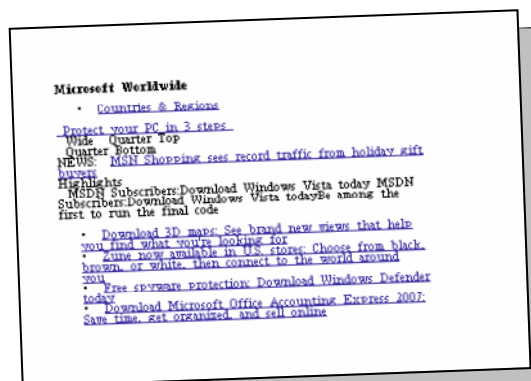
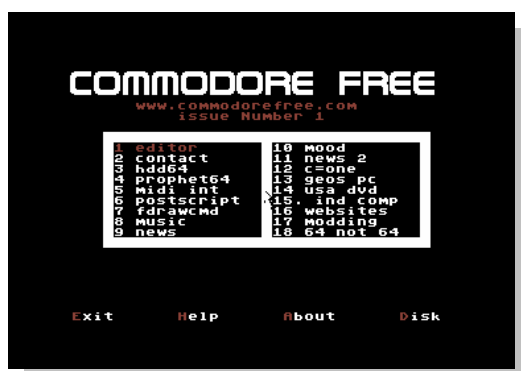
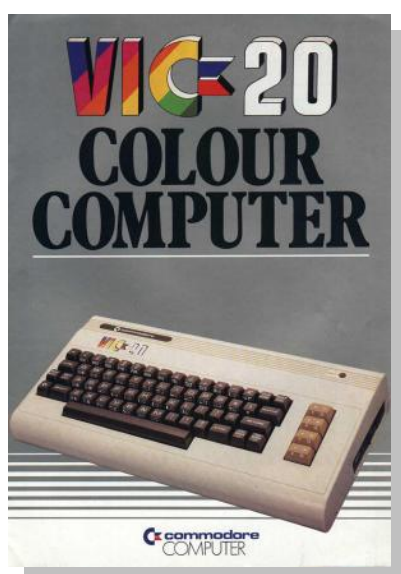


# Commodore Free

Issue Number 3



## Editorial

Issue Number 3 amazingly the magazine is round again. I wonder where your copy of this issue came from, emailed via a friend, picked up at some function, doesn't really matter where the issue came from as long as you have it in your hand that's all that counts. What did you think of this and other issues?

I am conscious that some (or lots) of spelling and grammatical errors are in the issues, although I try to remove anything I see, I am no literary genius that's for sure, please remember that, the magazine is taking up far more time than I had imagined, the last issue took altogether over 50 hours of work from start to finish.

I hope to have a magazine compiled about 1 issue every 2 months, of course real life gets in the way if I have more time then it may continue to be 1 per month, I have to do real work for a living but that's the goal.

I have only had 1 reader write in so far with a review, obviously finding and writing up the news is the hardest part of any magazine.

Feel free to promote your website, application or just news you have heard, send me an email with just a weblink if you prefer, share that news around.

Well that's it for the intro lets see what's in this magazine

[www.commodorefree.com](http://www.commodorefree.com)

PS

Anti-spam agent has gone mad in my inbox, if you are emailing me please use the subject "COMMODORE FREE" then I know its not spam

Thanks

[Nigelp2k@yahoo.co.uk](mailto:Nigelp2k@yahoo.co.uk) (Commodore free)

Many thanks again goto LOADSTAR who have helped out with the disk version of the Magazine. I have also been asked to stick to a standard size of text (I sometimes goto 7 or 7.5 pointsize to fit the articles better on the page) ok from next issue I will TRY to adopt a standard of 8 points

The disk magazine is far too much for me to manage, I don't have the time to check and reformat the text properly (as you can tell) so I ask if someone else can check the text, I will supply the editor needed and the Text in ASCII format.

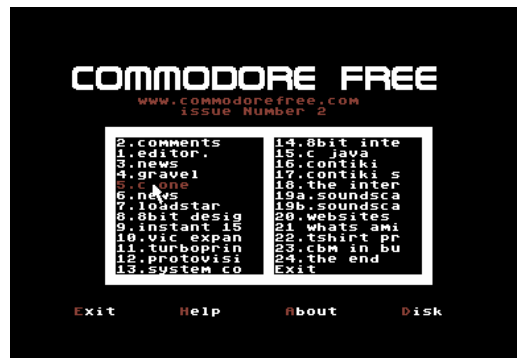
To everyone who contributed with donations via the website I thanks you, I haven't named names but you know who you are.

Again If you have any articles or information please feel free to pass it on to other users via this magazine

THANKS

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Now available in a disk format for readers who requested this format. However the time it takes to produce such a magazine is extensive and even more errors have crept in, I don't really have the time to re-edit this so again I plee for anyone with spare time and some typing skills to help me out.

Anyone could help me with this even if its just reading and correcting spelling mistakes, Also help with the magazine would be appreciated

Thanks

[www.commodorefree.com](http://www.commodorefree.com)

# Readers Letters

**Ok more comments here we go :**

Hello Nigel

This is Luke Lynde from Australia. I really like your Commodore Free PDF magazine! I have 5 Commodore 64 keyboards, all working, with 4 power supplies, 2 xe1541 cables, and 2 av leads with left/right audio for stereo input. I love listening to real c64 SID tunes on my new 160W Panasonic Midi Hi-Fi. 6581 definitely has a charm about it, but generally I guess 8580 is more common, and has improved sound qualities over 6581. 2 of my machines have 8580, 3 have 6581.

A couple of C64 keyboards I have, have problems with the RF modulator, but I don't bother to fix it - as I use strictly AV to my 34cm TV - note that 34cm is the "ideal size" for C64! When you go larger screens, you do lose the tightness of the pixels, and it will look a lot worse, especially if your video on c64 is not 100% perfect (age, the main factor involved here). Monitors are probably better, but are less reliable than a keyboard all-in-one breadbin / slim-line unit, disk drives being the worst - as far as problems go. 3 out of my 5 keyboards I would say are in 85-90% condition, the other 2 around 70-80%.

I eliminate all use of 1541 drives, because I use 64HDD on an early pentium 1 laptop with 1.2 gig hard drive, most of that filled with PRG and D64 files - the rest contains Windows 3.11 installed, and some chess games for DOS?! PSID64 is a great utility for converting SID files on PC into a PRG format easily readable with 64HDD. I also have a 486-33 laptop that runs 64HDD well, also - but it only has 200Mb Hard Drive. My main machine though is Pentium 4, 2Ghz, 512Mb Ram, etc!

Anyway, I enjoy your magazine, and really hope that it continues on, for some time to come! I also do an english PDF magazine, called Joystix. Look for it on CSDB and you will find a link there, if you wanted to put it as some advertisement for your magazine! It contains retro game reviews with screen shots, and minimalist design - something simple. Joystix 1 was bad, Joystix 2 is a lot better.

If you want some article on retro game reviews (or PC emulation) for C64, or about the C64 scene, anything C64, let me know - I will do them in TXT format, like this.

See you mate!

Luke Lynde  
Australia (Kangaroos, Koala Bears, and Paul Hogan.)

PS - I also use real c64 about 1-2 hours every day. I like the latest version of CCS64 on PC, though. WinVice is good, especially for sound. I hope this letter makes the letter section of the mag :) I would say I have been a Commodore 64 disciple since 1988 ;)

PPS- If you want an article, I can send it to you in .D64 format, and will include the wordprocessor Mini Office 2. If you use the printer emulation under WinVice, it outputs as a 99% perfect text file - Capitals and lower case, everything! Quite impressive.

**Commodore Free**

Thanks for the Comments and super long file if anyone wants to read this magazine here is the link, Does this mean I have some sort of competition? ☺

Here is a link to the magazine  
<http://noname.c64.org/csdb/getinternalfile.php/24082/Joystix#1.pdf>  
AND

<http://noname.c64.org/csdb/getinternalfile.php/33732/Joystix2.pdf>

Hi! Just wanted to say Thanks again for another quality issue of Commodore Free and give a tip regarding the Singular Browser (for RR-net) that was released earlier this year:  
<http://noname.c64.org/csdb/release/?id=30400>  
since I didn't see it mentioned in the Web article. Thanks and keep it up!!

Regards,  
RaveGuru/Instinct

**Commodore Free**

RaveGuru/Instinct

Thanks for the Comments, and this Browser looks great, Rest assured I will have a full review, and as if by magic its in this very issue.

Hi Nigel,  
Just to say "well done" on Commodore Free from an Ex CS subscriber :(I only heard about it tonight and am very impressed!  
Cheers Colin  
<http://vcsweb.com/~colinit/>

**Commodore Free**

Collin thanks for the comments to bad your website isn't maintained anymore!

Nigel, Finally got time to look at Commodore Free.  
EXCELLENT WORK!

Dave Moorman

**Commodore Free**

Dave many thanks for the nice comments, also thanks for all your help with my disk version of the magazine. Yes that's right I am going to do a TEXT magazine version as a downloadable disk image.

Your Commodore Free magazine is incredible! Thank you so much  
Mercury7

**Commodore Free**

Again many thanks

Grate work, grate Mag.

I am (or was) a Commodore Scene reader right to the end and I was pretty sad that it all ended :-( There is nothing better than a peace of paper to read about the Commodore, website can a so boring.

Looking forward to see the next issue.Thanks,  
Allen Monks Web site: [www.commodorecheetah.co.uk](http://www.commodorecheetah.co.uk)

**Commodore Free**

Alan, I agree with the paper mag comments yes I like to have a real magazine to read, you can take it anywhere, although some readers still ask for a disk magazine. I have created a magazine with the help of Dave moorman, available for download shortly its noting fancy just basically a text version with menu

If anyone doesn't want comments printed please state in the Email, I haven't printed addresses, unless you state you want them printed with the Email

## News 1

[WWW.COMMODORE16.com](http://WWW.COMMODORE16.com)

### SIXTEENPLUS

i have been busy for the last month typing in these games from old magazines for future preservation and no more headaches for anyone...it took me eighteen years to finally finish Egyptian Tomb which must hold some sorta record (my bro switched computer off as i was about to error-check it way back then, i knew i should've done a regular save)

### anyway... The first batch of games...

Flight Master - Commodore Horizons - issue 15 (march 85)

Dot Racer - Commodore User - issue 20 (may 85)

Tunnel - Commodore User - issue 33 (june 86)

Egyptian Tomb - Commodore User - issue 42 (march 87)

and more shall follow...in due course-----

The C16 Magazine Game Listing Resurrections  
Appreciation to Mort from the Zzap64 site for the C16 listings.you can buy the magazine DVD's from the Zzap Zzuperstore on their site

'Your Commodore' game listings are now available. I am still awaiting for the completion of the CCI scans. These are all the listings from various magazines, some of which still needs to be done.meanwhile, anyone who fancies having a crack at what's left are appreciated and of course you'll get the main credits for anything you submit.

If anyone has any other magazine/book game listing scans/.prg files they can donate it would greatly help the future growth of the whole C16/+4 scene.

Send your .prg submissions to me here and let us know in the forum, thanks.You can also email me on the above link for any comments and suggestions.Above all else, enjoy Sixteen Plus.

Link to All Games

<http://www.commodore16.com/listings.htm>

### IDE 64 Interface

idedos 20061110 (0.90 patch 31) 20:36

This release adds EPCLink support, which means that now it's possible to use a ETFE or RR-Net card for highspeed transfers through the IDEDOS PCLink network drive. Reading speed reaches up to 40 kB/s (writing at 20 kB/s), which makes burning CDs for huge data transfers pointless. Unfortunately currently it's not so easy to get an ETFE card or connect RR-Net simply (RR+RR-Net+portexpander), but let's hope this will change soon ;)

<http://idedos.ide64.org>

### MMC plugin D81 Writer

<http://noname.c64.org/csdb/release/?id=43433>  
D81 writer plugin V0.1 for MMC64 by tnt is available.  
D81 writer plugin V0.1

Important:

This is version 0.1, lacking IEC mode and all error detection. Make sure your C64 has burst mod (\*1) and that you have disk in 1581 before pressing RETURN.

Verify errors hang C64 and 1581, and you need to reset both to continue. Plugin also sometimes hangs

when it should start writing, forcing you to reset too. BAM copy isn't implemented either.

Now the lighter side:

D81 plugin is the fastest method to write D81 images to disk on C64. Without format/verify that takes only 64 seconds. If disk needs to be formatted, D81 writer beats OmniFlop (\*2) too as it requires separate format pass.

When started, program checks devices 8-11 to find 1581. If one is found it then checks for burst mod. After that you are given a couple of options:

8,9,0,1 select device 8-11 (only changed if new device is 1581)  
F toggle format  
V toggle verify  
B toggle BAM copy (if selected, only necessary tracks get written to disk. !! not implemented yet !!)

You will be given time estimation according to current options. Plain write takes 64 seconds with burst mode, format and verify add 32 seconds each.

(\*1) <http://www.cs.tut.fi/~albert/Dev/burst/>

(\*2)

<http://www.shlock.co.uk/Utils/OmniFlop/OmniFlop.htm>

### Metal Warrior

Maybe this should be other news ☺

<http://covertbitops.c64.org/>

NOTE: As of 18th November 2005, Metal Warrior (C64) & Metal Warrior 2 (C64) have been exclusively licensed to Alten8 and are not to be added to any new download locations. However, any existing free downloads do not have to be removed

### About Alten8 Limited

<http://www.alten8.com/>

Alten8 is a new force in the development and publishing of games. A privately owned, totally self financed company, which has grown massively in a short space of time, because of the excellent profit sharing deals it is willing to do with its partner companies.

Achieving official Nintendo GBA developer status early on, and working both internally and with small new external development teams, Alten8 is bringing all new IP to the market, as we believe, quality games deserve to be available for gamers to purchase.

With hundreds of licensed retro games, a range of all new current console and PC format games, and a pipeline of mobile phone and other mobile device games, you will see a lot more of the Alten8 name in the future.

Visit [www.alten8.com](http://www.alten8.com) to find out more.

WILD HARE AND ALTEN8 SIGN NORTH AMERICAN PUBLISHING AGREEMENT  
6th October, 2006

## News Part 2

### New Version of GUI4CBM4WIN 0.5.0

I've taken the liberty to make some modifications to GUI4CBM4WIN

\* Converted the VB6 codebase to VB8 (VB.Net 2005). This does require that you have the .Net Framework 2.0 (or 3.0) installed to run the program. I did this for a couple of reasons: 1) The .Net Framework makes it much easier to deal with external processes; 2) The .Net Framework with Windows Forms is much easier to make dynamically scaling user interfaces.

\* The user interface can now be resized, including maximized.

\* I've created an MSI installer that installs both the GUI4CBM4WIN as well as installing and registering the OpenCBM 4.0 driver. This currently is set up for x86 only. I'll make an x64 version as well when I get the process nailed down.

