net/dtvhacking (same as http://dtvhacking.info)** - **http://creztor.blogspot.com** - **http://www.jbrain.com/vicug/gallery/c64dtv**

DATA : **Allen Monks** has recently built a complete c128, ramlink, etc set up into a tower case (right). Go to his

website at - **http://www.commodorecheetah.co.uk/MyCommodoreWorld/MyComWorld.htm** - for more pictures and full details.

commodore scene letters & e-mails

Okay, lets go ...

Hi Allan,
Colin Thompson (G6AVK) gave me your email address to enquire whether you might have come across the printer conversion lead from a 1541 disk drove, that converts into a parallel printer. I know some years they were about becasue Colin supllied me one, but during a house I misplaced it. I m keen to put a C64 line-up back into action.
Hope to hear from you in the near future and my thanks in advance.

John - email

Hi John,
I assume you meant it ran from the serial port – that would explain the disk drive you mentioned. That type of lead is no longer available new but you may come across one second-hand somewhere - look for the XETEC or XETEC GOLD or SUPER G serial > parallel interface. You might get lucky on ebay.
The modern equivalent is the geoCABLE II which connects modern printers via the USER port on the rear of your c64. The only problem with these is that you need the software to be able to use the USER port by default, most older software can only use the serial port.
Software such as GEOS, Wheels, etc will use the geoCABLE very successfully indeed. I have my colour laser printer and my mono laser printer connected directly to my Commodore with no problems at all.
If you go for the geoCABLE then you MUST get a compatible printer - some modern printers only work with Windows and a commodore can not activate them.
The geoCABLE II is available from http://cmdrkey.com/ - ED

Hello there,

I have three 1571's that I need someone to fix for me and one 1541 C, I think it's a (c). Are there still people how still fix Commodore disk drives ? If someone out there still do fix 1571s and 1541s, please let me know and how much it will cost for one 1571 head fix. I think two of them need the head done.
Thank you very much, talk to you later !

Walter Vasser New York, USA

Hi Walter,
The 1541c should fairly easy to self repair, there are many head re-alignment programs available that should reset the heads for you. However, the 1571's are another matter. I have never successfully repaired a 1571 and I don't
think there are any head re-alignment programs for that particular drive.
I can send you a program to realign the 1541 – can you download it and transfer it back to a 1541 disk ? – ED

Hi there Allan,

I have become a regular reader to Retro Gamer magazine, and I checked out the Cover CD. I noticed that the CD contain all the Commodore Scene cover disks to date. I now have the whole library of CS cover disks from issue #4 to issue #46. Many thanks for kindly contributing to retro gamer :)

Friendly regards, Richard Bayliss

Hi Richard,

The pleasure was all mine ;-) - ED

commodore scene reader quickies

RQ - Do you know where I can get a SIMM for my SuperCPU ?

Reply : Unfortunately, I can't get them brand new anymore as Crucial Technology don't sell them anymore. However, I do have a few 16mb simms left if you want to send me a £5 note !

RQ - What Commodore 64 CDs do you have? Please could you send me a list and let me have copies of the ones I want.

Reply : As with many other things, the lack of interest in past CD's meant that I don't do any anymore, sorry !

RQ - Can I connect a 1581 to Star Commander like I do with my 1541 ?

Reply : The simple answer is yes. Without sounding rude - you really should read the instructions that come with Star Commander. Not only can you connect it but it will also tell you how to set it up !

RQ - Can the c64 use Compact Flash cards ?

Reply : Yes it can. You will need an IDE64 device to run them. In fact, you can now use MMC and SD cards too if you buy the MMC64 de-

commodore scene coverdisk

COMMODORE SCENE COVERDISK 48

Compiled by Andrew Fisher

Menu music (JOY OF SPECTRUM) by Richard Bayliss

SIDE A

ESCAPE FROM STANK
A previously unreleased adventure game from Neil Kendall, with enhancements by Richard Bayliss.

LETHAL 2
The original LETHAL was published by Alternative Software, but this sequel was never released due to disk problems. Now it's been recovered. Jump between platforms, pick up bullets to shoot the bad guys and try not to fall off!

PARANOID
A Breakout-style game from The Digital Underground

RENOVATOR
Runner-up in the 2003 SEUCK Competition organised by Richard Bayliss, this is a stylish example of what SEUCK can do and is enhanced with music.

X2004 PARTY

An eXcellent demo party that took place in October this year (www.scs-trc.net/x2004), and some of the best material is here for you to see:

LOST - the winning graphic by Deev/Onslaught
AUTUMN CLOUDS - a very original demo

6-PAC MAN - the winning tune by Drax
ALTERNATIVE FUEL - a surprise return to the C64 by musician Jeroen Tel

ROSWELL - ALIEN AUTOPSY

A clever demo from Falcon Soft

SIDE B

4K MINIGAME COMPO

The recent minigame competition had no less than 8 C64 entries, and they are all here. For more, visit www.ffd2.com/minigame. The number in brackets is where they finished, out of 42 entries:

ABDUCTED by Richard Bayliss (32nd)
Catch the men as they fall from the UFO

BVENTURE by Paul Panks (36th)
Slay the vampire in this mini-adventure. Type GO NORTH to move north for example, there are no abbreviations
(LOAD from BASIC - LOAD"BVENTURE",8)

CARD SHARKS by Todd Elliott (39th)
Shoot the enemies in this maze-based game

EGG CATCHER 4K by Richard Bayliss (29th)
Catch the falling eggs

LITTLE SARA SISTER by Ice00, Luca and iAN Coog (3rd)
Platform game inspired by Great Giana Sisters

SUB DESTROYER by Geir Straume (15th)
Kill the enemy subs

TARKUS 4K by Richard Bayliss (19th)
Horizontally scrolling shoot 'em up

THE DRIVING GAME by Darren Foulds (40th)
Drive to the end of the course

MYSTIC CASTLE
by Paul Panks

You will have to load the game from BASIC. Type LOAD"MYSTIC CASTLE",8 and then RUN.
Here's a full-sized adventure game from Paul Panks designed for the C64. Type HELP to get a list of the words the game understands.

PRIMARY STAR 2004
This Dutch demo party took place in August, and is represented by the following entries:

ABSOLUTE HIRES by W.O.W - a 4K demo with a clever effect
FASTCOMPO - winner of the Fast Compo, a short animation
BSC - the winning demo by K2 with some nice effects
00000010 - the winning graphic by Deev/Onslaught
ROCK SID - Hein covers the classic Rockit by Herbie Hancock

HEAVEN WRITER
by Laze Ristoski

There have been several different sorts of notewriters before, but this one makes your text appear in an unusual way. You can also have lots of different colours, and a separate border scrolling message.

Press F1/F3 to move between the pages
Mark the last page with F8 (an E will appear in the lower border)
On the border scroll page, use F8 to set the end of the text

Change colours by pressing CTRL+9 (to set reverse mode) and then A-O

HOW TO MAKE A CARTRIDGE
By Scott Julian

I've always wanted to design and build my very own cartridge; it's always been an area of the Commodore 64 that has interested me for quite some time. In the late eighties I managed to assemble a few using blank cartridge boards designed and manufactured by Jason Rainhiem (US company famous for the Promenade C1 EPROM programmer) but that was a long time ago and these boards are no longer available. So I thought that it would be a great challenge to design and manufacture my very own cartridge from the ground up and this is the tale of how that occurred.

Firstly I needed to understand what was required in order to not only build a Printed Circuit Board otherwise known as a PCB but how to design one that would work on a Commodore 64. Where to start? Well the Internet is a wonderful place so I headed straight to my favourite search engine and began keying in words that should have given me choices galore, but to my surprise all I found where sites referring to Atari's, both the classic VCS and Atari 800 but little to nothing on the 64.

Although it was a let down at first I decided to work with what I had, thinking that the Atari couldn't that different. I began reading all the information I had found on the Atari's in a vag attempt to locate Commodore related information hidden somewhere in all those pages.

After weeks of reading both online and in printed form (the later is great for the hour long train trip I have each day to and from work) I discovered that all the information that I really needed I already had. You see many of these articles I had read talk in great detail of how to modify or reverse engineer existing cartridges and I already owned a few classic Commodore cartridges so I set about pulling them apart to find out how they worked.

I disassembled a few cartridges from my collection, some from Commodore and others such as the ones manufactured by H.E.S (Home Entertainment Suppliers Australia) not to mention a Jason Rainhiem cartridge I picked up via EBay. Using the pages from within the Commodore Programmers Reference Guide to understand what the pin outs from the 64 expansion port where I was able to build a schematic (drawing of the cartridge).

Now cartridges come in a variety of formats, more than I probably understand so I'll mention just three types in this article.

8K Cartridge – The simplest of all cartridges in one that replaces RAM in locations $8000-$9FFF.

16K Cartridge – This type of cartridge replaces RAM in locations $8000-$9FFF just as the 8K does, but it also replaces BASIC ROM at $A000- $BFFF.

Bank Switched – 16 K is the maximum amount of computer memory that the cartridge can take control of, but you can have cartridges large that 16 K. If for example you had a 32 K cartridge, then the computer can only access half of it at a time. But by alternating which half it is looking at, you can effectively access all 32 K within the cartridge. This is called bank switching and generally requires an additional IC to be installed to accomplish the task.

For the purpose of this article I'm going to assume that each of you understands how to programme and EPROM, now before you stop reading because to haven't a clue about the how to do that I'll be doing a follow-up article on that very topic. So keep reading and stay tuned for upcoming Commodore Scenes.

To understand the remainder of this article I would suggest that get out your copy of the Programmers Reference Guide and turn to the pages on the expansion port.


