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FRONT
COVER

commodore scene contents

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Coverdisk Sleeve(s)*, Coverdisk Information Sheet*
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CS = Postage included
(J) = JiffyDOS installed
TBA = To Be Advised

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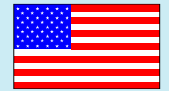
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November 2002

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commodore scene importing service

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oo00oo I N C O M I N G ! oo00oo			
Abracadabra !	TBA		TBA
WiNGS	TBA		TBA
CommodoreOne	TBA		TBA
Metal Dust (SCPU only)	TBA		TBA
PacIT	TBA		TBA
C=VGA	TBA		TBA
Gender Changer 41	TBA		TBA
Gender Changer 71	TBA		TBA

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commodore scene ed talk

Hello everybody,

It is with a heavy heart that I write this column as it is clear to me now that there is not enough support for a quality Commodore magazine in the English speaking world. Serious desicions are having to be made in the next couple of issues as the numbers of supporters for CS are now dwindling to an all-time low. I refer you all to the 'Terminus' column for in-depth details.

BIG smile :) : Despite the general air of gloom hanging over this page, there are some great things happening to the Commodore right here and right now ! Firstly, this issue has had to be increased in page size by insterting an 4 extra pages (for free), also, there are some new innovations for our Commodore's, take a peek at the **micromys** on page 12 (I have actually re-written this article 4 times !), the **C=VGA** on page 14 and what a show the **Micro Mart Show** was - p28, speaking of which .....

Micro Mart Show : What a superb show this was - back to the heady days of great computers showing off their best hardware and software. Don't worry if you missed it as there will probably be one or even more next year.

Typeface : I would like to thank those of you who gave feedback on the new typeface used in CS37. Simply put, you didn't like it ! So, as the majority rules, CS has switched back to the original typeface for ease of reading. Thanks to those who took time out to let me know their feelings.

Clearout : It had to happen eventually. I simply did not have room for all my spare stuff so all the stuff that did not sell on eBay went to the tip. I took box fulls of datasettes (which are now completely obsolete) and cassette software to the tip to be crushed. All my other duplicated stuff was put on eBay for sale and the remaining few items I have spare are on page 35 if anybody wants them.

Gloomy Christmas : As I write this final bit, it appears inevitable that I will be taking industrial action over the Christmas period. If this does happen then all my Commodore activities will cease. I have no idea how things will pan out and I have no idea when I will be resuming Commodore matters. I will update you with news on this front in the accompanying 'CS Newsletter 5'

Bye for now.

TERMINUS
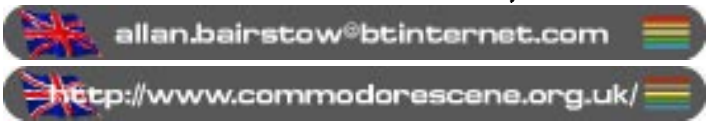
With the release of this issue we see the numbers of subscribers/readers fall to an all-time low of 45 people. That equates to only 18 people in the UK ! I find it hard to believe there are only 18 Commodore users in the UK, in fact I 'know' that there are more than that. If it wasn't for the overseas readers then CS would have finished at issue 32 !

Where are you all ?

What are you doing ?

Following the current decline in subscriptions I predict that CS39 will see the number drop to about 40 people and then CS40 will drop to about 25.

Despite a recent (and expensive) mail shot of over 300 so-called 'active' users I was amazed that I got a total of '2' replies ! Even I was astounded by this as many of the people I sent the flyers to are known to me to be still using their Commodores today, they sometimes even ring me up and ask me for help on various matters with their Commodores !

The simple fact is that it is no longer viable to produce CS as a professionally printed English speaking magazine. Therefore, I have made the decision that all other publications and projects that I had planned to do have now been shelved permanently - whats the point in doing all that hard work when only a handful of people are going to read it ? As for CS as a professionally printed magazine, well those days are numbered I'm afraid. On the 'up' side though, I now have my Postscript laser printer and I intend to transfer CS to my Commodore set up and publish it in geoPUBLISH using the PP2/3 program. There will probably be a 'yearbook' at Christmas time which will have the same format as the magazine that you are currently holding, in between the yearbook will be a CS booklet printed on the laser printer.

Why has this had to happened ?

Where did all the Commodore Zone readers go to ?

What about the English GO64 readers ?

Come on people, there is still time to make a difference but you have to do something now, tomorrow will be too late.

Allan Bairstow

By Richard Bayliss & Allan Bairstow

This issue's cover disk features on both 1541 disk and 1581 disk. The disk menu was programmed by Danny Tod, with music. SuperCPU users, please disable all fastload facilities. Thanks ;o)

On this issue's cover disk we have mainly games and tools, but we do have other programs. Unfortunately there's not a lot of programs on side 1 of the CS38 cover disk, due to the two multi-load games (MW4 preview and The Run). Anyway, here's what we have for you this issue.

When loading MW4 through fast load, select the fast load option twice and it should work. - Me and my BASIC programs BAAAAAH! ;o)

Metal Warrior 4 - Dojo Preview [by CovertBitOps]

Cadaver (Lasse) is currently working on a new Metal Warrior game, which looks promising. This is only a playable preview. This preview features only one level, which will not be seen in the full game.

You are a rocker, who wants to learn martial arts, and has a quest, which is to recover the scroll from the underground temple. You have to com-

plete a few tasks, so get in those huts and collect your weapons, go to the Dojo and then meet the Dojo master, fight your way through the Dojo and outside. Finally, collect the scroll and give it to the Dojo master.

The Run [By Low Bit Software]

Way back with CS issue 14, we saw a 1-level preview of the game, which was too easy, so now after 8 or 9 years, the full game is finally finished. You play the role of a warrior, who has to collect coins, attack or jump on enemies and then run for the exit. Watch out for the dissolving floors. There's a little surprise at the end of this game. I quite like this game :o)

Nonsense [By FLP Crew]

This is a highly amusing party game,

which I had to add on to this issue's cover disk. This game was used with kind permission from the author of this game and is for 2 players only. The aim of this game is to beat and kick the living daylights of your opponent. This game features highly amusing digi speech :o)

DMC V5.0+ [By CreaMD/DMAGIC]

Finally to kick off side 1 I have added a nice and pretty cool music editor, along with a music packer/
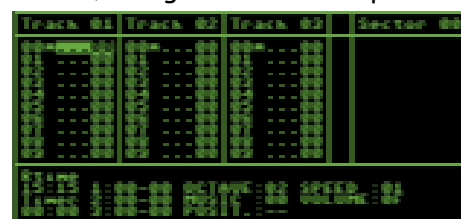
relocator and a music depacker as well as some example tunes. Take a look at this issue's 'Music Scene' feature on getting started to use the music editor. This version of the music editor can also handle rich text format from PC.

Bomb Chase Preview V3.0 (CS Exclusive)

This is an exclusive playable preview of a game, which should hopefully appear on CS39 cover disk. This preview consist of 4 levels, where you have to guide Smudge around the screen, collecting bombs. The only problem is that there are monsters chasing after you. Can you complete all 4 levels before it's too late? We'll have to wait and see. Full game next issue, or maybe issue 40's cover disk :o)

Dir Master V8.4 by Hitmen

This is useful utility where you can alter your directory on your disks. You can create your own data stamps and

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I LOVE MY COMMODORE 64

commodore scene 'zine round up

Hi guys and gals !

After the recent Micro Mart show, we have some new kids on the block who deserve a big plug, first up is :

TOTAL AMIGA #12 : I have lost count of the number of people who ask me for help with their AMIGA's, simply put, I couldn't help as I have no knowledge of that computer at all. Until now that is ! Details of this magazine (and the Blackpool AMIGA Club) are on the next page if you want a copy for yourself.

I particularly like this magazine as it is produced solely on the AMIGA and I 'like' that sort of dedication for a group of computer users - well done guys !

The contents of this magazine are very enlightning to say the least, it is crammed full of very well written articles and loads of information for everybody.

I have always said that you will get more from a magazine that is run and produced by enthusiasts rather than people who are in it for the money - this magazine proves me right.

So if you have an AMIGA and you want good news and a quality magazine then this is for you. Well, what are you waiting for ?

BAC #16 & 17 : This is the newsletter for the Blackpool AMIGA Club. It is no match for the hefty publication above and it does not pretend to be. This is a simple newsletter to let its members know that the support is still out there and the club is still active. At least they have a club !! I can only dream :-(

I met Bazza and Matt at the recent Micro Mart show and I will be visiting them at one of their regular meetings in Blackpool when I have the time.

Keep it going guys, see ya soon !

QUANTA vol 19, iss 9 : The independant QL users group delivers this mini bible for their platform.

Again, run by enthusiasts for your delight.

Full to the gills of information and contact details.

RETRO REVIEW 2 & 3 : I absolutely love this magazine. It has to be one of the best and most knowledable magazines available today to cater for all things retro.

As its title suggests, it covers a wide variety of platforms from humble old computers, through full blown arcade machines and right up to current consoles and new innovations to enhance your failing old computer !

Ian Gledhill (who I met at the recent Micro Mart fair) is one of those guys who can talk indepth about his chosen topic. This transpires into the written word within these pages and that is what makes it such a great read.

You'd be a fool not to see at least one issue and judge for yourself.

Fantastic magazine Ian, keep it up.

LUCKY & UCUGA, MMTTM, The Interface, TVG and The Mailink (various issues) : All these issues will be covered next issue !

commodore scene www watch

StudioX64

http://studiox64.com/

Girls of '64

Preserving the sexy side of the C=

http://www.heechee.net/c64/girls/a__girls64.shtml

INFINITE FRONTIERS

http://www.infinitefrontiers.org.uk/

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also find any hidden files or deleted files. There's also some upgraded option. Use '*' to view help screens.

FLI to Koala by Offence

Have you drawn any FLI pictures or Koala pictures? If you have then you can use this tool to convert any Koala painter pictures you drew into FLI pictures and vice versa. The utility should be easy enough to use :o)

Project Messenger by Inflexion

This is a nice little note writer utility for any messages that you create. You can also load in logos, and write messages. You can also display your messages with music playing in the background. Spread any messages you have produced to friends. Logo must be done in Advanced Art Studio and music must not exceed $2000.

Assembly 2002 Party Stuff

We have 5 programs from Assembly 2002 Party. The best 3 tunes and 2 Pictures, which I like and what you'll probably like. That's all :o). There were some demos, but unfortunately they were -fake group- demos, which had bad content. :o(The files are 'Pirates (Picture)', 'Theodore Bear (Picture)', 'Balls of Steel (Music)', 'Das Hit (Music)', and 'Would You (Music)'.

Back Home by Contex

This is a pretty cool demo featuring digitised samples. These sort of demos remind me of Cycleburner's demos. Hang on, maybe next issue I'll add a Cylceburner demo :)

Goldrunner by Meanteam

Is this a game or a demo? This is an old demo/game thing, which consists of a nice classic piece of artwork, a scrolltext and a nice vertical-scrolling game. I don't mean SEUCK, because it is not a seuck game. There's also digitised samples as well.

Maximum Overdrive by Digital Wizard

This is a crazy program, where you can have plenty of fun playing jokes on your friends and family. Select one of the 15 options, to chose one of the crazy things you want your C64 to do, and then once set up get someone to try and load a program, or directory and see what happens. This is good fun :o)

Land of Oblivion - Truth Revealed

Well, it has to be said. The truth about the preview Land of Oblivion. You'll see once you load it in :)

Well that wraps this issue's cover disk. There was going to be Protovision's Vision 2002 game compo entries on this issue's cover disk, but being that the party disk wasn't ready, I was unable to do this, so I picked a few programs for this issue's cover disk, and how good they are as well. I'm sure you'll enjoy this months disk :o)

commodore scene data blast

DATA : Yet another classic C64 game has been faithfully recreated on the PC ! It just goes to show that you can't beat an original and addictive game. If anybody wants a copy of **Bruce Lee** for their PC then drop me a disk and return postage and I will copy it for you. It is also on the **CS Library CD-ROM** which is available for the sum of £20.

DATA : After all the hard work that **Shaun Bebbington** has done over the past few months with his regular colum and also the recent show, **Micro Mart** have rewarded him by 'promoting' his retro column to full colour and also placing him under the new banner of **The Specialists**. Nice one Shaun, and don't forget that any help you need is right here !

DATA : By the end of October it is hoped that PayPal will have uprated their systems so that you can pay in Euro's, £ sterling as well as the original US$. This is great news for the CSIS as I will no longer have to work out a US$ price for items.

DATA : The **C=VGA** will soon be a reality due, in no small part, to the skill

C=vga
VGA for your Commodore.

of a guy called **Neil Jansen**. See page 14 for more details.

DATA : The **micromys** adaptor is now in stock here at CS for the measly sum if £18 including P&P in the UK. Overseas readers can have one for £22. Get them while they're hot. See page 12 for a review.

DATA : **PayPal** now accept payments in UK£'s. That is great news for me as I no longer have to work out a US$ costing for every item. All calculations are done automatically online !

DATA : There are likely to be more **Micro Mart** shows in 2003. Get saving up and get yourself along to claim your freebies for being a CS reader !

DATA : I have a few clearance bargains on page 35. Go and see whats on

offer but please check before ordering as there are only 'one' of most of the items.

DATA : I can't remember if I have already said - the following thread has been started to follow the "Format Wars" series starting in Micro Mart from issue 722. **http://www.micromart.co.uk/content/newforum/ Messages.asp?ThreadID=1831** ~ please feel free to leave opinions etc... (Shaun Bebbington)

DATA : **Protovision** News update. 09/2002. **Vision 2002**, the Protovision Party, was a broad success. Download the two .d64-files with the releases from www.c64.sk! Among the releases are _two new freeware_ Protovision games, namely **Cascade** (innovative puzzler), **Snacks4Snakes** 75% (funny 4-player-game). A cool 4-players budget game will be released very soon. "**Team Patrol**" will be a fast adrenalin pumper for any joystick acrobats. Also **Pac It** advances fastly at the moment. A major update of the pac it section on Big User's homepage will soon be online. Protovision gained a New member, Poison/TLD-crew (not Poison/Singular) as the new webmaster. Finally, the Protovision online-shop was added to our homepage. Ordering has become yet one step simpler, also you will find neat images and tiny descriptions of all the items presented.

