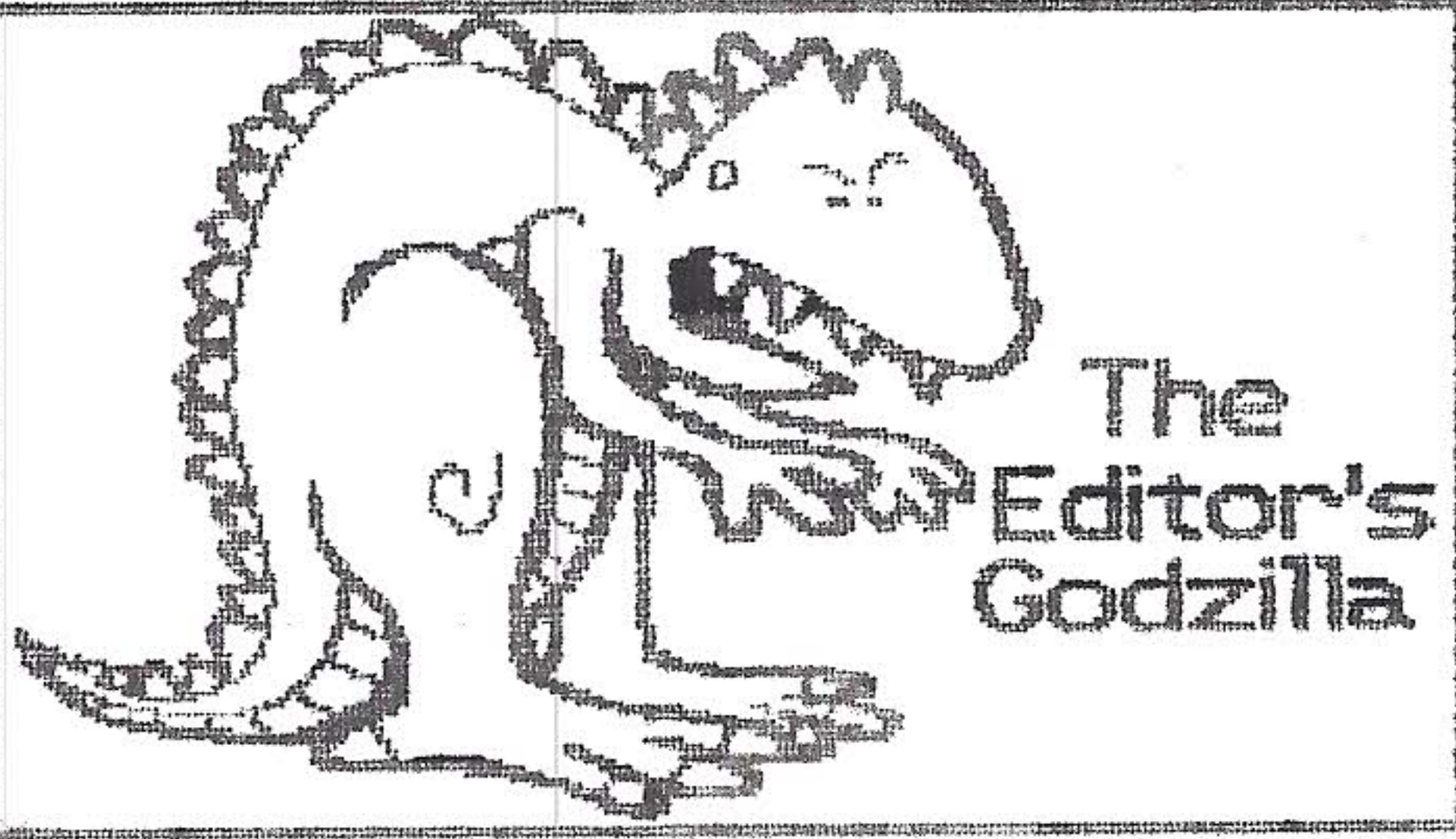


FCUG

"Taking Commodore Computing Into The Twenty First Century And Beyond ..."

