Cincinnati Commodore Computer Club

April, 2007 President's Page

Howdy Fellow Commodore Users!

As I write this article for the newsletter, I think we have a few milestones we are crossing along the way. The first week of April had a gathering of Commodore enthusiasts flock to Astoria Oregon for the semi-formal gathering called MossyCon, now in it's third anniversary. I haven't seen any official reports, probably due to Robert Bernardo being ill the day prior of the gathering. Maybe reports will slowly trickle in after Easter weekend.

Our own expo is coming up in less than a month! I can't begin to tell you how much excitement is reflected in my face when someone mentions the C=4 Expo was great last year and looking forward to it this year... Or....that a person hasn't ever been to an expo, but the C=4 Expo is going to be their first expo since they have heard so many good stories from it. These bits and pieces I hear are wonderful testament to advertising we just cannot pay for. Word of mouth is one way to spread the word of our event.

As we roll thru the last 30 days leading up to the C=4 Expo, bring it up in casual conversation to folks you meet. I heard a wonderful story of Robert Bernardo, as he was in the emergency room, talking with a room of doctors about the Commodore 64. I probably would have thought up some different conversation, but in any case, it was a revelation that you can find Commodore users (either current users or past users) every where you turn, in the least expected places. We are all bound by a common love for that wonderfully designed machine from the early 80s.

As we meet this month on the 15th of April, don't forget if you are a taxpayer, your income taxes will be due on the 16th instead. So, you have a little more time to delay your tax preparation. Come to our meeting this month and find out what we do with our Commodores. We will be bringing up the news regarding the tornado that struck the tiny town of Holly Colorado. That town for those who are not familiar also houses the Loadstar Tower, and famed Commodore enthusiast Dave Moorman.

Keep Commodoring!!
David Witmer Cincinnati Commodore Computer Club President
Webpage http://www.geocities.com/c64-128-amiga
AKA Snogpitch snogpitch@prodigy.net cbmusers@yahoo.com
ICQ 4989342

Cincinnati Commodore Computer Club

Update on Dave Moorman

------ Forwarded Message
From: Oldbitcollector <jeffledger@gmail.com>
Date: 6 Apr 2007 11:45:16 -0700
Subject: Re: followup on dave moorman

UPDATE:

I just got off the phone with Dave, and got an update on Holly, CO.

Dave and family are doing fine, they are camped out nicely in their
5th wheel in the driveway of their home. They are in the process of
moving belongings from the home to storage containers in the front.
He thinks that the house should be able to be salvaged.   His is the
only one standing on his side of the block.

The tornado, which was well under the radar, touched down just outside
of town. (600 foot wide, moving at 1 mile a min.) So there wasn't
much warning at all. Dave was teaching a bible study across town, but
his wife was at home. She said that the front windows blew out first,
then the rear windows. By the time she got to the basement steps,
(stepping over the glass and mess) it was over.

There was one fatality, three seniors are still in the hospital. Dave
said that this has really pulled this town closer together as
neighbors are helping neighbors, lines of race are also being
crossed.   For the first time, a translator was at the town meeting.

Loadstar will be late this month...   Dave tells me that all of his
gear survived nicely. He is looking forward to attending the Vintage
show in New Jersey, and *might* show for CCCC, as there might not be
much that can be done for a little while. Red Cross and many, many
volunteers have been on site, and as stated before most of the major
cleanup has been handled. (Chain saws were fired up at 6:00am the
next morning)

The people of Holly, CO appreciate your prayers and concern.

Jeff Ledger

Call for Article Submissions
Once again, I would like to invite all club members to submit articles
for publication in the newsletter. We really need people to step up and
handle regular columns on topics like BASIC programming, ML programming,
Pixelling, C64 SID music, and anything else that has to do with classic
or modern Commodore computers or is of interest to Commodore users.
Articles can be submitted by email or postal mail to the editor.
(six@thedarkside.ath.cx or oliver@vbssolutions.com)

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Cross-platform Tool GUI4CBM4WIN 0.6.2 Released

From http://blog.paytonbyrd.com/?p=84 :

"Thanks to several bug reports, and a little free time (imagine that)
 I've updated GUI4CBM4WIN."

