Commodore Free

Free Fanzine Magazine
For Commodore machines mainly the c64 ☺

commodore   scene   2006

CANCELLED

Commodore

Editorial

Because no one decided to subscribe to Commodore Scene magazine Alan has ceased production! I don't blame him.

I have decided to write my own magazine, basically for just something to do while looking after my 4 month old son. Also as something to read; while having a good soak in the bath, and now realise producing a magazine isn't easy.

I missed having the Commodore Scene magazine to read because it was so well produces and covered such a large rage of items for Commodore Machines. Don't think I can do justice to Alan with this Free effort but lets hope someone enjoys the read.

So here you are a FREE version! Admittedly its rough around the edges and in the centre but it gave me something to read. I couldn't see the magazine just die, why wont people pay for hard work.

If you enjoy the magazine then please send me a donation. Alan has done marvellous work for our machines keeping a U.k. Presence and pushing new technologies please don't sit around doing nothing, this is how machines and groups die a death. Do something, anything!

Thanks

Free Commodore Magazine 2006

Visit Commodore scene
www.commodorescene.org.uk

In This FREE! Issue

Do you have any news you would like to share or an article you have written tat you feel the Commodore readers would appreciate if so then please let me know, feedback is always welcome good or bad anything is better than silence.

It would be nice to offer a prize for the best article but as this if a FREE publication that will never happen. You will see your name in print though and have a healthy glow from knowing you have informed users of some activity, application or hardware they would otherwise be unaware of.

You can contact me via email at
Nigelp2k   **AT**   yahoo.co.uk

I also collect Commodore music applications and hardware if you have something interesting you would like to sell or even better donate, rest assured it will be fully documented in the magazine and put to good use.

If you use any material from the magazine please send me an email and acknowledge where the information came from

Thanks

New update for 64HDD a system allowing the Commodore to connect to a P.C. utilising the P.C. as a hard disk system capable of emulating Commodore drives 1541, 1581, can read D64 and D81 images and load files for more information visit http://www.64hdd.com/64hdd/professional.html

64HDD *Professional* has some special features for everyone, regardless of the type of Commodore user you are.

For the Gamer...

- Faster file loads using your X1541 or XE1541 cable
- Special partition naming and multi-disk handling features to make finding and starting that favourite game in your collection easier
- Easier set-up of the Short-Cut tables using 64GUI
- Device-Swap and built-in Disk-Transfer routines so you can either boot more multi-part apps or copy any games which don't to 1541 format

For the Application User or Programmer...

- Improved 1541 emulation within the MSD/LFN file system lets you run many more programs without the limitations of a real 1541 disk drive
- Special GEOS64 features such as larger disk sizes, Pwr-Loader compatibility, faster disk writes, and powerful ShortCut+ and PreConfig utilities
- Improved CMD emulation mode lets you use more of those applications and tools
- Greater flexibility in assigning device numbers and switching these on/off on-the-fly
- User interface with detailed run-time statistics such as track, sector and error information
- Keyboard actions to toggle LFN and CMD modes, reset 64HDD or the C64
- Time and date stamping on disk images to keep track of changes
- New command-channel features, including file locking and unlocking commands

For the CMD User...

- Use FCOPY, FCOPY+, MENUETTE64 and your other CMD software
- Even GEOS tools like CMD_MOVER will work
- Use 64HDD to back-up your CMD devices

For the C128 User...

Yes, there's even a version of 64HDD *Professional* which gives C128 users all the above features, plus these exclusive features:
- *Z-Loader* - a serial fastloader for the native C128 mode
- *Pwr-Loader Support* - the fastest 64HDD loading system is now available for the C128
- *GEOS128 Kernal* - including the new Xtra Performance (XP) features
- *Native mode BOOTing* - use the C128 BOOT feature to automatically LOAD/RUN applications

PROPHET64 SID MUSIC SOFTWARE

Aug 18: Prophet64 Cartridge sold out!
New ones expected to arrive in mid September.

Modern music applications for your 80s computer!

Prophet64 is a suite of very user friendly music applications for the Commodore 64 platform. Designed to hook up to modern MIDI equipment with either DIN-sync or third party MIDI interfaces, it makes your old computer become a highly useful music tool.

The software is distributed on a hardware cartridge that plugs right into the back of your C64.
No disk or tape loading, just plug and play!

The Cartridge contains the whole suite of applications. You can read more about them in the links on the right side bar.

With an array of music software that mimics modern and classic sequencing devices through versatile user interfaces, Prophet64 opens the door for everyone who wishes to explore the world of the legendary audio circuit (the "SID") in the Commodore computers.

Instead of collecting dust in the closet, you can put your C64 at work right beside the synthesizer rig in your studio today! Add some in-fashion bleeps and blops to your latest track, an extra bass flavor, an additional lead sound or why not an 8-bar break with Rob Hubbard drums?

The possibilities are endless.

The cartridge is only **39 EUR**
(worldwide shipping and handling fees included!)

SOLD OUT!

http://www.prophet64.com/

Other good news is that the item has gained good press and appeared in various Music related magazines, one in the U.K. Future-music that had a full page article about the device.

Also it seems Fire starter is well on the way to make a Commodore midi interface for the system, read more here http://www.firestarter-music.de/ also planned is a ps2 mouse converter allowing ps2 (P.c.) mice to connect to the joystick port

PROPHET64-Midi-Interface V1.0
I take no responsibility for any bugs or damage caused by building or
using the PROPHET64-Midi-Interface.

(c) 2005 Thomas Margolf aka firestARTer
http://www.firestarter-music.de/prophet

Introduction

The PROPHET64-Midi-Interface is a simple Midi-Interface that makes it
possible to syncronize your
Prophet64 software on your Commodore64 with every Midi-Clock-Capable
device such as a sequencer or a drum-machine.

Do It Yourself

It's very easy to built your own PROPHET64-Midi-Interface with the
provided schematics from the
project-page (http://www.firestarter-music.de/prophet/).
You don't need any power-supply as the circuit uses your Commodore64
as power-source.

********* Take care that you check your circuit twice and also *****
********* that your connection to the userport is 100% ok, as *****
********* the internal fuse of the Commodore64 could get **********
********* damaged if there's something wrong!!! *******************

The view of the userport-connector in the provided schematics is to
the
soldering side of the userport-connector (looking at the C64).

Function

When turning your C64 on, the LED should flash twice and turns off.
After Receiving a Midi-Start or Midi-Continue commando
the LED should turn on and your interface should syncronize the
PROPHET64 software to your Midi-Source.
After receiving a Midi-Stop, it should stop syncronizing and the LED
should also turn off.
All other Midi-Data is filtered.

For information about how to set-up your commodore with prophet,
check the official Prophet64 Page:
http://www.prophet64.com

You can get the Part-list, circuit and needed software at the project
page: http://www.firestarter-music.de/prophet/

Feel free to send any comments and critics to
firestarter*at*sidsyn*dot*com or use the official Group:
http://groups.yahoo.com/group/prophet64

Postscript output from GEOS

Clear professional printed output is a requirement for any computer systems; especially one supporting a word processor. There is a way using just the standard version 2 of the Commodore Geos operating system to print to any Postscript laser printers, the process has been available for some time, but the cost of a postscript printer may have deterred some from trying.

Quickly looking on ebay, many of these postscript printers are being disposed of very cheaply by there owners, eager to upgrade to the latest standard, or better models. If you are looking for a printer ensure its not a winprinter and works from dos and linux
Expect to pay anything from a few pounds to £50 I managed to save an old laserjet 4v ps and all it cost me was a car drive to collect. (this must be the only stroke of luck I ever had)

POSTSCRIPT PRINTERS
Of course if you don't want to go to the expense of buying a postscript printer we can use the one connected to your P.C. any printer will work with this method. True the process is a little more complicated and needs a copy of the geos postscript file (created in the DISK section) copying to a "foreign" computer platform. Once copied to the foreign platform we can then print the file using whatever printer we have, postscript or none postscript, inkjet, laser almost anything..