DATA : **ZXF** - A truely excellent magazine for the ZX Spectrum, perhaps then CS could have a quick plug in ZXF ? **http://zxf.netmag.easyspace.com/ZXF/ index.html** is it's home page!

DATA : Got a dead PSU in your mk1 1541 ? Worry not my fellow Commodore user as CS is currently working on an adaptor to allow you to use the **CS-SuperPSU** (or the 1541-II / 1581 PSU). There are no prices as yet for the **gender41** but the adaptor will allow you to remove the internal PSU completely as it bypasses it ! More details soon.

DATA : For those interested programmers, there is a new book coming out in Germany, "**Programming of the 65816**". Dirk Klettke, C= enthusiast, assures us that it is written in English. If you would like to order the book, contact Dirk <**skernsoft(at)video-studio-klettke.de**> It will cost $35 + export and packing.

DATA : **64HDD Pro-users**, there have been a few minor refinements to 64HDD Professional over the last couple of months, and if you only have one of the earlier versions just send be an email and I'll forward you the updated files. The main bug fix would concern those who have had trouble using the CDA: command (for CD-Audio support; the command accidently got dropped out of the code back in March, but was only discovered recently!). Other changes are only minor and probably not worth the trouble. The core code of the pro-version is well ahead of the June freeware release. If you happen to have time, please send be an email to let me know what features you've been using and what you think of the Professional version overall. By the way, all current Pro-users have been automatically entered into the Christmas prize draw (see website). Best regards, Nick Coplin.

DATA : Read about Protovision in the **New York Times**. It's online here, you have to register, but it's free. **http://www.nytimes.com/2002/09/26/technology/ circuits/26COMM.html** (or download it zipped from **http://www.milo-mundt.de/nyt.zip** and start load the 26COMM.html-file into your browser). All the best from the main organizer of Protovision.

64HDD is PC emulation software that gives your Commodore access to hard drives, CD-ROMs and a host of other features. It uses the popular X/XE1541 connection cable and is very compatible with a wide range of Commodore software. Programs can be loaded to your Commodore directly from D64 and other disk image formats. Whether you are a gamer, programmer or serious application user, 64HDD will give that tired old 1541 a rest.

The history, culture and future of videogames
16 May - 15 September 2002, Barbican Gallery, London

LEVEL 1 - There are exits to the east, north and down.

The first task is to get into the exhibition, and it is easy to imagine you are in a computer game when you try to get around the Barbican estate. Concrete ramps and stairs take you between apartment blocks and car parks. Of course, if I had listened to Wayne and gone straight to the main centre, we would have had more time to look around.

LEVEL 2 - Press button to stop lift

When we found the main entrance, it was easy to follow the signs to the lifts and up to level 3 where the actual exhibition was. £11 for entry may sound like a lot, but you get a glossy brochure and all the machines are on FREE PLAY!

LEVEL 3 - Insert coin

The actual exhibition is on a massive floor split into sections, with a gallery running around the top of it. Stepping through the door takes you back to 1962 and the first section..

Early Computers and Arcade Games

The first exhibit is a PDP-1, the computer that played the first ever game - Spacewar! Then there is a giant videoscreen to play Pong on. All the early classics are there - Centipede, Missile Command, Tempest - plus another giant screen running MAME (Multi Arcade Machine Emulator).

Home Consoles and PCs for Games

The next section covers the top 10 machines of all time - and the Commodore 64 is included, running the Archer Maclean classic IK+. Each machine has a panel describing it and the game, complete with instructions. Playing TEMPEST 2000 on the Jaguar is a surreal experience when you are so close to the original arcade machine, and FIGHTING STREET on the PC Engine CD-ROM is way too tough!

Games Families

35 different consoles and machines represent the many different types of game - puzzles, adventures (Hitchhiker's Guide to the Galaxy), RPG, racing, football, shoot-em-ups, fight games and so on. Then there's simulations, online worlds, platform games.. I spent too much time here, intrigued by the strangeness of Parappa the Rappa 2.

The Making and Marketing of Games

A series of exhibits explain how massive titles like the Sims, Grand Theft Auto III and Pokemon were developed. Among the best bits here is original artwork from the Final Fantasy games drawn by Yoshitaka Amano.

LEVEL 4 - Time is running out..

Now you have to climb the stairs and make your way onto the gallery. Here the emphasis changes, looking at other aspects of games.

Games Culture USA and Europe

Looking at the games in this section, it is apparent

how different the Japanese game culture is. Here we have sports games like Tony Hawk 3 and a video of "Republic of Revolution" (in development 3 years - and still not finished) alongside the classic Battlezone cabinet.

Games Culture Japan

Things change completely here. Now we are looking at the influence of manga and anime on games, the merchandise like stickers and the bizarre games themselves - from the dating game Tokimeki Memorial to Sega Bass Fishing.

Character Design

Next to the Japanese section stand Mario and Sonic, with the designer's original character sketches and the games to compare.

Kids Games

From Cookie Monster to Bob the Builder, kids have always been targeted by games. This section also includes the many examples of handheld game; so games I used to play as a child are now in a museum!

Sound

More C64 relevance in this piece, with a listening post containing SID music compiled by Chris Abbott and Jason Mackenzie. Also, the surreal game Rez is here, a combination of stunning visuals and interactive sound.

Cinema

Games that influenced films, and films that influenced games - from a Star Wars arcade cabinet to a poster for Super Mario Brothers. Sadly there was no time to stop and watch the big screen here, but the Barbican cinema also held a season of films that are like games - The Matrix, for example, or David Cronenberg's Existenz.

Multiplayer Games

The more the merrier, from Saturn Bomberman to various PC network games.

Future Technology

From an interactive screen that blurs and ripples the image as it tracks your movement, to 3D tours of new buildings to help planners, this section was looking forward.

Contemporary Commissions

Scattered through the exhibition were some interesting and unusual pieces of art inspired by games. Triggerhappy is like Space Invaders, but you have to shoot the text from a philosophical essay, accompanied by random short-wave radio samples. PING and Alien Invasion use retro ideas to highlight political issues. There were even "Homemade Heroes", dresses and costumes designed by people who had never seen the game characters and had to work from text descriptions - and they were surprisingly accurate.

GAME OVER

Wayne and I only spent a couple of hours inside, but what an amazing and interesting time it was. If you can get there before it closes, try to. It is good to know that videogames are now being treated seriously and as a real part of our culture.

Andrew Fisher

Allan. Unfortunately, the usually reliable High Street Micro's was "Closed until 1pm", so a dash around town and the market was in order. Naturally, didn't get everything that I wanted, but time had suddenly caught up with me. To top everything off, Allan was EARLY! Ahh... Panic not, as I somehow managed to sort out while Allan was there.

Of course, we finally get moving, and after sending Allan the wrong way (being dyslexic) we hit the M6, and the traffic.

Relax, we are there, and the fun begins. First problem was the tables where not laid out according to my carefully prepared floor plan, which I made sure was to scale, still not to worry as we worked around it. Next, power points. Again, the contractors did not have a copy of my floor plan, which included full instructions for power points. Yet again, we worked around this, and when the clothes where laid, it was time to work out the displays. I have to say that Allan's People Carrier was full probably beyond a safe capacity, and Michelle was bringing more of "my crap" with her. I also have to say that I have never seen more Commodore equipment in one area, than this at one time! A nice display, even if I do say so myself.

Onto the real fun now, setting up the machines and trying the Internet connections. Sure they worked, but as the phone lines where only temporary, the signal was periodically lost.

To finish the Friday, a quick game of Bomb Mania with the representatives of the Blackpool Amiga Club. Being Amiga users, they where naturally better at playing games than Allan and I, so beating us quite easily.

Finally, after booking into the hotel, the public house beckoned. At this point, I was extremely tired, and mixing Southern Comfort with real ale is not only sacrilegious but also bad for your legs. Something I'll remember for next time.

As for Saturday, the whole day just went! We started early after a pathetic excuse for a breakfast from McDonalds, and I can't remember where the time went! Never could I have dreamt of so much interest and being so busy. Oh, as for Mega Patch 3, it did work on the Saturday, didn't on the Sunday and the photo's didn't turn out - typical!

Shaun@MicroMart.co.uk

Allan's final say !

I really don't know where to begin with this show - in a nutshell - it was BRILLIANT !!!

On the first day there were something like 4,000 people through the doors ! Most (not all) of them visited the retro section which Shaun had organised with Micro Mart and which I helped out.

I must, at this point, give full and un-

divided credit to Shaun Bebbington for this event because if it was not for his hard work and dogged persistence then this would have never got off the ground. There are precious few people who do anything for the C64 in the UK but Shaun has to stand out head and shoulders above the rest just for shear enthusiasm.

It wasn't all plain sailing though, as you would imagine, not everything went to plan ! The only real gripe from the whole event was that damned 'buggy' software MegaPatch3. Despite the fact that I brought along my only set up that works with this temperamental software - it still would not work !!!!

Photographs in this article are courtesy of Paul Kubysin (Studiox64 / http://www.studiox64.com), Andrew Fisher, Wayne Womersley & Allan Bairstow.

Next show highlights ??

Myself and Shaun are already planning the next show and we hope to improve on this one with many new features.

Here are a few ideas that are on the drawing board : - C64 internet cafe where the c64's are using a network and TFT monitors ! The C=VGA will be finished and on show. Free refreshments for CS readers ! More specific display set ups ! Varying game displays and challenges throughout the day (thanks Wayne) ! Video presentations from Ken Ross !

A special mention must go to all the following people who attended the show :-

Simon Plumbe
- Infinite Frontiers
- www.Inifinitefrontiers.org.uk
- for bringing me a working Commodore64GS machine !

Mickael Pointier
- Dbug/Defence Force demo group
- Oric user & programmer who came all the way from France to be there !
- A great guy, knows absolutely everything about everything in computer programming ! I could have listened to him talking all night (usually did).

Jim Groom & Jonathan Bristow
- Also from the Oric user section.
- Jonathan is a very capable programmer who recently converted 'Pulsiods' from the C64.
- Commented on Shaun being 'smug' when talking about sprites. Aparently the Oric doesn't have such a capability !

Dennis Smith & Derek Stuart
- D&D Systems, builders and developers of the powerfull Sinclair QL clone the Q40/60.
- Derek turned up at the last Crew Show, we are just glad that there were more people at this show !

Jon Southern
- Quanta group
- We are reliably informed that Jon is a 'mind of information'. He could only manage the Saturday but wanted to be there

all weekend.

Alex Wells
- QL & Q40 (sinclair QL clone) user
- Not happy with the word 'Retro' - are any of us ?

Barry (Bazza) & Matt
- From the Blackpool Amiga Club (BAC)
- Great pair of guys, very funny. Bazza thought that we (the c64 users) were a bit 'scary' !! Shaun tried to brainwash them so that they would end up with many C64's and C128's without realising why !
- Watcha Matt - can you see that catapillar on that woman's top lip ;-)

Fleecy Moss
- Amiga user from down in the 'big smoke'.

Ian Gledhill
- Retro Review magazine.
- Another guy with a wealth of knowledge that I have to take my hat off to. where do these guys learn all this stuff ?

Steven Lewis
- Does anybody know anything about this guy ? Sorry for my lack of knowledge :-(

Shaun Bebbington
- The retro section's founder and guiding light

Leo, Carl & Simon Brew
- The Micro Mart team, fantastic people who made us feel very welcome.

Last but most definitely not least we have the following people who came to see us at the show because they support the Commodore !

- Allen Monks, Dave Elliot, Jason (Kenz) MaKensie, Matt Raccardo, Wayne Womersley, Andrew Fisher, Vinny Mainolfi, Paul Kubysin

A big thanks also goes to Michelle for having a lot of patience with the whole event and providing the Dragon 32 for display.

FOR SALE : VIC-20 specialist items for sale ! Extra memory motherboards, test/demo disks, booksand manuals. @Ask if you are not sure'.

T.Moore - Tel : (01702) 555921

FOR SALE : Commodore VIC-20, C64, C16, Pluse4, AMIGA items. Send SAE for list stating comupter.

T.Moore, 3 Highfield Avenue, Benfleet Essex, SS7 1RY

WANTED : Manual & disks for Panasonic KXW900 word processor, also, manual for Canon K100600, BJ-10EX bubblejet printer.

T.Moore - Tel : (01702) 555921

WANTED : Disk software (or .d64) for **Simons Basic Extension** and also disk software (or .d64) for **Commodore's Sound Sampler**. Please note that disk software is required and NOT cassette !

Contact the editorial address

WANTED : Power brick for HP deskjet 420 (30V_DC : 400 MA) or at least a loan of one for testing the printer
email : petlibrary@bigfoot.com
phone/fax : 07092-022719

FREE : 1 CBM64 in working order, 1 1084 monitor in working order. (Phillips model with scart socket.), 1 1541 disk drive, 1 "Enhancer" disk drive with power unit, set as device 9, Rotronics cassette tape deck with connector lead. Over 100 5.25" floppy disks, all re-formatted ready for use. Adapter kit enabling an Amiga to read from 1541 disk drive (Kit and instructions by York Electronic Research). Several boxed CBM64 games. Mini-Office, SuperScript. Quantity of connector cables. A number of technical reference books concerning the CBM64. I want to give away all the above as "a job lot" to anyone willing to call and collect it - by appointment. If you are interested, or can put me in touch with someone, please let me know by email and I'll pass on my home address and details of how to reach me on the outskirts of Bedford.
John Marchant ('Gnome'), Bedford, UK
email : gnome@putnoe.u-net.com

FOR SALE : C64 (Boxed), C2N, head alignment tape 1541 Disk Drive (Boxed), MPS801 Printer (Boxed), CNT 6410 Modem (Boxed). TAPE > ACOS+, Busicalc, The Planters Guide. DISK > Cashbook, Mini Office II, Easyscript, Supabasic, Mychess II, Trivial Pursuit, Arcade Extravagangza. Radar Rat Race (Cartridge) Approx. 15 games on tape including Ghostbusters, The Hobbit & Caesar the Cat. Books > 100 Programs for the C64, The Working C64, Best of PCW Software for the C64 (incl. tape), C64 Exposed, Sound & Graphics. Approx. 10 blank disks, 3 disk storage boxes & more.
Colin Guest
email : cguest@timberlee,fsnet.co.uk

RQ - Here is a picture that converts N64 to USB, so we should be able to use such a device with the C64 and the Micromys?

