

The 4C-er, 2008 Late Summer/Early Fall
A publication of the Cincinnati Commodore Computer Club

Official Commodore Users Group #292



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- RESTORE key is handled differently now, fixing an NMI bug because the NMI was asserted too long before.

Unix changes

- Broken DGA1/DGA2 code removed
- XRandR fullscreen implemented for all (but CRTVC/VDC) videochips.
- XRandR/Fullscreen can now toggle the Statusbar/Menu
- Fixed unix mouse for single sized display.
- Fixed mouse grab and xaw menu popup.
- After a CPU jam user can select to resume emulation without reset.

MS-Windows changes

- Fixed the reverse logic of the -confirmexit/+confirmexit and -singlecpu/+singlecpu command-line options.
- Added the ability to copy and paste text from and to the VICE window.
- Added the ability to paste text into the VICE window by right-clicking on the VICE window.
- Keyboard shortcuts are definable in the configuration file win_shortcuts.vsc
- After a CPU jam user can select to resume emulation without reset.
- Fixed volume slider behaviour when switching fullscreen mode.
- Key repeat is eliminated OS-wise. This way, the RESTORE key is not used with autorepeat.

**** Miscellaneous changes**

- Added support for more 3rd party basic extenders to petcat.
- Extended BMP saving to support 24bit.
- Fixed the joystick code of all emulators to handle state changes on both joysticks at the same time.
- New monitor commands and features.
- New memmap feature which allows tracking of memory accesses, activated by the configure option --enable-memmap.
- Fixed bug in ffmpeg/FFV1 driver. Should be really lossless now.

The VICE 2.0 source archive is available at:

<http://www.zimmers.net/anonftp/pub/cbm/crossplatform/emulators/VICE>

The Solaris ports can be found at: <http://www.viceteam.org/solaris.html>

The SCO openserfer and unixware ports can be found at: <http://www.viceteam.org/sco.html>

The HPUX ports can be found at: <http://www.viceteam.org/hpux.html>

For more information check out the VICE home page at: <http://www.viceteam.org/>

Announcing: 64JPX - JoyPad eXpander

I've been quietly working on a small interface to adapt joypads and enhance their functionality for Commodore and Atari users. Currently support is for Sega Genesis/Megadrive and PC analog controllers, and am finalising support for SNES joypads.

For details visit <http://www.64hdd.com/64jpx>

VICE 2.0 has been released.

VICE is the Versatile Commodore Emulator, it emulates the Commodore C64, C128, VIC20, PET , PLUS4 and the CBM-II, and it runs on Win32, Unix, DOS, RiscOS, OS/2, BeOS, QNX, SkyOS, AmigaOS and GP2X systems.

VICE is *free* software released under the GNU General Public License, and as such it comes with full source code. Most important changes since the last version include:

*** Changes in VICE 2.0 :**

General:

- VICE development has moved to public services: <http://sf.net/projects/vice-emu>
- New Openserver 5.x, Openserver 6.x and Unixware ports.
- New AROS64 port.
- New QNX 4.x port.
- New HPUX (HPPA and IA64) ports.
- New SkyOS port.
- New Atari Mint port.
- New Solaris Express aka OpenSolaris aka Solaris 11 port.

C64/C128 changes

- Improved \$01 behaviour with regards to unused bit fall-off.
- New experimental NEOS and Amiga mouse support.
- Added a working RTC to the emulation of the IDE64 cartridge.
- New more precise PAL emulation, works only with double size and double scan.
- Added support for the Action Replay 4 and StarDos cartridges.
- Improved REU compatibility
- Fixed CPU timing bug introduced in 1.22 (demo "Borderless").
- Fixed bugs in the CIA emulation (demo "So-phisticated", W. Lorenz testsuite).
- Fixed various bugs in VIC-II emulation: Sprite x-positioning, Latch X/Y, video mode changes, DEN bit handling, raster IRQ, NTSC sprites and sprites in full/debugging border mode (list of fixed demos/games too long to mention here).

