

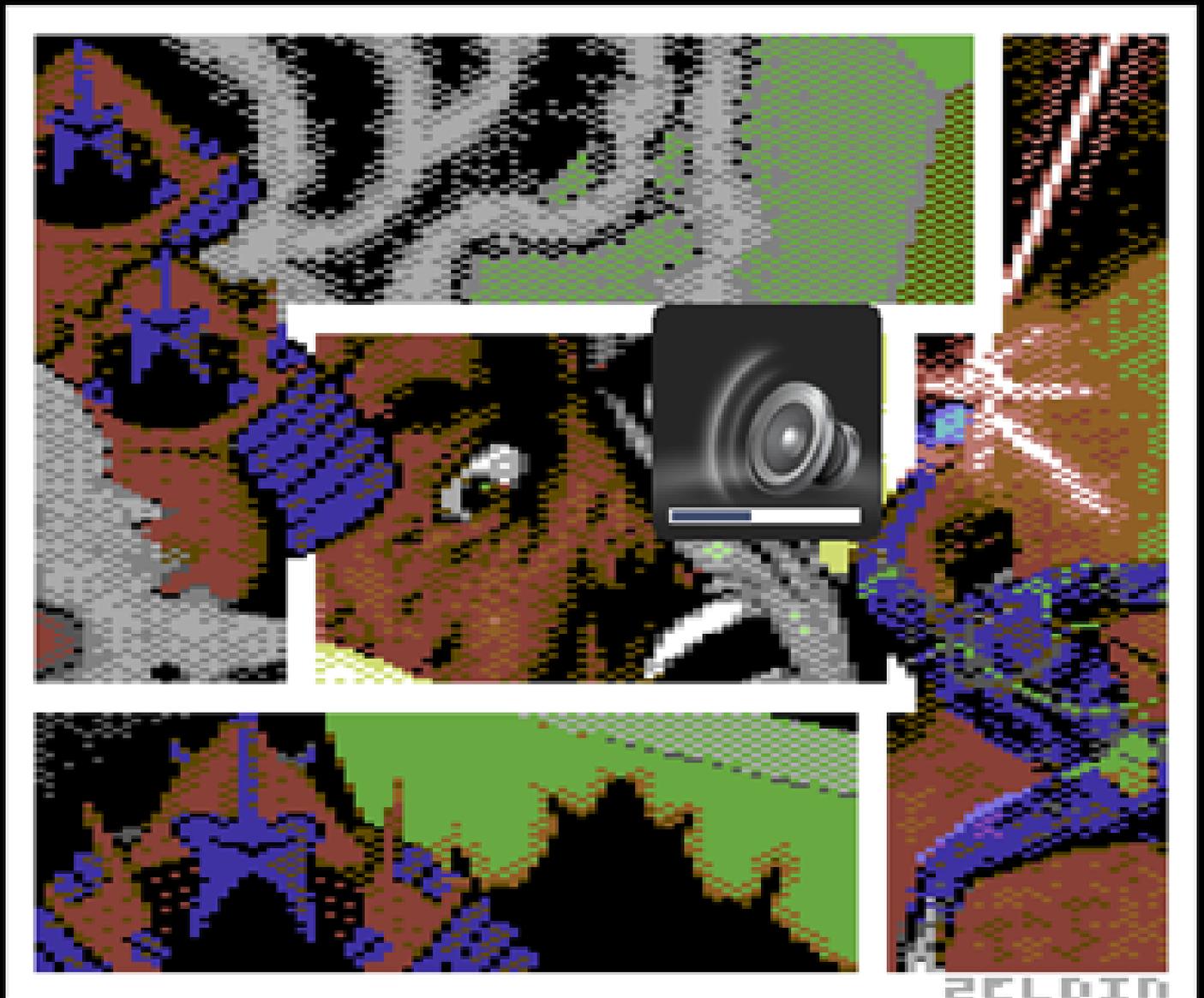
# COMMODORE FREE

A free to download Magazine dedicated to Commodore computers.

## Issue 72

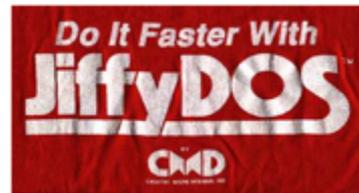
### BERZERK reviewed

COMMODORE



CMD history + final part of the Interview with Lenard Roach

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## Editorial

Ok, so I'm out of sync with the issues (yet again!), which was one of the reasons I just stuck to numbering the issues and not putting a month on them. Strangely, I have just received a computing magazine that dates itself 2 months ahead! Anyway, I digress off topic;

I'm still being hounded by many readers about the results for the basic coding competition, especially as I haven't printed the results or given any update on the progress. Be reassured that I haven't forgotten about the competition. I have two people working through the entries, weeding down them to form a top 3. Some of the entrants for the competition were absolutely mind-blowing, and because of the way they were coded, I enlisted external help to ensure that they were fairly marked.

We had the usual skiing type games with a scrolling up screen on which users move a character left and right to avoid the trees. We had variations on that theme with a space ship avoiding mines and picking up energy etc. We even had some demos that took stock of the examples given, with scrolling text and eye candy on screen. I'm sorry it's taking so long to judge, but it will be worth the wait when you see the winning entries. Thanks to everyone who emailed their entries in. We have looked at every single one of them (another reason its taking so long). To be honest, I was surprised at both the interest in a basic competition and the quality.

Crashed and burned

Well, I crashed my car, leaving me both carless and careless. I had to walk 13 miles to work and another 13 back again on

the same day! I was unable to grab either a bus or lifts from people on subsequent days due to my shift pattern. Still, that's no excuse! Let me tell you the real reason the issue is so late ....

Well the dog ate it ! (and yes, I know: I don't have a dog - it was a stray that ran into the house)

BERZERK

We see a long awaited review of BERZERK REDUX. We saw the cartridge release, which has been tweaked over a number of years, and then just as we waited for its release, copyright issues prevented that release. So we just have the final version as a free download! Still, it's possible to burn it to a cartridge should you wish to do so. Its another of my favourite games, but it's been done really well, and captures the essence of the arcade version that I used to waste so much money on, and be so scared of when it actually talked to me. We also catch up with Leonard Roach to finish the interview started in the last issue for C= Free. We find out more about some of the software he created for the c64 machines. We also find out why he didn't retire a millionaire.

Then we mix in some news, releases and information, and we have a completed magazine!

Thanks for reading - comments and content are welcomed and encouraged

Regards

**Nigel Parker (Editor)**

[www.commodorefree.com](http://www.commodorefree.com)

Your source of Commodore news

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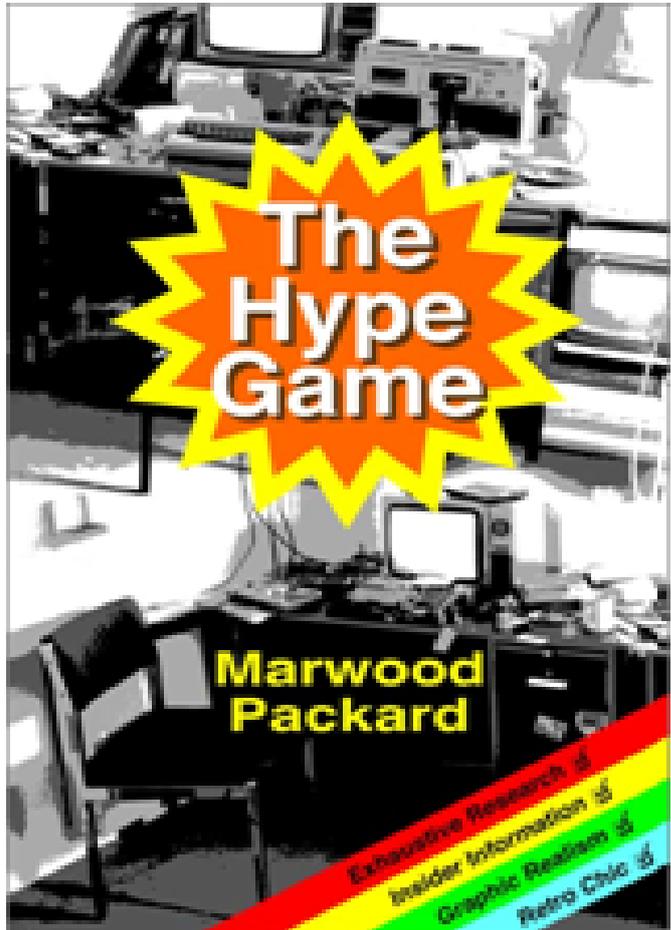




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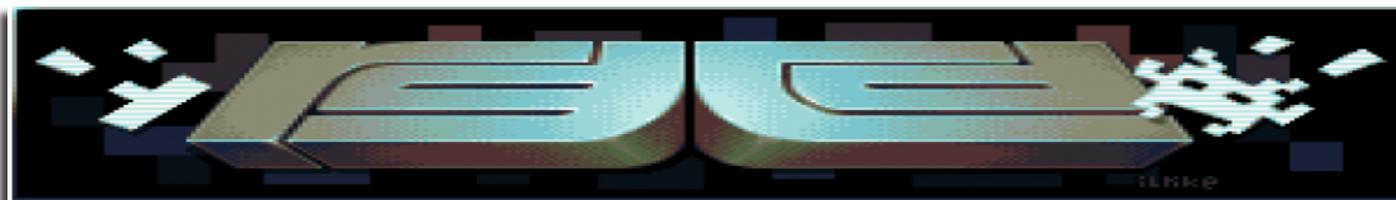



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# NEWS General



## RGCD Newsletter June 2013

Welcome to the (rather late) RGCD June Newsletter! The past couple of months have flown by, and despite there only being a couple of releases since I last wrote, the lab here at RGCD HQ is packed full of new projects in various stages of completion. More information on some of these will follow in the coming months, but for now grab a brew and feast your eyes on this lot...

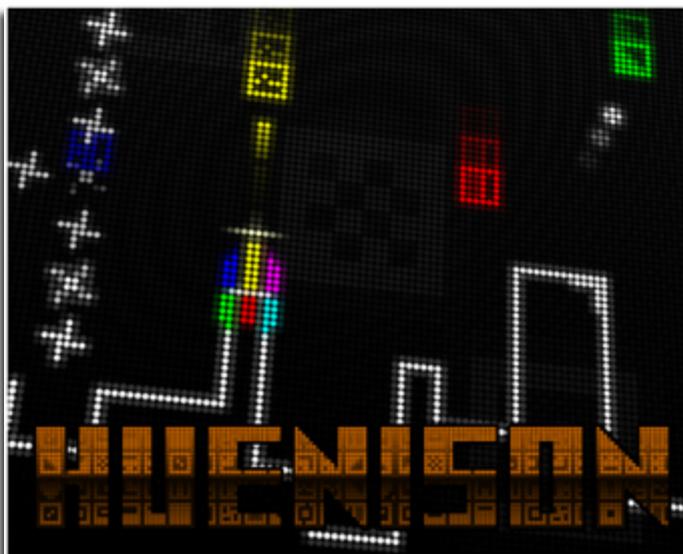
### Full Circle: Rocketeer Available! (Atari Jaguar CD)



and reload your crashed space craft whilst fending off endless waves of hostile aliens and meteors in 16 unique levels spread over 4 worlds! Full Circle: Rocketeer features 50/60 FPS fluid gameplay (PAL/NTSC) powered by Reboot's [Raptor](#) game engine, 8 channel digital sound (music and effects), collectable bonus items, online high scores (via webcodes), MemoryTrack saving and ProPad controller support.

Priced at £21 (plus £4 UK/Europe shipping, £5 rest of world)  
Full Circle: Rocketeer is available to buy from our [shop](#) page today!

### Huenison Demo Available! (Full Version Coming Soon!) (PC/AmigaOS 4)



After what seems like an eternity in development, [Re-tream](#)'s intense dot-matrix colour-matching puzzle-shmup hybrid [Huenison](#) is finally complete and just about ready to launch! You may recall our previous enthusiastic [preview](#) and [update](#), but now you can finally descend into the mind control wells yourself and experience the game in the form of a short 5 level demo available from the Re-tream website.

Huenison has been developed specifically for PC and AmigaOS 4, but on the systems we tested the game also ran flawlessly through WINE on both MacOS and Linux. With the full version of the game due for release via our [online](#)

*"Flying through space is no picnic. Commanding an intergalactic space vessel isn't all plaid blankets and wicker baskets. All manner of peculiar happenings might ruin one's day. Take planets for instance. They're big. Really big. Often rather solid, too. For these reasons alone, it's usually advisable not to involve yourself in any sort of altercation with one, particularly when travelling through hyperspace.*

*This was now something Space Corps Commander Gwyn Williams knew only too well, as, from his vantage point high in the upper atmosphere, he observed the fragments of his vessel scattered over the surface of this particular example of Big Solid Planet. Sliced into three sections with the ship's cargo falling from orbit all around him, he wondered how this day might possibly get any worse... Ah! Of course! An onslaught of deadly rocks - simply perfect!"*

Following the Jaguar CD releases [Kobayashi Maru: Final](#) and [Jagware Collection 1.0](#), [Reboot](#) and RGCD are back with another serving of unashamedly old-school arcade goodness in the form of Full Circle: Rocketeer. Rebuild



[shop](#) in two weeks time, the demo features 4 of the 9 game modes, 5 out of 25 levels, less bricks, bonuses, disturbances and music, no interludes, no ending and no online high score submission. In short, you get about a fifth of the full game for free, just enough to give a taster of the retro-gaming chaos to follow!

Grab the demo [here](#) (from the Huenison website), and check out our interview with Retream's Simone Bevilacqua over at [rgcd.co.uk](#).

### Sheepoid DX / Woolly Jumper Coming Soon! (C64)



After two years simmering away on the back burner - *and about to drop any day now* - [RGCD](#) and [Pystronik Software](#) are proud to announce the release of two specially enhanced games from [The New Dimension](#); the graphically-overhauled Sheepoid DX (featuring all new art by Trevor "Smila" Storey) and the final full version of Woolly Jumper (with proper jumping physics added by Dr. Martin "Enthusi" Wendt).

Sheepoid DX is a specially enhanced version of TND's dual-axis Laser Zone tribute that was originally released by Psytronik in 2011. Planet Earth is under attack from Space Goats and it's your mission to wipe out the strange alien threat and save the Earth from ungulate domination!

Woolly Jumper is the full, enhanced 64K version of the game Richard originally wrote for the [RGCD 16K Cartridge Compo](#). Poor Pepito the sheep is lost in Mindspace, and you must help him escape from this nightmare by guiding him through 16 levels guarded by Green Martians, Space Chickens and Wiggly Worms!

Sheepoid DX and Woolly Jumper are PAL only games, and have been confirmed working on the C64, C128 and C64GS (although a second joystick is required in port one to activate the smart bomb in Sheepoid DX).

The standard cartridge version is packaged in a cardboard carton, whereas the deluxe version uses a modified plastic Universal Game Case.

The cover art features illustration and design by Smila and STE'86 and the game comes complete with a printed manual, and vinyl RGCD sticker. The 64KB PCB is housed in classic black cartridge shell.

Please note that Pystronik Software are also selling the game on premium/budget disk and tape for £9.99, £4.99 and £4.99 respectively (plus shipping) via their Binary Zone Retro Store.

### Assembloids is Now FREE! (C64)



The previously retail-only enhanced version of RGCD and Onslaught's [Assembloids](#) is now available for free download for your emulator or Commodore 64!

An acclaimed frantic-paced puzzle/reaction game from Enthusi, iLkKe and Conrad that deservedly took second prize in the 2012 RGCD game development competition, Assembloids is all about assembling robot faces from four sets as quickly (and completely) as possible against an increasingly tight time limit. This retail version is further enhanced over the original competition build, with a refined difficulty curve and highscore verification codes.

*Of course, if you want a physical copy of the games for your collections (and who wouldn't?) then it is still available to buy on cartridge from our shop [here](#), and tape users can buy the game from [Pystronik Software](#).*



Finally, you might be interested to hear about these forthcoming releases from RGCD:

Bomberland (64KB C64 Cartridge) (TBA)  
 Super Bread Box (64KB C64 Cartridge) (TBA)  
 You Have To Win The Game (64KB C64 Cartridge) (TBA)  
 Trance Sector Ultimate (64KB C64 Cartridge) (TBA)  
 Rocket Smash EX (64KB C64 Cartridge / Psytronik Tape/Disk/Download) (TBA)

More game release dates will be confirmed soon!

Thanks for reading!

James Monkman / Heavy Stylus

## RGCD Newsletter April 2013

Welcome to the RGCD April Newsletter - delivered to your inbox on the last day of the month, no less! We've been super busy as usual over at RGCD, with a total of three releases in the past month and a whole load of stuff bubbling away on the back burners that'll be ready to announce in the near future. So, what's been rolling off the retro assembly line? Read on and all will be revealed!

### Mojon Twins 2-Games-In-1 Cartridge Available! (C64)

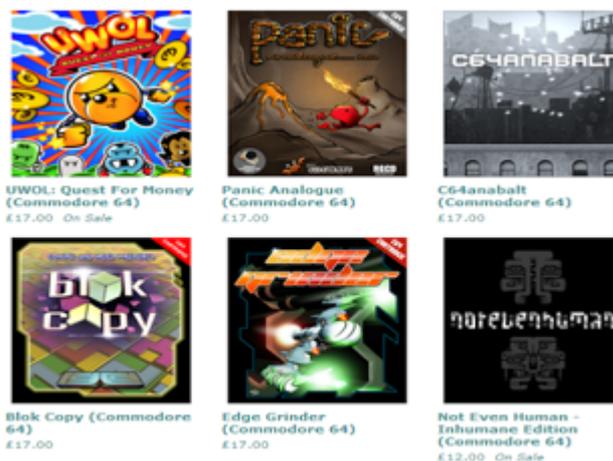


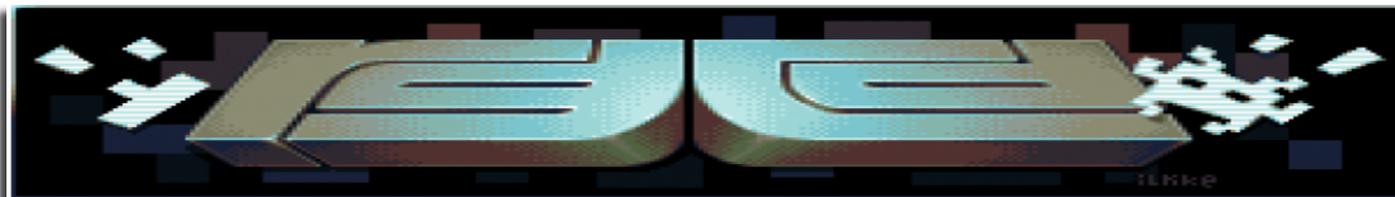
It's been a long time coming, but we have finally completed our official [cartridge compilation](#) of [The Mojon Twins](#) [Nanako](#) in Classic Japanese [Monster Castle](#) and [Sir Ababol](#), and it is available to buy now from our [shop](#)! Although the plan was originally to put them out as separate releases, it seemed a shame to waste the ROM space, so we've managed to

squeeze both games and a menu onto a single 64KB cartridge. Changes over the previous versions available on CS-DB include two minor NTSC bugs fixed, as well as Nanako now being fully playable via joystick - making it available at last for GS owners. The 64KB PCB is housed in a transparent purple cartridge shell illuminated by an internal LED, and the game comes complete with a printed manual and a vinyl Mojon Twins sticker.

The cartridge version is available in two packaging types, a standard card carton and a more expensive 'deluxe version' that comes in a plastic case (a Universal Game Case with a specially cut foam insert to hold the cartridge as shown below). The standard version is priced at £22, whereas the deluxe version costs £27. Shipping is £4 for UK/Europe and £5 for the rest of the world. A digital version of the game will also be sent out to all customers following receipt of payment. As a joint [RGCD/Mojon Twins/Psytronik](#) production, we've handled the cartridge production whereas Kenz at Psytronik has compiled a three game pack on disk and tape, including UWOL: Quest For Money (a game we previously released on [cartridge](#) last year). [Psytronik Software](#) are selling the game on premium/budget disk and tape for £9.99/£4.99 and £3.99 respectively (plus shipping) via their [Binary Zone Retro Store](#).

### UWOL: Quest for Money & Not Even Human On Sale (C64)





To celebrate the completion of this project, we've put the [UWOL cartridge](#) temporarily on sale, with £5 off the cost price. Not only that, but fans of [Assembloids](#) might want to check out Dr. Martin Wendt's previous game [Not Even Human](#) - which has also been dramatically price slashed! *This promotion won't last forever, so grab them now.*

### Jagware Collection 1.0 Available! (Atari Jaguar CD)



[Jagware](#) presents a new Atari Jaguar CD compilation of four puzzle games from four groups; Do The Same from [Cerebral Vortex](#), Diamjag by [Orion](#), Atomic Reloaded from [The Removers](#), and Beebris by [Reboot](#) - all four of which support online scoreboards. But that's not all - also included is an exclusive early look at the alpha build of 'Project II', Reboot's ambitious forthcoming horizontal scrolling shmup.

CVSD's [Do The Same](#) is a beautifully presented tile-rotation game where your goal is to match a given pattern of blocks in as few moves as possible (and before the time runs out). A highly polished release featuring backgrounds based on hand-crafted clay models and 112 levels to beat, Do The Same was previously available on CD in very limited quantities - now those who missed it in physical form have the chance to grab it again!

Next up is [Atomic Reloaded](#), a logic puzzle game inspired by Thalion's Atomic in which you are tasked with creating mole-

cules from their component atoms by moving them around a maze. Described as 'Atomic as it should have been', Atomic Reloaded features 82 original levels guaranteed to challenge even veterans of the original!

[Diamjag](#) is an early release from the prolific Jaguar coder Orion, in which you must guide a ball-like character around 28 single-screen mazes collecting diamonds - the catch being that when your ball starts rolling you won't stop again until you hit a wall!

Reboot, the organiser of this project, has contributed [Beebris](#), its updated Jaguar conversion of one of Law's old Atari ST releases based on a 'popular tetronimo game'. With four game modes, each with forty levels of difficulty, Beebris remains one of Reboot's more popular additions to the Jaguar homebrew catalogue.