Reply : Blimey ! The simple answer is 'I don't know'. I may get one and try it.

RQ - I wonder about the postage costs for CSIS. Is it just me, or do they seem a tad (or may i say insanely? :) high? I've ordered from Hungary, America and Sweden in the past, but i never saw such high rates.

Reply : I have said many, many times before that the prices do not include VAT, customs & excise duty and also repackaging costs. This is why the cost are high. Sorry but there is nothing I can do about it at all.

RQ - Does the CS Super-PSU supply 9VAC to the C64 so that the TOD clock and user port work correctly?

Reply : Yes it does. One of the problems with adapting a standard PC PSU is generating the 9VAC supply. Special circuitary had to be installed to achieve this - this is why I have them professionaly built as that sort of thing is way beyond my expertise.

RQ - Don't you think there are an awful lot of spelling mistakes in CS ? After all, it is supposed to be a professional magazine.

Reply : Come on guys, give me a break. CS is realy a 'fanzine' so I think that allows me a certain amount of spelling mistakes, don't you ?

RQ - I found 1541 disk drives on the Internet for $12 - do you want to price match?

Reply : Thanks but no thanks. The cost of getting them over to the UK would be ridiculas I'm afraid. As with most 'good deals' - there are always hidden costs !

commodore scene letters & e-mails

As I predicted, there was a lot more correspondence for this issues, so lets get cracking ! Most letters/e-mails ahve been edited for space reasons.

Hi Allan,

I am sorry to hear that you have been let down again. I don't know why people say they will do somthing and then fail to do what they said they would, they let themselves down as much as other people. I took your advice and have read the Micro Mart article(s) by Shaun Bebbington. They are very good articles and I will be writing to them and say how good it is to see articles on the good old Commodore and also let them know what a good job Shaun is doing.

Geoff Wilkes

Hi Geoff,

Thanks for those kind words. I was most disappointed in those people who did not turn up (after saying they would) and I did not expect that sort of behaviour from Commodore users. It has made me think long and hard about CS and changes will be made (see page 3 for details). I am sure that Shaun will be glad of the feedback you have given and I am sure that your letter to MM will be a great help - ED

Dear Allan,

I have read CS37. It was an interesting read and I think you try very hard to produce a very good quality magazine in the UK. I hope CS continues to issue 40. I also like the idea of a yearbook. How about all the staff writers writing a farewell article in the last issue ?

Richard Bayliss

Hi Richard,

I am glad you liked the issue as I was quite pleased with most of it myself. As for 'farewell' artciles, well, when (if?) CS ever actually does cease to be then I will ensure that happens. As it is at the moment though, CS will be here for a while although it will change its format slightly - ED

Dear Allan,

Many thanks for CS37. I have been reading it quickly amd must congratulate you on the varied content. As for the newsletter no.3, I can't blame you for getting annoyed at the lack of support after all the hard work that you (and Shaun) put into the scene. Unfortunately, I am as much to blame for not finding the time to get my C64 back up and running. I still have the bug on the disk drives where the computer fails to read the disk, still, winter is coming and I will get more time to sort out the problem.

Thomas V. Moore

Hi Thomas,

Hang in there with the drives Thomas, if you need any help with them, just let me know and I will see what we can do - ED

An open letter to the "active" C64 community and C64 "enthusiasts" in the U.K.;

I would personally like to thank the overwhelming show of support given by those people who turned up to this years show on Saturday 22nd June 2002.

With the great demand this generated, there will be no show next year unless things dramatically change for the better.

One really positive point from the show - between the 6 people who where there, which included the 3 people who had stalls (Allan, D&D Systems and myself) we raised £35.67p to go to Knutton Community School's funds.

Shaun Bebbington
Freelancer for Micro Mart magazine

I concur - ED

Hi Allan,

I just finished reading cs37. This time I really read through it in lightning speed (got it yesterday). This rarely happens, be it a diskmag, go64 or cs. In other words I liked the ish, and yes, I would be bothered if cs would vanish. I'd respect your decision if you'd lower the amount of issues published annually.

Some remarks:

Right, ususally **PC 5,25" drives** are best used as a paperweight. But there IS one possibillity to make them useful and let them read 1541-disks, along with many other strange formats. It is a hardware called "catweasle" and is build by the same great guy that produces the **RetroReplay**, see **www.jschoenfeld.de** - **Catweasle** is avaliable for PCs and Amigas.

64 doctor is nice, but no, I do not use it regularly. Why? Well, within the 7 years I use my c64 I never had one single problem with it!

IDE review: a great review, but I missed some more words about the totally awsome manager. I guess this was also forgotten due to poor docs. You can install commands to your manager, and with them you can e.g. convert D64-files from CD or HD to 1541 with one press of the RETURN key. Or you play a music or display a grafic - all just by selecting the file in the manager and pressing RETURN. I think THIS makes the device a lot more useful even to non-programmers as archiving your disks becomes appropriate.

other remarks:
- the battery is not necessary for running IDE (but for the RTC...)
- cooooool pictures!!!!
- no mention of e.g. weekend and other apps for IDE not possible on a stock c64.

"Silver Surfer" can NOT be used with IDE64 as

[Knutton Infants School compliments slip]
Knutton Infants P.T.F.A.
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Headteacher Mrs J. Fletcher B.Ed.(Hons)
High Street, Knutton, Newcastle-under-Lyme, Staffordshire. ST5 6BX tel & fax: 01782 297334
Received with thanks £35.67
With compliments
S. Shultt.

---

in 'SCENE'.

I was privileged to be able to play the game with the four player game adapter that Allan's been telling us about. If you have access to two or three other people you have to get the adapter - It is an essential piece of kit (The PAC - IT Game is going to be awesome in four player mode). We all jumped on BOMBMANIA and Andrew Fisher gave us a sound pasting, but I enjoyed every minute of it. Quite a few people walking around the show noticed BOMBMANIA and stopped to look, some even commented on the similarity to BOMBERMAN on the P.C. (AND THE AMIGA).

These people obviously didn't get the point - The Commodore 64 is now opening up to the possibilities of multi player gaming, it's just a shame the British Public are so blind to it all. Just imagine 4 player GRIDRUNNER. Now if someone will program an 'Instant Girlfriend Simulator' my life will be complete (ahem !). I've had the chance to go on the XLCUS Web site, there are pictures of the set up from the day (hopefully Allan might use some of mine too). Personally I think it would have been nice to have a variety of different games been shown throughout the day (As shallow as it sounds it's always the games that draw the punters in) classic stuff like URIDIUM etc along with some newer stuff like the current Commodore Scene coverdisk and Protovision Games (ITS MAGIC 2 etc).

The main thing is at the end of the day Allan did what he set out to achieve - Let people know the 64 is ALIVE !

I would as a matter of interest like to know how many people attended the event during the two days, Do you have any idea of numbers Allan ?

Laters guyz and girlz...

And now for ....
Paul Kubysin of StudioX64

Saturday 21st September 2002

For those without a clue what this is about. On Saturday 21st September 2002 MicroMart (as in MicroMart magazine fame) held a huge computer fair. The fair was a huge success, with many vendors and lot's of free gifts :) after all that's why people attend such events. Although I purchased lot's of PC goodies, my primary reason for attending was actually for their Retro Computer Feature. You may have thought that such a feature would seem a little out of place at such a huge PC type event. Instead, we retro nuts were given a real treat. There were Oric's, Spectrum's, Dragon32's, Atari's, and Amiga's. Best of all though..... there were C64's!!! and lot's of them.

Thanks to the dedication of such people as Shaun Bebbington and Allan Bairstow, each who continue to give the C64 public face. Shaun through his wonderful retro

article features in MicroMart magazine, and Allan through his work on Commodore Scene magazine. We were by no means let down. Shaun had gone out of his way to ensure the Retro computer feature was both well researched and regimentally organised, right down to each persons floor placements. A job sadly which I failed to give Shaun due credit for. Along with Shaun's organisational skills he also supplied a large number of retro equipment items found on the stands (many pictured here) including; SuperCPU, RAMlink, SmartMOUSE, FD2000, Vic 20, CBM 4032, and Vic 1010. Although at the show I didn't get the chance to meet Shaun I did have the pleasure of meeting both Allan Bairstow, and Andrew Fisher (writer for Commodore Scene who came along to offer technical expertise) who were both very nice people.

I arrived at the show with my wife Victoria around 10:10am on Saturday (only 10 minutes after opening time). Allan was frantically trying to get a C64 working with a LaserJet 4 printer which Shaun had brought along. It seemed like the good ol' computer show gremlin which hits all techie types at these events, had reared it's head already :) Things were looking more promising when I came back to their stand later in the day. Allan had laid on a number of old issues of Commodore Scene magazine, which visitors were free to take, and which had nearly all gone by 1:00pm! My favourite feature at the stand was a C64 hooked up to a Commodore monitor and 1541 mkII disk drive with 4 joysticks running Protovision's Bomb Mania game.

On the whole I was very impressed with the display that Shaun and Allan had put together, and felt they did a really great job! Well done guys! - We must not forget to thank MicroMart for allowing them to host the Retro C64 Feature in the first place. On a final note the actual computer fair itself was also great, and hopefully will inspire MicroMart to do it all again next year.

"Shaun's bit."

Quick, Mega Patch 3 is working! Better preserve this moment in time with a photo. And again - once more with the flash." Okay, let's start from the beginning, shall we.

The week before the show I had some annual leave, and naturally took it, as this time, I promised myself, I will be really organised. Just the small thing about tidying the house and sorting out, but all should be fine. (Note - I am not known for my organisation skills!)

Anyway, the week progressed, and for the last two days I made a mental note of what I might need during the weekend, soldering iron and general other bits including the computer hardware itself. So we get to Friday, and, I though, quick visit to High Street Micro's (where else?) then back to home all ready for

MICRO MART SHOW

21st & 22nd September 2002

As many people came to this show I decided to let those people who wrote something about it have their say.

First up is **Wayne Wommersley**

Many thanks to Allan for sending the flyer, as Shaun mentioned in a previous issue of 'SCENE' it is very upsetting that there isn't going to be another bash at CREWE due to lack of interest.

However if anyone had any doubts about the future of the Commodore 64 computer they would have been swiftly pushed aside when they came to this venue. Held at the BIRMINGHAM N.E.C the MICRO MART fair was well big, we were only in one of many halls. It took me Three and a half hours to get to BIRMINGHAM coach station from BRADFORD, then I had to catch a bus from outside there to get to the N.E.C itself which took a further half an hour, but it was worth it and I'll definitely do it again. Once inside the Hall I quickly found my way to the Commodore Scene stand, Andrew Fisher was there with his brother and I was shortly greeted by Allan (our beloved editor, or boss as he likes to be called - only joking !). I also got to meet Shaun Bebbington and Dave Elliot again - Two very nice top geezers (HIYA guys !). Everything was in one corner and Allan had been joined with various other retro Sceners like the AMIGA group from Blackpool. One of them said we were 'Very Scary' (referring to our interest in the beige beast) - talk about kettle calling pot black ! Nice guys anyway and everyone was happy and friendly and at the end of the day that's what counts right ?

I did actually enquire about a load of Amiga titles which he said were well old and probably dated back to the Amiga 500 - you just can't beat a bit of retro gaming. I was impressed with Allan's set up, He had mentioned to me that Micro Mart had extended the amount of floor space the 64 was going to get but nothing could have prepared me for some of the treats he had on offer, the sheer amount of stuff Allan, Shaun and Shaun's friend had brought with them was incredible. Some of the hardware I'd seen in magazines back in the mid 80's but to actually be able to see and touch

these items brought me so much pleasure I could have burst. One particular piece of hardware that caught my eye was the MAGIC VOICE CARTRIDGE and a game called WIZARD OF WOR (I think) that is compatible with it. There was also a koala pad and light pen - This is another utility from the 80's that allowed budding artists to create there own masterpieces. Shaun's friend showed me some of the things he'd brought with him, there was a European version of the 64 with cartridges like DIG DUG (Never knew they'd done that on cartridge). I also noticed an Atari that Shaun had brought with him that had a copy of the game STARQUAKE with it (A cool arcade adventure).

Going back to Allan's set up, he had (as previously promised) a 64 running THE WAVE and we got to see some 64 web sites and also had a look at ISSUE 4 of SCENE WORLD (Andrew's intro with the balloons looks really nice it reminds me of the intro for the MR MEN DEMO by THE ART RAVERS - ahem !).

Next to the stand Allan had set up some magazine stands with free copies of some of the back issues of Commodore Scene.

I must admit I didn't read it back then and was quite interested to compare how Commodore Scene has changed from when Richard Bowen was editor to how it is with Allan in charge.

Anyway, these seemed to be going quite quickly so maybe Allan will get some good response.

There was a guy with an Oric Atmos section running 3 of them side by side, 2 of them were running demos the other one was running of all things Manic Miner ! I didn't get very far on it but the first level I played was identical to the Spectrum version it was very nostalgic and brought back a lot of memories.

The guy running the section came over and Andrew, Allan and myself all stood round and listened to him talking about the ORIC scene which is still active !!! Apparently there is a lot of demos being done and quite a lot of ROB HUBBARD'S music is being converted over for use in demos now.

Allan had the main display set up for the 64 running BOMBMANIA, which readers will remember me reviewing previously

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shown at the end of page 21.

IDE64's rs232-device is called "DUART". Silver Surfer is actually a rs232-device for the Amiga, but you can also use it with a RetroReplay.

Loadstar can be ordered through me (no price set, ask)

Tell the tape-users that if they buy a diskdrive from you they can have "Ice Guys" for free. If they also order JiffyDos they can have Ice Guys plus It's Magic 2 for free.

All the best!

