

Are Tulip
Computers
sounding
the death rattle
for the real
Commodore users ?



Time for a rest : Well, it had to happen eventually I suppose. For a long time now I have been fending off questions about orders from Maurice Randall at Click Here Software.

As my orders are now well over three years overdue I have had to admit defeat and cancel all orders and refund any outstanding money that is owed to customers.

This is a very sad day for me as I am fully aware of the implications that this will have : it puts Maurice in a difficult position to have to refund any outstanding orders and it also means I will have to postpone the production of CS2005 indefinitely until I can clear up the CSI S mess that this leaves behind. Just for the record, the oldest order I have on file is dated 7th September 2001. All the other orders are from 2002 and 2003, I refused to take any orders during 2004 as I didn't need the extra hassle.

If and when Click Here Software can fulfill any future orders I will reinstate a catalogue in Commodore Scene, until that time I would ask anybody wanting items from Maurice to go directly to <http://cmdrkey.com/>

I am sorry for any problems this may cause some people and I hope you will bear with me while I sort it all out.

As an amendment to the above : Maurice is starting to get back on track with all his outstanding orders so I have given him the chance to fulfill any orders that people are still prepared to wait for. Watch this space.

Tulip Computers : A recent press release from Tulip states that they are now handing over the Commodore brand to **Yeahronimo Media Ventures Inc.** This prompted me to dig out the cover for CS41 (see above and on the front cover) as I never used it as I thought it was too derogatory at the time and would have left me open to legal proceedings from Tulip. Inside CS41 was going to be the original press release from Tulip which stated that we would all be doomed forever if we used the Commodore name or logo, also anybody supplying any Commodore items would be subject to legal prosecution - and this was all aimed at us, who have been keeping the c64 alive all these years ! Lets face it, Tulip wanted to make a fast buck from the increased interest in the c64, we could have told them that the interest is here because we are enthusiasts and we do it for free. Threatening legal action and being a bully doesn't work - I take great pleasure in saying "We told you so". Goodbye Tulip.

Let's hope that **Yeahronimo Media Ventures Inc.** have a better head on their shoulders.

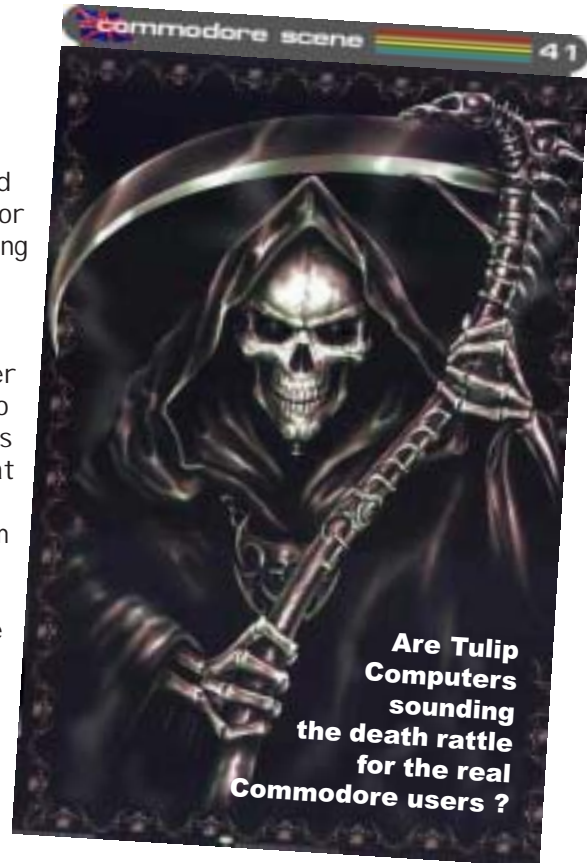
CS2005 : Okay, let's quell a few rumors. Firstly, it's true that there will not be a CS2005 binder. I am taking a break to pursue other Commodore ventures, unfortunately, producing CS takes up all (and more) of my free time. The time has come to have a break - and that's all it is - a break !!

Secondly, if the demand is still there, there will be a CS2006 binder.

Thirdly, in the meantime during 2005 I will be sending out a FREE CS newsletter, with articles, etc to every subscriber and a free download will be made available if I can convert the PP3 files to PDF successfully. It will be produced and printed completely from the Commodore. It will be in colour but it will be an irregular production with no set issues or timescales.

See you later !!!

alla ☺



TERMINUS

At the moment the subscribers list for Commodore Scene stands at :
22(uk) + 24(world) = 46

afraid. The furthest I got was Level 8! However, I would like to say 'WELL DONE' to Richard Bayliss for trying a new style of game type for him, there's some interesting ideas here. A lot of the moans I have about GRI DZONE are gone from this game - for example, enemies vary from level to level and the background colours change. Also the colour of the main player's sprite changes from level to level! WELL DONE RICHARD, it's simple things like this that help give games that little extra something in the presentation stakes... Personally I would like to see a sequel where you can have an optional two player 'CHALLENGE' mode, this would take place over a set number of levels, first to the exit wins a point, the player with the most points for the levels wins !!! Also it would be nice to have a one player mode with pick-ups such as limited invincibility and a gun to shoot the enemies.

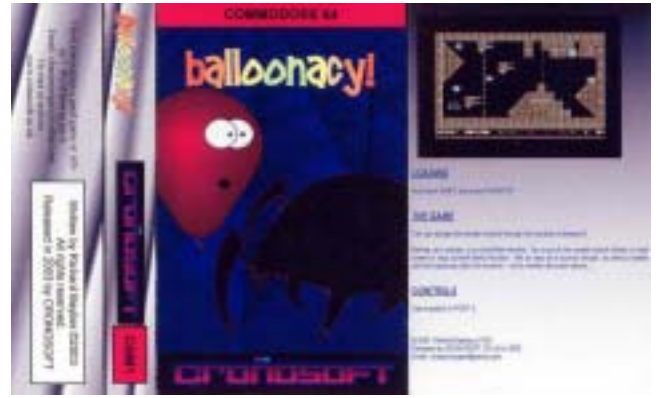
REAXION

Finally we come to my favourite of the three games, this is by Jason Kelk of Cosine Systems. This game did previously

feature on the coverdisk of COMMODORE ZONE. The idea being to make your way through 99 levels, the objective is to switch off all the active tiles to complete the level. Each level has to be completed in a time limit otherwise you die (you only get one life!) and have to start again! This is quite tricky and is one of those games you understand better when you play it. This makes a refreshing change from the tons of horizontal shoot em up's out there. Presentation is excellent, the whole game has a slick polish to it you would expect of a public domain demo which is no surprise considering it's JASON KELK (TMR) who created it. The music both on the title screen and in-game is very nice too! Once again like Richard's game, a minor criticism would be there's not enough variety in the game's level colours - every level has the same colours... Also I would have liked a restart feature or password system to avoid replaying the same levels over and over. The furthest I've got so far is level 10! This is a nice little puzzler game though and well worth your cash.

Overall : Nothing too risky here but the games are pleasant enough and CRONOSOFT are making the effort to get the games out there and at affordable budget prices - At last someone has seen sense !!! It would be nice if CRONOSOFT might consider releasing Disk versions of these games in the future or even a compilation with the three games here at a

budget price, say 5 pounds...?



Coming Soon : Expect to see The game CYBERWI NG from COSI NE SYSTEMS released by CRONOSOFT soon!

Website Info - Go To
www.cronosoft.co.uk

Current formats catered for - Sinclair ZX Spectrum, BBC / ELEC-TRON, Commodore 64, Atari 800, Commodore 16 / PLUS 4 and VI C 20 ! Cronosoft are currently looking for utilities & software to release, Royalties for every copy sold - Budding games creators here's your chance !

All the games reviewed are 1:99 each plus 0:99 per order.

Please make cheques / postal orders payable to SIMON ULLYATT

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HOW TO MAKE A CARTRIDGE

- part 2 -

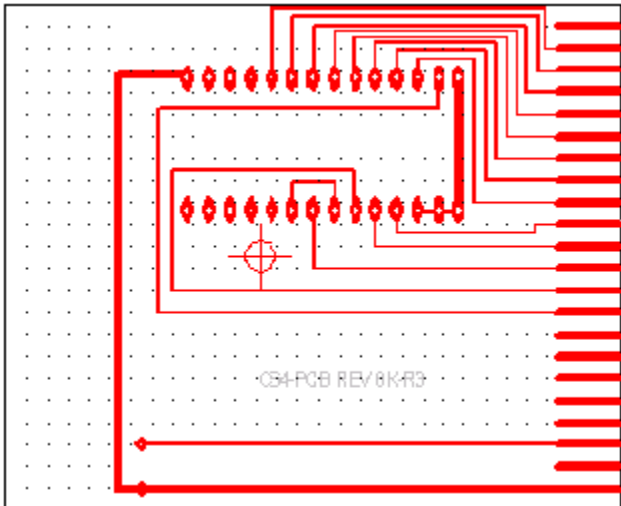
By Scott Julian

Welcome back, I hope that you all found the last article interesting and very informative and that you are ready to continue with the production of your very own cartridge.

Where I left you last month was with a cartridge schematic, pin for pin description of both the EPROM and Commodore expansion port. Now this month we are going to review how to take that information and turn it into a PCB file that can be sent off to a PCB manufacturer. Now I'm sure that there maybe a few people reading this article who have the capabilities of making double sided PCB's at home but unfortunately I was not one of them.

Now I did all my design work on a Windows base Pentium and I'm sure that it could be done on a C64 but I'm not familiar with software capable of the task. If you know of software suitable please email me and I'll give it a once over and review it for an upcoming issue.

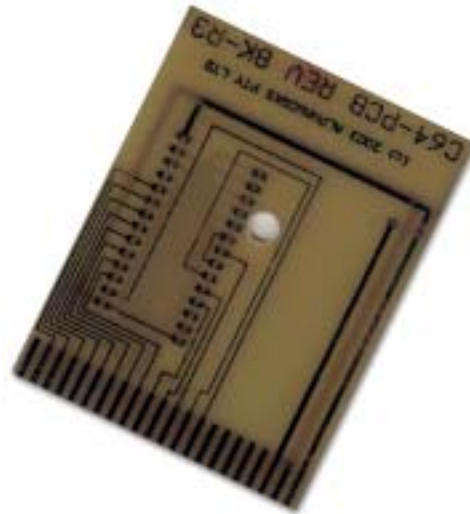
Searching around for software capable of the task was easy, there are hundreds to choose from but in the end I settled on a product called PCB Designer by Maplin Electronics in the UK. The price was within my budget and the software was very easy to learn (demo version is available for download).



As you could imagine by looking at the screen shot that the PCB layout / design can take some time to bed down. In fact it took me many attempts before I was happy with the final design.

