

English.SCACOM

English issue 2

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March 2008

Interview with Christophe Kohler

Background picture

Baracudas Story

Commodore Award

C64 Color Enhancer

Best real C64 Games List

Disk-Cover for 5.25" Disks

Prologue

The first issue of English SCACOM had over 300 downloads. You can read feedback in this issue. Thanks to all people that downloaded the first issue and all that gave feedback on it!

The second issue is full of special stuff like the interview with nori, the maker of the new Amiga game "Super Pumkin Bros."

English.SCACOM issues are scheduled every 2 months. The next one will be released in March 2008!

I hope you like the magazine and you'll give feedback. Write an E-mail to stefan_egger2000@yahoo.de.

Thanks to...

- Christophe Kohler
- Baracuda
- Nigel Parker
- Michael Kronsteiner

Who can help?

Everybody! Please send your text to me with your computer story or pictures!

What articles are in the SCACOM-magazine?

There are Tutorials for beginner's right through to advanced users, experiences with Commodore computer, Interviews, Background pictures and other interesting stuff in it.

I hope you like my Homepage and the magazine! Have fun!

Imprint

The SCACOM-Aktuell is a free downloadable PDF magazine.

The English issues are scheduled every 2 months.

You can publish the magazine on your homepage only if there are no changes and there is a link to www.scacom.de.vu.

The author of each article has Copyright to their text published in the magazine. Don't use without asking the author!

The best way to help would be if you write something about Commodore.

Please send suggestions, corrections or complaints via E-mail.

Editorial staff in this issue:

- Stefan Egger
- Christophe Kohler
- Baracuda

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News

Commodore Meeting

This years meeting in Vienna will take place on Sunday, April 20, 4:00 pm - open end. Like every year it takes place in the "Wiener Freiheit". You can find it in Schönbrunner Straße 25 in 1050 Wien. There is no attendance fee requested.

<http://members.chello.at/wiener.freiheit/c=meeting.htm>

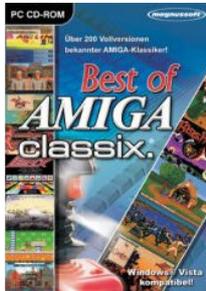
PSP-UAE 0.70

The Amiga Emualtor for PSP will get an Update soon. It will improve the Sound and the Speed.

www.pspuae.com/

Best of Amiga Classix

There is a new Amiga-emulation-CD available. It contains 200 Amiga Games and a easy-to-use menu for Game-selection.



Behr-Bonz VIC-20 Multicart

Behr-Bonz VIC-20 Multicart is now available. It contains 127 VC20 games. They can be started thru a menu. All games are NTCS compatible but you can run most of them on PAL machines too. A special PAL version will be available soon. It costs 30 Canadian dollars and will ship from Canada.



<http://jledger.proboards19.com/index.cgi?action=display&board=general&thread=1200215361&page=1>

C= Show in Holland

The pictures of our February C= Show in Holland (Maarsse) are online now. A lot of developer of new Hardware-projects (1541-IDE, 1541-III, 1541-Ultimate, DC2N) were there.

Next show is on April 19th.

<http://commodore-gg.hobby.nl/>

Jack Tramiel

More pictures and Videos of Jack Tramiel are here:

www.cnettv.com/9742-1_53-31867.html

www.commodore.ca/gallery/video/video.htm

www.dickestel.com/comm25a.nn.htm

<http://cbm.videocam.net.au/news.php?sid=705>



Jack, his Frau and Bill Herd

Classic Computing 2008

The next Classic Computing in Germany will take place on 27th and 28th September in Eurotec-Center in Moers.

<http://www.classic-computing.de/CC2008/index.html>

New C64 game

The new C64 game „Hyper Duel“ is available:

http://www.redesign.sk/tnd64/games/Hyper_Duel.zip

MMC Replay

The „MMC Replay“ is an enhanced Modul and contains a MMC64 und a Retro Replay.



There is a new Filebrowser and you can mount D64 images now:



Native C128 Software is supported too!



www.ami.ga

Update for MMC Replay

Here is the first Bios update for the MMC Replay. It's now the version 0.54. This update fixes some serious bugs with the first revision (v0.52).