GEOS
If you don't have a copy of Geos already you need to buy or even download the free Geos version files from www.cmdrkey.com, this version cant use any of the commercial add on software but does allow the use of public domain applications and has a built in wordprocessor. At the time of writing the full download link was http://cmdrkey.com/cbm/geos/geos1.html select the version best for you, both the 128 and 64 versions can be downloaded as individual parts or disk images in d64 or d81 disk formats. For the tutorial I have downloaded the full version as a 1581 disk image.

Once the files are downloaded use whatever method you are comfortable with to extract the D64 or d81 image to floppy disk or disks (depending on the version selected).
While we are in the download mode I suggest you should also head over to http://members.shaw.ca/cue64/ and download "Jim Collette GEOS software" this has been given out as Public Domain, and again at the time of writing the direct link was http://members.shaw.ca/cue64/collutil.html you should find two disk images, while the software is free I suggest downloading both files, again they will need extracting from d64 images to real disks. Of course you can use these on an emulator if required but nothing is as good as real hardware.

SETTING UP
Using Geos is quite painful with 1 disk drive so my system has 2 drives connected, although its possible to run from 1 disk I would suggest a minimum specification be 2 disks.
If you are out shopping a mouse would also be an advantage, although Geos will work with a joystick, but you may find most of the time you will be pulling out your hair out trying to navigate with a joystick.

So here is my suggested minimum setup
Drive 1 1581 Drive
Drive 2 1541 Drive
Mouse 1 commodore mouse

First thing is to load Geos and set the relevant preferences, so tell the system you have a mouse and what size and number of disk drives you will be working with. This isn't a Geos tutorial but C= + I (commodore key and I) will bring up the input preferences use the cursors to move around and return to OK. You also need to look in the Configure and select the number and type of drive, ensure you save the settings.
.

You can purchase a geo cable from www.cmdrkey.com directly.
On the Geos disks are some fonts named LW_fontname these need to be used in place of the standard GEOS fonts as they are apple laserwriter fonts (scalable fonts built into all postscript printers, these will produce the crisp output we need)
The other (none LW) fonts are bitmaps see the diagrams below the fonts supplies with Geos are

LW_roma
LW_cal
LW_greek
LW_Barrows.

The BSW font below is a bitmap notice how blocky this is compared to the other postscript fonts .
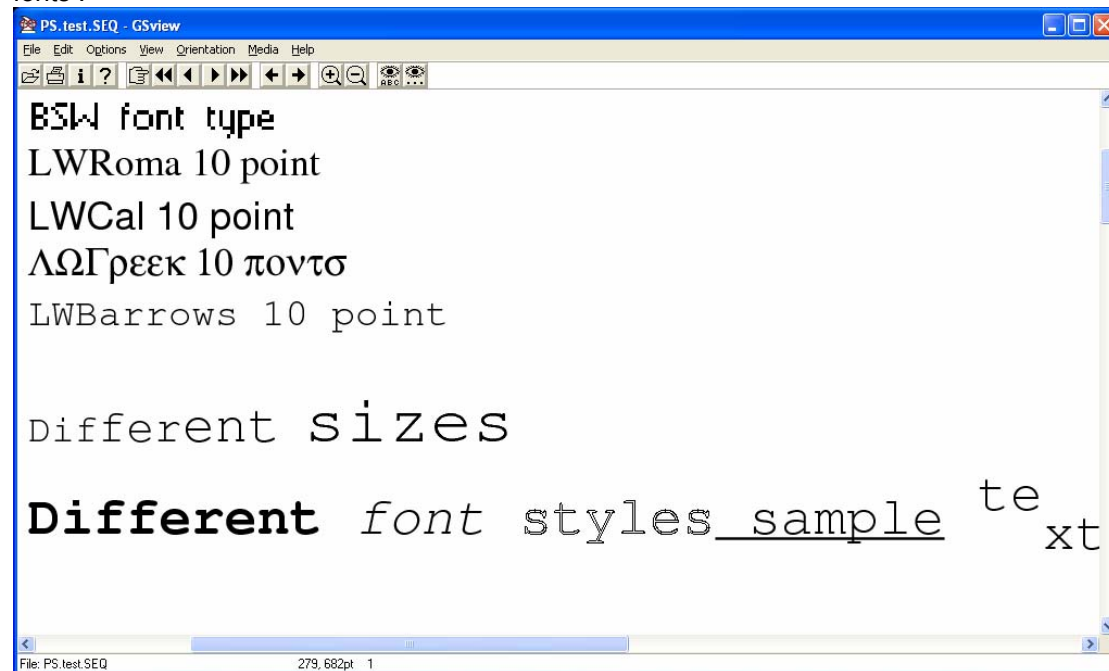
The Lw fonts are substituted for the printers own internal scalable postscript fonts.
Some more LW fonts are downloadable from
http://www.zimmers.net/anonftp/pub/cbm/geos/graphics/fonts/postscript/index.html
Also I found some from here
http://cmdrkey.com/cbm/genie/GEOSFontsListing.html find the files named 13369 and 13368
Geos also contains some LW fonts, but remember only the first 8 fonts are available so you will need to rearrange or delete some of the bitmap fonts for Geos to be able to use the LW fonts.

Most magazines just use 4 fonts for the entire publication so I will go out on a limb and suggest 4 fonts is enough for anyone, remember you can use bold, italic, outlined and underline sub and superscript to enhance the document as well as font sizes. Using too many font variations make a publication look tired and amateurish.

PATCHING
This procedure will outline how to patch GEOS so you can create postscript file to transfer them to another system and print files from the "foreign" system. Also how to Patch geos to print directly using a Geo cable.

Are we sitting comfortably, good then we can begin!

Start Geos, now from the disk B of our collete utilities you need to run the file "ps.patch (disk)" as shown below, If using the Geocable you need to run the PS_PATCH (GC) the process is more or less identical for both of the versions.

The application will then start to run and display a splash screen

Once the utility has initialised itself (here we are using the print to disk PS.Patch (disk))you need to go to the patch menu and click to drag down the menu.
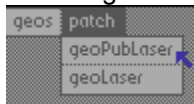

This gives 2 options one is to patch Geo publisher printer output and the other is for Geo-laser, as we are using the Free download of Geos we cant use Geo-publish so we must use the Geo-laser option, this will allow printing to a postscript file from the standard Geos applications, the postscript file will be saved on the disk from where the original document is loaded, so ensure you have a disk with enough room.

Select the Disk where the Geos system files are to patch
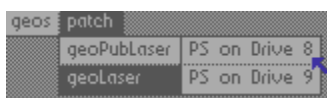
The system will run and after a few seconds, you should see the complete diaglogue box appear . Now we just need to test the patch to ensure everything worked ok.
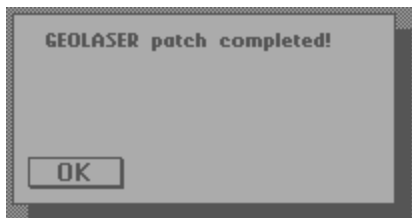

One thing for the disk version is that we need to download a copy of Ghostscript (or similar) to allow viewing of postscript files check out the link. Versions of Ghostscript are available for a variety of machines Apple-mac, Amiga ,linux, os2 and Windows pc amongst others. Ensure you download a copy of Ghost View this is needed to view the files on screen, and makes the process easier http://www.cs.wisc.edu/~ghost/ once downloaded read the Documentation and get to know the programme.