Now that I had the PCB design completed I needed to find someone who could turn it into a real PCB, a prototype so that I could check the design by soldering a real EPROM onto the PCB and plug it into my 64. As I live in Australia I turned to one of the remaining Electronics Magazine (Silicon Chip) to look through the adverts. I found a supplier who specialises in one off prototypes at affordable rates. So to cut a long story short I made contact with them only to find out that they needed to have the PCB file in a particular format, unfortunately not the one I had.

All was not lost. They offered to convert the file into the correct format for next to nothing so I proceeded with the manufacture of my first prototype. Within 7 days there it was in the post and within a few minutes I had my first EPROM soldered and my cartridge up and running. Easy hey....



To tell the truth the design did require a lot of patients and at times I did get quite lost, but having schematic beside me at all times help overcome any long term issues. So I hear you asking, was the process worth all the effort? Well for me yes, but for many others who would like to build there own cartridge but simply do not wish to or have the time and energy to go through the whole process it may simply be a dream.

So how do you get to make your very own cartridge?

Well I let a few people know of the cartridge I made and many of them emailed asking if it was at all possible to purchase blank PCB's based on my designs thus enabling them to assemble their very own cartridges, similar to those that I did many years ago with the products I purchased from Jason Rainhiem.

Now this was back in August 2003 and ever since I have been saving up my dollars in order to make a small production run of these 8 K PCB's. Good news is that I have been able to manufacture 100 or so of these boards which anyone can purchase via my website. So if you are interested in making your own cartridge and you would like a blank PCB then please contact me.



Homebrew Services

Are you thinking about writing a homebrew game or utility for the Commodore 64? Or maybe you're already writing a game/utility and want to release it in cartridge form when it's finished? Aphaworks can help you make an impact with your homebrew game/utility by providing cartridge building services along with professional quality labels, manuals and packaging all at reasonable prices. We can also sell your game through our online store, allowing you to collect royalties with a minimal of work (well, you do have to write the programme!)

We then carefully solder the necessary components on the board. We don't skimp on any components, and if a board's design calls for capacitors then we'll make sure to use them. We have cartridge shells available as well as plastic box (insert inlay packaging). The board and cartridge are then assembled together. The cartridge is then tested to make sure it works properly.

Remember if you have any questions please send me any email.

It's Vegas, baby!

CommVEx

The **Commodore Vegas Expo 2005**, a.k.a. CommVEx, is coming to the bright lights of **Las Vegas, Nevada**, on **July 30-31** this year. Thanks to the efforts of **Mac Meconis** and **Al Jackson** of the **Clark County Commodore Computer Club of Las Vegas**, a venue has been secured at the **Nevada Power Company** (hey, plenty of power for our Commodores) at 6226 W. Sahara Avenue and just a few miles to the west of the famous Las Vegas Strip.

The hours of CommVEx are :

Saturday, 10 a.m. to 9 p.m.

Sunday, 12 noon to 9 p.m.

Nearby hotels are being scouted for the best price on accommodations, food, convenience, and entertainment value. We are also gathering excellent raffle prizes for the show. Guests and demonstrations to be announced.

To quote **Bruce Thomas** of the **Commodore Users of Edmonton**,

"We are going to be looking for people with interesting Commodore software, hardware, and activities to put on demos. We are going to be looking for volunteers to help set things up, man the ticket/registration table, pick people up at the airport/hotels, etc..."

"So, if you want to be part of something really great, if you want to attend the first big Commodore EXPO in the Western United States in this millenium, if you want to demo your latest Commodore-related invention, if you have Commodore-related products for sale and would like to set up a table with your wares, please get in touch with Robert Bernardo or myself and let us know what level of participation you would like to have. The event can only get better and will only be as good as the participants make it."

Go to the CommVEx website at <http://members.shaw.ca/commvex05> for information or e-mail CommVEx05@shaw.ca if you have questions.

Drive in, take the bus, or fly in... CommVEx awaits you !!!



Come and meet
Jeri Ellsworth
CommodoreOne and C64
DTV designer
Todd Elliott
GEOS programmer
Cameron Kaiser
HyperLink programmer
and more ...



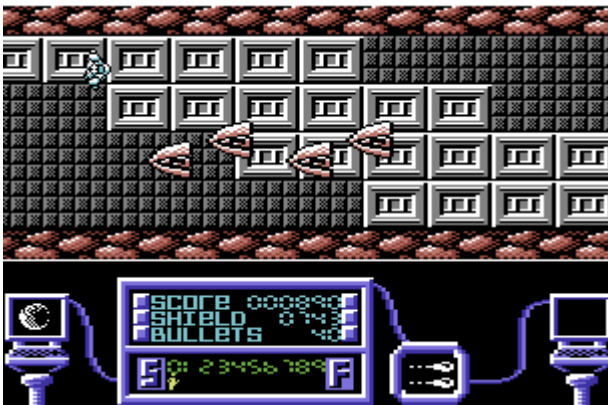
CS Cover Disk #49

Compiled by Richard Bayliss

Once again it is your favourite part of the magazine. Yes, it is the Commodore Scene cover disk. This time compiled by myself, instead of Andrew. We have games galore, tools to keep you busy and also some demos to entertain you when there's all those terrible TV programs, that gone downhill.

1541 and 1581 users, type LOAD "*",8,1 (depending on the device/drive no). The disk menu will then load and run. 1541 users will have the usual CS scroll menu, and 1581 users has no scroll text. But both menus have the same music, which I also written. To load a program from the menu, simply highlight the program, and press fire on joystick or use the cursor keys and RETURN to load. O.k. now that the instructions are over and done with, it is time for the info of the programs.

Trac-Troopa by XRayz Software



You trapped inside a strange cybernetic world, and your mission is to go through all the zones, avoiding collision with monsters, and slipping off the path. In this horizontal scrolling game, guide you hero safely, jumping over deadly obstacles and take the safest path.

A fact about this game, it was going to be released for software houses, but sadly these people lost interest, so XRayz Software have decided to release this game as Public Domain and exclusive to GTW and the TND Website :o) If you would like to read more about this game's demise, then follow on to <http://www.cs.c64.org>.

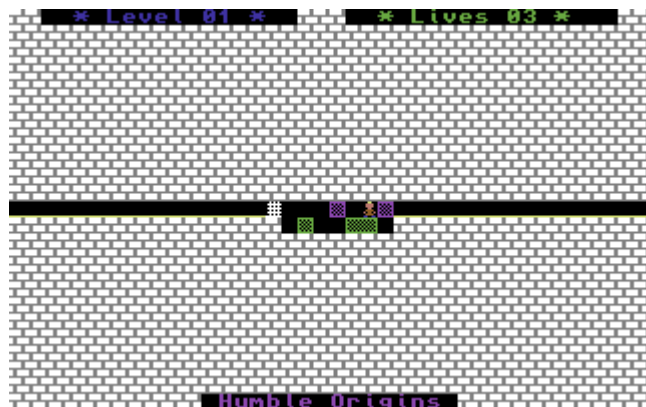
Plasmoids by Binary Zone PD

In this PD game, plug a joystick into port 1 and move your spacecraft around the galaxy. Blast those plasmoids that bounce around the galaxy, but avoid contact at all costs.



Oh, and avoid the forcefield and green asteroids You will only fire the direction you move, so take great care :).

MazeZAM by Dr.Hirudo



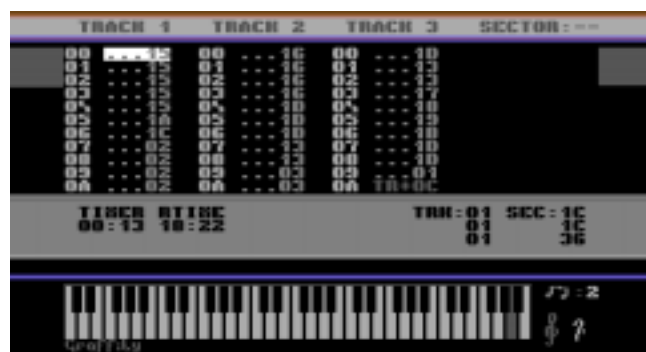
You're trapped inside various mazes. The idea of this game is to push those blocks left & right, to help make your escape. Beware though, because if you shift the blocks in the wrong sequence, you are absolutely stuck. So simply avoid this problem at all costs :D

Draz Lace by Devil/Noice

This is a painting program, which allows you to draw your own interlaced FLI graphics. Demo artists seem to use interlaced FLI graphics a lot, and these graphics look very artistic. So why not give this program a try. Draw stuff, and maybe send it to Commodore Scene for inclusion on a future cover disk or something like that.

True Paint by Rob Grabowski

Yet another drawing package, with full instructions provided. Use a joystick or mouse plugged into port 2, and draw some nice MCI pictures. Show these pics off to your mates and/or to Commodore Scene or whoever else. This is an excellent Public Domain drawing program, which I recommend you make use of :)



DMC V4.0 by Brian/Graffity

I have included this neat music composer for you to check out. This is a graphically user-friendly music editor/composer, which many C64 musicians had used in the 1990's and now. You can create your own voices, do a bit of live play to test the voices, play around with the filter settings and compose some cool music. Included with this editor is a tune I wrote in the past, which you can load from the DMC menu, pressing the back arrow key.

Back to Atlantis by Smash Designs

This is a mega single-filed demo, which feature some really amazing effects by AEG/Smash. The music is composed by PVCF/Reflex and the overall quality of this demo is excellent. It is something I recommend you to watch if you like blenders, plasmas, balls and much more :) It is amazing what you can cram into a single file.

The Piano Demo by Xentrix & Sonic Upoar

This is a cleverly programmed demo by Betrayer in the Xentrix era, featuring some excellent music by TLF/Xentrix. It features a



swinging logo with a great animated piano. I am glad I have found this demo and the Smash Designs demo on the Internet. :)

Merry Xmas by The New Dimension

Finally to end my section about the CS cover disk, I thought I share with you the Christmas demo, which I had prepared for the C64 Xmas Compo last year. Sadly there were no results, and the



demo is not really anything special, except for that it does feature something, which I have not done before. If you look at the tree, you'll see what I mean :)

Well, that wraps up this issue's cover disk. If you have anything you would like to share with us on the Commodore Scene cover disk, then please email richard-bayliss@blueyonder.co.uk or mail it to Allan Bairstow or Andrew. It is unknown who will be compiling the next CS cover disk, so it is best to wait :) Merry Xmas!

ADDITIONAL COVERDISK FILES

On the second side of this issues disk we have some important GEOS/Wheels files.