Jagware Collection One is a superb compilation of games, but if you want further incentive to pick up a copy you may wish to consider that all profits made through sales of this Jagware release will be going toward funding future Jaguar hardware development by SCPCD, creator of the JagCF and the Jagtopus 4-cart programmer - the format on which future cartridge games will be distributed.

The physical release comes cellophane-wrapped in a clear DVD box with full colour, double-sided printed inlay on a full-face printed, glass-mastered CD, direct from the factory (100% professionally produced in the UK). Instructions for each game are included on the inside of the inlay. It requires no additional hardware to run other than the Jaguar CD console itself. As an added bonus, a vinyl Reboot sticker will be included with every order.

*Priced at £24 (plus £4 UK/Europe shipping, £5 rest of world) Jagware Collection 1.0 is available to buy from our [shop](#) page today!*



## Guns 'N' Ghosts Cartridge Available! (C64)



High fives all round! It has been a long time coming (the tape, disk and download versions have been available since the 14th of April from our partners at Psytronik), but I'm super proud to announce that Georg "Endurion" Rottensteiner and Trevor "Smila" Storey's 72-level demon-smashing Commodore 64 arcade game *Guns 'N' Ghosts* is finally available to buy on cartridge from our [shop](#)!

*Guns 'N' Ghosts* is an intense action game with a variety of play modes that offer a particularly rich two-player cooperative adventure, so grab your shotgun, ready your psychic powers, and help paranormal investigators Trev and Georg eradicate a monstrous mélange of spooks & spectres!

Featuring box art by Smila, the 64KB PCB is housed in a ghostly transparent cartridge shell illuminated by an internal LED, and the game comes complete with a printed manual and seven vinyl stickers.

The cartridge version is available in two packaging types, a standard card carton and a more expensive 'deluxe version' that comes in a plastic case (a Universal Game Case with a specially cut foam insert to hold the cartridge as shown below). The standard version is priced at £17, whereas the deluxe version costs £22. Shipping is £4 for UK/Europe and £5 for the rest of the world. A digital version of the game will also be sent out to all customers following receipt of payment.

Please note that [Pystronik Software](#) are also selling the game on premium/budget disk, tape and as a download for £9.99, £4.99, £3.99 and £1.99 respectively (plus shipping) via their [Binary Zone Retro Store](#).

The even better news for cartridge fans is that whilst fixing



the hardware incompatibility issue responsible for the delay, Georg managed to squeeze in one of his earlier games as an exclusive Easter egg - just check out the photos above! We will be announcing the 'secret' to loading the second game in the near future, but for those of you wanting to try and find it yourself the only hint you are going to get is that it requires one single input at a specific time. Happy hunting!

### Calling All Bloggers/Reviewers!

So, you've got a blog, youtube channel, or maybe write for a magazine? Would you like us to mail you FREE review copies of our game cartridges prior to release? You would? Well, it just so happens that we are currently looking to expand the number of 'press' cartridges we send out, so if you'd like to get involved [drop us a line](#) introducing yourself, your site/channel/mag and give an indication of your current readership. Obviously we can't give cartridges away to everyone, but we will take every request into careful consideration.

### Forthcoming Releases!

Finally, you might be interested to hear about these forthcoming releases from RGCD:

Woolly Jumper / Sheepoid DX (64KB C64 Cartridge / Psytronik Tape/Disk/Download) (May 2012)  
 Full Circle: Rocketeer (Atari Jaguar CD) (TBA)  
 You Have To Win The Game (64KB C64 Cartridge) (TBA)  
 Trance Sector CE (64KB C64 Cartridge) (TBA)  
 Rocket Smash EX (64KB C64 Cartridge / Psytronik Tape/Disk/Download) (TBA)  
 Bomberland (64KB C64 Cartridge) (TBA)  
 Super Bread Box (64KB C64 Cartridge) (TBA)

More game release dates will be confirmed soon!

Thanks for reading!

*James Monkman / Heavy Stylus*

# NEWS General

## C-64/AMIGA SELL OUT LIST FOR SUMMER 2013

**From:** Robert Bernardo  
**To:** commodore Free  
**Subject:** } C-64/Amiga list for summer 2013

Jim Scabery, Portland, Oregon's last Commodore dealer, had a close-out on his Commodore and Amiga hardware and software about 2 years ago. He is now in the final stages of the close-out. For those in the Pacific Northwest, Jim invites to you to his place to go through the goods that are left - packages of new, old stock and used Commodore and Amiga software, hardware like C64s, VIC-20s, C128s, C128Ds, Amiga 1000s, Amiga 500s, 1541 and 1571 and clone drives, monitors, chips, and more. Here is a message from Jim, "I'm accepting offers for the

remaining software and bits of hardware. Come and stop by. Check out what I have."

If you wish to e-mail Jim, you can contact him through [victoriousheir\(at\)gmail.com](mailto:victoriousheir(at)gmail.com)

If you wish to contact him by phone, send me a message.

Sincerely,  
 Robert Bernardo  
 Fresno Commodore User Group  
<http://videocam.net.au/fcug>  
 July 27-28 Commodore Vegas Expo v9 -  
<http://www.portcommodore.com/commvex>

## TXTTSEQ RELEASED

TxtToSeq is a program that translates between tokenized Commodore SEQ files and PC Text files. There are many text editors available for the PC to create text files, but very few (and no good ones) for creating Commodore SEQ files on the PC. The program allows you to create Commodore SEQ files on the PC by editing as Text in your favorite editor and then converting the text to a Commodore SEQ file by running this small utility.

You can perform the opposite operation of converting a Commodore SEQ file to a Text file as well. Representing Commodore special characters on the PC is done through a markup syntax. The Commodore computers do not have cur-

ly braces and so they make the perfect tags for creating the markup syntax. A few examples of the syntax are as follows:

A sample Text document:

```
{BLUE}Bridge BBS Wait For Call Menu
{RVON}{WHITE}F1{RVOFF}{YELLOW} Local Login
{RVON}{WHITE}F3{RVOFF}{YELLOW} Sysop Login
{RVON}{WHITE}F5{RVOFF}{GREEN} Edit User
{RVON}{WHITE}F7{RVOFF}{GREEN} Caller Log
```

<http://txttoseq.codeplex.com/>

Markup	Action
{CLEAR}	Clear the screen
{UP}	Move cursor up one line
{BLUE}	Make the current color blue
{ULCORNER}	Draw the special character for the upper left corner of a box
{97}	Insert PETSCII character 97 (decimal)

# NEWS General

## RL DACC MEMORY PARTITIONS

### Commodore free

I saw this email recently and thought I'd share with readers this mistake that I've made myself! I've been baffled by this, stuck in a loop trying the same thing over and over (a sure sign of madness). I tried the same thing as Terry, and it all worked. Now I don't like printing out email trails, but I think others will find this information useful, especially if you are stuck in the loop of wondering why the whole thing doesn't work! [If I edit any of this, there's a danger that a procedure will get messed up, so I'll leave it verbatim. Sounds like there's enough pain going on already – Sub-Ed]

**From:** Terry Raymond  
**To:** C= email list  
**Subject:** RL DACC memory partitions

Hi all, I wanted to rephrase what I posted about the RL DACC memory partitions. I did some homework on this right from the addendum manual that came with my Ramlink. The Ramlink utility disk has software for creating the DACC partition. The device number is what is important, The DACC accesses the actual memory ONLY using device# 22 or higher. using Device 8 or 9 or to 21 will not work, these device numbers only use the memory AS a disk drive and not accessing the RAM.

I made that same mistake myself, when I tried to create the DACC partition (using device 8) the Ramlink red error light would come on and stay on until I removed the bad partition.

Using Device 22 then worked I made a 1581 DACC, I booted Wheels and up popped a DIALOGUE box which had a list of all detected RAM expansion devices, including the DACC memory partition. I selected the DACC and Wheels booted perfectly using this configuration.

So it was good for me to learn how to make this work, I wanted to share this with anybody here that uses GEOS/Wheels OS. I really didn't try this with GEOS but Wheels handled this type of ram very well.

It made me do my homework and I made it work.  
 -Terry Raymond

## JasmC6502 RELEASED FOR ANDROID PLATFORM

Program your machine from the comfort of your favourite chair, at the airport, waiting for a bus or whenever the call of nature beckons you. This Android utility is programmed by Uppercase Software, which just seems to consist of one member at the moment called "CSixx" The software is available to download now.

More information can be found here  
<http://csdb.dk/release/?id=119779>

## COMMODORE FREE

And here is a response

-----Original Message-----

**From:** Snogpitch  
**To:** C= email list  
**Subject:** Re: RL DACC memory partitions

If you are using you RamLink only for Wheels, you can have your DACC a minimum of 128K (512 blocks), then you can use your remaining ram for a single native partition, to make it easier to put large quantities of files without switching around in various partitions.

If you plan to use geos as well, this might not be your best option. The RL/RD setup on side two of your RamLink utilities disk makes setting everything up easy the first time. It is a destructive program that will clear all partitions on the RamLink.

I've got my RamLink maxed out at 16mb, so for geos compatibility I used the 512k DACC + 1581 partition, using the RL/RD setup, then go to Ramtools on side one of the Ramlink utility disk to create my native partition for Wheels. Keep in mind geos does require the configure file from the RamLink disk to be recognized correctly under Geos 2.0.

Had you mentioned you were trying to set up your DACC for Wheels, in your earlier posts, some of us would have had a better idea of suggestions to get you up and running quicker.

Snogpitch  
 ICQ: 4989342  
<http://home.fuse.net/snogpitch/>



Or you can just download the file from here

<http://csdb.dk/getinternalfile.php/118137/jasmC6502.apk>



# NEWS General

## JIM BRAIN NEW IEC CABLE TYPES AVAILABLE

### Here is what Jim had to say

For some time, I've offered 12" stubby molded IEC disk drive cables in addition to the 48" drive cables that everyone knows and loves. Both cable types are manufactured with molded connectors for a professional look and additional strength

I have restocked the 12" cables, having ran out a while back, and I added a few more options to the list:

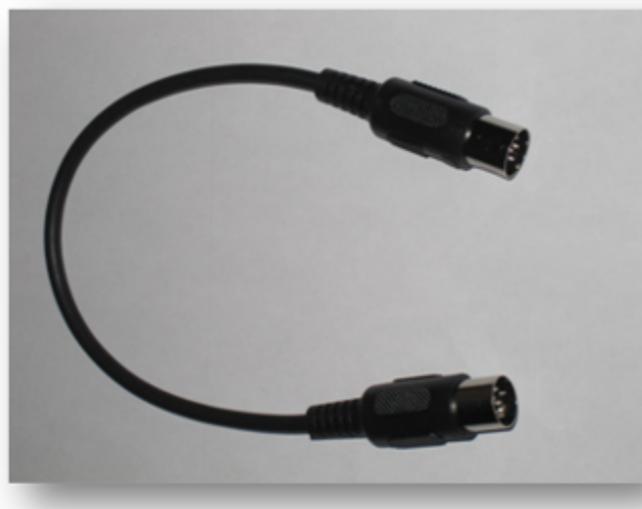
I now offer two kinds of IEC drive cable splitter cables. One offers a male plug on one end, and both a male plug and a female jack on the other. The other offers a male plug to 2 male plugs. These can be used to tidy up desk space for 1541U/SD2IEC users, or "add a jack" anywhere in the IEC chain.

In addition, for the tinkerer, I have also secured IEC cable "pigtailed". One sports a male plug on one end, and tinned bare wires on the other, while a female jack version is also available. Use these in projects or to create special splitter options (just solder like-colored wires of all of the pigtailed together and insulate.

They are all available now:

<http://store.go4retro.com/products/Commodore-IEC-Disk-Drive-Cable.html>

Jim Brain  
[brain@jbrain.com](mailto:brain@jbrain.com)  
[www.jbrain.com](http://www.jbrain.com)



## ITS - INFINITY TAPE SD2IEC

ITS is a new hardware device from ManoSoft. The device is an extension for the C64SD v2.0 Infinity. The features are: Reading of v1/v2 format tap files on all CBM machines. Writing a tap file from the SD card to a DC2N (1530 or 1531). Start / Stop management, loud-speaker and a pass-through Datassette port.

<http://www.youtube.com/watch?v=O1ETiRTfoAU>  
[www.manosoft.it](http://www.manosoft.it)



## NIBTools UPDATE RELEASED

Pete Rittwage has released a new version of NIBTOOLS. NIBTOOLS is a system to transfer data from original diskettes to a G64 or D64 disk image. These diskette images can be used with emulators or can be used to create new (real) diskettes. Changes in this version: Support for half tracks for almost all the tools. Nibconv now creates "standard" G64 files, which can have a different maximum track lengths, speed zones, and missing (unformatted) tracks. Improvements for ZoomFloppy.

### REQUIREMENTS:

- Commodore Disk Drive model 1541, 1541-II or 1571, modified to support the parallel XP1541 or XP1571 interface [1]

- XP1541 or XP1571 cable  
\* AND \*
- XE1541, XA1541, or XM1541 cable [1]  
  
\* OR \*
- XEP1541, XAP1541, or XMP1541 combination cable [1]  
\* OR \*
- XUM1541 (ZoomFloppy) with OpenCBM 0.5+
- Windows NT/2000/XP/Vista/Windows 7, x64 or x86 Editions, with OpenCBM 0.4.2 or higher  
Linux with OpenCBM 0.4.0 or higher,  
MS/DR/Caldera DOS and cwsdpmi.exe software (no longer tested but still compiles with DJGPP for old =<P3 hardware)

<http://c64preservation.com/files/nibtools/>

# NEWS General

## WinUAE 2.6.1 UPDATE RELEASED

Toni Wilen has released version 2.6.1 of WinUAE fixing some previous bugs and adding some new features to the application

### **2.6.0 bugs fixed:**

- OFS formatted partition hardfile didn't mount.
- Some AGA demos had horizontally duplicated graphics.
- Direct3D hq2x shader filter did nothing.

### **Other bugs fixed:**

- Reset didn't fully reinitialize SCSI emulation.
- A3000 SCSI emulation compatibility improved, original A3000 1.4 ROM driver hung during writing to the disk.

### **New features:**

- Input panel Invert option added (press becomes release and vice versa, joystick and mouse movement is inverted)
- FPU unimplemented instruction emulation can be optionally disabled, emulates real 68040/68060 CPU behavior.
- >2M Chip RAM is now merged with original Chip RAM pool.

Visit [the WinUAE homepage http://www.winuae.net/](http://www.winuae.net/) to download.

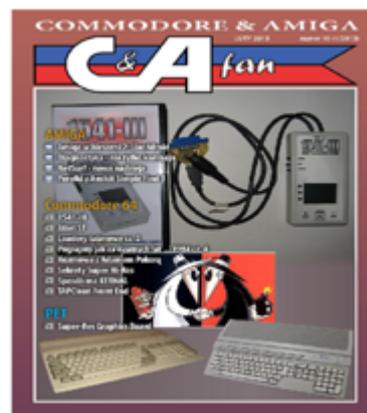


## **C&A FAN ISSUE 10 RELEASED**

### **C&A Commodore and Amiga Polish Magazine Reaches issue 10**

Sorry, but as it's in Polish, I can't really comment on what it contains or how good a read it is. However, it's professionally laid out, and is available in 2 download versions: high quality and low quality with corresponding download sizes.

<http://ca-fan.pl/ca-fan-10/>



## **2013 C4 EXPO CANCELLED**

The [C4 Expo](#) is the Midwest's finest retro computing and gaming expo! The Organiser recently posted an explanation about the sudden cancellation.

### **The website showed the following information**

For 6 years our Commodore Club had a successful yearly expo. Times were a bit harder last year, and we did not have the funds. For 2013 we are coming back with a vengeance, and opening up the expo to all things retro computing and gaming. There will be vendors and users from all realms of retro computing and gaming! Atari, Commodore, Amiga, SNES, NES, you name it!

SO IT WAS SAD THAT I READ THE NEWS FROM [HTTP://WWW.C4EXPO.ORG/](http://www.c4expo.org/)



## **ANNOUNCEMENT FROM THE WEBSITE**

Due to unforeseen circumstances regarding my health and employment status, I am unable to continue to head this event. Our club is in a state of change, and the club is unable to take over at this time. I have been heading this as an individual, and my attempts to bring other groups into the fold have not worked out. My current work schedule will keep me out of town during the planned event dates.

For all of you who contributed financially to this event, please send me a paypal address to process your refund. I am in the process of getting my deposit back from the venue, and everyone should be refunded in a few weeks. For those just looking forward to reviving C4, I apologize. C4 has always been something I felt was truly special in the retro world and I hope someone will pick up the torch for next year.

# NEWS General

## REVIVAL STUDIOS - GAME DEVELOPMENT FOR CLASSIC SYSTEMS ALTHOUGH THIS NEWS ITEM IS "NOT ACTUALLY COMMODORE RELATED"!

### NEWS FROM MARTIJN (Revival Studios)

A full june update will be mailed soon, but here is a quick update on the release of mage 2 (videopac / odyssey2), for those that don't want to miss out.

All information about the game at: <http://www.revival-studios.com/?page=175>

It has information, trailer, preview trailer and a 'making of' feature.

### Release information:

The game will be available in a Light and Dark Edition (75 copies each). Depending on the edition the game will start in the Dark or Light world and will experience different levels, layouts, enemy patterns and difficulty accordingly. The light-edition will be slightly easier than Mage: The Enchanted Crystals and will come in a blue cover, whereas the dark edition will have a red cover and will be slightly harder than the first Mage game. The games are 39 euros each. Refurbished plastic videopac cases for the games are available for an additional 5 euros. For those interested in both editions, you can buy them together at a discounted price 75 euros.

### Collectors Edition:

There will also be a Collectors Edition of the game (20 copies) that will contain both editions of the game, a special Mage2 keychain and an A3-sized double-sided poster for the game, priced at 99 euros. So far 4 copies have been allocated to myself and Ren, and things like competition prizes and 10 copies have been randomly allocated via dice-roll to preorders from loyalty-program members, leaving only 6

copies available via regular sale. Each day I will dice roll 1 copy until all slots are filled. Email me if you are interested (email address available on my website).

Here is a list of allocated copies:

1. Martijn
2. Rene
3. Competition prize
4. Other usage
5. Jeremy Stockman
6. Maurice
7. Bill Loguidice
8. Russ Perry jr.
9. Ian Baronofsky
10. Thomas Becker
11. George Hayward
12. Pere Gomez
13. Geri
14. Rayxamber
15. *\*dice rolled on 26/6/2013\**
16. *\*dice rolled on 27/6/2013\**
17. *\*dice rolled on 28/6/2013\**
18. *\*dice rolled on 29/6/2013\**
19. *\*dice rolled on 30/6/2013\**
20. *\*dice rolled on 1/7/2013\**

Currently taking a few pictures. Packaging photos will be up soon. Even though a full update is incoming, you can also reply if you want to order the regular edition(s) of this game.

Kind regards, martijn

Revival Studios - Game development for Classic systems such as the Atari , Colecovision, Commodore, MSX , Sega , Videopac/Odyssey2 , Vectrex , ZX81 and more.  
<http://www.revival-studios.com>

## Silicon Dreams/VCF 2013 UK Tech Event

### Information take from the Webiste

The above event will be taking place on 5-7 JULY 2013 - At SNIBSTON DISCOVERY MUSEUM, ASHBY ROAD, COALVILLE, LEICESTERSHIRE LE67 3LN.

The Saturday and Sunday are the general days for the public when the Amiga area will be up and running.

Members of Amiga North Thames will be present, and we will have various Classic Amiga computers running classic games such as Stunt Car racer and multi player Skidmarks on various tables.

Alongside the Classic Amiga stuff there will of course be new AmigaOS4.x machines running various bits and bobs.

AROS and MOS will also be represented.

I am proud to announce that AmigaKit and A-EON will be in

attendance throughout the whole weekend selling and demonstrating products.

On a personal note, this will be the last UK Amiga event I will be co-ordinating. It has been a frustrating experience this time round, with many emails going unanswered.

So, lets all have a final hoorah! - Hope to see you all there!

Event Website: <http://www.silicondreams.org.uk/>



# NEWS General

## VIC-VODER VOICE SYNTHESIZER FOR THE VIC/C64/128

**From:** Rick Melick  
**To:** commodorefree@commodorefree.com  
**Subject:** press release

### VIC-VODER Taken from the website

VIC-VODER (Vocal Output DEMonstratoR) is a brand new voice synthesizer for the Commodore VIC-20/C64/C128 that features some of the latest advancements in speech technology. The system was invented in Silicon Valley and is available to order now. VIC-VODER features an all-in-one design that simply plugs into the User Port to produce quality text-to-speech (English). Talking is as simple as a PRINT statement. A built-in amplifier and speaker complete the entire package. The architecture is "open," which makes it a terrific platform for the development community and hackers. You can upgrade your system as new features become available in the months and years ahead.

### History of the VIC-VODER

Voice synthesizers for legacy systems are getting harder and harder to find these days. The inspiration for VIC-VODER is to provide modern-day users, enthusiasts, hobbyists and collectors of vintage computer systems an easy



means to take full advantage of all the latest advancements in speech technology, while maintaining a form-factor and interface suitable for legacy systems. Back in the day, low-end units required manual translation of allophones or phonemes from lookup tables in manuals, combined with PEEKs and POKEs, to form words and sentences. Their price was relatively attractive, and they opened up the world of speech to budding developers at home.

The high-end units were primarily designed as assistive technology and were incredibly expensive (\$370.00+). These units processed streams of printable ASCII characters and automated the conversion to allophones or phonemes for the synthesizer to reproduce as human speech. They were therefore easier to use, but voice quality still left a lot to be desired. Research into speech technology has continued over the past 30 years, of course, and is much better today.

The concept for a modern day Voice Synthesizer for legacy computers began in April, 2013 after the AtariVox+ began shipping for retro-gaming consoles. An early, silicon-based approach was abandoned in May. A second approach began in June that resulted in VIC-VODER. VIC-VODER only requires your computer to connect to its USER PORT. Nothing else is needed. Everything is contained within the system itself. ...Except for what you want it to say:

- 1 OPEN 1, 2, 3, CHR\$(10)
- 2 PRINT#1, "HELLO WORLD"
- 3 END

Now you have the power to say whatever you want. Speaking is as easy as 1, 2, 3. That's VIC-VODER.