I am working on a Windows PC so I would do the following after the installation of ghostscript and ghostview

Testing Geolaser patch disk output
Start the geo write application and write something inspirational to print out
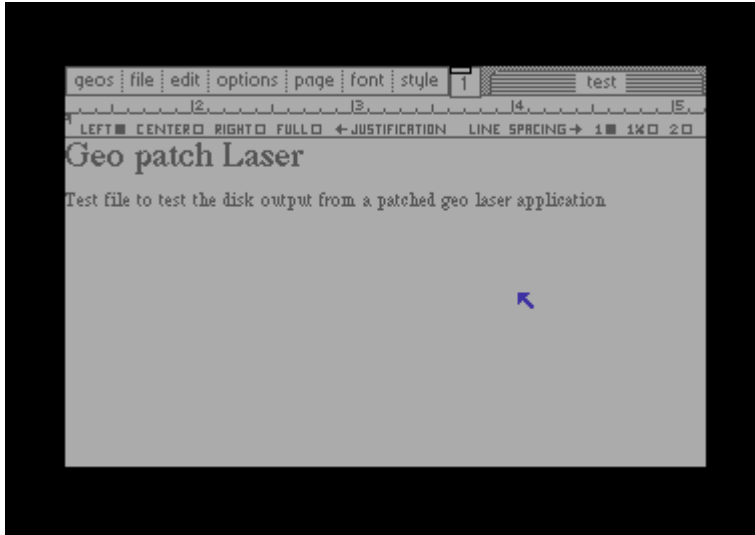
Save the text and close GEOwrite we don't print from this we have to use Geolaser, Run GEOlaser application it will initialise and provide us with an options box
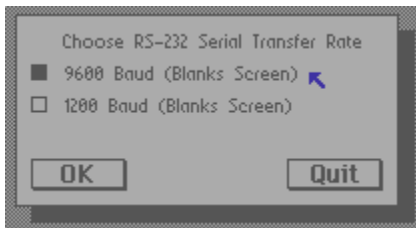
Don't change the settings as we are printing to a file and not a Serial printer so they don't make any difference. Then click ok

Work begins formatting the original document to a postscript file, this is quite a lengthy process even for a few lines of text, if your working on something a page in length I suggest making a good cup of strong tea.
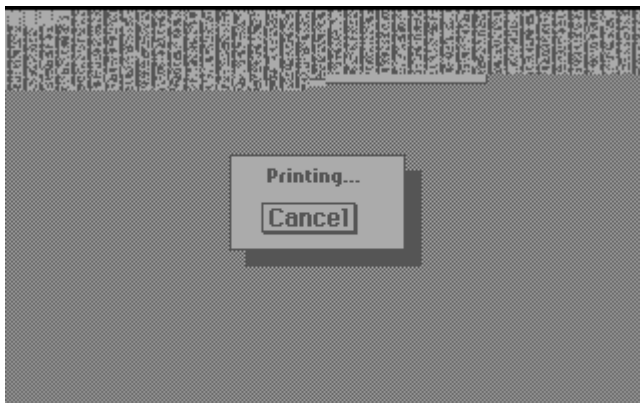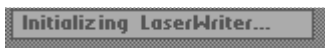
The postscript printed files now need Extracting from commodore disks to a pc compatible format so use whatever process you are comfortable with to do this procedure.
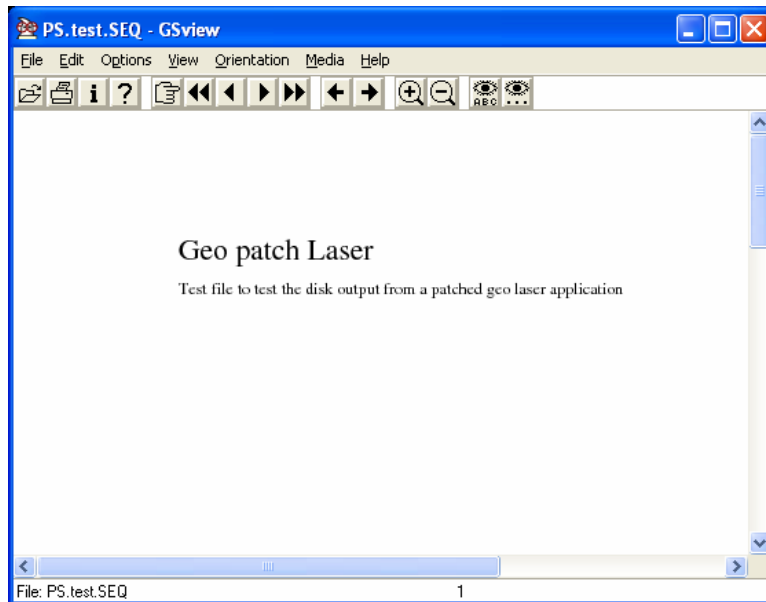
Start the Ghostview application and drag the geos postscript file onto the ghostview screen as shown below a preview will appear of the text

From the File menu you can even convert the file to a PDF for distribution on the internet. Of course clicking File and print will print the Text to your PC`s attached printer, whatever make or model you have, that is of course assuming you have installed the required printer driver for the model.

Geo cable users

GEO CABLE
Of course you will need a special cable for this option called a Geo cable they are available from Maurice Randel www.cmdrkey.com , the cable connects the Commodore 64 to any standard Centronics printer interface.

The process is simpler as your file will be sent directly to the printer as a postscript document. The printers processor will interpret the commands and format the page, then print out a sharp quality document direct to your postscript connected printer that could have been produced from any machine.

Another other useful website

Foreign characters output from Geos
http://web.mit.edu/randy/www/antigrav/laserpatch.html

Reviewer   Nigel Parker
Written originally for Commodore Scene magazine © 2006

1581 Disk Reader

fdrawcmd.sys

 Introduction

fdrawcmd.sys is floppy filter driver for Windows 2000/XP/2003.

The driver exposes command-level access to the uPD765a floppy disk controller, making it possible to read/write many non-standard and copy-protected disk formats.

The driver is free for use by any non-commercial project, as long as the original driver installer is used. Please contact me for further details.
Features

Traditionally DOS-only features include:

•   Custom track formatting
•   Mixed-sector sizes
•   Zero-based sector numbers
•   Non-standard ID header values
•   Track layout scanning ordered from index hole

Advanced features unique to this driver:

•   Writing CRC errors with specific sector contents
•   Writing sectors with missing data fields
•   Writing truncated sectors (e.g. 8K sectors on double-density tracks)
•   Weak or partially weak sectors
•   Duplicate sector numbers on the same track
•   Mixed-mode track formatting
•   Multi-pass track formatting for tighter formats
•   2-drive raw track reading of Amiga disks (Disk2FDI method)

For more information and to download the file visit http://simonowen.com/fdrawcmd/

Editor Notes:

I have to confess this is untested by me mainly due to lack of time.
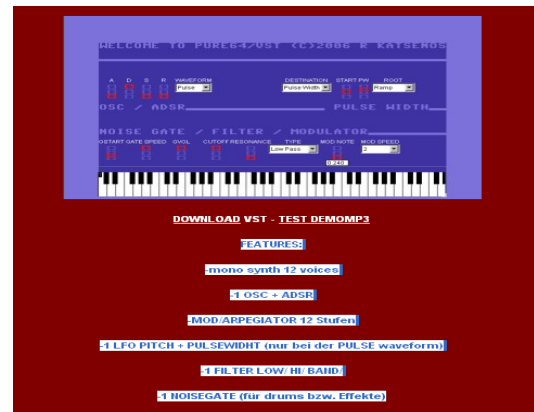
VST instrument

Another Commodore 64 VST instrument! VST instruments are virtual instruments used on PC and Apple computers, they are for a better description emulation of music hardware recreated entirely in software and used in music applications such as Cubase.

One such VST instruments that I recently found is available from here

http://hometown.aol.de/rekcat/vsti2.htm

The website is in German but if you cant speak the language (like me) you can easily make out the DOWNLOAD button and the TESTDEMO that downloads an MP3 Prievew of the instrument in use ☺

Although I can play manually by clicking on the keys I cant play the instrument from Cubase although I am not fully conversant with Cubase so this could be my lack of Knowledge

Music Blog

Blog sites become ever popular one such site I recently stumbled on while looking for VST instruments was this http://c64music.blogspot.com/

The C64 Take-away podcast

Commodore 64 remixes and original SID sounds to go!