To run along with the guide on page 118 there are the following files for you :

5.25" disk - side 2

updatedocs	- geowrite file
dbnotes	- geowrite file
toolbox64	- replacement system file
dashborad64	- replacement system file
sysupdate64	- executable program

Due to lack of space, no 128 files could be included on the 5.25" disk.

3.5" disk

All the files on the 5.25" disk, plus :

toolbox128	- replacement system file
dashboard128	- replacement system file
sysupdate128	- executable program

Please note that all these files have been converted back to GEOS format and are ready to run.

Coming soon for 2005 !

Commodore Scene News

A completely FREE colour newsletter for all current CS subscribers and anybody who registers with me through **commodorescene@btopenworld.com** As this is a free newsletter, it will not have a set delivery date or page count, but it will be produced solely on the c64 and in full colour. What are you waiting for ? Register today (exsisting subscribers already qualify).

Also in 2005

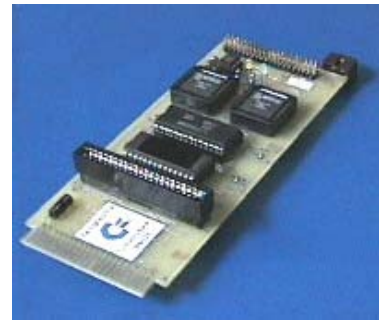
From the well developed mind of Shaun Bebbington comes a new fanzine called

Retro Bites

More news as soon as I have it.



Interview with IDE64 creator Tomas Pribyl



Tomas Thanks for taking some time out to talk to us, I appreciate your time is scarce. Thanks for your commitment to a great Machine.

CS Please can you tell the people who don't already know what exactly the IDE64 interface, is and what software the interface will work with ?