Remember to make a recovery disk before flashing the BIOS!

PSPvice Updates

A new version of PSPvice is out now. New in version 1.2:

- Support huge ZIP archives.
- Support GameBase64 format (V05).
- Tool for recompressing GameBase and save lot of memory of PSP stick.
- Speed up zip parsing.

http://perso.numericable.fr/~cckck/C64_PSPVice.html

PSP UAE4ALL

A new Amiga Emulator for PSP (1.50 or Custom Firmware) is available. It's the first version and there are a lot of

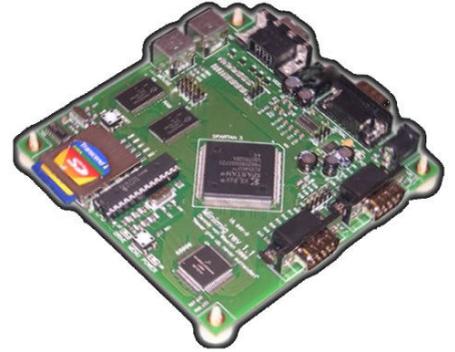
bugs and no virtual keyboard. It can be downloaded here: <http://ttyman.free.fr>

C64TPC – C64 to PC

It is a hardware/software combination to connect your PC (GNU/Linux, MacOS and Windows) with your C64. Than you can use PC's storage devices (HDD, CD/DVD, flash medias, etc.) on your C64.

www.saymantek.com/c64tpc-en.html

It costs 150€.



Apydia – neuer Level

In the in-built sound test menu from Apydia you can access the tune "Speed Of Light" but it was not used in the game! In Level 4 there is an Bonuslevel but because of an mistake in the code the player couldn't access it.

A WHDLoad-Patch is now available.



<http://www.qirv.net/blog/>

Minimig available

Minimig is a little board with an FPGA and an real 68000 CPU. It's an eimplantation of an OCS-Amiga.. You can add Joysticks, Amiga- und PS/2-Mices as well as an keyboard. You can connect it to an VGA monitor.

Interview with Nori Khiat

Nori Khiat

Hi! Tell me and the readers about you.

Hello my name's Nori KHIAT I live in France. I work in a pizza restaurant :)

For what systems have you developed?

Basically none. I am not a professional programmer. I just try to learn how to use old commodore machine to extract artistic small projects. The concept could lead to implement a non formal idea of the fact that the technical knowledge is the slave of the art purpose and not the opposite.

What programs/games have you developed?

Amiga 1200 : A game : "Super Pumpkin Bros" (still in progress)

Commodore 64 : Few graphical demos for the demo group CRYPT. Game : "Galago" (still in progress). Game : "Le Fantome Vert" (will be released at a demo party in February).

We want to talk about the Commodore Computers! What classic computers do you own today?

* Amiga 1200 + 2 Mb Fast Ram, old PAL color TV, external DF1 bought in 2007.

* Commodore 64 (old brown one), Datasette, 1541 (old brown one), old commodore colour monitor (old brown one) bought in 2004.

What is your favourite computer?

Commodore 64 ! Why ? Well If you ask me I would answer you what Montaigne has answered about his friendship between him and La Boetie.

What was your first Computer?

Old Apple Mac. It's still usable at my parents house.

What computers followed to your first?

When I moved from my parents home I bought a PC but never really used it outside basic use : Word Excel, Photoshop etc...

Tell me about your project Super Pumpkin Bros!

It's started when a friend of mine who is teacher in a Art School in France ("Les Arts Deco" in Strasbourg) saw my Commodore 64, he told me that he knew friends in the same art school than him who likes old computers (they actually work in a german game dev. Compagny). I fastly met them, they used to make demos and cracks for amiga group (Ackerlight etc...) and one of them Ralph Le Gall showed me old graphics samples of an old plateformer 'Super Pumpkin Bros'.



What is it about? What is the story for the game/what should the player do?

