Cincinnati Commodore Computer Club

August-September, 2007 President's Pages

Howdy Fellow Commodore Users!

If you are reading this, then apparently the newsletter editor decided to either (A) have a newsletter for August, or (B) saved it for the September newsletter.

[Editor's note: I just got a new printer for the newsletter and I'll take any excuse to try it out!]

Last year I mentioned that we would not have a newsletter during our picnic month, and the newsletter editor asked me why not? Usually I offer the chance to have a break for the editor, since club business is not usually the first item of business at the picnic.....it's eating!

As I write this article, I forget how many days of over 90 degree temperatures, and of those how many over 100. Where I work, the sign outside our building on one of those hot days indicated it was 119!!! Normally, I consider that sign to be accurate, and it seems to be accurate regardless of the weather conditions around us, but you know, it gets to a point where you really don't want to know the temperature, and that day was it! I saw the 10 day outlook as it was approaching the week of the picnic and it looks like the August 90 degree days will stay around for a while. Hopefully, our picnic will be an enjoyable one at that kind of heatwave!

A couple of items I'd like to mention upcoming for those who missed July's meeting. CCCC will be attending the ECCC Expo in September. So, if you'd like to help out and plan to attend, get with Roger Hoyer. I would imagine his van will be very crowded with all the latest donations we have received this summer. There for a while I thought we were finally beginning to sell down all the stuff without any new donations. I've been surprised at the quantity of great items offered to our club. Thanks go to all those individuals who have kept our club treasury in the positive all these years.

Along that line, we will be having an inventory party in October. We have it tenatively scheduled for the first weekend of October. That would be the next weekend after the ECCC. Volunteers will be compensated for their mileage, and be provided lunch, and if there are left overs, maybe dinner to take home. There might even be a dessert of some sort to enjoy. Names are already being collected, we have several volunteers already and could use another 4 individuals for the ideal number. Plan on spending a good chunk of the day for this project, we would like to start at 10, break for lunch around 12:30, and continue on thru completion, typically completing the project around 4 in the afternoon. So, start looking at your calendar at October 6 and make those plans now.

Normally I don't get overly excited over news regarding emulator usage concerning the C64, but news of Gamebase64 coming out for version 5, got me a little bit excited.

For those not into emulation or who haven't heard of Gamebase64, it is a wonderful tool on one hand, and a wonderful collection of commercial games on the other hand. I have used the database to acquaint myself with a variety of programs I've never heard of before. With it, you can look up a game title, find out it's published date, what company made it, see a few screen capures of the game, and even check out its documentation of maps, instructions, or box cover art. And for those who also look for the games to run in their emulators, those games are

August-September President's Pages (Continued)

also available in the download.

Our librarian has version 3 of Gamebase64. It was a series of 4 CDs of data. I don't recall if it was ever announced, but since the latest version 5 came out, I thought I would mention it to those who have been looking for such a collection. Unfortunately, access to acquiring the collection isn't easy at the moment. It is only available on the internet thru a service called eMule. I won't go into much detail about that service, but I will mention that the collection is rather large. Even tho it is broken down into 3 archives, it is still over 3 gigabytes of data to download.

Here is the announcement that initially caught my attention from Gamebase64's website: http://www.gb64.com/

Gamebase 64 V5 is online!
25 years ago the machine that graced our lives appeared!

In order to celebrate the 25th anniversary of the Commodore 64, a lot of time and effort has been devoted to our project over the past months and finally, after overcoming technical problems and eradicating persistent bugs, we present you today the GameBase64 Collection V05 in all its online glory!

The database contains 20000 entries with full support of the
High Voltage
SID Collection (HVSC #47).

The collection includes:

over 2900 games with linked "Original Tape",
over 2000 games with linked "Original Disk",
over 200 games with linked "Original Cartridge",
over 5200 games with linked cover scan,
and lots of other Extras.

Enjoy!

For those wanting to see the collection, I'm sure it will be presented soon at one of our meetings.

Keep on Commodoring!

David Witmer
Cincinnati Commodore Computer Club President
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An Unsolicited Endorsement for Slang by Steve Yockey

If you program the C64 and are not a die hard ML programmer, have the ability to transfer programs from the PC to the C64 and don't disdain using a PC to cross develop your programs; you owe it to yourself to take a look at Slang by Stephen L. Judd.