Jakob Voos
PROTOVISION-Verlag
http://www.protovision-online.de
mailto:jaktrip@protovision-online.de

Hi Jakob,
It is always great to hear from you.
I know that I made a few mistakes in the last issue with the review of the IDE64 for which I can only appologise. The IDE64 battery - you are quite correct, it is not a requirement to operate the IDE64 but mearly for those people who need the clock functioning. The 'Silver Surfer' has nothing to do with the IDE64 as it is a 'Retro Replay' device - soory to everyone who was confused. Unfortunately, making mistakes is a comon problem when you take on too much work ;-)
Thanks for the offer of a free copy of 'Ice Guys' for anyone ordering a disk drive - come on then people - come and get your drives ! - ED

Hi Allan,
Sorry it's taken a while to get in touch. Another good issue with some interesting articles. I'm also sorry that you are thinking about stopping - but I do understand why. The disappointment over the Crewe event and difficulty with the printers have obviously made you think "why bother?".

I would say yet again that anything you need help with, I will try to help. There are some more articles from me in the pipeline, just waiting on Wayne's contribution. I'll send them soon.

Well, that's all for now, best wishes & good health to you and your family.

Andrew Fisher

Hi Andrew,
It is true to say that I was very disapointed with the Crewe affair and CS will have to change to reflect the current user base for the Commodore.
However, after the recent Micro Mart Show, I am now on a 'high' and fully rejuviated for more Commodore projects !
It was also great to meet everybody at the show - including you. I hope I will see you all there again soon as I have somthing special for all CS readers who turn up ;-)
Thanks again - ED

Hello Allan,
I fully agree that the PS/2 cobverter is a great device, and as I own a 4-player adapter, here is what I was thinking....

Okay, so we have a PS/2<>Commodore, and a USB<>PS/2 converter, so would it (or could it) be possible to use a USB camera to send it's images to the Commodore 64 via port 3 or 4 on the 4-Player adapter? Or am I thinking illogically? Surely, all that the 4-Player adapter does is recieve information, and as it is not a real joystick port it has to be programmed to the type of information it is recieving. With a game, it recieves information to move sprites or mobs etc... so can it be reworked to recieve jpegs from a digital camera? Perhaps a project for Jos/WiNGS or Wheels.

Shaun Bebbington

Hi Shaun,
Well, as you know, I am no programmer. I have to say though that your reasoning seams okay and I realy can't see why this is not possible. We have the hardware in place so all we need now is sombody to write the software. Any takers ? - ED

Hi Allan,
Just thought I'd begin by deflating you a bit. My PC loaded your C64/128 users page fine Sorry !

Had a great time this weekend & it was good to find some stranger people than I usually hang around with ;) I thought we were doing a good job clinging onto the Amiga but I take my hat off to all you chaps into Commodore, Spectrum, Oric & others I don't even remember. Using Amigas is easy :)

Anyway, just thought I'd say I enjoyed your company & look forward to the next show.
Speak to you later, Barry Riddiford

Hi Barry,
Sorry mate but what you see with your PC is not what we see with the C64 ;-) What you see is a lot of squiggles and strange characters, we see nice graphics that are unique to the Commodore !
Yeah, the Micro Mart fair was probably the best thing to happen toy us in a long while. I also look forward to seeing eveybody again - ED

Hello Allan,
I hope you are keeping well. I've just got back from Infest 2002, a 3 day music thingy held each year at Bradford University. Playing this year was a band I'd never hear of before, namely "Welle:erdball", from Germany. You can check their web site out at **http://www.welle-e.de/** (which is Wave friendly) They are an electronic type band that use C64s to write some of their music.

They introduced the C64 as the "First perfect product" and in their broken English thanked Commodore Scene !!

That's it really. Just thought I'd let you know.

All the best, Paul Antrobus

Hi Paul,
It was very good of Welle:erdball to give CS a plug like that. I can't believe that they were so close to me and I didn't go and see them. Ah well, maybe next time ! - ED

See you all agian in the next issue ! - ED

HELP ! - why wont it work ?

Throughout the life of the Commodore 64, many things are known to be 'quirky'. Some of the 'quirks' can be down right annoying and very frustrating. Most people know that PAL to NTSC program usage will result in incorrect operation, at the very least, it will cause screen colour loss. Over the years I have massed some strange occurrences that I would like to share with you - maybe they will explain some of the problems that you have been having too !

RAMLink Mk1

I have in my possession one of the very first RAMLinks to make it over to the UK. This RAMLink was actually purchased by its original owner when he was holidaying in the USA. He brought it back and only used it a few times as it never functioned correctly despite being back to CMD several times for repairs/upgrading. I had limited success with it myself, as it would work intermittently and freeze up occasionally and sometimes it just wouldn't start at all. Eventually it died altogether so I sent it back to CMD to be upgraded to the latest specification (I also ordered a brand new RAMLink as well at the same time). When the units arrived back, the brand new RAMLink (Mk2) worked flawlessly, the upgraded RAMLink would not even allow the c64 to start ! All was not lost though, the upgraded RAMLink was tried in my SX64 and the German c128, again it worked correctly, not only that, it also works without the 'jumper clip' being installed, very strange indeed.

The result : Another great device with 'unique' characteristics.

Turbo 232 Modem Interface

Recently, after years of faithful service, my Turbo232 modem interface started to play up. Initially I wrongly blamed my beta version (2.9) of TheWAVE, shame on me (sorry Maurice). Anyway, after changing the modem over and eliminating all other sources of faults I eventually removed the T232 cartridge. After cleaning the contacts and re-inserting it worked again ! So, dirt was the problem - but how ? The cartridge had never been removed since I put it in last year so how could dirt have possibly built up and interfered with its operation ?
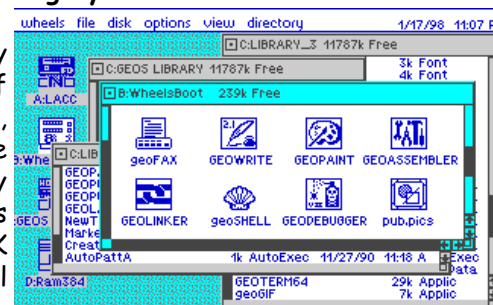
Well, I now have it on good authority that all electrical components can actually 'grow' dirt on bare electrically charged surfaces, this explains the problems I had encountered. We all live and learn.

The result : Dirt caused bad a bad electrical connection and intermittent operation - keep it clean !

Wheels Operating System

In the very early days of Wheels, there were compatibility problems with some UK devices. All were reported back to Maurice who took time out to sort these problems out. Maurice even solved problems that did not show up on the USA/NTSC machines but were unique to overseas users - talk about a true professional programmer - well done Maurice.

The result : A truly superb 21st century OS which stands head and shoulders above the rest because Maurice listened to the users and solved all the problems that arose.

MegaPatch3/TopDesk Operating System
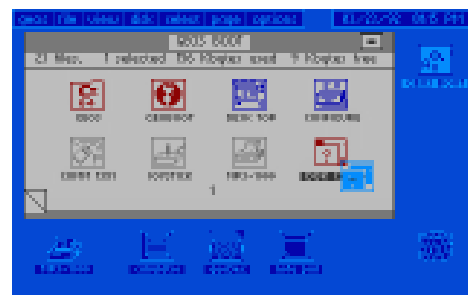
Unlike 'Wheels' (above), the problems with MegaPatch3 were never sorted out due to a lack of belief from the programmers to accept the fact that the software didn't work outside Germany. People in the UK, USA and elsewhere know only too well that if you install MP3 (if you CAN !) on a partition on either the RAMLink or Hard Drive, sooner - rather than later - it will start to erase your RAMLink and/or the Hard Drive completely. A real shame as MP3 has some great touches and is very colourful to use.

The result : Only usable on my bare system, which is not ideal. Didn't sell well outside of Germany, in fact, I still have four brand new versions still for sale should anybody want a copy - sale price is only £5.

SuperCPU64

Any device as advanced as the SuperCPU is going to cause problems. 99% of the problems I have had to deal with on the SCPU front have been power supply related. The SCPU needs power - LOTS OF POWER ! My advice to anybody thinking of buying a SCPU is follow these simple guidelines :

This brings us the first hardware project in this article, building the SID input cable. You could simply wire connections from a phone plug to the correct pin on the Commodore audio-video plug, but I prefer to use a little protection, especially as those SID chips are not cheap to replace.

The SID protection is provided by a pair of diodes and a resistor. These components limit the voltage and current that the SID sees to safe levels.

If you have two SID chips in your C64, then you can connect one CDA channel to each of the chips and have stereo output.
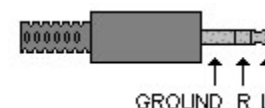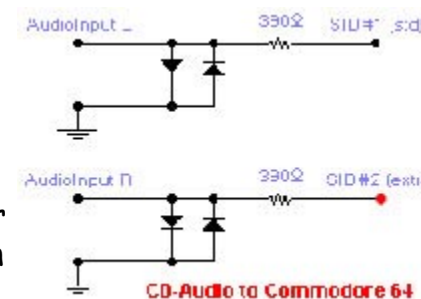
With the SID connection made, volume control can be done in software.

It's all about presentation...

Giving your CD-ROM drive that Commodore appeal is as simple as installing the driver mechanism in to a 1541-II case. The original 5.25" drive and CD-ROM have the same mount arrangements, and so fastening the drive into position is very easy.

The next step is to neatly cut a hole in the front panel of the 1541-II. Most CD-ROMs come in the same beige as a Commodores C64c and 1541-II range and so the colour match is near perfect.

The electrical considerations take a little more ingenuity. The easiest way to connect the CDROM to the host PC is via extension cables. You'll need one for the IDE connection, and one for the power. The 40pin IDE cable can be made more flexible by splitting the strands in the ribbon cable - you may have seen this trick used on some compact computers or laptops. If

you want to be able to connect and disconnect your CD-ROM drive, be sure to provide an easy to reach connector for both power and IDE. Most MSDOS CD-ROM drivers and the MSCDEX program have been coded to cope with a CD drive being disconnected.

### The future for Commodore CDs

It might be worth a moment to ponder what the future could hold for the Commodore given the ability to have media on CD-ROM. Firstly, consider multi-media like graphics and audio mixed together on a mixed-mode CD. The humble 1MHz barrier could be shattered by streaming audio data direct from the CDA track whilst graphic data is loaded from a temporary hard drive cache.

A word about DVDs

DVD-ROM drives also function as CD-ROMs, and in fact like CDs, the DVD disk can be used to store data - not just video and audio information. A data-DVD can be read from MSDOS with some CD-ROM drivers. With at least 3.5GB of data on a DVD-disk, there should be enough space for storing that game collection!

www.64hdd.com (latest info and 64hdd download zip)
ncoplin@lycos.com (author's email address)

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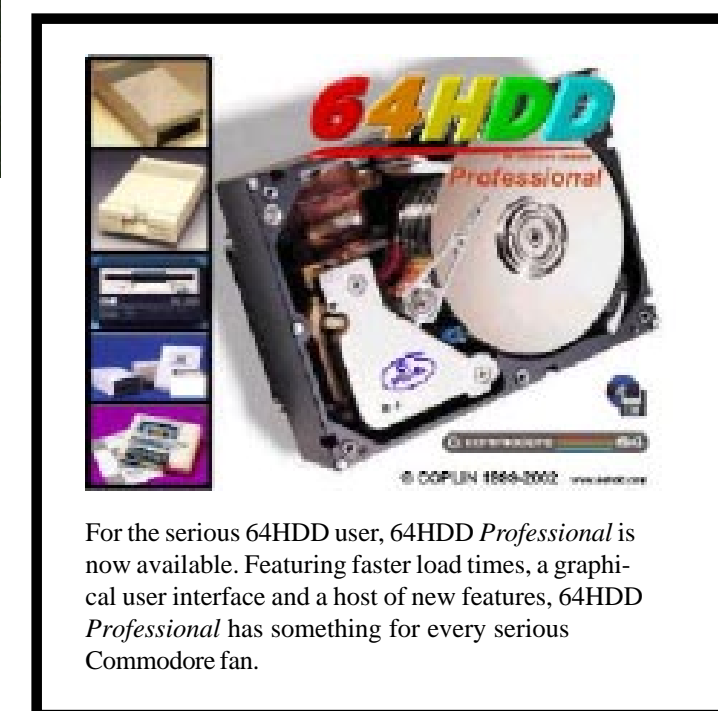
For the serious 64HDD user, 64HDD *Professional* is now available. Featuring faster load times, a graphical user interface and a host of new features, 64HDD *Professional* has something for every serious Commodore fan.

A Wolf in Sheep's Clothing...   (Part #3)

By Nicholas Coplin

In parts #1 and #2 we focussed on the basics of setting up 64HDD, with the end product being that your Commodore was now equipped with access to a hard drive and tonnes of D64 files. All that was needed was a PC and the popular X/XE1541 cable. (64HDD is the CBM drive emulation software for the PC).

However, a lesser known feature is that 64HDD also supports CD-ROMs. In fact, 64HDD will support any storage device that has a MSDOS driver including ZIP drives, RAM devices, and so on. In this instalment, we will focus on a review of CD-ROM capability.

Compact Disc Basics
Ok, so you all know what a CD is... those round shiny gold disks that have been around since the 1980's. But there's a lot about them that may not be known to everyone.

CD's were originally commercialised to distribute audio data, music etc, at a very high quality digital sampling of original sound track. These CD's have multiple tracks, one for each "song". This type of CD format is known as CD-Audio, or CD-A for short.

The computer industry soon caught on to the CD as means to store data in its digital format. These disks typically have a single "track" which contains the data. A directory table on this track tells the computer where to find the particular "file". Computer CD's are called CD-ROMs, because just like the Read-Only-Memory within your computer, it can only be read and not written to under normal circumstances.

It is possible to mix CD audio and data onto the one CD to get what's called a mixed-mode CD.

CD-ROMs can work across different computer platforms providing a few design rules are followed about setting up the directory entries. Hence, it is possible to use a CD made on your Macintosh with a PC or Unix box, and vice-versa.

64HDD and CDs
A standard feature of 64HDD is to provide access the data contents of CD-ROM. Providing you have the necessary MSDOS device driver, you will be able to navigate to the CD-ROM and read data files.

Will the filenames have 16character names? Well, this is where CD formats come into the picture. Not all CD-ROM formats support names longer than 8+3 characters. To access 16character filenames with 64HDD you will need the LongFileName (LFN) plug-in, this is regardless of the device being used as MSDOS also restricts names to the 8+3 format. The LFN tools in turn require the CD-ROM format to be in ISO9660 (31character) format. They will eventually also fully support Joliet disks, but as yet some problems sometimes occur (Joliet and ISO9660 are format names...see your CD user manual for details).