As far as I know the game was heavily inspired by an arcade game (Snow Bros). As Ralph was (and still is) very busy (game dev., stop motions films for french singers video clips) I was alone to carry on the game dev. I had to learn 680xx ML but it was fast and easy as I already knew basic Boole logic algebra and algorithms learned on C64. The idea behind the game is that you are 2 mexicans characters who work in a theater. The daughter of the director was kidnapped in this theater and you must rescue her. Beware dont let the hearts touch the ground ! ;)

How long have you worked on it?

Dont know exactly. I try to organize myself to free few time for coding but it's not as easy at it seems. But still, my friends in CRYPT have already noticed that I am slow...hehe, right but I'm not always in front of my computer. I just know I started to code Super Pumpkin right after I bought my Amiga. So calculate by yourself :)

You are working in the group called CRYPT. Tell me about the group, the members and other projects!

Actually I don't know them all as I am not involved in the

scene. Moreover I'm not a scener, it's an abstract concept I must admit. The members of CRYPT are all Germans except I and a Swedish friend TWR. The engine of the group is Christian, he is the one who insufflates motivation and organisation. The use of a demo ? No use at all. Pure underground art, nothing more, nothing less.

Why can you make games for Amiga? Where do you have learned to develop a game?

Nowhere I just googled for technical docs and also help of an old bookstore, the boss of this store is a strange guy, but he always manage to find books that I ask him. I like to work alone, even if I'm aware of being a slow brain ;)

As I said before, the technical feat does not interest me. If a game or a demo manage to bring me somewhere else when watching it, the author has succeed in creating a good entertainment also if he manages to give a well justified explanation he made a perfect piece of art.

Are there problems in Game-designing and making?

Floppies RW errors (Super Pumpkin Bros was developed on a real A1200).

My amiga mouse is a little bit rough to use.

The lacks of memory; 2 Mb Fast Ram is tight.

But Asmone is a very good surprise. Even the C64 cross dev. tools on PC are not so well designed.

What have you done and what have other people done?

Ralph Le Gall has found the main idea concept (Snow Bros). He did all the sprites animations, the title graphics. I did all the code, the backgrounds graphics and others minors things.

What is your favorite Amiga-game?

Ishar series.

What will come in future?

A game on Commodore 64. It's a pacman clone called "Le fantome vert" ("Green Phantom").

Galago on Commodore 64 (a space shooter)

Super Pumpkin Bros on Amiga.

Demos for CRYPT.

Do you have a homepage in internet? What the address and content?

Not yet. I sometimes I help friends to chose design/colours for their blog/site. No big deal.

What you will say to the readers?

In the movie from Stanley Kubrick : 2001 Space Odyssey the super computer HAL became crazy and tried to eliminate all the crew. I'm still wondering why and what have said or made the crew to push HAL to act like that.

Thanks for Talking to us.

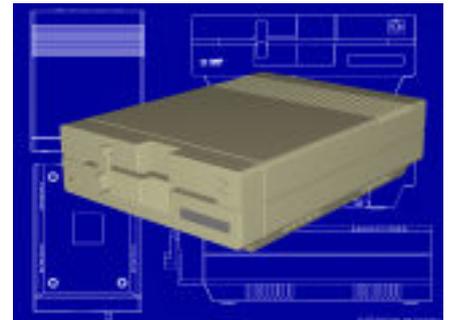
No problem!

Background pictures

Stefan Egger

I've created some special background pictures with a program called "MicroStation" from Bentley. It's software for rendering and often used by architects. I learned to use this program in school.

There are two Background picture included with this magazine. The first picture shows a 1541-II diskdrive and the second picture shows a Commodore Logo. They have a resolution of 1280x960 pixels in PNG format.



© 2007 Stefan Egger www.scacom.de

Please don't remove the Copyright in the right bottom of the picture.

There will be further background pictures in the next issue for sure!

Feedback on issue 1

Commie-Kid

Great stuff!

Excellent job on the background, BTW. It looks very nice, I love it! Of course, I have too much crap on my desktop to see it, but oh well. The only english-related problems I saw were minor grammatical and spelling errors.

But sure, I will help with that: I'm an excellent proofreader.

Comment:

Thank you! You'll receive a mail with the next issue. So you can proofread it!

Iain

I just downloaded it and read it there. Quite interesting, I especially liked the news section!