One thing common to all EPROM's found in cartridges is that the eight data lines from the expansion port (pins 14 - 21) need to connect to the eight data pins on the EPROM (pins 11 – 13, and 15 – 19). The same applies to the Address Lines A0 – A12 (pins K – Y). Connect these straight to the appropriate pins on the EPROM.
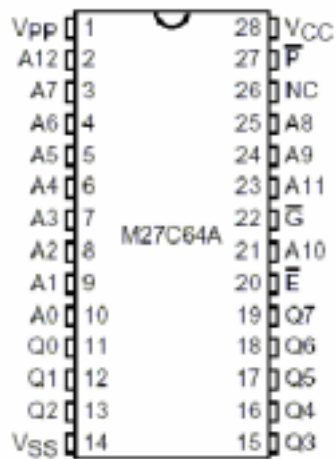
Now that we have done the easy part we are left with the all important connections. Firstly connect the +5 volts to EPROM pins 1, 26, 27 and 28. Follow this by connecting GROUND to EPROM pin 14.

What's left now in order to get an EPROM to work is to connection ROML (expansion pin 11) to both CE and OE (Chip and Output Enable) on the EPROM (pins 20 and 22). The connection is for the EXROM line from the expansion port directly to GROUND.
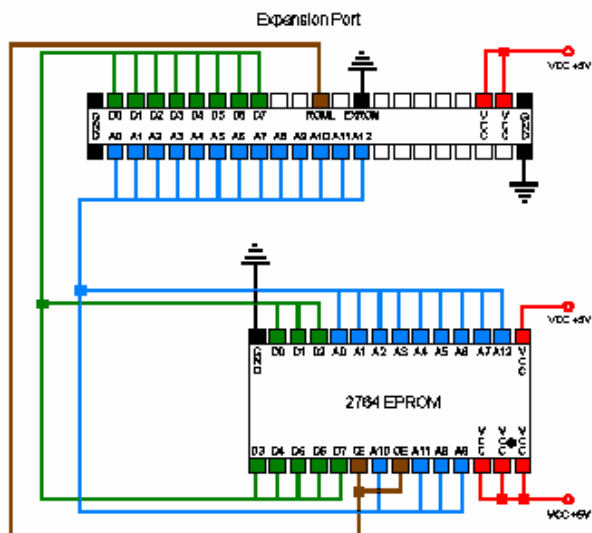
Now that we have designed the cartridge and hopefully programmed the EPROM correctly all that is left for us to do is solder the EPROM to the PCB. That's it. You now have a working 8 K cartridge for the Commodore 64.

Okay, you have read the article from beginning to end and your thinking great, but how do I make the cartridge? How do I take that diagram and turn it into a PCB? And how do I make the PCB? These are all good questions, which in the fullness of time will be answered in upcoming Commodore Scene articles. So for now just examine the diagrams and get some ideas together on what you are going to put into that EPROM, maybe DOS Wedge, a calculator or even your favourite utility.

MMC64

Developer Oliver Achten has finished his first product that will be produced by individual Computers: **MMC64** is an MMC- and SD-card interface for the C64 computer. It uses the multimedia and Secure Digital flash cards that are known from the PDA world. That means that after you power up the computer, you can access any MMC or SD card that's FAT16-formatted - up to the size of 4GB! The built-in and flashable BIOS with integrated file browser allows the user to load games and other programs, play SID-files with the built-in player, or write D64 images to a floppy drive.

MMC64 has a clockport for expansions like RR-Net, and a pass-through for other expansion cards. This pass-through is 100% compatible with the Retro Replay - both expansions can be used in their full functionality at the same time.

MMC64 will be available for • 49 starting february 2005, and will be demonstrated for the first time at the TUM party in Hemsbach, Germany (december 27th to 29th, 2004).
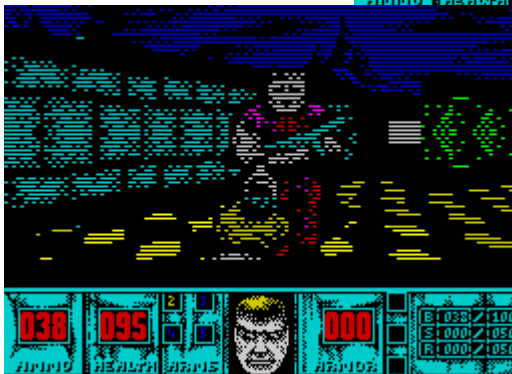
CS-DOOM64

Take a close look at these lovely 8-bit screenshots of DOOM.

C64 ?

Well, no they're not actually ! They have come from - get this - a **Sinclair Spectrum**, not only that,

this Speccy version works on a stock system with only 48k, hardly any colour and practicaly no sound to speak of !

If that doesn't shut up the 'nay sayers' I don't know what will.

If this successfull conversion can be done a lowly 8-bit computer then just imagine what we will be able to do on a SuperCPU enhanced machine.

Now I know that not everybody is likely to be able to play CS-DOOM64 on a SCPU enhanced system, so
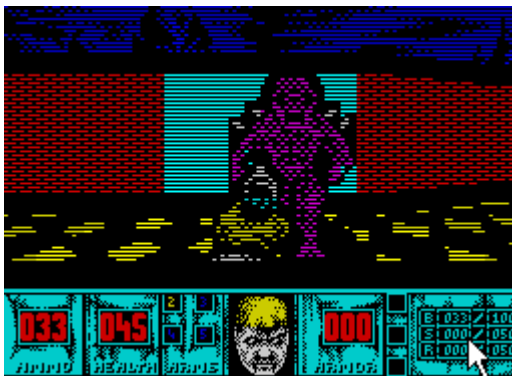
I have some news for you. In a recent communication a possible solution was discussed that will enable this program to run on a stock system - albeit with lower screen redraw and other possible features removed.

Now I know these screenshots are not the best

in the world but it shows that it CAN be done, and if it Can be done then I am damned sure I am going to try my best to GET it done !

More news as and when I have it !

Allan Bairstow
Shaun Bebbington
(screenshots)

Developed for the SuperCPU

Metal Dust *(still under development)*

Adapted for the SuperCPU

Bburago Rally - R,X,D
Boom - R,X,D ~ *CS2004 page 16*
Last Ninja III - R,D
Oil Imperium (German) - R,X,D
Rescue on Fractalus - X,D
Stellar 7 - X,D
Stroke World - R
The Train - R,D

Benefit from the SuperCPU

3D Pool ~ *CS2003 p69*
Castle Master - D
Chase HQ
Cholo - D
Cyborg 2900 - D,S
Dark Side - D
Driller - D
The Eidolon - D
Elite 128 ~ *CS2003 - p114*
Encounter
Flight Simulator 2
Frogger64 ~ *CS2003 p108*
Hard Drivin'
Koronis Rift - D
Last Ninja ~ *CS2004 - p76*
Last Ninja 2 - X,D
Last Ninja Remix - X
Leader Board Golf II
Moonfall - D
Mega Starforce Remix - Rx,D,X
Mercenary
Outrun
Power Drift - D
Revs - D
The Sentinel - D
Space Rogue - D
Starglider
Star Wars - D
Stunt Car Racer
Test Drive
Thunder Blade - D
Thrust - D
Time Crystal - D
Total Eclipse - D
Total Eclipse 2
Turbo Charge - D

Codes

R = Ramdisk system ~ *CS2003 p68*
Rx = Alternate Ramdisk ~ *CS2003 p68*
X = Extras added ~ *detailed in review*
D = Documents included
S = Solution included

SuperCPU Games

The Last Ninja was released by System 3 way back in 1987, and was, other than the odd complaint, met with a very positive response from the "jurnos" and game-players alike. This game combined all of the good bits from the isometric 3D environments and added beat-em-up action with a quest to undertake. The story behind it was that an evil Shogun had assasinated all but one of the order of the Ninja. The last remaining Ninja vows to avenge the deaths of his brotherhood. The adventure then starts.

From here in, you are on your own. Having to explore the surrounding environment whilst also remembering to take time to meditate in front of the statues. On doing so, you are told what you need to collect next. Then, going in search for the item, you're likely to meet those who are in league with the evil Shogun, who has charged them with killing you. The quicker that you find some fighting implements, the better.

There were a few complaints with the game on it's release. Firstly, the control method can be a little tricky at first, as rotating the joystick will turn the player. You can also walk in one of eight directions, but more so, you can walk facing any of four directions. It's certainly worth taking time to wonder around for a bit so that this innovative control method becomes second nature.

Second complaint was that when crossing streams or swamps, you'd be required to use very pixel perfect leaps. This was, to say the least, very unforgiving, and even after some time you can still be caught out. These niggles were later ironed out with the follow-up, which is considered by many as the highlight of the series. I personally prefer "Remix", though I'm being picky there as this release is basically Last Ninja II but with different (better) music.
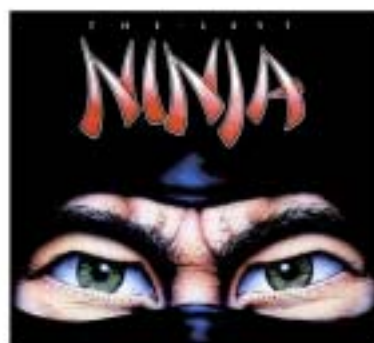
Right, very well... What are the benefits to running this on your SuperCPU then? Firstly the process of building up the screen is now much faster than before, making play more fluent. There is also an undocumented feature in the game which allows you to control the speed of the sprites. By holding down the **SHIFT** key and pressing + and − will speed up and slow down the on-screen characters respectively. This works without a SuperCPU too, so for those who don't have the luxury of the device, take note.

