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commodore scene ed talk

Jeez, what a superb start to 2004 ! I don't really know where to begin so lets take things as they pop into my head.

CS2004 : I would like to thank everybody who has re-subscribed for this year. I would also like to thank those new subscribers for this year - something I wasn't expecting to be honest. I had three new subscribers in two days, thats not bad going in this day and age ☺

I knew there would be lots of stuff to cram into the begining of 2004 so I took Shaun's advice and did two issues together. I have also revamped CS for 2004, those of you who get the disks will now have special sleeves for your disks so you can keep them safe and clean inside the binder. If you wish to purchase some sleeves for last years binder then they are available for £1.50 each, that includes postage worldwide. I have to limit the amount of 5.25" sleeves to 3x per CS2003 sub-scriber as I only have a very limited supply.

Maurice Randall / CSIS orders : I have spoken to Maurice and my back orders are underway.

CSIS : Next issue will see the return of an improved CSIS catalogue - in full colour. Not only that, there will also be more indepth information on many items along with some new stuff. The biggest news is that some prices have now dropped, most noticeably is the cost of GEOS v2.0.

GEOS v2.0 : Unbeleavable but true - GEOS v2.0 is now **FREE** of charge, providing you can download it yourself. See the **geoTELEGRAPH** section for more details and a tutorial. For those who still wish to buy it complete with a manual, then the price has dropped, details will be in the new CSIS catalogue. Unfortunately due to the phenomenal amount of people wanting it for free, the web site had to be closed because of the amount of traffic. A friend of mine summed it up very nicely for me when he said ~ "Seems to be a lot of people who all want things for nothing." ~ How true is that !! All these years of banging my head against a brick wall - now I don't have to. For the present though, GEOS v2.0 will not be available on a coverdisk due to copyright reasons, which is fair enough. A tutorial starts in this issue.

C=VGA : Again, I must humbly thank all those of you who pre-ordered your copy of the C=VGA. The reason we had to accept pre-orders was so that we could send Neil some cash so he could concentrate on getting the work done. As I write this section I am still awaiting news but I hope to have details very soon.

CSDOOM64 : As yet nobody has taken up the challenge to produce this game. The cash is still there and it will be increased throughout the year to encourage someone to take the plunge. There has been lots of talk and speculation about how it could be done but as yet, nobody wants the money !

Retro Gamer : Usually I would have just put a mention in the Data Blast section about this magazine. However, the response to RG has been huge, so much so that RG is not going to be a quarterly magazine (as originally stated) but a bi-monthly publication. The page count has also been increased and issue 2 has a huge article on Commo-dore written by Shaun Bebbington. I also feel that this is a golden oportunity to get something worth-while. If you pop along to page 5 you can read about the current promotion that Retro Gamer has for new subscribers - and it's great, I have one !

Loadstar : Sad news, it appears that the diskzine Loadstar is to cease production soon. Details are in the Data Blast section.

C= Modding : The term 'modding' is used to describe alterations or enhancments to a computer. Recently however, I have been seeing the destruc-tion of one computer to form a hybrid of another, is this still modding ? I don't know. Anyway, on page 10 is the first part of a project that sees the old breadbox style case converted into something quite special. Take a peek and see what you think. Personaly I don't have a problem with this type of project as spare C64 cases are plentifull, but hacking apart an SX-64 is another story altogether (see the letters on page 6 to see what I mean).

Well, I appear to have run out of room for this issue. I'll quickly hop accross to CS2004/46 page 34 and continue there with more break-ing news and views from the CS editors desk ....

TERMINUS

At the moment the subrcribers list for Commodore Scene stands at :

33

DATA : GEOS is now available for the Commodore PLUS4. **GEOS 3.5** is produced by cbm264.com with permission from Maurice Randall. Pop along

to **http://www.cbm264.com/ geos/geosplus4.html** to download a copy.

DATA : **WCOPY+** is now available from **Click Here Software**. It will be supplied on the "**CMD Utilities**" disk for **$24.95** (direct) or **£15** from the **CSIS**. Anyone who has bought CMD Utilities since Maurice Randall took it over from CMD will get a free upgrade. The disk will also be supplied with printed documentation instead of text files on disk like it has in the past. A cut down version called **WCOPY** will be supplied on the next coverdsisk.

DATA : Sad news... After a historic run of 20 years, **Loadstar**, the Commodore disk magazine, will cease publication after the **240th issue** sometime next year. At the December 30 Micropalooza C= Party, **Dave Moorman,** editor of LS, had hinted to me that he was looking at continuing the disk magazine for one more year and then consider his options after that. We didn't expect it was to be the end of Loadstar !

DATA : **Retro Gamer** magazine has hit the commercial shelves of the UK to a huge welcoming fan base ! The

first issue completely sold out very quickly, if you have a copy then hold onto it tightly. By the time you read this issue two will be on the shelves.

DATA : **GEOS v2.0** is now free, see the **geoTELEGRAPH** section for a tutuorial.

DATA : The next **JagFest** will be taking place in June 2004 in Kent. There will be an advert in the next issue. Myself and Shaun have been asked to attend and we will be there supporting the Commodore.

DATA : For those of you who are struggling to connect your **Retro Replay** cartridge & **RRnet** adaptor to the internet, pop along to **http:// people.freenet.de/ LittleDreamLand/etha.html** to download **http load**. This is a new ROM program that may be of help.

DATA : A new groupod called **Funk Scientist** have sprung up to help promote demos and various Commodore related materials. Pop along to **http://www.funkscientist.com/** for more details.

DATA : There is an update to the **Postscript Printing** (PP3) program from Maurice Randall. Several enhancements have been made and we will see a mini feature in the **geoTELEGRAPH** section soon.

DATA : LOADSTAR, in an effort to positively impact the interface between the C-64 world and the PC, is looking for several exceptional programs. WANTED:REWARD:$100 A plug-in for Internet Explorer/ Netscape/Opera that will allow Commodore graphics (bitmap screens) to be displayed on Web Pages. The file type we are looking to support is the .SHP or LOADSTAR type as supported by GoDot. The .SHP files compress the graphics from 9 or 10 K (40 disk blocks) to as small as 20 disk blocks (5 K). They also can contain high res (320x200) or multi-color (160x200) format. For specifications and the object code of our ML Unpacker89 program (which displays the graphic screens on the C-64). Now for the good part: LOADSTAR will pay $100 for the tightest, most robust program received by July 1, 2004. It is time

that the unique graphics of the VIC II find a place on the web without conversion to over-sized (by our standards) GIFs or JPGs. This offer is to the entire Commodore Community!

DATA : A new project has emerged - **IEC-ATA** - that will allow you to

access an IDE hard device via the Commodore's normal disk drive serial port. Go to **http://www.djupdal.org/ cbm/iecata/** to read about it. CS will cover this in a future issue.

DATA : **Novaterm 10** (release version 2) is now available for download at **http:// www.ros.com.au/~errol/64.html**.

DATA : We have organized a **retro game and computer party** on **June 19** at the Trefpunt, Kerkweg 21, Maarssen, Holland. We have already invited the Computer Museum, Classicgaming.nl, Retrogames.nl, SNES web, De CVML, the Bonami Computer Museum, de Spellenmarkt, HCC Games, HCC MSX, HCC Sinclair, HCC Basic, HCC P2000, HCC 6500, etc. We will try to get all fans and active groups together. **http:// commodore-gg.hobby.nl/**

DATA : Thanks to the graciousness of **Jason Peterson**, the **SWRAP Chicago Commodore Expo 2003** and **Vintage Computer Festival 6.0** photos that I snapped are now at his website. Go to **http:// thisoldcomputer.com/cbm/ index.html**. These are the same photos that were formerly based at Earl Williams' **http://www.earlydesigns.com** site. Or to see all the other links to photos of the SWRAP Expo, go to **http://swrapexpo.org**

DATA : There is a hoax Commodore project at **http:// valiant.homeip.net/commodore/ index.html**. Although it does look quite good you have to ask the question - Why bother ?

DATA : **GoDot** has received more updates **http://www.godot64.de/**

Compiled by Allan Bairstow and Richard Bayliss

Well, have you had a great 2003 with the past few Commodore Scene cover disks? Did you like the stuff that CS gave away in 2003? Well, in 2004 there have been a whole lot of changes. This means that from this issue, onwards, not only will I be compiling the Commodore Scene cover disk, but Allan Bairstow has stepped in to also compile the cover disk. This will mean that CS2004 will have a new-look cover disk. One side of the disk will be compiled by myself, and another side of the same disk will be compiled by Allan Bairstow. Therefore this issue I have dug out some goodies, such as games, demos, PD stuff, etc. While Allan fills up the other side of the cover disk with some other bits and bobs. Mainly large programs, and GEOS files. We will just have to wait and see.

