

Interview with Nori Khiat

Background picture

CF-card usage on Amiga

Interview with Richard Bayliss

Interesting things

Best real C64 Games List

Disk-Cover for 5.25" Disks

LT#	DATE	DESCRIPTION	DATE	APPROVED
D	KEY TCE ECD	83 03 25	7/1/93	BY
E	PEV PER ECD	83 03 25		
F	PEV PER ECD	93		

1541 ULTIMATE



The '1541 Ultimate' is a storage solution and can be used as a cartridge in the C64/C128, or as a stand-alone unit for use with other Commodore models with a serial bus.

This piece of hardware implements a 'real' 1541 diskdrive for Commodore computers, and is capable of storing the floppy disks on a modern SD/MMC-card. It's fully compatible with a real drive.

Versions:
 Normal (99€ + shipping)
 PLUS (119€ + shipping)

Homepage:
www.1541ultimate.net

DESIGNED BY	DATE
KEY TCE ECD	7/1/93
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C-1541	

commodore	
SCHEMATIC DIAGRAM	
SINGLE FLOPPY CONTROLLER	
SIZE C	Model 1541
REV	F

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 Khat, the maker of the new Amiga game "Super Pumkin Bros."

Due to problems English.SCACOM issues are now scheduled every 3 months. The next one will be released in July 2008! So we hope to release four issues a year.

Please help us: write articles and give feedback. Write an E-mail to stefan_egger2000@yahoo.de.

Thanks to...
Christophe Kohler
Michael Surran
Nori Khat
Richard Bayliss
Rüdiger Engel

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 3 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:

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Michael Kronsteiner

Contact:

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www.scacom.de.vu

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Picture of the month

These two little cats are sleeping on the Amiga 500 (with A530 expansion) of Rüdiger Engel! They love that place!

Thanks to Rüdiger Engel! He hosts the homepage of the group IMAGE (www.image-pages.de) with an A4000 and OS3.9 (OS4.0 comes in near future)!



Joke of the month
What does „Commodore„ stand for?

Come On Make My Ordi-
nary Day Once Really Ex-
citing!

Number of the month

An estimate from a German TV show says that there are about 20.000 C64 in the whole world today.

(„Galileo“, PRO7)

Quote of the month

„Business is war – I always want to bring the best technology at the lowest Price!“

(Jack Tramiel, founder of Commodore)

Stupid idiots of the month

The next three links confirm that there are a lot of stupid idiots. It's sad that the good old hardware is now broken...

Here are the links:

<http://www.youtube.com/watch?v=uwGGQKK7p94&feature=related>

<http://www.youtube.com/watch?v=Zqma-bRlaXc&NR=1>

<http://www.youtube.com/watch?v=rU3WrR4Fd0&feature=related>

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>

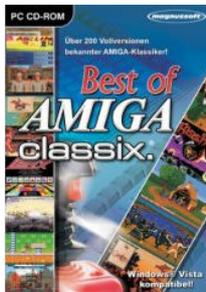
PSP-UAE 0.71

The Amiga Emualtor for PSP will get an Update soon. It will improve the Sound and the Speed. In the future there will be AGA support too.

www.pspuae.com/

Best of Amiga Classix

There is a new Amiga-emulation-CD available. It contains 200 Amiga Games and an 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 startet using 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 Netherlands

The pictures of our February C= Show in Netherlands (Maarsse) are online now. Lots of developers 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:

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 wife and Bil 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>

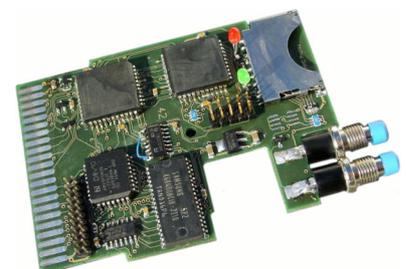
New C64 game

A new C64 game called „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.jschoenfeld.de

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. So you can use PC's storage devices (HDD, CD/DVD, flash media, etc.) on your C64.

www.saymantek.com/c64tpc_en.html

Apydia – new 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.girv.net/blog/>

Minimig available

Minimig is a little board with an FPGA and a real 68000 CPU. It's a reimplementation of an OCS-Amiga. You can add Joysticks, Amiga- und PS/2-Mices as well as a keyboard. You can connect it to an VGA monitor. It costs 150€.



The Commodore 64 Book

Hiive Books has released "The Commodore 64 Book 1982-199x" with over 200 game reviews, with trivia on the games and the people that made them, full colour screenshots and cover scans

<http://c64goldenyears.com/>

C64 Emulator for Wii

Now you can download a C64 Emulator for the Wii's Virtual Console. Commodore Gaming is working with Nintendo Europe to get some C64 classic games to the game console.

www.commodoregaming.com/wii/

C64DTV

There are very few new C64 DTV available. The production of the C64DTV unit ended. So get your C64DTV while it is available.

www.c64dtv.co.uk

C64 DTV Demo

A new demo for the C64-Joystick was released by TRSI with the name "2008 - a DTV Odyssey".