Also, I've tested the game booting it from a CMD HD drive in a sub-directory, and IT WORKS! Okay, so you'd have to swap to device 8, but that's it, and you get faster loading as well. What more can I say but superb!? I presume therefore that this should also work from any CMD or Commodore-compatible drive that can be switched or swapped to device 8, though I haven't tested it.

The Last Ninja is a brilliant game, with superb graphics, music and all the fun of being SuperCPU compatible. It's a title that you have to invest time in though, as working out all of the puzzles and playing the game to completion is by no means a simple task. What more can I say than it gets a very big THUMBS UP from me. Just brilliant, and one you can play again and again. For those who might get stuck, there is a cheeky walk-through to this and the other Last Ninja games available at HTTP://LASTNINJA.C64.ORG/

Shaun Bebbington.

NOTE: This review differs in style from the usual SuperCPU reviews because it's been done on my C128Dcr and GeoWrite. Converted to PostScript thanks to Allan Bairstow.

Me & The Commodore 64

By Richard Bayliss

I bet you people have had the best of all memories using a Commodore 64 computer. Whether you played games, played around with tools, coded something, composed music or whatsoever. Basically traditional Commodore 64 usage. This article follows through the early 1990's where I was new to the Commodore 64 computer and the gaming side. I won't mention everything about this particular year. Only the best and worst memories.

I first had my Commodore 64 in Christmas 1990, which came with a light gun (Do any of you remember the Light Fantastic pack?) and a few C64 tapes as well as a Cassette recorder. Because I already had a Commodore Vic 20, and a couple of joysticks, I did not need to buy a new joystick for the C64 (Lucky really because at the age of 12 or 13 years old, I would not have been able to afford a joystick, and could not invest in one, being that I was given 20pence a week - WHAT? I cannot even buy C64 games with that :o). The pack also contained The Shoot 'Em Up Construction Kit from Sensible Software & Palace Software, as a toolbox compilation. It also came with Typing Tutor (A program from Pitmans LTD), Firebird's 'Advanced Music System', Blaze Out and Batman - The Caped Crusader (From Ocean Software of course) and CRL's Image System.

I was amazed with the amount of software that was added to the bundle. I was also a very happy gamer, using the light gun, playing the Light Fantastic games (Gangster, Army Days & Time Traveller). These to my mind were addictive. Not only that. I noticed that each tape had taken longer time to load, compared to the Vic20. I was also surprised looking at those flashy 'Cyber Load' lines with the flashing isometric shape, changing colours each time. Also the Batman game loaded using 'Bleep Load' (Created by Firebird software).

During boxing day 1990, I had some birthday money (£2.00), so I went to a newsagent to buy my first ever C64 game. Because I liked games in the Mastertronic range for the Vic 20, I thought that I try the games on that particular label. I bought 'Sailing' and tried it out. After the game was found and was loading, it used the 'Wild Save' loader system. There was also a nice loading picture. Then the game come on. I played the game a few times. To my disappointment I could not work out how to play the game (Trust me to jump over the barrel a bit eh? Ho, ho. :o)) Anyway, one day, when I went to see a panto with my father and my brother and sister, my mum came back from work and she thought she try out the game. When I come home, I noticed that my mum was really addicted to this game :o))

About a week later, my brother noticed that with SEUCK, you could actually make games. I was surprised, and believe it or not, in 1991 (Yes 1991) it was the year I wrote my first game called 'Clip Clop'. I saved it on to a blank tape, supplied by my father (Sadly I don't have the game, so I am unable to release the production). Quite funny really.

Round about February 1991, I bought a new C64 game called 'R-Type' by Electric Dreams. It cost £2.99, but my parents said "You can buy this game" as I really wanted it, as it looked ever so cool on the back cover of the cassette. After I bought the game, I checked it out. I think the game used the 'CHR loader' Wow, excellent music and brilliant artwork. I was amazed with the quality. The game then prompt me the flip tape and rewind to the beginning. Then I pushed the play button. Sadly the tape did not work - argh! how could this happen? The next day I had a replacement tape of exactly the same game and tried it out. Well, following the same prompts, did the game work this time? The answer is yes. Flippin' heck, the game was very difficult to play, but I was really addicted to the game - despite having to rewind the tape to the start again each time. Believe it or not, I still cannot get past the first level, although I go quite far. Well today, this game is still really tough to play and it has more than a just one more go feeling. In fact I actually played this game all day in that particular year, but still did not do well. Ho, ho :o))

I bought a few games by Mastertronic in the £1.99 range (Why couldn't software firms make it £2.00 exactly, what is special about the .99?), such as 'Finders Keepers', 'Challenger', 'Hollywood or Bust', the terrible 'Rasterscan', tacky 'Hyperforce' and much more, which all used the 'Visiload' loader system or the 'Mastertronic' loader.

This was also the year my uncle, Steve had introduced me to a C64 magazine known as 'Commodore Format'. Which had cost £2.20 and also contained a cover tape crammed with C64 games, and playable demos. I bought issue 8 of Commodore Format, which had 2 full games and 2 demos on the cover tape. I enjoyed the two games 'Mean Streak' and 'Top Duck' which CF provided and also the 'Predator II' demo. As for the Elvira demo. I really got frustrated, I thought the game did not work. So when I was at school, my mum and dad had tried the cover tape out, and they realised that it was a slideshow and told me.

Later on this year, I had bought 'ZZap 64' which had a weird selection of games on the cover tape. Including an unreleased game from Technodream called 'Dream Raider'. A weird looking game, where you played a green blob, which had to go around the game screen, spitting Pacman type things at the enemies and also collecting bonuses and eating snot (Eurgh). Philip loved that game, but little did I realise was that this game was really a playable preview. It is a shame the game never got finished, and I would have loved to see the full version of this game. There was also the really weird and wacky 'Revenge of the Mutant Camels'. When I told Philip, and loaded the game, we both had to laugh. This was mainly because this game is hilarious, therefore I had become a kind of Jeff Minter fan :) There was also Thrusta-Ball, a strange little game using the 'Cybernoid' style game play. There was also a game I could have done without, mainly because I dislike football, which was called 'Supercup Football' by Hewson. The game wasn't all that bad and I still played it against my brother - and lost.

Now what else happened in 1991. Oh no, something we could have done without. In July 1991 disaster had struck on my C64. What happened? Well anytime I kept booting up the C64, the screen looked a complete mess. I tried loading something, and still the same effect, but the sprites were fine. I was really frustrated, so we had to send the C64 for repair to a computer repair shot, while we went on holiday for a fortnight. After I got back from the holiday, the so-called experts (who probably have a mind of a useless hacker) could not fix the machine. I was disappointed even more. So I had

to temporarily use the old Vic 20 computer. The following day the C64 was sent to one of my dad's work mates' mate, who knew what the problem was all along and he fixed my computer. When we got back home, I was very pleased that my C64 was back in its proper condition :o))

I bought so many games, but I never had any friends, until they heard that I owned a Commodore 64 and started to lend me their games, or start a swapping frenzy. Well, it all worked well, but in 1992, my brother's friend asked if he could borrow a few C64 games of mine. I said O.K. so he lent me 'Laserwheel', 'California Games', 'Hit Pak Collection (Containing International Karate by System 3) and a couple of games by Epyx software. Later on in this year, he wanted to borrow even more games from me. Unfortunately I let him, until I realised that a load of my games were missing. I asked him if he could give me the games back, but sadly he moved house out of my area to an unknown location. Not to mention, he left my school.

1995 was the year Commodore Format had died and I wasn't all that impressed with the last issue, being that the last ever power pack tape was actually an illegal tape with the Supportware Pack, frozen and added to tape with that clock (I preferred the EBES version of the CF loader - which used Freeload). I did not like how Commodore Format ended the issue. There were no reviews and hardly anything about C64 games. Just farewells. That's not to my point of view how Commodore Format should have ended.

Here's how I think CF should have finished. For a start off, certain features from past issues. A mammoth cover tape packed full of games, which were submitted for the magazine and were never used. Also an extra cover tape with one of the best C64 games around (Not Mayhem, as CF had exaggerated their silly review giving it 100%). R-Type might have been a good selection for the last ever tape. Anyway, I'll leave this here for now.

Next time :

I will delve into the game archives and nominate some of the best & worst C64 games around.
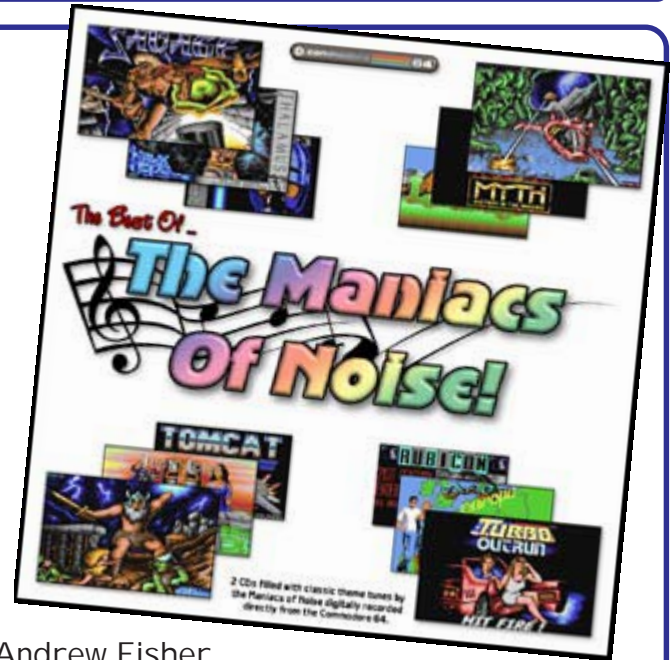
Review by Andrew Fisher

Jason Mackenzie launched his latest audio CD at the Classic Gaming Expo UK this July, and it's a 2-CD set of music from Jeroen Tel and Charles Deenen – the MANIACS OF NOISE. With their love of funk, high-quality sampled sounds and work on big-name games, they are among the most famous music groups on the C64.