Jan./Feb. 2011



-by Lenard R. Roach

I'm gonna get on my high horse again and bellyache about the same stink that I have spoken about in the past; that would be the apparent setting of the sun on the Commodore computer enthusiasts groups and the horizon itself setting on the post Commodore world.

As PCs and Macs take to the ring and battle for the alpha male best of title, Commodore has to leave the arena and begin to take its place next to the T199/4A and other bygone systems as a computer that has served the world well during the development stages of computer infancy, but like most veterans, Commodore no longer gets the recognition for its service rendered and is tossed aside just for being too old. All the jockeying around with new developments like the Wheels operating system and the Super CPU accelerator is just not enough to spring interest of younger users to take up even the remotest of curiosity as to what this machine

is capable of. All the waving of flags and pom-pom shaking is just not enough to draw the attention of folk to take a look at what Commodore is doing now. If it doesn't have fifteen buttons on the controller and spectacular graphics nobody gives a poodoo one about it; only real users who have grown up in this multi-format platform can appreciate the fact that pictures and control is not enough but all aspects of the game must be observed; game play, story line, lines of logic and etcetera. A good friend of mine who's opinion I value highly has looked at my book, Run/Stop-Restore: 10th Anniversary Edition approached me and was his blatant usual self when he spoke: "Lenard," he said, "you've got a lot of talent, a lot of passion and you have the capability of expressing both of those in print, but, dude, if you want to make some money in this business of writing, you have got to get off this Commodore kick. This book will sell in a small circle and you have got to go big; broaden your horizons." We love our Commodores, gang, but we all have been trying to get a bigger public attention to our machine, and we seem to be failing, or so that is how it appears to me.

So what are we going to do? I personally am trying to get out of this two job rut by using my pen and creating worlds and situations that boggle the imagination and bring others into this genre and I was hoping to do that with the Commodore. Back in 1992, when I got Check it Out published, I

thought that I hit my calling by writing and using the Commodore for stories and programming. Too bad I got published in the last issue of RUN magazine and my fifteen minutes of fame ended right there. The smoke and beer money I got from the publisher bought a week's worth of groceries for the family. I tried to make it, but right after that, nobody was paying but boy they sure were willing to take anything you've done and put it in print for free. "How would you like to see your name up in electric lights?" was a phrase coined by a bygone era and I feel that printers are shouting that again in this era. My new book may do nothing, but I can say that it is not a total loss, for I have learned much about the publishing world that I never knew about. So here's a plan: I have one more Commodore book in me, and I will work on that amid the hopes the book now in print will do better than expected. Book publishers, even those who ask for money up front from the author, all hope to make money on the work of the author while the author who invested in those companies pray first to break even, then go beyond and start making a profit. The book publisher gets money no matter what.