Wonder-Boy

200 Downloads for your first English issue must be pretty good compared to 500 for the German version which you have been doing for a longer time. I read it and I also found the news section the most interesting. I would like to see more original content.

Comment:

We are working on more interesting stuff. But we need more people to translate it...

Apache2k

Nice work, thanks, ill check it.

Tomz

Your first issue was a good read, I especially liked the fact that you included Amiga news with the C64 stuff, as many C64 owners also own the bigger Commodore machine

Joining forces with Commodore Free will only increase the overall popularity, and it can't hurt to increase the C64 content. Good luck with future issues

Comment:

Thanks for feedback!

I worked on an partnership with Commodore Free but he seems to have no interest in that.

Christophe Kohler

I finally found time to read your magazine two times. The layout is nice and the content is interesting. There are many things to read, so I skipped some articles.

My feedback:

1.)

This is a nice magazine but the name is strange. I do not know what is "SCACOM" (I know it is your internet site name) but this means nothing for a magazine. So Seeing "English.Scacom", it is not very sexy name. Moreover on first page, you write that S of SCACOM means "Stefans". This is quite narcissic.

So the first sensation is "He wrote that magazine for him, so no interest to read it, he did not write it for us". Try something simpler like "C64 magazine".

2.)

Second point is the format. Your magazine is a "PDF file inside a ZIP file that need to be downloaded from an internet site where you need to click on stuffs". Today the good magazines are simple web page that you can read with one click. So many people are lazy and will not open your magazine.

Anyway the magazine is nice. Here are my advices to improve it.

Comment:

It's a strange name but there is a story behind it. I made the first SCACOM magazine in German with content of my homepage

www.scacom.de.vu. So I named it "SCACOM-Aktuell".

My Website SCACOM uses totally free services. So I have no own webspyce and I have to upload it on other Websites. Also I cannot change all things. But we want a own website for SCACOM to make our service better!

C64 Color Enhancer for emulators

Christophe Kohler

The goal is to create a filter that enhances C64 games colors using the patterns in the picture. The C64 has 16 colors available. So graphics often used patterns to create intermediate colors.

The filter detects patterns for each color and associates a blending coefficient to the pixel for that color. Colors are then mixed. That gives a high number of possible colors. On examples I've noticed that the number of colors can be up to 900 (instead of 16).

Download

Download filter (in WinVice1.16):

<http://perso.numericable.fr/~ckckck/C64/filter/WinVice116FeatColorEnhancer.zip>

The "Color Enhancer" filter replaces the "Scalex2" filter. So to use the filter, select "Double size" and "Scalex2".

It is fast, on nearly all games, emulator runs at 100% speed
Look at the examples:

C64 Original

Best Real C64 Game List - Part 1

Christophe Kohler

Some time ago, I was thinking about what the C64 has brought in VideoGame History. There are lot of great games on C64, but which have been created specifically for the C64?

After some research (and help from the guys of lemon64, thanks), here is ...

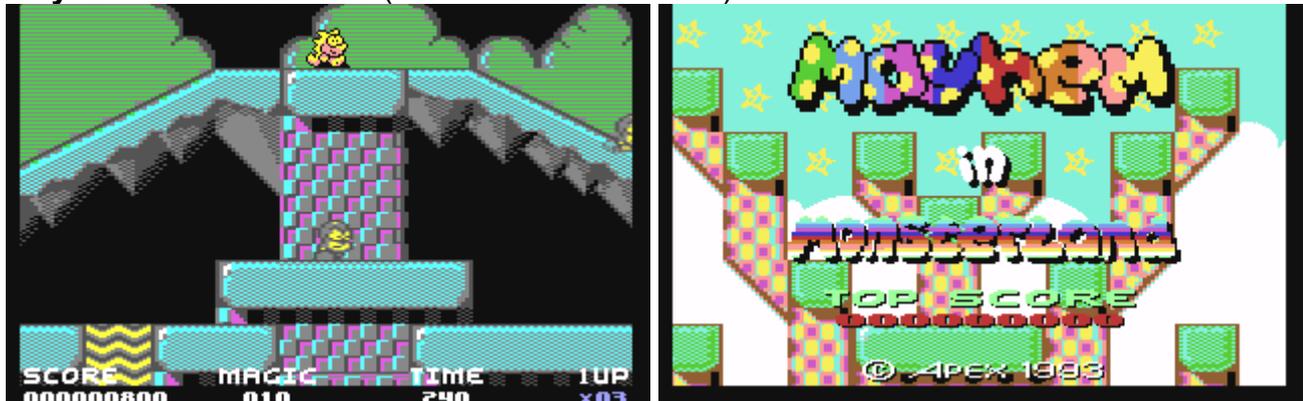
... THE BEST REAL C64 GAMES LIST. This is the first part of it.