Like the other CDs in the "best of" range, the artwork consists of some high-quality screenshots from the relevant games. The Maniacs of Noise logo is also very pretty. But what about the music? It's been digitally recorded direct from a Commodore 64, and sounds superb.

CD 1 kicks off with the classic TURBO OUTRUN intro tune, with Jeroen's sampled voice going ONE… TWO… FREE… HIT IT! The majority of the tracks on CD 1 are from games (including the epic theme to SUPREMACY, the mediaeval IRON LORD and the unforgettable ROBOCOP 3). Charles pops up with the intro theme to BACK TO THE FUTURE III as well as demo tunes from THAT'S THE WAY IT IS by Scoop Designs and MANTALOS. The only (slight) criticism I would have is the speech from MYTH – it sounds very grainy.

CD 2 opens with the crowd noise of the TURBO OUTRUN title tune (more sampled madness) and ends up with the cheering of the LEMMINGS endgame sequence. There are some less familiar tunes on the second CD, but the quality is still high. CYBERNOID 2 and the HOTROD intro tune stand out for me. BATTLE VALLEY is also a favourite of mine, and was a high quality tune for a budget release.

RATING… 9/10. Another nice release from Binary Zone. If you like the Maniacs of Noise, get it now!

The CD is available direct from the www.binaryzone.co.uk website, where you can pay by PayPal. It's just £8.99 in the UK, or £9.99 overseas (postage included). Don't forget that all the other audio CDs from Binary Zone are still available, including the rest of the BEST OF range (David Whittaker, Matt Gray and Tim Follin).

IOMEGA ZIP drive
on the Commodore 64

by Rio Baan

http://www.geocities.com/cdsixfour/
zipdrive.htm

"There's a ZIP drive attached to my system"

Yes, that's right. It IS possible to attach an SCSI zip drive to a Commodore 64 system and be able to use it. This is provided you have a CMD HD. In fact, it's probably also possible to attach MO disk drives and other SCSI disk drives using the same method - although I haven't tried anything else but a zipdrive. For me, a 100MB zipdrive is sufficient enough. Not only that, but the 250MB zipdisks are harder to come by where I live.

There are two methods for connecting extra SCSI drives to the HD. My method, and HD-ZIP.

The method I will be describing is my own tried and tested method. It requires no drivers or external software to operate, and will share your CMD HD partition table. HD-ZIP, is another method contained in a program set that has specific programs that need to be run from floppy in order to operate. This other method is able to give each zip disk it's own partition table.

Question : Why would anyone want to do this? What are the benefits?

Good question. What would you do with an extra 100MB to 250MB in addition to a Hard Drive that has plenty of space already? Well, supposing your HD is full (maybe one of those old 40MB models), adding another drive to it will expand its capacity. A zip drive is one way to do this, and you will be able to expand your system exponentially (virtually unlimited by the number of partitions you can have - one of the drawbacks of having a CMD HD) depending on how many zip disks you have. The other good reason to have a zip drive is to back-up your CMD HD on a portable (and cheaper) media in case the HD suffers some really bad corruption or physical damage in the future - or should you want to replace the mechanism. The third good reason is that, if done properly, you can even swap zip disks between different users. You can access your zipdrive *almost* as if it were a separate drive. And the best part is that 16MB CMD Native mode partitions are now PORTABLE!

Question : Are there any drawbacks?

Unfortunately yes. This basically depends on which method you use to access your zipdrive with. However, it is possible to operate both methods at the same time! Below is a little chart to show the drawbacks of each method. Note that both methods cannot give the zipdrive it's own serial device number:

Issue	My method	HD-ZIP
Zip disk has its own own partition table ?	No	Yes
Need external software to operate drive ?	No	Yes
Need to fill the HD with partitions first to use the zip drive ?	Yes	No
Able to use the HD and zipdrive at the same time ?	Yes	No
|Need a blank zipdisk to install a zipdrive ?	Yes	No

My method drawbacks : To install an external zip drive on your system, your HD will have to be full with partitions in the first place. If you alter the contents of the partition structure in the Hard Drive after you have the zip drive working, you risk altering the zip drive's partition structure (and "corrupting" disk data in there! So remove the zipdrive from the system before you do this!) and effectively making the

zipdrive unworkable until you fix the problem. Also, since the zipdrive uses the same device number as the HD, other programs that won't allow you to flip partitions mid-program, or give you a drive channel will give you some problems. Finally, the last problem is if the partition structure of a zip disk doesn't match the partition structure you have allocated for your zip drive, you won't be able to read the disk. This problem is easily fixed however by making the partitions under zip control match those of the zipdisk. However, to do this should you need to, you will need to hang on to a blank diagnostic zipdisk for this purpose.

HD-ZIP drawbacks : You need to create a new system on each disk that you use. You will also need to continue to load a small program to flip from the HD to the zipdisk drive space. This has to be done quite a lot during disk set-up because any reset to the HD will set you back into the HD partition table. This swap program will probably have to stay on one other device permanently - because at times you need to leave the HD in configuration mode and will be unable to use the HD or zipdrive to load diagnostic programs. Apart from these issues, the biggest problem with HD-ZIP is the inability to use both drives at the same time under another program - this unfortunately includes copiers! It therefore means that you cannot copy from the HD to the zip drive unless you route the data through another device - flip to the zip drive, and copy it back. This should be no problem if you happen to have a RAMLink with 16MB in it - but not all of us do. This is unlike my method where you effectively copy from a HD controlled partition to a zipdrive controlled partition.

A personal note: Since I have used both methods, I have come to appreciate my own method as opposed to HD-ZIP. To me, the inability to copy from the HD directly to the zipdrive was enough for me to discard the HD-ZIP method. I wished to use the zipdrive to backup my Hard Drive and HD-ZIP doesn't cater for that. I don't mind that each zipdisk I use doesn't have it's own partition table. With 100MB to play with, all I needed was a few 16MB Native mode partitions that weren't pressing my HD partition system too much.

After all this talk, someone out there will question the use of an INTERNAL Zipdrive as opposed to an EXTERNAL one we are using. There is a difference if you use an INTERNAL zip drive as opposed to the external type. An INTERNAL zipdrive has to be set to SCSI device 0, and can have a system created on each disk complete with DOS and partition structure. I don't have a system like this, and this is only what I have heard about INTERNAL zip disks. Since I have only achieved attaching an external drive to a CMD HD, that is what I will be discussing. Personally, I think an external drive is better to have anyway. I wouldn't want to get a CMD HD just so I can rip out the HD mechanism already in there.

The following instructions show you how to connect a zipdrive using my own method. HD-ZIP has it's own set of instructions within the self-extracting archive it comes in. So if you are still interested in the HD-ZIP method - read no further.

INSTRUCTIONS FOR ADDING A ZIP-DRIVE - 'my method'

Ok then, what will we need?

A SCSI zipdrive - as far as I know, there are 100MB models and 250MB models. Personally I have the cheaper 100MB model, but the 250MB model should work just as well. You can even use zip drives made by other manufacturers other than Iomega. Just as long as they are SCSI (and NOT the Parallel model) - no problem.

Zipdisks - A bit obvious this one. You'll need them to save data onto. It doesn't matter whether you get Windows or Mac formatted ones cause we're going to be wiping their formatting over with CMD's HD DOS anyway. If you want to, you can use LLFORMAT to clean format your zipdisks and check them for bad blocks after you have added the zipdrive to the system and before you start using them. However, it is important to note that it would be wise to keep at least one intentionally BLANK zipdisk lying around in your collection AT ALL TIMES. Should you ever need to adjust the partition structure allocated to your zip drive, or reinstall the zipdrive in the HD system at a later date, a blank zipdisk is necessary to facilitate this.

An RS-232 cable - These are basically male-male cables that use the D25 pin structure on both sides of the cable. It's needed (obviously enough) to connect to the female SCSI plug on the CMD HD and the female plug on the back of the zipdrive.

CMD Hard Drive - You will need one of these to run a zipdrive. The reason is that the HD contains the

SCSI controller, DOS, and support electronics that are necessary to run the zipdrive from a C64. Unlike the PC, we don't need to install any drivers in our C64 or Hard Drive! ;)

CMD Utilities - There is one program on this collection that is indispensible if you are intending to use a zip drive on your system (and have it work nicely). That program is the HD POWER TOOLS program. You will need it to edit a 1541 partition to extend it completely to cover every single last block on the Hard Drive. More on this later. Also, the FOREIGN CREATOR program is recommended if you want to fill your Hard Drive up temporarily to use the zip drive. If I remember correctly, the HD POWER TOOLS program should be available off the CMD Homepage in the "Files" section under "HD". However in the case of the "Files" section being down, you can still purchase a copy of "CMD Utilities" directly from Click here Software. I strongly recommend getting this collection for some of the other utilities as well as the ones I'm talking about. MCOMPARE for example (included on the collection) is a very useful utility to have if you are backing up your Hard Drive onto Zip disk, as it verifies the data for extra data security.

HD Utilities - Obviously you should have these when you got your CMD HD. The programs we will concern ourselves with are the HD-TOOLS, and ADD DRIVE programs. You may also like to use LLFORMAT to clean format any zipdisks you buy with Windows or Mac formatting on them. The program will let you select the zipdrive after you've added it, and once the format is finished, it will check the zipdisk for badblocks as well.