TP IDE64 is controller for connecting ATA/ATAPI (IDE) devices to C64. Other peripherals can be connected to C64 on special IO bus called SHORT BUS. Embedded software support allow to use IDE devices as standard C64 device included basic applications like MONITOR or MANAGER. IDE64 controller has backup Real Time Clock chip, RAM and PEROM memory and reset button. Main advantage of IDE64 is high speed data transfer, which is provided by direct connection on C64 Expansion Bus. IDE64 is compatible with all programs which use standard IO routines like LOAD, SAVE, OPEN, CLOSE etc. Programs, which use direct access on serial bus are not compatible, but can be rewritten (fixed for IDE64) with standard calls. We are still improving the IDE64. The newest version of IDE64 V3.4+ has bigger PEROM 128kB which contains new firmware IDE-DOS V9.x, which is developed for a long time. This is free software, the source and the tools required to build the firmware are public and available for Linux and Win32. The code is licensed under the GPL-2. This new firmware is available for all users of IDE64 V2.x and V3.x. Features of this file system will be described later.

```

1- DIR 2- VIEW 3- COPY 4- RENAME 5- MKDIR 6- DEL
DEVICE: HDD NAME: <ROOT> DIRECTORY
"demoz" dir BLOCKS:
"gamez" dir 0
"party" dir FILES:
"pictures" dir 4
"plugins" dir FULL:
"SIDz" dir 48
"MP" dir
"TXI" dir
"Utilities" dir
"Work" dir
"boot" prg
DEVICE: HDD NAME: Soci/Singular
"60K TASS 1.2pro" prg BLOCKS:
"Draz Paint 2.0" prg 0
"DriveFree v0.2" prg FILES:
"GunZIP" prg 0
"HD-Monitor V0.20" prg
"IDE4 Reader v.1b" prg
"IDE Tasm" prg FREE:
"PuZIP" prg 119
"Read D64" prg
"Scandisk v0.7" prg
"164 Extractor0.1" prg

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CS Could you please give a little background history about yourself ?

TP I was born in 1974 in Prague, Czechoslovakia. I was interested in electronics from basic school but computers were unavailable for ordinary people because of the closed borders. Computers were only in centres for the scientists. After finishing basic school I started to study at Electro Technical High School, the automation branch. After The Velvet revolution in 1989 my first computer, as most of the students in our class, was a C64. This helped me to understand computers and to do my homework. From that I met my friend Josef Soucek (he studied in the same class with me), who gave me a lot of important information about the C64. After finishing the high school I started studying on Czech University, electro technical faculty and I started working in small company which focused on the C64 / Amiga computers software, hardware development and service. There I met Jan Vorlicek, later IDE64 hardware co-developer. During this time, Jan Vorlicek, Josef Soucek and myself started working on IDE64 controller, it was in 1994. Then I interrupted studying at university and went to civil service in kindergarten ~ instead of Army duty ;-). After this I started working in company focused on industrial automation. During this period we developed, with Josef several, interesting devices for C64.

CS Do you have any likes or dislikes you would like to share with us ?

TP I like a creative job, learning and understanding new things and technologies. I like playing on musical instruments, astronomy (I worked a few years in the Prague astronomical observatory), I also like photography and travelling.

CS What qualifications do you have to design peripherals like this ?

TP I studied at the university, but most of my experience I have learnt from practice. The most important for me was the 6 latest years when I designed a lot of controllers for industry. I am interested in designing FPGA chips and other programmable logic. I am co-developer of control system for looms for glass fabric or for semiconductor producer; I was responsible for developing control system for linear drive and other interesting projects.

CS Suppose someone is reading, and would like to design Commodore hardware but hasn't done much other than soldering. What would be the best way to start learning, for example I am good at taking things apart and de-soldering but they never work when I put them back together !

TP The most important thing is to have motivation and enough information. Nowadays the main source of information is the internet. Semiconductor producer's support developing with their products by sending free samples, datasheets or application notes. Modern technology is making for easy development techniques and it is rather programming, where most important are basic rules and logical thinking. It is easier than 10 years ago. IDE64 team supported C64 hardware developers on our webpage with schematic of our devices, which can be useful for designing similar devices.

CS *What other projects have you worked on, Commodore and none Commodore related ?*

TP Our projects started with the development of cartridges (RAM and ROM), then 4-bit audio digitizer, B&W scanner created from a plotter, EPROM programmer and internal memory expansion.

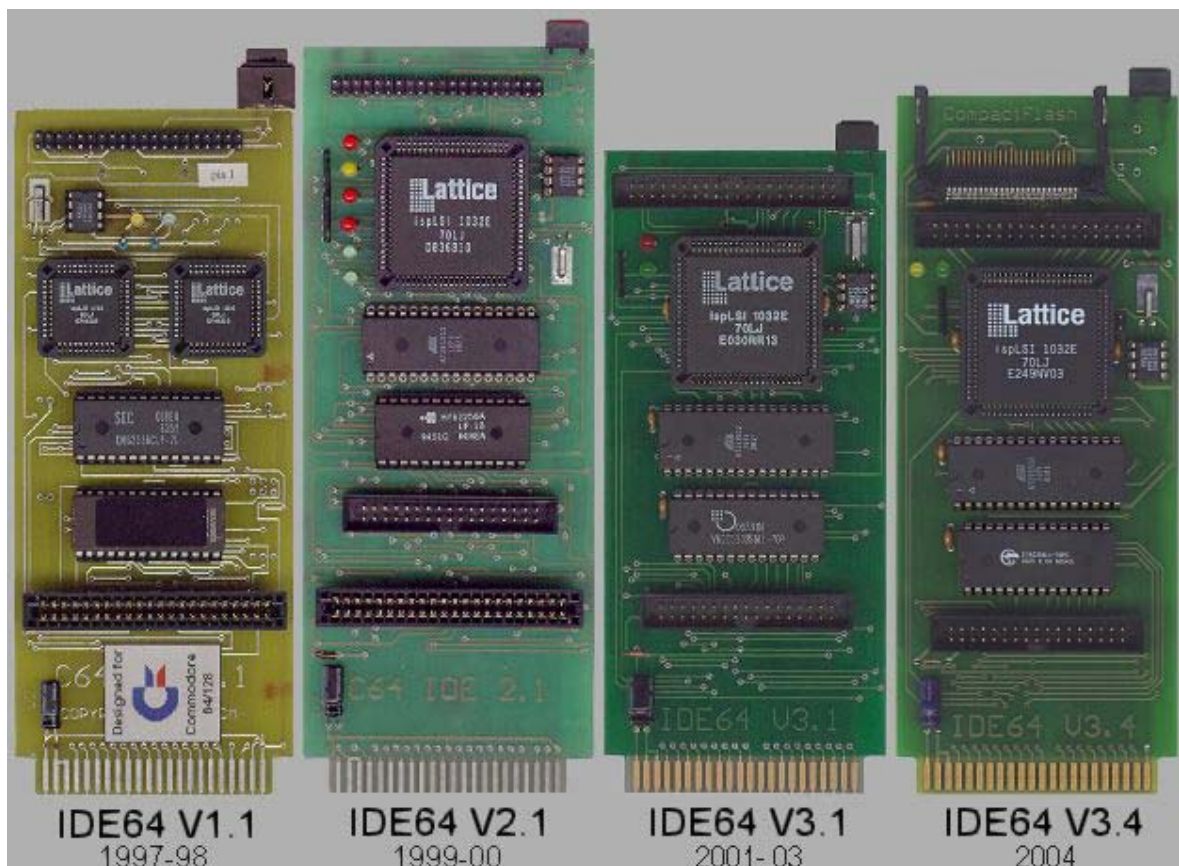
Then we started developing different communication interfaces like RS232 converter on USER PORT, fast UART and finally 300bps modem. We have used this modem for our first connection to internet. After this we started IDE64 project and other more complicated projects like DUART64 (fast dual UART for IDE64), ETH64 (10Mbit Ethernet controller for IDE64), MP3 player or PCkeyb (PC PS2 converter to standard C64 matrix keyboard). In my work I have worked on a lot of interesting projects like industrial CPU board or glass thread video detector.

CS *When did the IDE 64 project start and whose idea was the IDE64 project ?*

TP The first ever experiments began in 1994 when we met Jan Vorlicek, but the idea is older. In that time on ftp.funet.fi there was available some downloadable documentation for connecting MFM hard disk to C64, but this technology was not modern at that time. This needed an external MFM controller while IDE bus was at first sight very similar to C64 internal bus. It looked, that we would need only a few TTL gates, but it was more complicated. We needed new technology for programming CPLD chips, designing PCBs, PC for this and it took a lot of time.

CS *Has the project made you rich, beyond your dreams ?*

TP The most important thing is that I understood how the thing works and that was very helpful for looking for my job. For example: to implement IDE device to control system with 8bit external bus was very simple because I did it on IDE64. Or ETH64 controller or PCkeyb project were designed practically at the same time as similar projects in my job. MP3 player was designed with my co-worker from the company when we did a stand alone MP3 player and we used the experience from IDE64 project. Our newest project CPU64 uses experience with FPGA designs from looms or driving linear motors. In this context, I can say that IDE64 made me rich, because gave me a lot of important experience and new friends.



CS *To your knowledge, was this the first ever IDE interface for the Commodore 64, and would you say it's the best, and if so, why ?*

TP Direct connection on the C64 expansion bus gave us the speed. Embedded memory management and RAM/PEROM memory makes the user operation easy. Short Bus makes C64 system more flexible. IDE64 does not switch the IRQ off during I/O operation. Supports Hard Disk / CDROM / ZiP drive / LS-120 (A-Drive) / Compact Flash. You can see that IDE64 is the FASTEST device for a stock C64 that's currently available (based on public measurement at Forever 4 party SK). The only real competitor at speed is CMD RamLink. We know about users in 21 countries in the world included vèetnì Australia, Japan, Greece and Canary Islands.

CS *Was the interface an easy development for you, or did you come across any large problems ?*

TP It was many hours spent in public technical library, because in 1994-1996, the internet was unavailable for us and there was no information useful for this project. We did not have any experience with designing and producing circuit boards or programmable logic. First version IDE64 V1.1 which obtained first 15 users has a lot of restrictions which were removed in later versions.

CS *Do you plan a serial ATA interface for future developments ?*

TP Maybe later. IDE64 users are now focused on Compact Flash. Technically it should not be a problem to develop it, but it will take a time.

CS *What hardware limitations does the device impose, for example could I use any size of hard disk and a DVD reader ?*

TP IDE64 supports Hard Disk / CDROM / ZiP drive / LS-120 (A-Drive) / Compact Flash and others. DVD with ISO file system is supported. Multi session is supported. Firmware V.8x has limit HDD 8GB, file size limited by the capacity of HDD. IDE64 V9.x developed by Soci/Kajtár Zsolt has it's own file system called CFS. It allows disks up to 128 GB to be used, with files up to 4GB with holes and fast seeking, relative files up to 16MB, 16 partitions, unlimited directories and files (only limited by the capacity of disk), customizable file types, and new file permissions.



CS *I am still looking for something that would allow me to create actual CD's using a Commodore 64. Do you think this would be possible, using your hardware, assuming someone designs Commodore 64 disk burning software ?*

TP We thought about this, but there will be probably be a problem with C64 speed and we did not have enough information about ATA CD-ROM burning, only one detailed datasheet of Yamaha CD ROM. With the experience with compatibility of CDROM, we left this problem. Maybe the compatibility is better now, but this project can take a lot of time (CD disks during developing and debugging software) and you can burn CD faster on PC anyway.

CS *How would someone start designing such projects as the IDE64 ?*

TP It is important to know, that if you have a real job or you are studying at school, that this kind of project can take up to 6 months or even more. It is a life cycle, and can not be done faster. It is also important to not lose motivation after a lot of hours spent on project without any results. Psychological support from other C64 users is also very important.

CS *Can you tell us how fast the IDE64 interface is compared to other disk interfaces for the c64 ?*

TP To load a file which is 200 blocks length takes (on standard C64 floppy 1541) more than 2 minutes, with common speeder it drops to about 30 seconds while from the IDE64 hard disk or CF it's only only 1 second ! Detailed comparisons can be found on our webpage ~ <http://www.volny.cz/dundera/compar.html>



CS *The IDE64 interface has some form of 1541 disk turbo, can you give details on this and what sort of speed increase could we see over a standard 1541 disk drive ?*

TP IDE64 V.8x has speeder factor 6:1 compared to standard, IDE V9.x has up to 9:1 on 1581 disk drive.

CS *Does the 1541 disk turbo work on any other devices ?*

TP Yes, the most recent firmware (V.9x) supports 1541 and 1581 disk drives.

CS *One of the biggest problems I faced was formatting my disk, not a complex task but it took nearly 1 full day, why does it take so long to format a new disk ?*



TP It was caused probably by formatting 'all data sectors', which is not necessary. This is optional and it is usually used only when you have a disk with bad sectors. On a normal disk it is recommended to skip this optional part and formatting should take only few minutes.

CS *What do you hate about the industry ?*

TP Usually when I finally finish the project, it is out of date.

CS *Do you Commodore machines as your main computer ?*

TP For my whole high school the c64 was my main computer and it was very useful. I have used it for computing and printing out homework. After high school I got my first PC, because I needed a computer for developing my c64.

CS *What other Computer systems do you own ?*

TP Six C64's, one C128 and two PCs.

CS *Are any plans underway to have the hardware work with GEOS as I believe the hardware already works with Wheels ?*

TP IDE64 works with Wheels, Contiki (v1.2), LUnix (v0.21) and with GEOS. GEOS drivers for IDE64 were created by Maciej Witkowiak (Ytm/Elysium) from Poland. Look at ~ <http://members.elysium.pl/ytm/html/ciaide.html> ~ you will need a separate hard disk drive specifically for GEOS as it formats differently to the normal IDE64 standard. In the future, there will be GEOS partition support.

CS *Whose idea was it to make the plug-in applications for the interface, they seem to function well adding to the hardware design ?*

TP We developed simple plug-in application interface, because we do not have enough place in PEROM memory for all application which we wanted to implement. Basic mechanism is implemented in manager and supported @#\$

CS *Could you describe how the plug-ins work ?*

TP After starting manager, config file which contains file extensions and associations is loaded to external memory. When you press ENTER in manager on any file, extension is checked and linked file is loaded to memory. Plugin is started with filename pointer set on actual filename selected in manager and plug-in is started. After exiting the plug-in, the manager is reloaded in the same configuration. It is very useful for viewers or players.

CS *Is all the credit for this device down to yourself, or do you have a team of designers and programmers ?*