Your regular fix of Commodore 64 tunes, remixes, news and whatever takes our fancy.
Produced and presented by Jan Lund Thomsen of Remix.Kwed.Org fame

http://c64takeaway.com/

Consoles, handheld & home computers 1972-2005

33 years of onscreen fun and interaction: This book presents almost every game computer and console ever created, from Japan, USA and Europe, along with classic software in its authentic, pixellated glory, and background information as well as key technical facts.

More than 400 dream machines and million sellers, bizarre slip-ups and exotic variants are celebrated in full colour chapters with extensive appendixes. From Atari to Xbox, from the C64 to Nintendo DS: Game.Machines is the reference point for members of the PlayStation generation; whether they're gamers or collectors.

Originally published in Germany, Game.Machines has been recognized as a `suitable reference´ and `recommended reading´ (by Germany's premier micro monthly C't), as `very entertaining´ (Gamestar) and `compulsory reading´ (PlayZone) or simply as `Ace´ (ComputerBILD). Two years in the making, this greatly enhanced and revised edition invites you to a time journey across the video game era: From the 4-bit beginnings to the broadband future.

The first Game.Machines samples have been shipped to the UK press. That's what the editors had to say, after taking a look:

http://www.gameplan-books.com/gameplan_01.5_NA/index.php

$32.00 U.S.
$39.80 Canada
ISBN: 3-00-015359-4
Feedback: lit@gameplan-books.com

PSP Console
Playstation Commodore 64 Emulator

c64psp v0.3 · 270 days ago by urchin Team c64psp would like to wish PSP users a Merry Christmas with a new version of c64psp! .

New features

- Multiple screen modes (with vsync on firmware v1.5)
- Full speed, stable C64 emulation (no need for PSP overclocking)
- Excellent SID emulation
- Quit key combination for firmware v2.0 user
- Memory snapshot quickload and save
- Increased game compatibility
- Credits
- urchin: code, graphics, blood, sweat, tears
- MagicRuss: v1.5 testing, graphics, inspiration, enthusiasm
- grasstust: v2.0 testing, patience

And of course, ps2dev.org for the PSP dev kit and Christian Bauer for creating Frodo.

History
20/12/2005: v0.3 :- Video overhaul with multiple screen modes. Better SID emulation. More stable emulation core with better game support. Snapshot quickload and save.

09/10/2005: v0.2 :- Added support for analog stick, virtual keyboard, joystick swapping and ability to load T64 and D64 image files. Video is now centred. USB disabled for this version.

26/09/2005: Initial version, v0.1 :- It boots! It displays stuff! It makes noises!

http://urch.in/c64psp

USB Keyboard

http://symlink.dk/electro/c64key/
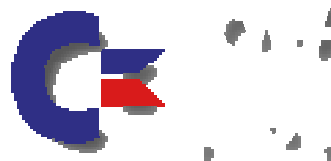
how to build a USB-keyboard in the form-factor of an old C64 breadbox. Actually, with little modification it can be used for any kind of keyboard, since the source code is available, and all that needs to be done is to modify the key-to-scancode mapping.

The c64key is based on Objective Development's AVR-USB firmware only USB stack for Atmel AVR microcontrollers, and the simple HIDkeys example they provide. The implementation presented here has a more elaborate keyboard scanning routine, and allows multiple keys to be pressed (and detected) simlutaneously.

VICE updated

NEW (2 Sep 2006) Version 1.20

The Commodore 64, Pet, Vic, Plus 4 and 128 Emulator for operating systems including Microsoft Windows, Unix, Apple, Be-os, Amiga O.S Microsoft D.O.S and others has received another update, taking the application to a very stable version 1.20

For more information visit the home page

http://www.viceteam.org/#vice

Obsolete computer hampers kidnap probe

September 5, 2006 3:50 PM PD Efforts by police in Austria to learn more about a communications technician who held a girl captive for more than eight years are being complicated by his choice to use an obsolete computer.

Wolfgang Priklopil, who committed suicide the same day the girl escaped in August, relied exclusively on a Commodore 64--a computer that was popular some 20 years ago but now largely considered an antique.

Maj. Gen. Gerhard Lang of the Federal Criminal Investigations Bureau told the Associated Press that the outdated computer would hamper the investigation by making it difficult "to transmit the data to a modern computer without loss."

The Commodore 64, one of the best-selling computers ever, was launched in the early 1980s. Today the brand is kept alive by some 6 million enthusiasts in a vibrant online community.

Yeahronimo Media Ventures, a Dutch company with office in Los Angeles, acquired the rights to the Commodore name in 2004 in a deal worth just more than $32.7 million. In 1995, it took on Commodore as its own corporate moniker.

Taken from the website

http://news.com.com/2061-10786_3-6112505.html

IDE64 V4

The development of the new IDE64 card V4 is still in progress, but we decided to uncover the picture of the new card prototype board together with some technical information. So what to expect from the IDE64 V4?

Because of surface mount technology, the shape of the card has changed and the length has shorten to 11 cm. The ShortBUS connector for external peripherals has remain, but also "Amiga Clock" port has appear, so RR-Net users could connect their Ethernet cards directly onto the IDE64. Not only the mount technology, but also whole architecture has changed which enables us to increase the access speed performance so the card should be up to 20% faster when accessing the HDD or Compact Flash than IDE64 V3.4+. The IDE64 contain two IDE controllers for plugging up to three IDE peripherals (Compact Flash and two other on IDE flat cable). USB device (in the picture without the connector) will enable users to interconnect IDE64 with PC host and make file transfer between C64 and PC even more easy without building PCLink cable. The IDE64 will contain IDEDOS V.90 which offer great performance (e.g. 80KB/sec loading speed), very reasonable compatibility and many advanced features including support of partitions, relative files or large capacity media.

IDE64 V4 technical parameters:

• Size 7x11cm
• RAM 28KB
• PEROM 128KB (flash EPROM)
• RTC (Real time static clock with 31 bytes RAM)
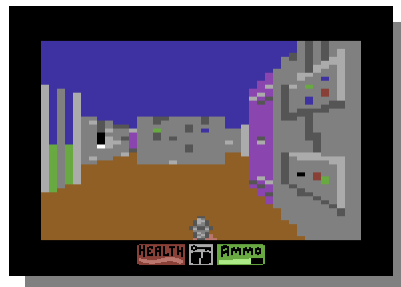• Full speed USB 1.1 / USB 2.0 device
• ShortBUS
• Amiga Clock Port
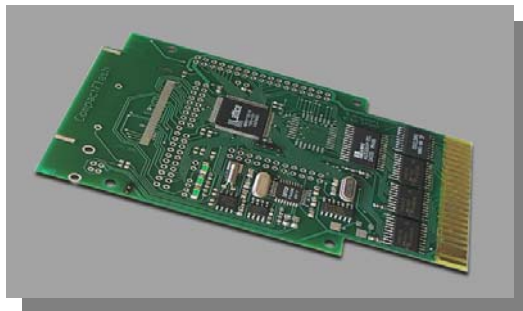
DOOM 64?

Well the project may be finished but one developer is still hard at work!

Commodore Scene has ended the Doom challenge due to lack of interest, strange then that someone has brought out an update, the very good MOOD
Below a section from WWW.c64.sk website

19. SEPTEMBER 2006

M.O.O.D. preview 2.5 dev   21:11

The fast playable MOOD preview of a Doom clone is now available for download at CSDb. Credits go to Perff of No Name, who is also one of the founders of CSDb.
You may also have a look at an older entry of MOOD at pouet.net.

The file can be downloaded from here
http://noname.c64.org/mood/

well you could have knocked me over with a feather when I saw this, due to the age of the program (last update was August 1998
Press key o to bring up the options

The main keys (configurable)

forward	@
back	;
turn left	:
turn right	=
fire	space
move left	a
move right	s
gun1	1
gun2	2
gun3	3
gun4	4
run	l.shift
force sidestep	c=
look back	d
map	m
options	o

History of Commodore Computers Poster

I have finally finished!