<http://noname.c64.org/csdb/release/?id=62935>

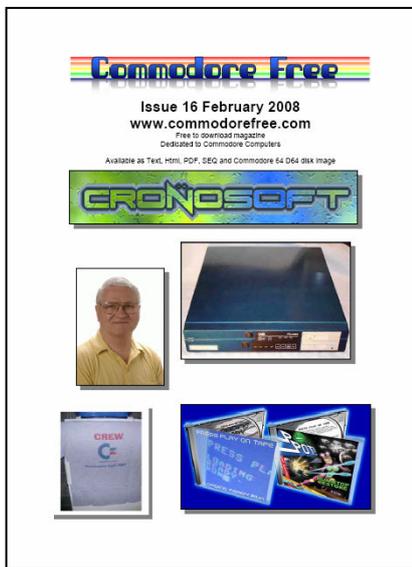
SEUCK News

The "Shoot 'Em Up Construction Kit" was hacked and now it's possible to scroll from left to right. A version that will scroll from right to left will follow in future

www.seuckvault.co.uk

Commodore Free #16

The new English magazine Commodore Free is available for Download.



www.commodorefree.com

DirMaster v2.0

With DirMaster v2.0 you can convert C64-Files on a PC. It supports .d64, .d71, .d81, .d80, .d82, .d2m, .dhd, .dnp, .dfi, .g64, .t64, .prg, .p00, .seq, .s00, .usr, .u00, .rel, .r00, .arc, .sda, .lnx, .ark, .cvt, .sfx, .wr3 and zip/4.

<http://style64.org>

CD32: Flop?

The German magazine „Stern“ shows the CD32 on their Website. It's one of the worst consoles ever.

www.stern.de/

neoRAM

The GeoRAM clone is available as self-assembly kit with 512 KBytes or 2 Mbytes of RAM. It costs 16 or 25 Euro. You can also buy the board for Euro 6,60.

www.x1541.de

1541 Ultimate

The 1541 replacement is in production. There are two versions available: You can get the normal one (99 Euro) or the enhanced PLUS version (119 Euro). The PLUS version supports REU-Support and has more RAM.

www.1541ultimate.net

HVSC Update 48

After the Update of the "High Voltage SID Collection" there are 35,030 SID files available. 918 SIDs are totally new and 42 are improved.

www.hvsc.c64.org

SCACOM News

The new websites www.scacom-online.de.vu, www.scacom-aktuell.de.vu, www.english-scacom.de.vu are accessible now. We hope you like the new Homepages. Write your opinion in the guestbook! www.scacom.de.vu will be available furthermore



Retro Calendar

There is a new Retro-calendar available. Pictures of nice women with C64, Plus/4, A500, A600HD and others are included.



www.style-kurve.de/shop

AmiKit for Linux

AmiKit is a freeware compilation of more than 300 pre-installed Amiga programs. So you can experience AmigaOS environment under Windows. Now it is also available for Linux-users. It uses the emulator E-UAE.

<http://amikit.amiga.sk/>

Individual Computers

www.ami.ga is down due to technical problems. Jens Schoenfeld said that you can access the homepage if you are using that link:

www.jschoenfeld.de

1541-III

A new Firmware Update is available.

<http://jderogee.tripod.com/project1541.htm>

www.scacom.de.vu
EINE GUTE IDEE NACH DER ANDEREN.

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. Two games: "Galago" (still in progress). And "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?

An old Apple Mac. It's still usable at my parent's 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 quickly 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 platformer '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 manages to find the books I ask him for. 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 succeeded 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 background graphics and others minors things.

What is your favorite Amiga-game?

The Ishaar series.

What will come in future?

A game on the 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.

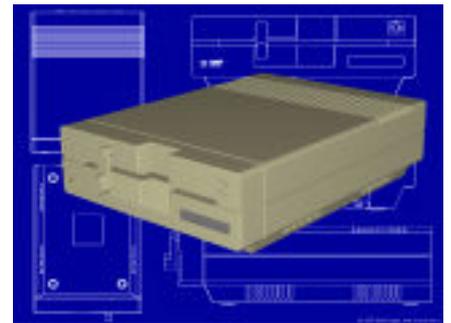
No problem!

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!