This initial release is very beta. I've tried everything I can think of, but there may be some unintended bugs or unforeseen side-effects from the conversion to .Net 2.0. <http://blog.paytonbyrd.com/?p=50>

### Youtube

<http://www.youtube.com/watch?v=DuKIHP88GVQ>  
GEOs on Nintendo DSGeos Running on a Nintendo DS handheld console,

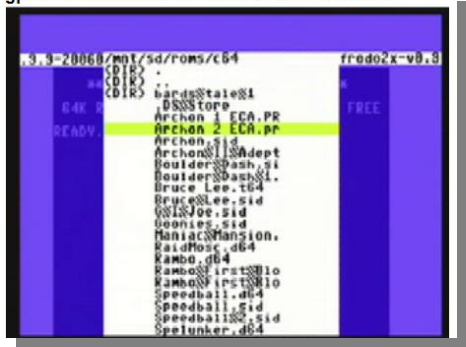
GEOS on the Nintendo DS



<http://www.youtube.com/watch?v=HAYVL7H60EM>

gp2x - Commodore 64 emulation via frodo2x  
GP2X running a Commodore 64 emulator

gp2x - Commodore 64 emulation via frodo2x



### Commodore Convention

The Emergency Chicagoland Commodore Convention 2006 video is available for your viewing pleasure. After much delay, this video chronicles the sights and sounds and demonstrations at the September 30 ECCC. Video by Craig Ernster and me. Edited by Craig Ernster. Watch demonstrations by

Craig Ernster on copy protection and copiers  
David Murray on DTV hacking  
Chris "The Wiz" on DirMaster  
Craig Ernster again on the 1541-Supercard

The ECCC 2006 video is available on NTSC DVD-R, VHS tape, or Beta tape. For information on how to obtain the video, send me an e-mail.

Truly,  
Robert Bernardo  
Fresno Commodore User Group

<http://videocam.net.au/fcug/>

DVD review later in this issue of Commodore Free magazine

## The Cincinnati Commodore Computer Club

It's now official - the Cincinnati Commodore Computer Club will be hosting its second C4 Expo May 5th & 6th at the Drawbridge Inn in Ft. Mitchell, KY (across the Ohio from Cincinnati).

### Special rates for attendees

- \$69.00 + tax/night.

Details will be available on the official web site - <http://c4expo.org>

### Details From the Website

C4CC is pleased to announce that we're hosting an expo for Commodore enthusiasts on may 5rd and 6th, 2007. The event is taking place in Cincinnati, Ohio, at the Drawbridge Inn. We will have a huge room for demos and dealers. There will be a special room rate for C4 attendees as well: \$69/night + tax! Reserve a room today and help make C4 a hit!

ADMISSION: \$10/person or \$15/family  
VENDORS: \$15/table (6') or \$35/three tables

## Commodore Scene

### Custom Commodore Vic 20 / Vic20 music sidstation synth.

I spotted this on ebay and followed the auction curious at what the ending price might be. The auction ended on the 21<sup>st</sup> of October for a price of \$44 with 12 bids. If the link still works

[http://cgi.ebay.com/Custom-Commodore-Vic-20-Vic20-music-sidstation-synth\\_W0QQitemZ110044669186QQi](http://cgi.ebay.com/Custom-Commodore-Vic-20-Vic20-music-sidstation-synth_W0QQitemZ110044669186QQi)

*Hello and welcome to our auction!*

*What we have here is a Commodore Vic 20 w/ victracker 2.0 software, a 1541 disk drive, a 16k ram cart to get the software going, and all needed cables to start. Those who enjoy the sounds / dirt of the c64 and sidstation are going to absolutely love the sounds of the Vic 20! This unit was owned by a local musician / circuit bender who just didn't want the unit anymore due to owning a second system. Everything works 100% aside from the disk drive which works 2 out of 5 times at looks a little war torn. Maybe it has run it's course? Maybe the unit number is wrong? (this was suggested by a fellow ebayer) Who knows? If you have a spare drive, spare cable, or knowledge of 1541 troubleshooting then this shouldn't be a problem. If you would like us to not ship the drive to save on shipping that's totally fine. We can do that as it's pretty heavy. Once again: the vic works great!*

*The paint job is great! If you have seen an original Vic 20 then you know just how cool this paint job is. No more nasty cream colored plastic! Also, you might notice a red colored button / key next to the f1 key. It says "panic" on it and it's just there for show. It is non functional but was put there to offset the red pinstriping. Cool indeed!*

*As mentioned this auction comes with Victracker 2.0 music software and takes advantage of the included 16k ram cart.*



### Commodore 1581 3.5" Floppy Drive Kits - C64 C128 VIC20

Ever been to ebay just to late and been kicking yourself ever since. I have look at this auction for new commodore 1581 disk drive cases and circuit boards. The seller offered these at \$50 plus postage, and with the documentation from the last issue of Commodore Free, you would have been able to fit any standard P.C. 3.5 inch floppy disk drive and be wallowing in mass storage on the cheap. Gutted! I certainly am.

This auction ended on the 10<sup>th</sup> of August wonder how many units he had for sale, the other auction picture (not shown here) has a picture of about 18 drives.

<http://cgi.ebay.ca/ws/eBayISAPI.dll?ViewItem&item=300015973726#ebayphotohosting>

*These are **brand new Commodore 1581 disk drives** that Commodore removed the drive mechanisms from, to use in Amiga drives. 1581s allow you to use DSDD 3.5" floppy drives for an astounding 3,160 blocks on each disk.*

*The case, logic board, instructions, and power supply are included. You supply the drive mechanism. Any PC floppy drive will do, but Amiga drives are preferred.*

***I cannot provide any technical support for these kits.***

Customers in 220V-land will not receive a power supply (these are only 120V), but the price is the same because of the extra shipping. You can use 1541-II power supplies with these as well.



# Commodore Scene

## FLAC64

<http://www.juggernart.com/retro/flaC64/index.html>

What is flaC64 ?

FlaC64 is a fun Commodore64-style user interface online-toy made with Flash. This toy simulates the User Interface (UI) of a C64. It is not an emulator! The Commodore64 was a revolutionary homecomputer system of the early 80's, a so called microcomputer. If you want to know more about the famous C64 take a look at the C64 related links.

FlaC64 is made with Flash4. To view it in your browser you need to have the Flashplayer Plugin . To use the "PLAY SID" command of flaC64, you need to have the SID Plugin .SID modules are music files made for the soundchip of the Commodore 64. They demonstrate the impressive sound capabilities of the C64 For further informations about the "PLAY SID" command read "the commands" chapter please.

FlaC64 is a keyboard based interface. You have to type in commands to tell flaC64 what to do. You can only type lowercase letters a to z, flaC64 displayed uppercase. Typing the uppercase letters A to P changes the color of the cursor to one of the sixteen colors of the C64 black, white, red, cyan, purple, green, blue, yellow, orange, brown, lightred, grey1, grey2, lightgreen, lightblue, grey3. Uppercase Q creates a special color effect. To show the list of the keys you can type "keys" (without quotations) and press the "return" key. Type "help" or "?" and press "return" to get a list of the commands flaC64 understands. You can escape messages of FlaC64 by pressing "q" while they are written.

The Keyboard You can use the following keys:

a - z lowercase  
0 - 9  
@ at  
. period  
, comma  
: colon  
; semi-colon  
+ plus  
- hyphen  
\* asterisk  
/ forward slash  
= equals  
! exclamation mark  
? question mark  
" double quote  
' single quote  
~ tilde  
% percent  
& ampersand  
( open parenthesis  
) close parenthesis

uppercase A - Q  
change the color of the cursor  
spacebar  
arrow keys  
move the cursor  
return  
confirms a command  
delete  
deletes one character to the left, in one line only  
delete forward  
deletes a whole line  
pos1  
sets the cursor home  
page up  
clears the screen

A command consists of one or two words. The first is the keyword, the second is the statement. A command must fit into one line and must be confirmed with the "return" key. These are the commands flaC64 understands:

HELP shows the list of commands ?same as HELP

KEYS shows a list of the keys you can use

ABOUT shows information about flaC64

RESET resets flaC64

COLOR1 'COLOR' sets the background color; statement 'COLOR' can be:BLACK WHITE RED CYAN PURPLE GREEN BLUE YELLOW ORANGE BROWN LIGHTRED GREY1 GREY2 LIGHTGREEN LIGHTBLUE GREY3  
example: COLOR1 RED

COLOR2 'COLOR' sets the bordercolor; statements same as COLOR1 'COLOR'

SOUND ON turns sounds on and plays the last selected SID

SOUND OFF turns all sounds off and stops a SID playing

GOTO 'URL'opens a new browser window with the specified 'URL'example: GOTO WWW.JUGGERNART.COM

MAILTO 'EMAIL'shows an e-mail form to send an email to the specified 'EMAIL' address example: MAILTO JUGGERNART@JUGGERNART.COM

LIST 'STATEMENT'lists the content of the specified 'STATEMENT';  
'STATEMENT' can be: KEYS COMMANDS COLORS SIDS LINKS PAGES STATS  
example: LIST SIDS shows a list of the SID modules that can be played with the PLAY 'SID' command  
example: LIST STATS shows the number of users of flaC64  
example: LIST PAGES shows a list of the available subpages; subpages can be opened with the GOSUB 'PAGE' command

PLAY 'SID'plays a SID module specified by 'SID'; 'SID' can be SID1 SID2 ... SID10SID0 stops a playing SID  
example: PLAY SID7;the PLAY 'SID' command only works with the SIDPlugin installed on your system

SAVE PREF saves the current user settings (colors, sound, sid) in a cookie file; next time the user opens flaC64 or on RESET, flaC64 starts with the saved settings; Works with a cookie enabled browser only

SAVE DOCStdownloads the flaC64 user guide

GOSUB 'PAGE' opens a subpage defined by 'PAGE' in a new browser window example: GOSUB PAGE1

Error messages

?SYNTAX ERROR

The user typed something flaC64 does not understand, or he typed a command followed by a statement, but no statement is needed.

?UNDEF'D STATEMENT ERROR

A needed statement is missing or flaC64 does not understand the typed statement.

?BREAK ERROR

A message from flaC64 was escaped by the user (by pressing "q").

?EMAIL SYNTAX ERROR

The statement 'EMAIL' of the MAILTO command has a wrong syntax (for example missing "@").

?SOUND IS OFF ERROR

The user tried to start a sid file with the PLAY 'SID' command after the sound was turned off with SOUND OFF.

?NOT YET IMPLEMENTED ERROR

A known command is not yet implemented in the current version of flaC64.

Credits Thanks to, Dank an: Jeroen Kessels, [www.kessels.com](http://www.kessels.com), for his FlashDB package, für sein FlashDB Paket.

Copyright flaC64 by Markus Eichler  
juggernart@juggernart.com<http://www.juggernart.com>  
flaC64, the flaC64.swf and flaC64 fla files are Copyright © 2000-2004 Markus Eichler. All rights reserved.  
Any modification to FlaC64 and its files is strictly prohibited!  
Selling, licensing or distributing the code of this program without prior written permission of the author is expressly forbidden.

## Commodore 64 web browser

<http://noname.c64.org/csdb/release/?id=30400>

The Singular Crew in cooperation with The Dreams presents a graphical browser for the C64 and C128.

This is a technology preview, not user friendly at all, but you can view single pages from the network with it. Basically it can download a html page, parse it's tags and inline stylesheet (no external stylesheet support) and displays it with various fonts and colors on VIC II or VDC screen. Tables, forms, frames and images are not supported.

Scrolling backwards is not implemented yet. (I use double linked lists, so it should be possible without much change) Scrolling forward can be done by pressing space. The parsed page must fit into memory, only the first 64K of C128 mode is used, and no superram, +60K, REU or whatever is supported yet. There's no error checking done.

Only (E)TFC or RR-net is supported currently, as for the original http-load.

The networking is preconfigured in "http/s\_data.asm" to:

IP: 192.168.0.2  
MAC: \$44 \$52 \$45 \$41 \$4D \$53  
NETMASK: 255.255.255.0  
ROUTER: 192.168.0.1  
NAMESERVER: 192.168.0.1

Use 64tass 1.45 for recompiling.  
(<http://singularcrew.hu/64tass/>)

I've got not much time for this project currently. ;-( If you're interested, you can write to soci at c64.rulez.org.

**It recognizes the following tags (for stylesheet usage, some of them have built in default stylesheet entries):**

BR P B I U DIV S A EM  
TR TD TH STRONG  
STRIKE CITE DFN  
CODE SAMP KBD Q  
FONT CENTER UL OL  
H1 H2 H3 H4 H5 H6  
PRE TABLE IMG DIR  
MENU DL DT DD LI  
VAR ABBR ACRONYM INS DEL TT SMALL BIG  
SPAN SUB SUP CAPTION HR ADDRESS  
BLOCKQUOTE BLINK FORM MAP FIELDSET  
LABEL LEGEND NOBR PLAINTEXT XMP  
LISTING SELECT OPTION OPTGROUP  
TEXTAREA BUTTON THEAD TBODY TFOOT  
BODY  
HTML HEAD SCRIPT STYLE TITLE

Understands and converts colors:  
BLACK SILVER GRAY WHITE MAROON RED  
PURPLE FUCHSIA GREEN LIME OLIVE  
YELLOW NAVY BLUE TEAL AQUA ORANGE  
TRANSPARENT INHERIT #rgb #rrggbb

**Understands following stylesheet properties:**

COLOR BACKGROUND BACKGROUND-COLOR  
MARGIN-TOP MARGIN-BOTTOM MARGIN-LEFT  
MARGIN-RIGHT TEXT-ALIGN TEXT-DECORATION  
FONT-STYLE FONT-WEIGHT FONT-FAMILY  
WHITE-SPACE LIST-STYLE LIST-STYLE-TYPE  
DISPLAY

**Recognized entities:**

amp AMP gt GT lt LT quot QUOT apos nbsp iexcl  
cent pound curren yen brvbar sect uml copy ordf  
laquo not shy reg macr deg plusmn sup2 sup3  
acute micro para middot cedil sup1 ordm raquo  
frac14 frac12 frac34 iquest Agrave Aacute Acirc  
Atilde Auml Aring AElig Ccedil Egrave Eacute Ecirc  
Euml Igrave Iacute Icirc Iuml ETH Ntilde Ograve  
Oacute Ocirc Otilde Ouml times Oslash Ugrave  
Uacute Ucirc Uuml Yacute THORN szlig  
agrave aacute acirc atilde auml aring aelig ccedil  
egrave eacute ecirc euml igrave iacute icirc iuml eth  
ntilde ograve oacute ocirc otilde ouml divide oslash  
ugrave uacute uacirc uuml yacute thorn yuml euro  
sbquo

fnof bdquo hellip dagger Dagger circ permit Scaron  
Isaquo OElig lsquo rsquo ldquo rdquo bull ndash  
mdash tilde trade scaron rsaquo oelig Yuml

Builtin fonts (all 8 pixel height, iso-8859-1): Times,  
Times bold, Times italic, Arial, Arial bold, Arial italic,  
Fixed, Fixed bold

List styles supported:

NONE DISC CIRCLE SQUARE DECIMAL  
DECIMAL-LEADING-ZERO LOWER-ROMAN  
UPPER-ROMAN LOWER-ALPHA LOWER-LATIN  
UPPER-ALPHA UPPER-LATIN INHERIT

Text-align (justify does not work):  
LEFT CENTER RIGHT  
(JUSTIFY) INHERIT

Text-decoration (Overline and blink does not work):  
NONE UNDERLINE  
(OVERLINE) LINE-THROUGH  
(BLINK) INHERIT

**Font-weight:**  
NORMAL BOLD BOLDER

LIGHTER INHERIT

**Font-family:**

SERIF SANS-SERIF SANS CURSIVE FANTASY  
MONOSPACE ARIAL HELVETICA VERDANA  
TAHOMA IMPACT TIMES COURIER INHERIT

**Display:**

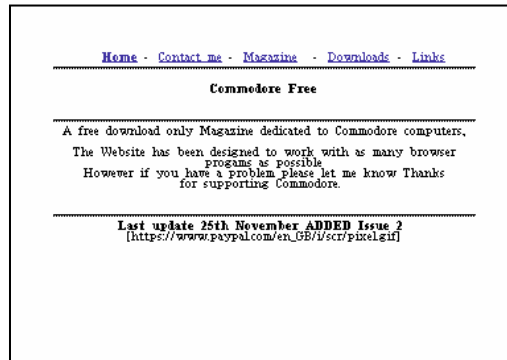
INLINE BLOCK LIST-ITEM NONE INHERIT

**Font-style:**

NORMAL ITALIC OBLIQUE INHERIT

**White-space:**

NORMAL PRE NOWRAP INHERIT





# Editor Comments on the Browser

First let's note this is a preview and so an unfinished proof of concept. As such its succeeded very well indeed. Pages are rendered very quickly and seem to be accurate, from my tests.