In the next English.SCACOM issue there will be the first part of the best C64 Games that were ported from other Systems!

Maniac Mansion (1987 for C64, Apple II and PC. 1988 for Amiga and Atari ST. NES in 1990)



Mayhem in Monsterland (C64 EXCLUSIVE 1993)



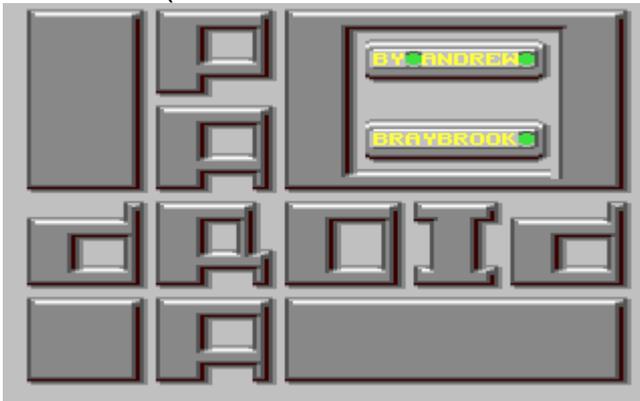
Microprose soccer (1988 Microprose. Ported on Spectrum, Amiga ,DOS in 1989)



Nebulus (1987 for C64 and Zx Spectrum, later for Acorn Archimedes, Amiga, Amstrad CPC, Atari 7800/ST, Game Boy and NES)



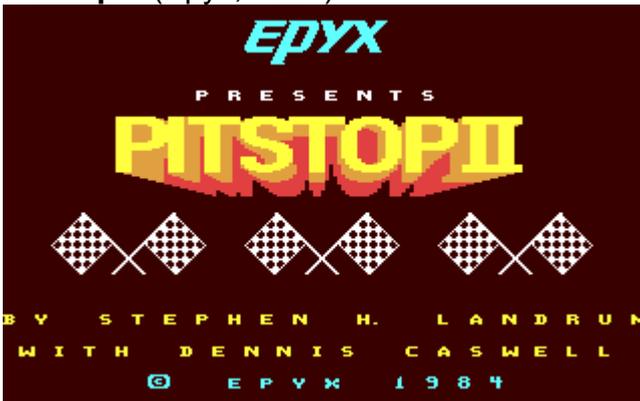
Paradroid (C64 EXCLUSIVE 1985 Hewson/GraftGold)



Pirates (Microprose. C64 and Apple II same year 1987)



PitStop II (Epyx, 1984)



Raid over Moscow (Access Software 1984 on C64. 1985 on Spectrum)



Sanxion (1986. Remixed on Spectrum in 1989)



Space Taxi (1984 on C64. CPC in 1987)



Summer Games (1984 C64, PC, Amiga, Apple II. 1989 for Atari ST, Zx Spectrum)



Turrican (1990 for C64, Atari ST, Amiga and ZX Spectrum. Others in 1991)



Ultima IV (1985 for C64 and Apple II, later for Atari 800 and ST, Amiga, PC, NES and Sega Master System)



Uridium (1986 on C64 (Hewson/GraftGold) and Zx Spectrum. Bad Atari ST port later)



Way Of The Exploding Fist (1985 for C64 and Zx Spectrum)