Tutorial: CF-card usage on Amiga

Stefan Egger / Translated by Michael Kronsteiner

Setup a CF-Card reader on Amigas with PCMCIA port (A600 or A1200):

Prerequisites:

Amiga A600 or A1200 (hard-drive is an advantage), PCMCIA-CF-Adapter that supports 16 Bit (NOT 32 Bit only and no PC-Card!), a windows-formatted CF-Card, and a CF-Card slot in your local PC.

The PCMCIA-Port is on the left side of your Amiga:



Of course you need Amiga-drivers., you can find them by searching www.aminet.net for "cfd" and "fat95" and Download them.

Unpack the downloaded LHA archives

You can unpack LHA files with the Windows program called „lzarc“. After installing lzarc you unpack both LHA archives by clicking on the RIGHT mouse-button.

Copy them to a preformatted DD disk, which can be done using the following commandline in DOS-Shell:

```
FORMAT A: /T:80 /N:9 /X
/V:Amiga /FS:FAT
```

It's also possible to format HD-disks to DD, but with some floppy drives you have to close the "HD detection hole" with something light cannot penetrate.

The Amiga needs Workbench (abbreviated to WB) 2.05 or higher installed because of PC-drivers! You have to activate the DosDriver by entering the line "mount pc0:" in your CLI/Shell. Now it's possible to access our DOS-Disk on Amiga

Copy the driver for PC-disks from the folder storage/dosdrivers to devs/dosdrivers, which can only be seen by selecting "All Files". Restart the Amiga afterwards. Once WB has booted, insert the PC disk in your drive.

Now copy the files from the PC-disk in the same folder on your HDD or the WB-floppy (which should be a "light" version to have more spare space).

Its very important that you rename the files correct, because DOS can only handle a very limited filename. CF0 of "cfd" needs to go to "devs/dosdriver" then everything should be fine.

To handle ADFs (Amiga Disk Files) on the Amiga we rec-

ommend the program "tsgui". You can find it on aminet too.

Functions of TSGui:

To make a disk from an ADF file select your disk drive (eg. DF0:), check "format", use the question mark to select the ADF-File and click "File -> Disk".

To create an ADF-File select the floppy drive on the top left (eg. DF0:) where the disk is inserted you want to make the image of. Of course you should NOT check the "format" option this time. Then select CF0: via the question mark and enter the filename for the image, keeping the ending ".adf" in mind.

So you can transfer your Amiga-Disks to your PC and use it in emulators such as "WinUAE".



PCMCIA-CF-Adapter and CF-card

Interview with Richard Bayliss

Richard Bayliss

Hi Richard Bayliss! Tell me and the readers about you.

I am 29 years old. I come from England, UK. My occupation is warehouse assistant and order packer for a pharmaceutical distribution company.

For what systems have you developed?

Only Commodore C64 because it was one of my all time favourite machine. I did used to own a Commodore Vic 20, but that did not last long when I had my Commodore C64. Actually I have five Commodore C64s all together, because at times, those broke. The one I have today was auctioned on ebay about two years ago. I found out that I love the Commodore C64.

I made a few PC games, using various programs like Klik and Play, Games Factory, Multimedia Fusion, Dark-BASIC and also Blitz BASIC.

What demos and games have you developed?

Blimey. That would be too much to add here, so I'll miss all the SEUCK and very old BASIC games I wrote between 1995 and 1999. I made hundreds of programs for the Commodore C64, but I'll only list the M/C coded stuff I remember. Those are:

Commodore C64:

Games:

Abducted (Game done for Mini Game Compo 2004 or 2005 I think)

Arrow Busters (Based on the Dance Mat games)

Balloonacy, Balloonacy 2, Camels in Space, Cetimix (Was my first ever M/C game), Cowpat Frisbee, Defuzion, Defuzion 2, Defuzion 3, D-Fuse, Drop Down, Egg Catcher, Freespace 2075, Froggy Goes Splatt, For Speed We Need Gravity, Gravity 2, Gravity 3, Grid Zone, Grid Zone 2 (Grid Zone Remix), Heavy Metal Solid Preview, Heavy Metal Deluxe, Mega Poing, Missile Busters, Missile Busters 2, Moon Madness, Ouch!, Ouch! 2, Poing, Power Surge, Primal Weapon (BASIC with enhanced M/C), Racked Off, Star Blazers, Stealth Four, Target-X, Target-X 2, Wash Out and many others which I did not mention on this list.

Demos (Yet again too many to mention).

Fear Demopart, 2003 (New Year Demo), All the DMC Albums (1-8), MSX Front 64 1+ 2 (Third one was planned but never got round it), Co-Op demo TND + Crypt, Forever Ditherer demo (Charset animation type of plasma), Insane World (My first ever dentro), Buenzli 2007 Demo (Co-op with Crypt) and a lot more.