TP As I said, the IDE64 was developed by a team with Josef and Jan, who helped me with hardware and Josef developed original IDE64 software. We would like to thank all the people who helped us with developing IDE64, first of all Kajtar Zsolt (Soci/Singular) from Hungary, who has optimized and debugged IDE64 firmware, did new IDE64 firmware V.9x and maintains webpage warez.ide64.org. He has a good deal to do with the present state of the IDE64 project. We would like to give thanks to Sidney Arbouw from the Netherlands (Arcane) who fixed a lot of games for IDE64. Not forgetting all the IDE64 users, who got an IDE64 during the long period of this project.

CS *Do you have plans for any other Commodore hardware ?*

TP We have started a new project called CPU64, which will make your C64 faster, give your C64 more memory, new peripherals and will be very flexible. At the heart of it is a FPGA chip which implements cycle exact (with original simple pipelining) 6510 CPU core with 24 bit address bus plus new powerful instructions for better addressing. The CPU speed can be linearly changed from 1MHz up to 18MHz. It contains 1MB basic RAM memory which can be expanded up to 16MB, 512kB of PEROM memory, an RTC chip, a USB device controller and Short Bus.

The USB device controller will make simple and faster connection to PC (PCLink) and allow you to upgrade the firmware from a PC. Because FPGA is configured from PEROM memory, it will be very easy to add new features to the CPU core. We have planned VCU (VIC control unit) core, which will implement advanced graphic modes like FLI or interlaced modes without using the CPU. VCU will be programmable in assembler with special instructions for exact timing. Other planned projects I should mention that we would like to make are a USB host controller for Short Bus which will allow us to use devices like USB disks or wireless LAN (WiFi) or even Bluetooth communication.

CS *How would someone interested go about buying this hardware ?*

TP Best way is to contact distributors like GO64! Protovision, Modernity Grp., C64Hardware or you can contact us directly.

CS Is the hardware upgradeable or do users need to buy the new interface when its developed if so what is the reason ?

TP IDE64 hardware can not be directly upgraded, but it has only small changes during its lifetime. The biggest upgrade was the addition of the Compact Flash connector, but users without this connector can use simple reduction from IDE bus to Compact Flash via an adaptor.

CS I know I spoke to you about a USB interface; could you give us a sneak preview of what we can expect ?

TP The USB interface has two modes, host and device. You can connect many devices to one host. There may not be more than one host on the USB bus. We need both modes. When you want to connect a USB device to the C64, you must have the host controller. When you want to connect C64 as a device to PC (PCLink) you need device controller because PC has only host controllers. We have planned both these functions on one board, but not at the same time. Host/device controller can be switched by jumper. Because USB is very fast for C64 we will implement only the slower specification 1.1 which operates in Full Speed mode at 12Mbps or in Low Speed mode at 1.5Mbps. I do not know at this time if USB64 will operate only with the CPU64 or not.

USB will be connected to Short Bus. As I said, CPU64 will have device USB controller for PCLink and simple upgrading firmware.

CS I think its time to plug your website <http://www.ide64.org>. The site seems to be updated quite frequently with firmware updates and fixes. How much of your time does his take ?

TP We are developing this website from the beginning of the project continuously. Now we are presenting the news on <http://news.ide64.org> and <http://warez.ide64.org>



Reviewer Nigel Parker / Andrew Fisher

BOARD WITH GAMES ?

by Andrew Fisher

Are you bored with beat 'em ups? Can't face another shoot 'em up? How about some games that have made the transition from traditional board game to computer screen?

Virgin and Leisure Games produced a series of conversions from popular Waddington's board games. **MONOPOLY** and **MONOPOLY**

DELUXE feature all the fun of trading, collecting rent and building on the streets of London. The later version is, of course, the better of the two with pull-down menus and a 3D board. You might also like to check out the Basic game **MONOPOLE** which is very impressive compared to the commercial game.

The word game **SCRABBLE** was also produced in two versions, with the second by Bitmap Brothers programmer Mike Montgomery (who recently did **SPEEDBALL 2** for the PlayStation). At higher levels of play, the computer is really sneaky

at putting two and three letter words for lots of points, but it can be difficult "hiding" the screen when more than two are playing.

CLUEDO is a board game I have never played, but the two versions on the 64 convey the idea of finding out who murdered Mr. Black. Presentation is good, particularly the caricatures in **CLUEDO MASTER**

DETECTIVE, although the control method can be a little tricky. (I've also just played **CLUE MASTER DETECTIVE** - the American version, which only has minor changes).

EYE was hailed as board game of the year, with it's moving and shifting board based on coloured spirals. It takes a while to get the hang of it, and it was very expensive for what it is. The same criticisms can be levelled at the 64 version..

RISK is a famous board game of tactics and military strength, which translated well to the 64 with a big, colourful map. The only downside is scrolling around it to select territories and/or armies.

In a similar vein is **DIPLMACY**, set before the outbreak of the First World War. You have to be sneaky, form and break alliances and go on the attack to claim the most territories. Again, the map transferred well, but it is a game that is better played with "real" people.

STRATEGO closely resembles chess, with the added complication that different pieces are different strengths - information which is hidden from your opponent. The computer display is very bland, and the skill level is not very demanding in one player mode.





Back In Time 2004

In my own words:-

The best thing about life is the differences between people, for example some people will pay large amounts of money to sit in front of a five boy band; watching them mime to there latest single and perform preset movements, choreographed by hundreds of people. These watching individuals call themselves “normal” people. Interesting also is the importance people like to put on grouping individuals into stereo types.

Normal

It was to one of these said “normal” people to whom I tried to take to a concert in London with me. The Concerts name was of course Back in Time live 2004. I described to my friend the idea of the concert and what to expect. I played some of my music remix C.d`s and showed my friends various sites dedicated to SID remakes. I described how some of the actual games composers actually play live at the event (as opposed to miming) My Friends reaction was to class me as a “nerd” (whatever that means) although its nice to be in a group.

On a similar note; I love to see the latest First person shoot-em up P.C games requiring the poor P.C. user to replace all his 1 year old hardware with new equipment so he can load the game, not forgetting the game taking gigabytes of disk space just to install. Then we have users who are called “retro gamers” (another group) who enjoy playing games with “game play” and not just fancy graphics and sound.

If this all sounds like old age has caught me up and I have totally lost my mind, then you maybe right! I am a none normal “retro nerd” who enjoys playing games with “game play”. Hang on maybe that makes me “normal” and everyone else has just gone consumer marketing mad! We could call them “consumer markoes”

Booking the tickets

With a little gentle persuasion I manage to convince my wife we needed a holiday, We are having some building work done and so haven`t spent much time together, I am always working on the house at night and weekends. I suggested a good place to visit for a holiday would be London. I neglected to tell my wife that on Saturday night we would be attending a concert of Commodore 64 tunes!

I booked the tickets on the www.backintimelive.com website and finally after much anticipation the date of the concert weekend arrived. We were all packed up and ready to set off on coach for a 7 hour drive into London Victoria

coach station. The coach arrived 1 hour late, and must have been designed by someone without a posterior as the seats all seemed to be made of stone slabs! We had booked a night coach with the intention of sleeping most of the journey; Setting of Friday night arriving early Saturday to maximise our sight seeing. Unfortunately I hadn`t counted on a person sitting behind me with a snore so loud the whole coach shook; this snoring went on for the full journey. No amount of prodding and pushing could wake the person from his deep sleep.

Eventually we arrived in Victoria coach station cold, tired and with numb bottoms we made our way around the London sites. Then decided we would be better on an open top bus, relaxing in the sun shine. The bus travelled to all the tourist sites of interest, and allowed my wife and I to hop on and off when and where we liked.

Eventually we made our way to the hotel, unpacked our belongings, had a wash and quick change of clothing, then decided to rest for a while; it had been a busy day. I awoke with a shock looked at the time, and found it was 5 to 5 the concert starts at 5pm and we didn`t even know where to go! My wife and I rushed out the hotel down the road, with me explaining why we had visited London, and the whole Commodore 64 Concert idea. I took the lead and my wife shouting the relevant directions behind me, I must say my wife took the whole experience rather well. We both ran as fast as possible with the screams Left, right, down here, straight on ...coming from my wife.

Concert

Finally we made it to St Lukes church, I could see no advertising for the event, and began to wonder if London contained two St Lukes churches! The lights inside the church were on but no signs of life except for 3 drunks were sitting in the church ground. We looked on the church gates and the surrounding area but no signs or posters.



We moved through the gates half expecting to be pounced on by the individuals drinking in the grounds, but they never even looked up from their bottle. I tried the front door of the church but it was locked. My wife and I moved around to the side entrance. My wife pulled me back and said Shhhhhhh look over there. I glanced round in the general direction of her pointing and saw two large dogs without leads blocking our path; I said surely this can't be the way in can it? My wife thought we should just go! I moved towards one of the dogs, the animals raised from its seated position and showed me a rather healthy set of teeth, and boy could they salivate.

Moving on then to the other side entrance, avoiding the dogs we were greeted by one of the Church staff who said come on you have missed two songs already have you got tickets, we showed our tickets and were escorted in. The staff member pointed to some spare seats and suggested we pick somewhere out for ourselves. My wife and I seated ourselves down and quickly became part of the crowd of "SID-ites" Well we needed a title!

Press Play on Tape

The band currently on stage playing were none other than the now world famous Press play on tape, they claimed to be mistaken for Kraftwerk on many occasions; because of their recent press photographs. The group had posed for press photos in the style of the electronic music pioneers Kraftwerk, dressed in red shirts and black ties.

The band played a Kraftwerk hit "The Model" but with new more Commodore related lyrics, (just to prove that they weren't indeed Kraftwerk) the song is entitled Das Gamer. Here are the words:

Das Gamer lyrics

He's a Gamer and he's looking bad.
His face is pimpled and his butt is fat.
He plays all day long, he sleeps from four to five
It only takes a Commodore to stay alive.

He stays up every night - he is in constant pain
And he has been checking nearly every game
He's playing his game and you can hear them say
He's looking bad, for software he must pay.

He never moves his ass - he is a lazy man
But on his Commodore he gives the best he can.
I saw him buy a disk drive in the hardware store.
Now games are loaded faster on his c-64.

The Back in Time crowd went mad clapping and cheering, it was indeed a superb effort sounding just like Kraftwerk, and to perform the thing live (apart from minimal backing I think actually just a small drum track) Excellent stuff. Behind the band was a large screen filled via a projector somewhere in the balcony, the screen contained a Commodore 64 "boot screen" and while the songs were being introduced the display changed to show the words LOAD "*" ,8,1 then we saw the usual loading followed by some border flashing and then the game loaded for which

the band played the in game music to accompany the screen.

Press play manage something of a fine line they take the Mickey out of themselves and Commodore, I wasn't sure if I would like the band, after all I get the Mickey taken out of me enough at work! I am pleased to say the band is so light-hearted the whole experience works. You can see the band members really do love the machine and its music. I suggest you visit the band website for some free to download MP3 files and group history <http://www.pressplayontape.com> the bands set comprised these tunes:

- Warhawk - Rob Hubbard
- Crazy Comets - Rob Hubbard
- Antiriad - Richard Joseph
- Arkanoid - Martin Galway
- Commodore - Sash!
- Last Ninja - Ben Daglish
- Roland's Rat Race - Martin Galway
- Monty On The Run (with Ben Daglish and Mark Knight) - Rob Hubbard