This VERSION (from the above link) is the disk version so you have to save the website to the same disk as the browser and name it test2.html, the program loads it and displays the results on screen, assuming that it fits into memory.

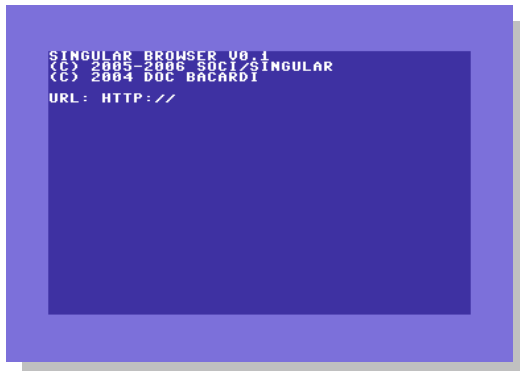
There is however a version for the Retro replay Cart and the final Ethernet adaptor to download.

Retro replay  
The Final Ethernet

Of course to be of use to download live pages I would need to be able to change the DNS server (or nameserver) to one used on my network and the only way to do this is to recompile the application, I don't have the skills to attempt this.

If you read the last issue of Commodore Free you will understand the other numbers, Ip netmask and router should be familiar. The MAC address is a number assigned to the card by the manufacturer and isn't normally changed by the user, as long as its unique on your network you should be fine.

If you know the IP address of the website you can enter this when the application prompts you Here



At the URL `http://`  
Enter the IP address of the website you want to view  
To find the ip address you can ping it, from a unix, linux or Windows machine. for example  
Ping [www.amiga.com](http://www.amiga.com)  
Press return should give you a response

```
C:\>ping www.amiga.com
```

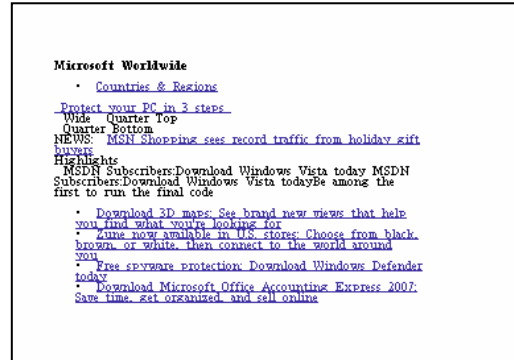
```
Pinging www.amiga.com [69.44.18.43] with 32 bytes of data:
```

```
Reply from 69.44.18.43: bytes=32 time=133ms TTL=53
Reply from 69.44.18.43: bytes=32 time=126ms TTL=53
Reply from 69.44.18.43: bytes=32 time=128ms TTL=53
Reply from 69.44.18.43: bytes=32 time=125ms TTL=53
```

```
Ping statistics for 69.44.18.43:
Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
Approximate round trip times in milli-seconds:
Minimum =125ms, Maximum =133ms, Average = 128ms
```

You see the reply from the servers IP address,

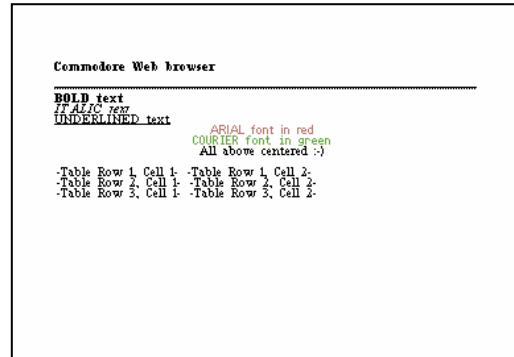
So typing <http://69.44.43> should get to the website problems will arise as some web servers host multiple websites. If your router has DNS forwarding you should be able to work straight out of the box!



But you at least get to trial your setup without recompiling the code.

You need to pick sites that were designed for any browser or text sites to have the browser display neat websites but as can be seen below almost anywhere will work, if the site fits into memory.

Above the "Evil empire of Micro\$oft"  
And while the picture listed below isn't an all inclusive example it gives an idea of the formatting power of the software.



Note the Change of fonts and colours and the software's ability to centre text. Even recognising a table and correctly handling the rows and columns Very impressive.

Anyone reading will be immediately building up a list in their minds of "ah but it should be doing this or that" Remember this is a test an early version. I would like to obviously see some form of moving backwards through the text, currently only scrolling forward by pressing the space bar is implemented.

I would like to see extra hardware recognised and be utilised for example "spooling" websites to disk or even utilising disks as "buffers" Memory expansions recognised for copying the whole site to memory for faster access.

Of course I am sure these are all on the horizon of the programmers who are struggling with the evil of "lack of time"

# News Part 3

### Retrogaming times monthly

Freely available retro gaming magazine, covering all formats, the magazine is a view online webpage format. Available from the link below:

[http://my.stratos.net/~hewston95/RTM/RTM\\_Home.htm](http://my.stratos.net/~hewston95/RTM/RTM_Home.htm)

#### RETROGAMING MONTHLY

10/31/06 update: Click the "Current Issue" to read our Nov 2006 Issue, RTM #30. 110 "" months in a row - longest-running online free Retrogaming newsletter ever!

Scott Jacobi - Chief Editor, "Nintendo Realm" & "Syntax Era" Classic gaming magazine reviews.

Alan Hewston - Assistant Editor, Web Manager "Many Faces of . . . reviews" surveys & more.

Adam King - past Editor, "Commercial Vault", "8-Bit Face-Off" & "Stardate 7800"

Andrew "Tonks" Tonkin - "Vic 20 Reviews", "Collecting in Australia" & more.

Tom Zjaba - "Retrogaming Times" Founder, MAME Reviews, "Dr. Sane", & more.

Mark Sabbatini - "Many Faces of the Radio Shack Color Computer" & "The Thrill of Defeat"

David Lundin Jr. - "Tengen Reviews" "NEScade".

Bryan Roppolo - "TI-99/4A arcade game reviews".

Nathan Kozlowski - "ColecoNation" & more.

Andrew Masters - Sinclair Spectrum Reviews & "Lost Faces of . . ."

David Winter - "Continuing the Odyssey"

Tim Roach - Web assistance, graphics and our RTM logo designer.

The "Retrogaming Times Monthly" is the continuation of the "Retrogaming Times" as was previously created & edited by Tom Zjaba, of Tomorrow's Heroes. Please visit his site.

RTM Chief Editor: [Scott Jacobi](#) Web Manager & Senior Staff Writer [Alan Hewston](#) Most recent update on October 31, 2006

### Other News

Australian air guitar T-shirt actually rocks Monday November 13, 04:42 AM

SYDNEY (Reuters) - Australian scientists have invented a T-shirt that allows air guitarists to play actual music as they strum the air.

The T-shirt, created by scientists from the Commonwealth Scientific and Industrial Research Organisation (CSIRO), is called a "wearable instrument shirt".

The shirt has sensors in each elbow and sleeves to detect and interpret the air guitarist's arm movements -- one arm chooses chords and the other strums imaginary strings.

The gestures are then connected wirelessly to guitar audio samples to generate the music.

"It's an easy to use, virtual instrument that allows real time music making, even by players without significant musical or computing skills," said CSIRO engineer Richard Helmer.

"It allows you to jump around and the sound generated is just like an original mp3," Helmer said in a statement on Monday.

Researchers specialising in computing, musical composition and textile manufacture combined their skills to create the musical T-shirt.

"The technology, which is adaptable to almost any kind of apparel, takes clothing beyond its traditional role of protection and fashion into the realms of entertainment," said Helmer.

A video of Helmer demonstrating the air-guitar T-shirt is available on the CSIRO's Web site, [www.scienceimage.csiro.au/mediarelease/air-guitar.html](http://www.scienceimage.csiro.au/mediarelease/air-guitar.html)

[www.yahoo.co.uk/news](http://www.yahoo.co.uk/news)

### C64 Micro cook book

I just wanted to let everyone know about a new website I put up. I was chatting with Snogpitch of the Cincinnati Commodore Computer Club this past Saturday at the #c64friends IRC chat, and I had mentioned that I have the original Commodore disks of the C64 Micro-Cook Book. He expressed interest in these, so I decided to post them for everyone to try out. There was some trouble with the recipe disk at first, but he clued me into a "trick" using rubbing alcohol to revive an otherwise unreadable disk.

So anyway, I ZipCoded the disks (had to Six Pack the program disk due to copy protection), and linked the files with Lynx XVII. So just to be sure everyone would have everything they need, I posted Zip Code 2, Lynx XVII, Lynx docs, the C64 Micro-Cook Book program disk, and the C64 Micro-Cook Book recipe disk. All these files can be downloaded at the following website:

<http://www.wiskow.hpg.ig.com.br/>

Enjoy! :-)

-Andrew

# Disk Utility Cartridge for the VIC-20

This was the result of collaboration over on the [VIC-20 Denial](http://www.sleepingelephant.com/denial/) <http://www.sleepingelephant.com/denial/> forums.

It started with user Boray's excellent [X-Menu program](#) <http://user.tninet.se/~pug510w/datormuseum/vicmenu.html> for the VIC, a very handy utility for making it easier to load programs, as well as file operations like renaming, scratching, printing. In fact, this program was so useful that I thought it would be handy to have on a cartridge, always available at the press of a button.

I had no idea how to make a cartridge for the VIC20, but over the course of a few months we tackled all the problems one-by one. Plus, even in a 4K cartridge there was some left over space to put in a few extra goodies, so I included the DOS Wedge from the VIC-1541 Demo Disk and a couple of other things. We learned lots of useful programming tricks for the VIC in the process, such as how to move BASIC programs around in memory and relink them.

DOS Wedge to simplify disk use on the VIC-20. @\$ to view a directory, @ to send a command or view drive status, and / to load files.

· X-MENU: Displays an interactive list of all the files on a disk. Allows you to run, delete or rename files, format the disk, or print the directory with a single keystroke.

· Disk drive head scrubber program to maximize the effectiveness of cleaning disks. It commands the drive to move from Track 35 to 33, then 34 and so on.

· Works with Device numbers 8-15. Compatible with all Commodore drives, 64HDD and uIEC.

· Emergency UN-NEW for rescuing BASIC programs after a NEW command or lockup.

· Reset button.

· Switchable between Block 3 (\$6000) and Block 5 (\$A000).

### Block 5 Usage

When switched to Block 5, the cartridge automatically starts and displays a menu of the available features.

**F1** Display a summary of the Wedge and Block 3 SYS commands (see below).

**F3** Start the X-MENU utility.

**F4** Start the disk drive head scrubber.

**F5** Restore a previously NEWed BASIC program and return to BASIC.

**F7** Go to BASIC with the Wedge enabled. (Default after ~10 seconds)

**F8** Go to BASIC without the Wedge enabled (Normal BASIC 2.0)

+ or - Select the default drive number. To get to BASIC immediately with the Wedge enabled, hold down SHIFT when turning on the power or pressing Reset. Similarly, holding down the Commodore key takes you directly to BASIC without enabling the Wedge.

### Block 3 Usage

When switched to Block 3, the cartridge will not autostart, but all the functions are still available through easy to remember SYS calls.

**SYS 25000** Display a summary of the Wedge and Block 3 SYS commands.


**SYS 25020** Start the X-MENU utility.\*

**SYS 25030** Start the disk drive head scrubber.\*

**SYS 25050** Start the command Wedge.

**SYS 25080** Restore a previously NEWed BASIC program.

\*Note that these two commands will destroy any BASIC program currently in memory.



```
DISK UTILITY CARTRIDGE
F1.  HELP
F3.  X-MENU UTILITY
F4.  HEAD SCRUBBER
F5.  BASIC UN-NEW
F7.  BASIC (WEDGE)
F8.  BASIC (NORMAL)
+/-  DRIVE #8
```

### Tips

To speed up a 1541 Floppy Drive when used with the VIC-20, use the Wedge command @UI-. It switches the 1541 to "1540 compatibility mode", which is slightly faster than the 1541 default.

To change the active device number after startup, type **POKE186,x** where x is the drive# from 8 to 15. To find out the filename after a FILE NOT FOUND ERROR, type **SYS 63065**.

<http://home.ica.net/~leifb/commodore/vic-cart/index.htm>

# Html Walker VIC 20

This program will display the text of a html file with much of the html formatting intact. HTML Walker was built on my program [Text Walker](#). Why this program?

Has the World Wide Web finally reached your vic20? Well, the main purpose of HTML Walker is not to display existing web pages on your vic (even though this is possible), it's a program for you who like to do some word processing on your Commodore 8 bit computer. Use your favourite Commodore 8bit text editor to write the text while using html codes to format the text. Then use HTML Walker to print it out, or to watch it with formatting on the screen, or to convert it to plain petascii without the html codes. There are several benefits with this:

You don't have to care about how the text looks while writing it. Focus on the contents instead. HTML Walker will format it for you later when you print it out. The result looks rather nice with the headings and formatting on a Commodore printer. (Made for the MPS1250)

You can print on different paper formats without changing the document. Just change the print settings. You can easily export your document with the formatting intact (after converting it to ascii). For example - load it into WORD on PC or put it on your homepage. As a bonus, you will learn html! HTML Walker can use both petascii files as well as ascii (including all ascii dialects for PC, Unix, Amiga etc.). (Except for non-English characters). But it's faster on petascii (the standard charerset for Commodore's 8 bit computers).

HTML and compability HTML codes are stated withing "greater and less than" brackets. I can't write them here as HTML Walker (as well as any web browser) would think that it's a HTML command. So look at this text in a text editor for examples. In the rest of this document, I will use "[" and "]" instead, just to display the codes in plain text.