Click here for VIC-VODER product specifications and sales information: <http://goo.gl/nx64h>

## WIKI PCPEDIA PC PIONEERS top 100 moments lite version



### COMMODORE FREE

I received an email from the Pc Pioneers they said that a lite version of pc 100 moments, Doing a quick scan, I couldn't see Commodore listed in the top 100 headings, and how they can't be is anyone's guess, unless they were tied in with something else, but with 100 pages to scan, anyone spot something Commodore related?

Stop press found something moment 50  
<http://wikipcpedia.com/100-pc-moments-index/pc-moments-50-tramiel-and-commodore-1977/>

### AND

<http://wikipcpedia.com/100-pc-moments-index/pc-moments-45-low-cost-mpus-1975/>

Great that's two moments

and some links here about Jack tramiel  
<http://thepcpioneers.com/members/user956>

Also found Chuck Peddle  
<http://thepcpioneers.com/members/user743>



Searching the site reveals some commodore information, so they haven't wiped out the company like many of these sites do!

### This is the email:

We have just released PC Moments - 'The PC Pioneers Lite' - this has selected the 100 most important PC Moments that we believe contributed to deliver the PC and the Net as we know them today - and the 400 PC Pioneers who delivered them.

[http://wikipcpedia.com/100-pc-moments-index/pc\\_moments\\_foreword/](http://wikipcpedia.com/100-pc-moments-index/pc_moments_foreword/)

# NEWS General

## NEW WEBSITE/FORUMS MYRECHBRIEF

----- Original Message -----

From: MyTechBrief

To: commodorefree@commodorefree.com

Subject: New website/forums

Hello,

I'd like to start by saying I really like reading Commodore Free. It's easily one of my favorite magazines. I'm a big fan of both Retro Gaming and Vintage Computing, so I always enjoy finding new websites to read that cover those topics.

I started computing back when I was in school. I started with Apple II computers when I was in middle school. I continued working with them into high school, and during this time, I purchased my first home computer, a Commodore VIC-20. Later I went to a 64, a 128, and an Amiga 500, until I made my way to an Amiga 3000. Now I'm mainly a Mac user, but also work with Linux and Windows. On the gaming side of things, I had an Atari 2600 way back, and actually got away from gaming for a while, but now I'm involved in both retro gaming and gaming on modern systems.

About a year ago, I launched a website by the name of MyTechBrief at [www.mytechbrief.com](http://www.mytechbrief.com). The website has been growing, but we re-launched the website just days ago. The updated website is much easier to read, and is more pleasing to the eye. It also has some new categories and other new features. These include a Polls section where we'll be regularly conducting polls. It also includes a Forums section. The website covers a wide range of topics from Video Gaming to Action Figures/Fantasy/Sci-Fi, to Audio/Video devices such as Media Streamers, Computer Accessories, Mobile Devices such as Tablets and Smartphones, Technology in Education, to Eco-Green Technologies. Two of the sections I'm most excited about are Vintage Computing and Retro Gaming. I realize that there are many websites covering technology, but we hope to become popular in that space. For Retro Gaming and Vintage Computing, I realize that there's far fewer websites. I wanted to expand into this area because of my own personal interest and the fact

that few websites cover it. With the launch of the forums at [www.mytechbrief.com/forum](http://www.mytechbrief.com/forum) we have also added areas for both Retro Gaming and Vintage Computing. I believe there is even a smaller amount of forums for these areas, so I hope these forums are a place that people can meet up with other enthusiasts, exchange knowledge, post questions, and help each other. MyTechBrief just has one writer in these very new areas, . We plan to add more writers shortly so that we can post a reasonable amount of content in all areas. We expect our readership to quickly grow with the launch of our updated website. Along with this, we hope to be able to offer content to these communities. If there are any announcements to make, such as vintage computing or retro gaming gatherings or any other type of announcements, then I'm glad to post them here. Feel free to contact me with any information that you'd like to share with the community.

My partner, Rick Otto, has already posted an article in the Vintage Computing section covering Vintage Computing Podcasts. There are plans to do the same for the Retro Gaming category. He'll also write articles covering websites for each category. We'll do our best to introduce our readers to websites and podcasts in these areas, and also to become a gathering place with the forums for enthusiasts. Feel free to bookmark the website, and also save my email address. I'm always glad to make any announcements for the community. I'd appreciate it if you could give a shout to your community about our new website.

### You may find these links helpful:

Retro Gaming:

<http://www.mytechbrief.com/gaming/retro-gaming>

Vintage Computing:

<http://www.mytechbrief.com/hardware/vintage-computers>

Forums:

<http://www.mytechbrief.com/forum>

Thank you for your time, Mark Weigl (MyTechBrief)

**COMMODORE FREE** *BLUSH!* Ah geez thanks

## RETURN 14 RELEASED

**From:** Milo Mundt <

**Sent:** Monday, 27 May 2013, 21:14

**Subject:** RETURN 14 released

RETURN magazine is a high quality German language print magazine covering all the classic and also unknown 8-bit computers and consoles from A (Atari) to Z (ZX Spectrum). In this edition:

- Cover story: the Vectrex console in detail
- The Making of Assembloids
- Interview with enthusi (creator of Assembloids)
- Review: Zak McKracken
- May I introduce: CP/M
- Create adventures easily - using Inform 7
- RETURN to play Vectrex games
- Rescuing data with Kryoflux
- Computer magazines of the 80s: Joystick
- Book review: Commodore Hardware Retrocomputing
- Atari & C64 cover disk



- Event report: DoReCo
- Crossover: Warlords
- Extra Bytes: Neo-Geo (Part 1 of 2)
- Zapped: The 8 most fascinating vector games in 8-bit
- Remix download: Deadlock (Dr. Future)
- News and events from the scene

RETURN issue 14 is available for ordering via the website [www.return-magazin.de](http://www.return-magazin.de) only!

[Cover small resolution download:

[http://www.returnmagazin.de/fileadmin/\\_processed\\_/csm\\_Cover\\_Ausgabe\\_14\\_1000px\\_693ef48d86.jpg](http://www.returnmagazin.de/fileadmin/_processed_/csm_Cover_Ausgabe_14_1000px_693ef48d86.jpg)]

[Cover medium Resolution download :

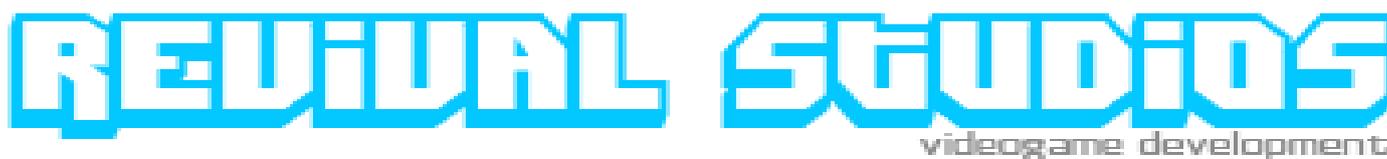
[http://www.returnmagazin.de/typo3temp/\\_processed\\_/csm\\_Cover\\_Ausgabe\\_14\\_1000px\\_8cd175fe7b.jpg](http://www.returnmagazin.de/typo3temp/_processed_/csm_Cover_Ausgabe_14_1000px_8cd175fe7b.jpg)]

Cheers, Milo Mundt

RETURN Magazin

<http://www.return-magazin.de>

# NEWS General



## REVIVAL STUDIOS CLASSIC GAME RELEASES PRESS UPDATES

**From:** Revival Studios <sales@revival-studios.com>  
**Sent:** Friday, 31 May 2013, 13:03  
**Subject:** Revival Studios Classic Game releases press updates

Hi there,

It's been a while since my last mailing, but I've been very busy on several classic game projects to be released later this year. The fact is that I'm doing everything myself, and I've been so busy that I haven't had time to inform you guys about the latest updates ;-). A basic rule of thumb is that there would be an average of 2 releases per month from Revival Studios, so please keep visiting the website ([www.revival-studios.com](http://www.revival-studios.com)), or email me if you are looking for updates.

To make things easier for you guys, I now have a release schedule accessible from the left-hand menu of my website that I will also include in my emails in addition to game announcements.... All games in italic/bold are now out for release and available for review. All cassette-based games are available as binary for reviewers. For cartridge based games (videopac/coleco/etc) there are solutions available for larger and print-based magazines. Please contact me for more details.

### Here is my latest release-schedule for 2013:

#### January:

**COMMODORE PET - Down! (tape)**

#### February:

**VIDEOPAC / ODYSSEY2 : Air Assault (cartridge)**

#### March:

**SINCLAIR ZX-81: Shifted (tape)**

**COMMODORE PET: Stairrunner (tape)**

#### April:

**SEGA SC-3000: Astrododge (tape)**

#### May:

**Commodore PET: Shifted (tape)**

**Sinclair ZX81: Rush (tape)**

#### June:

**VIDEOPAC / ODYSSEY2: Mage2 - The Dark Mirror (cartridge)**

**Commodore PET: Rush (tape)**

SEGA SG-1000 / SC-3000: Shifted! (cartridge)  
 MSX / MSX2: Shifted! (cartridge)

#### July:

COLECOVISION: Shifted! (cartridge)

#### August:

**VIDEOPAC / ODYSSEY2: Down! (cartridge)**

**Sinclair ZX81: Boxing Champ (tape)**

**Commodore PET: Boxing Champ (tape)**

#### September:

COLECOVISION: TBA Q3 (cartridge)

MSX / MSX2: TBA Q3 (cartridge)

SEGA SG-1000 / SC-3000: TBA Q3 (cartridge)

#### October:

VIDEOPAC / ODYSSEY2: Exile (cartridge)

Commodore PET: Exile (tape)

Sinclair ZX81: Exile (tape)

#### November:

COLECOVISION: TBA Q4 (cartridge)

MSX / MSX2: TBA Q4 (cartridge)

#### December:

SEGA SG-1000 / SC-3000: TBA Q4

\* There is stuff in development for Spectrum, C16, VIC-20 and other platforms, but these will be updated in the schedule when more info regarding release is available.

As you can see above, most PET/ZX81 stuff for the rest of 2013 is finished, for which review copies are available, however, make sure the reviews are published/posted on or after release date and no sooner.

Kind regards,

Martijn Wenting / Revival Studios

--

Revival Studios - Game development for Classic systems such as the Atari , Colecovision, Commodore, MSX , Sega , Videopac/Odyssey2 , Vectrex , ZX81 and more.

<http://www.revival-studios.com>

# NEWS General

## SYSTEM 3 REVEALS 'PUTTY SQUAD' RETURN TO MARK 30TH ANNIVERSARY

Source of information unknown?! Although I copied the text below from Digital Spy

**System 3** has announced the return of *Putty Squad*.

The company will revive the 1992 Amiga game as part of the celebrations of its 30th anniversary.

The platformer's graphics have received a complete overhaul, free downloadable levels are planned, and location-based services will be on offer adding extra content.

"Working on such a prestigious title again - and to bring it up-to-date - brings back many great memories. Fans of the original are [going to be] excited to get their hands on the return of the morphing blue blob hero," said System 3 CEO Mark Cale.

"*Putty Squad* will be available on multiple platforms, where gamers can reconnect with their classic hero, discovering Putty unlike before."

The game will be released on PlayStation 3, PlayStation Vita, Xbox 360, PC, Wii U and Nintendo 3DS in the summer. Sadly

a new Amiga version is not part of the celebration. But if you're a big Putty fan and own one of the mentioned systems you should get some fun out of the new release.

Read more:

<http://www.digitalspy.com/gaming/new...#ixzz2TQpTj9P>

Follow us: [@digitalspy on Twitter](#) | [digitalspyuk on Facebook](#)



## Retrogaming Times Monthly 108

### May 2013...Oh Yeah!!

With summer right around the corner, why not treat yourself to a nice cool glass of Kool-Aid, as this month we take a look at Kool-Aid Man on the Intellivision to get you into the summer spirit!

<http://www.retrogamingtimes.com/magazine/?issue=108&theme=purple>

This Month's Features:

- More 64! - Seuck Competition 2013
- Sega vs. Nintendo - Des Gamer's Team
- Des Gamer - Fanboyism, And The 16-Bit Console Wars Part 2: Graphics
- CoCoLicious! - Chasing Sound On The CoCo 3 Reviewing Sound Chaser - a CoCo Music Player from Bill Pierce
- The Retro Junkies - Kool-Aid Man For The Intellivision!
- MAME Reviews - Fitter/Round-Up
- Apple II Incider - Leisure Suit Larry/Softporn Adventure
- NES'cade - Road Fighter
- Caught On Film - Fix-It Felix, Jr.
- The Pixelated Mage - Aero Fighters 2
- +More!

Retrogaming Times Monthly, now running 186 months in a row!



# NEWS Commodore 16/Plus4

## Lunar Rescue - C16

Daniel Crespo Andrés has made a Commodore C16 version of the classic coin-op game Lunar Rescue. The game is written in BASIC and runs on an unexpanded C16. The original game was developed by Taito in 1979.

The idea of the game is to land your space module safely on one of the platforms

A full listing with breakdown of the code is on his website, however, the site isn't in English.

<http://www.zonadepruebas.com/viewtopic.php?f=15&t=3660>



## CLUB INFO 130 FOR THE C16 RELEASED

This is a German language d64 magazine or disk magazine for the Commodore C116, C16 and the Plus/4, containing the following articles: Forum, For Sale, Tips & Tricks, CBM Filebrowser, General F-Copy, Asteriods, Liberator, Galaxy Wars, Tunnel, Computer Spaß, Plus/4 Itern (10), Games Guide: Lode Runner and Scapeghost, User Guide: Games Creator and Other Systems.

[http://plus4world.powweb.com/software/Club\\_Info\\_130](http://plus4world.powweb.com/software/Club_Info_130)



## COMMODORE 16/PLUS 4 GAME ENDINGS

Have you ever played a game and wondered how it ends? Does it just loop endlessly or is there some form of real ending awaiting the player? Well, with the aid of this website you now know the answers to these questions. With over 119 game endings, the pages just show the final screenshots or animation of the game end. On the other hand, if you haven't wondered about the game endings, then the website address won't be much help, but it does have links for downloading the games!

<http://plus4world.powweb.com/gameendings>



# NEWS Commodore 64

## C64 - LEGO

Chris McVeigh has built a Commodore C64 entirely from LEGO. In his C64 Adore Edition project he used 82 LEGO blocks to create the C64. Other projects he has created with LEGO are an Apple Macintosh, a Polaroid camera, a Telephone, an iMac, Wheatley, Pokeball and many more. You can download the document which shows the blocks needed and the assembly process for free from his website

[http://chrismcveigh.com/cm/lego\\_projects.html](http://chrismcveigh.com/cm/lego_projects.html)



## High Voltage SID Collection (HVSC) #59

There has been an update available of the High Voltage SID Collection. There are now more than 43,856 SIDs in the collection. In this update 747 new SIDs, 315 fixed/better rips, 629 SID credit fixes, 750 SID model/clock infos, 14 tunes identified and 42 tunes moved. You can download the update from the HVSC web page.

<http://www.hvsc.de/>



## MAKING A D64 FILE OF A FLOPPY DISK - YOUTUBE

Disk Editor Al Jackson sent me this link to a YouTube video on how to create a D64 file of a floppy disks, the information on YouTube is sparse but copied here for you to read

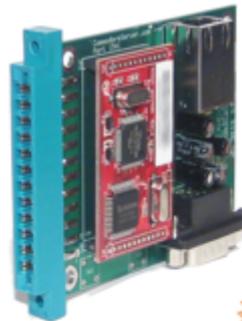
Making a D64 file of a floppy disk - YouTube

This video shows how to make a D64 file of a C64 floppy disk. Using a old laptop, XA1541 cable, 1541c and the program Gui4CBM4win.

<http://www.youtube.com/watch?v=iMJycHpIDII>



## COMMODORE INTERNET MODEMS ARE HERE



starting at  
**\$66<sup>99</sup>**

### AVAILABLE IN 2 OPTIONS:

- **INTERNET ONLY**  
Connect to Internet Services from a stock Commodore computer.
- **INTERNET +RS-232**  
Same as above, but includes a standard RS-232C port to connect to other RS-232 equipment

**USER PORT DEVICE  
COMMUNICATES OVER ETHERNET  
INSTEAD OF TELEPHONE LINE**

### EASY TO PROGRAM

Simply open an RS-232 file and then send data.  
For example:

```
10 OPEN 2,2,2,CHRS(10)
20 PRINT #2, "HV DATA"
30 CLOSE 2
```

### FIND OUT MORE AT:

<http://www.CommodoreServer.com>



## ARE YOU DISK ORGANIZED?

TAKE CONTROL OF YOUR DISK COLLECTION

### D64 Disk Management for your Commodore Computer

Never before has there been an Internet-based disk management system and software download center for Commodore computers!  
Access, upload and view disks right from your Commodore computer.

UPLOAD YOUR DISKS TO: <http://www.CommodoreServer.com>

# NEWS Commodore 64

## SID KNOWN V1.06

### A SID TUNE IDENTIFIER TOOL RELEASED

Wilfred Bos has released V1.06 of the programme called Sid Known. The information below is taken from the readme file that accompanies the programme.

#### Introduction

Sid Known is a command line tool which you can use to identify SID tunes from SID and PRG files.

This tool can be used if e.g. you want to know which SID tune is used in a specific C64 demo or C64 game, or you have a SID tune found or ripped and you want to know if it is already in your SID collection.

The tool was created initially for the High Voltage SID Collection crew to make it easier to find double entries in the C64 music collection. Since this tool was also requested by several people, the tool is now released and can be used by everyone.

The tool creates and uses a small database which includes hashes from SID input data. The tool already includes a database that is created from the latest HVSC SID Collection (update #59).

The tool has two methods to identify SID music. The first method is based on SID input data. The tool will internally play the SID tune or run the PRG file for 3 minutes (as fast as possible) and then creates a hash of the generated data and then tries to look it up in the database.

If the tune can't be identified, it will try to play the SID tune for another clock speed (PAL or NTSC). If it then still can't be identified then it tries the second method to identify the tune. The second method will check the memory usage of the tune and will search for all the memory that is read in all the SID tunes found in the specified HVSC location. It will create an index file first to improve search speed.

NOTE: although the tool identifies most SID tunes correctly, it still can identify a tune falsely. You should always check manually if the found tune is the same as the tune that you searched for.

#### SYSTEM REQUIREMENTS

Windows operating system (Windows 98 or higher).  
Multi core CPU recommended.

[http://www.acid64.com/download/sidknown/sidknown\\_v106.zip](http://www.acid64.com/download/sidknown/sidknown_v106.zip)

## NINJA TRACKER 2.04 RELEASED FOR THE C64

### Introduction

NinjaTracker V2.x is still a somewhat minimal music editor. Main differences to previous versions are: general purpose commands (or instruments), two-column tables, and a slide function that knows to stop at the target pitch.

Customization is allowed and encouraged! =  
www: <http://covertbitops.c64.org>

NinjaTracker V2.04

#### Release Contents:

ninjatr2.d64 - Disk image with the editor itself and example tunes  
example.prg - Gamemusic player example program  
nt2play.s - DASM format sourcecode for the gamemusic player

ins2nt2.exe - Utility for converting GoatTracker V1.x or V2.x instruments to use as sound effects for the gamemusic player

/src directory- Sourcecode of the editor & example. DASM, Pucrunch and c64tools package from <http://covertbitops.c64.org> are required to rebuild.

Example tune "EfnCold" by Adam Morton.

### Version history

V2.0 - Original

V2.01 - Gamemusic sound effect routine optimized  
- ins2nt2 updated for different data ordering  
- Current time position in pattern is shown alongside total duration  
- Packed size ("Ps") of pattern is shown in hexadecimal  
- Testing the last edited command also works in tables  
- ProTracker and DMC note entry modes are switchable

V2.02 - Hardrestart is now 2 frames by default (init waveform has gatebit off)  
- Zeropage use reduced to 2 bytes  
- Table editor limits absolute arpeggio notes to valid range

V2.03 - Hardrestart is 2 frames + 1 silent frame for note init ("hifi" style)  
- Duration range changed to 3-65  
- No duration restrictions on transpose & song loop  
- Playback optimizations changed  
- Slide goes to the last waveform/arpeggio step when finished, not to a delayed arpeggio step anymore

V2.04 - Reset transpose when a subtune is played from the beginning

<http://csdb.dk/release/?id=119721>

# NEWS Commodore 64

## 8-BIT DESIGNS IS NOW TAKING ORDERS FOR THE NEW MULTICART 64,

Multicart 64, is a C64 cartridge which contains 63 games, utilities, and applications...



ities, and applications...

<http://retro-link.blogspot.com/2013/06/multicart-64-is-now-available-for-sale.html>

Video of Multicart 64 is now at

[http://youtu.be/Rd5KZte2p\\_Q](http://youtu.be/Rd5KZte2p_Q)

and

<https://blip.tv/episode/6597060>

From: Charles Gutman

To: Commodore Free Subject: Multicart 64 is NOW AVAILABLE!!!

The Multicart for the Commodore 64/128 was "Officially released" late last night on the Google comp.sys.cbm group and I just wanted to give all those in the Commodore and video game communities FIRST OPPORTUNITY to own one!

I DO take Paypal at THIS email address and the "Options & Prices" are listed BELOW THIS EMAIL for your viewing according to your specific needs. Currently I already have 5 ordered, but only TWO that went through and that still leaves me with 22 STILL LEFT to interested parties. So again, I just wanted to let all those out there that might be seeking A TON of programs on ONE CARTRIDGE that IT'S HERE!!!

Thanks for your time and have a blessed day!