Here's a plea for you all. Have you written anything in the past (old & new) and you want to see your stuff added to the CS cover disk? Please email .D64 images to myself at tnd64@ukonline.co.uk, or please post your disks to Allan Bairstow to convert and email to me. Ensure it is freeware.

Sorry, there is no proper CS disk menu, this issue, due to the amount of disk space filled. However, I have managed to squeeze in a BASIC programmed CS menu (Which I done) for you to load each file from. It should be compatible with any device no's and Action Replay Fast Load or any other cartridge. So now, enjoy the cover disk.

Retro Wars 2
By Wayne Womersley

On CS 43 cover disk we added 'Retro Wars'. I received 'Retro Wars' from Andrew Fisher to add to this issue's cover disk (Thanks Andrew). This game is a sequel to the original.

Using a joystick plugged into either joystick port, guide your joystick through a weird world of Retro-Gaming, zapping all those enemies that approach you.

For Speed We Need
by Richard Bayliss

This is a top-down racing dodge 'em game for one player only. You're speeding along a straight road, and your mission is to reach all eight levels in difficulty. You have a certain amount of time, before your car speeds up. Now whatever you do, don't crash into the cars which are moving up the screen. If you do, then the game is over.

Unfortunately this game never got finished. Well, the main game did get finished, but being that I wanted to release this game for Christmas 2003, I decided to leave out the title screen and title music. Maybe on F.S.W.N II there might be some :o)

### Sharkz II - They Bite Back (80% Version)
By Richard Bayliss

This is the sequel to the original 'Sharkz' (Download from http://www.redesign.sk/tnd64/download_games.html). This is a game for two players only, where you have to move you shark around underwater, scoffing fish and divers. You have 1 minute, in which to eat as many divers and fish to boost your score. When the time runs out, the player with the highest score is the winner.

A 100% version of this game is planned later on this year, which should feature some game options (setting the amount of time) and also some power ups, to increase the fun-factor. You'll just have to wait and see. :o)

Deep Void
By Willow
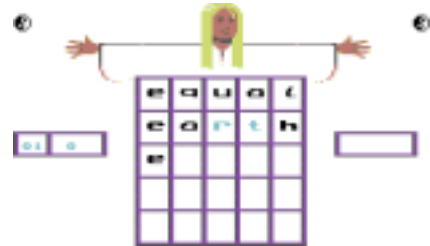
Do you remember 5x5? Well this game is similar. The idea of this game is to guess what 5-lettered word the computer is thinking of. If you guess wrong after a few tries, you'll lose a life. Once all lives are lost the game is over. Nice PD game.

Hockey Mania Preview
By Protovision

Protovision has kindly allowed Commodore Scene to distribute this playable preview of their new Commercial game, specially made for the 4-game adapter. The idea of this game is to shoot your puck into to the goal, where your opponent's goal keeper is. Else you score an own goal. Once the round is over the C64 will reset.

Info-Linker V1.1+
By TAT & Onslaught

This is an improved version of Case/ TAT's 'Info-Linker' utility. You can load music which exceeds $2000 in this version. When you are typing in your messages, use Control and 1-4 for the char colours.

Speed
by Coma
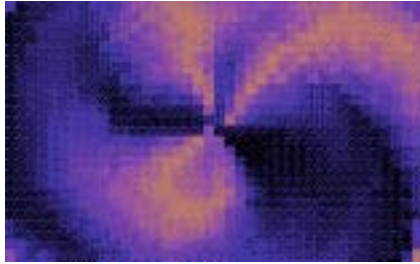
This is a nice demo, with some nice effects. Written way back in 1996, Coma has produced some nice demos, and this is a fine example of a single-file dentro. Load up and enjoy.

Matrix Music Collection
by Zone 45

A music selector for you to listen to. Full instructions are in the demo itself.

Projections
by ????

This is a great demo, which concentrates mainly on texture mapping colour-cycling routines. Great demo for 2003 :o)

Now for Allan's bit :o)

For side two of this issues disk please refer to page 5 of the geoTelegraph section for full details - ED

commodore scene letters & e-mails

After a brief lapse, the Letters & e-mails pages are now back. There have been lots of people with things to say so here we go ....

Hi Allan,

I just bought a SX64 and want to do the conversion Neil did.

Philip Bach

Hi Philip,

Another SX64 conversion ? Let me get this right, you want to rip out the heart of a very rare and classic 8-bit computer and replace it with a modern PC ? I don't think I could bear to witness that twice in my lifetime.

Firstly, I would ask you to reconsider but if you do go ahead with the project then would you please consider selling the original C= internal components to me so I can keep them for spares.

You may be interested in another project that is currently underway - see page 10 onwards - an original c64 case with dvd, etc.

Keep in touch and let me know what you decide to do - ED

Hi Allan,

Thank you for responding right away.

I would like to subscribe to you magazine, the electronic version and also donate to your C=VGA project.

I'll go by the US Post Office tomorrow and pick up a money order for $100.00 and get it in the mail. The magazine I believe is $27 US, the remainder can be used to pay any bank charges and the rest for my donation.

If this is OK, let me know.

Dan...

Hi Dan,

I try to respond asap but it is not always possible. Sometimes I can respond pretty much immediately or sometimes it can take take days (if I am working, etc). In this case you caught me actually on-line so you got an very quick response time.

Another new subscriber, excellent.

The C=VGA project has had many, many people pre-ordering, for which I am eternally greatfull as it means Neil can concentrate on the C=VGA full time rather than having to find a proper job. Hopefully there will be some good news on the project very soon.

You send the money and I'll sort it out for you, thanks again - ED

Hiya,

Just one question to ask you, I'm currently tracking a C128 on e-bay. I spotted the c128 and the c128d, on your web site. I'm familiar with the 128d, as it looks a lot like my Amiga A1000 (kick 1.1). How much are you currently asking for the 128D, and does it have any real advantage over the 128. Would a SuperCPU fit inside, or hang out of the back like the c64 ?

Thank you for youre time,

cheers, Mark

Hi Mark,

I thought you said 'one' question ?

Okay, here goes, althought the c128 and c128d are listed on the website I don't actually have any spare ones for sale at the moment. The last c128d I sold went for about £120 but the price depends heavily on how much repair work I have to do and what condition it is in.

The adavntage of the D model is that you get the PSU built into it and it also has a 1571 drive built in too. The removeable keyboard makes it a nice little computer too.

The SuperCPU on ALL models still fits into the cartridge port and sticks out of the back - ED

Hi Allan,

I have finished reading CS2003 and thought it was up to your usual high standard.

I have found a Website that your readers might be interested in. **http://www.gamebase64.com**

It is a bit fiddly at first but persevere it is worth it. You may find when doing a search that nothing appears to happen but scroll down a bit and the results of the search will be shown beneath the search form.

There are lots of games including favourites such as Uridium. When you do an Advanced Search you can search by Genre and for example there are lots of Uridium style games to found.

Another good website is **The Demo Dungeon** at **http://www.demodungeon.com**

There are over 200 Demos to download and there is a top 10. When you enter you will see a list of Demo Groups on the left to download - the default is A. Click on B and you will see the Demo Groups beginning with B and so forth.

I hope the above is of help. Would it be possible (Copyright?) to put some of the stuff on the above sites on to the Commodore Scene Cover Disk?

Any news yet on my order for CMD stuff including FD2000 Disk Drive?

You said to notify what equipment that Readers had so here goes: Not had time to use but hope they work: 2x 1541 with Jiffy DOS, SX64 (Jiffy DOS on order), IDE64 Interface x2, A number of Desktop 64 Computers including a boxed Terminator Pack, Koala Pad, C2N Cassette Decks (old shape and later shape), Saitek MX-220 Megagrip 220 Joysticks x3 - Looking for a fourth.

Do you have the funds to advertise in Retro Gamer, Micro Mart? Perhaps I could help. Did you receive the cheque to pass on to the C=64 SVGA

Adaptor developer?