When and why have you founded the group „The New Dimension“?

The New Dimension was originally founded in 2001. I thought this name would have suited more for my releases than older software labels of my own like "The Rich Squad", "MDES Projects" (Maniac Designs Entertainment Software), "Mirage Designs", "Time 2000", "Flyte 517" as they did not sound right for a software label for my work/web site.

How many members has your group today?

The New Dimension is not classed as a group. It is just a freeware software label. There are only two people in this software label. Myself and a friend.

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

Just a Commodore C64C

What is your favourite computer?

Take a guess ;o). The Commodore C64 :o)

What was your first Computer?

I've got a C64 in 1984. I had a datasette only...

My first Computer was a Commodore Vic 20 with a datasette only. Loading times were quick and I used to love

the computer when I was a child. If I remember correctly I was about 7 or 8 years old at the time. I could remember the great times playing some real classic games, like Vic Avenger (Space Invaders), Mars Mission (Real classic game by Bubble Bus), Duck Shoot, etc. The games look very simple, but are actually good fun to play.

What computers followed to your first?

Just a Commodore C64.

Did you have a great or funny experience with Commodore Computers?

Hmm. Great experience? Well, the best thing was when I found out that I could actually make something useful with the C64. It is miles much better compared to gaming consoles. I could do things like draw pictures, compose music and program on this good machine. Another good standard about the Commodore 64 was the good range of quality budget titles I could have bought from the shop. Stuff on Mastertronic, The Hit Squad, Codemasters and the Zeppelin games label.

Another great experience of course (and probably the most important of them all) was gaining loads of friends with the same interest. Even today I have loads of good friends. People who like to work hard to do graphics or something like this for my game projects, although they don't have to if they don't want to. I don't like to see

people put under pressure over something which they love doing (C64). Another great experience about the C64 is that people are still using this good old machine today - basically, the C64 demo scene. A large group of people whose work is well admired to watch, play or listen.

As for funny experience. Well, I don't know if you meant worst experience. But there was a funny experience which I had done, that was for a laugh. My brother was making a SEUCK game called "Road Hogs" in 1992, while I was doing my school homework. After my homework was finished he asked me to take a look at his game. I found the game fun, but I also said to him that I shall record the game on to a blank tape for him. So after my brother disappeared downstairs, I set up a prank, by creating a new enemy that shot 4 spaceships diagonally, and placed those on different parts of the road. Then saved the game on to tape. When my brother loaded the game, to play it, he was very annoyed that those space ships appeared from nowhere and the game should have been a car racing shoot 'em up game.

Another funny experience was to fool someone that the C64 game would not load, when certain loaders like the Novaload A1000SA loader crashing if the restore button was pressed. What a cruel prank that was for my brother.

If I remember right He used to do the same thing to annoy me as well. Actually, I don't blame him though. He wanted to play certain games.

The worst experience with my first C64 was when it got broken. The symptoms the machine had was complete messed up screen. Then after repairs, the C64 died with no tape deck working and no sound either. So I had a new C64 in 1993, which lasted over 5 to 6 years, until one of my relatives (she was only a child) was so hyperactive and bashed hard on my C64 keyboard that I could not operate certain keys. I bought my third one from Commodore Scene, which sadly had a dodgy SID chip (No filters), but I didn't care at the time. The last one was won on Ebay two years ago and is still working today.

What will come in future?

The future? Well, hopefully it should be another good and active future for me to continue working on some new projects for the C64. I may have a new co-op game production with one or two of my friends. A finished version of my 4K game "The Sorcerer" but with more levels and the player to have the ability to take some action. I also have Sub Hunter which WILL be finished this year. When the game will be released during this year is anybody's guess. Actually the game is finished, it is just the ironing out certain game glitches and making the odd improvements to the levels. So it should be too long.

I'll also be enhancing a friend's new SEUCK game, with a new title screen with music and maybe for the first time ever, write a full space horizontal scrolling shoot 'em up game to show people that I can do MORE than just the same old static screen collect and avoid type of game.

On the demos front. Maybe a ninth and tenth DMC Album and maybe some other demos. I may even do a co-op demo with my good friends in Crypt, providing that I am not being put under pressure to reach deadlines (Look what happened with Sub Hunter. I can never cope under pressure, as it is not enjoyable and stressful).

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

I do have a homepage on the internet. The web address is as follows:

<http://www.redesign.sk/tnd64>

The web site consists of the following content:

- Updated regularly
- Game project diaries (Only Sub Hunter at the moment)
- TND Classics (Old SEUCK+ BASIC stuff I wrote - all with music)
- Loads of C64 games I wrote past and present
- Loads of C64 demos I wrote past and present
- Load of C64 music I composed
- Various C64 utilities I developed on the good

machine

- Friends and Contributors section - basically downloadable games added to my site (with permission) to support the authors
- A light hearted crap section
- Assembly coding tutorial – learning the fun way (Assemble IT)
- Music Scene - Learning to compose music in Graffiti's Demo Music Creator V4 and V5

What do you want to say to our readers?