Charles > 8-Bit Designs

### MULTICART OPTIONS & PRICES

- A) DIRECT to board \$34
- B) EPROM SOCKET \$36
- C) ALL SOCKETED \$38
- D) DIRECT TO BOARD WITH CASING \$40

These prices INCLUDE SHIPPING to the "Lower 48" in the U.S. For other areas, please contact me so we can discuss the shipping price for YOUR AREA! ;)

8-Bit Designs is now taking orders for the new Multicart 64, a C64 cartridge which contains 63 games, utilities, and applications. Some of the games are Attack of the Mutant Camels, Centipede, and Frogger; some of the utilities are C64 Diagnostic and Magic Mon; some of the applications are Face-maker, Calc Result, and Graf64 -- all easily accessible through a F-key menu. For the full list of programs included and pictures of the cart and screenshots, go to

<http://retro-link.blogspot.com/2013/06/multicart-64-is-now-available-for-sale.html>

Here is what Charles Gutman of 8-Bit Designs has to say about Multicart 64 --

"My first run of Multicart 64 is done.

Here's the "Options List" for those who desire to fit it to their needs:

A) Chips soldered direct to board- the cheapest and simplest option for the vast majority of people for both cost, and the fact that it can be fitted into a cartridge casing very easily.... ;) (Most sales will come from this option I'm certain) \$34.00

B) EPROM is "socketed." This option allows the user to swap EPROM with others that they desire to program, allowing for an even higher usage of the cartridge than it was originally designed for. \$36.00

C) All socketed! I have no idea why anyone might want the board totally socketed unless they desire to replace the parts in the future, or maybe use the board for other applications; however in the event that you do desire to have the WHOLE BOARD socketed, then this is your option! \$38.00

D) Now this is the option that I know that a lot of people will be asking about as well -- direct to the board, but inside a cartridge casing with a label! \$40.00

These prices include shipping to the lower 48 in the US. For shipping outside the US, contact me."

You can contact Charles at charlesgutman(at)gmail.com. Payment by postal money order or by Paypal. International orders by Paypal only. No credit cards through Paypal.

The Multicart 64 is based on Fotios' FB-Jumbocart1, the prototype of which was last seen at the Commodore Vegas Expo in 2007. Fotios and Charles have worked on this to get it out to market.

Truly,  
Robert Bernardo  
Fresno Commodore User Group  
<http://videocam.net.au/fcug>

# NEWS Commodore 64

## REGENERATOR 1.3 BY NOSTALGIA

Welcome to Regenerator - an interactive disassembler for C64 binaries. Regenerator will load any standard C64 .PRG file (or VICE snapshot) and disassemble it for your convenience. There are a few options you can choose to change the output, and a few tools to make the output look better and more useful to programmers. There are a few tools like this one out there, but we thought none are really simple to use and up to the task, really. :)

Oh, and you will need .net 3.5 (or 4.0) runtime. Download from the Microsoft place.

Regenerator makes files compatible with 64tass. The output should be directly compilable by that assembler. However you might need to uncheck the "Use Illegal Opcodes" option since 64tass chokes on illegal opcodes.

First thing to do is to use the "LOAD" button to load any .PRG file. Right away you will be presented with the initial disassembly in the main window of the program. You can scroll around to inspect it.

The main window consists of several columns - first column is the line number, then the address, then the bytes that make up the instruction, then the label (if any), the instruction itself and the comment.

\*NOTE\*: The "END" address always denotes last byte+1 - so basically the start of the next block of data!

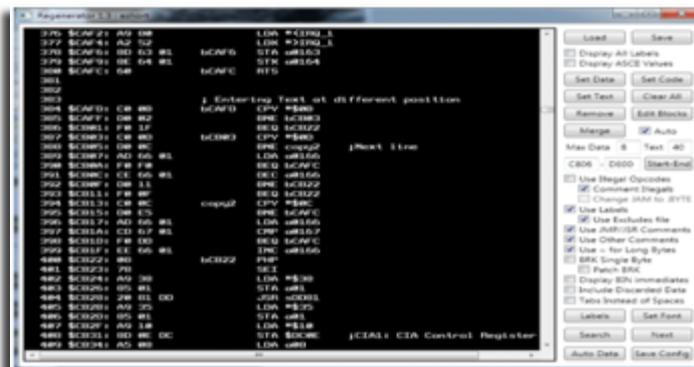
### LICENSE:

This is a freeware program. You are not allowed to charge any money for it or for any media that this program is put on. Otherwise, you can freely distribute it.

### CHANGES:

#### 1.3:

- Added REMOVE command to remove part of the data from disassembly
- Added EDIT BLOCKS window to Edit all the DATA, TEXT and REMOVED blocks manually.
- Added COPY to Clipboard functionality (insert key) with FULL or CODE only modes.
- Added possibility to add user-defined COMMENTS to the code. This can be done as a FULL line comment or as a SIDE comment !
- Added USER LABELS - you can now add a label to any address and it will be used in the disassembly. If there should be an automatic label generated for it, then it will be over-ridden. Also added USER LABELS editor, which is part of the old Label Prefixes window. You can add/edit and remove user labels as well as have a general overview of them from within this screen.
- Fixed the Add BLANK LINE and Remove BLANK LINE so it actually works as it should.



## Doynamite 1.0RELEASED

### What it is

Yet another Lempel-Ziv cruncher for the 6502. Specifically, it is a traditional bit-packed LZ coder which has been optimized for decrunching speed at the expense of code size. It achieves decent compression ratios and high throughput by nearly keeping up with a 1541 loader.

### What it isn't

- Tiny. The decruncher is nearly a page long.
- It will not (yet) generate self-extracting executables.
- It is inefficient at in-place decompression. The worst-case safety-zone is larger than a page due to literals copied in reverse.
- It is purely a cross-development tool. There is no native C64 cruncher.h
- The decruncher relies on self-modifying code and will not run from ROM (NES cartridges, etc).

- It is unsuitable for very slow (datasette) or very fast (cartridge) loaders. Try Exomizer or LZWVL.

### Credits

This project is a fork off of HCL's excellent ByteBoozer, from which the basic encoding has been inherited. Note: Any gains in compression ratio over BB are solely due to improved parsing and tweaked offset lengths.

Bitbreaker has made several important contributions to the project; including some critical bug fixes to the project, the non-streaming version of the decruncher as well as other features I have yet to incorporate.

<http://csdb.dk/getinternalfile.php/116973/doynamite1.0.zip>

# NEWS Commodore 64

## COMPUTER SAVER FROM RAY CARLSEN

**From:** Robert Bernardo  
**To:** commodoreFree  
**Subject:** Computer Saver from Ray Carlsen

Ray Carlsen, veteran Commodore repair technician, is now selling Computer Saver (an improved version of his original Computer Saver, the schematic of which had been on his website for years). Like the original, his new Computer Saver functions as a voltage limiter when plugged in-line between the C64 and the C64 power supply. Read what Ray says about his product --

----- Original Message -----  
 From: "Ray Carlsen"

Hi,  
 Photos of the construction of those savers are on my site --  
<http://personalpages.tds.net/~rcarlsen/cbm/c64/SAVER/EXTERNAL/>

### AN EXTERNAL "COMPUTER SAVER" PROTECTION DEVICE FOR THE C64

This shows a small run of the Computer Saver I designed. It is made to be installed between any C64 and its power supply. The two LED's on the Saver case are indicators of the PS status. The LED on the left monitors the 9VAC from the supply and it should be on all the time the PS is plugged in to AC power, whether the computer is on or off. The other LED (marked "failsafe") is normally off. It only comes on if the PS fails due to a shorted internal regulator.

That fault is what damages chips in the computer, most often the RAM. Since there is already an LED on the computer case which monitors the regulated +5VDC, the one on the Saver was considered unnecessary.

The cost of the Saver is \$50 US. That price could be reduced somewhat with a larger production run, but unless there is greater interest in this device, I'm not ready to tool up for that. More than half that amount was spent for parts, including shipping. Any time something is hand-made and

parts are individually purchased, the price of the end product will be higher than people expect. The construction of a stand-alone device is normally higher than the same circuit built into a computer such as the C64. That's due to the added expense of a case, cable wire and connectors as well as the added time it takes to assemble the device. There are few shortcuts, so the price is firm.

One version of this device has been seen for sale on the Internet, but the builder likely didn't consider one thing when constructing it. Most importantly, the "trip" point of the Saver is critical. That is the exact voltage level at which the device cuts off power to the computer. Because of variable tolerances of some of the components, the trip point must be manually set with an accurate voltmeter and variable bench power supply. This setting is done as a last step after the device is built. If it is set too high, the computer is still at risk, and if too low, the device may cut power with a normal power supply that has a slightly abnormal but acceptable output level during a "no load" condition such as when the supply is plugged in to AC power but the computer is turned off. Keeping those voltage limits in mind, I found the optimum trip point to be between 5.3 and 5.4 volts DC. RAM chips have an absolute maximum rating of 5.5 volts, so the protector must be set to below that value.

Because the protectors' LEDs are on its case, I decided to make the cable between it and the computer rather short – about one foot long – so those LEDs can be monitored. If desired, that cable can be made longer so that the protector is off the desktop. However, very long cables will reduce the voltage at the computer since it draws nearly one Amp in normal operation. The short cable seemed like the best arrangement.

Ray

See Computer Saver on exhibit at CommVEx,  
 Robert Bernardo  
 Fresno Commodore User Group  
<http://videocam.net.au/fcug>  
 July 27-28 Commodore Vegas Expo v9 -  
<http://www.portcommodore.com/commvex>

# NEWS Commodore 64

## ARC64 V2.2 BETA RELEASED

Arc64 V2.2 beta - © 2002-2012 Graham - 31.12.2012

Arc64 is a small tool to deal with D64, T64, LNX and ZipCode archives. It can be used to edit D64 images, run D64 images in the WinVice emulator, run PRG files via CodeNet, convert T64, LNX, PRG, ZipCode and other formats to D64.

A key feature is the drag & drop support. If you drop a D64 image, it will be opened instead of the currently opened D64 image. If you drop any kind of other file, Arc64 will try to add it to the D64 image. Formats like T64, LNX and P00 will automatically be extracted into the D64 image as PRGs.

Any changes to a D64 won't be saved automatically, you either have to drag the header of the directory into an explorer window, or you have to use the Save-option from the menus.

Arc64 may also be called via command line with a file name as argument.

### Key shortcuts:

R - Rename/Edit directory entry  
D - Delete file(s)

H - Edit header  
V - Validate disk  
+/- - Next/Previous disk image  
LMB - Select file(s)/Drag file(s)  
RMB - Send file via CodeNet  
ESC - Exit  
Return/Enter - Create temporary D64 and start emulator

There also is a broken support for Atari disk images (ATR/DCM/XFD).

<http://csdb.dk/release/?id=114135>



## THE DIR-MASTER V6.2 (WITH DRIVE NUMBER SELECTION)

clr : clear directory  
home/| : go to first/last file  
crsr u/d : move between files  
crsr l/r : 10 files ahead/back  
del : delete actual file  
inst : insert a 'blank' file  
d/f7 : show disk directory  
@ : disk command  
e : edit filename (full-screen)  
(use crsr, sh+return and clr)  
m/space : move file  
x : (un)expand filename  
b : change number of file blocks  
z : set file blocks to last sett.  
shift+b : change number of free blocks  
h : change disk header  
~ : change disk id  
shift+t : change filetype  
t : set filetype to last setting  
a : change track/sector  
shift+a : change loadaddress  
r : read directory  
w : write directory  
o : edit bam-message (ascii-code)  
shift+o : edit bam-message (screen-code)  
shift+\* : (re)set \* in front of filetype  
shift+x : (un)expand all files  
s : alphabetic sort

i : insert separator  
shift+i : insert stamp  
shift+m : put separator over name (mask)  
f1 : enter separator editor  
f3 : enter stamp editor  
f5 : load dir, separators or stamp  
f6 : save dir, separators or stamp  
p : (un)protect file  
shift+p : (un)protect disk  
shift+f : format disk (9 sec)  
v : validate disk (max 20 sec)  
f : find hidden files  
u : unlock disk  
, : protect all files  
. : inverse all protections  
y : save header into buffer  
shift+y : load header from buffer  
= : copy dir to stamp  
shift+s : save dir/stamp/sep into buffer  
shift+l : load dir/stamp/sep from buffer  
shift+e : swap dir/stamp/sep with buffer  
+/- : change drivenumber

[http://csdb.dk/getinternafile.php/117216/Dir-Master\\_v6.2\\_\(with\\_drive-no\\_select\).zip](http://csdb.dk/getinternafile.php/117216/Dir-Master_v6.2_(with_drive-no_select).zip)



# NEWS Commodore 64

## 'Ultimate nerd chick' prompts C64 clone cancellation Project Bread Bin... binned

A damning tweet from one Jeri Ellsworth, described by a Register reader as "the ultimate Commodore 64 nerd chick", has put the mockers on Project Bread Bin, one retro-tech fan's dream to build a cut-price Commodore 64-compatible computer in a keyboard case.

[http://www.theregister.co.uk/2013/05/10/ellsworth\\_tweet\\_prompts\\_bread\\_bin\\_cancellation/](http://www.theregister.co.uk/2013/05/10/ellsworth_tweet_prompts_bread_bin_cancellation/)

C64 fan Daniel Biehl called out to the crowd to request \$150,000 to fund the device's development.

### Commodore FREE note

From what I read, Jeri thought the project was a 'scam', and it seems that Daniel hadn't thought the project through to the extent of figuring out the costing for the project. He denies the project was a swindle, and The Register article suggests that enthusiasm can get ahead of a project's rationale.

## KRIEG IM WELTRAUM - C64

Krieg im Weltraum is a new game for the Commodore 64, made by DATA-LAND. The game is inspired by the game Cosmic Conflict! for the Odyssey 2 and Videopac+. The game is a 3D shoot'em up, with a 120 degrees panoramic view, 2 weapons systems, and extra-terrestrial artificial intelligence

[http://csdb.dk/getinternalfile.php/116605/Krieg\\_im\\_Weltraum.zip](http://csdb.dk/getinternalfile.php/116605/Krieg_im_Weltraum.zip)



## Spindle for the COMMODORE 64 RELEASED

### Introduction

Spindle is an integrated linking, loading and crunching solution for C64 [trackmos](#). By hiding the details of the storage model, it allows the demo coder to focus on effects, transitions and flow

Independently developed demo parts can be chained together easily, in any order, facilitating exploration of the design space in order to arrive at a rough cut. Spindle then assists the coder by suggesting where and how filler parts could be crafted to improve the loading process. A visualisation of block demand and memory usage over time provides further optimisation hints.

Spindle is equipped with a cutting-edge IRQ loader featuring scattered loading, state-of-the art serial transfer routines and [GCR decoding on the fly](#). The compression scheme is optimised for extremely fast scattered decrunching at the cost of sub-optimal compression ratio. As measured on a pri-

vate build of my demo, [Shards of Fancy](#), the average compression ratio is 45%, not counting internal fragmentation. Currently, only single-side trackmos are supported. The data is laid out to minimise seek times: The first demo part is located near the middle of the disk, and the following parts are stored in order from outer to inner tracks. Directory art can be supplied in the form of a text file. While Spindle uses its own D64-compatible storage format, it respects and coexists with the native commodore disk structure, so demo disks can be adorned with noters and other auxiliary files using standard tools like `c1541`.

<http://www.linusakesson.net/software/spindle/index.php>



## Krill's Loader, repository version 146

### Building binaries instead of ca65 object archive:

In loader/src, enter "make prg INSTALL=1234 RESIDENT=5678 ZP=90" with suitable hexadecimal addresses without suffixes. This builds install.prg, loader.prg, and loadersymbols.inc, plus a zip file containing these files. Incbin the binary files and include loadersymbols.inc in source files to use loader labels, e.g. "jsr loadraw".

### Disabling watchdog when letting the loader starve:

Not giving the loader enough free cycles will make the watchdog reset the drive.

Disable the watchdog by setting `DISABLE_WATCHDOG` to 1 in loader/include/config.inc.

### Detecting disk (side) changes:

When loading via directory, load a file that has a unique name and is present only on the expected disk side. Cycle until no 'file not found' errors occur.

When loading via track and sector, load a 1-byte ID file that is present on the same block on all disk sides. Cycle until loaded block ID matches expected ID.

<http://krill.earthtomoon.net/loader-v146.zip>

# NEWS Commodore 64

## Public release of core of the ACE128TOS,

<http://ace128.mirkosoft.sk/files/sincore128public.rar>

Public release of core of the ACE128TOS, adjusted for programmers in assembly or Basic language and not complete. This is a cut and adjusted core

### 8-bit Edition

#### minimal requirements:

- Commodore 128(D)(CR)
- VDC 8563 every revision / 8568
- 16kB VDC RAM
- RAM Expansion at least 512kB or no RAM expansion using Disk Swapping\*
- floppy disk drive
- mass storage device with at least 16MB
- RGBI display or Composite display for RGBI monochrome\*\*
- composite display
- printer (optional)
- Nic (optional)
- keyboard
- mouse (or other input device)

### 16-bit Edition

#### Really minimal requirements:

- Commodore 128(D)(CR)
- VDC 8563 every revision / 8568
- 16kB VDC RAM
- CMD SuperCPU128 optional with SuperRAM
- RAM Expansion at least 512kB or at least 1MB SuperRAM or no RAM expansion using Disk Swapping\*
- floppy disk drive
- mass storage device with at least 16MB

- RGBI display or Composite display for RGBI monochrome\*\*
- composite display
- printer (optional)
- Nic (optional)
- keyboard
- mouse (or other input device)

\* very fast devices are recommended for Disk Swapping , e.g. CMD RAMLink, CMD RAMDrive, CMD HD connected by parallel cable, Rear Admiral HyperDrive or other

\*\*RGBI Composite monochrome causes problem using Commodore 128DCR (8568 chip)

Published by **Miro Karkus** in Releases • 30.4.2013 9:02:55  
We created a new webpage to publish the first parts of the OS.

As first we want to publish SinCore - the base of system. Of course, it's not the pure core that we used: it's adjusted for assembly programming or BASIC use by everybody... Later we want to publish more parts, and in the near future, a DEMO Release. There is no Demo video – the demo version is where you can test the working parts of the OS.



## CBMSH UNIX SHELL FOR 6502 MACHINES

Cbmsb is a unix-like shell for 6502-based commodore computers, like the c64, vic-20 and c128. It features the classic unix commands like ls, more, echo, cd etc. adapted to work on a commodore floppy disk or the modern sd2iec standard.

If you want to know more, download cbmsb and have a look at the README and CHANGELOG files.

*Cbmsb is distributed under the GPL license.*

It is based on the [sash shell](#). It is coded in C, and should be compiled using the cc65 compiler.

<http://www.opbyte.it/cbmsb/>



# NEWS Commodore 64

## PreserveC64DB version 1.1

- version 1.1, released by M4Z on 2nd of May 2013
- version 1.0, released by M4Z on 2nd of May 2010

**PreserveC64DB** is The 2nd generation of the ultimate searcher tool collection since 2004:

An application for organizing and searching digital objects for Commodore 64 digital media. Written in PHP using MySQL database.

### Updates in version 1.1

- Code updated to work with newest version of PHP (XAMPP version 1.8.1)
- Minor improvements based on feedback over the last three years
- Show load address of data ex. {\$0801}
- Identified files infected with virus
- Search : search file by md5(data) value
- Importer: statistical information after a new collection has been imported
- Matcher : groups added from [edit]
- Unique : unique executable files there is in a non-imported collection

### [Features]

- [ Search.....] Filename, Sysline, Label, BAM & md5-value
- [ Matcher....] Scan your archive for missing releases
- [ Import.....] Import your collections of Commodore data
- [ compare....] Compare uniqueness of a new collection against the database
- [ Unique.....] Show unique executable files in a new collection
- [ Publishers.] Add information about publishers when cataloguing your archive
- [ Collections] Fast view of your imported collections
- [ Statistics.] See detailed and statistical information of your collections
- [ Missing....] View or add missing release information
- [ Help.....] Help file

### [Supported file types]

Fully : D64, D71, D81, LNX, PRG, Pxx, T64, SPY, LBR.  
Partly: G64, TAP, X64, ARK, ARC & CRT.

### [Credits]

Application : m4z

ReaderClass : wreg, ymgve & m4z

(<http://csdb.dk/release/?id=72587>)

Supporters : cba, acidchild, mason, morpheus, swasti, jazz-cat, maestro & sailor

### [Quick Install]

1) Download and install XAMPP: [www.apachefriends.org](http://www.apachefriends.org)

2) Start via the [control panel]: Apache and MySQL (check if it's running in your browser by typing: <http://127.0.0.1>)

3) Copy all the files of spunk to XAMPP's sub dir: /xampp/htdocs/spunk/

4) Edit config.php and correct ARCHIVE\_PATH to the location of your c64 files:  
e.g. `DEFINE(ARCHIVE_PATH, "d:/c64_archive/");`

5) Test/Run the searcher system with this url in the browser: <http://127.0.0.1/spunk/>

Once again: Time to enter real life :)

EOF.

<http://csdb.dk/release/index.php?id=118589>

<http://csdb.dk/getinternalfile.php/116868/PreserveC64DB.v1.1.Spunk2G.zip>

This is the three year long awaited update of the searcher tool collection S\*P\*U\*N\*K. Based on the ReaderClass by Ymgve, Wreg & M.d.Z: [64 Reader Class V0.64](#) This is the most powerful tool for collectors to search (filename, sysline, ...), organize, catalog, repair, compare their beloved archives of C64 history. Connects to CSDB to get group names, id etc.

Requirement: PHP and

MySQL.

Easy to install - Easy to use.

m d Z



## Commodore C64 - FM Radio

Listen to your favourite radio stations on your Commodore. Timo Voutilainen connected a RDA5807 FM Radio module to the user-port of the Commodore C64. The module uses only 6 connections: GND, +5V, DAT, CLK and 2 for the audio. Timo also has written a program that controls the FM Radio

<https://sites.google.com/site/dividedbit/home/c64-projects/fm-radio-for-c64>



# SUMMER BLOWOUT!

Buy a copy of Run/Stop-Restore: 10th Anniversary Edition at retail price \$17.99 USD and get your choice of either Lenard's latest book, Skits For 2nd Hand Puppets or stay with Commodore and get his software package for only \$1.00 (USD) extra!