I have for sale "The History of Commodore Computers" poster which is the culmination of three years of work and research. The Commodore systems have been professionally photographed specifically for this poster and the photos appear nowhere else.

This poster is ideal for any vintage computer fan, Commodore Computer collector, classic or vintage memorabilia display. This is a limited edition poster and will not be re-printed!

Poster includes hi-resolution images of rare and hard-to-find systems including the KIM 1, PET 2001, PET 4016, PET 8032, VIC-20, C-64, C-64C, SX-64, C-128, C-128D, B-128, CBM 256-80, P-500, Plus/4, C-16, C-116, VC-20, Amiga 500, and selected diskette drives.

$19.99 USA Ship $3.00

$19.99 Canada Ship $5.99

$19.99 International Ship $7.99

"Vintagecomputer.net" watermark does not appear on actual poster.

http://www.vintagecomputer.net/

WWW.YOUTUBE.com

You will either love them or hate them but youtube is full of home made videos – and looks set to remain so.

Some are great others are not so great. Search for "Commodore Animals" reveals these 2 entries
Searching for Commodore 64 reveals hundreds of remixed videos tutorials

C128 Animals 2005 User Group Video
35:40
Former Commodore engineers Bil Herd and Dave Haynie (two of the original "C128 Animals") give an informal chat for user groups and other Commodore fans. Includes are shots of rare hardware and stories to go with.
Tags:

Commodore Amiga Haynie Herd C128 C64

Retrocomputing
Added: 1 month ago   in Category: Science & Technology
From: hazydave
Views: 499

C128 Animals 2006 User Group Video
18:44
Former Commodore engineers Bil Herd and Dave Haynie (two of the original "C128 Animals") are joined by VIC-20 era engineer Bob Russell to give the 2006 installment of their video chat for Commodore fans.
Tags:

Commodore Haynie Herd Russell C64 VIC-20

Retrocomputing
Added: 1 month ago   in Category: Science & Technology
From: hazydave
Views: 236

C-One Computer
News

september-25-2006:
C64 PAL core leaves alpha state, first 1541 emulation

Peter Wendrich has published the first C64 PAL core that is not considered to be alpha any more. The CPU registers $0000 and $0001 are fixed now, CIA timers are fixed (including TOD registers), the IRQ/NMI timing was too fast under certain circumstances (fixed), and the VIC<->CPU timing has been improved so even the sideborders can be opened now. Peter is now accepting bugreports under the eMail address mentioned in the readme file.

Tobias Gubener has released a new system flash that can now emulate a 1541 drive. The 1k30 FPGA can be fed with a new rom file containing the drive emulation code. Every core that uses the IEC port can make use of the emulation, including Jeri's NTSC core, Peter's PAL/NTSC core and Tobias' VIC-20 core. Just hit F8 to get to choose the D64/PRG file, change the device address (default: 9), or deactivate the emulation. Many thanks must to Tobias, the recent updates are giving another demonstration of the true power of re-configurable computing.

The new core and system flash can be downloaded from the download page of this website. The sourcecode to the C64 core as a full Quartus project is included.
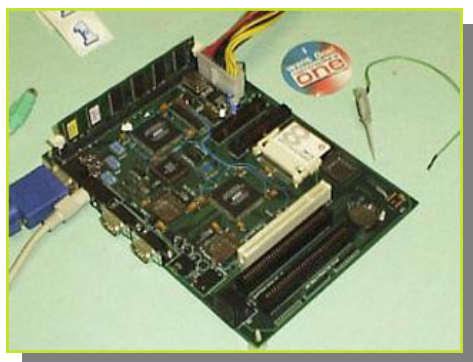

C-One
We know this is now the Configurable one and not the Commodore one, so new mailing lists have been setup to reflect this.

Try subscribing to
http://tech.groups.yahoo.com/group/cone_cores/

This group covers all cores produced for the configurable on not just Commodore ones ☹

Information taken from: **http://c64upgra.de/c-one/**

What happened to Geos

Read the Full story from this link at the time of writing I couldn't obtain permission to print the article, its an interesting read from the initial Idea through to the Commodore 64 version then the sale of the software.

http://www.osnews.com/story.php?news_id=15223

Amazingly GEOS is still being sold ☺

The P.C. Version is now named Breadbox Ensamble

http://www.breadbox.com/

Whether you use our Industry Standard UI , or our multi-tasking Motif UI, all of the essential programs are combined into one easy to use package. Breadbox Ensemble contains a complete suite of integrated software applications, designed to make you and your students productive.......fast! Breadbox provides all the Productivity and Internet applications you'll need in one easy to use package.

Add Breadbox educational software applications to Ensemble and your school, or entire school district, will have a powerful and low-cost alternative to anything else on the market today. All Breadbox software runs well even on a 386! Don't snub those donated computers because they won't run the expensive software any longer. Put a computer on every desk with Breadbox Ensemble!

With simple point and click interfaces, laser quality output (even on dot matrix printers), and clear video modes up to 1280 x 1024 x 16.7 million colors Breadbox is the easy way to transform a 386, 486, or Pentium PC into a very powerful graphical, state-of-the-art package. Breadbox Ensemble even runs on computers with as little as 640K RAM and 20 MB of free Hard Disk space!
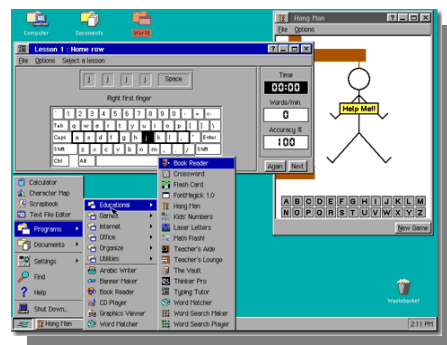
DVD`s From America

Arriving through the post from a very busy Robert Barnado were 2 x Commvex 2005 Dvd`s, 3 x Dvd`s Containing the lucky expo 2005 and 1 final disk contained Jeris Ellsworhts talk at Stansford University

Inserting disk 1 from the from the Commvex set, hands quivering with excitement and anticipation, also from wondering if the money I had spent would be wasted as these disks are DVD-R and in NTSC format.

I don't want to list every last item on these disk because that would mean you wont buy them, so I will quickly sketch out some of the highlights.

Commvex seemed to be a big event with around 50 people the disk contained talks about Where we were with hardware today for the commodore and the vast amounts of new software that is currently being created. The disk moved on to talks about hyperlink and the internet, then moved on to a look at the demo scene.

Disk 2 contained some more demos and information about what the demo coders used, then a talk about disk transference between various systems, then came the prize raffle. Rolf gave a demo on transferring text to and from the Commodore with star commander and the write stuff. Rolf said the write stuff was the best word processor ever, then a look at metal dust.

Now moving on to Jeris talk at Stanford University, the camera moves across the street we ender the building and finally find our seat. There is a quick hand count on the number of people who remember the 64 and then another on the number of people still using the machine. Jeri is introduced, she goes into great depth about her lif and upbringing and her fascination with electronics and old computers.

Jeri then talks about the dtv64 the 30 in 1 games machine that plugs into the T.v about its history and how she came to work for mammoth toys. Jeri then says

she had various solder points on the boards for keyboards and serial ports, she said hackers could make a full machine by connecting these points.

Next I moved to Lucky expo disk set and watched a demo about Mule, Jim Brain gave a demo on connecting to BBs systems via the Commodore 64.

Next I was treated to a connectivity how to on connecting the Commodore 64 to the internet. Rolf gave his talk again on transferring text to and from the Commodore with Star commander and the write stuff. Bruce then explained about connecting removable optical disks to commodore and CMD devices.

Jim Butterfield amused the crowd with some old footage of him and various electronic contraptions, then it seemed all over to quickly with the remaining user talking about setting up Steering committees for the Commodore, talks to Maurice Randel of CMD about why its taking so long for him to produce hardware.