No doubt some consumers will be drawn to the Commodore UMMD 8010/F for its nostalgic appeal. The Commodore name is indelibly linked to iconic computers of the '80s such as the C64 and the Amiga. But times change, and old companies often fade away--several years back, Dutch company Yeahronimo Media Ventures bought the rights to the Commodore name, with the express goal of selling gadgets and trading on "not only the brand name but also the heritage of Commodore."

MossyCon5 start up

Posted by: "Lord Ronin from Q-Link" lordronin@videocam.net.au lordroninfromqlink

Date: Thu Aug 14, 2008 7:09 pm ((PDT))

Hoi gang:

OK for the record we have a date set for MossyCon5. April 5th 2009ce is the slated day that fits people at this time. Place is not yet determined. Though the idea of returning to the pizza palour is top of the list. Some one needs to contact them for the OK. Now then that out of the way. Steve Jones issued me a challenge and I have expaned upon it a bit. Make a game is Adventure Construction Set <ACS> that will be presented at MossyCon5. That was the original idea. However taking that several steps further along. We have added Dungeon Creator from Laod Star as another construction tool. Recently I added the idea of F2F {Face to Face} RPG {Role Playing Game} adventures as well. These latter need to be in Geos. As the end result will be on the MossyCon5 CD <well i expect to be able to burn CDs again by that time.> Passed out to all that desire them at the Con. There will be some sort of prizes present. Besides the fact that your work is played. The Geos adventures I can help you with in email. Ther is no restriction on game theme or time limit for play or for maturity of player. Geos files will be made into post print files and then into .pdf for the CD. So those that aren't using a real C= can also see and enjoy our work.

This is open to all members of the ACUG, the mail list, the IRC and to members of our newsletter exchanges. Open also even if you are unable to make the event. Sure nit is an old idea. But for us it is new. Please contact me for further info, and I'll reply as wella s talk your ear off.
{BG}

BCNU

Lord RONin from Q-Link

Commodore 64 .prg Generator for Windows

A handy Commodore BASIC programming utility for Windows; it allows you to type a BASIC program in using a nice Windows environment and also got the following features:

- Program import (.prg, .T64 or .D64),
- Sprite editor,
- Character editor,
- Binary file import/export,
- Code snippets (often-used routines which can be pasted into code),
- A Screen Code Builder, for using those pesky print control characters,
- Code formatting and renumbering,
- Comprehensive help, including tutorials,
- Plus many others.

<http://www.ajordison.co.uk/index.html>

New Commercial game for the C64

Sub Hunter pre-orders are now being over at Psytronik Software for £3.99.

The quality of the inlays are proper commercial quality just like the old Codemaster/Mastertronic days and the game will feature a loader in the style of the 90's Ocean Loader complete with loading screen and Drax music. So if you would like to own a copy of the game in a physical form, then here's your chance.Details at:

http://www.binaryzone.org/retrostore/index.php?main_page=product_info&cPath=82&products_id=430e

- FIX: To fix an array over-flow error in the re-implemented collision-detection routine, which meant that collisions at the right-hand side of the emulated screen were not being detected properly.
- FIX: To re-implement the DirectX drawing routines, using off-screen graphical buffering, due to some graphics drivers being poorly-implemented, causing low frame rates to be observed.
- FIX: Corrected the C64 character display of the D64 image file title.
- FIX: Corrected some minor T64 image filename display issues.
- ADD: Experimental automatic detection of joystick ports in use. (So the user can use the cursor keys for Joysticks in Port 1 and/or Port 2 and still use the cursor keys normally in BASIC. Joystick inputs are only triggered when the C64 program actively checks for it. Works OK for most games.)
- ADD: To make the Graphics Filter option "Scale" work with higher screen resolutions.