Software Package Includes:

The Envelope Addressor V4.2

Check it Out

Check Mate

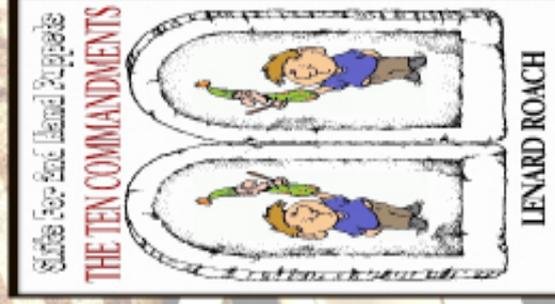
The Ledger

Money Manager 2K (written by Rex Dey)

**Hurry!**

This sale will only be going on from June 1st to September 30th, 2013

**FOR ORDERING DETAILS CHECK OUT  
[www.lenardroach.com](http://www.lenardroach.com)**

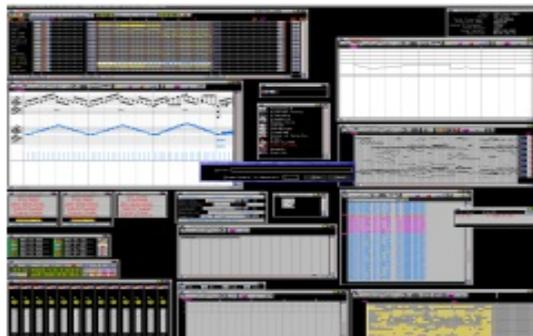


# News Amiga

## Bars and Pipes v0.9.98 - Amiga OS4

Bars and Pipes is a MIDI sequencer for the Amiga computer that is being updated by Alfred Faust. Recent Changes in this version are : The preferences are improved. A missing font is added. The CAMD handling is completely new and the recording performance has been improved.

<http://www.os4depot.net/index.php?function=showfile&file=audio/misc/barsnpipes.lha>



## **D1X-Rebirth v0.57.3 - Amiga AGA**

D1X-Rebirth is a game for the Amiga and is a conversion of the 3D first person shooter Descent. In the game you must destroy the robots and rescue the hostages from mines on different planets. For the game you will need an AGA Amiga (PAL), 68060 processor, 32MB FastRAM and a copy of the original game.

### **Overview:**

Amiga AGA 68k port based on D1X-Rebirth v0.57.3

### **Requirements:**

- 1) An AGA Amiga (PAL only)
- 2) A very fast 68060 processor
- 3) 32MB of FASTRAM
- 4) The original game (or demo)
- 5) AHI Installed and setup correctly

### **Installation:**

Since D1X-Rebirth is a port of the Descent you will need the Game-Content data files to run the game.

### **Following files are needed to run the game:**

descent.hog  
descent.pig

Of course you can also use the Shareware game content which you can find here:

<http://www.dxx-rebirth.com/game-content/>

### **Features:**

- 1) 256 color double buffered AGA graphics
- 2) AHI sound support
- 3) Joystick support

### **Configuration Options:**

You must run D1X\_Rebirth from the WB, running from the Shell is not supported.

You must specify a stack of at least 300,000.

The AHI device used will be the one setup in your AHI Prefs (unit 0).

### **Limitations:**

- 1) No network or multi player support
- 2) No RTG support
- 3) No CDRom support
- 4) No music support

### **Performance Considerations:**

- 1) You should always patch exec.library's CopyMem() and CopyMemQuick() routines for faster processor specific versions.
- 2) Loading your ROM into FASTRAM is a great idea!
- 3) Use v4.18 of AHI as the later versions are too slow!
- 4) Stick with the 'FAST' 8 bit Stereo++ modes for AHI (AHI Prefs).
- 5) Install HSMATHLibs.

### **Links**

<http://www.dxx-rebirth.com/> (DX1\_Rebirth page)

[http://www.hsmathlibs.de/HSMATHLibs\\_e.html](http://www.hsmathlibs.de/HSMATHLibs_e.html) (The fastest math libraries for Amiga)

### **Developer Info:**

This port uses my new AGA SDL :)

[http://aminet.net/package/game/shoot/D1X\\_Rebirth](http://aminet.net/package/game/shoot/D1X_Rebirth)

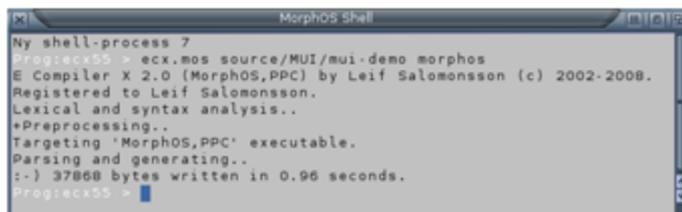


# News Amiga

## THE E COMPILER X (ECX) PROJECT

The E Compiler X (ECX) project was born in 2002 to replace and improve on the AmigaE language and compiler (EC) created by Wouter van Oortmerssen that was discontinued in 1998. ECX is written from scratch in E and compiles itself. It is fast, stable, resource efficient, highly compatible, generates quite okayish code (for multiple targets) and adds a considerable amount of (actually useful) new features and improvements :)

<http://www.blubbedev.net/ecx/>




## Boingsworld #40

A new episode of BoingsWorlds (the German language Podcast) is now available. In this podcast You can listen to the following articles: X-Surf, AresOne PPC, CC 2013 Berlin, Petro Tyschtschenko A1200, Alinea Umbrella, Retro Rechner Quartett, Amiga Forever, Dave Needle, Aladdin 4D, KEYRAH V2, Indivision AGA, Richard Löwenstein (Kultboy), Lets Bounce, Twinky Goes Hiking, Quadranoïd, Cubis, Topcross, North Sea Inferno, Norse Gods Amiga, Wendetta 2175 Amiga, Amiga Joker, Spieleschreiber Blog, Return Magazin, Retro Gamer and the Retro meeting Radio Parallax Video.

<http://boingsworld.de/>



## New EasyNet Update Available

EasyNet is a comprehensive network and internet connectivity solution for the Classic Amiga

### News from amigakit

**EasyNet**, the networking software for Classic Amiga computers has now been updated.

### New features include:

- support for WPA in the wireless settings: ideal for Neil Cafferkey's prism2v2 driver
- you can now change wireless networks on the fly without going offline then online again.
- wireless networks can be now temporarily be used and not permanently saved
- fixed bug for NTSC users running 640x200 screen mode
- fixed bug in Connect to SMB share list window
- fixed bugs in the Live Update function, window and progress bar
- various internal changes ready for new wireless functions under development

The update build 175 is now available from the Live Update server and also on our webstore

[http://amigakit.leamancomputing.com/catalog/product\\_info.php?products\\_id=806](http://amigakit.leamancomputing.com/catalog/product_info.php?products_id=806)

This update is only for customers who have previously purchased EasyNet from us. We will need your EasyNet serial number when ordering the update (found in EasyNet's About menu).

We would like to thank users for their patience with this update. Various other projects delayed EasyNet from being developed, however, a series of new functions are now planned for the next year.

[www.amigakit.com/easynet](http://www.amigakit.com/easynet)



# News Amiga

## A1200 REPAIR VIDEO

RetroGameModz has made a video about the audio repair of an Amiga 1200. In the video you can see many tips and working methods for repairing retro hardware such as: Visual inspection, audio filter circuit, testing, schematics, measurements, disassembling, new components and final testing.

### RETROGAMEMODZ SAYS

This Amiga 1200 motherboard first came in with an audio problem. It was easy to see during initial inspection that this motherboard had been "recapped" earlier. I was not very impressed with how the solder joints on the electrolytic capacitors looked ...

In fact, the extremely poor solder job done on this motherboard by the previous recapper was the reason the motherboard had to come in to me for repair in the first place.

In this documented repair, I go through the process of locating and repairing the audio problem. I also put some focus on the solder job, as well as a few other bits and pieces that I wanted to fix up before sending the motherboard back to its owner.

I also present to you a rather stupid mistake I made during the repair of this motherboard in order to make it possible for you guys to learn from my mistakes as well. I then perform a lot of testing before finally packing the motherboard and sending it off.

The message from this video stands clear - If you do not have the right tools and skills to solder, you might be much better off just leaving your motherboard alone. Because soldering without any knowledge of how to do it right means that there is a big risk of damaging the motherboard, which can actually make it work worse than it did before. This whole repair is a very good example of such a result, since the motherboard would never have come in to me for repair if it hadn't been for the horrible work performed by the previous recapper.

It is of course not possible to learn how to solder without a bit of practice first. However, there is lots of electronic equipment out there to practice on, like scrap PC motherboards for example. In my opinion, Amiga motherboards should not be seen as solder practicing PCBs.

*"We, the people of the Amiga community, need to take good care of the hardware in order to preserve it. Anyone who cares about the maintained existence of Amiga hardware should realize that soldering onto the motherboard without any knowledge of how to do it correctly will most probably destroy the Amiga more than it will preserve it."*

So if you have an Amiga or other piece of retro hardware that you want to have repaired, and if that repair requires soldering, I would recommend you to ask someone for help if you don't feel absolutely comfortable doing it yourself. This goes especially for hardware that you care about and want to preserve. If you choose to not follow this advice, it's possible that your motherboard will end up lying on my workbench one day... :)

The transparent tape used in the video to attach the wire to the motherboard:

Google for "Double Sided Tape with Red Release Paper and Transparent Foam".

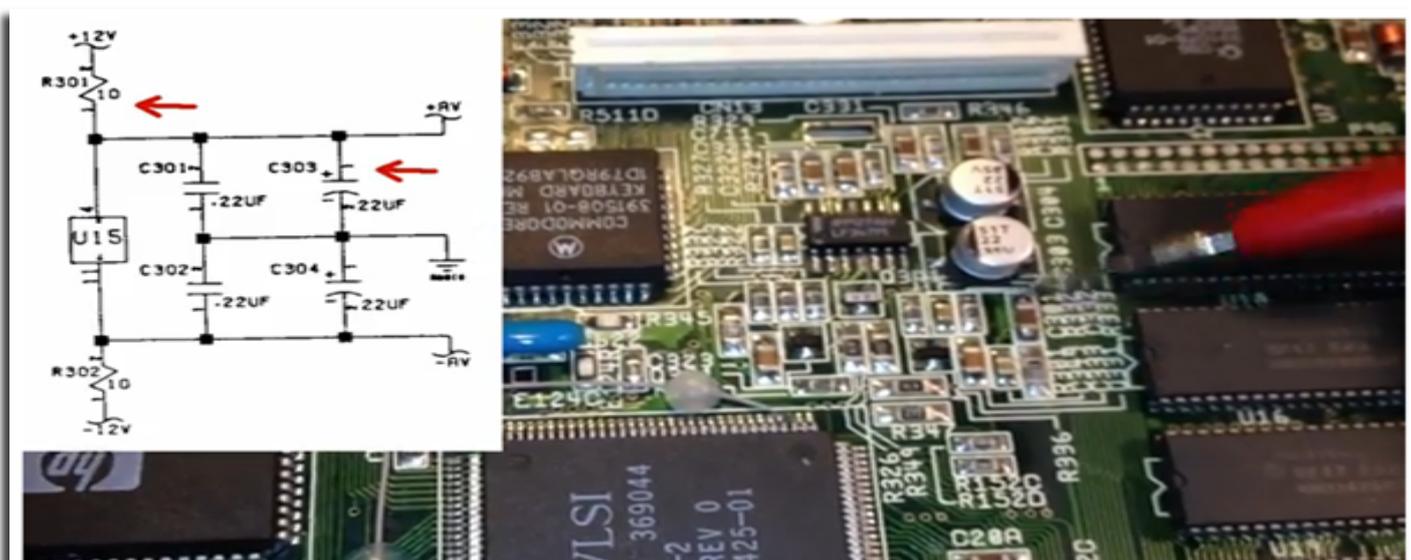
If you live in Sweden, you can buy it here:

<http://www.clasohlson.com/se/Monteringstejp-Super/31-1633>

The yellowish tape used in the video is called "kapton tape" or "polyimide tape". Ebay, amazon, your local electronics store... It can be found just about anywhere.

Feel free to leave questions and comments in the comment section for the video

<http://www.youtube.com/watch?v=QfHU97FmdU4>



# News Amiga

## ARES ONE (MODEL 2013) IS AVAILABLE

### Information taken from a press release

The AresOne (model 2k13) is available at [www.ares-shop.de](http://www.ares-shop.de)

As usual, it is an AROS (native) compatible hardware. Additionally it comes with AMC and an AEROS live-installer pen-drive.

[http://www.ares-shop.de/product\\_info.php?language=de&products\\_id=30](http://www.ares-shop.de/product_info.php?language=de&products_id=30)

Everything above my self-costs will be used for AROS bounties and or projects.

Developers can ask for discounts. German people can ask for a monthly payment (the possible options are from 1k €, 36,60 or 80 month).



## AEROS FOR PI - BETA AVAILABLE ON SD-CARD

The AEROS-distribution for Raspberry Pi is now in beta phase and can be purchased on SD-card. Existing customers and donators, should have got a email with login-data to get the image from [www.aeros-os.org](http://www.aeros-os.org) as well.

AEROS is a Linux-hosted AROS-distribution. This version for Raspberry-Pi works a little bit faster (video) than the last beta. A light version will be made available for free. <http://www.youtube.com/watch?v=Ovapju44ABU>

Changes in beta 1:  
 Moved to debian wheezy  
 Made AROS autostarting  
 Changed base application in respect to the Pi's performance

Changes in beta 2:  
 Fixed "lx - command"  
 -> launching linux apps is now working properly  
 deactivated unnecessary services to improve startup and SD-access.

Don't mix this with AROS native. A native Version for the Pi is in the works. It is a "AROS hosted" distribution.

There is high interest in the Raspi-Image so i ran out of traffic many times.

I hope to reach everyone who bought a single app or donated in the past. ([www.ares-shop.de](http://www.ares-shop.de) or [www.ares-broadway.de](http://www.ares-broadway.de) or [www.aeros-os.org](http://www.aeros-os.org)). If i missed someone, please email me.

You can but don't need to buy an SD card here on ebay: <http://www.ebay.de/itm/AEROS-for-Ras...item232bfee7c8>

Shipping is included (EU/UK). If you feel it is too much, you

can make a price offer. You will get a login for aeros-os.org and lifetime of upgrades/updates.

Genesi will bring new ARM systems, MESA supports some ARM GPU's (eg A220) so HostGL as on AROS hosted x86 could become reality.

While the Pi is not the ideal desktop system, it is cheap, and developers can begin to port apps and games.

The money will be collected and reused for ARM specific bounties.  
 I use ebay because "you" can see how many are sold, which makes things as transparent as possible.



# News Amiga

## Ultra Electronics Acquires Privately-held AmigaOne X-1000 maker Varisys - Quick Facts

<http://www.rttnews.com/2131234/ultra...ick-facts.aspx>

Ultra Electronics Holdings Plc. (ULE.L) Thursday said it has acquired privately-held Varisys Limited for an initial cash consideration of 16 million pounds. Additional payments of up to 2 million pounds will be payable, based on performance over the next two years.

Varisys is a designer and manufacturer of products for high-performance, embedded computing applications. Its prod-

ucts and services portfolio includes bespoke solutions for customers operating in the aerospace, defence, telecommunications, and industrial sectors.

The acquisition will give Ultra an organic capability in this niche area, allowing group businesses to meet customer requirements more quickly and cost-effectively.

Varisys is a British company based in High Wycombe, UK. It was acquired from its founders Paul Gentle and Adam Barnes, both of whom would remain with the business under Ultra ownership

## NEW! A604N MEMORY EXPANSION WWW.AMIGAKIT.COM

The new [A604n memory expansion](#) for the Amiga 600 replaces the older, discontinued design.

Features a clockport expansion header for compatible upgrades. It is now available for pre-ordering, and orders will be sent from our store next week.

**A604n Memory Expansion** for the Amiga 600

### Features

- Expand your A600 to 2MB chip memory
- 22-pin clockport header for adding selected clockport expansions to your A600
- Expansion port for the new [Indivision ECS](#) scandoubler/flickerfixer
- Fits into trapdoor (under side of Amiga 600). Printed instructions included.
- 2 year warranty
- Optional [Real Time Clock Module](#) - same RTC as ACA 1220/1232.

The second clockport is designed for use with the [Subway USB controller](#) (available separately). The Subway can be mounted at the same time as an optional [Indivision ECS](#) as shown in the picture below:

### Direct Product Links:

#### UK Store:

[http://amigakit.leanancomputing.com/...oducts\\_id=1151](http://amigakit.leanancomputing.com/...oducts_id=1151)

#### Europe:

[http://amigakit.leanancomputing.com/...oducts\\_id=1151](http://amigakit.leanancomputing.com/...oducts_id=1151)

#### USA:

[http://www.amigakit.us/product\\_info...oducts\\_id=1151](http://www.amigakit.us/product_info...oducts_id=1151)

#### Canada:

[http://amigakit.leanancomputing.com/...oducts\\_id=1151](http://amigakit.leanancomputing.com/...oducts_id=1151)



## Analogic Computers - Retailer & Repair Centre

A recent forum post and email to Commodore Free suggested

Analogic Computers are still around selling Amiga computers and have a repair centre.

<http://www.analogic.co.uk/amiga.asp>

**Analogic Computers (UK) Ltd.**  
Unit 8 Ashway Centre  
Elm Crescent  
Kingston upon Thames  
Surrey KT2 6HH

Tel: 020 8546 9575  
Fax: 020 8541 4671

E-Mail:[info@analogic.co.uk](mailto:info@analogic.co.uk)

### Opening Hours

Mon-Fri: 8.00am - 5.30pm  
Sat: 9.00am - 1.00pm

**ANALOGIC**  
**ANALOGIC**  
**ANALOGIC**

Though they are still up and running, and still list Amiga and Atari hardware, there isn't much to see on their website: just the usual memory upgrades and a replacement mouse. I don't know what they can and still repair, but it's useful that companies are still supporting the Amiga in some form or another. My emails for more information never received a reply!

# News Amiga

## X-BENCH 0.90ALPHA - THE AMIGA GAME LAUNCHER & MORE !

### NEWS FROM JimNeray X-bEnCh 0.9A is available !

X-bEnCh is an Amiga game launcher & More ...  
With 128 colors on screen (even on a simple A500), this Frontend can autoscan your hard-drive to find all your whd-load games or your .exe and organize them in launching listings. X-bEnCh can also manage manuals listings and have an internal script system, the X-bEnCh Scripts (For non whd-load games for exemple). It requires very few ressources, and is compatible with all Amiga setups. X-bEnCh also has an integrated CLI fully compatible with the Workbench CLI features.

As always you can download it on [Jim Neray / Amiga Dev](http://www.jimneray.com/)  
<http://www.jimneray.com/>

Please note that this version is not complete. I put it online because there has been no update since last March, but all is not yet implemented. I will soon release some new 0.9x updates (0.91/0.92 / ...) to add all the missing features and fix some bugs that are already known.

#### Main New features:

**Top15 listing** - This new feature is able to create a top of all your lists. Note that the top15 is already functional as previously planned. The database is created from the 0.8x versions.

**Multikeys FastJump** - Simply type the name of the game that you want, and the new search engine will drive you directly to it

**XplorEr** - The long awaited X-bEnCh file manager is finally here! Still young, it will evolve quickly in the next release.

#### Actual features list:

- 128 colors on screen for all Amiga
- Autoscan and organize your whdload .slave and yours .exe from your HD
- Unlimited subdir level scan
- Internal script system
- Up to 6 launching lists in parallel
- Unlimited number of entries in each list
- Top15 listing
- Autoscan and use Whdload Tooltypes
- If no Tooltypes are available, you can set up default Tooltypes.
- MegaRam mode to gain extra chipram without rebooting
- FastJump mode to jump where you want in a list from the keyboard
- Files/Dirs manager included (Xpl0rEr)
- Integrated cLi 100% Amiga cli compatible
- System friendly setup panel
- Dedicated installer for an easy installation
- Many more will come in the next releases.

#### Complete release note:

X-bEnCh 0.90Alpha (06/06/13)

##### Xinit1.7

- Now updates the Top15 list in the Init process.
- Now checks if some args are sets with the setup for the load-wb cmd.
- Is now able to init to the Xplorer if set in the setup.

##### Xmenu1.6

- Bug with a mouse plugged in the joyport1 fixed.
- The menu is sorted with the Xplorer in 2nd position now.
- You can now use the "Enter" key to validate your choice.

##### Xlaunch1.9

- Top15 feature implemented.
- Multikeys Fastjump implemented.
- Added the display of the WhdL Requester if enabled in the setup.
- Bug with the Microsys joy/mouse adapter driver fixed.
- Bug with a mouse plugged in the joyport1 fixed.
- Fixed the repeat latency of the "Tab" key.
- You can now use the "Enter" Key to validate your choice.

##### Xcli0.71

- Added the "topupdate" cmd to manually update the top15 list.
- Updated the "help" cmd.

##### Xplorer0.1

- Very first public version of the Xbench Files/Dirs manager.

##### Xsetup1.6

- Reactivity optimised.
- No you can use the setup (if you want) without mouse or keyboard.
- Added a path requestor for the 6 launching lists.
- Renamed the "Boot From" to "Boot To" in the "Startup" tab.
- Added a LoadWB args textfield to the "Startup" tab.
- Added the Top15 On/Off switch to the launcher tab.
- Added the WhdLReq On/Off switch to the launcher tab.
- Look optimised.
- "Xplorer" option added to the "Boot To" switch in the start-up tab.

##### Xexit0.6

- Better temp files cleaning before leaving.

##### Xinstaller0.4

- The ASL path requestor is now disabled if you don't have rom 2.0+.
- Custom text font issue fixed.
- Bug when using a custom file system (SFS for example) is fixed.
- "D" (Directory) button is renamed to "P" for Path requester.

# News Amiga

## ANTIRYAD - NEW COMMERCIAL 3D-ENGINE FOR AROS X86/X64 (68K PLANNED)

Antiryad Gx is a unified cross platform and multi core 2d and 3d game engine that has been in development since 1997. The information about the program says that it today rivals and even surpasses many commercial game engines in feature-set and stability.