Jeri goes all technical about the DTV and C- one with various drawings and starts to loose me on the system.

Jim Brain shows of some of his projects, like the ps2 adaptor to use playstation controllers on the Commodore, he even has something that makes the vibration work on the newer controllers. Then shows of a compact flash card adaptor that works on the Commodore 64 without need of drivers its true plug and play.

Jeri was named Commodian of the year and went very embarrassed about the whole thing. Jeri was asked about the C-one and confirmed it was still ongoing but other projects had held back her development of the system.

Dale asked if others were interested in voice control for the commodore, others seemed less enthusiastic about such a system.

Maurice finds a pirate jiffy dos chip in one of Jim Brains SX64`s and Jim explains he only just bought the system from someone and didn't know it had jiffy dos in!

Excellent I fully enjoyed them and sent of for some disks for 2006 – More next time.

INDIVIDUAL COMPUTERS — **NEWS**

01.07.2006: **New products, RoHS compliance, vacation until july 26th**

New products
The Catweasel design will be ten years old this year. At the moment, only a version for the PCI slot of modern computers and the ISA version are available. During the past few months, a lot of requests for a Catweasel controller for classic Amiga computers came in. This demand is now met with the Catweasel MK2 "anniversary edition": We have revised the design from 1997, and made another production run. The Catweasel MK2 works on the clockport fo the Amiga 1200, the IDE-port of the Amiga 4000, and on the clockports of our Zorro-cards. It even works on the clockport of the Amiga 600 memory expansion that starts shipping next week, so the controller covers the complete line of classic Amigas.

**Production of Amiga 600 accelerator completed**

It took more than two years, but waiting was worthwhile: Our accelerator for the Amiga 600 is completed. The technical details:

- 68030-33 processor clocked at 40MHz
- 128MByte RAM option, selectable speed
- 512K flash-memory
- PCMCIA-friendly
- low-heat design

Since heat is the main problem in the small case of the Amiga 600, we have skipped on an FPU, and designed large parts of the logic in 3.3V technology. The 68030 processor is in a socket not just on this picture - every card has a socket, so the user can increase the performance with a faster processor and crystal oscillator. Such a modification might need active cooling parts!
As opposed to other Amiga 600 accelerators, we have found a good solution for mounting the card in the computer: Two screws hold the board safely in place. A distance sleeve keeps the card from bending.
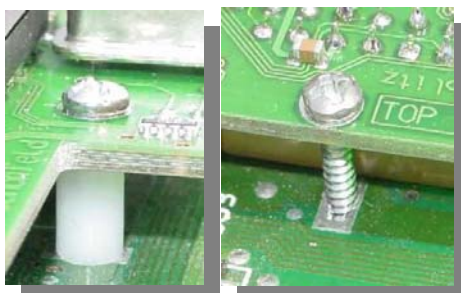
Even with the mass-production already completed, the delivery cannot start before august of this year. The main cause for this is of course our vacation until july 26th, but we also have to adapt the Kickflash software to the flash memory of the card, and ensure proper operation with all versions of the Amiga 600 mainboard. After that, the quality control of the mass-production can start. Please understand

that we will first supply the customers who have signed up for the card by eMail. We want to prevent an artificial monopoly of someone buying out the complete production run of only 110 units. This is the only way to ensure that every customer gets his card for 129,- EUR incl. VAT, and not more due to artificial reduction of supply. We have seen too much overpriced Amiga-hardware in internet auctions lately! Please request the shipping cost to your country when you place your order.
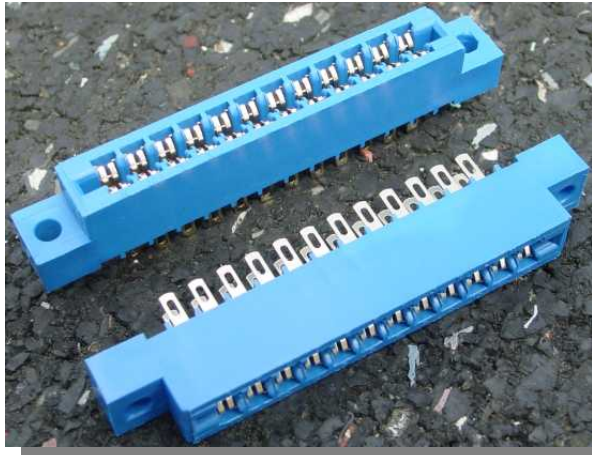
RoHS-compliance ensured

Starting today, the RoHS-directive of the European Union is in effect. The abbreviation stands for "Restriction of Hazardous Substances". This directive restricts the use of dangerous substances in electronics production. During the transition period, many articles were only talking about lead-free electronics production, but lead is only one out of six substances that are banned by the EU directive. Two of them are substances used for fire protection in many plastic parts. This makes development of new production processes and the search for new plastics extremely difficult, because the use of pure tin instead of a tin-lead alloy requires soldering at higher temperatures.

Individual Computers, E3B and an assembly service house have already started collecting experience with the new production processes in 2004. According to these experiences, we can already say that the new EU-directive will not affect the prices of our hardware, although it takes more energy and higher investments. The new soldering processes (phase conversion soldering for SMD, wave soldering under nitrogen atmosphere) increase production quality so much that manual re-work is almost eliminated. Our estimate is that the reduced cost of manual re-work will compensate the increased cost of the new production processes.

Since our target market, the retro-computing and Amiga-market, requires special electro-mechanical parts, even more investments had to be made, mainly into die-casting tooling for plastic parts of computer connectors (insulating bodies, often just called insulators). These were necessary because the new kinds of plastic can only be processed at higher temperatures and with higher pressure. We're happy to be able to deliver brand new RoHS-compliant connectors fort he userport of the Commodore 64, Commodore 128 and plus/4 computers. The die-casting tool can be adapted to any other numper of pins, so we can deliver any other edge card connector in 3.96mm raster. We're looking forward to your request!

In the Amiga-market, attention has been drawn to the CPU-slot connector of the Amiga 1200 already a few months ago, because the vendor of the PowerPC-accelerator "PowerVixxen" has asked for help in a public message. At that time, the development of our new connector had already begun. The new connector shall solve all problems that the previously available connectors had. Our connector has a much stronger insulator that allows much higher spring forces. Contact problems between the A1200 mainboard and an expansion board (such as an accelerator or a PCI bus board) are eliminated, increasing the overall stability of the system. During development, we have done measurements with the x-ray fluorescence (XRF) method, and it turned out that the black dye of the plastic is not RoHS compliant. The mass-production will therefore be done without any dye, so the connectors will be white.

With availability of the new connectors in september of this year, individual Computers

ensures the legal availability of Amiga 1200 hardware. Special thanks goes to ACK software controls Inc. from Canada, who have ordered a large quantity of these connectors for the first production run of the PowerVixxen accelerator. We also deliver small quantities at very competitive prices, because having our own tools means that we do not have to pay any dealers in between.

08.06.2006: **Memory expansion for Amiga 600 available soon**

To a special order from our trade partner AmigaKit, we have developed a memory expansion for the Amiga 600. The technical data in detail:

- 1MB memory for expansioin to 2MB chipmem total
- battery-backed up realtime clock
- leak proof lithium battery made in Germany
- clockport for A1200 expansions like Silversurfer, Delfina or Subway
- extremely small design

The expansions will be shipped to AmigaKit starting July 3rd, all other trade partners will have the product starting july 17th, 2006. Contrary to announcements of other trade partners, there will be no expansions without a realtime clock. The recommended sales price is 39,90 EUR incl. 16% German VAT.