So lets get started:

First, plug in your zipdrive to the power and to the SCSI port on the back of the HD. While it is on, you can put your intentionally blank zipdisk in there. I mentioned before the need to have one of these at hand at all times.

As stated before, the zip drive will not work unless the HD is full to the point where it cannot create more partitions. If your HD is not already full, then fill it. If you only want to make a back up of the HD's contents, then use the FOREIGN CREATOR to fill all the space in the HD with a foreign partition.

You should ideally fill close to all the space, but leave 683 blocks at least and then create a final 1541 dummy partition that we will edit to fill the HD's space ENTIRELY in a moment.

So when you issue the @$=P command to your CMD HD to list the partition table, you should see something like this (of course, the partition numbers you choose may be different):

230 "FOREIGN PARTN."   FOR
231 "DUMMY 1541"   41

Once you have done this, you should attempt to create another partition on the system. The HD-TOOLS program will display that due to insufficient space, you can't. The program will also display the remaining blocks that couldn't be filled. WRITE THIS NUMBER DOWN AND MULTIPLY IT BY 256. The resulting number will be needed when we get to the HD POWER TOOLS program. The number is the number of bytes we will need to increase our 1541 dummy partition by to completely fill the Hard Drive so there are zero blocks left in it.

Next, we will open up the HD POWER TOOLS program and make a backup of your partition table. The reason for this is so if there are any problems, you can resurrect your HD partition table.

Just a few things to note here :

I WILL NOT BE HELD RESPONSIBLE FOR ANY DAMAGE OR CORRUPTION YOU DO TO YOUR HARD DRIVE WITH THIS PROGRAM, AND NEITHER WILL CMD OR COMMODORE SCENE.

You read the warning notices, so take caution.

Just remember this one very important point and you will not do any damage.

THE DUMMY 1541 PARTITION YOU WILL EDIT MUST BE THE LAST PARTITION THAT YOU CREATED ON THE HARD DRIVE, AND THEREFORE RESIDES AT THE HIGHEST POINT ON THE PARTITION TABLE.

Now that we have those warnings out the way, do the following. Go to the dummy 1541 partition you

created. You will notice that it's size is 175104 bytes. Now, we need to change the size of the partition to completely fill every single last block on the HD. Remember the number you wrote down earlier? It was the number of bytes that we needed to fill the HD to capacity with. Simply change the partitions capacity to the sum of 175104 and the number of bytes we need to fill. Then exit the program. You can check to see that the HD is completely full by attempting to create another partition, and then being told that there are 0 blocks on the drive. THIS IS IMPORTANT. As for the dummy partition we created, it will act just like a 1541 partition. Those extra blocks we put on it cannot be used anyway. It will work as a normal 1541 partition should.

> Just in case you are still confused, let me give you an example:
>
> Let's say we filled the HD as much as possible with a foreign partition, and then left enough space to squeeze a dummy 1541 partition in there. When we tried to make another partition in HD-TOOLS, we are greeted with a message saying something like "insufficient space - 116 blocks free"
>
> First we get 116 and multiply that by 256. That equals 29696.
>
> When we get to HD POWER TOOLS, we notice the dummy 1541's partition size is 175104 bytes. Now we add 175104 and 29696 together. That equals 204800. We then change the size of the 1541 partition to 204800 bytes. Et voila... excuse my French.... the HD is full to zero blocks free. Check it out.

Step two. Reset your C64 and load up the ADD DRIVE program. Check out your zip drive and switch it's SCSI device number to whatever you think is approriate (5 is fine with me - well it's either 5 or 6). Also on my zipdrive, there is a switch on the back which would normally on a PC, make it invisible to the system (The "termination" switch). We want to make sure that this switch is on* so that the drive IS recognized by the system, or ADD DRIVE won't be able to recognize the drive.

Next, get the ADD DRIVE program to scan the SCSI port for drives. It should then recognize the zipdrive as either a 100MB model or a 250MB model (and YES! ADD DRIVE can tell the difference!). We then ask the program to add our zip drive to the system. Then we reset our C64 and Hard drive. What the ADD DRIVE program does is add 100 or 250MB worth of blocks to our HD partition system. When we boot up HD-TOOLS the next time, we can continue to make partitions, except that the partitions will now PHYSICALLY be made on the zipdrive and not the Hard Drive.

Previous documented methods of adding an external SCSI drive required the use of a "bridge partition" to cover the excess blocks that could not be used on the HD, but created a problem by extending into the external drive - thus making the disks incompatible should we try the disk on another system (or new Hard Drive) with a different gapsize of the bridge partition cutting into the zipdrive space. This problem is now a thing of the past, now that we can set our Hard Drives to 0 blocks at any time. Yay for us!

At this point, you may want to use LLFORMAT to cleanly low-level format the zipdisks you have before using them. This step is completely optional. The bonus with doing this however is that you remove the old Windows or Mac formatting completely off the zip disk, and check the zip disk for any bad blocks before you start using it. LLFORMAT will allow you to select which SCSI device to format. Just make sure that you format the zipdrive and NOT your Hard Drive by accident!

The last step is to create more partitions on the system with HD-TOOLS. From here on in, the partitions you create will be entirely on the zipdisk. Since this space is being allocated under the system, ALL zip disks you use on your zipdrive will have the SAME partition structure. Therefore, choose carefully which partition types and sizes you select for ALL your zip disks. For me, I chose 6 Native mode partitions consisting of the maximum 16MB each, and 2 1541 partitions. That all managed to fit on a single 100MB zip disk. When I want to store a 1541 disk on a zipdisk, I will probably zip-pack it onto one of the zipdisk's native partitions or maybe one of the 1541 partition I created.

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* NOTE : in the original article it states that this switch must be set to 'off' - this is incorrect. You must terminate the last SCSI device in the chain, as this is the ZIP drive then it has to be terminated by putting the switch in the 'ON' position.

An essential point to remember here is that when you create the partitions for the zipdrive, A BLANK ZIPDISK MUST BE IN THE DRIVE. HD-TOOLS will format the zipdisk in the drive after you create the partitions. DON'T leave a disk with data you want to keep in the zipdrive at this point - it will be LOST. For this reason, always have a blank zipdisk at hand (I'm beginning to repeat myself a lot here) should you need to reinstall the zipdrive or change the partition structure of the zipdrive. ALWAYS keep a blank disk in your collection of zipdisks.

After the partitions have been selected and installed in the system, other zipdisks must be formatted first before they can be used. This is done simply by sending the @N (new) command to the partitions under the zipdrive.

When you issue @$=P to your CMD HD, you should now see something like the following. The below example is what my CMD partition system looks like with the 100MB Zip drive attached. There are six 16MB Native partitions and 2 1541 emulation partitions under Zipdrive control:

```
230  "FOREIGN PARTN."    FOR
231  "DUMMY 1541"        41
232  "ZIP PART.1"        NAT
233  "ZIP PART.2"        NAT
234  "ZIP PART.3"        NAT
235  "ZIP PART.4"        NAT
236  "ZIP PART.5"        NAT
237  "ZIP PART.6"        NAT
238  "ZIP 1541-1"        41
239  "ZIP 1541-2"        41
```

So that's all the details of adding the drive.

To use the drive, you simply save your data into the partitions under zipdrive control. You can just as easily load things from there in exactly the same way you would with the HD. If you have native mode partitions, you can even make subdirectories and the like. One thing that has to be taken into consideration however, is that whenever you change zip disks, the HD will have to be reset manually as well by pressing the RESET button on the CMD HD. THIS IS IMPORTANT! The reason for this is so the HD doesn't get lost. Supposing you were in two subdirectories deep in a native partition on zipdisk #1, and then you swap to zipdisk #2 only to find that the HD thought you were in a subdirectory in zipdisk #1 when the current disk doesn't even have any subdirectories made in it! Embarassing, no? If it happens you'll probably just get a SCSI error, reminding you that you need to reset the drive.

In order to back up your HD, you will first need to follow all of these steps until your HD and zipdrive partitions are all configured. Then use MCOPY to copy partitions over to the zipdrive (who needs BCOPY?). Be patient as it can take a while to copy 16MB from a native mode partition to the zipdrive. You could, of course, file copy things but you'd be there forever.......

Similarly, You can use the MCOMPARE program if you are extra sensitive about the quality of the backup. I STRONGLY recommend using the MCOMPARE program along with MCOPY if you are trying to rescue data off a dying HD mechanism which is acting erratic. I speak from expereince on that.

(MCOMPARE can be found on the CMD Utilities disk from Click Here Software)

Some things to remember:

(1) - DON'T change the Hard Drive's partition structure (if you can avoid it). If you must change it, make sure you remove the zipdrive partitions FIRST and in the REVERSE ORDER you created them, and then use ADD DRIVE and REMOVE the Zipdrive from the system. If you leave the zipdrive and it's parti-tions on the system, the zipdisk in the drive will have it's data pulled down into an unreadable format as HD-TOOLS tries to rearrange the paritit ion system. If you ever have to adjust the Hard Drive partition structure, you will have to fill the Hard drive again TOTALLY as before, add the zip drive again, and recreate partitions for the zipdrive to use that are compatible with your disks - in that order. This is a pain, but it's absolutely necessary.

(2) - DON'T forget to fill the HD completely so there are NO BLOCKS LEFT on it. (DON'T try the "bridge partition" method as was once suggested by CMD. Whilst it is possible to save and load things on a zip disk without filling the Hard Drive completely and leaving some space and thus dodging the need to use HD POWER TOOLS, it is very messy. If you fill the drive and then create a bridge partition to fill the gap, and then create partitions, there will be no chance of you being able to read from the zip disk again unless you have the same size drive, the same partition structure, and exactly the same block gap between the drives. This is not useful at all if you are going to back up your system onto zipdisks should your CMD HD (god forbid) blow up. Neither will it allow you to swap zipdisks with other users. Lastly, the bridge partition is useless because it straddles two devices - unlike our extended 1541 partition.)