Ian Learmonth

Hi Ian,
Good to hear from you again. Thanks for the advice on the websites, I actually knew about both of those but as yet I have not been able to pass on the news to everybody else, now we have done !
Nice set up, most people would kill to own and SX64 machine, and 'two' IDE64's, you getting more like me everyday !
Now, lets see if I can answer some of those questions for you :
The only problem I forsee with putting demos on the disk is their inherent size, many are a full disk side, some accupy the entire disk ! It is also safe to say that pretty much all of the demos won't work at all on a 3.5" disk either. But, I'll keep an open mind and see what other people think - do you all want to see some demos on the coverdisk ?
The orders from Maurice are being sorted out right now, I will keep you informed as to when they will be making an appearance.
Advertising ? Well, in issue 2 of Retro Gamer, there is an advert for CS. This was only possible because they gave me a special rate but even that was quite high. The normal cost of a 1/4 page ad in RG is about £600 after vat, etc. I simply can't afford that, even with the kind offer of help you are giving (for which I thankyou for). Even the special rate (which is secret) which they gave me meant I had to raid my piggy bank and has depleted my meagre funds drastically. RG is a commercial magazine and CS is not, they make money, I don't. So, unfortunately, any advertising I do will have to be on the cheap and I can certainly think of better ways to spend £600+.
All money for the C=VGA project is now either in the 'kitty' or Neil is already using it to help get the C=VGA finished, and don't worry, your cash is in there too - thanks for your help - ED

Hi Allan,
I have recently acquired a 1541-II disk drive without the power cable.
Do you have or know where I could buy a cable?
If not do you know what the wiring for the DIN connectors are so that I can manufacture one?
Thanks

Rob Morgan

Hi Rob,
The 1541-II doesnt actually use a power cable, it uses a dedicated external power supply. Unfortunately these are now highly sort after units and I doubt you will find one easily. An alternative is the CS-SuperPSU which can power the unit but it quite costly. You can try

to make your own PSU if you wish (DIN pinouts supplied). I wish you well in your quest - ED

Cheers ears !
How many CBM users actually browse the web with their commodores?

Russ

Hi Russ,
Good question - who does access the internet with their Commodore ? Let me know and I'll put up a league table on the web site in 'true commodore only text' - ED

Hi Allan,
I use a fax to look for jobs and letters to places at a local freebie shop but if some one could make a c64 fax machine with accoumpying software... they would make alot of money...would have to convert the c64 signal into the pc language the newer fax machines use... should read a prg on file or maybe sell a scanner seperate to go with it...

Leslie Richardson

Hi Leslie,
The c64 already has fax capabalility ! geoFAX v2.0 has been around for many years now and can send & recieve faxes via a modem. If you have a fax machine already then you can directly connect it to your c64 use it to scan A4 images. Where have you been all these years while the c64 has been evolving ? - ED

Hi Allan,
Many thanks for the CS44, a little late but better late than never. Glad to see that the C=VGA is underway again and hopefully will be around soon. I look forward to receiveing the reviews. I liked the interview with you - most enlightening, do you have more than 24hrs in a day ? If so, please tell us how you do it as we could all do with more time these days.
I would like to say that the format for the magazine (CS) you have chosen is the best I have seen since I joined the Commodore Club and if you keep this up I think it will only get better.
I must admit that I am not into games much myself but I do enjoy reading the serious stuff.
Well this is all for now, good luck.

Geoff Wilkes

Hi Geoff,
Thanks very much for your kind words of support it is very much appreciated. I am glad you like the format of CS, I am getting into the swing of this new format quite well myself now and it makes adding things to it that much easier - ED

Right thats it for this issue, there will be more banter in the next issue ....

I recently asked for you all to feel free to write in with your own contributions, here is the first of those and it comes from the pen of Richard Therrien. On with the show then .....

THE THREE AGES OF MAN
(well me actually!)

1983 AD......

First there was darkness, then from the blackness came Commodore VIC 20!!!!

My first computer, and it was good.

My mum thought that although she knew I wanted an Atari 2600, she said "I bought this for you so you can do your homework on it, not play games".

"Yes mum", I replied.

My mother was taken aback at how I would rush home from school and say "cant stop now, must use computer."

"Bless him", she would say, "I knew that buying him that computer paid off".

I neglected to tell her that this particular homework involved blasting the hell out of droids in gridrunner. I kept my mum quiet by occasionally saying to her "my, the works of jeff minter are truly exceptional". She thought it was some poet I read about on some "educational software"

Bless her.

```
**** CBM BASIC V2 ****
28159 BYTES FREE
READY.
```


AGE ONE.......THE ENLIGHTENMENT....

Content with my life I foolishly went into a computer shop called minnie micro.

And there it was........ on top of a desk that was made of the finest formica clad mdf..... an unfitting throne for such an object of desire.......

"That there is a commodore 64 young fellow me lad", the rather strange and slightly whiffy man explained.

My heartbeat got faster, my pupils dilated, I dribbled on my shirt, and after i wiped it up i dribbled again as I said, "I want one"

It was playing hypersports at the time, and it was good. No hang on, this box of tricks is amazing, proper music, fantastic graphics......

I MUST HAVE ONE.........

Soon enough I had one, and as the years passed

it gave me pleasure.

Then something happend that changed everything.

GIRLS....................

HMMM.... Lets look at this logically, Girl = soft, warm, cuddly, great for snogging.

c64 = cold, risk of electric shock if snogged, possable law against intamacy between man and machine whilst running great giana sisters.

Result, sold 64 and everything, went out with girls, and it was bloody good !!! he he!! !!, oh, sorry Ive dribbled again, must do something about..........

AGE TWO............
REGRETS, IVE HAD A FEW
1996AD..........

OH MY GOD, IM MARRIED!!! HOW THE HELL DID THAT HAPPE...... OH.

DAM YOU CIDER......DAM YOU TO HELL!!!!.....,

Oh, sorry, anyway, now I was married and as what usually happens I longed for excitement, ok, doom on the pc was ok, the wifes not bad either after a couple of bottles of vino, but I craved playability in my games.

Then some guy told me about a retro exchange shop in london, of course I had to go and see if they had a 64.

Arrived at the shop, and sitting on a desk made of formica clad mdf..... was..... was..... a spectrum, and next to it was...... was.......(hang on, getting there, just building a little tension!!)......was..... a c64c in all its creamy creamy glory!

"That theres a c64c young fellow me lad whipper snapper", said the remarkably strange and somewhat familiar man with a rather fragrant odour,

My heart pounded, my pupils dilated, ...

Anyhow, I managed over the years to dodge the wife and play c64 games all over again.

This gave me years of pleasure......... then I discovered.... a career......... I sold all my stuff again........ I cant talk about this anymore it only upsets me.... I cant......sniff....

AGE THREE.......... HANDBAG,
LAWNMOWER, CHEESECAKE....

2004AD........

OK.... so settled in my job, wifes avoiding me on a regular basis, excellent, but theres something missing in my life.....

I know... a sinclair c5 with optional riser bars and quilted under cushions, no........ ah.. an msx cellotaped onto the side of a small grapefruit, with optional wing mirrors...... no, that was last years present..... AH HA!! of course... a c64c in all its creamy goodness - but where to purchase this item, the retro shop has closed due to unreason-able health issues, and I cant be bothered to go out.... of course.... eBay.

Went on, found a c128 in Germany, and bought it. Communicating with the German fellow was a tad difficult, he spoke a little English, and I spoke no German what-so-ever.

I e-mailed him........ "please let me know how much I owe you in total , and your address, and I will send my address and a cheque a.s.a.p. many thanks, rich".

His reply was......"god I love you, how I love you, please please postal order, fourty four euros, I need you now, I thank now"

After about six months I recieved my c128 and have slowly started my collection again, only this time a little older and wiser.

So there you are, the three ages of man.
Be in awe of my wisdom, and remember these 3 things.
1. Never get married, dont do it - ever.
2. Never drink cider.
3. Never ever sell your commodore stuff
4. Always bribe Mr Allan Bairstow with cash to publish some of your work.
5. Never drink cider.

Thank you for listening,
                    Best regards, **Richard Therrien**

WCOPY+

WCOPY/**WCOPY+** is a file copier that works with MS-DOS disks.

Anyone who is familiar with CMD's **FCOPY** and **FCOPY+** will be right at home using WCOPY and WCOPY+. The interface is almost identical.

However, there are some nice enhancements. F1/F5 select the source and target drives as usual, but they present you with a scrollable list of the available drives instead of toggling through each drive. The same with F3 and F7. You get a scrollable partition list to pick from. The keys s/t will let you scroll through any subdirs that are on a CMD native partition when you are selecting the source and destination directo-ries.

There is an onscreen clock that sets itself auto-matically if you have a CMD device (including SmartMouse) with a built-in RTC. If not, then you can also set the clock manually. This allows time stamping your MS-DOS files.

WCOPY+ is fast! It's the fastest MS-DOS copier ever for the Commodore 64 or 128. WCOPY+ is also the only MS-DOS file copier ever that supports Windows long-filenames. This allows you to preserve your Commodore filenames when copying files between systems.

WCOPY+ supports just about every MS-DOS disk format including some non-standard IBM formatted disks. It automatically adjusts itself to the disk if possible.

The stripped-down **WCOPY** *(on the CS2004/46 coverdisk)* lacks some of the features of **WCOPY+**.
* Windows long-filenames are not supported.
* MS-DOS disks cannot be selected in the target drive. (only the source drive can use MS-DOS disks)
* No timeclock

Maurice Randall
http://cmdrkey.com

The "Commodore 64 @ 933.000 Mhz"

By JJ aka DocLorren - Posted on April 28, 2003

The Geek inside took over command the minute I spotted the M9000.