For more information

http://www.jschoenfeld.com

Website Highlight

Thought I would share this website for anyone who hasn't seen it http://noname.c64.org/csdb/
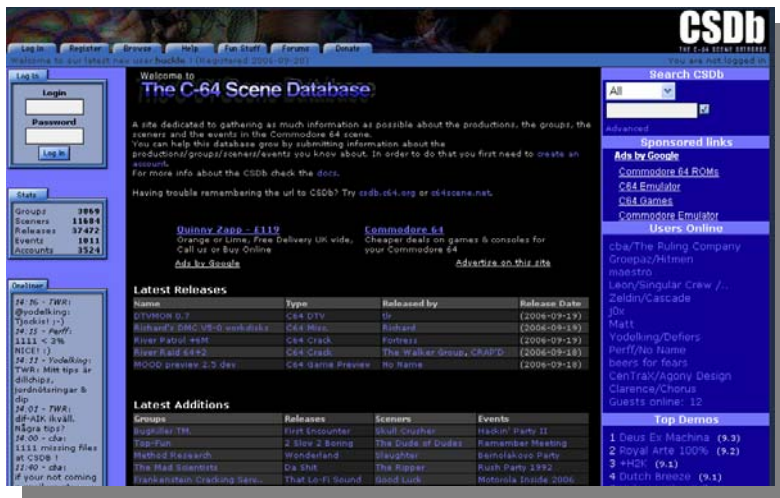
CSDb:
CSDb (the Commodore 64 Scene Database) is an attempt to gather information about the Commodore 64 (C64) scene throughout time and store it in an easily accessible and heavily cross referenced database. Here you can find information about the sceners, groups, releases (demos, intros, tools etc.) and events (parties) that have a connection to the C64 scene.

The Information:
All the information in CSDb is submitted and maintained by the registered users of the database.

The CSDb staff cannot manually check all the information coming into the database, so please report any form of abuse to us.

The Goal:
To gather as much information as possible about the C64 scene. The sceners, the groups, the releases and events, and as much information about these as possible.

What can you do?:
If you have any knowledge about the C64 scene which you want to share with the world, that would be information about yourself and what you have done on the Commodore 64, or information about others, you are welcome to sign up for an account and add the information to the database.
You can also support this site by making a donation to help pay for the costs of running this site.

Link to CSDb:
If you like CSDb and wish to link to us, you are of course more than welcome to do so. We have a few link-buttons you can use when linking to us, which are free to use.

Site credits:
Concept Perff Code Perff Kilroy **Database** Perff Kilroy **Design** Kilroy
Ideas & Support KBS CyberBrain Ghostrider **Betatesting** KBS CyberBrain Ghostrider Celtic

Contact CSDb:
If you have any questions about the usage of CSDb, bug reports or suggestions for improvements you should in general post it in the forum.
If you have something on your mind that you think is not of public interest you can also contact one of the administrators of CSDb at: admin@c64scene.net

PLEASE DO NOT send us mails regarding incorrect or missing information in CSDb and expect us to update the information. We expect you, the user of CSDb, to do this. We only maintain the workings of CSDb - not checking and adding every bit of information in it.
For more information read Usage of CSDb and/or the FAQ.

Musical Mods of the Commodore 64, from Traktor DJing to Knobs for Prophet64

By [Peter Kirn](#)

Hard-core musical applications of antique Commodore 64 computers continue to spread. There are plenty of pristine C64s out there, so there's something beautiful about seeing these heavily modified computers get a second life.
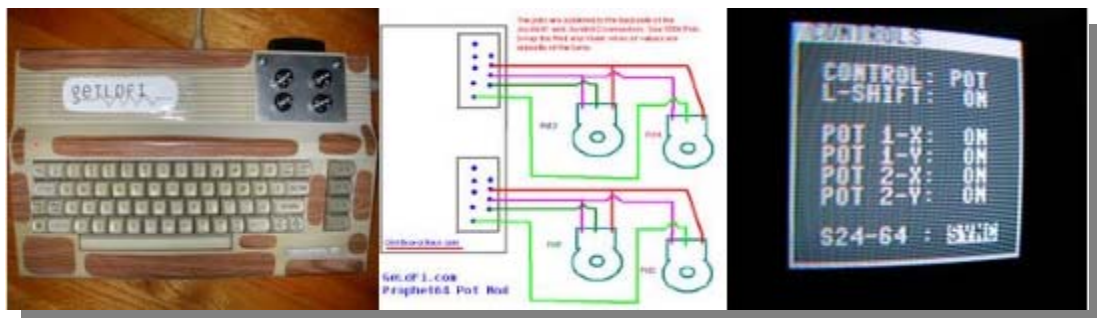
First up, the superb DIY and circuit bending blog Get LoFi has gotten their hands on the new [Prophet64 music cartridge](#) for the C64. "Circuitmaster" set out to review the cartridge and wound up building modified hardware to make it easier to control, affixing knobs to the top of the computer. If that sounds appealing to you, you'll find resources for how to duplicate the effort:

[Knob Mod for Prophet64](#)

(Check out his [Radio Shack finds](#), too — affordable electronics supplies from Radio Shack, that *aren't* wildly overpriced? Who knew?)

Make gets the scoop (via flickr) on a fantastic controller for Native Instruments' Traktor DJ software. Honestly, not only is it cool that this fellow stuck this in a C64 case, but I have to say this is one of the most logical looking DJ controllers I've seen. I miss the presence of some

kind of scratch controller, but otherwise, Native Instruments, M-Audio, Roland, et al, take a good look at this one.

NI Traktor MIDI Controller, Via a C64 Case

Both of these projects are based on the classic MIDIbox SID, which converts the C64's beloved SID synth chip into a usable MIDI interface, complete with interface, friendly knobs, and lots of flashing lights. (Thanks to Wisefire for pointing this out. And, incidentally, MIDIbox is especially cool as it's an entire community, not just a single project.)

MIDIbox SID

These are not projects for the feint-of-heart, but they're fun to look at even for the weak-hearted. I'll be back with a report on the Prophet64 cartridge; I heard my cart has shipped. I'm anxious to use it with a 1351 mouse, but I'm having trouble tracking one down; if any of you are selling used C64 stuff or know good sources, let me know. In the meantime, back to scouring eBay.

EDITOR NOTES
Link to Midibox sid
http://www.ucapps.de/midibox_sid.html

Here you will find all manner of remanufactured Commodore 64`s Hackked beyond recognition

Source of information taken directly from **http://createdigitalmusic.com/tag/c64/**

When Is a Commodore not a Commodore

So you own a nice Commodore 64
You purchased a copy of GEOS and added a mouse
Later on you finally managed to find a CMD FD 200 disk drive and moved GEOS from using 1541 disks to 3.5 floppy disks.
Moving on you added a CMD Hard drive, so disk swapping wasn't needed and created virtual disks with all your software installed on 1 single device.
Next you installed a SCPU accelerator with 16mb of memory and upgraded to wheels O.S.
You added a CMD Ram-link with 16mb of battery backed up memory
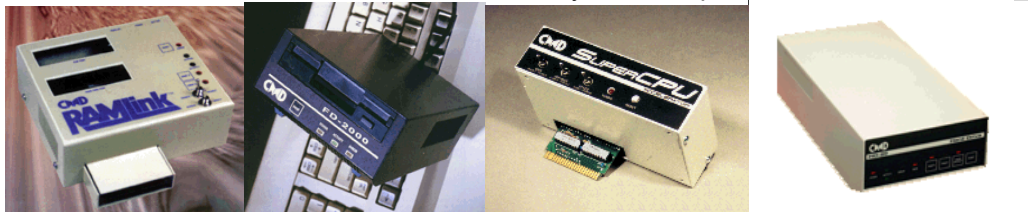
QUESTION
Is this still a Commodore 64? or have you just turned your Commodore into another machine? Upgrading is what all computer users do; I don't want to say that I see anything wrong with upgrading we all have specific uses for our machines. I just have to as the question again is this still a Commodore 64?

Some users are still maxing out the 1mhz machine, finding new and exciting ways to program and push the hardware further than ever, these users have added noting other than a disk drive and joystick. Some users also add some form of memory upgrade the machine and the machine is mainly used for games writing Documents and learning programming.