- Das Gamer - Kraftwerk
- Wizball - Martin Galway
- Pumpkin Man (Cauldron II) - Richard Joseph
- Monkey Island - Michael Land
- Phantom of the Asteroids - Rob Hubbard
- Giana Sisters (Machinae Supremacy version) - Chris Hülsbeck
- One Man And His Droid - Rob Hubbard

I must say "mark knight" AKA the mad fiddler really makes monty on the run come to life, I half expected his electric violin to explode, or set on fire from the friction.

C64 Mafia

We were then treated to the vocal assassination of the Commodore rapping band C64 mafia, apparently one member down. This trio now reduced to a duo performed various Commodore 64 tunes with their own rap lyrics, The band adopting various poses that rap artists make while doing their entertaining.. Not really my thing I must confess though, they seemed to be the other side of the fine line they seemed to be just taking the Mickey. The bands performance went down quite well with the crowd, although nothing like when Press play on tape was on stage, no standing ovations here.

The MAFIA supplied us with the following tunes

- Larsec – 1942 High Score (You were there – Perhaps-a-Doobie stylee)
- Forbidden Forest / Loading Time (Deathwish 3)
- Breakdance

Visa Roster

We then heard from a band calling themselves Visa Roster, the band apparently comes from Sweden. They performed sid compositions without instruments in a ccapella style! I was getting excited about this idea (bringing back memories of when I used to do beat box versions of the sid tunes at school) The band or choir is like watching nothing on earth very surreal, slowing down the tunes slightly to perform very ghostly and relaxing renditions of sid classics. The choir was indeed very interesting and amazingly the experience worked well. The crowd went mad yelling for encore after encore and the band received a standing ovation that went on and on. Not surprising really, this was excellent stuff. They performed IK music with various silly dances punching themselves and giving high kicks, quite amusing The band has created a cd although its all classical music and not SID related apparently this sold out! so for more info check out <http://www.livet.se/visa/pressinfo.php> the tracks performed comprised of :

- Sweet, *Johannes Bjerregård*
- Human Race subtune 4, *Rob Hubbard*
- Think Twice III, *Jeroen Red Kimmel*
- Comic Bakery, *Martin Galway*
- Think Cross, *Markus Schneider*
- International Karate, *Rob Hubbard*
- Spellbound, *Rob Hubbard*
- Armageddon man, *David Whittaker*

Stuck In D 80's

Next we have stuck in D 80's with Ben DGLISH and the mad fiddler, the fiddler has his own website <http://madfiddler.co.uk>, the group also has Reyn Ouwehand who has produces a couple of Commodore remix cd's <http://www.reyn.net> Ben admitted he and the band hadn't time for a full practice as a group, and on occasions this showed through in timing and a general none togetherness. Although lets be fare if Ben hadn't said they needed more practice I wouldn't have been listening for mistakes! The overall effect was very good, my toes were tapping and I just couldn't help myself singing along and clapping oh and both my wife and I were raised from our chairs and had a good dance around. The best part about the concert is no one seemed to mind! We danced others were head banging, others clapping cheering the whole event was fantastic very friendly. Even in the toilets people were giving beat box SID tunes (I even joined in to one or two) Just like my old days at school (on the odd occasions I actually attended and wasn't in the arcade)

Ben having time to kill decided to ask the audience for a well known tune, the audience shouted back with various Sid renditions, Ben looked in amazement asking if we were

all geeks, and did we know other music existed apart from Commodore 64 compositions. Ben then suggested the Eastenders theme tune and he would attempt the worlds first Human SID. The audience was split into 3 sections like the sid chip one "Bass and drums", one for "chords" and finally the remaining people would be the melody parts. The audience were rehearsed with there parts of the Eastenders tune then we all sang together a human sid creation of the Eastenders theme song, it was fun and Ben seemed to be enjoying himself! I must say he seems to have a good stage presence. Songs performed were :

- Way of the Exploding Fist inc. IK+
- Pimplesqueezer 6 part 3
- Deflektor (Cowbell Mix)
- Star Wars Knight Rider Mess-about
- Paperboy inc. Arcade Classics
- Spellbound
- Rasputin

Mix and match

Finally we had a treatment of stuck in D 80's and Vista rosta performing together although someone seemed to be out of tune. The sound problems could be due to the monitoring on stage or lack of practice, I suspect this was rush rehersed on the Saturday morning.. This part didn't work for me, the choir was to quiet and seemed to be pushed into the side of the stage, I think this was more a last minute effort than anything else.

Rare Items for Sale

Lots of Commodore T-shirts music Cd's , DVD's and posters were for sale at very reasonable enough prices, I regret I had not taken more money with me. I did treated myself to 2 cd's one of Press play on tape II and the other was Reyn Ouwehand galway remixes, Both I am pleased to say are very good indeed. Reyn Ouwehand is new to me I haven't heard any of his mixes before, and will be looking out for more cd's from him.

Conclusion

It's still unclear if we will be able to experience another Back in time, this was called the last ever, but Ben seemed enthusiastic about another one. I suppose it all comes down to the number of people who attend and show interest, because someone has to pay to get these people to play and the venues are not free. We have to wait and see! also worth visiting www.c64audio.com and www.backintimelive.com and put some donations down or start buying some merchandise, cd's etc.

See you next time ?!

Text	Nigel Parker
Email	nigelp2k@yahoo.co.uk
Copyright	2004



Wizball, released in 1987, is arguably one of the strangest shoot-em-ups ever to have been released for the Commodore 64. Developed by Sensible Software, it added so many new elements to the basic scrolling shoot-em-up concept that they almost managed to create a brand new game genre.

The plot itself is unlike your typical shoot-em-up and manages to avoid the "alien race attempts to invade Earth" scenario. Something terrible has happened - all of the colour has been drained from the world. It's your wizard's job (accompanied by his faithful cat) to restore colour to the world and eliminate all the creatures that are out to stop you.

To do this, you have transformed yourself into a ball (or sprout depending on your viewpoint!) and it's your job to move around the levels, destroying creatures with a range of weaponry, and collecting droplets of colour that you can take back to your lab ready to reinfuse into the landscape!

Controls are fairly complex and difficult to master, although relatively easy to pick up. At first, your ball is bouncing all over the screen and you have very little control over your inertia. However, take out a couple of creatures and you'll get enough powerups to allow you to gain full control of your movements. You can then work towards enhancing your firepower and eventually activating your cat!

Classic Game Review

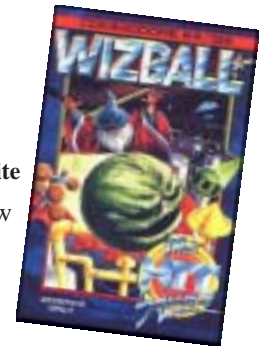
Wizball

by Ocean Software

Some of this review were originally written for the Infinite Frontiers website

The game is controlled with the joystick and a single fire button to use all your weapons and to activate any powerups you just wiggle the joystick for a second or two (although early on in the game all of these are lost when you lose a life!). Most of the time, your cat will follow you around, shooting

several to allow you to mix them) you are transported to the lab via a psychedelic bonus level where the colour is added to the landscape, you get a bonus added to your score and you can select one of your weapons to be a permanent add on.



There are a number of game modes on offer with single and multiplayer games. Up to four people can play either individually (taking turns between lives) or as a team with one player controlling the wizard, the other controlling the cat.

While the gameplay itself is incredibly simple, it's originality makes it one of the most playable and addictive shoot-em-ups ever released on any platform. It's no wonder that people are still talking about this game so fondly so long after it was first released. The game is just so compulsive you find yourself always wanting just one more go and before you realise it, you will have spent hours playing it!

when you do, but when it comes to collecting the droplets of colour, only the cat can do it and here's where the innovative control comes in...

If you hold down the fire button, you can control the cat independently of the ball and he can then go off and collect as many colour drops as you can. Once you have collected enough droplets of a chosen colour (or of

The graphics in Wizball are well animated, well defined and are generally easy on the eye. As you start off, the backdrops look rather bland while they are in various shades of grey, but as you progress and the colour is added, they soon come to life in an explosion of colour.

Sound is easily the strongest aspect of this game with all the music

and sound effects being provided by the legendary Martin Galway. The game kicks off with a stunning title track, superb in game sound effects (albeit without music), and a light, but still fabulous hi-score track. The in-game effects are full of wonderful effects of shattering glass, echoes, and a constant warbling ambient background noise that adds so much atmosphere to the game. The highlight for me - and something that *Wizball* is always remembered fondly for - is for the remarkable guitar solo that plays when you have lost all your lives. How Martin Galway managed to get these sounds out of the C64



expected and deserved more than a 16-colour low-res game with poor scrolling and sprite handling.

This is probably my personal all-time favourite game for the C64 and I would have to say that it is probably the best C64 title ever released. It's not technically stunning, but it is incredibly playable and will always have you



without using samples I don't know!

The game was released on the Spectrum as well (although I can't understand why!) and eventually the game was converted across to the Atari ST and then to the Amiga, but neither of the 16-bit incarnations managed to retain the feel and charm of the original. With its vastly inferior sound and poor scrolling, the Atari ST version paled into insignificance in comparison with the C64 and when the Amiga version was released, Ocean decided to port the game straight from the ST rather than writing it specifically for the Amiga. All of the drawbacks from the Atari ST version were still present and Amiga owners

coming back for one more go. Even now, some 16 years after it was first released, I choose to play this more than I play most modern games on all the other platforms I own.

An essential game for anyone who still has a

working C64 and one of the true all-time gaming greats. It just goes to prove that even though the C64 hardware is over 20 years old, it still has software that can compete with games for the PS2, PC, Gamecube and Xbox. Simply remarkable.

Simon Plumbe

<http://www.infinitefrontiers.org.uk/>



IDIOTS GUIDE TO THE COMMODORE 64

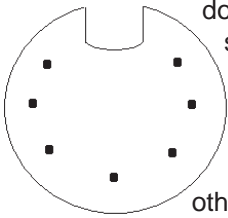
We all start out in life from a user who doesn't know anything, and hopefully slowly advance with our knowledge. With prolonged exposure to a particular subject that knowledge grows more rapidly. Most people just seem to assume that everyone is up to the same level of knowledge as himself or herself and look down on the poor beginners.

In computing terms someone who isn't able to work a particular software application or who doesn't know the inner workings of the Commodore custom chips is generally termed a "lamer". Now I personally find this term offensive, and surely it's better to share knowledge than to just ignore beginners. The lamer statement led me to create the Commodore 64 beginners guide (originally created for a friend who was given a machine), new users are appearing daily to the Commodore scene and instead of being left out in the cold, I hope this brings us more together. Who knows you maybe a SID or graphics programming genius waiting to express yourself, but with out the first steps you won't get very far.

Good luck in you search for knowledge! And may the force be with you.

CONNECTING UP THE MACHINE AND POWER ON

The first thing to do is to connect all the cables for the machine, I will make the assumption you wish to connect to a standard TV set with analogue aerial input. The power connector on the Commo-



Commodore 64 is located on the right hand side of the machine here you will also see an ON/OFF switch. Next to the power and ON/OFF switch are 2 joystick ports. Connect the BRICK power supply to the mains (keep the socket turned off) and now plug the rounded end into the Commodore 64 (the end is grooved and will only fit one way up).

Now connect the Aerial cable to your 64 this plug's into a socket on the 64 labelled RF, the other end will plug into your TV set. Turn on the mains electric and flick the Commodore 64 power switch to the on position. Press an unused TV station, check the 64 is on (the power light will glow) you now need to tune the TV into the Commodore 64 (check the TV manual for notes on how this is done)

If all went well you will be greeted with a screen like this :