However, 64HDD can also play audio CDs! To do this download and install the CD-AUDIO plug in from the 64HDD website. There is even a simple CD-Player available for the C64 and Vic20.

Listening to Music
So how do you hear the "sound" from an Audio CD you may ask? Well, there are several ways to do this, and all are described in detail in the documentation that comes with the CD-AUDIO plug-in. The simplest way is to plug in a set of headphones if your CD-ROM drive has a phono-jack on the front panel. Not too hard really...

But did you know that the SID chip in your C64 can accept input? It sure can! And further, this audio input can be mixed with the sounds the SID itself can make - real fun for those SID player music fans out there...

1) Buy the SCPU128 and not the SCPU64 - the 128 version has beefier chips and is more tolerant to power differences. This is not just me saying this, Charlie from CMD told me this and I have to agree with him after first hand experience. This also has the benefit of allowing you the option to use it on a c128 should you ever upgrade later on.

2) Buy a heavy duty power supply. I guarantee that 99% of all your problems will disappear straight away.

3) The original c64/128 PSU is not powerfull enough to run your c64/128 **and** SCPU so expect problems.

Commodore Magic Voice

Now I have wanted one of these devices since I first read Commodores adverts for it way back in the 80's and last year I was lucky enough to come across a working version - or so I thought ! There are only a couple of cartridges that actually work with this device to produce speech and I didn't have one at the time of testing. Anyway, I plugged in the speech cartridge and tried some of the simple key commands - it didn't work. I tried it in several machines (c64, c64c, c128, c128d & a c128 German machine) and unfortunately it didn't work. Later on in the year I acquired the Wizard Of Wor cartridge which has speech built into it for the Magic Voice. Again, I tried it in all the machines but yet again nothing happened. I decided to be thankful that I had the Magic Voice for my collection even, if it didn't work.

Later in the year I bought an SX64, NTSC version from the USA. One day when I had the SX64 out and the Magic Voice cartridge was lying around I decided to try it in there. Low and behold, IT WORKED ! I retried my other machines, nothing.

The result : The Magic Voice is an NTSC only device - but at least it solved one of my long running problems.

Turbo Master 4Mhz Accelerator

This has exactly the same problem as the Magic Voice cartridge. Again I tried all my machines with no luck at all. The SX64 however made the Turbo Master sing and dance. Yet again, the NTSC/USA machine finds another specific device. I find this a bit annoying because the

Turbo Master I have is an 'English' version and was sold in the UK by FSSL and whoever bought it must have been VERY disappointed to find that he had been sold a turkey !

I would love to know why it is that some devices are only NTSC/USA compatible and I invite anybody to enlighten me.

The result : More power for my SX64 but not my UK/German PAL machines.

And the rest ? ...

Well, I think that this is enough for now don't you ? It just goes to show that there are definite differences between UK/PAL, German/PAL and USA/NTSC machines and devices. Some of the problems are solvable with the right attitude and skill, some are not.

I hope that some of the above problems and solutions have been of some help to some of you. I would like to hear of other problems that you may have encountered and the solutions, if any, that you came up with.

Allan Bairstow

Does anybody remember this little guy ?
Well if you bought 'Caesar The Cat' from Mirrorsoft then you were able to send off for a soft toy version of Caesar.

I used to own two of these toys but many years ago I foolishly gave one away to a girlfriend !

This example is in prime condition as it is not a kids toy and sits on my monitor well out of the way of my kids ! Unfortunately the cat collar/tag that came with it bearing his name seems to have disappeared.

Oh, and the game ? - it was awful !

Allan Bairstow

micromys

I wasn't sure how to write this article as I am completely stunned and excited at the same time by this superb yet simple device. So I have decided to let you read some of the claims from the opening pages from the brief manual that came with this device :

*"With **micromys** you can now connect a PS/2-mouse to the c64. USB-models are usable if they have a USB to PS/2 adapter"*

*"**micromys** is not limited to specific mouse models"*

*"**micromys** generates signals which are compatible with the 1351-standard. This means that all c64 applications with mouse support (GEOS, Pagefox, GoDot, Mr. Mouse . .) will work without changes or patches"*

"To use applications without a dedicated support for 1351 mice, you can use the intergrated joystick emulation mode. To activate this special mode, hold down the right mouse button during power up. Now all moves appear to the c64 as if using a joystick. In this mode only the left mouse button is usable"

"When you connect a 3 button mouse, all 3 buttons are useable, and the 'wheel' is also now available on the c64. Forthcoming applications will profit by these new features"

For many years now, I have wanted a few special devices for my Commodore and these are (1) bigger drive/storage devices, (2) a simple way of connecting a standard PC mouse and (3) some sort of SVGA monitor adaptor.

Well it is now 2002 and bigger hard drives are a reality and the C=VGA is also coming to fruition. That just leaves the PC mouse.

Following on from that list, there are several things I get asked for on a regular basis and a Commodore compatible mouse is way up there at the top of the list along with disk drives and Action Replay cartridges. So, when I was reading a recent article in the June issue of **UCUGA** by Rolf L Miller I was intrigued to get hold of the device being reviewed as it sounded too good to be true. The article was for the **micromys**.

I asked the maker (**Marko Herold**) to send me one (I offered to pay for it) and after agreeing to send me one for a free

trial I awaited its arrival. It arrived few days later - very impressive !

On opening the envelope, I then opened the bag with a small but well presented manual in it along with a short cable with two connectors on it, one end plugs into the Commodore joystick port, the other end has a PS/2 socket for your device. The device is superbly built and is of a very high quality. Reading the (very short) manual I was sceptical to read that you just plug it in and go, surely it couldn't be that simple ?

I dug out a spare standard PS/2 3 button mouse and connected it to my normal setup running Wheels64 after first removing my normal **CMD SmartMOUSE**. I turned it on and to my absolute astonishment it worked swiftly and flawlessly with my default 'Smart4' device driver. I was wizzing around the screen clicking and double clicking to my hearts content. I couldn't believe ! I changed the input driver to several different devices and it still worked without any problems. I was shocked and stunned, I was also on a high. I couldn't believe it had taken so long for a device like this to arrive on the Commodore scene. With my excitement mounting I dug out some different devices and I even went out and bought a few brand new devices to try it out even further.

USB (from the mouse)

USB>PS/2 (adaptor)

PS/2 socket (to c64)

TESTING

Here are the tests that I carried out and following on from that are the various input devices that were used. Please note that these programs were tested on stock systems with no additional hardware attached - see the box at the end about the CMD SuperCPU.
    Test 1 - Wheels64 using the 'Smart4' mouse input driver.
    Test 2 - GEOS64 using the '1351a' input driver.
    Test 3 - GoDot.
    Test 4 - Menuette, a small menu program supplied by CMD.
    Test 5 : As a joystick.

   Type : Standard PC mouse (£1.99 from most computer shops or £9.99 from PC World !).
   Features : Mechanical ball mechanism, 3 buttons, PS/2 connection.
   Test 1 : 95% success *
   Test 2 : 100% success
   Test 3 : 100% success
   Test 4 : 100% success
   Test 5 : 95 % success **

   Type : Kensington Orbit (£19.99 from PC World).
   Features : Mechanical trackball mechanism, 2 buttons, USB connection with PS/2 convertor.
   Test 1 : 95% success *
   Test 2 : 100% success
   Test 3 : 100% success
   Test 4 : 100% success
   Test 5 : 100% success

   Type : Packard Bell Cordless Mouse (£19.99 from PC World)

   Features : Two part device (send/ receive unit with a battery operated infra-red mouse), mechanical ball mechanism, 2 buttons, USB connection with PS/2 convertor.
   Test 1 : 95% success *
   Test 2 : 100% success
   Test 3 : 100% success
   Test 4 : 100% success
   Test 5 : Failed

   Type : Logitech Marble Mouse (prices between £12 to £18 from various

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starts to get more taxing, and addictive. Especially the later levels.

This game uses a disk-multi-load, possibly due to the fact that this game uses 40 different bitmapped backgrounds, and these need to be loaded that sort of way, but I may be wrong. The loading is quite short as there isn't much to be loaded.

There is also a game over sequence, which is very colourful, and you get some sort of slow tune and once fire or space is pushed, the game returns to the title screen.

To my point of view, I enjoyed this game quite a lot. I found this game very addictive. I specially found the presentation very nice and colourful. The game itself is not really that original, but it is most definitely a great game for 2002. Probably one of the best :o) But here are some positives and negatives about this game.

Thumbs up to:
- Brilliant and colourful presentation
- Looks like a professional game release, you'd expect in the early 1990's
- Excellent music compositions
- Fast multi-load (Don't like slow loading)
- Easy controls
- Highly addictive
- The options screen

Thumbs down to:
- The music is very repetitive (Could annoy certain people)
- A password system for each level (It would make the game too easy that way. It's best to have a password for every five or ten levels complete.
- Not really original (It's a bit like a C64 game called 'Josh' by Digital Excess)
- There's no score board or hi-score table.
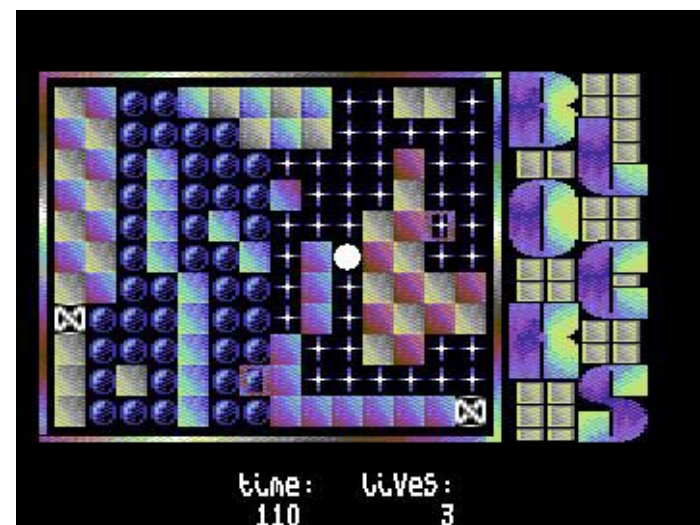
Overall this game is addictive, with great music. It's also great to play, but it is damn right difficult to play :o)

MONSTERS

Reviewed by Richard Bayliss

Along with Blocks, you get a small game called 'Monsters', which is also by J&F Publishing. This game is not a multi-load this time. It is only single-file.

After loading this game and also a bit of decrunching as well. The screen goes black and the music starts playing. The letters start appearing on screen and then shoots down in a strange sort of way. Then along comes the monsters logo, followed by the credits. The music starts fading away and then the game decrunches.

You are presented with a title screen with a colourful logo, with some soft sort of music playing, with credits on screen. The title screen has two nice blue raster bars with no flickering at all. The credits are all white text. There is no flashing, scrolling or special effects whatsoever. Still the title screen looks very nice, with a colourful logo at the bottom of the screen.

Pressing fire takes you to the main game. You play a pac-man sort of character, who has to go around the maze, collecting objects before time runs out. Monsters are roaming around the screen trying to stop you. If you're not careful, one might bump into you. Luckily you have energy, but if a monster touches you, you lose a lot of energy. If you lose all your energy, game will be over. (The same goes for running out of time)

The graphics in each level aren't always the same. Later levels, the graphics and colours change, but the player and monsters are the same colour. However on some later levels, the levels start to look impossible, because it looks as if the player wont be able to get to some of the objects. Well, it is not impossible really, because the player can eat some of the bricks surrounding the object. It's just the position of the bricks.

The game consist of two different tunes for each level. All the tunes are pretty good, but can be ever so annoying for those people who really dislike short repetitive tunes. The game also has two straight blue raster bars, and also some sort of flashing effect for the monsters logo (Probably a fake plasma routine).

The game play itself is similar to some PacMan games, but you don't move through the maze continuously, when you let go of the joystick. I find this game very tough to play, but it is kind of addictive.

The Uppers:

- Nice presentation
- Addictive game play
- Good use of 256 pixels for sprites
- Levels of difficulty

The Downers:

- Energy draining is too quick
- Music is very repetitive in game
- No sound effects
- Nothing too original

This game is quite a good game, so if you like games like this. This game is most definitely a bonus game for you, if you bought 'Blocks' from Commodore Scene or Protovision.

Publisher: J&F Publishing / Scorn Labs
Availability: Commodore Scene/Protovision
Format: 5.25" disk only
Extras: Monsters
Cost: (See CS Catalogue)

Reviewed by Richard Bayliss

People have been wondering if there'll ever be any more game reviews, as not many people are really into the technical side of the C64. In this issue, we have a full review of a budget title release of a brand new puzzle game called 'Blocks', from J&F Publishing and Protovision.

Because I was on holiday for a week, I did not receive the disk before I went away, but luckily someone was at home to collect the post. I received two disks, which I ordered. One was Its Magic 2 and the other game was Blocks and Monsters. I know that there are cracked versions of these games, but I prefer original versions myself. And that way it supports the publishers themselves. Unfortunately the disks did not come with a write protective tabs for the two notches - to prevent the disk from being formatted accidentally. So I dug into my disk box and found some black write-protect tabs to cover the notches.

The disk does not really come with any booklets or fully threaded games instructions. It comes in a sleeve, with another game on the flip side of the disk, which will be reviewed in a short moment (The game is called Monsters). The disk comes with a nice professional colourful disk label with the Blocks logo, and Monsters, with (C)2002 Protovision.

When first loading datas (Using either BASIC load or Action Replay fast load), you are first presented with a small intro screen, with large text. After the intro has finished displaying the text, you are presented with the instructions screen, which shows all the icons that help you work out and how to play the game, itself. Pressing the space bar, the disk loads the title screen.

You are presented with a title screen with a set of options. The title screen consists of a very pretty and mighty colourful logo. Underneath the logo is a set of options, which

are indicated by using a joystick to move the arrow beside the option, and pressing fire to select. There is also an exit option at the bottom of the screen, which will reset the C64 (Good idea). Beneath the game options is a scrolling field of blue blocks, which probably was done by using sprite animations ;o). The presentation also has music playing in the background, which I quite like. When you chose the option play game, each level will load for a short while, on disk.