I had known of it's existence for some time, having seen it on the Fridge website, but was put off by what I thought was the need for a SuperCPU. However, the latest issue (Issue 10) of the 'Commodore Free' e-magazine has an interview with the author and a tutorial, from which, I learned that you can use Slang on a PC using a program called Xlang which runs from DOS and compiles Slang program code.

Slang is a language that was specifically written for the SCPU but the code that it generates is for the 65xx series of processors and the C64 in particular. The author states in the article that Slang is aimed at both beginning and advanced programmers and while I don't consider myself either; I like it! Slang has most of the features that you would expect from a high level language, but with the advantage of being able to mix in assembly code in the source code itself.

While I've only been using it for a few days, the one thing I can say unabashedly is that it's fast! Of course, to one who doesn't do a lot of M/L, this may not be saying much, but just as an example, I had been writing a simple program to scroll some text clockwise around the screen which spiraled in one character width with each revolution finally ending up in the center of the screen. This program takes over 7 minutes to execute from BASIC. Compiled BASIC speeds this up to to about 1.25 minutes. Slang accomplishes this task in about 3 seconds! I'll freely admit that my BASIC program may not be the best algorithm, but at the same time, I was able to bang out some fast code using Slang in short order! This was pretty impressive to me.

Also very intriguing to me is the specialized commands included to make interrupt programming easier. Most of us who do much programming and/or reading about programming on the C64 know that to do almost anything really cool, you have to know how to use interrupts. Well, I've certainly read about using them and I suppose I've even went through some example programs, but Slang is the first language I've seen for the C64 that makes them available from this high level and that weren't specific to just one task. I see some more studying is needed for myself, but I think Slang has the potential to make me try things that I normally wouldn't attempt.

There are more cool features, go and take a look at it, you won't be disappointed!

Links:

http://www.ffd2.com/fridge/slang/
http://www.commodorefree.com/

Cincinnati Commodore Computer Club

Commodore International News

Commodore Enters the Communications Market Through a Strategic Agreement With TSS Cross Media Group BAARN & GOUDA, The Netherlands

--(Business Wire)--
Commodore International Corporation (OTC:CDRL) and TSS

Cross Media Group today starts cooperation to integrate entertainment, information and communication services on their media distribution platforms. Both parties have entered into an agreement aimed at this strategic cooperation. This cooperation adds additional value to the existing products offering of Commodore and further strengthens the advanced position of Commodore as a technology innovator in the digital media market.

Commodore International Corporation officially launched its media distribution platform CommodoreWorld(TM) on CeBIT 2007 along with a series of WiFi enabled devices (the Gravel(TM) line of devices).

CommodoreWorld(TM) is a wireless content delivery platform which allows on-demand access directly from portable devices such as Commodore's Gravel(TM) In Pocket media player as well as home devices such as the Gravel(TM) In Home media centre.

Thanks to the cooperation with TSS Cross Media, the CommodoreWorld(TM) platform, primarily designed for the wireless distribution of entertainment content, can be extended with interactive services like messaging, interactive television and other information and communication services. The first applications will be added on the Gravel(TM) devices in the coming months.

Ben van Wijhe, CEO of Commodore International Corporation states: "We've made it our business to provide our customers with unrivalled access to personalized media entertainment – available anytime, anywhere and on any device. We are very pleased with our cooperation with TSS, as this enables us to expand our consumer proposition to serve also the business and communication markets."

TSS is long known in the market for its professional services to broadcasting and other communications partners. The cooperation between Commodore and TSS Cross Media group fits well into the focus areas of TSS, being IP-based, cross-media communication services. TSS is an expert in enabling clients to make the most of existing communication tools by developing and supplying systems that offer innovative ways to exploit them and interact which each other.

Jan Bons, Board member of TSS Cross Media Group states: "By bringing the strengths of Commodore's CommodoreWorld(TM) , being an innovative entertainment platform in combination with its strong brand, together with the strength of TSS in offering messaging, information and communication services across all media platforms, we will be able to integrate media services independently from the traditional networks and offer a complete range of digital content and interactive communication services in a manner unmatched today in the market."