### Main features

- Complete 2d and 3d graphic engine.
- Integrated editor and tools.
- Particle, water and volumetric fog effects.
- Fast collision system.
- Realtime shadows.
- Video codec for mobile and desktop systems.
- Full game framework.
- Network engine.
- Modularity, other middlewares like 3d engine, physic, script language or network library can be plugged.
- Simplified and documented API completely platform independent.
- Supported languages are C, C++ and Gel (embedded fast and simple script).
- Develop once for several platforms.
- Free with standard license.
- Antiryad Gx was used to create more than 35 projects by various companies and organizations.



To be published for AROS X86/64 in September. With A version for 68k is planned but no date has been confirmed for the release.

### A summary:

<http://www.aros-platform.de/html/arkham.html>

### More information and screenshots:

<http://www.arkham-development.com/>

## WOOKIECHAT BECOMES OPEN SOURCE SOFTWARE

WookieeChat has now been released as open source software under the terms of AROS Public License 1.1. The project is hosted at sourceforge.net:

<https://sourceforge.net/projects/wookiechat/>

WookieeChat is a multi-platform (AmigaOS 3, AmigaOS 4, MorphOS and AROS), MUI-based IRC client that was initially developed by James Carroll. I'm currently looking for people interested in either maintaining the MorphOS/AmigaOS builds and/or improving the existing program. If you are interested, just let me know.

### Features Include

- Tabbed display using either Buttons or a Listview
- Graphical Smileys
- Nick completion using the Tab key
- Configurable background and text colours with loadable/saveable profiles
- Auto-unaway when typing
- Chat logging, and redisplaying of logs when reopening a tab
- Automatic reconnect upon disconnection
- File Transfer support, with ability to specify a port range to transfer over
- Context menus for performing commands on the nick list
- Automatic connection of favourite servers

- Automatic joining of favourite channels
- Automatic login for the Nickserv service
- User specified startup commands for each IRC network (Perform on connect)
- Global and also Server specific user preferences
- Automatically changes your nick when your ghost times out
- Direct connection chats
- ARexx scripting interface
- Multiple server support
- Buttons/fields to control channel properties
- Channel List for networks
- Supports channel prefixes specified by the server
- Supports user-modes specified by the server
- Scripts and Commands can be executed for different Events
- Configurable highlight for words you want to watch out for
- Built-in highlight for whatever your nick is currently set to
- A counter is displayed showing the total amount of unread messages for each tab
- Configurable sound alerts
- Three coloured states for activity in a tab: 1. non-chat 2. chat 3. highlight
- Popups may appear for different events
- UTF8 to ASCII character conversion
- Server password support

# News Amiga

## ATHEROS 54MBPS WIRELESS DRIVER FOR OS4

A driver for Atheros AR5000-series 54Mbps 802.11g wireless PCI cards has been released for AmigaOS 4. It supports WPA/WPA2 encryption (as well as WEP), and is available for free on Aminet.

<http://aminet.net/package/driver/net/atheros5000> PCI-Express cards may also work but are untested.

Versions of the driver are already distributed with AROS and MorphOS, but it is unlikely to become available for AmigaOS 3 because of DMA requirements.

[New Indivision 1200 AGA MK2cr \\*Pre Order At AmigaKit.com\\*](http://www.amigakit.com)

<http://www.amiga.org/forums/showthread.php?p=736433#post736433>

## Amigakit

The new [Indivision 1200 AGA Mk2cr](#) is now added to the AmigaKit.com webstore and is available for pre-ordering:

### UK Store:

[http://amigakit.leamancomputing.com/...oducts\\_id=1148](http://amigakit.leamancomputing.com/...oducts_id=1148)

### EU Store:

[http://amigakit.leamancomputing.com/...oducts\\_id=1148](http://amigakit.leamancomputing.com/...oducts_id=1148)

### USA Store:

[http://www.amigakit.us/product\\_info...oducts\\_id=1148](http://www.amigakit.us/product_info...oducts_id=1148)

### Canada Store

[http://amigakit.leamancomputing.com/...oducts\\_id=1148](http://amigakit.leamancomputing.com/...oducts_id=1148)



## AMIKIT FOR REAL AMIGA V.0.3 RELEASED

### NEWS FROM AMIGAKIT

AmigaKit are happy to announce the release of the much awaited update for Real AmiKit version. Full and update v0.3 archives are available for download for free at:

<http://real.amiga.sk/>

New features include more applications and memory card support. Now you can use AmiDock or AmiStart for launching your applications, streaming music with AmiNetRadio, or using compact flash cards to transfer your data. New wallpapers were added as well. Enjoy!

In the first place you will find a nice and easy to use update installer that delivers the following:

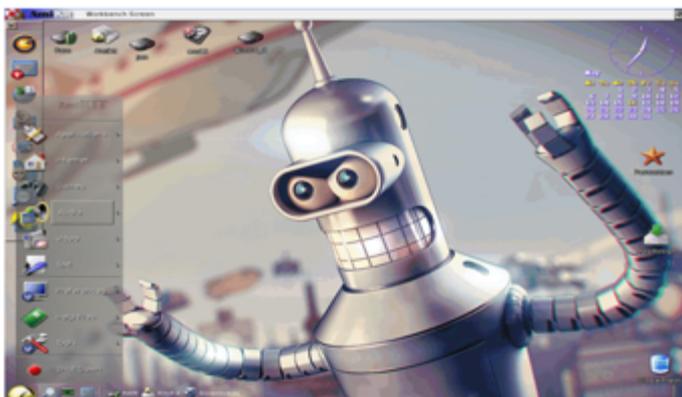
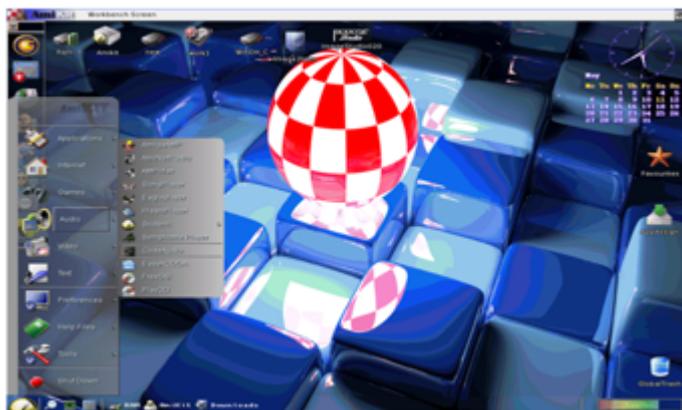
- AmiDock re-positioned, so it will seem transparent. It will let you use more space on the screen, and if you use Workbench2000 you will see also (full instructions in the package) that you can "put away" AmiDock and as the WB2000 taskbar disappears, you will have more desktop space.
- New AmiDock icon on the Workbench2000 bar.
- AmiNetRadio installed and working without FPU.
- AmiStart installed and working without FPU or RTG. A very powerful and fast Amiga is required though, or you can use it under emulation. Try it!
- General PCMCIA support; DH0 and Fat95, so most of the cards should work.
- More wallpapers and a new 256 colors drawer.
- New bootpics to choose.
- Changed the top bar text to "<http://real.amiga.sk/>".
- Changed position-info for Magellan icons
- FreeWheel running from the WBStartup now. Run Exchange commodity to configure it.
- HippoPlayer running with BlurScope as a new option on Workbench2000 bar. BlurScope is an external player, so be-

fore now you had to open first HiP and then search for the Scope... Now they work together, and are living on Worbench2000 bar. Click and the show begins...

- IconLib 46.4.284 by Peter Keunecke.

And... Chewaka's voice for WookieeChat on AmiDock was added!

Thanks a lot to Thomas and PeterK for their continuous support.



# News Amiga

## Hyperion Entertainment Blog Hyperion Entertainment Blog More Noise from ACube

The VIA Envy24HT

<http://www.via.com.tw/en/products/audio/controllers/envy24ht/> audio driver has been updated and now supports the VT1618 Codec.

<http://www.via.com.tw/en/products/audio/codecs/vt1618/> That means you can now use inexpensive PCIe such as the Syba SD-PEX63034

<http://www.sybausa.com/productInfo.php?iid=1201> in your AmigaOne 500 <http://www.acube-systems.biz/index.php?page=hardware&pid=7> and AmigaOne X1000 <http://www.a-eon.com/x1000.html> systems.

Here is a list of audio cards that are known to work with the Envy24HT audio driver:

- Terratec Aureon 5.1 Sky
- Terratec Aureon 7.1 Space
- Terratec Phase22
- Terratec Phase28

- M-Audio Revolution 5.1
- M-Audio Revolution 7.1
- ESI Juli@
- ESI Juli@ XTe
- Speed Dragon EAU01A-1  
<http://www.speeddragon.com/r=Default&action=ProductInfo&Id=366>
- Syba SD-PEX63034



If you happen to have any other audio card that works with this driver then please notify us via the AmigaOS contact form. <http://www.amigaos.net/contact>

Special thanks to ACube Systems <http://acube-systems.biz/> for helping to improve the Envy24HT driver.

The updated driver is being delivered to registered AmigaOS users using AmiUpdate. <http://amiupdate.codebench.co.uk/> If you have any support issues with the driver please use the AmigaOS support forum <http://support.amigaos.net/> for assistance.

## JACK 4.0 (MUI) NOW AVAILABLE

### NEWS FROM djrikki

At long last the wait is over. I am pleased to announce the release of Jack 4.0.

Jack is a multi-purpose commodity for AmigaOS, AROS and MorphOS. The AmigaOS version can be downloaded from <http://www.os4depot.net>, versions for AROS and MorphOS will appear in the next few days.

If you're eager to download straightaway, then please remember to check the 'Upload' queue on OS4Depot first. Jack 4.0 has been completely written from the ground-up. Bye-bye to the custom interface – Jack now fully embraces MUI.

### Main Features:

- \* Comprehensive AmigaOS App-Store piggy-backing onto the already brilliant OS4Depot.net. Includes integrated Arexx Support for developers
- \* Donate easily to your favourite AmigaOS third-party developers
- \* Quick access to AmigaOS Preferences
- \* Screen snaphooter
- \* AmigaOS Knowledge Base
- \* Image Editor, includes Batch-image processing
- \* Speedy access to all your connected devices
- \* Support for Push4Dock - quick access to your Documents, Images, Music and more...
- \* Quick Access to WordNet - Thesaurus
- \* Basic file-management, Make New Drawer, Delete, Rename and Add Comment

- \* Open your files in Helper Applications
- \* Integrated Weather Forecast for any location in the world
- \* In-built file-search
- \* Currency-Converter
- \* Quick Filer access, opens two instances in one simple click
- \* Access Popular Amiga websites quickly and easily from the Dashboard

Be sure to read the known bugs and limitations mentioned in the documentation. Jack 4.0 fully takes advantage of MUI Royale 1.0, however a few limitations have been identified in the documentation, and Andreas (of Hollywood fame) is working hard to resolve them. I can in turn update Jack itself when this is complete.

I hope you enjoy the new release of Jack.

<http://www.facebook.com/jackforamigaos>  
<http://jackforamigaos.wordpress.com>



# News Amiga

## PACK CHRYSALIS 3.1.3

Associations of MorphOS users [WArMUp](#) and [AFUM](#) are pleased to offer the pack Chrysalis 3.1.3.

This pack allows you to quickly obtain a preconfigured and complete environment .

This pack is not official. It must installed just after a clean installation of MorphOS 3.1 (registered or not).

To install the package, simply mount the ISO image and click the "Install PackChrysalis" icon.

The ISO image is freely downloadable from the following link:

<http://meta-morphos.org/download/pack/chrysalis.iso>  
(570 MB)

Feel free to improve this pack by providing a software update, translation, idea, etc ...

Also remember to support [developers MorphOS](#)

<http://www.meta-morphos.org/sections.php?op=viewarticle&artid=23> for the adventure continues.

Thank you very much.

Papiosaur

[www.meta-morphos.org](http://www.meta-morphos.org)

**This is the list of news (in alphabetic order) :**

- ACE 1.5
- AHIW 2.20
- Ask Me Up 1.1.1 demo
- Boschs 2.6
- codesets 6.15
- IceDoctor 1.3
- MagicSVG 1.1
- MAME 0.148
- MirrorCopy 2.4
- New plugins Hollywood
- New mimetypes : Edit with Scribble / Open docx files with Scriba)
- New MUI classes
- Odyssey 1.20
- RDesktop 1.6.1
- Scriba 1.8.0
- Sqrzx 3 1.05
- SteamDraw 2.4
- VAMP 0.94B

## AMIGA ENCOUNTER HD WALLPAPER BY NYKK

NEWS FROM djnick

Hiya. I've created another dark HD wallpaper for you, called "Amiga Encounter".

Take a look here:

<http://djnick2k.deviantart.com/art/A...Adjnick2k&qo=0>

or here:

<http://www.amiga-look.org/artwork/am...nykk-deetronic>

Some old news [just copy/paste text from DeviantArt]:

For Amiga fans - I've created a set of 12 HD wallpapers resized into 6 different resolutions:

800x600; 1024x768; 1280x1024, 1440x900, 1680x1050 and 1920x1080px

djnick-hd\_wallpapers\_01.zip download link:

[http://os4depot.net/index.php?functi...lpapers\\_01.zip](http://os4depot.net/index.php?functi...lpapers_01.zip)

In this archive you will find following images:

Abstract, Abstract v2, Abstract v3, Impact, Matrix [+Matrix col2], Futur, Retro, Retro v2, Space [+Space-green], The Ball, The Ball v2 and Xtra.

nykk // deetronic

| [www.djnick.rs](http://www.djnick.rs) |  
| [www.youtube.com/djnykk](http://www.youtube.com/djnykk)



## AMIGA HISTORY

<http://arstechnica.com/series/history-of-the-amiga/>

AMIGA history now up to part 8

- A history of the Amiga, part 8: The demo scene
- A history of the Amiga, part 7: Game on!
- A history of the Amiga, part 6: stopping the bleeding
- A history of the Amiga, part 5: postlaunch blues
- A history of the Amiga, part 4: Enter Commodore
- A history of the Amiga, part 3: The first prototype
- A history of the Amiga, part 2: The birth of Amiga
- A history of the Amiga, part 1: Genesis



# News Amiga

## AmiMag - #01

AmiMag is a French pdf magazine for Amiga users.

In this edition:

- Time Machine,
- History AmiMag,
- Wave nostalgick,
- Amiga yesterday / Today,
- Atari 2600,
- Interview: Imre Antal,
- Micro Kid's,
- DémoMania,
- 3583 bytes free,
- CD-32,
- Replace the hard drive,
- Interview: Orion,
- Pin-Up Page and ExtrAmiMag.

[http://aminet.net/package/docs/mags/AmiMag\\_01](http://aminet.net/package/docs/mags/AmiMag_01)



## Amiga Future #102

### Previews:

Chaos

### Reviews:

Vampire FPGA, 1980's Football Manager, Szalter, Grand Prix 500 II, Frogatto & Friends, Scripted Amiga Emulator, Pandora Part 2, Dir Me Up, Simplemail, AmiCygrix 1.3, Fast Compress, StormC5 Editor, Videoclipper, AmigaAMP, SteamDraw 2.3, MUIbase 3.0, Chrysalis Pack, eGame, File transfer through FTP, RealAmiKit 0.2b.

### Special:

Classic Reflections (9) DCE Computer Services

### Others:

Interview Cameron Davis, Interview Frédéric Laboureur, Messebericht Retro Madrid 2013, Editorial, Inhaltsverzeichnis, News, Impressum, Inhalt LeserCD, Leserbrief, Vorschau.

### CoverCD contents:

#### Extra:

Eddi Edwards SuperSki, Grand Prix 500 II, Super Sport Challenge, Videotitler

#### Public Domain:

AmigaOS4:  
ffmpeg\_os4, maclikedock, MCE-OS4, pengobrain\_os4, ReportPlus-OS4, VAMP-OS4,

#### AROS:

darkplaces.src-aros, etlegacy.i386-aros, fheroes2.src-aros, giganomania.i386-aros, nrg2iso.i386-aros, pengobrain\_aros, pushover.i386-aros, VAMP-AROS,

### Classic:

aca620rd, AHIW-OS3, AmiQuake2, AmiSystemRestore, Apollo\_1260\_80Mhz\_AGA, bde64, Blizzard\_1260\_80Mhz\_AGA, blobwars, BoardsLib, BOOM, byte2c, CDPlayer371p, ChannelEditor, daa2iso, DeadMetal11, dmg2iso-morphos, DumpA1000BootROM, dvdauthor, edgar, eGame, etlegacy.src, fat95, fheroes2, four-maze, freesynd-src, freesynd, giganomaniasrc, HollyPaint, HWP\_APNG, HWP\_FLICAnim, HWP\_JPEG2000, HWP\_MovieSetter, HWP\_MUIRoyale, HWP\_OggTheora, HWP\_OggVorbis, HWP\_SQLite3, HWP\_SVGImage, HWP\_VectorGfx, HWP\_XMLParser, lpatch, MagicSVG\_1.0, MagicSVG\_1.1, MCE, ngl-ArTKanoid-JJ-AGA, ngl-ArTKanoid-JJ-RTG, ngl-MUIMine-WarNPieces, ngl-MUIMineDZ-Boing, ngl-MUIMineDZ-RMX, ngl-MUIMineDZ-RMXv1.1, ngl-RetroNoid-RTG, ngl-RetroNoidV12-AGA, ngl-RetroNoidV12-RTG, nrg2cue, pengobrain\_os3, pfs3aio, PFS3\_svn\_134, pgp5gui, powersdl, powersdl\_src, pushover.src, ReportPlus, Squax, StrifeAGA-1.0, Szalter, To-Do, ToDisk2.6, TVSBasketball\_2012-2013, uif2iso, uqm-src, uqm, VAMP-OS3, wide-lands-src.tar, widelands,

### MorphOS:

cavestory.ppc-mos, dvdauthor-morphos, MCE-MOS, mpo2jpg\_morphos, ReportPlusMOS, VAMP-MOS,

### Multimedia:

BoingsWorld Podcast Episode 37 and 38



# News Amiga

## AmiKit 1.6.5 released

We're proud to announce a new AmiKit version that increases icon loading-speed by 15% - 20% thanks to PeterK's improved icon library. New AmiKit also updates programs like NetSurf, MUIbase, LAME etc. and several libraries. The update gets installed automatically via Live Update (and works with Real AmiKit too).

### What is AmiKit?

AmiKit is the high-end distribution of the best classic Amiga software running on Windows, Linux or Mac (and recently on real Amiga too).

For more information and free download please visit [AmiKit website](http://amikit.amiga.sk/). <http://amikit.amiga.sk/>

### Key features of AmiKit:

- full & exclusive applications included
- compact visual and functional design
- three different working environments: Magellan, Scalos, Workbench
- automatic Live Updates that keep your AmiKit always fresh and up to date!
- true-type fonts, DualPNG icons and 24bit visual themes
- easy and fully automated installation and un-installation
- various add-ons - games package, expert programs, etc.
- and much more...



## Aladdin4D to go Shared-Source

In an effort to renew development efforts for Aladdin4D we will be making it shared-source commercial software. What this means is source code to Aladdin4D 5.x & 6.0 will be shared with key programmers in the AROS, AmigaOS 4 & MorphOS communities. Money will be paid out to any major changes they make to the code for example adding a MUI interface, native MorphOS or AmigaOS 4 version, completing Aladdin 4D 6.0 for OS X Etc. Because of programmer issues, Aladdin4D 5.x was taken off the market in October 2012. Aladdin4D will be available again as an Instant Download, but any sales will go into the programmer pool to upgrade the software. When DiscreetFX acquired Aladdin4D the dream was to have a modern, maintained, beginners 3D animation/rendering package for AmigaOS, MorphOS & AROS. Hopefully the shared-source initiative can make that

dream come alive.

We welcome your feedback to this change of plans, and look forward to your feedback. We only want the best for Aladdin4D and its installed customer-base and fans

Best regards  
DiscreetFX Team  
<http://www.discreetfx.com/>



## NEW AGA SDL DEVELOPMENT

NEWS FROM | NovaCoder  
And now for some Amiga news....

I'm currently working on a new SDL library that is a cut-down version specifically made for good old AGA Amigas (like mine!).

As people know, I've ported a few games now, and usually have to rip out all of the SDL code and replace it with my own Amiga AGA code. This can be a very time consuming process, so I decided to give an SDL library port one more try.

I've managed to knock together a working AGA SDL library which I'm using to port Descent Rebirth to AGA.

### Restrictions:

1. Only AGA 8-bit full-screen modes supported (320x200 -> 640x480).

2. No CDROM support
3. No OpenGL (obviously)
4. No hardware accelerated graphics (again, kind of obvious)

This library is already being used to port NetSurf to AGA :)

If I can get this working properly, it should make it much easier to port a lot of new stuff to AGA quickly.  
<http://www.amiga.org/forums/showthread.php?p=733965#post733965>



# News Amiga

## SteamDraw 2.4 Released

SteamDraw is a 2D-Vector-GFX-Program for MorphOS which saves and loads (limited) files in SVG format. And has now been updated to version 2.4.

The Main change over the earlier version 2.3 release is a reworked edit tool that now allows you to modify objects with just one click.

New in 2.4:

- 1-click edit mode enabled when hovering about handle-points (mousepointer will change)

you can still manually select objects before or after selecting a tool from the toolbox or contextmenu. These things are still a bit rough, but should give you an idea how it will shape up later.

Status: in development

Version: 2.4

Date: May 1st 2013.

Download: [here](#).

Requires: MorphOS 3.x

icons and buttons by André "JoBBo" Siegel

Download with Grunch or:

<http://www.steamdraw.homepage.t-online.de/SteamDraw.lha>

## Cropky - a new Amiga game

NEWS FROM mailman

**Cropky** is an Amiga version of **Dots** - an abstract strategy game played by two people on a sheet of squared paper. The rules are a bit different from the original **Dots** game - your aim is not to capture enemy dots, but to link two dots together with a line drawn in any direction you want as long as you don't cross already existing lines or you have where to draw another line (the dot is visible not farther than one square distance - vertically, horizontally or diagonally).

