

# Cincinnati Commodore Computer Club

## March, 2008 President's Page

### Howdy Fellow Commodore Users!

As I am writing this article, I'm watching the snow come down like crazy. Earlier reports on the TV and radio indicate the snowfall will be the biggest of the season (correct me if I'm wrong, but Winter isn't over yet!). I remember only a couple times we have had to cancel our CCCC meeting due to snow or bad weather conditions. During those level 3 snow emergencies, I don't really feel like I am a rebel to force myself to going to a Commodore meeting. I know some gasp at that thought, but I'd rather be alive for next month's meeting than to take a chance.

Fortunately for me I had a package in my mailbox the other day to while away my time indoors. I received the cartridge I mentioned in a previous article created by Francois. It is titled the Behr-Bonz VIC-20 Multicart. If your VIC20 is a game playing machine, you'll likely keep this plugged into your machine at all times. If you do other things with your computer, you might want to plug it into an expander so you can disable it. The bare circuit board is so small, plugging it into the cartridge port of the VIC20 isn't exactly easy. It's small footprint has the entire board inside the computer casing. Ecstatically the outward appearance of the VIC20 looks as if nothing is hooked in to the unit. You have to look into the cartridge port in order to actually see the card. Removing the card, I had to use a pair of tweezers to grab it and pull it out. There was little room for my fingers to get in and grab.

As to the number of games? There are lots of them. Some familiar, some not so familiar. I was going to list the games, but that might take more pages than the editor is willing to print. Instead I'll include the webpage for more information: <http://www.8bitcentral.com/behrbonz.htm>

Keep on Commodoring!!

David Witmer Cincinnati Commodore Computer Club President  
AKA Snogpitch

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[snogpitch@prodigy.net](mailto:snogpitch@prodigy.net)  
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### Editor's Report

I am still looking for articles from our members. Anything related to Commodore computers will do. Articles should be in the format of your choice (though plain old .txt would be great). Articles should be submitted by email to [six@thedarkside.ath.cx](mailto:six@thedarkside.ath.cx), or by plain mail to the address on the cover of this newsletter.

Finally, there are two things that you should all take the time to make us aware of: 1st, if you would like to receive your newsletter via email instead of print, and 2nd, if you would like to receive the annual disk (and if so, which format, C64 or PC) that we will be releasing starting this year. See the address information above.

## NTSC Group “Style” Takes 1<sup>st</sup> Place at Forever 2008!

Check out saehn/Style's C64 graphics competition entry for the 100% 8bit Forever 2008 party held in Slovakia this past weekend (14th-16th). A brilliant picture that took 1st place! Congratulations to saehn and greetings to all the sceners that attended Forever, with special thanks to CreaMD/DMagic for remote entry help! For those of you not familiar with the scene, this is the FIRST TIME EVER that an American (NTSC) artist has taken first place in a European graphic competition. (Editor's note – this picture depicted nudity and thus was not printed here. It is available at <http://style64.org> for those who are interested)

## C64TPC Now available for purchase

The device for connecting C64 to PC mentioned in last month's newsletter is now available for purchase. See [http://www.saymantek.com/c64tpc\\_en.html](http://www.saymantek.com/c64tpc_en.html) for more details.

## HVSC Update 48 Released

HVSC Update 48 has been released, and is available from:

This time we have music from:

- Vandalism News 49
- Silesia party
- The 82 Ditties demo by Bluez Muz

Unreleased tunes by:

- Adam Gilmore
- John Stormont (NEW)
- C64.sk SIDcompo 7
- Aegis
- Jeroen Tel
- Linus
- Dwayne Bakewell
- Richard Bayliss
- Conrad (CRD)
- Froyd
- Adam Gilmore
- Goto80

After this update, the collection should contain 35,030 SID files!

This update features (all approximates):

- 918 new SIDs
- 42 fixed/better rips
- 0 fixes of PlaySID/Sidplay1 specific SIDs
- 12 repeats/bad rips eliminated
- 370 SID credit fixes
- 101 SID model/clock infos
- 11 tunes from /DEMOS/UNKNOWN/ identified :-)
- 37 tunes moved out of /DEMOS/ to their composers' directories
- 15 tunes moved out of /GAMES/ to their composers' directories

Get it at <http://www.hvsc.c64.org>

## **The Commodore 64 Book 1982-199x - available now**

Hive Books has released "The Commodore 64 Book 1982-199x", available now from the website:  
<http://c64goldenyears.com>

Featuring over 200 game reviews, with trivia on the games and the people that made them, full colour screenshots and cover scans, this is a must for any C64 game fan. Author Andrew Fisher has written for Retro Gamer, gamesTM, Commodore Format and Commodore Force, and has been playing C64 games for more than 20 years. The foreword has been written by gaming legend Jeff Minter. This is the follow-up to Andrew Rollings' ZX Spectrum Book, which has sold out.