If any of you have played any of my games or downloaded any of my stuff from The New Dimension. I would like to say a big thank you to you all. I hope to continue supporting this great machine for a while longer. The C64 is my passion. :o)

In the future I will work more on the quality side of releases, than just quantity

Thanks for Talking to us.

No problem! It has been a pleasure to help answer your questions in your magazine. I aim to continue support of this good old 8-bit machine!

Interesting things

Stefan Egger

The A500 got a special metal plate on the occasion of the "European Computer of the Year" Award. Further informations and the year and at what time this award was won is not known.



Here is a picture of a digital clock named "Melody Quartz" Commodore made (probably in the years of 1970).

It's not known why there is a Grading System permanently on the screen. Also there are no clocks with similar functions. The fact that probably with the upper right button the music-feature can start is interesting!



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Best Real C64 Game List - Part 2

Christophe Kohler

Some time ago, I was thinking about what the C64 has brought in VideoGame History. There are lots 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 second part of it (part one was in issue 1).

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)



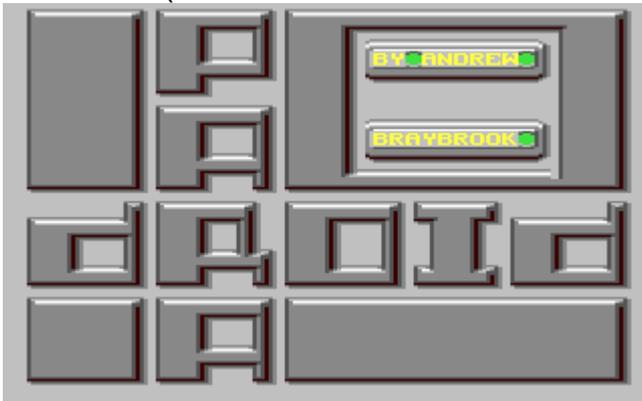
Microprose soccer (1988 Microprose. Ported on Spectrum, Amiga ,DOS in 1989)



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



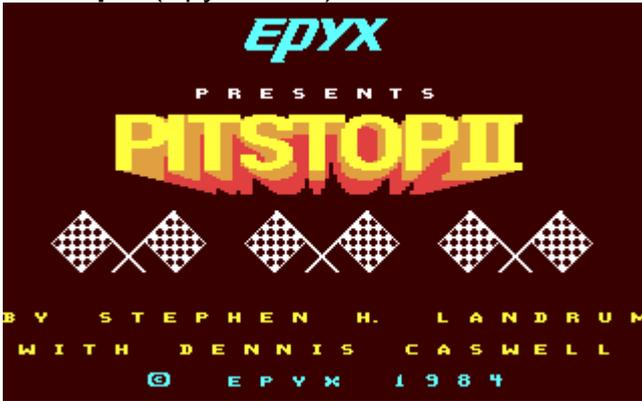
Paradroid (C64 EXCLUSIVE 1985 Hewson/GraftGold)



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



PitStop II (Epyx, 1984)



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



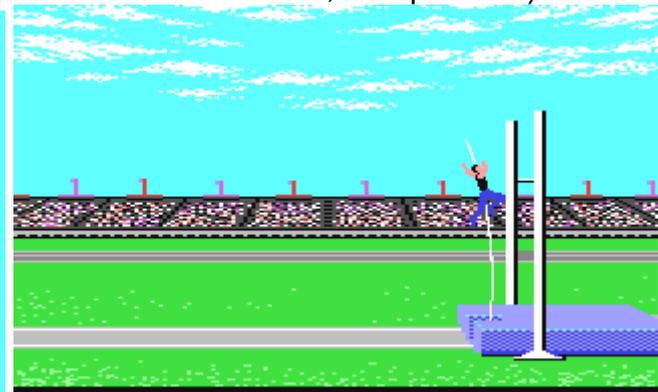
Sanxion (1986. Remixed on Spectrum in 1989)



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)