The main game itself consist of 40 levels. The whole idea of the game is to guide a white blob (or as the authors say 'Your hero'), pushing the flashing blocks around the screen on to the correct pad (Marked white, or crossed). The only problem is that you have to face the clock, and you have only 5 lives to think which routes would be the safest route to push the blocks, without getting the blocks stuck in a very awkward place. Once you have pushed a block, it will continue to move until it hits a wall. Therefore if some pads are away from walls when you try and move the block, it will continue to move until it makes contact with a wall. You have to be careful though, because if a block gets stuck in an incorrect place, you cannot move the blocks, as the walls surround these, therefore you have to press the back arrow key to restart that level. Any time you restart a level, you will lose a life. You will also lose a life if you run out of time.

Each level in the game requires a different knowledge on where you should push and place the flashing blocks, but some levels require different tactics when moving blocks, because sometimes a flashing block has to stop by another flashing block, depending where the pads are placed. Now how are you going to be able to get out of this mad situation when you're racing against the clock, and there's surrounding walls? Well, easy, all you need to do is think carefully, plan a route which you think is right. If not then start the whole level again by pressing the suicide button. However, if all the blocks are on the pads, then you complete a level and you are awarded a password.

The game graphics are very colourful and mainly use a certain compressed bitmap format for the game background and the colourful logo. The walls are colourful. Each level has a different logo, and different or mixture of the game background. This makes the game look more nice. There are also 3 different tunes in each level, but if the game is over, the last tune, which was used will be used in level 1. The game play is a little easy at first, but later on the game

sources).
Features : Optical trackball, 2 buttons, PS/2 connection.
   Test 1 : Failed
   Test 2 : Failed
   Test 3 : Failed
   Test 4 : Failed
   Test 5 : Failed

   Type : Logic 3 Intruder (£19.99 from PC World, same as shown in picture but different make).
   Features : Game pad, 8-way directional thumb pad, 4x thumb buttons, 4x finger buttons, USB connection with PS/2 convertor.
   Test 1 : Failed
   Test 2 : Failed
   Test 3 : Failed
   Test 4 : Failed
   Test 5 : Failed

   Type : Microsoft Intelli Mouse. (£34.99 from PC World).

   Features : Optical mouse, 2 buttons with a centre wheel. USB connection with PS/2 convertor.
   Test 1 : Failed
   Test 2 : Failed
   Test 3 : Failed
   Test 4 : Failed
   Test 5 : Failed

   * Flickering : The pointer started to flicker slightly after over an hour of use. This practically stopped when the 'port setting' was set to its maximum of 9999, however, it did not completely disappear. It is not distracting though.
   ** Control : Joystick emulation difficult to control.

ALTERNATIVE DEVICES
(if you can find one !)

   CMD SmartMOUSE - (£39 + £22 postage) The most unique & specific Commodore mouse ever. This is basically a stripped down PC mouse altered to function with a Commodore. It comes with a built in real-time clock, no other mouse (PC or C=) has this feature ! Very highly recommended.

   Commodore 1531 - Hard to find and is only really a joystick in disguise ! Not a very good device - try another device before resorting to this one !
   Commodore 1531a - A true propor-

tional mouse, much sort after and hard to find. This mouse functions well but is slow and cumbersome compared to newer devices.
   NOTE : Incidently, the original AMIGA mouse looks identical to the 1351/a but will not work on the c64 or c128.

   NEOS mouse - Again this is only a joystick in disguise. Not really a mouse and not really any good. Forget it.

THE VERDICT

Well, as you might have guessed, I am recommending that EVERY Commodore user that needs some sort of input device gets one of these. I am going to stick my neck out and buy some of these devices to keep in stock because I am that confident of this devices ability to transform your computing lives !

If you only buy one device for your Commodore then make it this one - it is SUPERB. This is such a cheap and easy to use peripheral that there is no reason why you all shouldn't own one yourself !

The only fly in the ointment is that optical devices don't seem to work - yet !

I don't usually rate items as there is usually nothing to compare them with in this day and age, but if I had to give the **micromys** a mark then it gets the full :

10/10

The **micromys** is available from the CSIS at the following prices :

   UK - £18
   World - £22

A TALE OF OPTICAL, MECHANICAL & SuperCPU's

   Mechanical : For those of you who are not too clear about modern input devices, they fall into two catorgories. The first is mechanical. These devices have simialr technology that the old Commodore mice had, simply put, there is a ball underneath the mouse, which, when

moved, in turn moves wheels inside the mouse which then generates a signal that the computer transfers onto the screen as motion. Mechanical devices are prone to dirt and grime and need something to run on - usually a mouse mat.

   Optical : Newer devices are using optical technology. This is when the mouse has no moving parts. This is achieved by 'magic eye' sensors reading a pattern on a ball or a special mat. In the case of the most recent devices, they can read imperfections on ANY surface - even glass and animals !!!

   Problems ? : You knew it was too good to be true didn't you ? Well, when I was testing the **micromys**, I came accross a hurdle. Sometimes it would not function with optical devices. This gave me quite a headache as Marko Herold specifically said that it would work with anything and I have no reason to doubt his expertise.

After a bit of head scratching it appeared that the SuperCPU was causing a conflict with the optical devices. At the moment there is no cure for this so if you have a SCPU then a **micromys** is not really much use to you with an optical device.

I have tested the devices again on a bare system but the problem still persists and I can't explain why this is the case !

Overall though I still recommend you all get one.

   Allan Bairstow

The reasons for this happening are long winded, convoluted and involve voltage outputs on the cartridge port but here is what can be done ~

There are two ways to solve this problem. The first solution can you realise by yourself. If you have a power supply with an adjustable output voltage, adjust the output voltage to approx. 5.1V. The other solution is a complete redesign of micromys. At the moment I can't say when I will do this but nevertheless a redesign is planned...

Best regards, Marko Herold

C=VGA

..... **commodore 64** ..... tft ..... flat screen panels ..... **40 column** ..... s-video ..... luma ..... chroma ..... composite ..... audio ..... **neil jansen** ..... monitors ..... **commodore 128** ..... **80 column** ..... full colour ..... rgbi .....

The C=VGA adaptor is born !!!!!

(well, nearly !)

For many years, many people have said *"sure it can be done"*, *"it's quite simple"*, *"no problem"* ...... but the last line is always ..... *"I don't have the time"*.

What am I talking about ?

Quite simply ~ using a modern monitor on our Commodores !

I have to ask myself if it is that easy then why is it that in 2002 we still don't have any type of simple interface for modern monitors such as TFT's or even the earlier CRT monitors.

Come on guys if it is that simple why haven't you done it yet ?

Again, the simple answer is that once you start to look into the project is just NOT simple at all !

Let's take a brief look at what is available to us at the moment and then we'll see what we really are capable of !

There are some generic adaptors out there in the big wide world, one such device is the 'Televiewer' by Trust (pictured right). Lets face it though, it is not that good at converting the signals required for modern TV's and PC's, so, bareing that in mind I was not too hopefull for the Commodore 64 ! I have this particular device and despite my best attempts the picture quality can only be described as, well, 'crap' quite frankly. It was terrible !

Maybe I am a bit of a perfectionist ? Maybe I want more and I want better ? NO ~ I just want a decent picture quality for my aching eyes to be soothed in !

So, what do we do about it ?

Well the c64/128 40 column video output has a 'composite' output signal which can quite easily be converted to most inputs such as SCART, S-Video, etc, and to some extent, you can do this if you can find a monitor with a compatible input socket. A much better way though would be to implement the 'LUMA' and 'CHROMA' signals from the 40 column output for a much better and very crisp display signal.

There are two major problems here though - (1) nearly all monitors are now (S)VGA input and (2) what about the RGBI 80 column mode on the 128 ? As more and more applications are at their optimum in 80 column mode then it would seem obvious to me that this mode needs implementing too.

So, what now ?

If I had to wait for somone to come along and say "here you go Allan, hers's your adaptor", then I would have to wait a long time indeed.

So the time has come for Commodore Scene to make it happen ! My goal now is to have the prototype C=VGA running by the end of the year. Already, many people have been thrilled with the idea, offering suggestions, helpfull advice and even offering money up front for pre-orders !

Why are they so excited ?

Well, here's the 'wish list' for this device, see what you think :~ * Fully Commodore compatible, simply plug

---
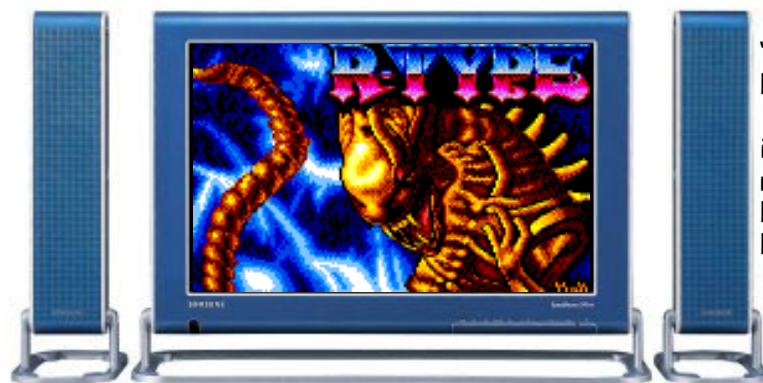
8-BIT WEAPON INTERVIEW

by Andrew Fisher

At about 12:30 a.m. at Back in Time Live, I met 8-BIT WEAPON, otherwise known as Seth Sternberger, who had performed earlier in the evening. Here is a very short interview with him.

AF: So, how did you get started with the C64?

SETH: I got my first machine - the old loaf of bread style - in 1986. The first games I got with it were Movie Monster and Defender of the Crown. Then a while later I got Times of Lore, and I recorded all of the title tune to tape (which lasts 11 minutes, with a unique random solo generator by Martin Galway - Andrew) and it was the first tune I remixed.

AF: When did you start doing music?

SETH: Well, I sort of grew out of the machine in the early 1990's, and then I spent my prom money on my first keyboard and started to write music with that. 3 years later I got SIDPlay for my PC and started listening to a lot of tunes with that. I bought a SIDStation to carry on composing with.

AF: Do you just play your own material, or do you do any covers?

SETH: I have just finished my new CD. The first one is my own material, the new one is remixes of famous tunes.

ANDREW: Did you come to England just for Back in Time Live?

SETH: No, I'm on tour at the moment. I'm doing more dates.. Portsmouth, then a couple of meetings in Holland, Hamburg and Berlin in Germany and possibly Switzerland. It's called the "8-bit Bonanza Tour".

AF: Thanks for answering my questions.

SETH: Here, sign my 64..
(Seth hands me a marker pen and I autograph the side of his old Commodore 64)

Check out the website at
www.brainscream.net/seth

Seth has recently announced that his first album will be included FREE with orders of the new remix album "8-BIT WEAPON" when it is released in early 2003.

Next enter the pulse table:

```
01  4444
02  0044
03  0000
04  9001
```

Now enter the filter table. What we'll have with our filters is going to be temporary:

```
01  0800
02  0000
03  0000
04  9001
```

Okay, now we have the main lead, we'll create another lead, this time we'll use a different sound. So go on to the next sound and enter the following:

```
AD SR WV PU FL V1 V2 V3     #01
0A 0A 02 00 00 00 00 00
```

Now in the waveform table enter the following:

```
02  21 00
03  90 02
```

Don't worry too much about the pulse and filter editor, because we will stick to these sounds.

Right, the next thing we shall do is create the major and minor chords. So now we'll go to instrument #02 and edit the ADSR to make it a little quiet compared to the other instruments, waveform, pulse but leave the filter alone. So now let's give it a try. Something like this:

```
AD SR WV PU FL V1 V2 V3     #02
08 88 04 05 00 00 00 00
```

Now enter the waveform table and enter the following for a minor chord:

```
04  41 00
05  41 00
06  41 03
07  41 03
08  41 07
09  41 07
0A  90 04
```

Now for the pulse table:

```
05  55 55
06  00 27
07  00 00
08  90 05
```

Copy instrument #02 and paste to instrument #03 and then input 'OB' under 'WV', leave the Pulse table then enter the waveform table and input the following:

```
0B  4100
0C  4100
0D  4104
0E  4104
0F  4107
10  4107
11  900B
```

There we are, a major chord. You can also do mixed chords, by changing the number beside the waveform. The numbers beside the waveform are known as the sound transpositions. For example at a different waveform address (once set) you can enter something like:

```
12  4100        12  4100        12  4100
13  4100        13  4100        13  4100
14  4105        14  4105        14  4105
15  4105   or   15  4105   or   15  4105
16  4107        16  4108        16  4109
17  4107        17  4108        17  4109
18  9012        18  9012        18  9012
```

You can create different sorts of wave forms for chords in C64 SID music. It can also be interesting if you mix different waveforms to form cool sounds, but I wont be showing you this until next time.

We'll leave it like this for now, but before we go, I'll tell you about what the next edition of music scene will feature. In the next edition of Music Scene I'm going to show you how to create your own drums and bass, and also get you started with the sector editor (Where you input your notes).

Also in future issues, I am going to look at many other features which is always used on the DMC V5.0 music editor, including playing with filters, switches, volumes and the new features as well. It'll be very practical and good fun. Remember, DMC V5.0 may look boring, but it is going to be good fun.

I'll also be showing you how to mix drums inside a routine that will play leads, so that then it will look as if you have got more than just three voices. And finally, how to pack your lengthy music file into a shorter file. So that you can play the music in your own programs.

Article by Richard Bayliss in 27th June 2002

I was recently asked what all the acronyms that appear in CS and on the web site mean. As most of us have grown up with the new terminology it is easy to forget that many people are seeing these for the first time. Below is a list of the terms that get used in the Commodore community. If I have missed any out then please let me know.

COMMODORE GLOSSARY

```
CS     - Commodore Scene
CSIS   - Commodore Scene Importing Service
SPSU   - Super Power Supply Unit
CMD    - Creative Micro Designs
PSU    - Power Supply Unit
SCPU   - Super Central Proceesing Unit
CPU    - Central Processeing Unit
ROM    - Read Only Memory
RAM    - Random Access Memory
HD     - Hard Drive
FD     - FD2000 & FD4000 3.5" C= Disk Drives
GEOS   - Graphic Environment Operating System
C=     - Commodore
RL     - RAMLink
T232   - Turbo 232
```

into the video/RGB outputs on your Commodore and plug directly into a VGA monitor and away you go !