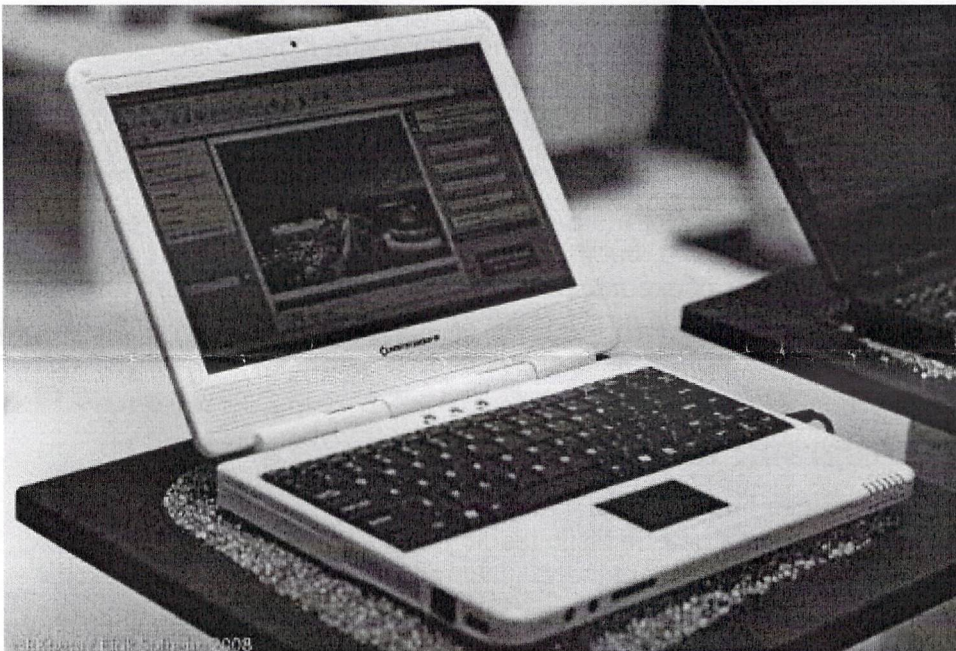
New Version of Exomizer

Exomizer is a cross cruncher that targets 6502 based 8-bit computers, in particular the 8-bit home computers from Commodore. Some of the changes since the 2.0 beta 6 release:

- Fixed a bug in the 6502 forward decruncher regarding literal sequences longer than 255 bytes.
- Added z80 decruncher source code contributed by Metalbrain.
- Added experimental desfx sub-command to decrunch a sfx-generated file.
- Fix broken ROM/RAM banking NMI handling for the Atari target of the sfx sub-command.
- Improved the Oric 1 target of the sfx sub-command.

A complete changelog is included in the zip file. For more info and download see the exomizer web site at <http://hem.bredband.net/magli143/exo/>.

New Commodore Notebook

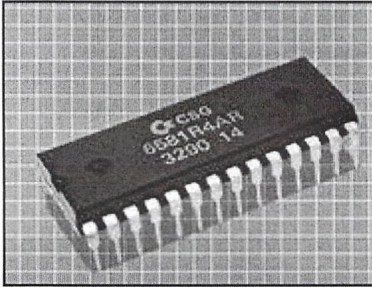


Gadget watchers on the tubes are atwitter with news that the Commodore name is having a decidedly 2008 moment in connection with the nascent but red-hot Netbook market. The Commodore UMMD 8010/F, announced at the IFA consumer show in Berlin, will sport a 1.6GHz Via C7-M processor and will have an 80GB hard drive, 1GB of RAM, 802.11b/g Wi-Fi, and optional Bluetooth. The machine will have 10-inch display and a 1.3-megapixel camera. Prices are expected to start at \$610. The Netbook joins the fast-growing new category of small, cheap laptops exemplified by Asus' Eee PC. With low-power processors, and tiny screens and keyboards, most Netbooks available today aren't good for much more than surfing the Web, checking e-mail, working on office documents, and maybe a little minor multimedia fun--though those tasks do comprise a bulk of what most people do on their laptops.