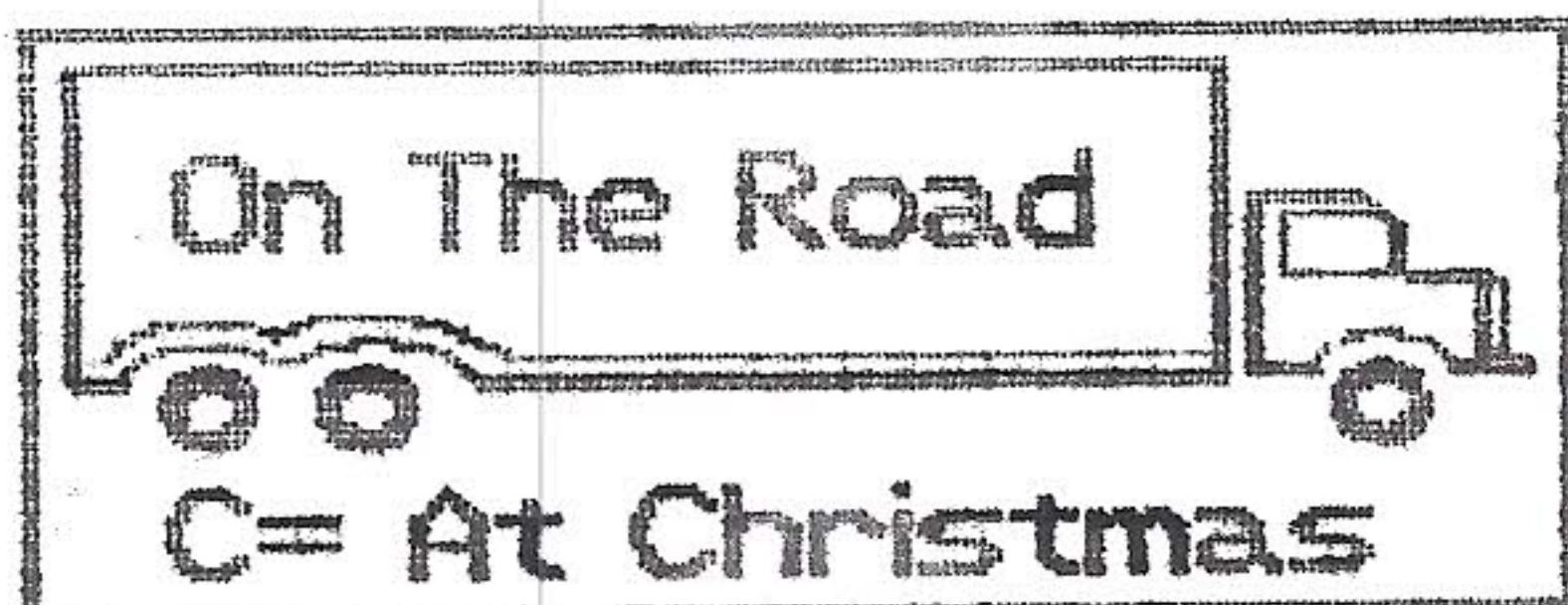
Despite the doom and gloom of this article there is some good news: Commodore clubs are still out there and they are still keeping the now over fifty generation off the streets and no longer causing trouble by driving slow in the fast lane and forgetting to turn off the signal after making the legal maneuver by having club meetings once a month and presenting conventions all over the world to keep them occupied for a few hours. Commodore clubs both here and across the oceans are plugging away to show the best of Commodore to anyone who is willing to listen. Commodore clubs are still publishing and distributing newsletters and new programming endeavors to an aged generation that can still find a good use for the machines in the 21st century. The Interface, for example, has been kind enough to allow me to put

into print a lot of material that would mostly stay locked on a 5.25 disk or two and get those ideas out to the specific public, but even then, some material has to pass the scrutiny of our club president. He is firm, but fair, and with his help he has developed me into a better communicator than what I have been in the past.

I would like to suggest for you to get a copy of Run/Stop-Restore: 10th Anniversary Edition and examine for yourself the changes that have been made in my style as time moved forward over the last ten years. For those interested, Run/Stop-Restore: 10th Anniversary Edition is a collection of my best work done in three separate newsletters over the span of fifteen years. Run/Stop-Restore, which was 100% self-published in 2000, contained work done from 1995 to 2000, this new edition gives better editing, better placing of stories, and five new articles never seen in book form until now. I have many more articles that have made it to print in the pages of several Commodore magazine and newsletters, but in the pages of this book are considered the best of the best. The book should be out sometime by the end of April and should be available from Amazon.com, Barnes and Noble, or directly from the publishers at www.authorhouse.com. If you would like to look up some other things I have done, then check the clubs website or go to <http://ballz.ababa.net/cugkc/> where most of my work has been archived.