The nice compact layout, the onboard features, the impulse-buyer-friendly price and the power (enough for the usual stuff while I have to feed my P4 with SETI or Folding@home just to keep it from becoming bored), had not passed unnoticed. I didn"t care too much about the power consumption, you need an power outlet anyway if you want to do some serious work or want to see the end of the DVD for that matter. Didn"t care about reviews talking nonsense about gaming performance and other trivia. Didn"t care at all. The Geek inside talked in its authoritive voice: "Buy one, buy one! You must! Must!" The Geek inside usually wins, especially around payday. This time it won without a struggle. Payday was yesterday…

There it was, being admired, caressed, turned over and admired once more by yours truly.

The shiny heatsink, the little fan waiting in anticipation, the hidden processor not knowing when its first set of instruction would arrive, aaah the joy!

OK, now that I had it and had satisfied the basic need of just needing one (you fellow Mini-ITX-ers know what I am talking about), the inevitable question arose:

"What to do with it?"

It was about to become my fifth computer, and I could really not think of yet another "serious" purpose for this machine. This time I would not convince the girlfriend that it was a necessary piece of kit that was absolutely needed for some scientific groundbreaking work. This time I might even have to hide it from her eyes. Familiar feeling, friends? Ok, so it was about to become my first totally superfluous computer.

So what.

This was to be a project to fulfil some basic needs. You just know that some people have those. Now that I have introduced you to the rational reasons why I had to get hold of one of these puppies (none, as you would have guessed by now), I am about to tell you how this project turned into: "The Commodore 64 @ 933.000 Mhz"

Seeing all the nice, funny and wonderfully ridiculous housings on mini-itx.com, I decided to revive "The Significant One from the "80s". Then, I used to have a Commodore 16 on which I experimented with BASIC programming until it decided to retire after a physical "Peek" and subsequent "Poke" in its internals. "That, you should not have done, my friend…", was the feeling I was left with when the screen turned black, never to return. The C16 was thrown away. That was unwise since they are quite a little bit rarer than the 64 and nice to look at. Remember they were dark grey with light grey keys? Anyway, Nostalgia took over (two very influential powers "Nostalgia & the Geek inside" you see…) and I bought a defect C64 on Ebay for almost two Euros. Sometimes you just have to throw in some serious money to get what you really, really want :-)

Here it is, looking very sharp, its original design appealing as always and complimentary with a nice touch of fading and aging of the plastic housing, adding to the feel of authenticity:

First its defective intestines were to be surgically removed, which was easy enough by just unscrewing

the case (three screws from the bottom) removing the upper lid holding the keyboard (taking care not to break or severe the plastic hinges on the upper lid; they are a little weak), disconnecting the keyboard and power LED cable from the mainboard.

A couple of screws (eight if I am not mistaken) had to be removed before the complete mainboard could be taken out of its natural habitat.

What is left will look like this depending on your skills not to break stuff:

Here you see the empty undertray of the C64, with some tape to mark and protect the area that is to be milled out for a close fit of the EPIA. Oh, you can see it in the background of the picture giving a good representation of the relative dimensions of the donor / recipient. The piece of plastic that has to be removed is exactly between two little ridges (arrows) on the inside of the undertray; the EPIA I/O backplate fits like a glove between them. Of course this is purely coincidental but for people that want to do this casemod, it is very convenient to know. Also notice that because the C64 originally ran @ a mere 1.023 Mhz the heat produced by the 6510 processor did not require a fan to cool things down. Some slots provided the necessary airflow and I am very happy to say that they are located at the area where the EPIA is to be fitted. This is the second coincidence, hmm…

In the next picture you can see the plastic removed from the undertray, while the upper part is taped to get the same treatment in just a minute.

Below is evidence of the ruins you create by milling (and thereby melting) the plastic, but please keep your faith: everything will be alright (again depending a bit on your skill and nerves).

The end result after one hour of filing the plastic with delicate instruments can be seen below. Yes, this is going to be good. You will notice that the two lids articulate at an angle (approx. 10 degrees) while the backplate is straight. I do not recommend you trying to bend this plate as it is rather fragile and will probably break. It fits OK though, as you can see:

The next step was to find a suitable place to locate the PCI-bracket for the two additional USB 2.0 ports and the Firewire connections. Let"s see where can we put those:

Here you can see that I did not screw the bracket to the case although I did later on to secure it and

again the fit is remarkable. The coincidence rate is reaching significance shortly, I presume. Note that you will have to shorten the bracket a little bit by sawing, to make it go in smoothly. Now, for the first time I was about to test-fit the M9000. The C64 isn"t that big but still the board is dwarfed. There is plenty of room for peripheral gear as you can see. After final positioning, the four holes that were already on the mainboard were also drilled in the casing, and the M9000 was tightened with screws and four nylon rings providing about 2 mm of clearance from the bottom to improve heat dissipation / airflow. The EPIA M-series is known for its low power consumption and heat production but still it is going to be a lot warmer in here than in the days it did BASIC PacMan. Remember, a modern 7200 RPM harddisk is producing quite some heat as is a spinning DVD drive. And they are about to be fitted…

First, the DC-DC converter was installed next to the M9000, because I was planning to use the former data recorder opening in the lower tray to become the power connector. Below you see the converter, the place were the power connector is going to be (yellow arrow) and the two aluminum brackets I installed to fit a slimline DVD player (red arrows).

I decided to play around a little bit with the cables just to make sure they had sufficient length, the final arrangement would become a little tidier as you will see later on. A 256 MB RAM module was fitted since I think that it is the minimum (but also sufficient) amount needed to be able to work with XP Professional smoothly.

The next step was to make room for the slimline DVD-player (Samsung SN-608B). I decided against a plain CD-ROM player because the M9000 is sooo suitable for multimedia applications it would be a shame not to use a DVD player. I also decided against a DVD/CDRW combo since the whole project was about doing something fun instead of wasting buckets

of money. (This happened anyhow but see, I was beyond the point of no return; I could abandon the project halfway and end up with some pretty useless components or finish and spend even more, what would you do?)

In the following two pictures you have a detailed view of the location and construction where the drive was to be attached. Creating the large slot where the DVD-drive bezel would fit was the most distressing part of the project to get nice "n" tidy without destroying things. In the end, with use of the dremel and file the result looked OK and the fit was pretty good. I toyed with the idea to create a front loader but in my opinion that would give a rather awkward look of the rounded front of the C64. Whether a full-size drive would fit in there? Not in your dreams! By the way, normal IDE cables do not fit slimline drives. You will have to get an adapter to make things work.

WARNING! The next phase should preferably be performed at a quiet afternoon with just you, your C64-project, a cold beer in nearby reach and the absence of anyone that thinks you should grow-up. The height/tilt/rotation adjustment needed to get the player in the right spot will get you to curse, despair and display all kinds of half-grown behaviour. But when, at last, you have put it in the correct place and the lid pops out smoothly, it is time to invite your significant other(s) back in and proudly present your work.

2nd WARNING! They will not understand what you are talking about and they might have a different

appreciation of your achievement than you were anticipating.

Noticed the two Velcro strips on the DVD-player? They are the attachment points for the harddisk that is mounted on top of it (Maxtor D740X, 40 GB, 7200 RPM). Any concern about the robustness of this construction evaporated after playing with the optimal position of the harddisk. This is a very secure way to fix stuff. Below you see an overview of the, nearly completed system. I put in a round IDE cable because it looks a lot better and provides a cleaner space for (probably) better airflow. Also notice the abundant use of tie wraps on the ATX power cable and USB/ Firewire cable for the same purpose.

On the right side the original C64 metal lid can be seen. Normally this would house the power connector, power button and the two joystick ports. I converted it by glueing a piece of aluminum on the

backside and drilled holes in it to contain two leds and two push button switches. The green led is lit when in "sleep mode", the red led is the "on/off" indicator. The red button is for resetting, the black one for powering up/down the system.

Cables were soldered on the leds and switches and plugged in the board. The original power led on top of the C64 casing was connected to the harddisk led output. That way the disk activity can be easily monitored.

Ok, now with the bulk of the work done, this is what the (almost) completed machine looked like.

The two round openings on the back were subsequently closed by glueing another aluminum plate on the inside of the case. In one, a hole was drilled to allow for the fitting of the 12v power connector. The power for this C64 comes from a crude PSU originally manufactured to power camping refrigerators. For this humble but noble purpose, it delivers 13 volt and 5 amps, therefore it must also be able to provide the juice needed for the EPIA to play DVDs and do some background tasks. And besides it only cost 19.95 euros. You will be hard pressed to find a OEM PSU for that money. Excellent value I would suggest. Converting the cigarette lighter cable was a piece of cake.