Off of that soap box for now. Major point of this report is that the C= did this complicated character generator and would even print it out in a useable game related format. Pity it doesn't save the character to disk. Yet it did all of this 20 years ago, and guys today can't seem to make it happen on the newer systems. Blessed be the C=.

A quick break from the Olympics: is that SID?

by Guy J Kewney



Chuck Peddle, designer of the Commodore PET and its 6502 processor, still owes me a curry after an incautious bet. But I gather that the wizard chip maker has an Olympic credit to his name, this year.

"That," said a friend after the BBC Olympic credits rolled, "is the unmistakable sound of SID warbling."

SID isn't a singer: it's the SID6581 - a synth chip, which was made famous when Commodore put it into the Commodore 64 home computer. A million hackers immediately started pulling it apart, and it became a cult item, with, say fans, a

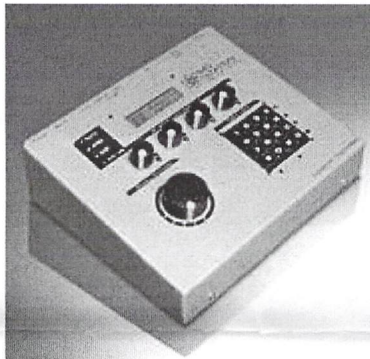
distinctive sound.

Here's the expert summary:

The SID6581 is a very cool little soundchip, built like no other. Its original techniques have resulted in a very special sound with unique realtime control possibilities.

Housed in a 28-pin DIP-capsule it is a mixture of digital and analogue technology with phase accumulated oscillators and analogue multimode NMOS filter. It has inherited the character and individuality from the analogue world, sometimes appearing to have a life of its own.

SID6581 was a part of the Commodore 64 - the computer with the most active hacker community ever. This meant that thousand of hackers and musicians explored every little corner of the chip, trying to beat each other in doing the most advanced and interesting sounds. Over time hackers came up with many original ideas on how to squeeze even cooler sounds out of the chip.



What this means for the SidStation is that not only the SID chip is original in sound, but the way it is programmed is based on over 10 years of experience from the C64 hacker community. No other synth chip has had this chance.

New Koalapaint Adjustment Program: Koala Surgeon

Koala Surgeon is a Win32 program to edit multicolor images in Koala format. Contrary to painting progs, screen-/color-ram and bitmap can be edited directly in a deterministic fashion. This tool functions like the color arrangers of old, quite a useful tool for you cross-developers out there.

Koala Surgeon (c) 2008 kerm1t2

release: 2008-08-30

latest change: 2008-08-30

download here <http://noname.c64.org/csdb/release/?id=70543>

CCS64 V3.6 Released

The populare Commodore 64 emulator CCS64 V3.6 (Windows/PC) has been released and can be downloaded from <http://www.computerbrains.com/ccs64/>. The following bug-fixes/enhancements have been made:

Back though to the programme. There is the part about how many languages you speak and your level of ability. This is one of the last steps. In the book there is that dice roll for your native language. A chart lists how many you can speak based on your knowledge score. Got a 100 knowledge score and you can speak 6. Counting your native. Character sheet IIRC has only 4 total slots for language. Your roll for your native getting a big plus to the number. All the others that you can speak may not exceed your native language score. Well now the programme does this as well. Though it is a bit funny at times. You see it will take your nationality that you put in and use that as your native language. So if you put in "USA". Then your native language isn't American English, it is USA.