About TSS Cross Media Group

TSS Cross Media Group (founded in 1990) is an independent company dedicated to the integration of telecom, internet and broadcast technology with a view to developing value-added cross media solutions for the international media and business markets.

About Commodore

Commodore International Corporation (OTC: CDRL.PK) is a designer, creator and full-service provider of digital media products, content and services. The company sells a complete line of portable digital media products under the Commodore brand, and provides legal media downloads and streams which enables consumers to wirelessly access a wide catalogue of content straight from their own device.

More information about CommodoreWorld and Gravel products can be found at:

www.commodorecorp.com, www.commodoreworld.com, and www.commodore-gravel.com

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Official Jim Butterfield Memorial Announced

As many of you already know, Jim Butterfield passed away on June 29, 2007, at about 1:30 am.

A memorial for Jim will take place on Saturday, September 22, 2007, starting about 4:00 pm, at the Naval Club of Toronto, 14 Hayden Street, Toronto, ON, M4Y 1V8:

http://www.candoo.com/ncot/

The NCoT is just south and east of Yonge and Bloor. For a map, see:

http://canada411.yellowpages.ca/business/0%2C1/1117268.html?what=nava...

Karl Hildon

Former Editor-in-Chief

Transactor Magazine

Newsletter Articles Wanted!

Articles should be submitted to the Editor at the email address: six@darklordsofchaos.com or snail-mailed to 17 Edwards, Walton KY 41094. Articles from members or non-members are welcome, and should cover some retro-computing-related topic. As some of you may have noticed, I've gotten a new printer for printing the newsletter. The old HP4050 finally gave it up. The newsletter is now printed on an HP1020.

Gamebase64 Released

As mentioned in the president's page, Gamebase 64 v5 has been released. I have as yet been unable to find it on bittorrent, but for those of you with usenet access, here's the link to it on Newzleech:

http://tinyurl.com/2wdo9e

As soon as I've downloaded the collection, I'll share it on bittorrent, so if you want it, email me at six@thedarkside.ath.cx and I'll send you the URL

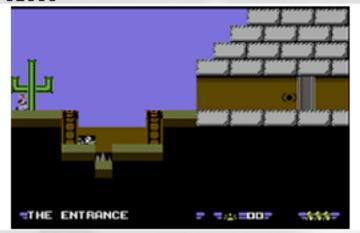## New C64 Game Released: Joe Gunn

You are Joseph J. Gunn. Archeologist by passion. By chance you stumbled upon an unknown pyramid in the desert of egypt. You suspect it to be the long lost tomb of the Crocodile King. The king whose name has been erased from history as if nobody should ever know of his existance.

Control via port II, left/right to move, up/down to climb ladders and hold onto ledges. Push button and up to use an item, button and down to examine something. Push button and left or right to jump into that direction.

* Examine the skeleton and pick up the scarab. Use the scarab on the opening in front of the door to open it
* In the room to the right jump on the center platform and step on the hidden switch to open the door

Joe Gunn can be downloaded at:
http://noname.c64.org/csdb/release/?id=51503

TORONTO PET USER'S GROUP
WORLD OF COMMODORE EXPO

December 1, 2007 - 10AM to 10PM
Toronto, Ontario, Canada

If you have any questions about the World of Commodore please send email to: woc@tpug.ca.

About The World of Commodore

The Toronto PET User's Group (TPUG) is pleased to announce The World of Commodore! This year's Expo will feature...

* Information about all makes of Commodore computers will be available. Events will focus on the Commodore 64/128.
* Demonstrations of novel hardware and software projects using Commodore equipment.
* Hardware/software vendors showcasing the latest hardware and software available for Commodore computers, as well as classic accessories, applications and games!
* Screenings of Commodore related videos.
* A weekend of discussions and fun with the Commodore user community.
* Raffle prizes.
* The very popular freebie table! Please feel free to drop off any items you no longer want and help yourself to some goodies. You never know what you'll find!

Schedule:
Everyone should plan to attend for all of Saturday. There will be a welcoming event on Friday evening and discussions and socializing on Sunday so please, feel free to make a weekend of it.

Admission:
Admission to the World of Commodore is $10 per person or $15 per family. Admission is free for anyone joining or renewing their membership in TPUG, or anyone that joined or renewed their membership since October 2007.