I guess the whole point behind this is to say that the Commodore is still fun, and it would be great to get the younger generation to take a look at what we got instead of reading about it in some history book where chances are likely that those who produce said book will take the liberty of making too many mistakes in retelling the tale and make the Commodore out to be something less than what it is. Commodore is the big brass that makes today's computing comparable to what we have. For instance, where would Windows be if it wasn't for GEOS? Even some of the old

cords that are used by the old Commodore disk drives are now being used to power some of today's computers. I find solace in the fact that if I ever have a problem with one of my cords on my UPS system, I can always reach into my collection of Commodore cords and find a replacement. Thanks be to God for innovation.



-by Robert Bernardo

As usual, I bought some Commodore-related stuff for Christmas. This year it was a set of 6 classic Commodore and Amiga pinback buttons (with one Colecovision thrown in there), like the fairly common "I Adore My 64" and the harder-to-find "VIC-20 The Friendly Computer Commodore". One button from Canada was in English and French and talked about Commodore and Young Astronauts (Jeunes Astronautes).

Then there was my Dec. 17 BarnesandNoble.com purchase of the new Brian Bagnall book, "Commodore: a Company on the Edge", which arrived on Dec. 23. All I needed was to get some autographs on it, like Bill Herd's and Dave Haynie's, if ever I visited the East Coast again.

After Christmas, I traveled to the storefront, 4Jays, in Antioch, California. I hadn't been to the store in about 5 years, but they were still there in old-town Antioch. Lots and lots of NES, SNES, XBox, Playstation, Jaguar, Genesis, Atari 2600 and 5200, Colecovision, and Intellivision hardware and accessories, but my goal was Commodore and VIC-20 goods. In the corner were the slide-out drawers with unpackaged cartridges -- Commodore 64 in 2 drawers and VIC-20 in 5 drawers. There were many common carts in the C64 drawers; I was most interested in the Partner 128, Turbo Load &

Save, and Warpspeed carts. I decided on Warpspeed ~~wasn't have~~ too many of those carts.

Then it was time to dig through the VIC-20 drawers; once again, there were a lot of common carts, including VIC-20 3K and 8K ram expanders, the latter having a toggle switch installed on them. I found a Synthesound cart to replace the one I sold to Seth Sternberger of 8-Bit Weapon, and a cart I have never heard of, Outworld from UMI. In the drawer of VIC-20 tapes, I picked Reflections from Vegas Software and Road Test v2.0 from Computer Software Associates.

Behind the counter, Roy, the person in charge, tried and failed to get a current price on the Warpspeed, and I declined that buy. However, the tapes came out at \$3 each, Synthesound was \$3, and the most expensive, Outworld, was \$25. For the SNES, I got a boxed Star Trek Starfleet Academy. Total for everything plus tax - a bit over \$41.

Before I left, I asked Roy about why the 4Jays.net had not been updated in years (he said that it was hard to keep up with changing inventory), why my e-mail inquiries were not answered (he said that he'd look into it but also confessed about being busy), and whether they were doing shows like they had in the past (just can't make the big effort to move everything to something like Classic Gaming Expo). He did say that the next time I came, I should give fair warning so that someone could bring me to the basement warehouse a few streets away. That warehouse has lots of Commodore and Amiga hardware and floppies.

On New Year's Eve, I left Stockton to go to the party of Amiga engineer, R.J. Mical. I arrived early at 4:30 p.m. R.J. was not there, but after a few minutes, he arrived with a van load of groceries. After helping him to bring in the food for the party, he put me to work as a dishwasher; his fellow cooks in the kitchen would give me their used pots, pans, dishes, and utensils, and I would wash them. That went on for quite

awhile as more cooks invaded the kitchen to help out and as the other guests flowed in. Afterwards, he put me to butterfly shrimp so that they would be ready to be stuffed by another person. Finally, I worked by putting hors d'oeuvres on a cooking sheet, inserting the sheet into the oven, waiting for it to cook, removing it, and then inserting in another sheet of hors d'oeuvres. All told, I spent many hour in the kitchen. The food was not served until 9:30 to the hungry guests.