(3) - DO take note of what kind and size of partitions you have placed on your zipdisks . Without this, other people cannot fix their systems to read them, and more importantly, you won't know how to read them in case you need to recreate your Hard Drive. I suggest writing this info on your zipdisks' labels.

(4) - REMEMBER, you will need a BLANK ZIPDISK in order to create partitions on the HD system that the zipdrive can use. HD-TOOLS will format the zipdisk on the creation of these partitions and DESTROY ALL DATA, so ensure there is a disk in the zipdrive and it is BLANK. Essential to have one of these around if you ever need to reattach the zipdrive.

To Summarise:

(1) Fill your HD and leave JUST ENOUGH space for a final 1541 partition. Also ensure you have enough partition slots left in the HD system to use for the zipdrive.

(2) Create the 1541 dummy partition. Then try and make another partition. Take note of the number of blocks left in the system that cannot be made into a partition. Multiply the number by 256. Write this new number down.

(3) Use the HD POWER TOOLS program to extend the 1541 partition to fill every single block in the HD. Add 175104 and the number you wrote down earlier together. The sum of these numbers is the new length you enter into the size field of the 1541 partition to created before.

(4) Ensure the "Termination" switch on the zipdrive is set to ON. Insert your blank zipdisk. Add the zipdrive to the HD system with the ADD DRIVE program.

(5) Create more partitions on the system with HD-TOOLS that you want to use for your zip drive.

(6) Enjoy using your zip drive for whatever you want!

Winvice Print formatter and PETASCII converter

Sometimes you just have to run your commodore 64 under emulation. Whatever reason may be (but remember nothing beats a real machine) in most cases I suspect this means running WINVICE on an IBM compatible PC. If so I suggest you boot your machine and go and make a brew in the time it takes to perform the brew making ceremony your Windows machine should have booted to a logon box so logon and follow the rest of the text.

STANDARDS

The problem with printing text from a Commodore 64 to a "desktop" is that everyone else used a "STANDARD" of the text format called ASCII. (American Standard Code ?????) Commodore being Commodore decided to us a variation of ASCII, unique to Commodore called PETASCII. Unfortunately for Commodore users, the PETASCII standard of text formatting will not print correctly to standard ASCII printers! Of course that means cheap of the shelf printers, but the text did print out correctly to Commodore printers (see anything in that sentence) To print correctly on an ordinary printer the text must be put through some form of conversion.

This is where the printer interface manufacturer cards came into there own, using an onboard chip to convert PETASCII to standard ASCII, and giving the user the ability to output onto an ordinary or standard desktop printers. Printers like a HP DeskJet or even to a high-end laser printer. The converter cards (available from various manufacturers) all had similar styled designs, one end of the card would be plugged into the Commodore user port, a connector plugged in the cassette port I think this was for power. The other end of the connector would plug into a standard, IBM parallel printer. These printer cards contained various switches to change the output of the text, and printer Id number, one of the settings would be to change Commodore formatted text to ASCII.

Here by way of an example is a PETASCII formatted document Saved from a Commodore machine then loaded into a PC and viewed with the PC notepad application

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ÐÒÉÎÔÅÄ ÆÒÏÍ ÌÏÁÄÓÔÁÒ ÉÓÓÕÅ #231

          Ö Ï Â Ê Å Ã Ô
          BY ÄAVE ÍOORMAN

          ÄÏÔÂÁÓÉÃ GIVES YOU THE POWER TO CUT ÓCREEN ÏBJECTS INTO
     ÃOLLECTIONS, WHICH CAN BE RETURNED TO THE SCREEN USING ONLY AN
     INDEX NUMBER AND THE Ø,Ù POSITION OF THE UPPER LEFT
     CORNER. ÍOREOVER, A ÓCREEN ÏBJECT ÃOLLECTION CAN BE ÂÓÁÖÅD AND
     ÂÏÏÁÄED ANYWHERE IN MEMORY (EXCEPT UNDER É/Ï) AND USED IN YOUR
      MAIN PROGRAM.

As can be seen its not the nicest of text files, the formatting has all but gone and the letters are all capitalised, with the "real" capital letters displayed as random symbols.

Now the exact same document, printed from Winvice then converted into standard ASCII and read on the same PC, again with the PC notepad application.

PRINTED FROM LOADSTAR ISSUE #231

V O B J E C T
by Dave Moorman

DOTBASIC gives you the power to cut Screen Objects into Collections, which can be returned to the screen using only an index number and the X,Y position of the upper left corner. Moreover, a Screen Object Collection can be BSAVEd and BLOADed anywhere in memory (except under I/O) and used in your main program

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CONVERSION

I have looked at various options to convert Commodore formatted text to standard ASCII. I have used Ms dos command line and even hardware options. I have found through trial and lots of errors, that the easiest and quickest way to load and to print the text from a PC is to use a freely available application called "vice print out formatter". This application is available from http://www.eloadstar.com under the "FREE" stuff section of the loadstar towers. Download the file and extract to a location of choice on your P.C. disk, I would suggest for example using the location "c:\viceformatter" you also may need a copy of "COMDLG32.OCX" copy this to the same location that you saved the formatter application.

Unfortunately this COMDLG32.OCX file may need registering on you pc and because pc`s are designed to be unfriendly this proves not to be an easy process for the novice P.C. user.

First of all run the Vice formatter, and if you receive an error message then unfortunately you need to register the OCX file on your machine.

REGESTRATION

Fear not just follow these "hopefully" easy to use instructions:

Copy the OCX file from this months Commodore Scene disk and save it with the Vice printer formatter to c:\ viceformatter

1   Click on START
2   Click on RUN
3   TYPE "regsvr32 c:\viceformatter\comdlg32.ocx"   (without the quotes)
4   You should see the Regsvr32 message succeeded
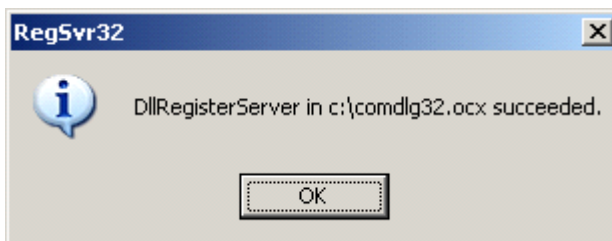
Now try the vice printer formatter again this time the application should run without errors and you will see the main screen
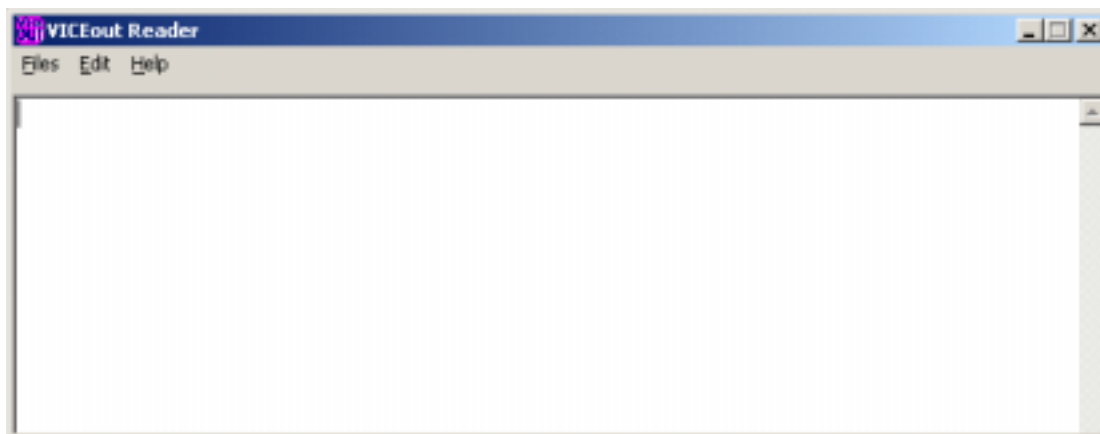
Close this down and run your copy of vice remember to enable the printer device and then print from the Commodore loaded application as usual. A file will appear (from where the d64 or d81 image was loaded called "viceprnt.out" you can now run Viceout reader and select FILE then open and load the "viceprnt.out" file. (shown here a print out again from loadstar disk magazine.)
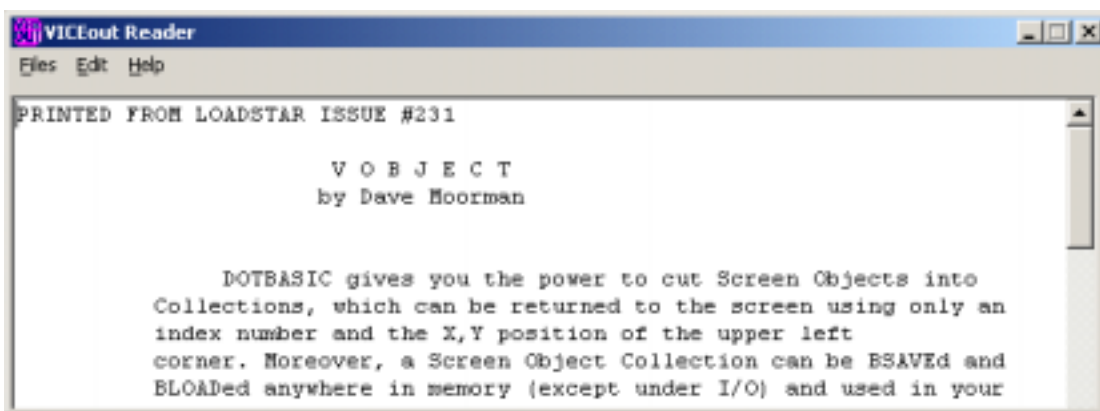
Clicking on FILE and then de-format will attempt to remove the added spaces in the text file leaving you with this.
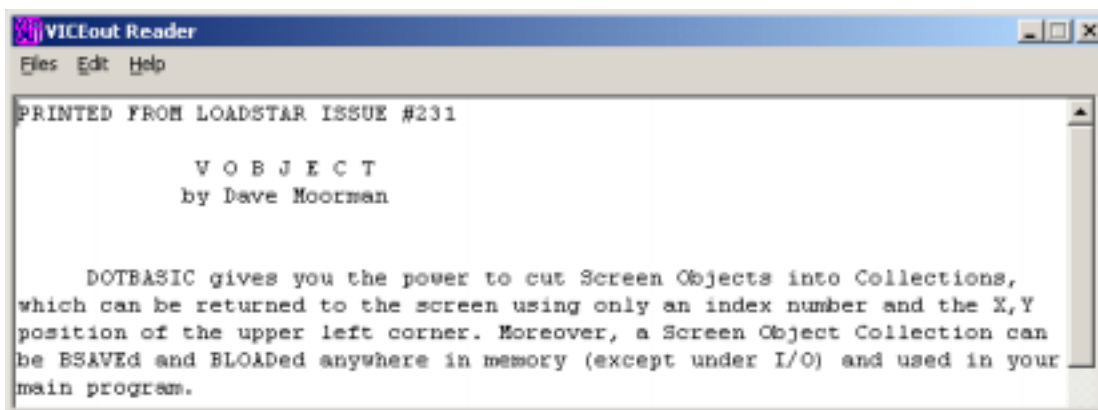
Now select file and then save to save the file to a standard windows txt file, if you want just a selection of the text and if so you can highlight it in the Viceout print window and select from the EDIT menu copy then past it into whatever text editor you are using.