You must have a [html] code in the beginning of your text file, as well as a [/html] at the end of the file. This is part of the html standard as well as it's helping HTML Walker to know where the start and end is. There is a big benefit from this: HTML Walker can use the file format from most text editors directly without any conversion. For example Notepad on The Final Cartridge saves two extra bytes at the beginning of the file and the rest is pure petascii. As HTML Walker first looks for the [html] code, then those extra bytes are skipped automatically. So texts written with most text editors will probably work. Later in this text there is a list of some editors that I have tested. There is no end of file checks (to increase the speed), so if you don't have [/html] at the end, then the program will end with a "string too long" error. HTML support

Some HTML commands are one single word, for example [br] for a line break. Others are two commands, one to turn something ON and one to turn something OFF. Then they follow this pattern: [something] to turn it on and [/something] to turn it off. For example [h1]Big heading[/h1]. The following html codes are implemented:

[h1] [/h1] Headings  
[h2] [/h2]  
[h3] [/h3] Same as h2  
[h4] [/h4] Same as h2  
[b] [/b] Bold  
[i] [/i] Italic  
[li] list item  
[br] break  
[p] (new paragraph)  
[hr] horizontal line  
[ul] [/ul] indent/outdent  
tables are displayed, but not great.  
[html] [/html] MUST be used!!!

Extra feautres:

[esc] For printer escape codes.

[n] For increased numbers, for example [n][n][n] will display 1. 2. 3. Useful for chapter numbers or CD tracks etc.

[n0] Reset the increasing numbers above.

All other html commands are just skipped... But if a html tag is longer than 255 characters, then the execution will stop with a "string too long" error.

- Directly Compatible Editors
- ZED on C128.
- Notepad on The Final Cartridgelll (C64)
- Text64 (C64)
- [WriteNow](#) (Vic20)
- All editors that can save petascii or ascii text.

How to use HTML Walker

When you have written your text within the [html] and [/html] marks and used any of the additional html codes and saved it to disk. Then load and run HTML Walker. First you will be asked about the filename. All questions after that has a default value (that's displayed within brackets). So for most of the questions, you can just hit return.

Here are some of the questions explained:

File type SEQ or PRG (s/p) - This is the type of the actual file on the disk. When you show the directory of a disk, it says PRG after most files, but some programs saves text files as SEQ. If you load from tape, then this question is skipped (and the filename is ignored).

Petascii, Ascii or WriteNow (p/a/w) - This is the charerset of the file. If the file was written on a Commodore 8bit computer, then it's most likely petascii, so this is the default value. (However, filenames ending with .html or .htm gets ascii as the default value and names ending with .wn gets WriteNow as the default value). Select Ascii for files that comes directly from the web or was written on a PC/Amiga/Unix or whatever. If you get the whole text in the wrong case, for examble everything in upper case letters, then you picked the wrong one. Petascii is faster by the way.

Print Setup - The default values of this part will vary depending on if you are going to print or if you are going to display the file on the screen. If you for example have a C64, then the width for the screen will be 39 by default. If you select to print the text with a printer, then you will get futher questions regarding if you want to use NLQ etc...

Swedish charerset and HtmlWalker

The Swedish special characters (ÅÄ and Ö) are shown in petascii and WriteNow files, provided that your computer has them on the keyboard, but they are not shown in ascii files. All of the included converter programs however converts the Swedish characters. So if you for example use them in a WriteNow html file, they will show in HtmlWalker. If you then convert it to ascii, then they won't show in HtmlWalker but they will show on your PC. Files in the package

- H-MENU-20 - Automatic menu for the disk (vic-20 only) [Vic Menu H20](#) Special version that autostarts html documents (by loading htmlwalker and inputing the name).
- H-WALKER - HtmlWalker; The basic version. Runs on any 8bit Commodore.
- H-WALKER-20 - Vic-20 compiled (Requires 8K expansion)
- H-WALKER-64 - C64 compiled
- H-WALKER-P4 - Plus/4 compiled
- HTMLWALKER.HTML - This document
- [VICMENU.HTML](#) - Doc for vic-menu.
- [WRITENOW.HTML](#) - Instructions for the vic-20 editor: WriteNow
- WN2ASCII - Convert a WriteNow text to ascii.
- ASCII2WN - Convert an ascii text to WriteNow.
- TW12 - [TextWalker](#), program for using the basic editor as your text editor. Instructions included.
- TW12EMPTY - TextWalker without the instructions, ready for your own text.
- LC2ASCII - Convert Petascii files to ascii
- [LC2ASCII.HTML](#) - Instructions for lc2ascii.

20SOURCE.BAS - Basic source optimized for Austro compiler Vic20. Won't run interpreted.

Speed The vic-20 compiled version is the fastest (71 cps on ascii) followed by the c64 (61 cps) and Plus/4 (46 cps).

<http://user.tninet.se/~pug510w/datormuseum/htmlwalker.html>

## Commodore Scene

# VIC-TRACKER 2.0

VIC-TRACKER is a full-featured tracker-style music editor for the Commodore Vic-20. It includes a cross-compressor which produces compact assembly source code output suitable for inclusion in demos and games.

As of version 2.0 VIC-TRACKER also supports Sync24/DIN-Sync making it easy to synchronize it to modern sequencers and electronic music hardware such as drum machines.

VIC-TRACKER is designed and programmed by Daniel Kahlin and released under the BSD-license, which makes it pretty much free for you to use and modify.

Note: To run VIC-TRACKER you need at least 16KB expansion memory, but compiled songs normally work on unexpanded machines.

### BACKGROUND

One day in 1994 Mats Wicksell and Daniel Kahlin found an old Vic-20 at a junkyard. Mats picked it up, and Daniel fitted it with a new keyboard. Later that summer the original VIC-TRACKER 0.6 was written during one week by Daniel Kahlin with (mostly moral) support from Patrik Wallström and Björn Stenberg. In 2001 at the LCP2001 gettogether VIC-TRACKER 1.0 got the last touch.

### NEW IN 2.0

Now two years later VIC-TRACKER received a huge update. Many useful features were added! Among those are:

SYNC24/SYNC48 support. You may now sync VIC-TRACKER to an external sequencer /synthesizer/drum machine.

(SHIFT-)INST/DEL inserts and deletes in the patternlist.

SHIFT-CLR/HOME clears the current pattern. (After asking)

Songs may have a repeat step that is different from the start step.

Rastertime display may be toggled on/off (V).

Multispeed player, 1x, 2x, 3x & 4x interrupt speeds. Sanity checks have been implemented in many places.

Patterns may be transposed up/down in the pattern editor (C= T, C= Y)

Arpeggio modes 0, 1 and f are implemented correctly.

A default arpeggio may be set up in the sound. A frequency offset may be set up in the sound definition.

A default glide may be set up in the sound definition.

Cut and paste in pattern editor.

The current pattern may be changed from within the pattern editor.

The patternlist row that is to be edited may be changed from within the pattern editor. (C= N, C= M) Sounds may have length.

New player effect Set Flag.  
New player effect Cut Note.  
New player effect Delay Note.

The pattern list has a new column allowing the length of the patterns to be selected per row in the pattern list.

Arpeggios may now have up to 16 steps, and have their speed, length, and repeat position individually configurable.

Sounds may be edited.  
Support for both NTSC and PAL interrupt speeds.

Support for up to 16 different songs in each module. (different StartStep, EndStep and StartSpeed for each)

Pressing C= Q,W,E,R toggles voice 1-4 on and off. Error check during load and save.

Loaded songs are padded with zeroes during load.

Pressing '<' in the pattlist editor enters the first unused pattern  
Empty notes (00) in patterns now show '-.' and continuation notes (80) show '++'.  
SPACE enters an empty value, and moves down.  
SHIFT-SPACE enters a continuation note in the note field.  
The editor cursor is blanked when input is required in the status



field

The cursor is positioned on the same voice when switching between the pattern editor and the pattern list editor.

completely new directory structure  
RUNNING VIC-TRACKER

Just load the VIC-TRACKER binary on your Vic-20 computer and type RUN.

Note 1: Currently there are no emulators that correctly emulate the Vic-20 sound chip (especially the noise channel). You should use the 'real' thing. If you must use an emulator, I recommend VICE which as of version 1.15 has pretty good sound emulation.

Note 2: The intro will look messed up on NTSC (American) Vic-20's, and in some emulators. Just press SPACE to skip the intro.

<http://www.kahlin.net/daniel/victracker/vt-2.0/>

# Commodore 65

I see many stories about the Commodore 65, and looking at the specifications, I wonder if Commodore were right in their decision to scrap the machine as a project.

Of course some of the technology made its way into the Amiga system, in some form or another. Although sadly it would seem, not the twin S.I.D. chips.

For an upgrade to the Commodore 64 the specifications do look good, over twice the clock speed of the original machine, and an easily accessible memory upgrade port to a massive 8mb of memory! Who would have possibly needed this amount of memory, and just think of the games that could be created for such a system. Not to mention the productivity software that 8mb of memory would permit. Think of Geos loading directly into memory with no further disk access required!

Featuring enhanced colour graphics capabilities, with a very capable for the time and even now 256 colours on screen in a 320 x 200 screen resolution.

Could this have been a machine Commodore management should have released into the wild, maybe that's why the management at Commodore killed the company, because they made bad decisions.

The main benefit though to Commodore 64 users must have been the built in 3.5 inch floppy disk drive, and backward compatibility with Commodore 64 titles, although everyone has their own view on the percentage of titles that would have run on such hardware without any form of modification. The system wasn't a Chip backward system like the Commodore 128 was with basically all the chips from a Commodore 64 to enable virtually 100% compatibility on the 128

Speculation goes that the system would have been anything from about 65% to over 95% compatible, with a Commodore 64 machine.

When Commodore finally went bust, in 1994 the prototypes of the 65 went "missing" One would assume employees borrowed these systems in lieu of wage payments still outstanding. Again no one is sure of the exact amount of machines that could be in the wild, estimates vary from 60 to 2000 find a working one is a rare treat, and one I personally have yet to see! Be assured if one of these systems appeared on Ebay you would need substantial funding to be amongst the winning bidders of such a rare item.

Commodore decided to concentrate all efforts on the Amiga machine, presumably thinking all users would upgrade from the Commodore 64 to an Amiga and would not like to upgrade to a Commodore 65 and then have to later upgrade to the Amiga,

Commodore dropped further development on the Commodore 65. Most of the options prepared for the 65 found their way into the Amiga in some form or another as stated earlier.

The trapdoor memory upgrade, enhanced video, the C65 would have been capable of displaying some of the Commodore Amiga's screen modes.

To the Commodore management "Problem is, I for one would have bought one of these machines", then I would have upgraded to an Amiga. At some later date So did Commodore miss out on some sales of machines?

I of course would have liked the way the 128 was handled with basically a Commodore 64 mode able to use almost all of the Commodore 64 software on the C65 this would have made a better proposal to C64 users.



## Main C65 features

The CPU named CSG 4510 R3 (codenamed Victor) was a custom CSG\* 65CE02 (a MOS 6502 derivative), combined with two MOS 6526 complex interface adapters (CIAs)

A new VIC-III graphics chip named CSG\* 4567 R5 (codenamed Bill), capable of

producing 256 colors from a palette of 4096 colors; available modes include 320×200×256, 640×200×256, 640×400×16, 1280×200×16, and 1280×400×4 (X×Y×colordepth i.e. number of colors/bit planes)

Two CSG\* 8580R5 SID sound chips producing stereo sound (the C64 had one SID)

3.54 MHz clock frequency (the C64 ran at 1 MHz)

128 KB RAM, expandable to 8 MB using a RAM expansion port similar to that of the Commodore Amiga 500

Heavily improved BASIC: Commodore BASIC 10.0 (the C64 had the relatively feature-weak BASIC 2.0)

Proposed feature, not implemented in the final prototype: one internal 3½" floppy disk drive

(\* CSG = Commodore Semiconductor Group, previously known as MOS Technology, Inc.)

**Specifications taken from**  
[http://en.wikipedia.org/wiki/Commodore\\_65](http://en.wikipedia.org/wiki/Commodore_65)

# Are You Keeping Up with the Commodore?

When it comes to computers, the average person usually believes that "newer is better". After all, you can get more memory, a faster processor, and a larger hard disk, merely by waiting a few months. Old hardware is usually shunned as being of little value. In contrast, the elementary education sector has consistently found traditional educational methods to be superior to the newest, latest, and greatest methods. Some of the most knowledgeable and capable children are produced by the schools that use seemingly antiquated techniques. So what happens when the world of technology collides with the world of education? Why, the Commodore 64 makes a comeback!

### Meeting the Commodore

In 1982, a calculator company cum home computer manufacturer designed and developed one of the most impressive home computers on the market. On the outside, it was nothing more than a keyboard that hooked up to your television set. But on the inside, it was equipped with an advanced microprocessor, a cartridge slot, built-in BASIC, and an unheard of 64 kilobytes of memory. All for the low price of only \$595! Of course, this price wasn't everything. While the cartridge port made the system a capable game machine, you still needed a tape or floppy-disk drive to load and save programs. To actually play most games, you also needed to pick up at least one joystick. Two, if you wanted multiple players.

### Commodore Meets the 21st Century

Ever since the Jakks 'Plug and Play' controllers hit the market, I've been infected with the classic gaming bug. I've purchased a few such PnP controllers, obtained an Atari Flashback 2 (compatible with the original 2600, right down to the joysticks!), and even acquired an Intellivision. As a result, my wife wasn't too shocked when I came home with an oversized typewriter more commonly known as a Commodore 64. She at least waited until I told her 'it could be an educational computer for the kids' before she start shaking her head in exasperation. I'm not quite sure what inspired me to use the C64 as an educational machine. Perhaps it was the seller, who mentioned that his kids loved playing on it when they were younger. Perhaps it was the wealth of edutainment software I found for it. Or perhaps it was the fact that the hardware and software reminded me of the IBM PC I learned to program on. Whatever the reason, I found myself supplementing my new purchase with a 5 1/4" floppy drive and copies of Fraction Fever, Odell Lake, Math Blaster, and a few children's entertainment titles.

### Future, Meet the Commodore 64

Once I got the hang of loading up programs on my new (really, really, old) Commodore 64, I decided to introduce my six year old son to Fraction Fever. He's in first grade, so he's never seen a fraction before. But with a simple explanation ("The top number is the boxes filled in, while the bottom number is the total number of boxes.") he was off on pogo-sticking adventures! At first, he did had some difficulty with getting the fractions correct. But after a bit of practice, he was quickly moving from floor to floor with ease. In fact, he was getting spectacularly good at this when the unexpected happened... The boxes were gone! It seems he had passed enough floors to begin testing on the next level of fractions! Instead of discrete boxes, he was being shown partly-filled vertical bars. His job was to guess which vertical bar was closest to the provided fraction. Again, with a simple explanation ("Pretend like you divide the bar into a number of boxes equal to the bottom number,

then look for the top number of boxes filled in.") he was off to even higher levels! To date, he has been unable to move fast enough to advance past level 20, but I expect it will happen soon enough. When that happens, we will see if he's able to deal with reduced fractions. For now, at least, he's riding high on this game. It has instilled in him a desire to learn about these "fraction" things, which is far more than a parent could ever hope to ask out of a six year old. But wait, there's more!