Fixes:

* d64copy no longer hangs when launched from GUI
* Buttons now show all text in Vista with 120DPI fonts

Improvements:

* Uses XP Theme Style when available
* Resized text boxes to more appropriately show text in Vista when
  using 120DPI fonts
* Reorganized local folder selection to more modern UI standards

Download:
http://blog.paytonbyrd.com/wp-content/uploads/gui4cbm4winsetup_0-6-2.zip

Cross-platform Tool Goattracker 2.6 Released

GoatTracker V2.6 changes screen resolution of all versions (normal,
distortion, stereo) to 800x600. This means more visible musicdata at
once. Screen output routines were also optimized for slower machines.
Now also all filter commands should work equally on both sides in
the stereo version :)

I had some time to play with the new version, and I have to say I like
it. The whole user interface seems to be quicker. However, I never
did figure out how to use the distortion hack in the distortion version.

All in all, GoatTracker really makes composing music for the Commodore
64 and 128 quite a bit simpler than the traditional music editors that
use note durations instead of the Protracker style interface.

Download:
http://covertbitops.c64.org/tools/goattrk2.zip

Turbo Action ROM V1 for Retro Replay Released

A new ROM for the Retro Replay has been released that contains
Turbo Assembler which runs completely in the Retro Replay ROM, and uses
the Retro Replay RAM for the source code, leaving all of the C64
memory available for your work in progress.

More Details:
http://retrohackers.org/forum/viewtopic.php?t=249

Download:
http://www.dekadence64.org/tar_v1.zip

RAM-resident Turbo Loader for C128 + RR

There is now a RAM-resident Turbo Loader for C128 with Retro Replay.
This is a disk turbo for 64 mode that resides in the second RAM bank of
your C128.

Included is a stand-alone cartridge ready version. It has been
successfully tested on a real Retro Replay.

This is useful for any Commodore 128 user who frequently loads or
develops C64 programs in the built-in monitor.

More Details/Download:
http://noname.c64.org/csdb/release/?id=48034&show=summary

Cincinnati Commodore Computer Club
Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

New Book About the Commodore 64 is Being Produced

A new book aboutthe Commodore 64 is in the works!

From the website, http://c64goldenyears.com :

"In 1982, the Commodore computer company launched its new machine - the Commodore 64. Twenty five years later, that machine is still going strong with new games and thousands of users worldwide.
To tell the story of the best-selling home computer of the 1980's, writer and Commodore 64 fan Andrew Fisher looks back at around two hundred of the top games and how the industry has changed. From the pioneering third party companies like Electronic Arts and Melbourne House, to the homebrew software of the new millennium, the story of an 8-bit computer (and its remarkable sound chip) is a nostalgia trip for games fans.

This is the next book in the GOLDEN YEARS series."

Q: How many pages will the book have?
A: 254 pages, a similar size and format to Andrew Rollings' Spectrum book. It will be full colour throughout. There will be an introduction, a contents list and then chapters for each year starting with 1982.
Towards the end of the C64's commercial life, there is one chapter dealing with 1993-1994, and a final chapter looking at 1995 to the present day. Each chapter opens with an historical look-back at the computer industry of the time and what was happening with the C64. Each review then has screenshots, a scan of the cover artwork and the review itself. This is split into three main sections - a review of what I think of the game, trivia about the game or its creators, and finally a synopsis of the story and how it plays.

Q: I'd like to see "Game X" in the book - will you include it?
A: There will be a definitive list of games on the site as soon as it is finalized (see question 8), but feel free to make suggestions via the contact page. In the case of sequels and long-running series, there will be references to them in an entry for part of that series (e.g. Last Ninja Remix is discussed under the entry for Last Ninja 2).