   * Works in c64/40 column mode, c128/40 column mode & c128/80 column mode.

   * Will be PAL and NTSC compatible. Worldwide distribution is already in place via the Commodore Scene Importing Service.

   * It will be crystal clear and flicker free in ALL modes.

   * This device IS a scan doubler, it also has some nifty DSP (digital signal processing) functions to improve smoothness and flicker.

   * The device will be 'firmware upgradable' so if any 'tweaking' is required it can be updated easily.

   * Any monitor with an (S)VGA input can be used, including TFT's !

   *There will be some sort off mini-jack fly lead to allow connection to some speakers.

   *There wore news as soon as I get it !

ALAN CARTRIDGE ~ CARTRIDGE CORNER

AH-HA ! I'm ALAN CARTRIDGE and welcome to CARTRIDGE CORNER, this time I'm reviewing two conversions of arcade games (shame we didn't get these sent for the arcade special but never mind).

ROBOTRON 2084
First up is this, a game from very early on in the 64's life -1983 to be exact. I never even knew it existed on the 64 until Allan Bairstow lent me this to review. During a phone call with Andrew Fisher I also found out this is on disk too !
The basic idea is you shoot your way through one screen at a time destroying all the little men and other enemies that come at you. Considering its age this is quite a novel little blaster. I never got to play this in the arcades, I did see an arcade cabinet of this at the LONDON 'GAME ON' exhibition but unfortunately it wasn't working !!! The only version I have played is Llamatron (programmed by Jeff Minter (YAK) himself !!!) on the AMIGA 600 which is absolutely brilliant and has several weird and wacky sound samples in-game. Technically the 64 version isn't going to win any awards, The programmer/s have at least put some effort into getting plenty of action on-screen although it's not moving smoothly or quite fast enough for my liking. I'm surprised someone hasn't done a more accurate conversion as the game engine and viewpoint in SMASH T.V is very similar to ROBOTRON 2084. I wonder if anyone would do an updated version of this in the arcades too ? I liked the idea of having the option of being able to use two joysticks to control the player. The firing method is quite clever too, if a little tricky to get used to and certainly novel (You can fire in one direction and move in another).

Amiga Port 1 -> C64 Port 1

TAPPER
I've had this on cassette for years it's a classic game - bright, bold graphics, different levels, a sense of humour (actually if it was female I'd probably ask it out !!!). The basic idea is that you take the role of a barman serving drinks. Customers come out through swing doors and you have to serve them before they reach the end of the bar or you'll be in trouble !!!
A serious gripe now, The whole point of cartridge games is to give the game player more value for money - bigger game extra levels etc - Am I right or not ? Tapper on Cartridge seriously robs the player by losing two of the levels The PUNKS and the ALIENS two of my favourite levels. Admittedly the difficulty is quite a bit harder than I remember it but I persevered and the same levels kept looping over and over. Now I know Tapper is old but there is no excuse even if the game is from 1984 for GAWD'S SAKE. The tape and disk versions are both one file loaders and contain more levels than the cartridge !!! Perhaps Allan might indulge me and put a copy of this on the cover disk Sometime ?
Trivia Point - Before anyone writes in, Yes I do know that this was on an ARACHNAPHOBIA diskmag a year or so ago. I wonder how many other games are out there on Cartridge that we don't know about.
I'll leave you all with a question - Does anyone know if there is a web site dedicated to cartridge only games for the C64 ?

Wayne Womersley

Commodore C64
- A History In Pictures
from the Infinite Frontiers web site

The Commodore C64 is one of the most successful home computers of all time, selling over 15 million units worldwide. However, what most people may not be aware of is just how many C64 variants there have been. In this feature, we'll bring you details and photos of as many of these as we can, adding more over time.

Commodore C64GS (1990)

This was Commodore's attempt to take on the console market head on. The C64GS was a modified C64 without any of the expansion ports and no keyboard. Basically, it became a cartridge only games console with two joystick ports. Inside it was virtually identical to the original C64 with just one or two minor changes with some of the ROMs to allow for the cartridge only system and for the enhanced joystick ports which could now work with two independent fire buttons.

It was released primarily for the UK market at a seemingly bargain price of £99.99, and came complete with a joystick, and a cartridge containing four games - International Soccer, Klax, Fiendish Freddy's Big Top Of Fun, and Flimbo's Quest. Despite its age, International Soccer remained a classic game and was worthy of inclusion in the pack, as was the excellent System 3 platform game, Flimbo's Quest. Klax was one of those puzzle games that you either loved or hated, while Fiendish Freddy was probably only included to showcase the advantages of instant loading cartridges over tape and disk.

With it's launch, it prompted a resurgence in interest amongst C64 publishers to look at the cartridge market once again as a way of both combatting piracy and developing games that would not have been possible on any other format. Ocean embraced the console and very quickly released most of their current games on cartridge and other companies such as Psygnosis took an increased interest in the C64 once again, releasing a stunning conversion of their Amiga hit, Shadow Of The Beast.

However, the C64GS wasn't without its problems. By the time it was released, the Amiga had been on the market for some five years and it was technically inferior to the Megadrive and SNES. There were also only a handful of games released for the platform despite the interest, and many gamers were reluctant to part with their money until they saw a range of games to choose from.

I can remember when a representative from Ocean visited a local games store to do a promotional event regarding the C64GS and their games and they were giving away all sorts of goodies to anyone buying any cartridges that day... I was the only person to show any interest and as a thankyou for buying an Ocean cartridge game, I walked home with an Ocean t-shirt for my trouble!

That wasn't the only problem though. Because of it's poor profile, it didn't sell particularly well and from it's original RRP the price steadily dropped - a surefire sign of a dying games console so early in its life. From £99.99, it dropped within a couple of months to just £69.99, then to around £30

and in some stores to as little as £10 and surprisingly, consumers still weren't interested. Commodore were left with egg on their faces (to go with the chicken head logo!) and ended up recalling all of the unsold units...

These machines were then dismantled and converted back into normal C64s and resold. As you can see from the second photo, the internal workings of a C64GS were almost identical to the original C64 and even all the expansion ports were still there, they were just hidden in the new "biscuit" casing. The only real difference was one or two chips which were replaced, and the cartridge port than had been rotated, but this was easily changed. It gave Commodore a cost-effective solution to re-use parts without having to spend too much money so at least they didn't lose much on the C64GS fiasco.

As a result of this, there are very few C64GS consoles in existance today. Most have long since died or were thrown out years ago and to find one in working order is rare, let alone finding one still in it's original packaging. The one I had was in perfect condition, boxed and was in mint condition (see the top photo) and the only reason I parted with mine was because it was going to a C64 organisation (Commodore Scene) who were going to treat it with the care and respect that such a rare item deserves.

What was such a pity for the C64GS was that there were so few existing C64 owners who were aware that C64GS games could run on ANY C64. Most games had the option of using the spacebar or another key to substitute for the missing second fire button, and gamers would have found some superb titles if they had given them a try.

If more people had known about this then I'm sure game sales would have been much higher and would have resulted in a flood of cartridge games and possibly even and extended life for the console itself. Again though, as with so many of Commodore's experimental machines, it was this lack of awareness that lead to its ultimate downfall.

This is certainly one of the true collectors items in terms of the Commdore C64. It's a rare machine to find at the best of times and if you ever see one at a car boot sale or being advertised in a local paper then grab it while you can. If you ever find one still boxed and mint condition, get your cheque book ready as I doubt that you'll ever come across another one of these again on your travels.

It has to be said that the C64GS really was a great machine and when I finally sold mine earlier this year, it was with a great deal of reluctance. There were some great games available for it with Shadow Of The Beast being far superior to the Amiga original, and it really showed just what the C64 was capable of. If only a few more publishers had released games on cartridge, it could have been a very different story altogether.

Simon Plumbe

This article was taken from :

INFINITE FRONTIERS

http://www.infinitefrontiers.org.uk/

MUSIC SCENE

This issue, we take a look at DMC V5.0. First of all we shall look at the sound editor, followed by other parts and functions of the music creator.

After the success of Grafitty's and Panic Designs version of the DMC V4.0 music player (a music editor), which I gave away with CS29 on the cover disk. Graffity had launched a brand new version of the DMC music editor (DMC V5.0). Many composers, such as Fanta, PVCF/Reflex, PRI/TIA, SYNDROM/TIA and myself used DMC V4.0 to harmonise and create loads of great music on the C64 :) Later on, those cool composers got to grips with DMC V5.0 and more of the demo scene got to grips with the music editor.

What does DMC V5.0 look like? Well, the user interface of this music editor looks worse compared to DMC V4.0, but it is not looks that counts. It is the composer itself. The DMC V5.0 has more built functions to enhance your own sounds. Okay, so this music editor does not have a live-play sythesizer, unlike DMC V4.0 but does that really matter? Live-play is not really that important.

In fact this is how DMC V5.0 really looks.

How simple is DMC V5.0 compared to DMC V4.0? Well, not as easy as V4.0 and V2.0, in fact the music editor is even tricky to use, but is still kind of straight forward. It's also on this issue's cover disk, along with an instructions file :o) Before you carry on to this tutorial, please read the instructions file from the menu screen because I put all three files together into one file.

Okay, enough about the nitty-gritty theory. We are going to have some fun :o)

We'll start and create our own sounds for our own instruments. Enter the sound editor pressing SHIFT+S.

I have numbered the diagram to show you what the functions for each section (pictured to right).

These functions do as follows:

1. Attack/Decay: This is for the volume duration/ length of a single note.

2. Sustain/Release: You can control the volumes. For example, fade in and fade out

3. Waveform: This function jumps to the wave table for your instrument.

4. Pulse: If you set $41 or $49 as your waveform you can set your own pulse to make the sounds sort of cool

5. Filter: This points to the filter table, which is very handy for making your synthesized sounds sound pretty cool.

6. Vibrato #1

7. Vibrato #2

8. Vibrato #3

9. The instrument number. which you are editing.

10. Waveform table: This is where you input the parameters for your sounds to form your own instruments.

11. Pulse table: A table where you input the parameters to form your own pulse for any instruments that use $41, $49, etc. for the voices.

12. Filter table: A table for your own data for the filtered effects.

The sounds are as follows:

$11, $13, $15, $17, $19 - Triangle
$21, $23, $25, $27, $29 - Sawtooth
$31, $33, $35, $37, $39 - Sawtooth 2
$41, $43, $45, $47, $49 - Pulse
$51, $53, $55, $57, $59 - Pulse 2
$61, $63, $65, $67, $69 - Pulse 3
$71, $73, $75, $77, $79 - Sawtooth 3
$81, $89 - White Noise
$90 xx - Loop voice at xx

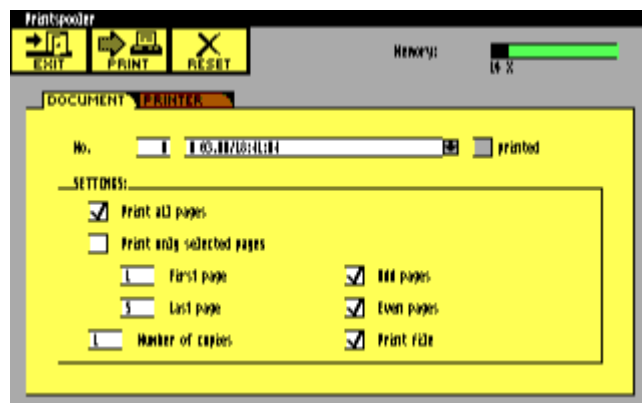Now you know what functions these are and do, it is now time for some practical (music composing).

Right, now let's create our first instrument. Our first instrument is a lead. Here's how you should create it :o)

```
AD SR WV PU FL V1 V2 V3      #00
0A AA 00 01 01 00 00 00
```

Now, enter the following inside the waveform table:

```
00 4100
01 9000
```

SuperCPU.

   * MP3-128 optimised in both 40 and 80 Column modes.

   * Ram Access and Printer Access and Hard Drive Access with SCPU at the **FULL** 20Mhz.

   * Special 16 Bit "MoveData" routine approx 1 Meg per second!

   * SCPU optimisation is faster than the patches supplied on the Utilities disk.

   * RamLink/SCPU bugs are bypassed.

   * New disk drivers, **ALL** types supported (not IDE64).

   * New panicbox.

   * New getstring routine.

   * New and improved menu functions.

   * Assorted Screen Savers, One even has music!! (MP3-64 only)

   * New Information Boxes and New File-Selector box all in colour.

   * Install Backdrop Images.

   * TopDesk V4.1 is year 2000 compatible and you can install a Back Screen picture.

NEW

MegaPatch V3.02 is fully compatible with 64NET, so your PC HardDrive will be accessed at the full 20Mhz and you can use you PC printer for printing Geos files from MegaPatch as well..

Both Versions come with a Printed manual, and you can order the latest version of TopDesk V4.1 + MP3.02 at a special price.

I am not sure when "Windesk" (which will look very much like a PC one) now called "geoDesk" will be finished, but you can look at some ScreenShots of it on Wolfgangs Site.

I can also Highly Recommend TopDesk64 and TopDesk128, (now up to V3.5) a replacement DESKTOP, a

good upgrade to the Standard GEOS system and will of course work with MP3. *An REU is required and 64k VDC is needed for TopDesk128.*
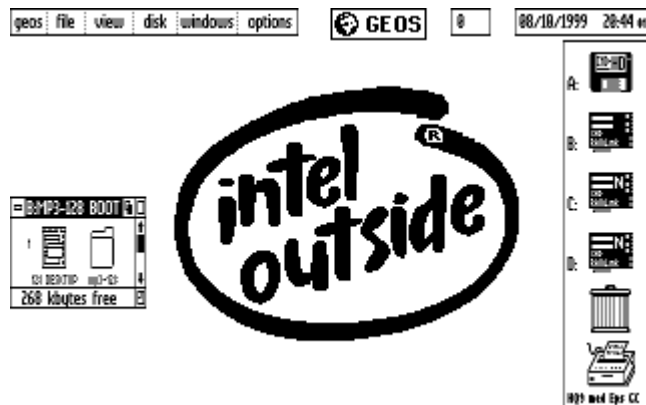
Thanks must go to Markus Kanet for the idea of MegaPatch and MP3-64 and to : **Wolfgang Grimm for adapting it to the C128 and continuing to support it on his own..**

Formats available :-
MP3-64 1541 or 1581,
MP3-128 1571 or 1581.