```

**** COMMODORE 64 BASIC V2 ****
 64K RAM SYSTEM  38911 BASIC BYTES FREE
READY.

```

TAPE DEVICE

Power on your Commodore 64, and connect the tape cassette unit looking at the end of the cassette connector you will see one side is smaller than the other looking from the front of the Commodore 64 the smallest side fits to the cassette interface on the right (it should only fit one way round).



Now power on the machine, loading an application from tape is easy, ensure the tape is fully rewound to the beginning. With the tape fully rewound and on the main Commodore screen type LOAD and press the return key. A shortcut to loading from tape is to press SHIFT and with the shift key held hit RUN STOP key the screen should change as below :

```

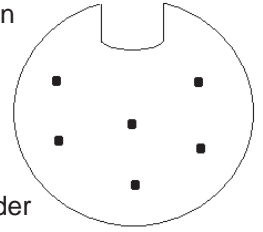
**** COMMODORE 64 BASIC V2 ****
 64K RAM SYSTEM  38911 BASIC BYTES FREE
READY.
LOAD
PRESS PLAY ON TAPE

```

When you press the play key the screen will go blank and the tape will start, the Commodore 64 will then load the first application it finds on the tape and display the loading application on screen, when the application name appears you can press any key to load the application or leave the machine and after a short pause it will carry on and load the application.

DISK DRIVE

The Disk drive again is connected via a small round shaped plug although the connection cable is slightly different. One end of the cable needs to be plugged into the Commodore 64, so ensure all power is off and connect the cable into the SERIAL socket on the rear off the machine.



Now connect the other end to the Commodore disk drive. The disk drive needs its own power supply so connect that to the mains. You need to power on the devices on in this order

- 1 DISK DRIVE
- 2 COMMODORE 64

Otherwise you run the risk of BLOWING your Commodore (we don't want that) also power off in the reverse order so Commodore 64 then the Disk drive.

Loading an application from a Commodore disk drive is easy enough. Place a disk in the drive and secure with the holding clip, now type **LOAD "*" ,8** this will load the first file on disk (some games will specifically ask you to type **LOAD "*" ,8,1** or even **LOAD "GAMENAME" ,8,1** just follow the recommended instructions) once the file is loaded the Commodore 64 will respond with **READY** now type **RUN** (games loaded with **LOAD "*" ,8,1** will automatically run) (The commodore 64 can use file names of up to 16 characters in length)