Nigel Parker - nigelp2k@yahoo.co.uk - Commodore Scene 2004

Ps - I am always on the look out for unusual Commodore related music hardware and music software (any Commodore machines including Amiga), if you have anything you would like to donate or sell please don't hesitate to contact me via email.

Special thanks to Al Jackson who sent me at his own cost! a large number of midi related applications for the Commodore 64 some of which I have been looking to find for almost 10 years, thanks AL

VICEprint is Copyright to J & F Publishing, Inc the application is freely available from the Loadstar towers website.

CRONOSOFT'S C64 GAMES ROUND-UP !

I first read about CRONOSOFT in the pages of MICRO MART, Shaun Bebbington writes a brilliant 'RETRO' column for them. Initially this company only released titles for the ZX Spectrum but they have now started branching out to other machines. At the time of writing there are 3 games available for the Commodore 64, I've purchased, played and reviewed them for your pleasure !!! The games come in cassette format - But 'DON'T PANIC !!!' As the Hitchhikers Guide To The Galaxy might have said ! All the games come as a single load and are extremely fast loading. Presentation is excellent with proper boxes and colour packaging like the budget releases of the 1980's - It's almost like Mastertronic have returned from the dead !!! Opening the inlay gives you game instructions and an in-game screenshot - Nice touch ! The best thing is they all sell for a measly 1:99 each !

GRIDZONE

This is the first of two games created by Richard Bayliss for CRONOSOFT, we all know him of course for his regular contributions to the 'SCENE' coverdisk... Richard's style of game creation tends to be one of concentrating the action on a single screen, this is no bad thing of course, many of the best games are single screen action - PAC MAN, DIG DUG, MR DO, CENTIPEDE, GRIDRUNNER etc. GRIDZONE's gameplay is very much in the style of FROGGER. The aim of the game is to make your way through eight single-screen levels. You do this by collecting a set number of horizontally moving gems that appear on various parts of the screen. On the title screen you can select the number of gems you want to collect for that level and also the difficulty level - this is quite a nice touch ! There are hazards to avoid including a bouncing ball, and two laser cannons that move horizontally and vertically. Each level has a tiled floor, certain sections of each screen move horizontally leaving exposed gaps, if you try to cross you die - So stay on the tiles ! Needless to say, touching the enemies or being hit by the laser cannons bullets will have the same effect... Now I don't want to be nasty, I like GRIDZONE, but my opinion is it feels a little under developed, it's obvious that Richard has lavished a lot of care and attention to it, In particular the main player sprite looks nice and the music and sound effects are great, but with a couple more months programming this game would have been Superb ! It would have been nice to see animation on the baddies E.g. The ball that moves round on each screen, if this had appeared to bounce this would have been a nice effect. Also the laser cannons - If they had flashed prior to firing or had a recoil animation effect this too would have been a simple but good addition. Perhaps also the enemies could have varied graphically from level to level !?! Hmmm, perhaps a bonus level might have been nice too, to

add a bit of variety to the action. Aside from this I have no complaints, you should treat GRIDZONE for what it is - a Budget Release that deserves your money and attention ! I noticed that this game was Heavily inspired by Jeff Minter's games - Excellent ! - More Wacky Games please Richard !

Personally my favourite game from Richard is BOMB CHASE, which I think is brilliant, maybe Richard would consider releasing a sequel through CRONOSOFT with extras like power-ups, scrolling levels and a time limit... How about it Richard ???

BALLOONACY

Upon loading you are presented with a choice of 2 start positions - 1 is Easy as Pie & 2 is Pure Mayhem, to play Part 2 you need to complete Part 1, then you are given a code that you type in to allow you to play the 2nd Part. BALLOONACY has previously been on the COMMODORE SCENE coverdisk, this version has been slightly tweaked and improved hence the title Balloonacy version 1.2 when the game pops up. For those of you unfamiliar with the game, the idea is you control a balloon, you have to make your way to the exit on each screen, you do this by making your way to a switch, avoiding the levels walls and hazards. When you touch the switch the level exit opens, you then have to make your way to it and escape to the next level !

Also to add to the difficulty, you are playing against a time limit, failure to complete the level results in you dying ! You get what seems like an excessive amount of lives but the difficulty level is incredibly hard and the gameplay is extremely frustrating, for those of you that have played this on the SCENE coverdisk there are few real changes to that version, the bugs and glitches have been tidied up but essentially this is the same game. Special mention must go to the in-game music which sounds very much like Tim Follin's pieces for Software Creations ! Overall this reminded me of one of those mid 1980's Commodore 16 games, a simple idea but incredibly hard, the obstacles that get in your way require precision timing to manouver through - these sort of games really annoy me I'm

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

CYBERDYNE WARRIOR INTRO.

1989 Apex Productions

Code – John Rowlands
Music – N/a
Graphics – Steve Rowlands

Lost THEN found!

Now for something a little different for GTW, as this special entry is more a ITW (Intro That Weren't) than a GTW. But new unseen work from people with the talent of the Rowlands is something which had to be added in some way.

As you well know, the Rowland Brothers were two of the most famous developers on the C64, churning out the fab Creatures series and then going out with a bang with their 100% rated Mayhem In Monsterland game.

Before the success of these games, Steve and John Rowlands had big success with other titles such as Retrograde, and Cyberdyne Warrior. Now the later title hit some serious distribution problems, and pretty much it came out at the same time as Retrograde (The sequel).

Anyhow, the game DID come out and we all enjoyed it and that was that...HOWEVER... There is a little chunk of the game which didn't quite make the final mastering, which is the very rare Introduction Sequence to the game. Why this never made it, we don't know. But the sequence has been sitting on a disk for years until today. After gaining permission from the Rowlands, GTW is now able to show people the missing part of Cyberdyne Warrior.

It is a short but sweet introduction, featuring some very nice graphics and animation. The main ship is awesome, and an indication of what was to come from the talents of Apex in those days. Your ship flies through space, slowing to land on the planet. The ship goes into the surface and deep underground, where the ship then rests. The Cyberdyne
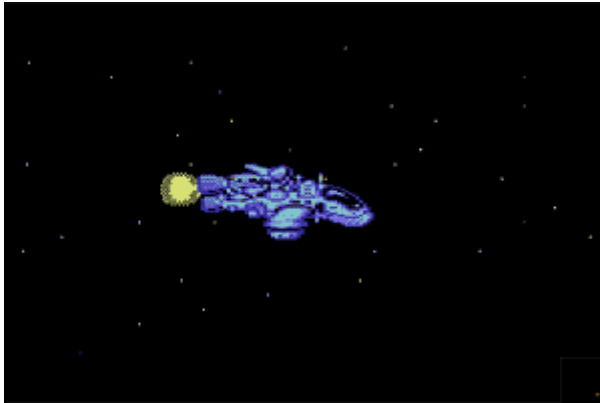
Warrior jumps out, and ends by
jumping down into the under-
ground while avoiding guiding
droids.

There is no sound in the intro-
duction, though maybe Steve has
composed a piece which sits in

HVSC that was mean't for this.

We will try and find out why
this never got mastered with the
final game, but possibly now a crew
such as Nostalgia or Remember may
find this a useful addition if they
were to fix up Cyberdyne Warrior.

And there could be more to see
very soon, including a game in its very early stages. Watch this space!

The lost part of what was though to be a complete jigsaw...

Frank Gasking

*With additional credits to - Jason 'Kenz' Mackenzie, Steve Rowlands and
Andy Roberts.*

Alan Cartridge Cartridge Corner

ALAN CARTRIDGE - CARTRIDGE CORNER COMPILATION SPECIAL !!!

Hi gang !