Yeah man there is a lot of data that is being manipulated in the programme. And now we aren't finished yet! In the dice game. The player will finally transfer from his work sheet to the PC sheet all of the information from his rolling and selections. Having the character ready to use. The C=64 almost does the same. As this programme will let you see several screens of the information. Then ask you if you want to keep it or not. If not you start over again. If you do it asks if you want a print out. OK it prints out on a standard sheet in the printer the PC sheet. Every thing is in the proper places and it can be used right away. I can attest to that one. I used this programme several years ago to create a collection of pre generated characters. These I used at one of the Sci-Fi game cons called OryCon, when I ran the game section. Running a two day adventure. Players that signed up for the game, well I had them roll dice. A sort of entry to the game thing, but they rolled a number and I had the character created numbers. So they would be playing a purley random character. I can still remember the guys face, when he rolled up the girls character that was basically a cover girl model as her job cover. Big man near 300# and 6'7". He was actually pleased as he told me later, they always give him the big strong fighter characters. He never gets a chance to actually play the role of the character.

This programme is about 20 years old as I write these lines. Game itself is 30 years old. I still play, and it is my fave one out of around 45 R.P.Gs in my collection. Others play it as well. Know that as I am on a mail list for this game. Hey it also helps the game store to be on these lists.

What I would like to do is either modify this tool. Or make a completely new one. Fixing the faults that I see in it as player, Admin and a C= user. Though there are just a little more than a handfull of material past the main game book. These coming from some of the published adventures. Where a new stat was added, and some new skills added. The Top Secret Companion, offers more in character creation. Again this is all dice roll, and modifiers to the number coming of of existing charts. Sadly I am not skilled in programming. Hey I would like to make a complete set of the things in the game book. As there is stuff for the Admin to create a mission design, and my fave part, mission complications. Again dice rolls with modifiers.

Why make such a thing, and why ask for help in doing it? Well besides my own personal bias for the C= and to R.P.G.s. Besides this being an excersise in a type of programming design, and just plain informative fun and skill raising. There are players of this game. OK not as many as 15 years ago. They are out there and I can admit that I have seen illegal .pdf files being passed along to people that want the game and as it has been out of print for 21 years. That is the only way they can get it, yeah T&R doesn't get the idea that older games still have value. In fact they haven't made this one available in pdf download for pay as they have some AD&D stuff. OK some people on the heretic have tried to programme just this sort of char gen. They have failed because of the difficulties in programming the heretic. I mean they have more skill than I of course. But also some form of incompatibility in programmes and operating systems. Her I am just quoting some of the words I read on the lists.

So if we can make this one, as a C= programme. They could use VICE to operate the programme in some form. I don't know about printing it out, that is past my understanding. Yet this would fit as a new game tol and done by Commodore people. Sort of lets them know that we are still around and active.

Ah I can tell that some readers are starting to see where this is going. Yeah it is possible to programme the C=64 to make a Player Character tool for this game. Jargon term is a char gen. There have been and still are many char gen tools for games on the C=. I was collecting them in the last days of Q-Link. Yuppers that is where I found the one and only existing tool there for Top Secret. Handle of the guy is/was "sargon". Or so it says when you try to list the bugger. That smeg head blitzed the programme. Had a guy break the blitz part. Not that I understand the lines of Basic code that I see on the screen. But lets go into the depth of this specific programme for the game. As I think it will show a bit more of the power and uses of the C=, in a new aspect of the C= world. As it was it the late 80s and as it is for some today.

Trying to keep the game talk to a low. I stated that the character is rolled up with the 2D10s. That is sort of right. But what is rolled up at the start? Height, weight, glasses and if needed can contacts be used and what percentage of a dexterity score is lost if not wearing the glasses. These things are all on matrix charts in the game book. Easy to make in a programme, or so I would think. Next is making the "primary" stats. These are rolled on the 2D10s. Would seem to be a simple random number generator for this part. Now though there is the modifiers. A certain spectrum between 01 and 00 will get a plus amount to be added to the dice roll. Somem sort of variable thing I guess can be made and then the stat becomes permanent? Secondary, and tertiary stats are calculated from the exisiting primary stats. I think I can follow the basics of how that math can be done in a programme. Anyway all told we are pusing close to 15 stats at this point. No we are not finished either. But before I move to the next parts. Ah yeah man, this programme does all of the above stuff. Also allows you to select sex of character <sorry yes please isn't the right answer>, handedness, name, and national origin.