Q: Will it be all arcade games, or will there be games that require a lot of thought?
A: There's a good cross-section of styles - from platformers to driving games, text adventures to board games, role-playing games to shoot 'em ups.

Q: How were the games chosen?
A: A combination of methods was used to whittle down the list. First of all, top game lists from sites like Gamebase64 and Lemon64 were combed through. Secondly, many of the titles are games I played and remember fondly for various reasons. There are also a few obscure titles and several that have a historic significance. The final list was then sorted by copyright date and alphabetical order, and organised into chapters for the book.

Q: How were the screenshots taken?
A: It would be impractical to organise screen photography, so PC emulators like Vice and CCS were used to capture the screenshots. The palettes used are designed to give a "bright" image on the page.

After browsing the Spectrum book (snapshots below), this sounds quite promising. I can't wait to see it in production.

Cincinnati Commodore Computer Club

Phone: 513-248-0025 Email: thunderbird@iglou.com
c/o 31 Potowatomie Trail Milford, OH 45150

CCCC BBS Report

The BBS was down for a bit due to a combination of issues.

There was an ISP change, and this took some time to straighten out.

In addition to this, our SysOp was on vacation for a week, and thus the system wasn't back up until his return.

We still need sub board operators!
-Chuck Kern, BBS Sysop
Cincinnati Commodore Club BBS

IRC #c64friends Report

Much drama on #c64friends this week, we've been repeatedly invaded by some whacko from Canada called "Kimmyland". Because he was posting bizarre messages consisting of graphic characters, and threatening several regulars in PM, the decision was made to ban him.

This of course has resulted in the creation of yet another IRC channel on newnet for Commodore discussions, as happens every time someone decides that they don't like the rules.

#c64friends remains the central gathering point for Commodore talk.

Upcoming C4 Expo Information

Cincinnati Commodore Computer Club Spring Expo 2007 (Code-name "C4")
May 5&6, 2007
Ft. Mitchell, KY
Across the Ohio River from Cincinnati, OH USA

Demonstrations and Speakers:
Commitments from guests will be posted when they are confirmed:

Hotel Information:
The Drawbridge Inn is located off I-75 and I-71 in Ft Mitchell Kentucky.
The cost of the single rooms in the main building is only $69 plus taxes.
The hotel is setting aside 10 rooms for our group until April 4 th.
After that date, any remaining rooms in that block are released for general sale. Reservations will continue to be accepted for our group at the quoted group rate, on a room available basis.

To make reservations for the C=4 Expo:
        Toll Free: (800) 354-9793
  Name of the Event: Cincinnati Commodore EXPO
        In Kentucky: (800) 352-9866 (859) 341-2800

There is an International Airport located nearby, with shuttle service provided by the hotel.
Expo Pricing:
Door Charge: $10.00/person or $15.00/family

Demos, Exhibits, and Selling Tables: $15/ table or $35/ 3 tables (The hotel charges $10 per table for power usage) Tables are 6' in length. All sellers and demonstrators need to set up before 9:00 on Saturday morning, the doors (for these only) will open at 7:00am.

Contact Roger Hoyer by phone, email, or in writing.
Phone: 513-248-0025 C=4 Expo
Email: thunderbird@iglou.com c/o 31 Potowatomie Trail
Milford, OH 45150

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Cincinnati Commodore Computer Club

Current Officers

President	David Witmer	513-868-1344
Vice President	Steve Winkle	937-783-5559
Secretary	Mark Gladson	
Treasurer/Publicity	Roger Hoyer	513-248-0025
Membership	Don Parrish	513-281-3079
Liibrarian	Edward Gase	513-829-0942
Newsletter Editor	Oliver VieBrooks	859-485-6465

To Contact CCCC:

Cincinnati Commodore Computer Club
c/o Roger Hoyer
31 Potowatomie Trail
Milford, OH 45150