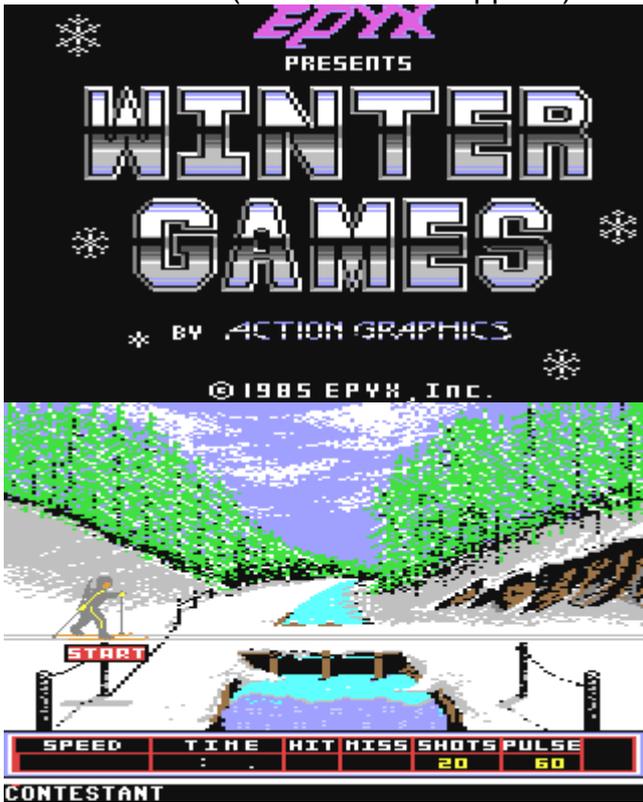
Uridium (1986 on C64 (Hewson/GraftGold) and Zx Spectrum. Bad Atari ST port later)



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



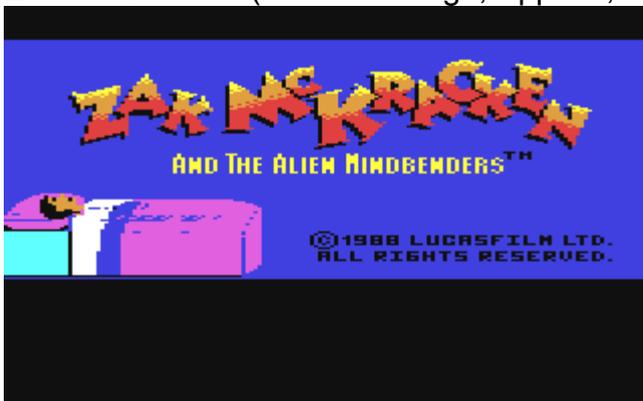
Winter Games (1985 C64 and Apple II)



Wizball (1987 for all platforms)



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



Pictures of the past

Michael Surran



About me:
 I am head of the computer science department of the Greater Houlton Christian Academy. I teach computer lessons, and I am also responsible for the technical things of the classrooms and the network etc.. I love my job – I work with technologies and children. But sometimes I need a holi-days!

My wife and I live in the state of Maine, which we also love. I

This picture was taken back in the early 80s. I was in junior high, and this was my first computer! This was back when computers were just starting to show up in homes, and even then, only "geeks" had them. I've been a "geek" for over 20 years! Here's the proof!

This is me back in 1983 with my VC20!

This was the computer, my first computer that forever changed my life and set me on the path I'm on today. I think I was in 7th grade in this

photo. After the VIC-20 followed the C=64, then my favorite, the C=128. When I went into the Navy I had to sell off my computers, but after my training I got an Amiga 500. However, I still have fond memories of those early days of sitting down with a Commodore magazine and typing in a program for hours to play a game or do something cool. There was something magical about those days, so I was thrilled when I found this old photo of those great days!

am rather in the silent forests than in the noisy city.



Pictures and Text:
 (cc) Michael Surran

Pictures of the past



This image is from a Commodore advertisement

Here you can see very well the development of the computer: This poor quality picture has 34.81 KBytes (35,641 bytes). The VC20 computer that is pictured on the image has 5 Kbytes of memory (3584 Bytes usable under BASIC)

Did you know...



Jack Tramiel - born in Poland in September 1928 (Lodz) - was founder of Commodore.

Before he founded Commodore he repaired typewriters in the army.

But in these hard times - in addition to the already mentioned profession he also drove a cab at night - he had little time for his family, and especially for his three sons.

Sam was born 1950, Leonard was born 1955/56 and Garry was born 1995/60.

Leonard Tramiel recalls: "I started to work at Commodore when I was 8 years old. I worked mainly in Warehouses, where I cleaned the floor. I also transported packages. I worked my way up."

So Jack Tramiel was also in touch with his sons - mostly in work.

Jack Tramiel recalls: "To make it understandable to him, I took him to work on my travels and business negotiations during his summer holidays. I was of course, often in Berlin, and he escorted me. I knew that I should have more spare-time for my children but the only way to reach this goal was during business-travels. This time was great for the whole family!"