This time were looking at an unusual release, this one was released for the ill fated Commodore Games System (or GS for short !!). One of the Commodore 64 C packs also had this cartridge bundled with it. The compilation features 4 games, a rather interesting change for a cartridge. Switching on you are greeted with a very basic menu system, using the joystick you move up or down until the computer highlights the game you want to play. Pressing fire takes you into the selected game...

No cartridge covershot available at time of printing.
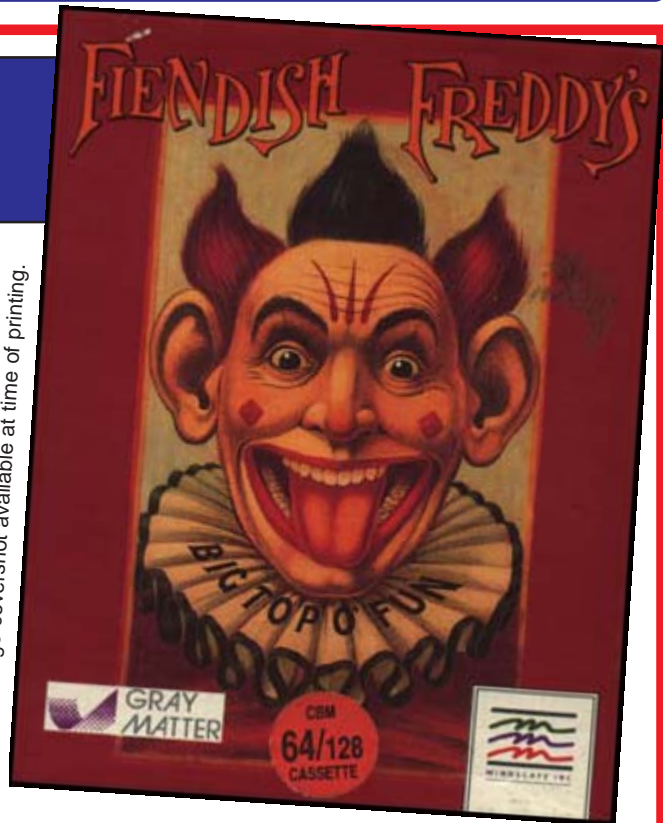
1. FIENDISH FREDDY'S BIG TOP OF FUN

This is a multi-event game like many of the Sport simulations that were released in the 1980's, but with a twist - It's set in a circus !!! The idea of the game is to earn money from playing the 6 different events so you can save your circus from being pulled down and a building been put in its place ! Whilst playing the events you encounter the villain - FIENDISH FREDDY, he will unleash various dirty tricks to hinder you from achieving your goal. You are treated to a circus-style intro with a spotlight moving around the screen and some circusy type music. Next you get the scrolling credits (this section looks like a late 80's Compunet demo !), after this a picture of a mad looking clown appears and then the option screen pops up. A large animated man points to the options with a stick, using up and down on your joystick you select your choice, the clever thing is the man's arm corresponds with your up/down movements on the joystick !

The events are as follows...

HIGH DIVING: You jump from a diving board into water. If you succesfully complete a dive the action starts again only this time you dive from a greater height into a smaller target. When you jump from the board you need to keep your eyes on a small box at the bottom corner of the screen, you need to keep your man in the moving cross hair in the centre by moving the joystick, this helps you line up your diver for hitting the water.

JUGGLING: You control a clown on a uni-cycle, you can move left and right, a seal throws objects to you with its nose and you have to juggle them. The graphics for this bit are very nice and the animation works well, This is quite fun it takes some getting used to, and the evil clown always seems to appear and throw a bomb for you to catch and juggle just as you seem to be doing well !!!

TRAPEZE: You start on the right hand side of the screen, you have to make your way to the left via a succcesion of swinging ropes, miss and you fall to your death. The clown will appear and try to cut the rope you are currently swinging from so you need to keep moving !

KNIFE THROW: Your assistant is tied to a round spinning board with balloons for you to pop. You have a time limit and a limited number of knives you can throw. Timing and Aiming accuracy are the key to success ! Just to make things harder, that wretched clown throws bombs at the board which causes it to shake - Very distracting ! TIGHT ROPE: You have to

get your man from one side of the screen to the other, you use left and right as you are moving to keep your man balanced, if you lose your balance the game cuts to an animated sequence where your man is holding onto the rope and the clown makes him let go in a cartoon style way !!!

CANNONBALL: This is like the frisbee event in California Games. You move your safety net (seen via a small diagram at the top of the screen) to a place you think you can get your man to. You then use the joystick to move the cannon to the required trajectory and press fire. The aim is to fire your man from the cannon into the safety net. It's actually quite amusing when you fail, one of the things that can happen is you fly through the air and hit a circus post. Also, if you under-aim and miss the safety net your man ploughs through the ground - funny !

There is also a Practice Option so you can play individual events and improve your skills on them. The presentation is quite good, if you decide to play the game properly i.e. 'Compete' You get Bitmap intro screens for each event. When you complete an event you are then scored on it by a panel of clown judges sat behind a table. This bit is quite slapstick with the judges attacking each other with custard pies or hitting each other with hammers. There's also a brilliant animated end sequence if you fail to save the circus but I won't spoil it for you. Overall the graphics are quite good but some of the colour choices are a bit poor, when you see FREDDY the clown in-game he looks a little indistinct. Also there are some delays between sections when the music fades out. I discussed this with resident technical boffin Andrew Fisher and he says this is due to the game being converted from disk to cartridge. If the game had been specifically written for cartridge the link between sections would have been instantaneous. So Overall, a brilliant idea that could have been much improved with better presentation and specially written cartridge routines to avoid the delays.

FOOTNOTE: I think the thing that upsets me is that I saw the screenshots to the graphically superior AMIGA version in one of the Commodore magazines years ago, I know for a fact this game could have been better with a better graphic artist working on it.

2. INTERNATIONAL SOCCER

This has to be one of the earliest arcade style football games for the Commodore 64. To us old grizzled veterans out there this one is a cult game and brings back many early memories of old fashioned gameplay etc. The graphics are poor - Expanded sprites that look Aaargh - Awful ! Plus there's Limited control of the football and rubbish computer A.I. Yet despite its faults 'SOCCER' still has an enjoyable side to it, you'll get more out of a two player game though... A big problem is that some great football games have followed in its

wake like Sensible Software's Microprose Soccer, Match Day II and Emlyn Hughes Soccer. This game was already available on cartridge but having it packaged with the other 3 games makes it a more attractive purchase.

3. FLIMBO'S QUEST

Allan has previously reviewed this game in CS before; however I would like to make a fuss of it myself especially since it's on this compilation... You basically move a man left and right through several levels of scrolling screens. The idea being to find and kill (by shooting) specific creatures on each level that leave behind a scroll. When you see the scroll you walk over it to pick it up and then take it to Shop. Whilst in the shop you can

buy Scrolls, Extra weapons, limited invulnerability and extra time. When you have collected your quota of letters spelling out a particular word for that level you are allowed onto the next level. You can get money by shooting enemies that walk around, when shot they leave coins for you to pick up. Certain enemies when shot release a heart, collect 5 different coloured hearts and you get an extra life ! The graphics are gorgeous, from the beautifully drawn sprites to the parallax scrolling backgrounds everything looks so brilliant, these graphics wouldn't look out of place on a console game ! This really is the highlight of the compilation and if you want to buy it for one game then buy it for this. My Hi-Score is 30500 : Level 4.

4. KLAX

An arcade conversion this one, This is basically in the same style as TETRIS - Tile Blocks fall from the top of the screen and you have to line them up in rows to get rid of them. The viewpoint is very much like Trailblazer - The graphics start small in the distance and get bigger as they approach you ! The presentation spoils the game a little for me, with a few more months work on tidying up graphics and better music & sound effects this could have been a TETRIS beater, worth a go though. I've never played it in the arcades but have seen the PS2 version which will be virtually the same. The gameplay is virtually identical. The background graphics do improve slightly as you progress through the levels but I still think that the tile blocks could have been drawn slightly better ! Also missing from the 64 version is the speech, while not essential it could have been added easily, surely the game's not using that much memory !!!

GEEK INFO ATTACK : THE REVENGE

* CHRIS GRAY who created the idea for FIENDISH FREDDY also created the original game BOULDER DASH on the Commodore 64 for First Star Software, his company GRAY-MATTER now develop X-BOX games (BOO, HISS !). *

* Andrew Spencer the creator of International Soccer went on to create International Basketball. *

* There was to have been a sequel to FLIMBO'S QUEST, check out FRANK GASKING'S GTW SITE for more info - WWW.CS.C64.org * *(see below)*

See you next time for 2 Classic Arcade conversions by Commodore ! Byeeee !!!

Games That Weren't ~ http://cs.c64.org

FLIMBO'S QUEST 2 *1991 - System 3*

Credits: Code - L van de Donk, Music - Reyn Ouwehand & Graphics - Arthur van Jole

After a fairly successful introduction, Flimbo was to be given another roll in his very own sequel called "Flimbo's Quest 2".

This was to be a five level game with massive maps including beautiful parallax scrolling, graphics, animation and game play, improving much further over the original.

The Dutch developers of the sequel as well as the original, Laurens van de Donk and Arthur van Jole were still waiting to be paid by System 3 for the first game. Apparently according to speculation, they both decided to halt work on the sequel after non-payment of the first game, and so Flimbo 2 was shelved.

Music was created and completed by none other than Reyn Ouwehand, and this music is nearer to getting to your ears than you think!....

Currently there sits a unfinished game in a playable stage, which GTW will possibly get some screenshots of and hopefully some exciting news one day... I wont say any more... :-)

Flimbo unfortunatly lost this quest...

Frank Gasking with additional source credits from Jazzcat