Ciao, **DocLorren**

http://www.mini-itx.com/projects/c64/

Games That Weren't ~ from Frank Gasking's superb web site

DEVIOUS DESIGNS'

1991 Imageworks

Code - Peter Baron
Music - Martin Walker
Graphics - Bob Stevenson

This is it so far..

A curious little puzzler which would have involved unscrambling various famous structures of world famous works of art created by Dr Devious by controlling JJ Maverick, the hero of the game.

The game featured some smart GFX. Vivid Image's graphician Bob Stevenson had put a lot of effort into the graphics, which evented to nothing. Commodore Format stated also that Martin Walker was playing a part in this game too.

Rumour has it that John Twiddy played a part in this game, but it has been confirmed that Doug Hare was nothing to do with this game whatsoever, which was confirmed by the man himself.

The game made it out onto the Amiga through the Imageworks label, but unfortunatly as the C64 version was nearing completion, Maxell went under and so did his company (Which was owned by The Mirror).

Acclaim took over Imageworks, but they did not carry on the C64 version, and the game was scrapped.

Its currently unknown if it were complete, though information has been given. Doug Hare has confirmed that it were Peter Baron and Bob Stevenson behind the game, and not himself. Contact with Bob or Peter will hopefully give some leads into finding this game.

A long time ago however, I am certain that I played a preview off the internet, which was infact this very game, even the same level as the scan on the left. But no-one can confirm the existance of the preview on the internet. So maybe I dreamt it?

A neat puzzler which may be making its way to GTW soon...

Frank Gasking
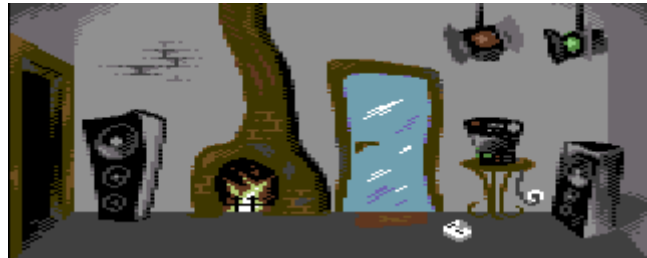(Additional source credits - Jazzcat, Doug Hare)

'48 HOURS'

1996 Smash Designs

Code - Unknown
Music - Sonic
Graphics - Unknown

A point and click based adventure game in similar vein to the Lucasfilm series. Move around the locations and solve the puzzles.

Its not quite known about the exact details of this game, though current sources say that this was never past the preview stage. Initially it looks promising and could have possibly been an enjoyable adventure for the fans of Zak and Maniac Mansion type adventures.

Graphically also promising, though the interface may have needed some minor graphical work. Music is strangely a Double Dragon remix by Sonic / Smash Designs.

Once more sources come in about the game, then we are currently left with what we have right here.

Not much known about it, but we'd like to know more!

Frank Gasking

SuperCPU Games

Developed for the SuperCPU

Metal Dust *(still under development)*

Adapted for the SuperCPU

Bburago Rally - R,X,D
Boom - R,X,D ~ *CS2004 page 16*
Last Ninja III - R,D
Oil Imperium (German) - R,X,D
Rescue on Fractalus - X,D
Stellar 7 - X,D
Stroke World - R
The Train - R,D

Benefit from the SuperCPU

3D Pool ~ *CS2003 p69*
Castle Master - D
Chase HQ
Cholo - D
Cyborg 2900 - D,S
Dark Side - D
Driller - D
The Eidolon - D
Elite 128 ~ *CS2003 - p114*
Encounter
Flight Simulator 2
Frogger64 ~ *CS2003 p108*
Hard Drivin'
Koronis Rift - D
Last Ninja 2 - X,D
Last Ninja Remix - X
Leader Board Golf II
Moonfall - D
Mega Starforce Remix - Rx,D,X
Mercenary
Outrun
Power Drift - D
Revs - D
The Sentinel - D
Space Rogue - D
Starglider
Star Wars - D
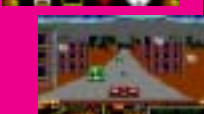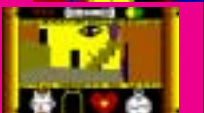Stunt Car Racer
Test Drive
Thunder Blade - D
Thrust - D
Time Crystal - D
Total Eclipse - D
Total Eclipse 2
Turbo Charge - D

Codes

R = Ramdisk system ~ *CS2003 p68*
Rx = Alternate Ramdisk ~ *CS2003 p68*
X = Extras added ~ *detailed in review*
D = Documents included
S = Solution included

BOOM

*by **Allan Bairstow***

This issue sees me reviewing a game I haven't even played before - should be fun ;-)

Well, to start with I popped along to **http://come.to/supercpu** to get the download and read about the file. Unfortunately the site is temporarily down so I will have to go along with the version I already have.

Starting the program brings you to the usual DMagic start screen asking if you wanted any enhancements (I didn't) and would I be using the RAMDISK system - I most certainly was ! Pressing the **Y** key started the process. Make sure you have a joystick in port 2. Before long you will be asked to flip the disk and then you have to press the space bar to load in the second side to the SuperCPU's RAM.

The game itself is of the side scrolling shooter ilk. It is very colourfull and the ship is easy to control. Unfortunately for me I am not that good at this sort of game as the baddies seem to be almost too fast for me to shoot and kill. No sooner had I managed to despatch one set of baddies than another set would appear from a different part of the screen and proceed to shoot me down like a dog !

A game like this is obviously going to take some practice as it involves the palyer having to remember the attack sequence and destroy the baddies in a verbatim manner.

I have a slight gripe about the screen layout though - the 'green weed' that hangs from the ceiling and grows from the floor rather limits the playing area making it very hard for you to dodge the oncoming baddies, this in turn forces you to blast the oncoming baddies to make way for you to get through.

After playing the game for about an hour I had to give up and admit defeat - I hadn't even managed to get past the first few screens - very frustrating !

Reloading the game brought me back to the menu to load in some of those 'extras' that have been added such as firepower and other things. Having these makes it possible to play a little better but, having these cheats just shows that the original game was far too hard.

Maybe you'll have better luck ?

games games games **IDE64** games games games
games games games   games games games

Specific games for your IDE64

This review was first printed in Micro Mart / Retro Mart, Thursday, 9th October 2003. Reviewed by Allan Bairstow

Metal Warrior 4

PROGRAMMERS: A Covert Bitops Production
PRICE: Free (Download) or £6.00 compilation.
WEBSITE: http://www.covertbitops.c64.org
REVIEWER: Allan Bairstow.
MINIMUM SPEC: 1mhz C64 + 1541 disk drive.

3 Stooges
Creatures
Defender of the Crown
Duck Tales
Flimbo's Quest ~ CS2003 p74
Hollywood Poker Pro
Hostages
Hot Rod
Ice Guys
Indiana Jones IV
Last Ninja 1
Long Life
Lemmings ~ CS2003 p109
Max Overdrive
Mayhem In Monsterland

Metal Warrior 1 to 4 ~ CS2004 p17

Neuromancer
North & South
Oil Imperium
Raid On Bungel
Rally Cross
Rockstar Ate My Hamster
Street Rod
The Train - Escape to Normandy
Turrican 1
Ultima 1

First a bit of background information. It is the IDE64 version that I am reviewing, but first we have to get it on to the IDE device. The easiest and quickest way to accomplish this is to pop along to the web site, download the game, burn it to CD and then transfer it the IDE hard drive using my IDE64 hard drive and CD-ROM combination. Then I thought 'what if?'. What if it would run directly from the CD? I tried it and to my amazement it did. So this is a world first for Micro Mart, me and my c64 as I have never heard of any game running directly from CD before, this is truly ground breaking - a fully functional c64 game supplied on CD-ROM!

The Metal Warrior series of games are already known as being probably the highest ever standard of programming on the c64 to date. It is only fair to tell you that I hardly ever get chance to play games these days, hence, I have not actually played Metal Warrior 1, 2 or 3 to any great extent so my opinion of MW4 should be fairly unique and fresh. My first and only tip is 'read the instructions'. There is stuff you need to learn before you can go running around in MW4, believe me because I tried it!

The whole game is slick and oozes programming excellence. From the initial loading options where you are offered a disk drive fast loader (for 1541/1571 disk users) and REU/SuperRAM buffering (for game data) you are then treated to the highest quality of gaming. Once the game starts, the music is of a high standard (as you would expect from a very recent release), and although it is not to everybody's taste you still have to admire the programming skill that goes into producing such high quality sound from the SID chip.