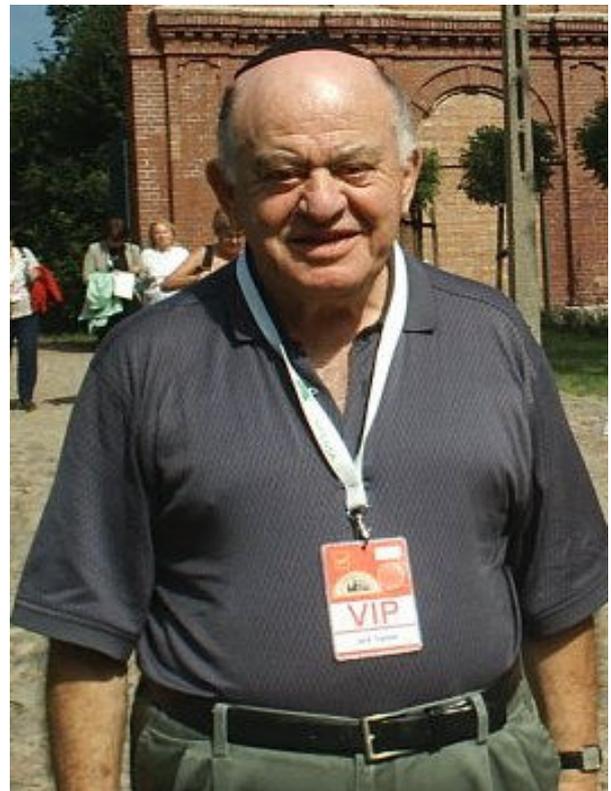
Jack Tramiel now lives in Monte Sereno, California, with his wife Helen he married

1947. He should have two Rolls Royces and several residences (according to information from 1998).

Next year Jack Tramiel will be already 80 years old...



Gerry, Sam, Jack and Leonard Tramiel



Jack Tramiel in the past.... ... and in the year 2004

Computer-stories

Carsten Hühne



In real life I am named Carsten Huehne, but in all the forums im known as "Siduus" (or short only "Sid" in Forum-64 for example).

1985 - I was just 13 years old, when i saw the ad in the newspaper:

"Commodore Computer learning course" which was a C16 with datasette, books and a BASIC-course. The package price was a hefty 150 German Mark even at the discounter "ALDI" (comparable to walmart)

WHEEE!!!

So I asked my parents to get me one, 150 Mark was a lot of money for a teenager in

that time. Seems i was quite convincing and enduring, because finally my parents agreed. I immediately rang up a friend, who had the same luck on his parents - at nearly exactly the same time! So we both walked to the next ALDI... and we both have been disappointed - sold out.

But big cities (Berlin) have an advantage: we simply took the

bus and off we go to the next ALDI, which happened to be the main office in Berlin. And just in time a new delivery came in - a whole truck filled with the precious goods.

So we dashed in, money went over the counter and we were off towards home, with a big grin and a box in our hands. I will never forget this feeling, a mixture of pride, a thrill of anticipation, and whatever else...

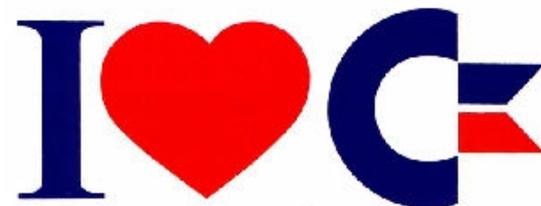
My first, from the own pocket-money bought computer game was "Zap-Em" made by Tynesoft, on Cassette for about 10 Mark from "Karstadt" for the C-16, which has been followed by some "Mastertronic"-titles which were, at 9.95

Mark, reasonable priced for me.

Im not quite sure anymore - it was 1986 or 1987, when the C-16 had to make room for a C-64 - also bought at ALDI! A schoolmate copied me a whole Music Cassette full with games - i couldnt afford a floppy disk drive with my limited finances at that time.

Like the 64 replaced the C-16, a few years later (1990) an Amiga 500 "obsoleted" my C-64. This Amiga is the only one of these early machines i had. Nowadays my collection has been restocked of course, from VC-20 over '64 and '128, the C-264s up to various Amiga models everything can be found here now.

My heart and soul belong to Commodore! :)



Feedback on issue 1

Commie-Kid

Great stuff!

Excellent job on the background picture, 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 cant hurt to increase the C64 content. Good luck with future issues

Comment:

Thanks for feedback!

I worked on a 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 you 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 needs 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. I had no own webspace and so I had to upload it on other Websites.

Now we use free webspace and have new homepages. We hope you like them.