**Cropky** is a conversion of a game under the same title from Atari XL/XE. The original idea comes from Krzysztof "Kaz" Ziembik, who was persuaded to give permission to create the Amiga version by Mariusz "Ramos" Rozwadowski. With the abilities and knowledge of Adam Stach (programmer), Piotr "Piesiu" Radecki (graphics) and Piotr "Pece" Cieřlik

(music), they created a neat and not-so-easy game running on any Amiga with at least 1 MB of RAM.

The game can be downloaded as an

[ADF file](#)

<https://dl.dropboxusercontent.com/u/33833039/files/games/cropky.zip>

or [LhA archive](#).

<https://dl.dropboxusercontent.com/u/33833039/files/games/cropky.lha>

There is also a Polish manual in [PDF](#).

<https://dl.dropboxusercontent.com/u/33833039/files/games/Instrukcja.zip>



## AMIGA ARTICLES ON OBLIGEMENT

The following articles have been added to the website of the french Amiga/MorphOS magazine Obligement (<http://obligement.free.fr>) The archive now contains more than 3500 Amiga articles (excluding translations).

- March/April 2013 news.
- Old articles from A-News 25 to 28: review of Workbench 1.4 beta, review of Workbench 2.0 (AmigaOS 2.0), file: Zorro III, report: AmiExpo 1990 Chicago, review of Professional Draw 2.0, review of Volumn 4D, hardware: A2024, hardware: Amiga 3000, etc.
- Interview with Petro Tyschtschenko (former président of Amiga Technologies).
- Interview with Larry Kaplan (former developer on Atari 2600, from 2006).
- Hardware: Romy A4000.
- Hardware: CDTV.

- Hardware: create your own ROM 3.9.
- Review of PUAE 2.3.3 on Android.
- Review of OpenBOR 3.0.
- Review of Gravity Force.
- Review of Hook.
- Review of Oh No! More Lemmings.
- File: games with shoot'em up phases.
- File: Amiga in TV and cinema (update).
- Tutorial: speed up your PowerPC/Warp3D games with Full-Win.
- Tutorial: installation of ClassicWB 3.9 on WinUAE.
- Tutorial: installation of the AmigaOS 3.9, with its Boing Bags, on WinUAE.
- Special quizz about the Amiga 3000.



# News Vic 20

## View3K - VIC-20

Michael has written a viewer program, that allows you to view pictures that are in MINIGRAFIK format on an unexpanded Commodore VIC-20. The normal viewer needs an extra 8 kByte RAM and if you want to use MINIPAINTE you need an extra 16 kByte RAM. Very impressive stuff indeed!

<http://sleepingelephant.com/ipw-web/bulletin/bb/viewtopic.php?t=5179&start=36>



## Code:

```

10 DIMX(11),Y(11),L(12,1)
11 A=5/3:INPUT"ANGLE";P0:P0={PI}*P0/180
12 FORT=0TO11:READX(T),Y:Y(T)=SQR(3)*Y:NEXT
13 FORT=0TO12:READL(T,0),L(T,1):NEXT
14 POKE36879,110:POKE646,1:@ON:@CLR
15 P=P0:GOSUB18:P=P0+2*{PI}/3:GOSUB18:P=P0-
2*{PI}/3:GOSUB18
16 FORQ=-1TO0:GETA$:Q=A$="":NEXT:@RETURN:END
17 :
18 C=COS(P):S=SIN(P):FORT=0TO12
19 L=L(T,0):GOSUB23:X1=X2:Y1=Y2
20 L=L(T,1):GOSUB23:@1,X1,Y1TOX2,Y2
21 NEXT:RETURN
22 :
23 X2=6*(C*X(L)-S*Y(L))/A+80.5:Y2=96.5-
6*(S*X(L)+C*Y(L)):RETURN
24 :
25 DATA 1,-1,3,-3,13,-3,8,2,4,2,7,-1,1,-5,11,-5,2,0,3,-1,0,-2,0,-
4
26 DATA 0,1,1,2,2,3,3,4,4,5,5,0,1,6,6,7,7,2,4,8,8,9,0,10,6,11
27 :
28 REM ** TRIBAR WRITTEN 2013-05-12 BY MICHAEL
KIRCHER

```

The link also has some other information of special note is this



Here's the listing. The assignment 'A=5/3' in line 11 refers to PAL, NTSC users should replace it with 'A=3/2' to compensate for the different pixel aspect ratio:

# AMIGA FOREVER AND COMMODORE 64 FOREVER

Amiga Forever

<http://www.amigaforever.com>

<http://www.facebook.com/AmigaForever>

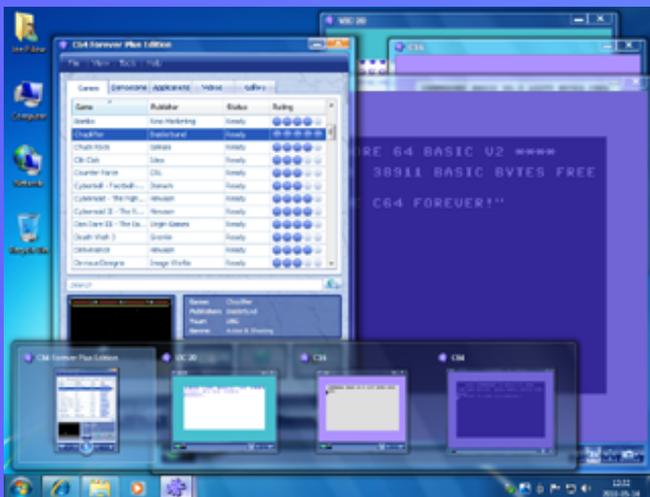
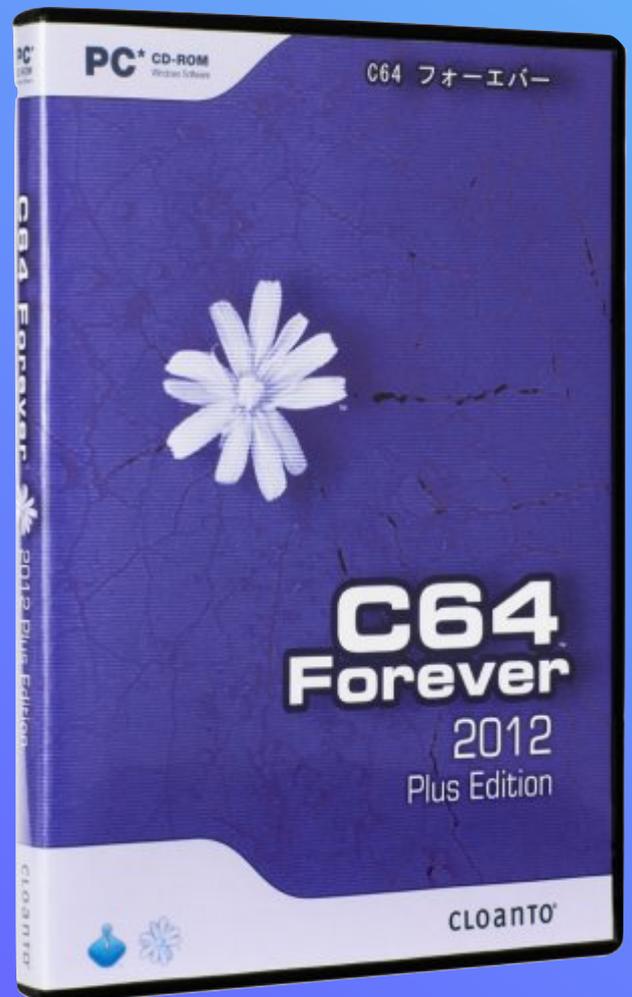
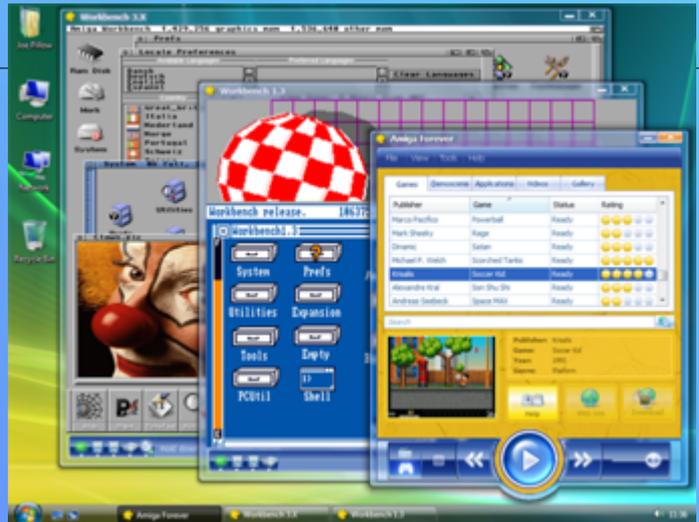
C64 Forever

<http://www.c64forever.com>

<http://www.facebook.com/C64Forever>

RetroPlatform Project

<http://www.retroplatform.com>



# COMMODORE FREE REVIEW OF BERZERK REDUX CARTRIDGE FILE

There is a Wikipedia entry here if you want to read the history of the game <http://en.wikipedia.org/wiki/Berzerk>

Man, would I love to play the Atari 2600 version of this game?!

## Game Synopsis

The astro date is 3200, and you are the last survivor of a small group of Earth people who came to the planet Mazeon. Soon after landing, you discovered the planet is a dark and apparently uninhabitable place, but by then it was too late to turn back because your spacecraft had been destroyed by Automazeons!

Now you are a prisoner here, trapped in a maze where even the walls are death to touch. Grim robot thugs known as 'Automazeons' stalk you relentlessly and you must systematically pulverise them with your laser gun before they eliminate you with theirs.

You are never safe on the planet Mazeon. Even when you've destroyed the mechanical heavies, Evil Otto, the mad and merciless mind behind the robot gangs, leaps out from where he's been observing the battle. You flee in panic because you know that you cannot kill him, and that, once he catches you, you'll never escape. He will pound you to a lifeless pulp, grinning like a maniac all the while. Your only hope is to get out of the electrified maze before Evil Otto catches you.

If you do get out, you'll find yourself in another maze. Again the faceless robots shoot at you, again Evil Otto pursues you, again you must dodge and shoot and run... in yet another maze. It's enough to drive you bonkers!

## EXCLUSIVE TO THE CARTRIDGE VERSION

Several changes have been made to Berzerk Redux since the last available build (1.10):

The bitmap title screen now prompts for fire to be pressed after a five second delay.

When a maze is cleared, the game scrolls to the next one instead of screen-flipping.

The room layout is the same if the player takes the same route through the maze, allowing for fairer competitive play.

There is a hidden "master robot room" where killing the master robot gives a huge bonus score and extra life.

The door graphics are now like the arcade rather than a crosshatch pattern.

The game also supports high-score saving to disk. When loading, the game searches any connected drives for a disk containing a save file. If none exists, the user is asked if they

would like to create one, or continue loading the game without using a save file.

## CREDITS

Berzerk Redux is an RGCD/Element 114 Software production, Copyright 2009-13.

Martin Piper - Code/Design  
Zeldin/Cascade - Graphics  
Necropolo - Music (Splash Screen)  
Richard Bayliss - Music (Title Screen)  
Groepaz - Character Set  
Flemming Dupont - Box Artwork  
James Monkman - Testing/Manual  
David Simmons - Testing/Manual  
Tim Harris - Cartridge Hardware  
Ray Lejuez - NTSC Testing

## LINKS

For more information on the team involved in this C64 conversion, visit:

[www.wellytop.com/C64.html](http://www.wellytop.com/C64.html)  
[www.cascade64.de](http://www.cascade64.de)  
tnd64.unikat.sk  
[www.rgcd.co.uk](http://www.rgcd.co.uk)

Source code

<http://www.wellytop.com/C64.html>

## System Requirements

- \* A Commodore 64/128/GS (PAL/NTSC) (6581 SID Recommended).
- \* A joystick/joystick.
- \* A VDU preferably connected to a loud sound-system

Imagine a small boy in a Smokey pool hall with the bottom end of the hall full of arcade games. One of these games seems to have a man running around a room while avoiding aliens, but the thing that seems very odd is that this arcade machine is actually speaking to the players.

For me, this is a truly brilliant game, and having seen the various development versions as the game was tweaked for release, I can only congratulate all those involved in it. I have a real love for this game, as the intro above would suggest, and so seeing as I'm very biased towards it, I feel it's almost a travesty of justice for me to score it. I think my strong feelings will inevitably show in the scores at the end. Most people will probably dismiss the game for its crude and sparse graphics, but it's a game that you need to play to appreciate. Sadly, because the software is still under copyright, it can't be sold; however, it can be given away, and that's what RGCD have done with the release. It's a shame

## COMMODORE FREE REVIEW OF BERZERK REDUX CARTRIDGE FILE

that some sort of compromise about its sale hasn't been made, however the main thing is that it exists.

My love of this game goes way back to the arcades where I played the original version, spluttering in a smokey pool hall, trying to get on the high score table. Back then I played a version on the VIC called AMOK (more about this later as I review this VIC-20 classic – yes I am more biased to the VIC version than any other!)

### What is it?

Basically, you are on screen with various obstacles to hide behind, and various exits to get out the room; however, there are robots that will home in and try to kill you. You have to kill them first, shooting them all to gain a bonus. Hang around too long, and you face the evil Otto. Sadly, you can't kill him, and must flee before he kills you.

Loading up the cartridge, you have to have some way to get the cartridge file of course VICE will load a crt file and the game is available as a D64 so you could copy this to a disk, I have the CRT file dumped onto a custom made cartridge just for the review. Various methods exist so you can copy the CRT to a cartridge.

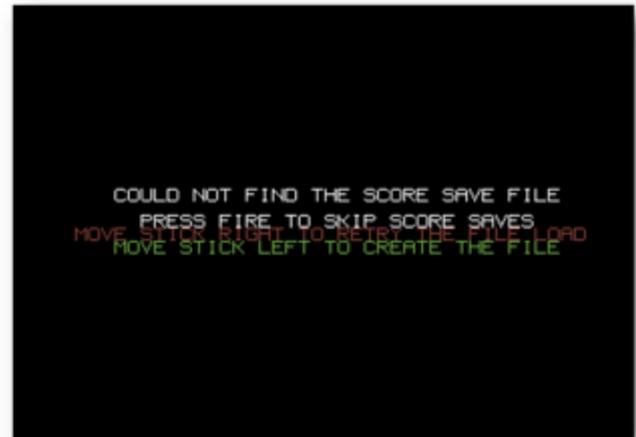
So inserting the cartridge and powering on ...

Each release of this game got better and better. The “splash” screen loads ...

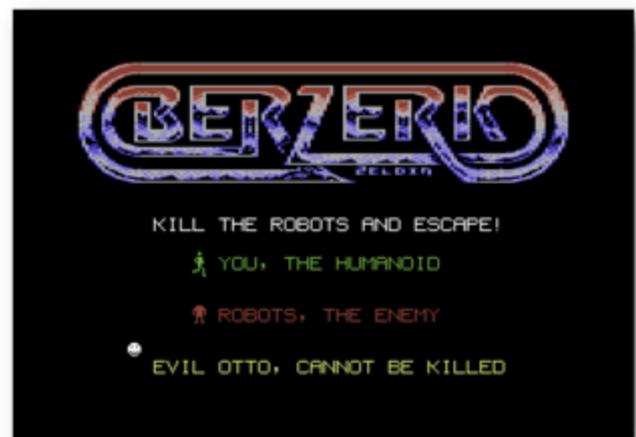


Some great music begins to pump out. It's very robotic in style. Think of PHAT and robot like and you get the idea of what the music will be: a pumping bass, but without being a techno dance thing.

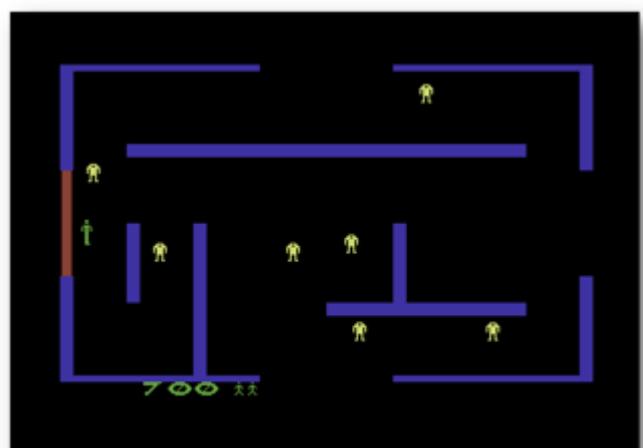
The game tried to load a high-score file, but if it doesn't find one, it gives you the option to create one, but you need a disk drive connected to do so.



Starting up then:



Another great tune pumps out, building up the suspense. Yes, it looks as basic as the original game did in the arcades back in the day. However, it's in colour and doesn't need an overlay on screen!



## COMMODORE FREE REVIEW OF BERZERK REDUX CARTRIDGE FILE

Yes, it's a stick man with a strange walk and some dodgy-looking block men posing as robots; however, this doesn't detract from the game. With various speech sounds belting out of the SID chip, it needs to be played before you dismiss it.

You're trapped in a maze, and need to shoot the alien robots. If you shoot them all in a room, you get a bonus, but don't take too long about it or the evil smiley face that is non-destructible will come for you, and if touched, kill you. Our man can't touch other robots, as he will die, and all walls are electrified and kill on the slightest touch. You can only shoot in the direction you move; however, left, right, up, down and diagonal movements are permitted.



This version does feel and look like the original. You can see someone playing it under the mame emulator on youtube

here <http://www.youtube.com/watch?v=O2pWsOqEzqI>

and here on the real arcade machine  
<http://www.youtube.com/watch?v=m79Edlt9Ank>

I was hooked the first time I saw it at the time of its release in the arcades. Maybe it's the speech, or the frenzy of the action, but playing this Commodore version takes me back in a real nostalgic mood, especially with the lights low. It's like I'm there in that Smokey arcade playing the machine for the first time again.

Although for a nostalgic game, it's more like 10/10

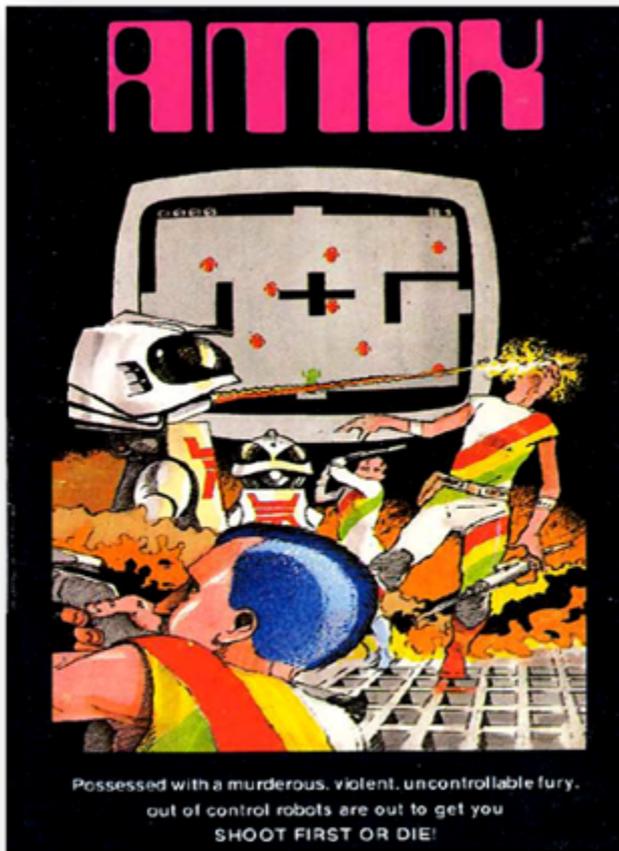
Absolutely brilliant conversion, completely capturing the feel of the original, although not 100% accurate as this version adds to what already is a great game.

Well done!

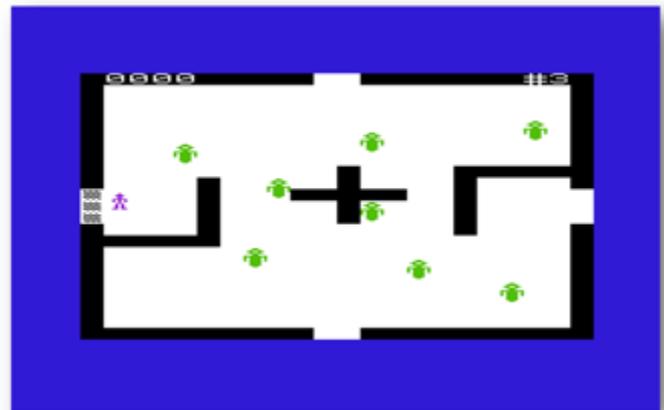
Graphics	6/10 they look like the originals, so high scores for that, but on the other hand, they are just stick men	Overall <b>8/10</b> although for a nostalgic game, it's more like 10/10
Sounds	8/10 samples, speech, and great music	
Gameplay	9/10 it was the precursor to Robotron	

# COMMODORE FREE REVIEW VIC AMOK

With a young boy shovelling money into an arcade machine, imagine said young man's amazement at reading a review in a computer magazine of the time that AMOK was being released: basically this was the VIC's answer to BERZERK.



It's basically the same game as BEZERK for the c64, and of course, both were based on the arcade game. The game is simple. You need to escape from a maze full of robots that you are trapped in. You can shoot them, and



Featuring full colour, sound and optional joystick control, how much fun could a young guy have? The game was released in 1981 actually thinking about it without the rose tinted glasses I think I received this with 3 other games in a pack, maybe for a birthday or Christmas present, anyway lets just say I received it soon after launch!

If you want to see it played in the flesh then look here <http://www.youtube.com/watch?v=Bq0CTYotM08> Playing the game was hypnotizing for me because of the speed the alien robots moved. It was amazing that the VIC was capable of making them zoom so smoothly over the screen with such speed. Such a great game. Loading the game from tape

Well it does give the instructions, Function key 8 starts the game while the other function keys cycle through the difficulty levels.

move in all directions while shooting in the direction you move. The Robots will come towards you and try to shoot you. If you touch them then you will die. All walls are electrified and will kill you on first touch. You must kill all the aliens in the room and then escape through one of the exits. You will encounter a number of different coloured robots. Each colour reflects their difficulty or skill. The robots can shoot multiple bullets, but you can only shoot one at a time, and will have to wait for it to disappear before firing again. The game has some colour clashing, and yep, looking at it now, it's not exactly perfect, but I think it's stood the test of time really well.