The game play is slick and polished, very smooth and your character (Ian) is easy to control. The difference in the standard 1541 and IDE versions only really show in the data loading sections (next level loading, etc.), the actual character movement is probably no different to the untrained eye. Throughout the game you are given instructions from various characters who 'talk' to you. Listen carefully as they may be saying something important, a

very nice touch. Although the graphics are good, they are not ground breaking but there is a good use of colour, and the nifty animation makes it very easy on the eye. The first level is very much about you finding your feet and getting used to the controls but after that you will soon be creating mayhem and dishing out masses of damage, destruction and carnage... A generally fun day out for all the family!

Overall, this is a superb game - and it's free. With the every increasing number of IDE64 games available today I think the IDE64 will soon become 'the' device of choice for most people.

Get this on your IDE64 right now and experience the power of the Commodore 64 and modern programing combined with modern hardware.

Amithlon

All the power of the IBM compatible but running Amiga Os
Here is the specification (taken from the website)
Amiga OS XL represents the fastest Amiga, which is currently available for sale. On current hardware, the usual Amiga68k-applications run 10 - 20 times faster than on a traditional 68060-system. This giant speed is reached by using a modified and accelerated emulator. With this you finally get turbo-fast versions of Page Stream, ImageFX, Art Effect, Cinema4D, Real3D and all other programs.

Amiga OS XL consists of two emulators: **AMIthlon** and **AmigaXL for QNX**. These emulators are very similar in some way, but there are also fundamental differences

Here is my experience of the package. (Of course yours may vary somewhat)

I ordered Amithlon from the Haage & partner website http://amigaosxl.haage-partner.de The package arrived very quickly and was in a well presented box, I opened the box and found 2 c.d. ROMs 1 for QNX and amigaXL and the other held Amithlon. The Qnx disk is a Unix / Linux style operating system with an installer for an emulation that runs Amiga o.s. and Amiga applications. The theory of this is that if QNX supports your hardware then this hardware will be available to your emulated Amiga system. Unfortunately for me all the machines I tested this on were unsupported by the Qnx environment, I did have some success with the video card on an ATI controller but no sound. Once all the software is installed you can have the machine boot straight up into the emulation on the Amiga or boot into QNX and start the Amiga environment as you would any other application. In use I had no problem using applications that open in the Workbench environment, Games unfortunately will not work unless they are retargatable. Unfortunately problem solving on this system is best left to Unix and Linux gurus as I know little about Unix I thought I would give the Amithlon package a try.

Amithlon
The Amithlon C.d. is bootable, all you need to do is insert the c.d. set your IBM compatible machine to boot from CD and power the machine on. No disk partitioning is required as the disk boots straight into the Amiga operating system version 3.5. Again as long as your hardware is compatible with Amithlon you will be up and running in a couple of minutes. Unfortunately I used an ATI card and my AC97 compatible sound card I booted the disk, the machine booted into windows and I had what looked like a 640 x 480 display, I was unable to change this and decided to try another machine. No matter what I tried I could not change resolutions. The Amithlon package comes with instructions on c.d. only, so no printed manual and unless you have access to another machine while troubleshooting, you will have no information. I decided that I would reformat my hard disk and install the Amithlon package dedicating my pc disk to the emulation, after various attempts I was kindly pointed to
http://www.sci.fi/~vjouppi/amithlon/ this allows you to download a disk that creates the partitions and format them, either using an automated script or by user intervention. The downloaded disk can also install the Amithlon operating environment. This disk worked well creating a dos compatible boot partition and an extended partition that would hold the Amiga operating system I was eventually up and running with a 640x480 screen 16 colours and no sound.

There are it has to be said test versions of the package you can download that will test if your hardware is compatible before purchasing the full version, I decided I would buy the full version as Haage & partner would be bound to provide updates (MISTAKE number 1) The website has a list of supported hardware although a little outdated as development seems to have taken an Open source route. I just thought that with all the hardware I own I would be able to put together some sort of Frankenstein machine that would suit my needs. All my hardware had onboard AC97 sound cards none worked, I have a pci SoundBlaster 128 card, this also wasn't recognised. I tried Video cards from ATI mach 32 and mach 64 cards, then a Matrox 2 gfx card, Intel extreme onboard gfx card and finally a Radeon card these failed to be fully supported and I could obtain nothing more that 640x480 resolution.

Maybe I was unlucky or just spoilt by my Amiga hardware, so much work looking for compatible cards. I joined mailing list to help try to understand what was happening an if anyone is successfully running the software on there hardware. It seems to me to be more like a Linux support group than anything else. Every

day new kernels are released that give support for a piece of hardware, the problem seems to be that no central body exist overlooking the development.

Now don't get me wrong I never criticise anyone for there choice of Hardware and or software, but I personally feel you need to be a Linux enthusiast or guru to obtain the best from this package, as an Amiga Commodore 64 and even PC user its totally alien to me to be recompiling Kernels so software will support your particular hardware.

The Package also seems to be a legal minefield, I wont go into the development and list who wrote what but at least 1 of the developers is claiming Haage has stolen code from him using the code without payment. I have even seen claims that Amiga themselves feel they have had the Intellectual Property stolen or used without payment. I believe this is possibly why commercial development has ceased.

I feel the package is still in an early stage and not really a commercial product for the novice user to pick up, if you are an Amiga user new to IBM compatible machines and there problems or a Linux novice, its possibly one to miss for now. If on the other had you enjoy recompiling your Kernel every day to add support for hardware in your system then you would be well suited with this application.

To me I personally feel the Amiga was and still is a combination of Custom designed hardware and a slim functional operating system that operates well with low memory and processor power. (sigh if only we could tern back time)

My final thoughts
I don't feel that the package is developed enough for general use, if you look to something like Red hats version of Linux or the Mandrake Linux The installation is very streamline it identifies most common hardware and even a complete novice could install either of these packages with little effort. Until all common hardware is supported then I see the programme being little more that a hobbyist package. Don't get me wrong many systems are up and running, with Amithlon and Amiga XL. It's the only way to have an Amiga laptop and IBM compatible hardware is far cheaper than Amiga hardware due to its mass production.

I leave you with quotes from the Haage and Partner website, the choice is yours.

By Nigel Parker

"AMIthlon
The fastest Amiga ever

Insert the CD-ROM, switch on your PC and boot into the fastest Amiga ever. There is no complicated and boring installation. The development team of Harald Frank (VMC) and Bernd Meyer even implemented native support for nVidia and Matrox graphics cards providing maximum graphics performance. Opening windows on the Workbench is so fast that you can barely watch it anymore.
With AMIthlon you can even use your old Amiga hard-disk in your PC. Simply connect it to your PC, start AMIthlon and that's it.

AmigaXL for QNX
The most functional Amiga ever

The host operating system for AmigaXL is QNX 6.1. QNX has many similarities with the AmigaOS. It has a micro kernel and the drivers are separate processes. Like devices and handlers in AmigaOS these can be dynamically started and stopped. This makes the system extremely light weight and resource efficient.
Features that QNX provides can directly be used within the emulated Amiga. This includes network functionality and multimedia features. QNX applications like the web browser Opera® can be started directly from the AmigaOS screen. One can say both operating systems work together seamlessly"

LOWBUDGET MUSIC

Sometimes we listen to the current music charts and it does little to excite us, and even I have to admit to once creating myself music that was bland and totally lacking inspiration. (Although I did at the time sell a lot of copies at the time?) I blamed my uninspired creations in the past on lack of equipment and also lack of time. I suppose I should have been blaming lack of talent rather than lack of resources.

Someone who certainly can't be called bland and un-inspirational is the composer, Paul Slocum from Dallas Texas, Just take a look at his website http://www.treewave.com/gear.html Paul and friends have created music literally from nothing.

Instruments used are
Commodore 64
286 IBM laptop
Atari 2600 Games console
Dot-matrix printer

I am sure no one could say these items can be classed as "cutting edge" or state of the art. These musicians have used machines most people would just throw away to create music

that is not only imaginative and creative but also sound inspiring and yes I have to admit truly amazing. For some strange reason I am drawn back to listening to these songs over and over again they have a ghostly surreal sounding nature but very pleasing to the ear.

Paul uses custom written software on the Atari and Commodore computers, and has also made hardware modifications to a printer to turn it into a musical instrument! The band is able to produce sounds from the machines on board sound chips and printer's print head! The Commodore 64 SID chip of

course sounds superb as would be expected. These instruments are perfectly complemented with the vocal talents of Lauren; with her surreal vocalism adding character and life to their songs.