Now to the more complicated part of the creation. In most games this is called skills. Not here, here it is called "Areas Of Knowledge" or AoKs. There are quite a few of them. To be honest they are explained in detail in the original game book. But in the companion book that came out a few years later. Well the way it works is that your primary stat of Knowledge is used for the number of "Superiour" AoKs that you have. By this I mean that if you have a score of 80. That is divided by 10 and you have 8 Superiour AoKs. For the record you in this example have 1/2 of your knowledge score in all the others, so that would be 40 in the rest.

Chart in the book lets you roll the 2D10 for these Superiour areas. I have what are called house rules on this part. Making it more fair to the players. Then there is a chart to roll the dice for the level that each one of these will have, in a percentage format. I also have some house rules on this to let the player make the character a bit more to his liking, and not as random. After all of that the player selects his department. Assassination, Investigation and Confiscation are listed. There is also something called Fame points and another called Fortune points. Fame starts at 1, reall easy to programme that one {EG}. Fortune points are a secret roll of the Admin <guy running the game and telling the story> Plaayer isn't supposed to know that number. But it is on the PC sheet, and I tell them in my game.

Yes the C= programme does all of the above for you. Be nice if there was a doc file that still existed at Q-Link when I grabbed things. You see the author of the prg did a thing I hadn't seen before and took a long time using this prg to find it out by accident. Pressing the cursor key moves the selectable options. As in selecting the Superiour AOKs. which this prg allows. Pressing the L/R cursor will cycle through the AoKs on a little prompt line. Looks real nice, but is a PITA. First not knowing it is there, and second, and how it was done I don't know. The bugger is mega sensitive. You try to cycle to the ones that you want, so you can have some special side benefits. Zip it goes through all of them. Plus to that part. Press the return to select that AoK and it will most of the time select it, and all the others in a random pattern. Like to have that changed. Oh I have tested it on a 128 in 64 mode. Run it on a 1541, 1571, 1581 and FD. Using Jiffy Dos and on a non Jiffy Dos system. Same problem no matter the system. one guy told me it is a thing with blitz. I don't know if that is true or not.

the hardware inventory list of items for sale until those items can be tested and cataloged. Bear with us as this will take time. However, for those members in our club who need a piece of equipment, as always you folks will get first crack at those pieces of equipment. Ask Dave if he can look for a machine for you, if you have a general need. That will give him a heads up, so he can start the process of finding one for you.

Don't forget at the end of September is ECCC expo in Lombard Illinois. Roger and I will be taking the club's inventory, minus the hardware. I'll see you at this month's meeting at the retirement community on Sunday September 21st. Through the rest of the year we will be meeting at the Retirement Community.

Keep on Commodoring!!

David Witmer Cincinnati Commodore Computer Club President

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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, 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.

Beginning this month, we will be featuring a series of guest articles, written by Lord Ronin from Q-Link, of the ACUG on the west coast. I hope you will enjoy reading them as much as I have.

Guest Article: "Top Secret Commodore"

By Lord Ronin from Q-Link

If you are thinking that this is some special report on how the patriot act is against anything but windrones. Or some secretive account of a C= used in an espionage setting. Sorry wrong article for that one. I'm sneaking in something on Role Playing Games into this missive. Ah, but don't fret. Tied into some C= background and the C= 64 as well.

Top Secret is the name of an Espionage Role Playing Game. TSR <known now to many as T\$R> released it around 1978ce. Has the distinction of being the first current time R.P.G. As it is easy to tell that fact from the lack of anything definitive regarding computers, outside the existing realms of the media thought at that time. You know tapes and cards and there aren't different languages.