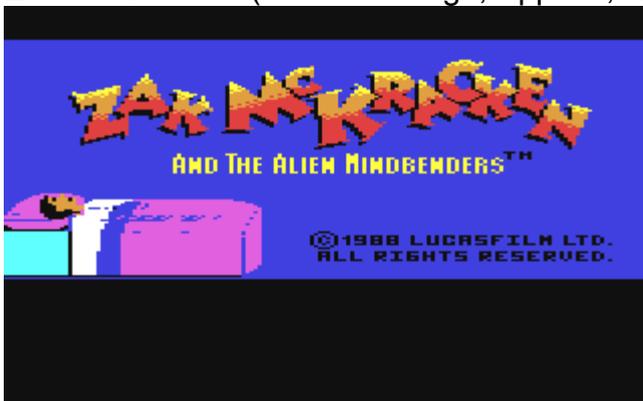
Winter Games (1985 C64 and Apple II)



Wizball (1987 for all platforms)



Zak McKracken (1988 for Amiga, Apple II, Atari ST, C64, DOS)



Did you know...

...that Dale Luck got married with Rosemarie

Stefan Egger



Disk-cover for 5.25" Disks



Logos and brands are properties of their individual owners

10 reasons . . .

... einen Amiga besitzen sollte:

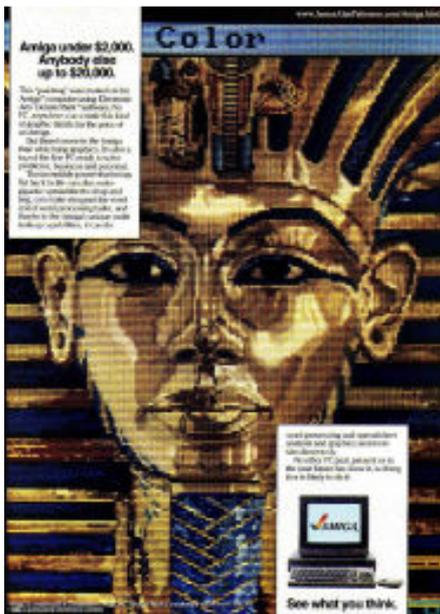
- 1.) Workbench ist besser als Windows: Leicht erweiterbar, Leistungsfähig und trotzdem werden wenig Ressourcen verbraucht!
- 2.) Fast unendlich viel Software und Spiele verfügbar!
- 3.) Auch nach 20 Jahren noch neue, interessante Soft- und Hardware zu kaufen.
- 4.) Gut zum erweitern und basteln
- 5.) Keine Lüfter und cooles Design
- 6.) universell einsetzbar (von Unterhaltung über Videonachbearbeitung bis hin zum Bürocomputer (sogar bei der NASA!).
- 7.) CDTV = Multimedia schon 1991!
- 8.) Immer der Zeit voraus!
- 9.) CD32 = Qirrlig bunter Echtzeit-Spielspass in schneller 32Bit-Vollendung (Werbespruch) - und das schon 1993
- 10.) Super Foren und User davon! Tolle Community!



... einen C64 besitzen sollte:

- 1.) GEOS
- 2.) Viel Software verfügbar
- 3.) Auch nach 20 Jahren noch neue Soft- und Hardware
- 4.) BASIC leicht für Anfänger zu verstehen und sofort losprogrammierbar
- 5.) Cool zum erweitern und basteln
- 6.) Man muss den Rechner nicht runterfahren, sondern kann ihn gleich ausschalten
- 7.) Sogar nach 20 Jahren laufen die Spiele noch ohne teure Zusatzhardware
- 8.) Man kann auch ohne Netzwerk/Internet mit mehreren zusammenspielen
- 9.) Der Computer fährt schnell hoch (einschalten und loslegen)
- 10.) Der C64 ist bei weitem stabiler als moderne PCs: den PC möchte man schon öfters gerne aus dem Fenster werfen!

Some final pictures



No other computer in past, present or near future has done it, is doing it or is likely to do it. No wonder, the Amiga 1000 is using the chips pictured to the right

Source (both pictures):

www.commodorebillboard.de

The wonderful Chips of the Amiga 1000. These three Chips can produce 4096 colorsn, Sound in Stereo, 3D Animation and because of them the Amiga 1000 is the first Computer that can speak any text!