### Odell, Odell, Wherefore Art Thou Lake?

It wasn't long before my son was asking if I had any more of these great games. I mentioned that I had a game called "Odell Lake", but that it was going to be a very difficult game for him. He would have to read quite a bit of text to play it. It was also played with the keyboard rather than the joystick. His response surprised me. He was ecstatic that daddy had another game. He wanted to play it, and to heck

with the difficulty! Now you need to understand. At six years old, he still has difficulty reading. He's doing quite well, but he often guesses at words rather than sounding them out. He really needs to read more, but he gets so bored and frustrated that he looks for shortcuts out of the task. If he wanted to play this game, he would need to sound out the words correctly or the instructions wouldn't make sense. Never one to pass up an opportunity though, I taught him the magic disk-loading incantation ('LOAD\*', 8, 1' then 'RUN') and the loading screen appeared. I had him wait until the title screen appeared, then asked him to read out the instructions. It took a few minutes before he understood that he needed to hit the SPACE BAR to continue. However, he was persistent and managed to play the game. In the end, this game required a bit more hands-on help from daddy. I would point him to the important text, and help him sound out the words. I heard the "I can't do it!" cry on several occasions, but he always said 'no' when asked if he wanted to stop. Even when mommy told him to take a break, he was asking to get back at it within minutes. The game was as difficult as predicted, but it again inspired him toward learning in ways that modern methods failed to instill. I was honestly surprised at how much he enjoyed these titles.

### It's Not Quite Dead Yet

The original C64 was very difficult for Commodore to replace in the marketplace. Its existing software base, low price, and thriving community all conspired to keep the system alive. In fact, Commodore went bankrupt in 1994 (12 years after the system was released) before the official 'end of support' date came to pass. Today, a young woman by the name of Jeri Ellsworth has continued the C64 tradition by using modern chip design methods to create a C64-on-a-chip. This design was used in the mildly successful Commodore 64 Direct-to-TV Plug and Play Joystick. (C64DTV for short.) While this joystick was technologically sound, The Toy Lobster Company (the manufacturer) was only able to acquire licenses to publish games produced by Epyx. While some of these games were quite good, only a select few were the ones the C64 was known for. As a result, the unit sold mostly to C64 fans and homebrewers who wished to modify the joystick into a complete system. Realizing that the C64DTV was great technology, The Toy Lobster Company released a Hummer PnP game based on the C64DTV design. This board had certain advantages for modders over the DTV joystick, so it again sold well to the C64 fans but not the public at large.

### The Only Direction From Here is Up

Every highly successful product finds a niche. Some products can compete in the market directly as there is already a strong desire for the product. For other products, it often means they don't fill a common want or need and that they need to reinvent themselves to fill a new role. Such is the case with the C64DTV. It's an incredible technology, but it cannot compete with the popular Jakks sticks. It might be mildly profitable in the short term, but interest has a way of dropping off quickly. Thankfully, I believe that The Toy Lobster Company has a real opportunity to market the C64DTV technology as a long term product.

### A New Commodore for a New Generation

From what I've seen of the Commodore, it is still relevant to the current generation as a tool of education. It has already proven its worth to me as more useful than all the modern tools I have at my disposal. So what is to stop The Toy Lobster Company from targeting the educational market? Consider, all that's needed is to embed the C64DTV into a keyboard similar to the original Commodore, but updated to appeal to children and parents alike. Such a device could be bundled with several media cards or cartridges, each containing a classic educational title. More titles could be purchased separately, thus allowing for the licensing costs to

# Commodore Scene

be split up. In theory, new educational titles could be written as well; though I have my doubts as to the wisdom of such a venture. At the very least, a lot of research into the success of the existing software would be required. In the end, you'd have a toy that's very similar to VTech's "laptop" offerings. The only difference would be that the keyboard would use composite outputs to a television, and that the games would be more complex. The black and white LCDs of most "children's laptops" are horrendous, and may even impair the child's ability to learn. (Assuming that the onboard games are of any use.) If the concept is successful, then a "laptop" model of the C64 is not out of the question. The one caveat is that a color LCD screen would drive up the price. One defining feature that I believe would be necessary is a proper manual. The original Commodore 64 manual was unique in that it taught the C64 owner how to program the machine. (In my opinion, it was superior to the contemporary [Usborne books](#) <http://www.acornelectron.co.uk/manuals/cats/usborne.html> on BASIC programming.) Many of the educational game manuals followed this example, and provided guidance to the parent or teacher on using the software with their child.

## London Bridge is Falling Down

Now that I've breeched the subject of parents and teachers, there is one matter I would feel remiss in my duties not to mention. Put simply, I don't think these units would be useful in schools, nor do I think that gaining the acceptance of parents will be easy. I will address each point in more detail. Commodores were once regularly used in schools because they were affordable, and because there was a wealth of software. These computers remained dominant right up until Apple subsidized school purchases of Macintoshes. In that time, these units were rarely effective. Drawing on my own childhood experiences, I found the following: Because there was only one computer, students had very little time to work with the machine. This limited time prevented the student from truly focusing on the computer program that he or she was using. Like the computer, there was only one teacher. If the teacher was focused on helping students with the computer, (s)he wasn't focused on the rest of the class. If the teacher was focused on the class, than the students on the computer had very little assistance. As with most classroom lessons, the students were to follow a lesson plan, and thus learned at the same rate as the rest of the class.

This negated the use of a computer, which held much of its value in being able to adapt to the student's level of knowledge. (e.g. You didn't fail at Fraction Fever, you simply didn't advance until you were ready. Similarly, you could zip to later levels quickly if you understood the material.) In result, a computer in the classroom was usually more trouble than it was worth. While the economics of the C64 have changed considerably since the 1980's, the number of televisions that would be necessary to provide a classroom with computers is still prohibitively expensive. Not only that, but populating a classroom with inexpensive computers would still fail to provide students with the individual attention of a teacher and/or the ability to work at their own pace. A much more useful place for a computer was (and still is) at home, with a parent available to help. Unfortunately, there are plenty of parents who would fail to find an educational Commodore useful for their child. The socioeconomics of today's world are such that both parents regularly work a full time job. These parents are usually looking for a so-called "electronic babysitter" rather than a device which requires the parent's assistance. Which means that an educational product designed for parental assistance is going to have a difficult time breaking into the educational market. Thankfully, there remains a reasonably large market segment which would be interested in an educational tool like this. Home Schoolers, for example, spend extraordinary amounts of time learning with their parents. A C64 targeted at this market could help reduce the work-load of these parents through entertaining education and automated drilling practices. Parents who send their children to private schools also tend to take an active role in their child's education, and may be similarly interested.

More generally, any parent who is willing to spend even a small amount of time on their child's education is in the market for this product. The key would be in finding a method of marketing to these parents directly. Home schooling trade shows would be a good start. With the correct presentation, word of mouth would handle the rest

## Take Two Floppy Disks and Call Me in the Morning

So what might an Educational Commodore 64 (eC64) look like? Well, it would probably go back to a full keyboard design rather than the joystick design of the C64DTV. It would run on either batteries or a small wall-wart, and have composite cables extending to the television. The joystick ports could remain exactly as the originals. This would allow it to be compatible with nearly any joystick from the C64 era. In addition, the simple port design would help keep the manufacturing costs of the bundled joystick(s) down. Mammoth Toys could even consider contracting Atari for a large shipment of the joysticks used in the Flashback 2. Given that most games are single player, only one joystick would need to be bundled with the unit. Additional and replacement joysticks could be sold separately. The serial port would probably be dropped for cost reduction reasons, although it might be possible to leave solder pads for homebrewers and tinkerers. Similarly, the datasette port would almost certainly be eliminated. A cartridge port would be inexpensive to include, and could easily be pin-compatible with the original C64. However, the port would likely be smaller than the original, allowing for carts more akin in size and appearance to GameBoy cartridges. If pin compatibility is maintained, homebrewers could build an adapter to allow original cartridges to be plugged in. Given that one of the key purposes of the machine would be to teach BASIC programming, some sort of long-term storage media would be a necessity. SecureDigital Cards would be an excellent option, although they would also be an overkill for the C64's limited memory. The main advantage would be that these cards could transfer files between a PC and the eC64. Depending on piracy concerns, however, this could also be seen as a disadvantage. If necessary, a custom memory card format could be designed. Each game cartridge or game card would come with detailed instruction for both parents and children on how to get the most education out of the game(s). To prevent the parent from treating the eC64 as an "electronic babysitter", the manual should provide recommended methods for assisting the child with the program. Using Fraction Fever as an example, the parent could be instructed to help the child by offering simple to understand explanations, similar to the ones I gave on the previous page.

The eC64 unit should include a User Manual that would be as helpful and instructive as the original. It should not only explain how to setup the hardware and run programs, but it should also give a complete introduction to the BASIC language and the architecture of the eC64. The parent could then chose to teach programming to the child directly, or purchase more simplified introductions along the lines of the Usborne series.

The box should also contain offers to subscribe to eC64 magazines. These magazines would contain programming projects that children could follow along. To keep costs down, a single series of magazines should be created for each age group that would be expected to use the machine. The customer would then receive a magazine each month until the series is completed. At which time they should be offered to subscribe to the next series, aimed at a higher age group. A magazine directly aimed the parents would be a possibility further down the road.

## Links

[Commodore 64 DTV](http://www.c64dtv.co.uk/) - <http://www.c64dtv.co.uk/> The Toy Lobster Company's website for promoting the C64DTV unit.  
[Hummer DTV](#) - [http://home.earthlink.net/~dgdtdt/dtv/data/hummer\\_faq.html](http://home.earthlink.net/~dgdtdt/dtv/data/hummer_faq.html) A C64DTV unit built and branded specially for Radio Shack.  
[Lemon64](http://www.lemon64.com/) - <http://www.lemon64.com/> The quintessential source for all things Commodore  
[Why Johnny Can't Code](http://www.salon.com/tech/feature/2006/09/14/basic/index_n.p.html) - [http://www.salon.com/tech/feature/2006/09/14/basic/index\\_n.p.html](http://www.salon.com/tech/feature/2006/09/14/basic/index_n.p.html) A look into why children are no longer learning to program.  
[C64 Commercial](http://www.youtube.com/watch?v=D_f3ulzElxo) - [http://www.youtube.com/watch?v=D\\_f3ulzElxo](http://www.youtube.com/watch?v=D_f3ulzElxo) The namesake of this article.  
As usual, the author can be reached at [akaimbatman@gmail.com](mailto:akaimbatman@gmail.com).  
<http://akaimbatman.intelligentblogger.com/wordpress/archives/42>



# Creative Micro Designs



### A Brief History

Creative Micro Designs, Inc. (CMD) was founded in the fall of 1987 on the strength of JiffyDOS, a new DOS speed enhancement product for the Commodore 64 and 128. Company President and co-founder Mark Fellows developed JiffyDOS during 1985 and 1986, and began marketing JiffyDOS nationally through his own company, Fellows, Inc., in the fall of 1986 via classified ads in 'Computer Shopper' and 'Keyboard' magazines. Mr. Fellows continued marketing JiffyDOS alone until fall of 1987, when he was joined by Charles A. Christianson, a relative and recent college graduate majoring in business and marketing.

Mr. Christianson began helping out part-time with the marketing, sales, and business aspects, and helped to formally incorporate CMD at the end of 1987. Sales of JiffyDOS continued to rise steadily, and a partnership was soon formed with Charles R. Christianson, father of Charles A., who operated an export business of his own at that time. The senior Mr. Christianson brought years of business experience to the company and helped to transform it from a basement operation into a full business.

In April of 1988, Creative Micro Designs, Inc. became a full-time business, and tripled its annual sales in dollars each year in the first three years of operation. The company made its first jaunt to the annual World of Commodore show in Philadelphia in November of 1988. Work continued on improving JiffyDOS, and CMD rolled out the present version 6 of the product in mid-1989.

Amidst the rise in popularity of JiffyDOS, CMD began work on a SCSI-based hard drive system that featured a highly-compatible DOS coupled with partitioning options that helped it to emulate other Commodore disk drives. CMD began development of this product in 1989. Special attention was paid to assuring compatibility with important software products such as GEOS, CP/M, and Superbase. The level of compatibility of this new series of hard drives, along with its expandability and versatility, made it an instant hit when the product began shipping in 1990.

With the development of the CMD HD Series hard drive and DOS completed, CMD turned its hardware development capabilities toward developing a RAM-based disk device. This effort resulted in RAMLink, an expandable RAM drive with a capacity of up to 16 Megabytes. RAMLink was also capable of maintaining its contents indefinitely through its own power source, or for several hours of actual power loss through the use of a battery backup system. Many other features were employed into RAMLink, such as a parallel interface to the normally serially-operated CMD HD Series hard drive, a slot for using memory from other third party RAM expanders, and a pass-through port for other types of utility and I/O cartridges. The HD Series hard drive DOS was ported to this new device, along with some changes and improvements, and again compatibility with important software was kept very much in mind.

Initially, RAMLink could not be used directly with GEOS. However, gateWay, a new GEOS 'front-end' provided GEOS compatibility, and was offered with RAMLink units that shipped in 1991. While gateWay provided some

capabilities that GEOS itself could not, it also presented some trade-offs and added to the learning curve of using RAMLink. A new GEOS CONFIGURE file replaced gateWay in RAMLink shipments beginning in 1992, while gateWay was further revised as an independent product.

Two other products joined the CMD family in 1991: SwiftLink and SID Symphony. These products were initially developed

and sold by Dr. Evil Labs, a partnership formed by college classmates as an experiment in designing, manufacturing,

and marketing products. SID Symphony provided additional sound voices to Commodore computers, and helped lead to the development of hundreds, perhaps thousands of 'stereo' music files. SwiftLink, a high-speed RS-232 interface for the 64 and 128, has grown constantly more popular as faster modems have been developed and dropped in price.

CMD added several more GEOS-related software products to its product line in 1992. The first of these was geoMakeBoot, a utility program that operates in the GEOS environment to create GEOS boot disks on any device currently supported by the GEOS Configure system in use. This made it easy to create boot partitions on CMD HD Series hard drives and RAMLink.

The next product added to the CMD line was also a GEOS-related product, originally marketed in Germany as "GEOS LQ." To avoid any possible problems with trademark infringement, CMD released the English language version of this program under the name "Perfect Print LQ." This product was well-received by the market, as it helped to patch over one of the weaker points of GEOS itself -- printer output quality. It could easily be said that this product is the GEOS equivalent of the much heralded Adobe Type Manager for the Apple Macintosh. Perfect Print was further refined later in 1992, incorporating better quality output drivers and the ability to use borders within geoWrite documents.

Two more GEOS-related software products joined the CMD line in 1992. The first was geoCanvas, a new 'paint' program for GEOS in 40 column mode. Sales of geoCanvas weren't up to expectation, however, and CMD's distribution contract was not renewed when it expired. The second release was a collection of various utilities written by one of the best known programmers in the GEOS community, Jim Collette. This latter release was aptly titled, "Collette Utilities" and included several popular applications and Desk Accessories such as Jim's Font Editor, PSProcessor (Postscript pre-processor), MiniDesk, and Wizard.

While the list of software releases from CMD grew in 1992, hardware development was still underway creating a replacement for the Commodore 1581 disk drive. CMD's FD Series floppy drives maintained backward compatibility with Commodore's 800K 1581, but also had the ability to format and use high density disks storing 1.6 Megabytes. The FD-4000, CMD's top-of-the-line model, provided further capacity with the ability to format and use enhanced density disks storing 3.2 Megabytes. Again, the same high-level DOS that CMD used in the HD and RAMLink product lines was ported to allow users to conveniently partition disks. By the end of 1992, the FD drives were shipping to Commodore users all over the world.