## **Commodore 64 To Be Added To Wii Virtual Console Collection (Reprinted from PCWorld, orig. by Matt Peckham)**

File this one under "didn't see that coming," but it looks like Nintendo's planning to add Commodore 64 titles to the Wii's Virtual Console library. The Commodore 64, needless to say, rates legendary in home computing history. A computer wrapped up in a single keyboard that connected to any nearby TV as a monitor via a good old-fashioned RF unit -- I finally got one a little late (in 1989) and ended up playing my way through most of the Ultimas before taking the x86 plunge with a CompuAdd 386SX/16 that had a staggering 8MB of system RAM. The 8-bit and roughly \$600 a pop Commodore 64 sold some 30 million units between 1982 to 1994, and boasted a library of some 4,000 games. In the mid 1980s its market share approached 40 percent, outselling both IBM and Apple. Games will reportedly cost 500 Wii points, with the first two already confirmed as Uridium and International Karate. Would you play low-res C64 games on your Nintendo Wii? Hey, why not? Some of those 4,000 titles were pretty amazing, and as the game culture starts to extend beyond its somewhat myopic feature-blind core audience, the potential for a more mature appreciation of gameplay over graphics certainly seems in order.

## **Shredz64, A Commodore 64 Adaptation of Guitar Hero**

Shredz64 is a modern day game for the Commodore 64 that makes use of the Playstation guitar controller hooked through the PSX64 Interface. Its design is modeled against the popular "Guitar Hero" series, geared toward the ability to play along to your favorite C64 music on the guitar. Correctly played notes increase your score and applause meter, while incorrectly played notes decrease your applause meter. If the crowd stops applauding, you're out! Additionally, Shredz64 features the "shredocity" meter that allows for extra points when you're doing an awesome job shredding to your favorite chiptune.

Watch: <http://www.youtube.com/watch?v=WyCMM6e1Lbo>

Download: <http://www.synthdreams.com/shredz64.php>

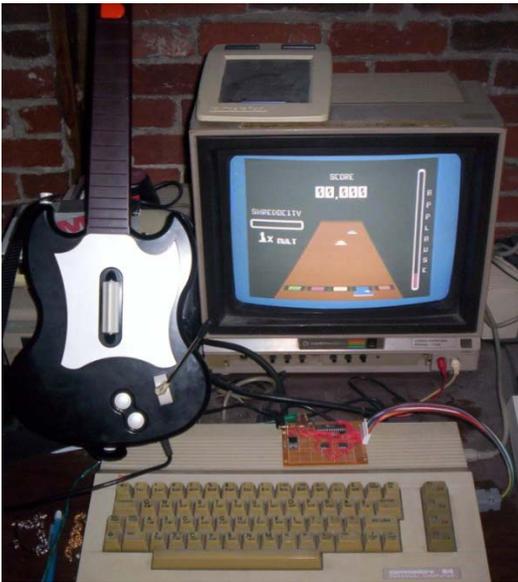
Shredz64 features the following:

1. The ability to play (many) SID files, including ones added by the player.
2. The ability to edit "notes" (the buttons that scroll during gameplay) for both built in and imported songs.
3. Pseudo 3D gameplay to give it the look and feel of a modern day game.
4. High score tracking, 5 scores for each song.
5. The ability to detect when the guitar is lifted up to activate shred mode.

Further information and song downloads can be found at [Synthetic Dreams](http://www.synthdreams.com) (<http://www.synthdreams.com>)

## PSX64 Interface Now Available

The PSX64 interface connects Playstation controllers to computers that use a DB9 port and Commodore 64 pin configuration (such as the Amiga, Atari 2600, Sega Master System, and many other 80's systems). Additionally, if a guitar controller is detected, it will encode strum up, strum down, lift up, and the whammy bar onto the two potentiometer lines of the joystick port. While this extra guitar functionality is usable by the Shredz64 (see above article) game only (and any future projects), the normal functionality of the PSX64 interface can be used with any game, and works well! Purchase a PSX64 interface from Synthetic Dreams at <http://www.synthdreams.com>



The PSX64 features the following:

1. The aforementioned ability to hook a Playstation controller up to a DB9 joystick computer. It maps up, down, left, right and X on the PSX controller to up, down, left, right, and fire on the computer, respectively.
2. If the Playstation controller is put into analog mode, it will also map over the left analog control stick to the 4 up/down/left/right directions.
3. On a normal Playstation controller, if the start button is pressed, the PSX64 goes into programming mode. The user can then hit L1, L2, R1, or R2, and program up to 127 buttons in for a macro mapped to that button. Hitting start again ends programming mode and saves the macro. These macros are saved in the PSX64's EEPROM and will be retained after power off.
4. If a guitar is plugged in, the PSX64 goes into guitar mode and maps the fretboard buttons into up, down, left, right, and fire. It encodes strum up, strum down, and lift up into one of the pot lines. It encodes the value of the whammy bar into the other pot line.
5. The PSX64 uses a socket mounted ATmega8 microcontroller, flashable with firmware updates with easy to build programmers. It makes use of two digital potentiometers for accurate strum and whammy encoding. It does require a 9v-15v DC power supply to operate.