Available from :-
Wolfgang Grimm (MP3 both versions) and TopDesk64 or 128 and other Geos software..

Britta & Wolfgang Grimm
MegaCom Software
Langenfelder Hof 1
D-78652 Deisslingen
Germany
E-Mail: megacom.software@bluewin.de
Internet: http://www.mcsoft.de

PATCHES
The Patches are now ready for ALL the main geos Applications 64/128 and available from Werner Weicht's Site :-
http://home.t-online.de/home/wweicht

and my Site :-
http://videocam.net.au/~colinjt/

Patches for the Year 2000, i.e. for geoWrite/Pub/Merge/Laser etc are available..

So please pay the Shareware fee..
(Note: All trademarks and copyrights are acknowledged as belonging to their respective owners.)

TheWAVE & MICROMYS

   Not one, but TWO underline very important things have happened to GEOS/Wheels since we last spoke !

   (1) MICROMYS (the PS/2 & USB mouse adapter) has hit the streets to great ackliam. A full and indepth review of this superb device starts on page 12.

   (2), TheWAVE has some new stunning fonts to increase the viewing scope of web pages.

micromys

The **micromys** appears to be a very versitile adaptor. With a standard set up of GEOS and a couple of drives, the standard mouse drivers will work most modern devices without any hiccups at all.

I have a couple of mice running on various set ups and they are all running flawlessly, even under such new programs as PP3 and **TheWAVE** !

Speaking of TheWAVE, I have just downloaded some new fonts for this web browser.

The '**BUTTONS**' font allows users to view simlpe Commodore graphics such a the 'Wheels' logo and some burst/star effects. Anybody viewing my web page will now see these graphics if you are using a Commodore, a PC user will not see the pages correctly.

I hope, in the future, to have
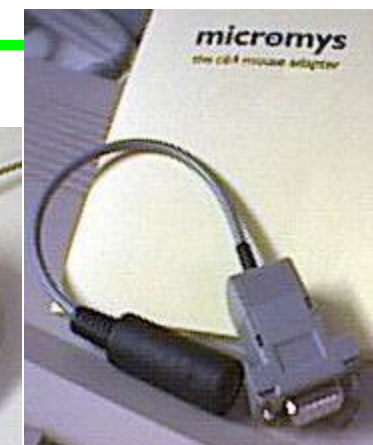
special offers and deals for anybody ordering online with their Commodores.

TheWAVE fonts and upgrades are freely available from http.//www

Exciting news from Maurice Randall is that the new version of Wheels - **Wheels SC** - is nearing completion.

Wheels SC will only run on a Commodore that has a SuperCPU as it relies on this device for its power and versitility.

Further details will be in the CS Newsletter 5 but here are some of the high points to wet your appitite :

Contained within the SYSTEM file is the kernal, the Toolbox, the Dashboard, and the default input and printer drivers.

There is only one Wheels SC

version. 64 or a 128 ? ~ it will work with either.

Wheels SC does not fit on a 1541 disk. 1571, 1581, or FD Native disk only.

Exiting an application is immediate since the Dashboard doesn't need to be reloaded from disk.

Improved Dashboard.

Configure your drives easier. You'll even be able to create partitions on the CMD devices like you can with HD-TOOLS, etc.

Copy files to/from MS-DOS disks.

Access CD-ROM drives connected to the HD.

Lots of neat new features will be in the Dashboard.

Classic GEOS and Wheels applications will still work.

Task switch between multiple applications.

New applications that are written specifically for Wheels SC will be able to take advantage of its multitasking ability.

Wave networking routines built into the OS.

Up to 8 drives (A-H) can now be used.

~ PLUS LOTS MORE !!!

MegaPatch 3 Review

Mega Patch V3.02
By Colin J. Thomson..
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colinjt@videocam.net.au
Internet Site:
http://videocam.net.au/~colinjt

Now for a preview on the new "GEOS" upgrade from this side of the pond...

I hope you have all heard of "MegaPatch" or MP3 from Germany by Markus Kanet (C64) and Wolfgang Grimm (C128). Both Versions have the same functions and the same Specification, just the basic system requirements differ slightly (See Below).

System requirements MP3-64....
A C=64/128 (PAL or NTSC), a 1541 (for installation) and an REU minimum 192K, preferably more. GEOS V1.3 upwards 64/128, US or German Version.

System requirements MP3-128....
As above + 1571 for installation, GEOS128 V1.3 upwards, 64k VDC is required for Both MP3-128 and TopDesk64/128, 192k of Ram will work but IF you want to use the "Task Switcher" and "Spooler" you will need MUCH more (the switcher uses 3 * 64k banks per Task (128 Version).

1 Meg will be ok although 2 Meg is a better option if you want to have a Ram-Disk installed as well. For example if you use a Ramlink create a 1 Meg DACC or if you have an SCPU use the RamCard, up to 4Meg is supported.

SCPU recommended (both versions). Both Versions support most types of Ram, C=REU, geoRAM, BBGRAM, RamLink, SCPU + Ramcard.

This new upgrade for GEOS fixes many bugs that are in the original GEOS kernal and a lot of new routines have been added and improved. A new TopDesk V4.1 which will use MP3's enhanced routines is available.

I had been Beta testing the software for some time now with various setups, testing at 1Mhz and 20 Mhz, HD/RL/FD/REU etc and it runs very well!

Now its ready lets explore it some more..

Installation both versions.
Boot your normal GEOS system, then you need to run the "Start-MP###" file, I would recommend that you copy it over to your Fastest Drive.

After some time (Depending on which drive you have used) the Packed file will be checked. You then follow the on screen prompts and select which drive the files are to be unpacked to (A to D). You will then be asked if you want a "New" mouse driver created, very useful if you

are using an SCPU. It then makes the disk you unpacked the Files to "bootable" and then returns you to the DESK-TOP.

You will be able to create a Boot disk on any drive (A to D), but NOT 64net or RAM1541. MP3 will detect the current RAM-expansion you are using and configure its self for use with it. If you wish you can change your Configuration by running the GEOS.RESET File and you will then be presented with a menu showing your various RAM options and different DACC partitions available to use.

The first impressions..
The first noticable change after installation will be the "Menus", if you move your pointer to the menus at the top of the DESKTOP or Application your using , you MegaPatch 3 Review will see that they will now invert as you move along the menu, so its much easier to see where your "Pointer" is. Click on the geos option and the box will be inverted where the pointer is as you move it down the menu. Your pointer will not go past the bottom of a "Pulled Down" menu now, something I found annoying before using MP3 or TopDesk, but if you don't like this option it can be turned OFF in the GEOS.Editor.


A Dave Elliott Production For Geos MP3
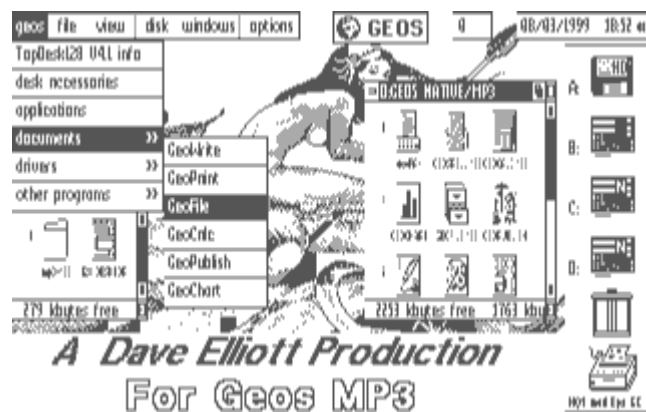
Another example, now if you click on the "DeskTop info" from the "geos" menu, the Info Box that appears is now in colour. All Information boxes and Dialogue Boxes in **ANY** programme are now in Colour.

New File-Selector.
I will use geoWRITE as an example, open geoWRITE and select OPEN from the DBox. And you are now presented with the New File-Selector. As you can see all the new Options available, change partitions with the Disk icon, File Information (Which you can turn off, if you like) change the Write Protect of a File, you can sort the current Directory, select the File by typing in the name or by Double Clicking it and now there's no 15 File limit, it is now 254 files.

All 4 Drive Icons will be shown if you have the Patches, so you could start a document from drive "D" while the Application is on drive "C" for example. This is a

very useful thing to have..
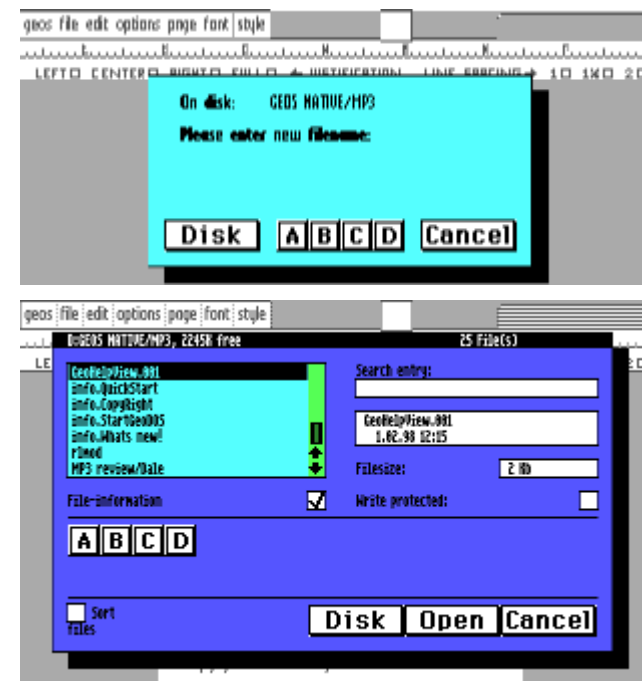
Screen Picture
I did the Screen Shots with MP3-128, It is activated by a C= and CTRL key (or with the new version of TopDesk click on the New "geos" icon). If you have installed the GEOS128.TaskMse Application you can click both mouse keys. This actually brings up the Switcher (The "Screen Picture" is one of the options available in the Task Switcher).

Now you have a Screen you wish to use, with say a menu rolled down, its just a matter of bringing up the Switcher and choose the Screen Picture option. You now have the choice of renaming the Shot or use its default using the Current Time, select which Drive you want it saved to A to D. Its as easy as that. Note.. RL/HD users, it only saves the Screen Shot to the Current Partition your using.

GEOS.Editor
This is the new Configure File where you can change a number of options. The first box is where you can configure your drives, add more or change one, ALL types are supported ie RAM1541/71/81/Native, RamLink/FD/HD every type of Partition and a DOS driver for FDxxxx and 1581 drives, allowing you read DOS disks.

Imagine a large Native Partition on your HD or Ramlink. And if you do try a setup thats not possible there are Information boxes that will warn you of this.
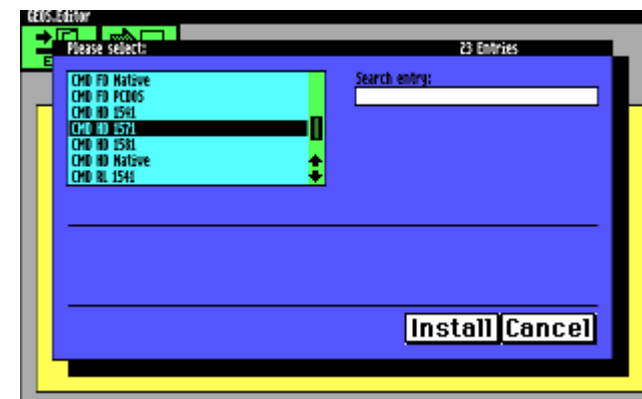
Other options can be changed like switching the SCPU optimizing on/off, switch to 1 Mhz, Toggle the various GEOS menu functions like the cursor speed, turn the coloured boxes on/off.

You can install the Printer Spooler, Choose a Screen Saver, Reserve a RAM Bank, to avoid conflicts, select the size of the Spooler memory and so on. A very well thought out and easy to use Application.
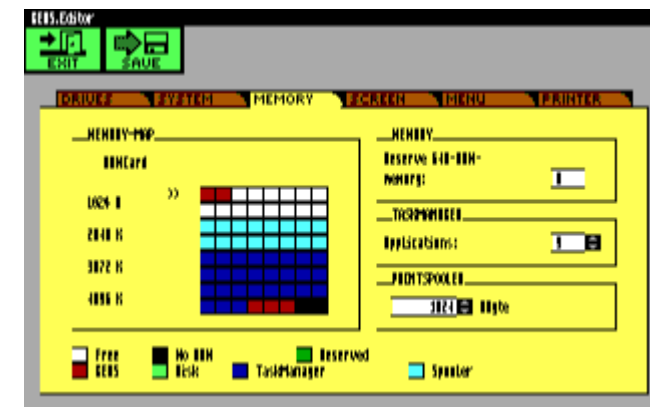
Task Switcher
You can have up to 9 applications (if you have enough RAM) Open and switch between them with a simple Key Press. If you have say geoPAINT, geoWRITE all ready opened in the Switcher, its just a matter of jumping from geoPAINT to the Switcher and choose geoWRITE all with a simple "C= CTRL" key or click both mouse keys. All VERY easy no more opening and closing, jumping partitions etc..... Update your projects First though.

PLEASE NOTE...
It is not possible to switch tasks when a Dialogue box is open..

You can install a new printer driver from within the Application your using, call up a DA from any Drive and it will be opened from the Current Application your in, and the Screen picture mentioned before.

Printer Spooler
This is very useful, obviously it can not be as good as the PC systems but it works very well. If you have the Spooler option turned on, upon selecting the file for printing from the file menu the normal DBox pops up, after clicking "ok" for printing an indicator appears up in the corner of the screen showing the percentage of Ram used while the doc is being "Dumped" into memory for printing later. A pre determined time can be set in the GEOS.Editor before the Spooler "jumps" in ready for real printing of the Doc or you can turn it off and start it from the Switcher. The Spooler also has an indicator that shows the percentage of memory used.

You can also change the Active printer from here as well before you print and have the choice of choosing how many copies you want to print, select pages odd/even and so on.

Technical Specifications.
* Optimized for faster running, even without a