The FD Series drives made their print debut in the very last issue of RUN Magazine -- the Nov/Dec 1992 issue. With the loss of RUN as an advertising avenue, CMD created close ties with Tech Media, the 'Special Products' division of RUN, which continued operation for several months after the magazine itself folded. CMD eventually purchased Tech Media in May of 1993 from International Data Group (IDG). The purchase included rights to all of the 8-bit holdings of Tech Media, including RUN and all of Tech Media's remaining Commodore-related product inventory. This single event changed CMD's role in the market significantly, instantly making them one of the largest dealers of Commodore products left in existence.

With the purchase of Tech Media, CMD not only gained a large product inventory, but also took over responsibility for some of the vast backlog of unfilled orders created mostly through mismanagement by the order fulfillment company employed by Tech Media. The major portion of the backlog was for GEOS and GEOS application software produced by Geoworks (formerly Berkeley Softworks). CMD immediately contacted Geoworks, placing large orders for GEOS products. It was CMD's continued success at selling large quantities of GEOS products that eventually led Geoworks to

## Commodore Scene

grant CMD full production and distribution rights to the English-language versions of Geoworks' Commodore product line.

Two more CMD products began shipping in 1993. CMD Utilities offered a selection of disk utilities and copiers useful to CMD device owners as well as other Commodore users. On the hardware front, CMD began shipping a new 3-button mouse at the end of 1993. The "SmartMouse" offered full backwards-compatibility with Commodore's 1351 mouse while adding an extra button, new GEOS drivers, and a built-in real-time clock.

In 1994, CMD bought the rights to Skyles Electric Works' 2+1 cartridge port expander, and began offering this product. With the demise of another print magazine (Compute) at the end of 1993, CMD decided it was time to enter the publishing business. In late April of 1994, CMD shipped the first issue of Commodore World magazine. In August, CMD released "SmartTrack", a trackball with compatibility and features identical to that of their SmartMouse. By year's end CMD had released "geoCable II" for printing from GEOS, began providing computer and disk drive servicing, and started to offer both new and refurbished Commodore computers, drives and monitors.

As 1995 began CMD launched the EX3 cartridge port expander, replacing the 2+1 which had turned out to be too expensive to produce and market effectively. The EX3, however, lacked the horizontal expansion port of the 2+1, so in May CMD released a modified version of the EX3 with this feature -- the EX2+1.

In 1996, CMD unveiled the next big step in pushing Commodore computers to the edge of their capabilities -- the CMD SuperCPU 20 MHz Accelerator for the Commodore 64. This new product used the 65816 processor, a 16-bit big brother of the 6502 that is at the core of the processor in every Commodore 64 and Commodore 128 computer. The new accelerator offered up to 20 times the speed of stock Commodore computers, and promised the ability of expanding usable RAM to 16 MB at some future date.

When 1997 arrived, so did the future... Commodore users were now able to add up to 16 MB of RAM to their systems if they had the CMD SuperCPU 64. And few months later, Commodore 128 users were able to get into the act as CMD released the SuperCPU 128 Accelerator. Applications for the Commodore 64 and the Commodore 128 could now both be accelerated, and some important software titles began to take advantage of the new speed Commodore computers were capable of.

On June 1, 2001, CMD ceased all sales of Commodore-related items.

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At 1:30 AM EDT Saturday, July 21 in the year 2001, CMD officially turned over its Commodore product line and all remaining order requests to Maurice Randall. It was with the financial assistance of several devoted Commodore enthusiasts that made this possible.

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### Maurice to the rescue

Luckily for us as Maurice Randal stepped in to save CMD and its product line for the 64, Maurice bought up the rights for Jiffy dos and all the hardware for the 64. Fast forward a couple of years and products ordered from Maurice slowly trickled into hungry power users hands.

Problems though are coming to light, now in 2006 users have been waiting literally years for products to arrive! Having paid Maurice in full, then waited sometimes 3 years and still no products! Maurice has said that for a Super Cpu accelerator is takes roughly 8 hours to construct!

Maurice recently appealed to users to stay calm and that this was a "sideline" for him (his real job is running his automobile repair shop) Maurice explained he was sorry people had to wait so long for products and that he was now focusing all his spare time to ensure users would receive their products. Thus clearing down the backlog of items "owed" to his customers.

Now Commodore users are patient people, we realise perfection takes time, but 3 years is a long time to wait, when you are paying these sorts of prices. Maurice is still taking orders for hardware and software on [www.cmdrkey.com](http://www.cmdrkey.com), but before you order I would advise you that some users are still waiting for products after 3 years. Commodore scene [www.commodorescene.org.uk](http://www.commodorescene.org.uk) used to run an import services for Maurice's products,

Alan took orders and passed the money on the Maurice for his hardware. Now after 3 years of waiting customers are angry, and took out their anger on Alan. Because Alan is a decent person, he decided to refund all orders then claim the money back from Maurice, Alan sent emails and even phoned America to talk to Maurice but all to no avail. Now Alan has handed out over £1500 in refunds but has had no money returned from Maurice.

Alan is understandably annoyed and now closed the Commodore importing service for all products. Maurice could be swamped with orders and unable to fulfil them in a timely manner, if so why does the CMD website state that most hardware is available within a 3 month period, was this just a typo and should have really read 3 years. Great that Maurice does support the 64 and 128, but a more realistic timescale needs to be achieved.

Maurice has received numerous offers from people wanting to help manufacture products, or general help with orders. Of course Maurice is keen to protect his investment, of hardware and software purchased from CMD. But some form of compromise need to be made, if that means having the devices made by a 3<sup>rd</sup> party then Maurice could always create a none disclosure agreement on his products.

With the diversity of Commodore users I could almost guarantee that we have some solicitors reading who would gladly draft up the relevant documentation. My solicitors has a Saturday morning surgery where you go on speak and they help you out for free there and then , (hopeful to recoup the cost for further problems, or pick up money on trip, slip fall claims)

Otherwise we are going to find "grey" versions of the product, recently I found someone in Germany that could supply within 3 days Jiffy dos ROMs, to any one for a small cost, of course these were pirate copies. If you have paid for Jiffy Dos and waited and still received nothing, I can't blame people for going down this route, after all you have paid for a product so why cant you use it. I can see a similar thing happening with the hardware, after all we have some really technical people using Commodore machines, wouldn't take them long to "backward manufacture" any of the CMD hardware.

I wish Maurice would take some of the help offered, Or even subcontract out the hardware to another user or company; maybe Jens of individual computers, who seems to specialise in low volume orders of hardware



## Website Highlight

Here is a great idea; a website dedicated to programs listed in magazines, but these you don't need to type in; No sir – e – bob.

Instead they are just d64 images to download. All the applications seem to be written in basic, so you can break out of them and list the code. A great way to learn programming, and a real link with the past.

Great what a simply brilliant idea!

### PROGRAM LISTING Central

The logo for 'program listing central' features the words 'program listing' in a blue, rounded font and 'central' in a red, rounded font, all set against a white background with a subtle shadow effect.

Updated on : [ Sunday 6th November 2005 ] :  
Updated Section Highlighted in RED

Do you remember the days when you'd use to sit for hours typing out Program Listings from Books or Magazines ? Either they worked or they didn't ! It was the buzz of typing them in, to see what the end product would be. Sometimes they would be great and other times they'd be not so good ! With this collection of Program Listings, I hope to bring back those memories again.

Some of the Programs have been typed out myself from Commodore Magazines like : Commodore Horizons and Personal Computer Games in Vice, from the Scans by Mort. For the moment I am placing Commodore 64 Program Listings into this archive, but if anyone else wishes to submit ones for the Vic-20, C16, Plus/4 or C64 as well, then you are most welcome to. They can be Games, Demos or Utilities: e-mail: [ alex.aris@btinternet.com ] with the following

Program Listing Submission in the Subject Header

Attachment in D64, T64 or PRG format

Submission must be in it's original form and not modified in anyway. For example : cracked by Another Some of my recent finds have found Program Listings that have some else's name taking credit for

another's work ! I guess this was a normal thing to happen back then ! Plus, they must be from a Magazine or Book, thus fitting the Program Listing Central theme. You will also find many Star Programmer Listings from the likes of ; Antony Crowther, author of Loco and Trap, plus David Whittaker - renound Musician and author of Lazy Jones and Mayhem.

<http://www.btinternet.com/~alex.aris/plc.htm>



### Sid recordings in MP3 format

WELCOME !!

Currently 500 MP3s of the original SID 6581 and 8580 chips available. All tunes are recorded from HardSID card and encoded at 256kbps in mono. Always get the latest tunes as they appear by using the RSS feed

<http://sid.oth4.com/>

Another great idea, take a Sidcard and a great sid tune record the output onto a machine and save as an Mp3 file, perfect for your portable device, they are saved at a very high bit rate, and quite large in size but easily resample.

## Hardsid

<http://www.hardsid.com/>

The HardSID Quattro PCI and the HardSID PCI are the only SID cards with MIDI support for Windows XP and Windows 2000.

The new PCI HardSID drivers are fully 32-bit WDM kernel-mode drivers. (Since the HardSID.DLL has been updated for use with the PCI cards, all of the existing software are still working, just like with the ISA cards) The HardSID Quattro PCI is NOT using any IRQs/DMA's, just like our popular ISA cards! So, there won't be any mess with IRQ/DMA configuration conflicts.

The card works with any MIDI software just like Cubase, Cakewalk, Logic, Fruity Loops, etc... You simply select the HardSID MIDI Synth as the output MIDI port and the card is ready to rock even on Windows XP! Official drivers with serious MIDI capabilities are present for Windows XP / Windows 2000 / Windows 98 / Windows ME.

There are six connectors on the card. Five external stereo jack plugs and one internal CD-audio connector.

The internal connector:

- One stereo mixed CD-audio connector with mono/or fix-panned stereo sound of all of the four SIDs

The external stereo jacks:

- One stereo mixed output with mono/or fix-panned stereo sound of all of the four SIDs (mono is recommended for the external mixed output)

- Two stereo "dry" outputs for professional usage (the separate sound of each SID on four channels)

- Two stereo inputs for external sound filtering

The HardSID Quattro PCI is the ultimate solution for both MIDI musicians and C64 music addicts with its (up to) 12 voice SID sound and unlimitedly variable 6581/8580 support.

# Fast Laser Printer for Commodore Users by R. Bruce Thomas

Are you in need of a new printer?  
Do you want to get superb output from your Commodore computer?  
Do you use a different flavor of computer in addition to your Commodore?

I am a dedicated GEOS user and for the past 18 years I have used numerous PostScript equipped Laser Printers to print my geoPublish documents in such varied locations as Print Shops, Computer Stores and the Elementary School my children attended.

For the last 9 years my printer of choice for output from my Commodore, as well as my PC's, has been a Lexmark LaserPrinter 4039 Plus sitting beside me in my home office. This unit stood almost 2 feet tall with the extra paper tray installed. It had 16 MBs of RAM, a duplexer for double-sided output, manual feed tray for single sheets and envelopes, maximum 600 \* 600 DPI, built-in Network Card so it could function on my LAN and all the computers in the house could print to it, a Parallel port so I could connect my Commodore to it and, most importantly for my GEOS needs, PostScript Level 2 emulation. The Parallel port and PostScript are requirements to make the most of my GEOS/Wheels printouts using geoPubLaser and PostPrint. When a geoPublish document comes out of the PostScript Laser Printer you can't tell it was produced on a Commodore.

I got the Lexmark printer (2 of them actually and managed to get one working unit from all the parts) from a company that was tossing it in 1997. The printer has created almost 463,000 pages and has been a great unit but it is definitely long in the tooth and getting to the point where it would need some serious maintenance performed. When my last toner cartridge recently ran dry (I had a number of partially used cartridges) it would have cost me \$200 for a new one or \$100 for a reconditioned unit. I held off for a couple of months on making the purchase.

Everyone switched over to using our Lexmark OptraColor 40 color printer as their main output unit. A big drawback with the Optra is it only has a parallel connection so I can't have it hooked to my network print server and the Commodore at the same time. This necessitates changing cables and occasionally resulted in someone not being able to print if the cable wasn't changed. The Optra also doesn't have duplex printing capability.

A couple weeks ago one of the local office supply stores advertised a Color Laser for under \$700. I thought this might be nice and went to check it out. I didn't take the flyer with me and couldn't remember exactly which printer was advertised and they only had the previous week's flyer in the store. On the front page of the previous flyer was a nice looking monochrome Laser for \$300. Since we had the Optra for color already I felt the \$300 printer would be a suitable unit.

It has amazing specs. Up to 30 Pages per minute. Built-in Network card, USB and Parallel interfaces. 32 MBs of RAM standard and expandable to 544

MB. Built-in duplex capability. 300-sheet paper input capacity with a multi-purpose tray for envelopes and single sheets. Up to 1200 \* 1200 DPI print quality. And, most important for my Commodore GEOS print needs,

it has PostScript Level 3 emulation. And if you aren't a GEOS fan the unit has EPSON FX-850 emulation that may work with your software.

The store has a 30-day no-questions-asked money-back guarantee so I had nothing to lose and everything to gain by taking one home. After a few weeks of using it I have packed up my old Lexmark beast and will be hauling it to the recycle center next week. I LOVE my new printer.

So what is this miracle printer, you ask?  
It is a Brother HL-5250DN. Brother makes 3 models in this line and the 5250 is the middle unit.  
The low-end 5240 only has 16 MB of memory and doesn't have the Network Card or the duplex unit.

The high-end 5280DW has built-in wireless networking in addition to the RJ-45 ethernet connection. It also has an LCD display that allows you to configure the printer from its console. If you don't have any PC's you may want to opt for the 5280 as all configuration is otherwise done from utilities and printer drivers on the PC. It may be possible to convince a salesman to configure a 5250 at the store before you take it home to your Commodore but you would have no way to change the settings after that.

The Epson emulation mode works wonderfully with Busy Bee Software's The Write Stuff (TWS) 128 word processor and, with the right printer driver, from geoWrite and geoPaint as well. The BR-Script3 (PostScript emulation) mode works fine from

GEOSWheels using PostPrint. It supports all of the 11 GEOS LW fonts out of the box and you can load fonts into the printer as instructed in Dale Sidebottom's Laser Lover's Disk documentation.

The footprint of this printer is a small 14.6" \* 15.1" and it is under 10" tall. It has an excellent power save mode (9W compared to 80W on standby or 610W when printing) and wakes up out of power save very fast. From standby mode the first page is advertised as coming out in 8.5 seconds. The paper tray is re-configurable to handle numerous paper sizes including Letter, Legal and A4 up to 28 lb. Bond (43 lb in the multi-purpose tray). The toner cartridge that comes with the printer is rated for 3500 pages and a high-yield cartridge (7000 pages) is also available.

So, if you are in the market for a new printer to use with your Commodore, especially if you are a GEOSWheels user, check out the Brother printers mentioned here. I'm very happy with mine and am sure you will find it to be an exceptional unit as well.

enGEOy!



# ECCC DVD

## Emergency Chicagoland Commodore Convention

I purchased this DVD from Robert <http://videocam.net.au/fcuq/> for more details, as usual the disk arrived quickly and well packaged.

The disk is a DVD-r recorded in NTSC format, and although I don't have any NTSC video equipment, most DVD and Televisions can display these disks without problems. My DVD player states in the manual PAL format only this player will not play NTSC or DVD-r disks!