## DirMaster v2.0/Style Released

DirMaster is a Windows-based GUI tool useful for the management of common (and uncommon) emulator formats (such as .d64, .d81, .tap, etc) as well as native archival formats (such as .arc, .sda, .lnx, etc).

DirMaster differentiates from and surpasses competing tools with its focus on usability - a perfect blend of familiar appearance (e.g. natural looking disk image contents using the CBM character set) with modern GUI functionality (e.g. drag and drop, working with multiple disk images at once).

At v1, DirMaster was already the best GUI-based disk image tool on Windows; v2 was in development for 18 months and under internal use for the past year, extending the lead and covering the bases:

## DirMaster (Continued)

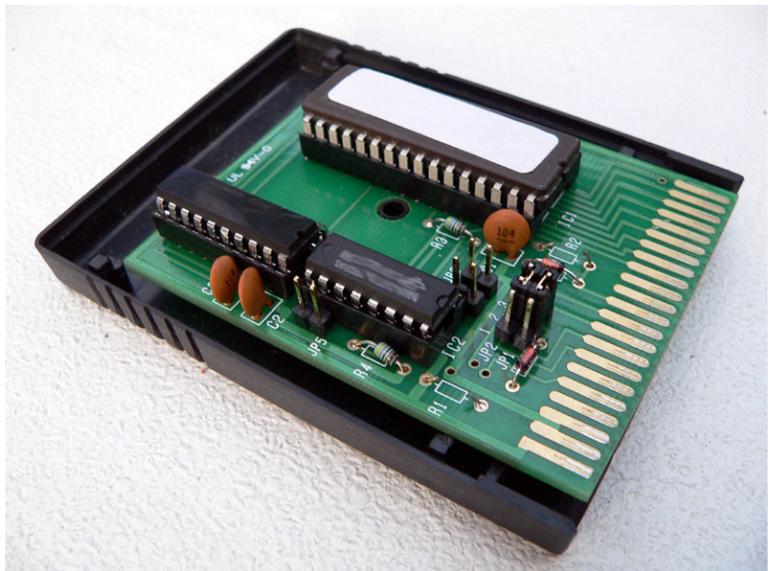
- disk image support: .d64, .d71, .d81, .d80, .d82, .d2m .dhd, .dnp, .dfi, .g64 (read only)
- tape image support: .t64 (read only)
- file support: .prg/.p00, .seq/.s00, .usr/.u00, .rel/.r00
- archive support: .arc, .sda, .lnx, .ark, .cvt, .sfx, .wr3, zip/4 (1!..., 2!..., etc)
- open literally \*hundreds\* of disk images at the same time
- fully working drag and drop:
  - copy one or more files from one image to another
  - copy files between different image formats (e.g. d64 to d81, dfi to d71, etc)
  - move/reorder files on the same disk by dragging them
  - drag and drop files from disk images to the OS file system
  - drag and drop files from the file system onto disk images
- recursive find: search your disk image collection, fast (~125 images per second, ~7.5k per minute)
- invoke your favorite emulator (up to eight slots) from within DirMaster to run a file
- save disk images as a .txt, .csv (with optional MD5 hash per file), or .bmp
- batch processing: recursively create .txt, .csv, and .bmp or extract to prg/seq files
- multi-level undo
- decompress archives directly off open disk images
- BAM view which fully supports standard error sector information
- track/sector editor: edit in hex or ASCII
- sub-directory support for relevant formats like d81 and d2m
- maintain your own favorite 'separators': drag and drop them onto your disk image
- great support for GEOS files
- most functions have keyboard equivalents, including file reordering and filename editing
- working just fine under WINE for Linux/FreeBSD/Solaris freaks

DirMaster is available at <http://style64.org>

All coding by The Wiz/Style, new graphics/icon design by saehn/Style.

## New C64 Multi-Cart Soon To Be Available

The hardware wizard behind the FB-Net, the FB-Stereo SID and many others is at it again and this time he has cooked up the FB-JumboCart which is a cartridge capable of storing up to 127 8KB Commodore 64 cartridge ROM images with a menu selection screen. No word on price yet but from what I gather, it won't be very expensive and should be available shortly. Keep an eye on this thread for more details. Check it out:



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**The Cincinnati Commodore Computer Club is proud to present the  
3rd annual C4 Expo.**

**June 28-29 at the Drawbridge Inn**

**located at:**

**2477 Royal Drive  
Fort Mitchell, KY 41017**