Graphics	7/10	Overall <b>8/10</b>
Sound	5/10 just blips	
Gameplay	8/10	

# Commodore Free Q & A

## With Lenard Roach Part 2: Programs.



<http://blip.tv/bios/lenard-roach-and-his-programs-at-commvex-2012-6565396>

### Lenard Roach and his programs at CommVEx 2012

At the Commodore Vegas Expo v8 2012, Lenard Roach speaks of his book, Run/Stop-Restore; book publishing, using a UPS, and his C64 BASIC programs for home accounting. Filmed by Robert Bernardo

Commodore Free continued their chat with Lenard, and turned the questioning to his programming on the Commodore 64 --

**Q: Lenard, this is too cool for you to sit down again and give us some of your time to talk shop about the Commodore.**

A: The pleasure is all mine, I assure you. The Commodore is a great machine both for general as well as recreational use.

**Q: What got you into the business of writing Commodore programs?**

A: I can thank my Commodore teacher, Carl Zuel, and various Commodore publications for that. I started with type-in programs and noticed that they were written in English, and what I mean by English is that you could actually read the code like a story. I started fooling around with the text of the programs, changing PRINT statements first, and later, with the help of Carl, I started to learn the algebraic expressions and what they mean. Later, I started writing small coded text with my twist of comedy, then progressed to full-blown BASIC coded programs.

**Q: I see from your website, lenardroach.com, that you have some programs for sale. What are they, how did they come into being, and what do they do? Let's start with "Check it Out."**

A: "Check it Out" was my first ever major programming effort, which got the attention of the editor at RUN magazine. "Check it Out," in short, allows you to print into the face of a wallet size check all the necessary information. All you have to do is sign it.

**Q: Why did you write this program?**

A: At the time I was writing about 15 to 20 checks each week to various bills and organizations. What I needed was a way to print off a check like a payroll check, only smaller, so I could save my wrists (carpel tunnel was just starting to set in), and also speed up the process of bill paying. I started off with just a simple printing program formatted for a

Commodore MPS 802 printer. From there it grew to its present functionality. This is where RUN bought the work for \$150 and published it in the November/December 1992 issue.

**Q: Where does the program stand now? Have you done anything more to it since its 1992 release?**

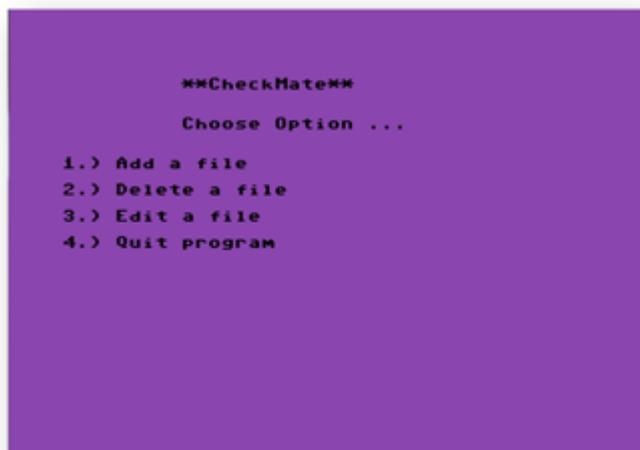
A: Since RUN owns the legal copyright to the work, I can do very little to it and publish it again. I have to get permission from the present owners of the copyright before I can do a re-release, but to answer your question, I've done some code re-arranging so that reading the code as text is easier. I've also updated the code to accept information from "Check Mate" whenever the user wishes to access that data.

**Q: Let's talk a little bit about "Check Mate." What's the story behind it?**

A: "Check it Out" and "Check Mate" go hand in hand. After making a successful hit with my first ever for-profit publication, I sat down at my Commodore 128 every night after work and started coding, but it was aimless typing with no central direction. Each week, as I worked with "Check it Out" I was noticing something missing. A lot of my bills, like rent, had a steady amount behind them. Wouldn't it be neat, I thought, to create a database-style program that "Check it Out" could access so that all users needed to do was call up the data file, print the check, and then sign? With a little help from the disk-drive users' guide, I wrote the code for "Check Mate". The program worked great, but then "Check it Out" needed to be revamped to accept the incoming "Check Mate"-created data, so a new version of "Check it Out" was written to give access to said data. However, there was no publication due to RUN owning the copyright to "Check it Out."

## Commodore Free Q &amp; A

## With Lenard Roach Part 2: Programs ■



**Q: But "Check Mate" can be sold since it is a stand-alone work?**

A: Yes. I usually sell both programs as a set. The purchaser is buying "Check Mate" and getting the new version of "Check it Out" for free.

**Q: Okay, now we come to the program named "TEA." Obviously this is an acronym for something larger. Care to elaborate?**

A: TEA is short for "The Envelope Addressor." This is a short, 54 block program that creates, stores, edits, and calls off from disk the name, address, and zip code of an individual or organization and then prints both the "to" and "from" addresses onto the face of a #10 size envelope. The program was published in an issue of Loadstar magazine some time back.



**Q: What's the origin behind this Commodore work?**

A: I was editor, publisher, and distributor of the Commodore Users Group of Kansas City's newsletter, "Rybe Bytes." Just like writing checks, my carpal tunnel started acting up

when it came to addressing the envelopes to all the members, as well as those clubs where we do newsletter swaps. I decided that a database and print routine needed to be created on my Commodore, so once again, necessity became the mother of invention, and TEA was written. Later, as the need arose, I revamped TEA to include formats for #7 and dual windowed envelopes, too. For the upgraded version I renamed the program TEA 4 2. I was going to revamp the program a third and final time to let it work on the Commodore 128, but a simple load of TEA 4 2 in 40 column mode on the 128 gives you the same desired effects as if it were in the 64 version.



**Q: Moving on to the last program in the bunch, the simply named "The Ledger." Where did this one come from?**

A: I tried writing a program based on my ex-wife's budgeting book, which was simply a ledger that followed the spending on household bills, loans, credit cards, medical expenses, stuff like that. My first attempt, "The Obligator Coordinator," was a dismal failure, full of bugs and hard to follow for the user. After a couple of years passed under the bridge, I sat down at my Commodore and re-wrote the entire program, basically scrapping the old code for fresh ideas. "The Ledger" is a database of information that can be changed at the user's whim. Here the database holds names, addresses, phone numbers, and websites, as well as amounts owed, paid, and due. The data in each sequential file can be arranged from two different points in the program for quick access. Files can be saved in order or from month to month by simply saving the data under a new file name like "house.jan" or "house.1/13," etc.

**Q: Any improvements that you can see for "The Ledger" now as to when you first released it?**

A: "The Ledger" was the easiest program for me to write and the hardest program for me to debug and improve on. Even after all the alpha and beta testing done by me and other local Commodore users, bugs still persisted. To my em-

## Commodore Free Q &amp; A

## With Lenard Roach Part 2: Programs ■

barrassment, during a demonstration at the 2012 Las Vegas CommVEx, bugs popped up during the showing leaving me with egg on my face. Still, attendees were nice enough to buy a few copies with the bugs and probably worked them out during their spare time at the Commodore. As for improvements, I'm sure that I can make some upgrades to the original code (it's obvious that it needs it!), and I'm also sure that I've mentioned a few of them in some articles I've written, so when time permits I'll sit down with the program and go through it again to see what I can see and definitely get something done.

**Q: Any future projects that you have in mind?**

A: Well, I think I've taken my bill paying and accounting series as far as I know how. I would like to sit down with some of those game construction sets that are available for the Commodore and take a crack at making some games. I was quite the pinball wizard back in my younger years and I would enjoy building my own pinball game. My son is a big car fanatic, so a racing construction set may help out there, plus, if there are other varieties I would like to try them, too.

**Q: Just as a side note, you mentioned a comedy career. How is that doing here in the 21st century?**

A: I basically write comedy skits for churches now, teaching the Bible and the Christian life to younger people with a twist of humor to keep it interesting. I find that children learn better when information is mixed with a little humor. From what I write for churches, I sit down just after New Years, choose the best skits from the previous year, and compile them into my next book.

**Q: What would you like to leave our readers with in this, part of your interview?**

A: Always continue to dream and to achieve. Never stop doing either. Commodore and other like devices wouldn't be here today if someone didn't come up with an idea to achieve such things.

**Q: Thank you again, Lenard, for taking time out to talk shop with us. Will you keep us posted on any future endeavors you have with the Commodore?**

A: Absolutely.

Trevor Storey and Georg Rottensteiner Present:

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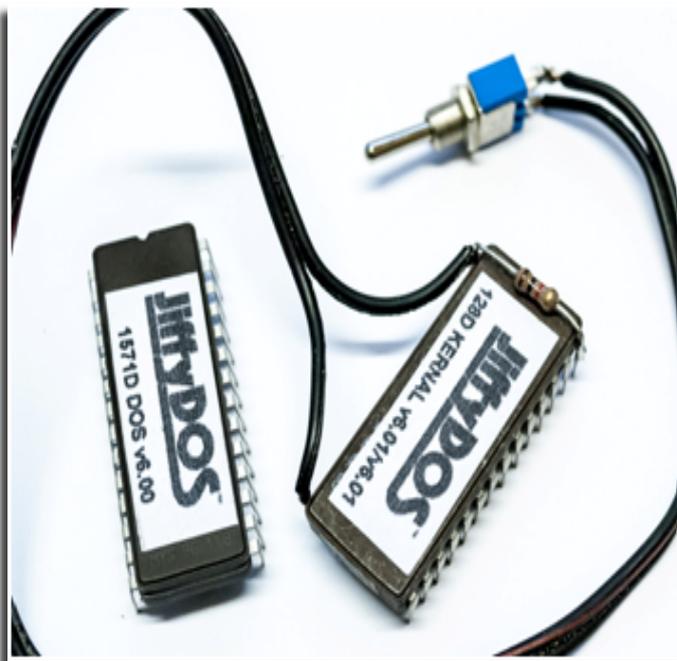
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[www.psytronik.net](http://www.psytronik.net)

RGCDC  
[www.rgcd.co.uk](http://www.rgcd.co.uk)

# Who or what were CMD - Creative Micro Designs



In 1986 Mark Fellows, a degree student with a major in computers, started working on a project called JiffyDOS version 1. This would be a speed-loader system and toolkit for the Commodore 64 range of computers; the product was developed out of a necessity of Mark's more than anything else. He was writing a Commodore sequencer program, but it proved painful to load. Mark thought he could re-write the Commodore's Kernal (note the spelling of kernel, see references) and DOS (disk operating system) routines to make them more efficient. The product was honed for nearly 2 years, making it very compatible and of course faster than Commodore's version. It also featured a DOS wedge, adding keyboard shortcuts amongst other things for common functions. Mark stopped working on the sequencer and put all his efforts into the JiffyDOS product, even advertising it for sale



Mark then met Charles Christianson, who had graduated with a degree in business marketing, and was itching to promote a real business. Mark and Charles loaded games on a real Commodore machine, each taking about 2 to 3 minutes, then Mark turned on the JiffyDOS - and the same games took less than 20 seconds to load from the same Commodore system and 1541 disk drive! The pair worked together on the product.

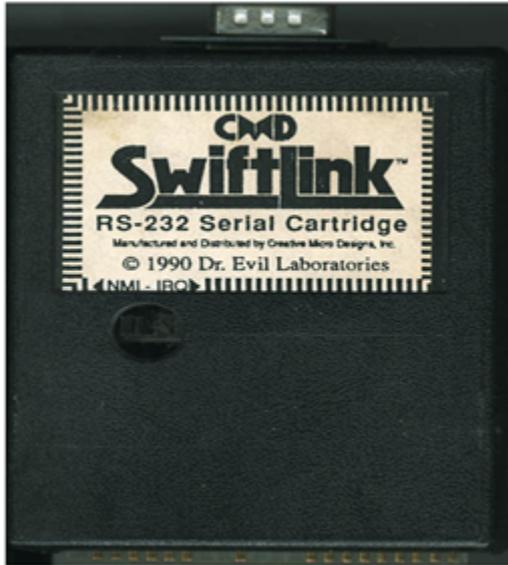
Both had full time jobs at the time, but in October they decided to make this a real business. Charles secured investment of \$10,000 from his father, and set up a phone line at their home. Charles was told it was the MBA or the investment, so he took the investment, and thus created CMD with 3 partners. In March 1988, Mark was now working full-time for CMD while Charles worked three quarters of the time for CMD. The company grew quickly in the first four years, developing other products, including JiffyDOS version updates, the CMD HD series, and of course the RAMLink. CMD grew to a company with a million dollar turnover and over 300 products, securing the distribution rights for the GEOS operating system. The company was also a Commodore repair, service and refurbishment centre.

Later CMD would develop the SuperCPU for the Commodore 64, with plans for an upgraded version for the 128. It was an accelerator card, speeding up processing (to a maximum of 20MHz) on the Commodore machines. Not only were these products fast, they were also reliable and highly compatible with the Commodore 64 and its software - most notably with GEOS, which CMD was now distributing. While GEOS users experienced slicker performance, coders were also excited. Not only could they still code on the native machine, but compilation times were greatly reduced. In 1989 CMD also began working on a SCSI based hard disk system that would incorporate JiffyDOS. The CMD HD started selling in 1990 and was very compatible with the c64 and its software, featuring disk partitions that emulated a real disk to help compatibility.



## Who or what were CMD - Creative Micro Designs

In 1991, CMD took over the development of the Swiftlink serial port adapter and the Sid Symphony cartridge. Dr Evil Labs had originally developed the products. The Sid Symphony added a second SID chip, and the Swiftlink was a high-speed RS-232 interface allowing the use of faster modems.



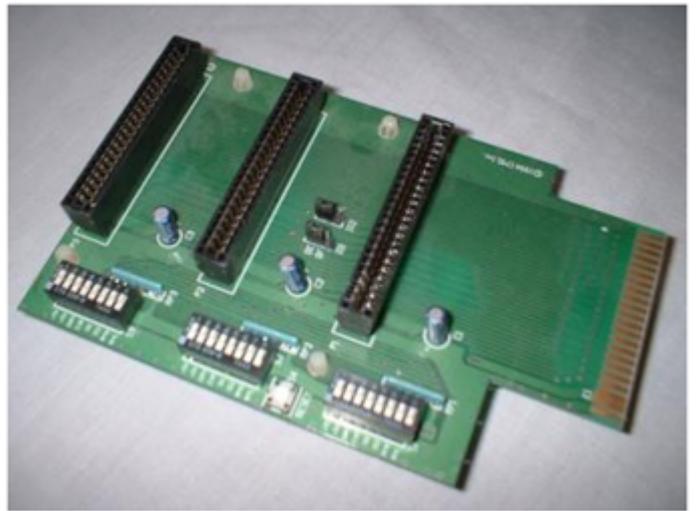
In 1992, CMD developed the FD-2000 floppy disk drive. This was compatible with the Commodore 1581 drive, but could also use 1.6-megabyte disks. Coupled with the JiffyDOS chip, not only was the drive highly compatible, it was also extremely fast. That same year CMD opened an office in Austria named CMD Direkt to promote CMD products in Europe, and provide lower prices (bypassing import tax). Rick Gaudet translated many of the CMD products into German. Unfortunately the office was closed in 1997 due to high operating costs.

CMD developed the SmartMouse in 1993, a mouse compatible with the Commodore 1351 mouse with an extra button and the inclusion of a real-time clock. Maurice Randall, a Commodore programmer and CMD fan, could not find a backer to sponsor his racecar. So he promoted CMD himself by putting stickers on his Chrysler LeBaron Coupe to advertise CMD, JiffyDOS and the FD series of drives.



In 1994, CMD purchased the rights to produce the Skyles Electric works 2+1 expansion cartridge, allowing multiple cartridges to be attached to the C64. The Commodore World magazine, published by CMD, acted as both a catalogue and promotional tool for new products. Legendary programmer Jim Butterfield was among those who provided articles. The bankruptcy of Commodore and the long drawn out take-over that followed was chronicled in the pages of Commodore World.

In 1995, CMD brought out the revised EX3 cartridge expander, which replaced the 2+1, which was becoming too expensive to manufacture. Later the EX3 was modified to include a horizontal port, and named the EX2+1, because the 2+1 had featured a similar horizontal port



In 1997, CMD produced the SuperRAM card, giving users a way to add 16Mb of memory to their machines. The card fitted internally into the SuperCPU. Later in the same year, the SuperCPU 128 was finally released.

Rumours also started that CMD was working on a "home computer" itself, with Commodore 64 compatibility and a collection of hardware already developed. Many people speculated on a "super C64" with JiffyDOS, a SuperCPU and a hard disk. It is believed the design was shown to a number of potential backers, however no money was secured to make the project a reality. With dwindling sales to the Commodore community and smaller runs of the hardware, the cost of production increased and prices were raised.

CMD stopped selling its products in 2001. Maurice Randall purchased the rights to produce new CMD hardware and software through his company Click Here Software, buying up the company's remaining inventory.

Sadly Maurice seems to be dragging his heels on these orders, and is best avoided at the moment as a supplier of CMD hardware. For example, I know users who have been waiting 7 or more years for Maurice to produce hardware for them. Maurice seems to have now lost interest or is too

## Who or what were CMD - Creative Micro Designs

busy to work on these products, and has gone quiet. Thankfully, Commodore Free did receive a full refund for its products placed with Maurice. So for the moment, Ebay is the only place to acquire these devices, although alternatives are appearing, and various people have been in talks and working on items like the SCPU replacement. In any case, the availability of SD card readers has diminished the demand for items like the CMD hard disk.

Next month, all being well, we will look in detail at some of the CMD products and what they could do for you, the readers of Commodore Free.

Jiffy dos is available to buy legally from Jim Brain. Jim also sells a number of useful hardware items  
<http://store.go4retro.com/>

### References used in this text

#### Kernel

[http://en.wikipedia.org/wiki/Kernel\\_\(computing\)](http://en.wikipedia.org/wiki/Kernel_(computing))

Kernel is also a common misspelling of [kernel](#).

<https://en.wikipedia.org/wiki/KERNAL>

### About the misspelling

The KERNAL was originally known as the kernel inside of Commodores since the PET days, but in 1980, Robert Russell misspelled the word in his notebooks as KERNAL. When Commodore technical writers Neil Harris and Andy Finkel collected Russell's notes and used them as the basis for the VIC-20 programmer's manual, the misspelling followed them along and stuck.

According to early Commodore myth, and reported by writer/programmer [Jim Butterfield](#) among others, the "word" KERNAL is an acronym (or maybe more likely, a [backronym](#)) standing for Keyboard Entry Read, Network, And Link, which in fact makes good sense considering its role. Its original purpose was to provide software compatibility across machines by having a standard series of calls to built-in routines. [Berkeley Softworks](#) later used it when naming the core routines of its GUI OS for 8-bit home computers: the [GEOS](#) KERNAL.

### Commodore 64

[http://en.wikipedia.org/wiki/Commodore\\_64](http://en.wikipedia.org/wiki/Commodore_64)

### DOS

<http://en.wikipedia.org/wiki/DOS>

### DOS WEDGE

[http://en.wikipedia.org/wiki/DOS\\_Wedge](http://en.wikipedia.org/wiki/DOS_Wedge)

### Commodore DOS

[https://en.wikipedia.org/wiki/Commodore\\_DOS](https://en.wikipedia.org/wiki/Commodore_DOS)

### GEOS (8-bit operating system)

[http://en.wikipedia.org/wiki/GEOS\\_\(8-bit\\_operating\\_system\)](http://en.wikipedia.org/wiki/GEOS_(8-bit_operating_system))

### The Commodore GEOS F.A.Q. v1.4.1

<http://www.landley.net/history/mirror/8bits/geos/GEOSFAQ.html>

### The Unofficial CMD Homepage

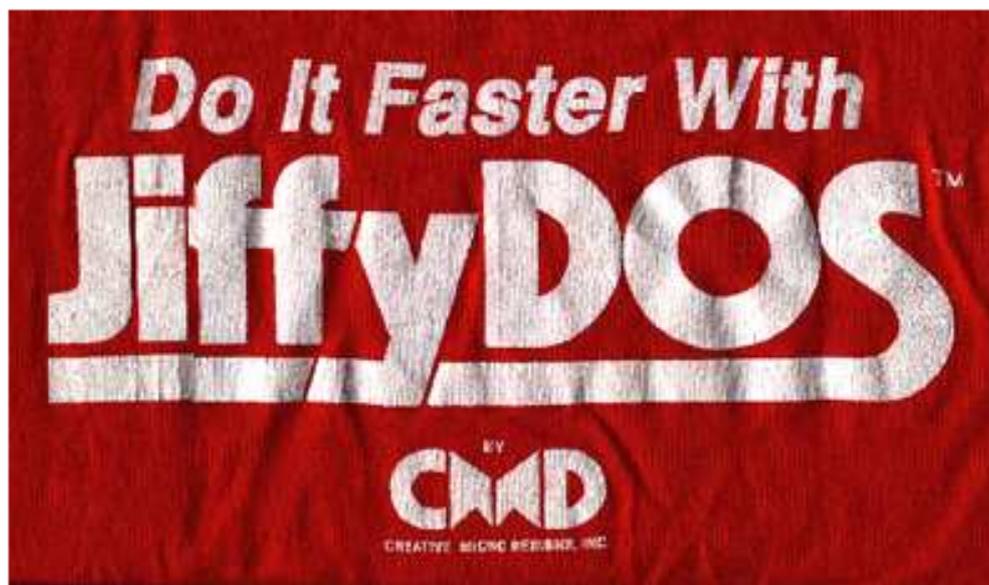
<http://www.cmdweb.de/>

This article was written by Commodore Free with substantial help from Andrew Fisher. Commodore Free would like to thank Andrew for his help, and hopes he'll get well soon

The Unofficial  
**CMD**  
Homepage



<http://www.cmdweb.de/>



# Issue 72

## 2013

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