Vendor tables (8' x 3') are $15 for the first table and $10 for each additional table. Smaller individual tables (3' x 3') are $5.

All amounts are stated in Canadian dollars.

Location:
The World of Commodore Expo will be held at the Alderwood United Church, located at 44 Delma Drive (click for map) which is south of Sherway Gardens and west of Browns Line. Exit the QEW or southbound 427 to Evans Avenue, turn south at the lights onto Gair Drive and follow Gair to Delma Drive. The church is a twenty minute drive (approximately) from Pearson International Airport or downtown Toronto.

The World of Commodore is also easily accessible by public transit. The TTC (Toronto Transit Commission) offers rapid and reliable service. Take the 123 Shorncliffe South bus which departs the Kipling subway station every twenty minutes (check the TTC's schedule for up-to-date information) and can drop you off on Evans at Gair. The trip takes between ten and fifteen minutes and the driver will announce the stop upon request. From there it is a five to ten minute walk to the Alderwood United Church.

Cincinnati Commodore Computer Club

ECCC Chicago Expo, Saturday, September 29, 2007
The emergency is over, but the convention remains!

The Supreme Party Council of the Emergency Chicagoland Commodore Convention announces Year Two of our glorious Five-Year Plan*, the second-ever ECCC event:

Saturday, September 29
Fairfield Inn and Suites (Marriott)
645 West North Ave
Lombard, Illinois 60148 USA
1-630-629-1500
http://marriott.com/property/propertypage/CHIFS

8 AM - 1 AM Sunday!
Confirmed Vendors
    * FWD Computing
    * Jerry, The Guy With Those LCD Badges
    * CCCC Cincinnati Commodore Computer Club
    * JP PBM Products By Mail

To be announced: Contact us!

Confirmed Celebrity Guests
    * Mark R. Brown, former Managing Editor, INFO magazine

More TBA: Contact us! Surely, you know how this works by now. But for the uninitated and/or forgetful:

- The event itself is being held in the Heron Point building next to the Fairfield Inn. (Long-time retro event-goers in the Chicagoland area will recognize this facility, it was used by SWRAP in the past and is also used for a summertime classic console event.) Meeting rooms A&B are ours. Doors will open at 8 AM. Meeting rooms A&B are at basement level, below what Heron Point fans know affectionately as the "level of discharge."

- In an important change from past years, and in order to avoid the occasional harangue over after-party activities, we are renting the Heron Point meeting rooms from 8 AM Saturday straight through to 1 AM Sunday. Doors may be closed and locked for a dinner break, but ECCC has secured the use of the room all evening.

- We are looking for one or more people to man a "Solder Jockey" table in 2007. There are a lot of interesting and--to people who know how to do them--comparatively quick and trivial hacks available for genuine C64 gear as well as modern offshoots such as the DTV/Hummer toys. However, not all modern C64 enthusiasts have the time, talent, or equipment to do these hacks. So we would like to encourage those who have mastered these hacks to offer their services at the next expo, at a reasonable cost. If you are interested in taking part as a solder jockey, please contact us.

- Come to the show, bring your stuff, walk in. Dealer tables are free. User tables are free. Admission is free. Such a deal. Please note that if space becomes cramped, the Party Council will give priority to those conducting public demos and/or commerce.

- A small number of rooms has been reserved for attendees Friday and Saturday nights at $79 plus whatever hotel taxes various municipal bodies have sneakily applied to soak out-of-town guests. Keep mentioning things like "Fall Commodore Expo" or "ECCC" or "Compton" or something until you get the price you want. Or feel free to exercise your own bargaining abilities. We won't stop you.

- See you there.

(*) - Note: may not actually be a plan or last five years.

If you have additional questions you can e-mail the organizer, although what you see is pretty much what you get. We welcome you to e-mail and confirm your attendance, though!

The 4C-er, Aug-Sept 2007 Issue
Cincinnati Commodore Computer Club

Current Officers

President	David Witmer	513-868-1344
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Secretary	Mark Gladson	
Treasurer/Publicity	Roger Hoyer	513-248-0025
Membership	Don Parrish	513-281-3079
Liibrarian	Edward Gase	513-829-0942

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