So how then does this tie to the sacred and holy C=? Hang in there I'll get to that in just a bit. First I need to set some things up for you to understand what the C= does for the game. Programmers may get a good idea on what happens. I hope so I want to pick their minds to make a better programme. But I am getting a head of myself. This isn't the place to talk about the history or even how R.P.Gs came into being. Let alone how they are played. A few facts must be taken for an understanding. Most games use different sided dice for the random aspects of the game. In Top Secret these are a pair of 10 sided dice. Jargon for this is 2D10. Players must make a PC, or Player character. In this game it is roll the dice, add some modifiers. After the first set of statistics are created. Then the rest of the statistics <stats> are calculated. After that there is the dice rolls on a chart for skills for the character.

Cincinnati Commodore Computer Club August/September 2008 President's Page

Howdy Fellow Commodore Users!

I think I missed an article on July, didn't I? I guess the editor had enough to fill the newsletter and let me off the hook!

I made it back from my Florida vacation in July without problems. I did manage to get some scuba diving, though not enough in the time I allotted. I enjoyed my very first Airboat ride thru the swamp at the Miccosukee Resort and Gaming Casino <http://www.miccosukee.com/> While there, I managed to see one of my favorite bands, Joan Jett and the Blackhearts. Normally, I catch that band whenever they come to Cincinnati, or close to us, and since they were playing less than an hour from where I was staying in Key Largo, I took the day off from Scuba diving to enjoy my favorite band. I came back from Florida with the expected tan, so if I look darker next time you see me, now you know why.

I've finished making the updates to our CCCC website promoting our 2008 expo. To find the information, go to the bottom right corner where you will see the links to the previous expos. They are arranged by date. So far, only two sets of photos are there. If anyone knows of others, please let me know so I can add them to the list, so others can check them out. Also, if you know of any reviews of our expo on the web other than the slashdot series of articles, I would be interested in hearing about those as well.

If folks ask if we are going to throw another expo for 2009, the answer is yes. So, we would like to hear some feedback regarding this year's expo. Did you like it later in June? Would you like it to have been earlier? Earlier in June, or perhaps even May? What did you like or dislike at this year's expo? These answers plus any additional comments you send us, will help us to decide on 2009's expo date. Last year we were getting ready to sign the contract in October for our 2008 expo, so if you look at the calendar on the wall, October is only a couple months away from August!

You probably received an e-mail from Roger Hoyer a few weeks back indicating we are looking at dates for the 2009 C=4 expo. The response to the e-mail seems quiet. I 'd like to use this opportunity to give that discussion a little kick. For those who didn ' t receive the e-mail, this is how it read:

Hi all,

At the meeting last Sunday we discussed when to have next year's Expo. All weekends in May and June are available at the Drawbridge Inn. Those present decided we don't want to have it Mother's Day or Father's Day weekends for obvious reasons. We leaned toward Memorial Day weekend because of the success the Lucky group had with theirs on that weekend. Please "reply all" with your thoughts so we can discuss this further at September's meeting and make a decision.

Thanks,

Roger -=||:)

We have tried a date of June 28-29th this year, last year we tried a date in May 5-6th 2007, and the year before that June 3-4th 2006. Since there has been no contrary reason to not have our expo during the Memorial Day weekend, it looks like that will be the weekend. PLEASE, let us know if you believe a better date should be picked. After all, this is YOUR expo, being supported by YOUR club. Keep in mind, the longer we wait to get the room set up, the better the chances are that some other organization will occupy the space, forcing us to make a decision on another week.

I ' d like to thank those that helped out at the Winkle farm to gather all the equipment for our club. We had wonderful temperatures that weekend, which made the job a little bit easier to muster during the afternoon. We have a large collection of hardware added to our inventory due to this donation from Jan. Thanks Jan! Because we found our equipment to be subjected to a high failure rate at this year ' s expo, we decided to pull