```

**** COMMODORE 64 BASIC V2 ****
64K RAM SYSTEM 38911 BASIC BYTES FREE
READY.
LOAD "*" ,8
READY
RUN

```

Before information can be saved on disk the disk needs formatting and a disk ID needs assigning, to format a disk type

OPEN 1,8,15, "N0:diskname",ID (then press RETURN)
 The disk light will spin after a couple of minutes the light will go out at this point type
Close 1 (then press RETURN)

The disk name and ID can be anything you like examples are
 GAMES DISK,01

COMMAND SUMMARY

Tape Commands

Loading a file	LOAD
Load a file called "game"	LOAD "GAME"
Save a file	SAVE
Save a file called "game"	SAVE "GAME"

Disk commands

Loading files

Formatting a blank disk	OPEN 1,8,15, "N0:diskname",ID :CLOSE1
Load disk directory	LOAD "\$",8

View disk directory	(first load the directory then type) LIST
Load first file on disk	LOAD "*",8
Load a file called "game"	LOAD "GAME",8

THE INTERNET

All number of games and applications are available to download some are legal some are not so legal! The extension of a file is the last three letters after the full stop so "filename.PRG" the extension is PRG (application program) some of the formats you may find yourself downloading are

Filename ends with	what do I need to DO?
PRG	These will run on a 64 but you will need to copy them to disk
ZIP	Compressed file you can use WINZIP to extract in (on a PC)
SFX	Self extracting archive copy to a disk, load on a 64
SDA	Self dissolving archive (will extract itself to disk)
D64	Commodore 64 disk image (needs to be extracted to disk)
D81	Commodore 1581 disk image needs extracting to disk
TAP	Tape files can be used on an emulator only
TXT	Text file

What is a XE1541 cable ?

These cables are available for £15 from Commodore scene and nowadays are a must have, because of the cheap price and the usefulness of the cable. You are able to use any old PC (from an old 486 to a Pentium you will find these are now thrown away as scrap) to replace a Commodore disk drive seen NICK COPLANS HD64 at http://www.64hdd.com/index_en.html (translations for German, Spanish French and Italian) Or you can download a copy of Star Commander (free with the cable purchased from Commodore Scene) and extract disk images (D81 and D64 downloaded from the internet) back to real Commodore disks! Star Commander will read the disk image and show all the files then you can select the ones you want and copy to a standard Commodore disk drive.

NOW WHAT ?

ALL Commodore users would suggest at this point you find a bin for your tape device and throw it in! I won't suggest such a drastic measure but when you see the devices that are available for the machine you may never return to tapes again. Here are some essential purchases

IDE64

This allows modern and cheap IDE hard disks to be connected to your machine the same disk as used in IBM P.C. compatibles, at the moment the disk capacity is limited to 8 GB but most PC users would throw these away. The IDE 64 interface is about £95 pounds

Also available is the serial connector allowing you to connect an IBM PC as a disk server and load files directly from your PC! Ide 64 website <http://www.volny.cz/dundera/> also available are a number of applications and games adapted for the device, the drives attached will look like Commodore disks although big ones! the first device will show as device 10. The IDE 64 is available from protovision <http://www.protovision-online.de> and Commodore Scene import service www.commodorescene.org.uk.



RETRO REPLAY CARTRIDGE

This device is a modern version actually a clone but with updated hardware, it's also flash upgradeable of the legendary Action replay Cartridge, don't bother looking on ebay for the Action replay this can be purchased new from Commodore scene. The Action replay cartridge performs all manner of useful functions; it contains a disk turbo to speed up loading and saving from disk, useful commands to load save and format disk, it's also capable of freezing a game and saving it to another disk or even to tape. The retro replay cartridge also has an expansion port at the moment this allows a network card to be fitted so your Commodore 64 can gain Internet access, with a specially written operating system called Contiki. Contiki website <http://www.dunkels.com/adam/contiki/> and retro replay information and updates <http://rr.c64.org/> Retro replay hardware information <http://www.jschoenfeld.com/indexe.htm>

CMD devices

Sadly these are difficult to get hold of Maurice Randall produces, Commodore disk drives, Memory expansion cards and a disk accelerator allowing the Commodore 64 to run at 20mhz. Commodore scene import service can be used to order the devices but be prepared to wait as Maurice has a full time job and is way behind on orders. <http://www.cmdrkey.com/>

ETC

The list goes on hopefully this has wetted your appetite and given you a rung up the ladder of knowledge. Of course further information can be gained by joining mailing groups, visiting websites and of course from Commodore Scene magazine here are a few websites to get you going.

Website name	address	Description
Homestead	http://cbm.videocam.net.au/	General Commodore news
Loadstar	www.eloadstar.com	American disk magazine 20-year-old
News News portal	www.c64.sk	general news + party info
Lemon64	www.lemon64.com	Games info + downloads + links
CMD website	www.cmdrkey.com	New hardware and geos info
Protovision	http://www.protovision-online.de/	New games and hardware to buy
Commodore imports	www.commodorescene.org.uk	:) Guess what this is :)
Cocos	http://www.c64.cc/	Links to Commodore sites and games

Mailing lists

Homestead	http://lists.videocam.net.au/mailman/listinfo/homestead
Commodore Mail lists	http://www.q-link.cc/cbm-discussion.shtml

Ok, its not conclusive but it's a start !

REVIEW Nigel Parker
 Copyright Commodore Scene 2004
 Email nigelp2k@yahoo.co.uk

HISTORY

Sceneworld is a disk based magazine covering a number of topics applicable to the Commodore 64. The magazine covers both PAL and NTSC users, with special sections devoted to each camp. The issues are available to download from the following address <http://sceneworld.c64files.com/> The magazine will run on both Commodore 64 and commodore 128 machines (NTSC or PAL) and is "delivered every 3 months"

I don't have the full magazine history of how or why the magazine started (having stumbled across the magazine by sheer accident searching on the internet for something else) the magazine website says the magazine was founded on 1st of November 2000 by the following members: Drake, Derision, Nafcom, Satyr, Merman, Macbeth & The Overkiller

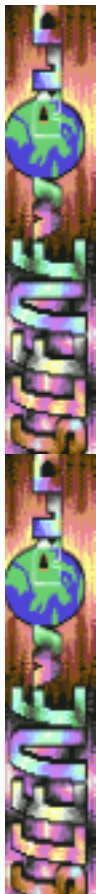
MAGAZINE

This is a quick rundown on the current issue (at this time of writing) the issue is version 11 (everyone sitting comfy? Ok then here we go)

Issue 11 is 2 D64 disk set or 1 D81 image file, the magazine opens with the usual scrolly text message and a bouncing bitmap from "The people of liberty" Then the user is asked if they want to use a fastloader once this decision is made the main magazine loads.

Scroll 1 line up

the magazine acts like a "windows pc" depends I suppose on your point of view if this is a good or bad thing, the magazine seems to



work well for example clicking over GO will bring up the contents list. While clicking on the bottom right icons change the current tune playing “sound icon” print the issue “the printer icon” or display the magazine version “err the version icon?” Navigation is via a mouse pointer moving the pointer to the top of the text and pressing the fire button moves the text up. While moving to the bottom and hitting the fire button moves the text down. The further up or down the text you are the faster or slower the text will scroll. The joystick needs to be in port 2. The menu system can if preferred be keyboard driven with the up down cursor keys and left right cursor keys moving the pointer accordingly. The keyboard RETURN key acting as a “fire button” and is used to select the options. It all sounds complex but actually is very easy and intuitive to navigate.

Other keyboard shortcuts are available for example “P” prints the text to a printer “device 4” and the C= key brings up the menu.

5 tunes are available for easy listening from
Richard, Merman, Klax, G-fellow and finally Crome

The magazine starts with the usual editorial section, listing amongst other things: the commodore 64 30 games in a joystick device, being developed and marketed by ironstone. The magazine hints this is actually made by YES661 <http://www.yes661.com> a U.k based shopping channel that produce the powerjoy II (nes emulator with 64 games in a joystick controler.) yes I bought one of those too.

Next is the reactions section a sort of user feed back method of magazine improvement? Moving us on to the SWO this section lists where to get Sceneworld. The SCO section lists various download mirrors for the current issue, also the issues can be ordered direct from the authors. The addresses for ordering the magazine are listed in a later section. Also on this section is how to contribute to the magazine, via a review, Sid tunes or pictures.

Next is Competition news write the “strangest things to happen to a 64, text can be as long as possible” next up we have thoughts from a scener “luke lydne” shares his thoughts and memories of running through graveyards. Next up is the news section with more on the Commodore 64 joystick from ironstone and new party news.

GIVEN AWAY

Hey just a minute I am giving it all away you wont want to read this production will you. May I suggest that you download the current magazine issue and back issues and read it yourself, also don't forget the feedback.

Overall this seems a very well produced and feature full magazine no padding or irrelevant text just plain 100% useful information, and very varied contents. The magazine contents seem to be applicable to all users, and not just coders. This is a welcome change, from magazines biased on 6502 programmers (we don't all have rocket powered brains). One interesting point is that the issue is a labour of love, blood sweat and tears. The magazine costs nothing to read or download and as such can be classed as 100% free, can things for free really be this good? , will I wake up and find this is all a dream? I hope not.

I now can't wait until issue 12 is available for download.

Error trapping within the magazine seems to be good, for example if a printer isn't connected you will receive a “printer Error message” and given the option to connect one and retry, this is preferable method than the usual, system crash.

Here are some useful keyboard shortcuts for the magazine.

Up/down cursor	Move up down
Left/right cursor	Move left or right
RETURN	Select item or confirm
F1	Scroll 14 lines up
F3	Scroll 1 line up
F5	Scroll 1 line down
F8	Scroll 14 lines down
M	Bring up music menu
1 to 5	Load and play tune
<-	Escapes from the menu
P	Prints to device 4
I	Brings up info box



GREMLINS

reviewed by Andrew Fisher

*"Don't get them wet...
... don't expose them to sunlight...
... don't feed them after midnight"*

Gremlins became a cult classic when it was released, a clever mix of horror movie and "cute" puppets. The second film was less well received, which has strange parallels with the computer games..

And now for something very rare. Did you know there were actually TWO games based on the first Gremlins film? Converted from an Atari game, GREMLINS the arcade game looks dated, but is a nice tie-in with the film. You play Billy as his house is overrun by Mogwai and Gremlins, and you only have a (t)rusty sword and three flash cubes to defend yourself with until morning.



Although quite simple graphically, the characters are well defined and move well. They behave just like in the film - if Mogwai gets wet (walks into a puddle) he splits into two Mogwai. If he eats any of the food lying around, he forms into a pod which hatches into a Gremlin.

Around the room are some useful and not so useful objects. As well as puddles of water and food, there is an automatic popcorn maker (spits more food onto the floor), a TV (Mogwai will stop and watch it) and the fridge (Gremlins will chuck food out of it, and the ice-cube maker causes more puddles). Dropping a flash cube freezes the creatures for a few seconds, and you can pick up Mogwai and put them in the cage for bonus points at the level's end.. as long as the Gremlins don't release them again!

All in all, a fun game with some basic sound effects and tough gameplay on the later levels (which you can skip to, another nice feature). REMEMBER have just finished their re-release version of it, so track it down now.

Adventure International also released a text adventure based on the film. This follows the plot



very closely, down to the infamous blender scene and the Gremlins running riot in the toy store. The parser is limited at times, the response time fairly slow, but there is a lot of text and it portrays the sinister atmosphere of the film. Awarded 80% in ZZAP!, I have only played the BBC version.



Finally, GREMLINS 2 was delayed by many months and nearly did not get released at all when Microsoft hit financial trouble. In reality it could have done with a few more months' work. Some nice Gremlin sprites hop around detailed backdrops, but gameplay is tough and unrewarding. It's made worse by the strange weapon system, which includes items like a tomato and a torch. Rambo Gizmo is a lot of fun, when he comes parachuting to your rescue firing a toy bow and arrow. ZZAP! took the mickey out of the instructions, which featured hundreds of trademark symbols and Commodore Format just took the mickey.



Wheels Upgrade v4.4

This program will upgrade your Wheels MASTER disks and BOOT disks/partitions to the same as Wheels V4.4. There's no need to completely recreate your disks. This upgrade is for Wheels V4.2 users. If your original Wheels disk has a lower version number on the label, contact [Click Here Software](#) for information on how to obtain a new upgraded disk.

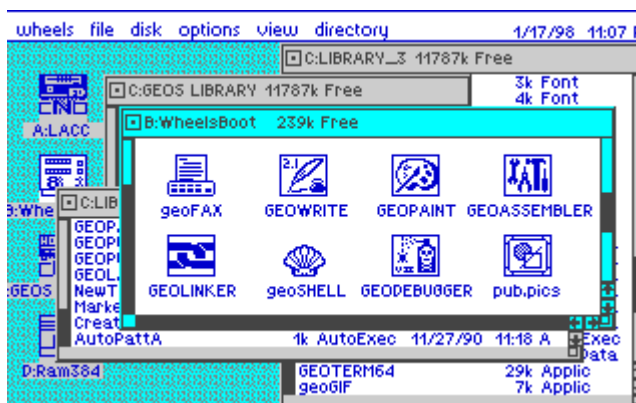
With this upgrade, you should have the following files...

For Wheels 64 : SysUpdate64 (V1.0) - supplied on reverse of this issues 5.25" & 3.5" coverdisk
 Toolbox 64 (V5.4) - supplied on reverse of this issues 5.25" & 3.5" coverdisk

For Wheels 128 ; SysUpdate128 (V1.0) - supplied on this issues 3.5" coverdisk
 Toolbox 128 (V5.4) - supplied on this issues 3.5" coverdisk

Follow these instructions and the upgrade process should proceed without any problems.

The first step in the upgrade process is to copy the new Toolbox to an existing MASTER disk. If you're not sure what the difference is between a MASTER disk and a BOOT disk, the MASTER disk is just like your original Wheels disk. You should have already created a few of these using MakeSysDisk. With a MASTER disk, you can create additional MASTER or BOOT disks using MakeSysDisk. A BOOT disk is only capable of booting up the system. MakeSysDisk cannot create additional disks from a BOOT disk.



Now that you have the new Toolbox on a MASTER disk, shut down your system and reboot from that same disk. This will make sure that the new disk drivers in the new Toolbox are running.

Note: Before upgrading any disk or partition, you must first copy the new Toolbox to that disk or partition. So, copy the new Toolbox to the disks or partitions you plan to upgrade.

Now you can run SysUpdate64 or SysUpdate128 depending on your system. The first screen you see gives you a choice of updating a MASTER disk or a BOOT disk. Click on one of these options to proceed. Next, you'll be prompted by a dialog box to choose the drive containing the MASTER or BOOT disk (or partition). Choose the location of the desired drive. If upgrading a boot partition, be sure to also select the desired partition. You'll find a button to click on that will bring up the partition selection box. If you insert a different disk into one of the drives, click on that drive to reread the disk name and it will show up in the dialog box.

Once you're finished selecting the drive, click on OK to continue. The program will proceed to upgrade the SYSTEM1 and SYSTEM2 files. If you've chosen to upgrade a MASTER disk, it will also upgrade your MakeSysDisk application. If upgrading a 5.25 inch disk, you'll be prompted to flip the disk to side 2 to finish the upgrading of MakeSysDisk.

If any error occurs, the process will stop at that point and display a dialog box indicating an error occurred. If no errors were encountered, a dialog box indicating the process was successful will appear. Click OK to return back to the main screen. At this point, you can perform another upgrade on another disk or partition.

TIP: Upgrade the current MASTER disk that you've booted from and then reboot once again from that disk so that you're now running the new upgraded kernel. Go ahead and continue upgrading additional disks or partitions afterwards. But, before upgrading any additional disks or partitions, you need to first copy the new Toolbox to those disks or partitions.

What am I getting with this upgrade?

The new Toolbox is the result of many hours spent working on the code for each disk driver. Many improvements have been implemented along with the usual minor bug fixes if any have been found. Some of the disk drivers run somewhat faster. Perhaps the most noticeable speed improvement is with the FD and HD. Every single disk driver has some sort of fix or improvement. Maybe you won't notice the changes, but they are there, nevertheless. The whole system will run smoother. If you don't really notice anything different, that means things are probably working correctly!

The new Toolbox contains a new kernel patch routine that will patch certain parts of the kernel during bootup. This allows future patches and fixes by simply updating this portion of the Toolbox. As with Toolbox V5.3, the new Toolbox provides the ability to use certain programs such as The Wave.

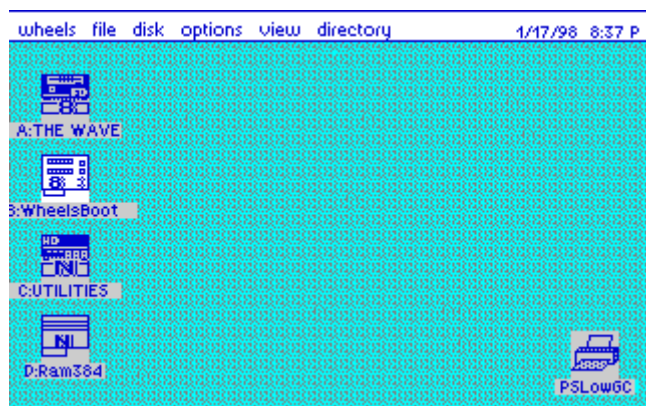
A few bugs are fixed and some minor needed improvements are implemented within the SYSTEM2 file. This adds a STOP key check to the validation routines. If the STOP key is pressed before the final routine runs during a disk validate, no change will occur to the disk. This allows you to cancel out of the operation or to stop a neverending loop that might occur with a very badly trashed disk.

The file and disk copiers get some improvements, especially with the 64 version. The single drive mode apparently never worked properly. Now it does. Although it's still recommended to use two disk drives whenever copying disks or individual files. The numerous disk swapping can be painful and adds to the possibility of accidentally inserting the wrong disk when prompted.

MakeSysDisk gets a number of improvements. On the 128, it will let you add a boot sector to a BOOT disk if the sector isn't already in use. When using the single drive mode for making a MASTER disk, the disk copier is used instead of the file copier. This can result in fewer disk swaps if you have enough unused ram expansion memory. MakeSysDisk also lets you copy an input driver and printer driver to the BOOT disk you're creating.

There are many other little improvements that were taken care of as development progressed. Most of these fixes or changes were never documented. But you can be assured that you'll have a much improved and smoother Wheels system with this latest upgrade.

When the upgrade is finished, you can check the information in each file header by clicking once on a file icon to highlight it and then select 'info' from the Dashboard's 'file' menu. The version number of the SYSTEM2 file should become V4.4 and MakeSysDisk should become V1.9. The SYSTEM1 file will still remain as V4.2 in Wheels 64 and V4.1 in Wheels 128.



During bootup, the Toolbox performs the patches to the copy of this file that resides in memory and it becomes V4.4. On disk, it will still be V4.2.

Dashboard V4.4 Notes

Installing a new Dashboard is easy and painless IF you follow these simple instructions. Let me explain something... Dashboards beginning with V4.3 are designed not to conflict with each other. But earlier Dashboards can be a problem if they are still on your system. Dashboard V4.2 was also designed not to conflict, but I don't think it worked quite like I intended. When the Dashboard is loaded into memory, it copies parts of itself into the ram expansion and will remain there during the entire session. It also stores configuration settings for itself in the ram expansion. This code can vary between different Dashboard versions. Now, if you were to run an application and then exit back to the Dashboard and the operating system found the wrong Dashboard to reload, there could be a problem. Your screen might get messed up or the system might crash. The newer Dashboards are smart enough to realize that it's not their code in the ram expansion memory and they will reset themselves and reload the code. Older Dashboards don't do this and will cause problems.

So, let's continue to install the new Dashboard.

So, let's continue to install the new Dashboard.

- * First, boot up your system with the existing Dashboard.
- * Have a floppy drive available and a disk for that drive containing the new Dashboard.

* Next search around your system for any old Dashboards and delete them. Be especially certain you delete them from your ramdisks and RAMLink partitions. The operating system always checks the fast devices first when it reloads the Dashboard. It's OK to keep the old Dashboard stored for nostalgia's sake on your HD partitions or on disks that you don't intend to 'exit back to'.

* Now run an application, any application. When you exit the application, the operating system will prompt you to insert a disk containing the Dashboard because it can't find it. Insert your disk with the new Dashboard and click OK. The new Dashboard will be loaded into memory and it will reset the code in the ram expansion memory and clear the screen of any windows you had opened.

* You may now copy the new Dashboard to any other locations as desired. Be especially certain you copy it to the MASTER disks you intend to use on this system so that when you create additional MASTER or BOOT disks/partitions, the new Dashboard will be installed.

Some of the things that are in the new Dashboard:

You can now pick up a file icon by simply clicking and holding the mouse button on the first click. This method has always worked this way with picking up drive icons. But with file icons you had to first click on the icon to highlight it. Then you could click again to pick up the icon. The new method makes it easier to move files around quickly. Previously, if you got in a hurry, you could accidentally double-click on the icon.

Modify mode will set the file window up properly if it's currently running in text mode. Previously, if the window was in text mode, you had to press the function key more than once to get the window to properly display the files. If it was in icon mode already, this problem didn't happen.

Wheels 128 had a problem when launching an application such as GEOPAINT that is capable of using both 40 and 80 column modes. If the application supports color, the problem wasn't noticed. Here's the scenario: You're in 80 column mode in the Dashboard and you've got 64K of VDC ram so you're in color. Now you switch to 40 column mode and launch GEOPAINT. While in GEOPAINT, you switch to 80 columns. Your screen is now in color but it's the colors from the Dashboard and it looks bad. This is now fixed. The Dashboard now colors the screen in the default colors before switching screenmodes.

The Dashboard no longer allows you to delete a locked file. Before being able to delete it, you have to unlock it by opening the info box for the file. Then when you click on the file's icon in this box, the file will be unlocked. You may then delete the file.

The new Dashboard has an overall better feel to it. Get rid of the older one and use this new one.

If you have any problems or suggestions, feel free to email me.

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"Just look at what's in the next issue" >>>>>>>>