Firstly I must comment on the quality of this disk, the actual video footage is very clear, sound is good and some nice titles before each presentation, but only one option on the menu that basically plays all.

I would say though that the sound suffers on the presentations because of the use of an onboard sound mike, as opposed to having a microphone on each presenter, this leads to the background noise being picked up as well as the speakers comments.

The video starts with a walk around on the various people setting up machines, and a look into some of there hardware setups and the amazing monitor fix, repaired by stuffing a screwdriver into the power switch! Various items are for sale including Amiga 3000's motherboards, Amiga Cd roms and disks.

### Commiewars (software protection)

This presentation looks at the various copy protection methods used on Commodore disks, with various copy systems talked about, also a look at the various copiers available at the time including:

#### Disk Copiers

- Fast copiers
- Nibblers
- Bit copiers
- Custom copiers with parameter disks
- Cartridge copiers

#### Copy protection systems

- Disk errors
- Track protection
- Custom formatting
- Rapidlock
- Vmax
- V6rpal
- Both fast loaders with copy protection
- Dongle protection
- Code wheels and books

#### DTV hacking – David Murray

Shown are various hacks in stages of development looked at on the disk are:

Ps2 mouse – adding a ps2 mouse directly with custom software producing a mouse pointer on screen.

Various hummer boards

Hummer board with small 20 x 4 LCD screen the screen scrolls to show all the line of text.

### DIRMASTER

windows software allowing the creation and alteration of disk images, the software can edit and create; D64 D81 and D71 disk images.

Permits the editing of the filename within an image file

Bam and Sector editing

The BETA version 2 in development permits graphics viewing Download the older version 1 from [www.style64.org](http://www.style64.org) this will be reviewed next issue of Commodore free magazine.

The software can decompress ZIP and Lynx files  
Supports Reading of G64 file formats  
Has a built-in basic code editor  
And features drag and drop support.

### 1541 supercard demo

The amazing supercard fits inside a 1541 disk drive, in theory and with a knowledgeable user could copy any protected disk software for the Commodore 64 machines.

The presentation shows how the system works and basics of how to use such hardware with a modified Disk drive, showing such things as :

Variable disk formats

Features and 8kram allows reading and writing of a full track of data

Creation of perfect mirrors of disks

Doesn't de-protect the software!

Sometimes the presenter says the disk has to be copied 4 or 5 times with varying settings because some disk protection used a number of different formatting standards across the disk, and varying other protection methods. Each system needs setting individually hence the need to copy the disk 4 or 5 times with differing settings!

In effect the system is a programmable disk copier

### Summing Up

Difficult to review such disks because of the technical nature of the contents of the disks, as can be see here the disk is mainly for Commodore 64 fans.

So summing up the disk quality is good featuring some amazing presentations, and software demos, but at times the speaker's comments are merged with the crowd's comments and coughing, you can still make out the presenter from the din but have to listen carefully.

## Commodore Scene

# This old Dumb machine

People make fun of others; it's a fact of life! Sometimes it's due to a misunderstanding, other times it's a lack of knowledge, or even because they are different.

Sadly this has happened to me. I hasten to add that at school (when I attended and wasn't "bunking" of to play video games in the local arcades) I never really had any bullying or name calling that I can remember.

Maybe I was lucky. Nope the real reason was I knew all the "hard nuts" at the school and used to do all their dirty work. Stuff like asking out girls and getting girls phone numbers.

Back to the present and I am now called a geek by one of my "friends" because he saw some of my commodore items. Now I put this more to lack of understanding more than to name calling for the sake of name calling.

My friend always owns the latest hardware, fastest pc affordable, with the most memory; quickest internet connection money can buy. You know the sort of person. The kind that would Jump from one fad to the next with a flick of the hat, so to speak, never realising the full potential of the hardware or software e has, never reading manuals.

He phoned me and said he had a problem with his P.C. System not booting up and could I take a look, as he need to print out some letters very urgently. I said to bring the machine round and I would look, in the meantime I would print the letters for him.

The door bell rang, my friend stood outside in the rain with his now failed machine dripping wet and cold. I looked and grinned, knowing what was about to happen, something that although isn't life changing, makes you stop and think, puts everything into perspective.

I took the pc and helped my friend through the door, we dried him of and fired up the pc system, sure enough the system was dead alright, seems like some sort of virus infection, I said politely. He asked if it was repairable as he had documents on the hard disk unsaved. I said I will do my best.

I took my friend to the loft space where my Commodore systems are now housed, in all there glory. I have fitted out the space and it's now obtained heating and carpeting, heck I even painted the walls and ceiling white.

I sat down on my Commodore 64 and hit the power button. Shocked my friend said "what you going to do with that old piece of junk" I said noting as the machine sprang almost instantly to life.

Now in the back of the machine is a cartridge with a piece of software on it, the software is some form of word processor, I don't think its commercial, the cartridge was found in a junk sale, I just bought it for the case really, well worth 50 pence !

The system came up and I typed out my friend's letter on the screen then hit print. My friend fell on the floor, I can't take letters from that thing, they are

documents for the bank not some fan club of old computers.

The documents printed out to a connected laserjet serial printer, ok it's not fast but it worked and the

Quality is superb from the old machine. I handed over the copies to my friend and said " it may be old but at least my system works" I had printed out the docs in less time than it takes his system to load into windows.

My friend just stood looking at the machine, the documents and the monitor, hardly believing his eyes. He had just had one of those moments we all hate an "I told you so kick in the teeth moment" he was clearly wondering what had just happened.

I fixed the P.C. by removing the infected files and then installing a firewall, and anti-spyware software onto the machine. We booted up the system and checked everything was ok.

I asked if the Letters were acceptable for the bank and my friend said "they are fine"

He asked if it was worth purchasing a Commodore 64 and an old serial printer in case his P.C. broke down again. I suggested my system was always available and the choice was down to him.

We said our goodbyes and he thanked me for the letters and his fixed machine. Then he walked out into the cold night and the rain, I watched him dash into his car and drive away.

I smiled to myself and closed the door. Walking back into the loft space I closed down my system, didn't have to shut it down, just press the power button. I thought to myself "life is complicated enough without the complexity of P.C." and went to bed, another job well done.

Lying in bed I thought to myself "I didn't even charge him for my service" dam I must be going old and soft.

I have no idea what the carriage is, I don't even know where it came from! The software gives no help but it does look a little like Zen word processor.

The software can convert ASCII to PETSCII and back format and save to disk. There is no spell checker or anything fancier than being able to make text bold or italic and underline nothing else is supported with the exception of an 8 column format. So its as basic as can be.

The lesson my friend learnt was that things don't have to be complicated. Sometimes the simple things work the best. As I am sure you are all aware a Commodore 64 and a printer is more than adequate to produce some simple letters to the bank.

Maybe you had similar experiences, if so I would love to here them; we could share them with other users.

## Commodore Disk Magazine

I have been asked by a couple of readers for a disk magazine, or disk version of the PDF Commodore Free magazine. The reason is that 8 bit systems (who the magazine main readers are) cant access these PDF magazine files from there system unless they enter the evil world of Apple or Microsoft. I have been accused of maybe alienating my readers and forcing them onto other platforms!

I struggled with the idea of the magazine for a long time, delaying its launch for a variety of reasons. Should I produce a webpage magazine, should it be downloadable text, should I have the text in ASCII or PETSCII format (more of these standards next issue) should I produce a disk magazine? My programming skills are lacking, mainly due to spending most of my Commodore childhood on Geos or playing games, mainly elite and the sentinel. So the disk magazine was out, also I really liked paper magazines as you can read them anywhere.

Question is "how would I be able to produce a disk magazine and would it be acceptable for readers with my lack of knowledge". My quest for a disk magazine began. I downloaded a couple of really good magazines, the Scene world magazine really stood out for its editorial content, ease of use and pal/Ntsc compatibility, looking at the disk content revealed a woven menu content, could this be a simple engine I could use?

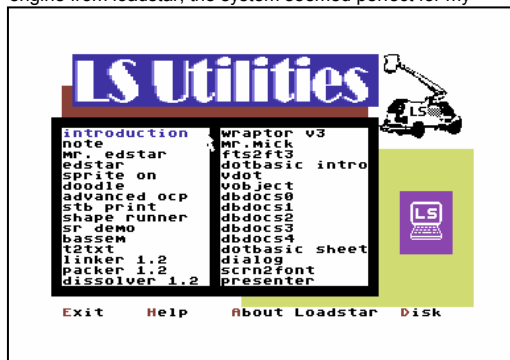
I contacted a couple of people, one being Andrew Fisher, he said the disk magazine text is in screen code format (now that confused me as I thought this was PETSCII coding, again next issue I will look at these different formats) I asked Andrew if he could help out, or if I could license the Scene World engine.

Andrew said its quite complex and time consuming to compile text for this system. Andrew said all text was formatted with voodoo writer, on the Scene world disk, I tried this out and found it quite easy to use. I then contacted Dave "loadstar" moorman, he produces "loadstar disk magazine" just in case you didn't get the hint from the text. David seemed over keen, expressing a desire to work with me on such a problem.

I explained I wanted a main menu system, a nice logo would be good, the ability to print and after reading text be returned to the main menu. The ability to run actual applications from the main menu would be great. If you have ever used Loadstar you know where I wanted my disk magazine to go

But the system needed to be easy to use "compatible" and also clean looking nothing over the top. I also asked for a system that would be easy to manage for my limited amount of time.

Dave came to the rescue with a disk of tools he was working on for loadstar called "mini presenter" a sort of cut sown engine from loadstar, the system seemed perfect for my



needs. Here is the original disk of utilities sent through to me.

The basic concept was perfect, and Dave said he sent this out to users wishing to create disk magazines for clubs etc. Dave has also offered a full write up of the disk and utilities so hopefully this will be in the next issue, if he is short on

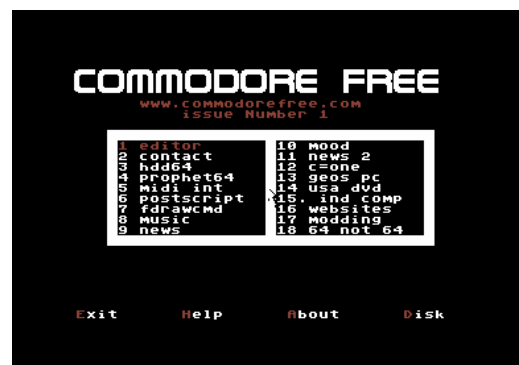
time I will put pen to paper and create a walk through of my efforts.

The original system was for me a large learning curve, creating text for the main menu and having everything look right was a challenge with the tools. Not that the utilities were hard to use, but with so much on offer, you end up running the applications and not reading the documentation. DOH

I am guilty of going in hand over fist and running when I can't walk. I took time out to calm down; maybe timescales would slip for the disk issue

Stepping back and printing out all the documentation, reading and then understanding what was on offer soon had my mind better comprehending how everything fit together, and how all the tools worked.

My efforts paid off and with some tweaking of applications from David I have a finished issue Commodore Free issue 1



Above is the main screen you can use a mouse to move or the cursor keys and ENTER to select the item. A submenu will appear with options to Read the text or forget it to close the box. If there is an associated Application you also get the option to run the application.

Once the desired text is selected you can view it and scroll around using cursor keys or pointing to the top with the mouse and clicking on the text to go up and bottom to go down. Clicking on Exit will take you back to the main menu and Print will print the page. Of course you can use the shortcut keys E and P respectively.

So for everyone that asked here it is issue number 1 as a disk magazine. I hope my efforts are welcome and the people who complained about PDF files and wanted a disk magazine I hope this fulfils your needs.

Let me know your comments after all the amount of work that went in to converting all the text, re editing it (badly) and correcting SOME of the mistakes from the conversion, was time I didn't really have.

I feel that the effort put in was worth my time though and I learned a lot about text and more about my C64.

I don't think this will win disk magazine of the year as there is nothing flash just plain good old information, readable on screen and printable. However this was my goal so you could say I have been 100% successful.

*If you would like to use the system for your own club or magazine please feel free to contact loadstar*

[www.eloadstar.com](http://www.eloadstar.com)

*who will be happy to help and provide support for the tools and utilities, of the disk.*

## Commodore Scene



### FairLight - 10 Years Of Glory - ORDER NOW -

Ever wanted to get your hands on all the stuff ever produced by FairLight? All the stuff from the glory days of this scene legends forever impacting scene on 64, Amiga and to some extent on the PC as well! Rest no more - it's all available on a CD!

You now have a chance of buying the collection as complete as we could do it after months of deep dives in the disk boxes, help from friends on the net and sysops of the old board who used to host us. We can't say it's 100% all of it, but it's as close as we could possibly come using joint efforts! Find any pre 1997 stuff not on the list which I don't have, and I'm willing to discuss a price reduction! Find TEN programs not on the list - which I don't have - and you'll get a CD for free!

Some of you might be aware that FairLight rocks on the PC ISO scene as well, but this CD has nothing to do with that! The group is the same, but we don't sell. Selling is piracy and pirates are losers!

People keep asking me if this deal is still on: I burn a new copy for every order, so there is no stock I can run out of. This also means; There is a CD for you as well - don't worry :-)

Also; Delivery has been slow lately as I have been moving houses. This phase should now be over and I can start sending within a week again.

#### Contents

- |          |   |
|----------|---|
| C64      | 75MB of D64 images in 476 files, including index files over the sequence of disks                               |
| Amiga    | 314 MB of heavily packed DMS files - 661 files in all, structured after the release year!                       |
| PC       | 14MB - Two programs only; Which will remain a secret for you to find out  |
| Music    | 497K c64 music - in 122 tunes   |
| Graphics | A set of FairLight logos along the currently available set of Cracking Comics and a few banners from the sites. |

**Tools** Lots of the tools you need to access and manipulated the images included. The most recent emulators for the PC in order for you to run an emulated Amiga and C64 are included.

**Music** As this is a mixed mode CD, you have also 19 minutes of FairLight related musics. This is real audio which can be played in any CD on your stereo. These pieces are known to make grown sceners cry :

**HTML** Copies of the two sites [www.fairlight.org](http://www.fairlight.org) and [www.fairlight.to](http://www.fairlight.to) . When purchased through me you always get a copy of the files I actually work on for the home page, so you could even get a more recent version than the one on the web! I could have updated it, but not uploaded it! (Which is the case when writing this for example!)

Price for this lump of gold

Svenska kronor	200
Dollars	20
Pounds	15
Euros	20

Postage is included in the above prices!

#### Means of payment

1) Place your order by sending the money in an envelope to:

Pontus Berg  
Solhemsvägen 23  
163 54 Spånga  
SWEDEN

2) If you can provide me with a type of check where the overhead is all on you, and the money ending up in my end is the specified amount, then I'll accept that as well! An example is the swedish "PostGiro Utbetalning"

**Not accepted means of payment**



## Commodore Scene

In order to accept credit card you'd need to have a real business - this is selling the result of a hobby and I'm no where near the turnaround needed, so credit cards are hence out of the question. Also national COD in Sweden demands that you have a "PostGiro Konto" which I don't have! It has a yearly overhead which wouldn't make it worth the trouble getting for this! I'm not certain of international COD though.