Cover disk
On the Commodore Scene cover disk (CS46) is a copy of the Commodore music pack-

age. Don't worry this isn't for people with music degrees or Computer science engineers. This small piece of software can be used by all to create music. If you have one of the Commodore overlay keyboards then this can be used to trigger the sounds. If you don't own the overlay keyboard, then you can just use the number keys and the qwerty keys on your Commodore keyboard. As well as playing sounds the software display light patterns on your screen with some strange ghostly animation.
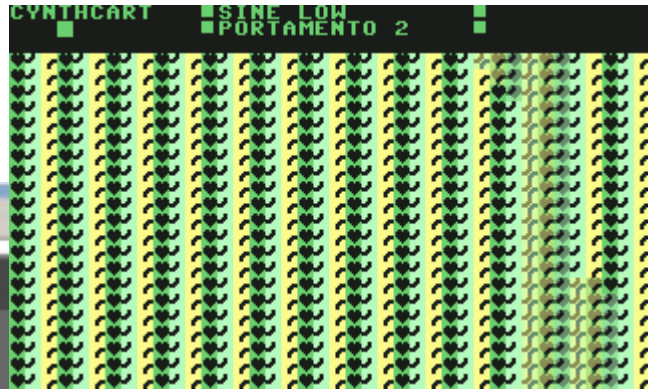
For you lucky people with a set of Commodore paddles these can be utilised to alter the filter and pulse settings of the sounds, just twiddle those paddles and hit them keys and dance around! The software is still under development and Paul has created a cartridge to load the software more quickly. As a benefit of loading from a cartridge, Paul doesn't have to carry a disk drive around while playing live. I have been in contact with Paul and hoped he would help produce this document with me, unfortunately he is very busy at the moment and was unable to help for the time being.

LOADING Instructions
Load the software as normal with

LOAD"CNTH711",8,1
Then at the READY prompt type
SYS32790

KEYS and Settings

Filter control
the filter cutoff is controlled with paddle A in port 2

Settings
Currently there are nine patches to choose from:
Z = saw bass
X = saw bandpass
C = saw lowpass
V = pulse high
B = pulse A
N = pulse B
M = sine short
, = sine long
. = noise

Video chip mode
J = on
K = on when playing
L = off

Portamento
F1 = fast
F2 = slower
F3 = off

Commodore key　　= fifths on
Left shift　　= fifths off

Sweet Music
　　On the website you will find a link to download the songs as mp3 files and these can be listed to on any suitably equipped hardware device. I am sure the full effect of the bands music is seeing them perform in a live environment with there equipment hooked up to projectors and monitors listening and hearing the sight sound sensations.

Review　　　　　　　　　　　　nigel parker
Copyright　　　　　　　　　Commodore Scene 2004
Email　　　　　　　　nigelp2k@ultraframe.co.uk

Cabana by Tree Wave

　　You will find it hard to please everybody all the time and music is one of those topics that divides people all over the world. For every person who likes classical music you will find one who likes rap (god help us) !
　　As we are Commodore users I thought it would only be appropiate to allow you to hear the music that has been talked about in the previous article. All I ask is that you bear with it and give a listen a few times. It may not be your taste in music but just admire the skill and the work that has gone into it.

　　The CD supplied is a music CD and should play in any standard music cd player.

　　Due to postage costs, only those with a postal subscription have been sent the CD, eCS subscribers will have to download their copies themselves.

Micro Mart

Retro Fever hits the Birmingham N.E.C

This all started happening for me about a week before the event when Shaun asked if I could bring to the event some Commodore disks of music software for the Commodores SFX range.

Later in the week Shaun asked if I wouldn't mind bringing some hardware as well, he said Alan and himself would have all the Commodore musical equipment (if I could supply the disks) so just bring none Commodore branded music products and a spare commodore 64 and a monitor and the disks. Shaun said had some spare stand space, found at the last minute and he wanted to fill with Commodore 64 gear.

So here is my diary!

I awoke to the beautiful shriek of my alarm clock around 6:15 am. I dragged myself and my wife out of bed. Within the space of half an hour we had dressed and grabbed some breakfast.

I loaded my car boot and back seats with retro classic music making equipment, or as my wife like to call it "OLD JUNK" and we set off for the Birmingham N.E.C. The roads were quiet and we seemed to make good time. Our journey took a little less than 2 hours, rather less than our trip to the Back in time at Brighton concert.

On arrival we were shown a car parking spot by one of the N.E.C attendants and so dutifully pulled up and parked. I then phoned Shaun just to find out were we should go, Shaun said make your way to building 17 and he would meet me there with my pass. Thankfully the parking spot was about a mile away from hall 17 so my wife and I loaded our arms my and set off on the slow plod towards the hall, suit cases following us on wheels behind us.

Shaun met us and helped carry some of my junk, sorry I mean classic retro gear; to the

Commodore Scene stand. Shaun and Allan helped me unpack and find a power outlet they re-arranged there stand to accommodate my musical equipment. I plugged in all my gear switched on and awaited the punters to arrive, and boy did they ever arrive, droves of people came to the show and the Commodore stand.

MICRO MART
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The Micro Mart fare is dominated by P.C. Software and hardware resellers, as is the magazine itself, I suggest we all hassle the editor to make more for the retro section at a minimum of 2 pages.

This being my first ever visit to a Micro Mart show so I didn't know what to expect. The place was packed with customers looking for bargains, believe me they didn't need to look far, every stall was stacked with special offers from sound systems to DVD players and of course cheep pc systems.

Quickly looking around the retro section I saw Seal Amiga with a demo of OS4 sorry it still looks like Linux running KDE to me, I stood and watched the OS running but the whole demo did nothing to excite me .I made no friends on the Amiga stand. The Amiga one boards were on display, and the Amiga team looked as though they were enjoying all the questions and attention.

The retro section was Amazing, I only had a brief walk round but in this section were old Atari systems, Sinclair user groups and a stall selling Atari games with boxes full of Atari jaguar consoles and even some games to play on the console!

Commodore Scene was the best stall both in content number of bodies and technical skill. Shaun had his Commodore pets on display and the first SX64 to come of the production line. If this wasn't enough there was a mint condition Commodore games system, next to this was another games system playing a copy of Commodore Soccer.

Allan had the bomber man clone on display from Protovision with 4 player adaptor and joystick control and of course my junk sorry I mean classic music making hardware was to bee seen in all its glory.

I was luck enough to speak to lots of people about bomber man, all very complementary! Comments like "wow I didn't think the Commodore could do that" and "this is very clever programming." Of course this was nothing compared to some of the Demo's Alan was tempting potential new Users with.

I am sure Allan was close to breaking when the 100th person came up to him and said "I used to have a Commodore 64 but the loading games from tape was so slow" Allan's usual calm went to veins ready for bursting, Allan stated quite calmly "we don't load games from tape now we use hard disks and CD ROMs". The punter was taken back "CD on a Commodore 64 surely it can't be done." Allan then wowed the punters loading games and demos from disk and cd. Just out of interest there wasn't even a tape drive on display. Shhhhh… don't tell anyone, I still load games of tape. (Shaun's note – Nigel, try using your Retro replay to transfer all of your single file software to disk. The rest can be found on the internet, or I have a CD full of Commodore disk images if you want me to send it to you as a handy backup for your cassettes.)

I spoke to many users about music and finally met Andrew Fisher who wowed me with his talk of writing Sid music with Assembler! I said to Andrew I would stick to the trackers for now, maybe if he has an accident he can donate me his brain, so I could interface into it for some of his excellent knowledge. We all know how talented he is so I don't want to embarrass him further. (Shaun's note – I do, he beat me on International Soccer!)

Later in the day I sat and spoke to Allan about the Doom project. Allan was showing a demo of the 1 level version he had on disk. Shaun, Allan and myself we comparing this to some of the demos with comments like "this could be done" and "we could ask the coders to implement this and that..." Come on all you demo coders; I dare you to take the challenge! I hope this project does take off because the demo although only rough is almost there.

Allan had some special show bargains with discounts on the Retro replay cartridge and 4 player adaptors (amongst others items). Towards the end of the show my wife, Allan, Shaun and his cousin all played bomber man, I finally managed to convince my wife this was a worthy purchase so we bought the 4 player adaptor with bomber man included in the price, another Commodore Scene bargain.

Time to go

We then said our good byes as the show came to an end, packed up or machines and set off into the cold and wet back down the motorway. Lucky for us the motorway was absolutely chock a block with traffic and we crawled back home at an average of 30 MPH, my wife was so bored of my talk of retro and commodore she fell asleep and new little of the journey.

I unloaded my car, packed away all my gear and then collapsed exhausted. (Shaun's note – you weren't the only one, but as Allan and I commented, the weekend felt like complete luxury compared to the BIT Live reported in last issue. I can imagine how you must have felt though.)

Overall an excellent day. Shaun and Micro Mart must be complemented on the organisation which all seemed to run smoothly, although I would ask for more Micro Mart show this way posters, hall 17 said bikers this way?