SCACOM Homepages

SCACOM has new Homepages:

www.scacom.de.vu is unchanged the mainpage of SCACOM

www.scacom-online.de.vu There you can see all SCACOM-sites for better overview

www.scacom-aktuell.de.vu is the page of our German magazine

www.english-scacom.de.vu is the new page of English.SCACOM

At the English.SCACOM page there are a lot of informations about our magazine and the editorial stuff as ewll as Links&Partners. You can also download all issues from that page.

Now it's also possible to get the SCACOM magazines in JPG format because a lot of people had problems with PDFs. So you can view SCACOM everywhere and on all systems with Internet Browser. There is also an interactive Table of Contents. So you can select an article and jump to it directly. You can also browse through all pages.

Support us!

You have a project, a game or a program? You want to share it with the community? Then contact us! We include each C64/Amiga program on SCACOM-disk.

There are two ways to bring your texts in SCACOM:

- 1) Send us an article; it will be included in the next issue from English.SCACOM (all sent texts will be used)!
- 2) You want to write more articles or want us constantly help out? Then join the editorial stuff. Only then scacom can further exist!
- 3) Be proofreader for us and get every issue before release!

We are looking for...

- People who write texts
- Interesting photos and news!
- People who can help us with C64 or Amiga disks

And:

- Translators from German into English and vice versa!

Banner exchange - a different kind of help!

Include our banner or logo on your homepage. After doing so, contact us and we'll include a link or banner to your homepage! Further information on www.english-scacom.de.vu at "links and partners"

PLEASE SUPPORT US!

Word search

In the puzzle there are 14 words on the topic of "Commodore" hidden

G W H C U B D N A H N D O Q Z
P O W E R L E D L S L B F Q X
Y X C X L H R Z R A C E D I S
D Q C A R T R I D G E R O V Q
Y H E N G L I S H S C A C O M
C B W I D N W S V C P O B P A
O R V V X I P N A A W R B R M
M U S E J I L W A C B H Q W I
M C T C H S O W H O Z V B F G
O J I C D G Q L F M Q Q K A A
D D A T A S E T T E J U V P W
O T U P O B R O T K A S T E N
R J P I T T F L O P P Y B J P
E T X F L I E T Z T E N C D K
K L Y N G N G V X I T T G G P

Amiga	Englishscacom
Brotkasten	Floppy
Cartridge	Handbuch
Cevi	Netzteil
Chips	PowerLED
Commodore	SCACOM
Datasette	Sidecar

Note: „Handbuch“=Manual, “Netzteil“=Power Supply, “Brotkasten“=breadbox

Left there are all words that are hidden in the letter soup above.

The words can be hidden in directions, (vertically, horizontally and diagonally, and in two possible reading directions). It is recommended print this page!

In the next issue there is the solution of the puzzle!

Disk-cover for 5.25" Disks



Logos and brands are properties of their individual owners

10 reasons . . .

... to own a Amiga:

- 1.) Workbench is better than Windows - easily expandable, powerful and still using only a few resources!
- 2.) A never-ending lot of software and games
- 3.) After 20 years still new soft- and hardware
- 4.) Cool for expanding and modding
- 5.) Fanless and good design
- 6.) versatile - even NASA used it
- 7.) CDTV = Multimedia since 1991!
- 8.) Ahead of its time
- 9.) CD32 = exciting colourful gaming fun in fast 32 Bit-perfection (from German Commodore Advertising)
- 10.) nice forums and community

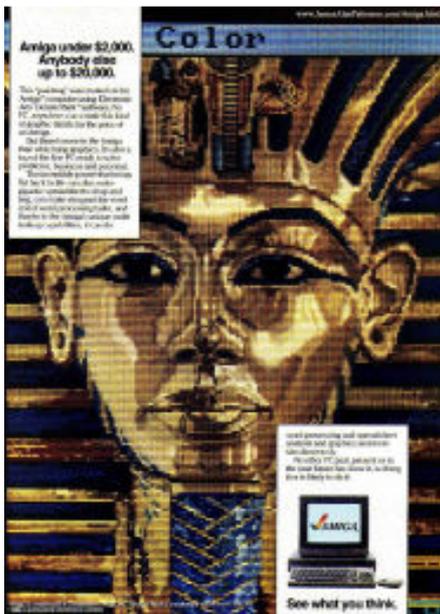


... to own a Commodore 64:

- 1.) GEOS
- 2.) A lot of Software available
- 3.) After 20 years still new soft- and hardware
- 4.) BASIC easily understandable for newbies and readily programmable
- 5.) Cool for expanding and modding
- 6.) No shutdown needed, just shut it off
- 7.) Even after 20 years all games are playable without extra hardware or emulators
- 8.) Multiplayer without network – just plug in two joysticks and have fun!
- 9.) Fast booting (turn it on and get going)
- 10.) Stability of Commodore 64 is supreme to modern PCs



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!