Also EuroChecks aren't accepted! I got one from a buyer, but no one accept them around here. I visited several banks and exchange bureaus, but I's still stuck with this crappy piece of paper noone can make money from! :-P  
Paypal seems like an interesting option, but as noone has described how to get cash OUT of the system, then I am not interested in it

### Is it safe to send money to me?

Assuming that snail-mail works, I can only give you my word that I'll serve you. I planned to sell a bunch of those CD:s and the only way to do it is to keep a reputation. The first one feeling cheated will say so in Usenet news, and then I won't be able to sell another one! Please consult any source you can find in order to verify my credibility. So far I've had one case of trouble caused by the mail company in a south american country (The secure mail envelope was actually steamed open and plundered), but that was settled to both parties content. If you have any questions, please do not hesitate to send me a mail

### How long is the delivery time?

All orders are served ASAP - within a week is a normal ambition. Mind that I travel frequently in my work and hence may not be able to reply mail the same day. Also note that if you use my account in the bank, then also remembeer to mail me about it, as I don't check that more than once a month - if you let me know, I can check it via the web. Write a message including your name on the payment!

### Principles/Piracy

Pirates sell copies of games in order to make a profit, and harm the legal business while doing so. FairLight don't sell games.

We have collected the FairLight stuff to make sure we preserved the part of history we took part in. It's our view that these games are no longer commercially interesting and won't harm any legal business, hence this is not piracy in our view, even if it's strictly legally technically is!

If you run or represent a business, which feel that this collection harm your business in any way, then please let us know and we'll happily remove the part disturbing you. The intention is not to cause harm, but to spread a part of the history we're proud of!  
Testimonials  
The dinkum aussie Mayhem says:  
"It works fine & the music is awesome! Love the Druid II Remix & the Wizardry Rave Mix."  
Michael Derendorf says:"hi Bacchus! your cd is here...great piece, i'm feeling nostalgic! i never forget the time of glory, the 80's... c64 rulez!"  
Thomas Gottschall had some very nice words:"... the FairLight CD has arrived here (last Friday or so). It's great it simply can't be described in words what the feeling was when I went through the whole C64 files. I had something important to do but I said what the hell I want to see them all and so I did. The Druid II Remix is perfect.  
...

Thanks again, for quick delivery, for the stuff and for some more wonderful moments when looking back to the good old days. "JoKer" says"just a short note to say thanks for sending the CD. I just received it. It is great. I love all the music and the programs that you have provided. Most of all I am greatful for you and Fairlight for producing such a comprehensive 64 and Amiga CD for the enjoyment of people around the globe."

Oliver from Germany claims: "Anyway, thanks for your convenient shipping, another satisfied customer more. Which proves again that Fairlight is...the best there was, the best there is and the best it'll ever be..."

### EDITOR COMMENTS

It seems that Fairlight like all of us are plagued with the dreaded SPAM, I sent an email to the address given and waited for a week nothing. Then just as I was about to give up and remove the article from the magazine, I received an email with an apology to tis effect.

#### SECTION OF EMAIL TO FARILIGHT

>  
> Bacchus  
>  
> Just checking this cd is available for purchase still,  
>  
> Also would you have any objections to me Copying > the CD page for the magazine >www.commodorefree.com  
> Would you want your name and address removing from the article and  
> just a link to the website (some users cant read the PDF so will be  
> viewing on Real commodore 64 with disk drives)  
>  
>  
> Also if you have anything that you feel you would like to share with  
> other readers of the magazine I would be grateful.  
>

Sorry for the delay, X-mas times are hectic ...

Do mail me at [pontus@berg.to](mailto:pontus@berg.to) as the fairlight.to is over flooded with spam and if you write something that is even close to objectable, the spam filter will kill it instantly ;-)

I'm fine with a full copy - including the mean to address me for an order.

If my address can be like that on public internet, then I guess there is no harm in adding it to your publication as well!

/Pontus

## Commodore Scene

# C128 Rom's

Get 3 add-on ROM chips that add functions to your C128 or 128D or 17xx Ram module.

Normally I sell the chips for \$25 each + Shipping & Insurance. But you can get all three at a special price!

#### \*\*\*\*Chip #1 \*\*\*\*

Put GEOS inside your C128 (or RAM expansion) and load it instantly! The Commodore C128 has an extra socket that can hold 60K of GEOS code so it does not need to be loaded from disk!

Installation is easy: just remove the screws of your C128, pop the cover off and pop in the chip in. Now when you start your C128, you can go to Geos rightaway. You still have 100% compatibility with all other C128 software. The chip will let you boot CP/M, start in 64 mode or native C128 mode.

GEOS will boot to the 80 Column mode, but you can switch to 40 Column mode with two taps of the RETURN key.

#### \*\*\* 1750 or 1700 Ram Expansion owners:

The 1750/1700 has a space for a ROM chip! Yes you can put the GEOS Boot ROM in the 1750 and boot GEOS. This keeps your C128 internal socket free for other ROMS.

#### QUESTIONS I've been asked:

Q: Is this for GEOS 64 or GEOS 128?

A: This chip boots GEOS 128 Version 2

Q: Can I use other C64 cartridges with this installed?

A: YES, C64 cartridges force the C128 into C64 mode where the GEOS Chip is disabled.

Q: Can I put the chip in the WRONG way?

A: No, The Chip has a notch and so does the C128 socket. Just line up the notch and the chip will go in correctly.

Q: Does this chip violate any copyright?

A: NO - this chip is official, approved and legal!

Q: With this chip, do I need the GEOS disks?

A: YES, you still need your application, work and desktop disk. The chip just loads GEOS in under a second.

Q: I've opened my 1750/1700 RAM expansion and see no open socket?

A: Some 1750/1700s need a socket added. It takes about an half an hour to solder in a socket. I can do this if you send me your 1750 and some \$\$\$ to do the work. Anyone that is good with a soldering iron can install the socket you need.

Q: Are there other ROMS for the C128?

A: YES, there are four as far as I know. I am working with the copyright holders of the other three chips to be able to sell all four here on eBay.

Q: Can I have more than one ROM in the C128?

A: YES, you can have two or three. One in the C128, one in the 1750 RAM expansion. You can turn these on and off with switches or by holding special keys down when the C128 is powered up.

The GEOS Boot ROM also solves the "disk serialization problem". When GEOS first came out ever boot disk had a serial number. All applications needed to have this same number or they would not run.

Without the boot chip, any application you get on eBay may have a different serial number than your boot disk ... and won't run.

The boot chip solves this problem. Now you can run any GEOS application regardless of the serial number.

The ROM solves this problem so you are freed to use your applications or buy new ones on eBay that have been serialized.

There is "virtually no support" needed for this ROM. You just open your C128 and the guides make the installation a snap.

The Chip correctly uses what ever drive you assign as Drive 8. There is no need to fiddle with disk utilities to assign a drive number. The chip always finds the right drive.

#### \*\*\*\*Chip #2 \*\*\*\*

The BASIC 8 ROM is both rare and useful. It allows you to write BASIC 8 programs that extend the Commodore 128s BASIC graphic commands.

The C128 has advanced support for graphics in the 40 col mode. BASIC 8 adds the commands (and more) to the 80 col mode.

#### \*\*\*\*Chip #3 \*\*\*\*

This is the Servant ROM that adds features to your C128 or 128D. Here is what the author wrote:

THE SERVANT is a ROM-based utility package designed exclusively for the Commodore 128

Hi! And welcome to THE SERVANT. The guys who designed the Commodore 128 did a great job. Both you and I have enjoyed the fruits of their efforts. In the design of the C128 they included a feature which has only rarely been put to use. If you open your trusty 128 (or 128D) there seem to be something missing. Among all the black, rectangular chips there's a vacant socket meant to contain a ROM chip. A lot of goodies can be put into that space.

This is where THE SERVANT comes in. THE SERVANT offers a plethora of nifty utilities and convenience features designed to make your computing life easier and more fun. Even if you only use the 64 mode, the chip still gives you added features.

THE SERVANT is designed with maximum convenience, compatibility and security in mind, making it unusual or even unique in many ways.

Well see for yourself and enjoy!

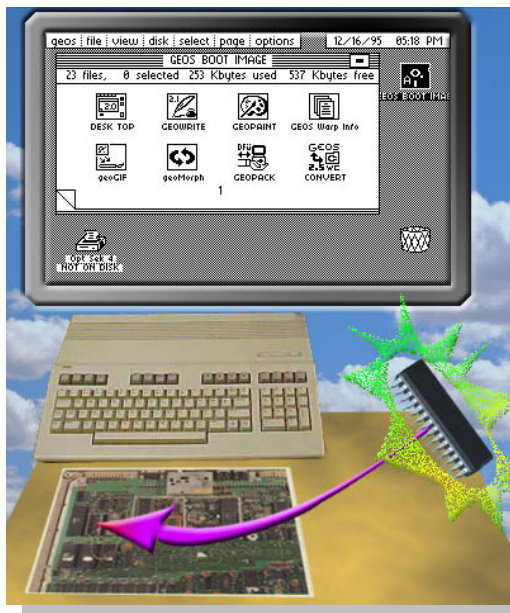
#### OVERVIEW OF THE SERVANT'S FEATURES

SERVANT features, main menu:

- \* 100% compatibility with all software and hardware you might throw at it.
- \* RAMDOS is fully supported where appropriate.
- \* Does not use any memory.
- \* Supports 40 or 80 column mode, fast (2Mhz) operation in

80 columns.

- \* Simple device number selection. Device numbers other than 8 (9 through 12) can be accessed by holding down SHIFT, C=, CONTROL or ALT along with the command key.
- \* Your computer won't try to boot a disk when powered up or reset. If you DO want to boot a disk, just press the "0" key which is big and easily accessible on the numeric keypad.
- \* Run the first program on a disk as a BASIC program.
- \* Load the first program, switch to 64 mode, and run it.



## Commodore Scene

- \* Run C64 programs as if you entered 'LOAD \*\*\*.x,1' in 64 mode where 'x' is the device number.
- \* Directory. RUN, DLOAD, BLOAD or BOOT a 128 mode program, or run a 64 mode program by pointing at the desired file.
- \* View the contents of SEQ, PRG,USR, REL and even DEL files.
- \* Display as ASCII or screen codes
- \* Quick and convenient 1581 partition selection.
- \* Scratch selected file.
- \* Recover a NEW-ed BASIC program.
- \* Even works after a reset when a graphics screen was involved.
- \* Go to 64 mode AND back to 128 mode, and then re-enter 64 mode with ML programs, BASIC programs and variables as you left them.
- \* Even utilities will still be working!
- \* Enhanced DOS commands. Validate will now protect the boot area (if boot sector exists), even if it consists of several sectors.
- \* Device number change/swap command.
- \* Recall last command.
- \* Swap 40/80 column screens.
- \* Convert memory to BASIC DATA statements.
- \* Create stand-alone program or merge DATA statements into any BASIC program.
- \* Select initial line number, increment, line length and data type (2 types of decimal and 3 types of hexadecimal).
- \* Read all banks and memory ranges.
- \* Integrated file manager for the QUICK BROWN BOX. Unlike the QBB's own file manager it won't interfere with JiffyDos, programs, utilities or anything else.
- \* Fast (2Mhz) and convenient one-key loading from the box.
- \* Download files from disk by using the directory.
- \* You can freely mix 64 & 128 mode programs within the same box.

### SERVANT features, disk tools:

- \* Can use all device numbers 4 through 30.
  - \* Automatically detects the hardware you are using, and adjusts accordingly.
  - \* Uses burst mode whenever possible.
  - \* Recognizes RAMDOS as any other drive.
  - \* Full 1581 partition support.
  - \* The built-in copiers automatically detect, and take advantage of, 64K VDC memory.
  - \* Built-in copiers also take advantage of 1700, 1764 and 1750 memory expansion.
  - \* Will automatically detect the size of the REU (up to 1Mb supported) when selected.
  - \* View normal directory on source or target disk, or view an extended directory which displays deleted files as well.
  - \* Disk report - Statistical overview of the number of files of each type, the blocks they use, boot blocks and blocks free on disk.
  - \* Disk copier - Copy whole disk or only the tracks which are used (marked as used in the BAM).
  - \* Single or dual drive copy.
- Automatically detects if the disk is single or double sided.
- \* With 64K VDC memory (but without a REU), it will copy a whole single sided disk in one pass.

### File copier:

- \* Single or dual drive copy. \* Adjustable sector interleave on target disk for maximum reload speeds.
- \* No limits on the use of 1581 subdirectories.
- \* Copy files freely between subdirectories, even from one subdirectory to another on the same disk.
- \* Automatically detects the space remaining on the target disk, and reports if the space is inadequate.
- \* Options to make multiple copies of files, scratch copied files from the source disk, and automatically replace of duplicate files on the target disk.
- \* Bulk scratch the files you select.
- \* Recover scratched files. Will report which files are recoverable or not.
- \* Can recover all file types, even CBM files.
- \* Header/format disk.
- \* On the 1571 you can select single or double sided format, and you can convert a single sided disk to double sided.
- \* Change disk name & ID.
- \* Create partitions and subdirectories on the 1581.
- \* Graphic representation of the disk which displays the free space usable as subdirectory areas.
- \* Edit directory. Re-arrange, sort, rename, lock/unlock files.

- \* Change program load address, change file type & compress directory.
- \* Print directory.
- \* Output directory to printer including all normally hidden information. This includes start track/sector, REL file side sector and record length.
- \* Optionally, print start and end addresses for PRG files and SEQ/USR file lengths.
- \* Autoboot tool. Create boot sector on a disk for a variety of purposes.
- \* Write a BASIC command line to be executed upon booting. Limited only by BASIC and size of the boot sector; all direct mode commands can be used.
- \* Make boot sector to run 64 mode programs, even programs requiring a SYS command or LOAD \*\*\*.8,1 to execute.
- \* Analyze boot sector.
- \* Kill boot sector, transfer boot sector from one disk to another.
- \* Convert boot sector to an executable program or vice versa.
- \* Boot sectors will support all device numbers.

If you prefer, the Servant ROM can be put into a cartridge or even inside the 1750/1700/1764 REU's. Installation is easy: just remove the screws of your C128, pop the cover off and pop in the chip in.

You still have 100% compatibility with all other C128 software. The chip will let you boot CP/M, start in 64 mode or native C128 mode.

\*\*\* 1750 or 1700 Ram Expansion owners: The 1750/1700 has a space for a ROM chip! This keeps your C128 internal socket free for other ROMS

<http://www.lightbolt.com/c128chips.html>.

## Missing Disk

*In 1996, I completed an adventure game on the C128. You can read about it here:*

<http://groups.google.com/group/comp.sys.cbm/msg/c08325c385fd8a7e?dmode=source&hl=en>

*I \*know\* I sent out copies of the disk to some people on either comp.sys.cbm or comp.sys.cbm.binaries.*

*If I did, and I know I did, please contact me immediately. I really need a copy of this game back, as disk recovery is a real longshot.*

*Please, think back if I sent you something that was on a Commodore 128 disk in 1995-96. My email at that time was: pap@dana.ucc.nau.edu*

*The disk would have had the word "WESTFRONT" on it. It is not the same WESTFRONT that I uploaded recently to ACUG. That is a re-created version from memory.*

*What I need is the original.*

*Thanks! :)*

*Paul*

**Commodore Scene**

**THE END**

**Another issue has come to an end.**