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THE INTERVIEWS
Back in Time Brighton
By Andrew Fisher

Let me set the scene. All the interviews that follow took place in the Brighton Centre east wing during Saturday 13th September 2003. Roughly 300 people (including those who had met up in the Prodigal pub on Friday night) were there for the BACK IN TIME exhibition and the live C64 concert that evening.

FRED GRAY (in the café on Saturday afternoon, after meeting him in the pub on Friday night)

Q. So, Fred, do you enjoy the Back in Time events?

A. Yes, they are becoming more and more friendly every time, as you meet people again and again.

Q. Did you think 20 years ago that people would still be listening to your music?

A. No, I did not. I'm amazed at how much it affected people's lives.

Q. Did you have a musical background before becoming a Commodore composer?

A. No, I applied for a job at Imagine as a programmer initially. Then they needed some music for a project…

Q. You worked as an in-house musician; would you have preferred to be freelance?

A. Well, maybe I would have worked on some interesting projects if I had been freelance.

Q. What would you describe as your best music?

A. Definitely Mutants – my best project. It's very atmospheric.

BEN DAGLISH (in the café)

Q. So, do you enjoy the Back in Time events?

A. Yes… but it's weird. Meeting all these people I knew back then again.

Q. Did you think 20 years ago that people would still be listening to your music?

A. No way, I would never have believed that. I was in my early 20's, earning a bit of money. That's it. I didn't expect it to last.

Q. Did you have a musical background?

A. Oh yes, I've always enjoyed music. I used to play in school orchestras when I was 11/12.

Q. And now, an obvious question. How did you compose your tunes?

A. You have to write in your head, hear it in there first. Then you can try to play it, record it…

Q. What is your opinion of the remix scene?

A. There's some great work. Take Reyn Ouwehand's Deflektor, his version of my tune. He pulled out almost the exact arrangement – I composed it, squeezed it down into three tracks to fit the SID chip, and then years later he comes along and turns it back into what I had originally.

Q. Are you looking forward to performing tonight?

A. It's going to be great playing with these guys (Reyn, Marcel, Andreas Wallstrom and Mark Knight the madfiddler).

Q. So, are you still involved in music?

A. Oh yes, I gig in a couple of bands – playing my flute.

MARCEL DONNÉ (in the café)

Q. Are you enjoying Back in Time?

A. Absolutely – in fact abso-blooming-lutely

(Someone else at the table suggested it was only because he had a beer in his hand)

Q. What is going to be your next remix?

A. I'm going to do like Warren Pilkington suggested (on the Remix64 forum) – I'm going to look in the VARIOUS folder and find a tune that people do not know well.

Q. How long did the SIDOLOGIE project take you? I know you had to find the hardware to get the authentic sounds.

A. It took about sixteen months in total – I already had most of the keyboards. What I really needed was an electronic organ Jarre uses, which is actually Dutch-made. I got it from this little old lady…

Q. Did you have a list of tunes to do before you started the project?

A. Yes, I already had a good idea about what to do. Chris Abbott actually suggested Knucklebusters to me. Oh, and I got an e-mail from Rob recently, while he was going around America, he was playing my CD constantly.

Q. It's a very aggressive version of the tune, isn't it? And how did you cope with all the changes of tempo?
A. I took the idea from the game, robots fighting. It's a very aggressive game. And it just gets faster and faster – you can time the changes from the original tune.

Q. In my Remix64 review, I mentioned the Bombo tune sounds a bit forced. What are your feelings on it?
A. Oh, I agree. It does sound a bit forced. But it suits the Oxygene style.

Q. Any other highlights for you on the CD?
A. Martin (Galway) told me that Yie Ar Kung Fu 2 sounds almost the same as he imagined it.

Q. How seriously do you take remixing?
A. Oh, it's a hobby; it's not my job. But I like to spend a lot of time doing it.

Q. Would you like to do game music professionally?
A. Well, not if it's working with an orchestra. The games companies seem to do that a lot. It's like they want to give a Hollywood feeling to every game. Maybe if it was hardware… SID works so well, it translates to electronic music.

Q. Will you still be remixing in 5-10 years time?
A. Yes. Of course. If I am still enjoying it.

Q. Is this the first time you've been interviewed?
A. Yes I think it is… apart from when I went to get a job. Oh, and I think there was one for Remix64 as well.

BOZ (ALISTAIR BOWNESS)
(after Marcel left the table, Boz wandered over…)

Q. So, how did Project Galway come about?
A. It was actually Martin himself who suggested it. He felt that the SIDPlay emulation was not quite right. He would listen to his tunes and think, "It didn't sound like that to me". Chris Abbott started work on the CD, and then the DVD became our goal.

Q. According to the website, the music is recorded on Martin's original sound chip…
A. Martin sent his Commodore 128 over to Chris, and then we had to find a (working) power supply. The tunes were then recorded (this is several months ago now) using the PSID player to give good quality sound.

Q. The DVD is rumoured to have the source code – how did you get it?
A. From Martin's own disks. I knew that a lot of them were in Zeus assembler format, and some of the later work was done on Ocean's Atari ST development kit. I had all these files and no way to read them. In the end I had to write a cross-assembler, looking through the text files for all the tokens and working out how to compile the code. The first job was to get STREET HAWK done, because all that people will have heard is the poor quality MP3.

Q. Are there any other surprises on the Project Galway CD?
A. Yes, there's an extra track on the end, which I found in Martin's source. The Green Beret arcade machine actually plays the theme from the Great Escape when you enter your name for a high-score; but Ocean

dropped it from the final version. Maybe it was copyright problems. And there's an extra jingle in Roland's Rat Race, plus some familiar sounding tunes from the Street Hawk SID.

Q. Is it like the TV show THE YOUNG ONES, living in a house with Kenz (Jason Mackenzie)?
A. Yes

ROB HUBBARD (after the concert)

Q. How was it, playing your music live?
A. I've never played it live before.

Q. What was it like?
A. I felt a bit nervous, before I started. But it was good.

Q. Would you perform again, at another Back in Time?
A. Oh yes, I'd do it again, to this many people.

Q. Did you ever imagine an event like this?
A. Oh no, when I wrote that music I never believed I would perform it live. It was a challenge.

A big thank you to all those I interviewed and met during the weekend, and see you all at the next event in 2004 !

Memoire's from Tom Brown's Commodore days

Imagine my surprise, as an ex-employee of Commodore to come across your site. I was a Regional Sales Manager for the company at the time it moved from Slough to Corby. In fact, I made many visits to the new factory during it's construction.

My memories of Commodore are not good, far from it as it was probably the worst shambles I have ever had the misfortune of working for. Complacency allied to stupidity is a poor combination for success and this was self evident when the Corby factory was closed soon after opening and the business moved to Maidenhead.

During my brief period with Commodore I was employed on business systems rather than games machines and the frustrations at having to deal with an incompetent management were legion. It was the company's practise to hold a series of open days each September with dealers exhibiting the company's wares. On initiating plans for my final September with the company I contacted each of the dealers for whom I was responsible with the aim of persuading them to take part.

Not a single dealer was prepared to waste his time. The reason; at the open day during the previous September Commodore's commitments for the provision of demonstration kit was such that some dealers received incomplete demo equipment, some received software but most received absolutely nothing. The open day was a shambles, the dealers wasted their time, effort and money and all they achieved was damage to their reputations.

In recognising that there was a severe problem the 3 RSM's got together with management to seek a solution. We were assured by the company that adequate supplies of their new line would be made available along with software and that all participating dealers would definitely be allo-cated kit. On this basis I then went back to my dealers and gave them my personal assurance that the previous years debacle would not be repeated and, as a result I was able to recruit the ser-vices of around 15 of my major dealers. To service their needs I ordered 150 systems, some for demo purposes and the remainder for onward selling.

The day of the open day arrived; none of the promised equipment turned up and once again the dealers were left high and dry. I visited each in turn that day to apologise and to say goodbye. Then I drove to my office in Corby where I told the General Manager exactly what he could do with his job. Whilst saying goodbye to a few of my friends on the office I was approached by the Marketing manager, a particularly incompetent individual, who somewhat loftily enquired why I was not out with my dealers supporting the company's products. I informed him that if he came one more step towards me he would be sitting on his arse.

I then had a 3 month battle to secure the salary commission and expenses which was due to me and was only successful in that enterprise because I refused to hand back my company car.

So, as you would expect, my attitude to Commodore is one of loathing though I accept that in it's time the C64 was a major player in the market, a market which they threw away.

I wish you continued good luck with your enterprise.

Kindest Regards, Tom Brown
more soon ......

Phew, and we thought we were hard done by being just simple Commodore users ! The problems we have with compatibilty and other schisms are put into the shade by the obvious problems that the employees had to live with on a daily basis.

If you think this was bad, just wait until you read the next installment ! - ED