This I guess is about the limit commodore thought the machine would be used; I suppose we can safely say this is still a Commodore 64. But when you add a faster processor and 16mb of memory hasn't the machine now changed beyond all recognition, maybe we could call this an enhanced Commodore 64?

The P.C (IBM compatible) machine was designed as an upgradeable machine, there are slots for adding extra cards and users are encouraged to open up there prize and install the latest graphics card or sound card, lets face it the newer versions of Windows and Office need such updates to run. In fact anyone who hasn't upgraded there P.C. is often looked upon as strange; why purchase an upgradeable machine and then not upgrade it?

Commodore engineers would never have envisioned there designs being used years later so the machines were designed to fulfil a purpose needed at the time. Maybe if something faster was required the user would upgrade, the Vic 20 was replaced by the Commodore 64 then the 64 was later replaced by the 128 the Amiga replaced the Commodore 128.

Still I come back to the question of when is a Commodore not a Commodore, you could say my laptop with no more software on it than Dos and a copy of Vice for Dos is a Commodore 64 that I can set into warp mode at the press of a button, or is it just a P.C Running a specific piece of software.

Lets look at another setup
Commodore 64 and an IDE 64 interface a 4mb memory card a large hard disk drive and a CD rom drive, Is this still a commodore 64? If the IDE accelerator card becomes available and is taken up by coders, and if you added this to your setup is this still a commodore 64?

If someone designed an add-on card using lets say an ATI graphics card for extra resolution and thousands of colours on screen would this still be a commodore 64?

I welcome your thoughts on this.

Commodore 64 Reference Guide

COMMODORE FILE TYPES AND USES
DEL Deleted file
PRG Program file
SEQ Sequence file (usually a text file)
REL Relative file (data file)

COMMODORE 64 BASIC DISK COMMANDS

Format a new disk	OPEN1,8,15,"N0:"DISKNAME,ID":CLOSE 1
Load a file	LOAD "FILENAME",8
Load 1st disk file	LOAD "*",8
Load and run file	LOAD "FILENAME",8,1
Save a file	SAVE "FILENAME",8
Save and replace	SAVE "@0:"FILENAME",8
Verify disk file	VERIFY "FILENAME",8
Directory listing	LOAD "$",8
	LIST
Redirection CMD	
	EXAMPLE: Redirect directory listing to a serial printer
	OPEN 1,4:CMD 1:LIST:CLOSE 1

COMMODORE 128 BASIC DISK COMMANDS

Formatting a disk	HEADER "diskname",LID,Ddrivenumber,ON,Udevicenumber
Load a file	DLOAD "filename",8
Saving a file	DSAVE "filename",8
Verifying a file	DVERIFY "filename",8
Disk Directory	DIRECTORY

COMMODORE DOS WEDGE DISK COMMANDS

Wildcards	? Match any character E.G DO? could match DOG or DOC
	* Match the rest of the name E.G D* could match DOG or DUG
Format a new disk	@NEW0:"diskname",ID
Save a file	←"filename"
Load a file	/"filename"
Load and run a file	↑"filename"
Load MC	%"filename"
Scratch file	@S:"filename"
Rename	@R:"newname=oldname"
Check disk	@
Validate	@V
Directory	@$

DATEL ACTION REPLAY DISK COMMANDS

Load a file	F1
Load and run file	F2
Load Directory	F3
List Directory	F5
Run	F7
Load a file	/filename
Load and run a file	↑filename
Verify file	&filename
Save a file	&Filename
Save File in warp	&Filename,w
Read Disk error	@ or @8 or @9
Initialize disk	@I
Validate disk	@V
Rename a file	@R:NEWNAME=OLDNAME
Clear directory	@N:NAME
Format a disk	@N:NAME,ID
Display disk directory	@$ or $
Delete (Scratch) a file	@S:filename
Change disk id + name	@H:NAME,ID

JIFFY DOS DISK COMMANDS

FUNCTION KEYS:
F1 =	@$:* Display the directory of the currently selected device
F2 =	@D List a BASIC program
F3 =	/ Load a BASIC Program
F4 =	@T List an ASCII text file
F5 =	↑ Load a BASIC program
F6 =	←Save a BASIC program
F7 =	% Load a Machine Language program
F8 =	@ "S: Scratch a file

STANDARD JiffyDOS COMMANDS:

Set device	@#8 Selects current drive as device #8
Display directory:	@$ Display directory in BASIC
	@$:name Display all files with "name" in their filename
	@$:N* Display all files with "N" in their filename
Read error channel:	@ Returns error code from currently selected device
RAMLink	@CP"number" Temporarily change the default partition number
Load file:	@?? Load and run first file on disk
Load and run first file on disk	Runstop + SHIFT
	/ "filename" Loads "file"
	← "filename" Load and run "file"
	% "filename" Load a machine language file
	£ "filename" Load and run machine language file
Saving BASIC file:	← "filename"
List program on disk:	@D:filename)
List ASCII file:	@T:filename
Un-New program:	@O
Initializing drive:	@I
Reset Disk Drive:	@UJ
Validate Disk:	@V
Format Disk:	@N:name,ID
Fast format disk	@N0:
Format 2 sided disk	@N2:name,i
Copy file on same disk	@C:newfile=file
Disable head bump	@B
Copy file:	@C:n=o Copy file "o" to new file "n", will only work on same disk
Combine text file	@C:n=o,p Create new file "n" by combining files "o" & "p"
Rename file	@R:n=o Rename file "o" with filename "n" on current drive
Scratch files	@S:file Deletes "file" on currently selected drive
Lock Files	@L:file Locks "file" so that it cannot be "scratched"
	~ Repeat the command to "unlock" a file
Output to printer	@P Repeat command to return output to screen
	@P,d,a Send to printer at "d" device,and "a" secondary address)
	a=0 (uppercase/ graphics printing)
	a=7 (uppercase / lowercase printing)
Print text screen	CONTROL & P
	Change default drive CONTROL & D Toggles available drives
Toggle all files for copy	CONTROL A
Default drive toggle	CONTROL D
single file for copy	CONTROL W
Load and run 1st prog on disk	SHIFT RUN/STOP
Re-enable JiffyDOS	SYS58451
Re-enable function keys	SYS58551
Re-enable (128 mode)	SYS65137
Short new	@N:diskname
Disable Jiffydos	@Q
Rename a file	@R:newname=oldname
Display disk Directory	@$
Enable Function Keys	@F
Set Interleave gap size	@G
Lock / Unlock	@L:filename
Set Destination Device	@X
Verify Filename	'filename

IDE64 DISK COMMANDS

FILE MANAGER

File manager	MAN
Directory	1
View file	3
Copy file	5
Rename a file	6
Make directory	7
Delete file	8
Swap windows	CONTROL
Page up	F1 or CRSR ←
Home	F2 or HOME
Page down	F7 or CRSR V
End	F8 or CLR

Move Cursor CRSR up or down

Select all	+
Unselect all	-
Select some files	INS/DEL
Load and run file	RETURN
Change directory	
View a file with plugin	

Load a program	SHIFT+RETURN
LOAD volume root	/
Open or close CD	↑
Quit application	←

IDE64 COMMODORE BASIC COMMAND EXTENSIONS

Initialize one device	INIT
Initialize two devices	INIT2
Change directory	CD "directorypath",DN
Directory Unix style	LL "path",DN
Directory c64 style	DIR"",DN
Make directory	MKDIR "pathname",DN
Delete file	RM "name",DN
Delete empty directory	
Print out time and date	DATE
Swap device numbers	CHANGE (floppy now device 10 ide64 device now 8)
Open cd tray	CDOPEN
Close Cd tray	CDCLOSE
Deactivate IDE 64	KILL

THE END

That's all, for the 1st issue; of course I welcome all feedback, and have already started issue 2 yes Maybe you found one or two spelling mistakes ☺

,

Thanks
COMMODORE FREE