Even though it was supposed to be a movie night, the only thing up on the big-screen t.v. was a Sony Playstation 3 motion-activated game. The guests preferred to talk on. I sensed a lull in the activity after dinner, and I took the chance that R.J. would be ready. I went up to R.J. and asked him to sign my Amiga CDTV that I had brought along. It had been previously autographed by Amiga engineers Dale Luck and Carl Sassenrath at the Amiwest Show 2010 a few months ago.

R.J. gave me a sly look and said, "Later, Robert." Oh-oh, with that expression on his face and that tone of voice, I took it to mean, "No, I don't want to sign it." Disappointed, I sat down and tried to converse with the others at the party. There was interest in the Amiga CDTV from the other engineers at the party (after all, this was the Silicon Valley filled with engineer types). I had to explain what the CDTV was and after several explanations, I was started to get tired. Fortunately, to my rescue came Amiga engineers, Leo L. Schwab and David N. Junod. Leo especially liked to explain the CDTV and his role in the development of its CD player software. In fact, I videotaped a few minutes of his explanation to the small group gathered around the CDTV. Leo and David were glad to autograph my CDTV.

I didn't leave the party until 2:30 a.m., but before I left, R.J. chided me for not staying longer, for not spending the night in the house. I told him that I had a

room at the Goodnite inn a few miles away. He also said that one day he would make it to the Commodore Vegas Expo in Las Vegas or the Amiwest Show in Sacramento and that I should keep him up-to-date on the news of those shows.

After New Year's day, I headed for the Los Angeles area in order to spend the rest of my vacation there. One of the things I wanted to do was visit Computer Station at 2258 Pacific Avenue in Long Beach. I visited that place in the late 1990's, and it was stuffed up to the ceiling with Commodore and Amiga software/hardware up to the ceiling. And the prices for those goods had not dropped since the 1980's. Well, in the early 2000's, I had thought Computer Station was gone, because when I went to visit it, it was empty... nothing at all in the storefront. Now it seemed to be back. I wanted to see how much of it was back. They also had a website with their outrageous Commodore/Amiga prices.

<http://home.pon.net/amc/>

The night before I was to go to the store, I invited other SCCAN members to join me. Filmmakers Rory Muir and Jerold Kress would meet me at Computer Station.

The next day I met Rory and Jerold in front of the store today at 11:45, and we decided to have lunch first at the nearby Thai Boom Restaurant. After that nice lunch, it was time to go in the store. The other SCCAN members did not show up. Rory and Jerold had obtained permission to film inside. This time I was not wired with a mic; Jerold held a boom mic, and as usual, Rory was on the camera.

I buzzed the door to get in. Tony (the manager?) was not in the store when I arrived, but Jack was there. I greeted him when I entered, explaining that I had not returned since the late 1990's/early 2000's. When I asked him about the place closing for a while back then, he didn't seem to understand. Well, the main thing was that it was all back.

I seem to remember it being more organized years ago; this time, the store was more cluttered

with things on the floor, maybe thrown there randomly. I headed first for the GEOS section, looking for a certain video digitizer program that only worked with GEOS 1.3. Though it was not there, among the many GEOS programs I found the series of DISKART disks from Those Designers. Each clipart disk was \$9.95.

I found a drawing pad similar to an Animation Station pad, except bigger, and boxed with the Animation Station disk (well, that wasn't right since the box advertised a different program called Finger Paint). Then I found an unboxed, dusty PowerPad with connecting cable. I really wanted that, because I have the complete PowerPad at home *without* cable. I asked for a price, but Jack wouldn't sell it to me, because his technician had to check it out and then it would go on eBay. I copied the colors of the wires going into one of the cable connections; now if I could only construct my own cable...

Speaking of eBay, Jack couldn't stay too long in the store, because he had to go off to post office and ship off eBay goods. Much of the software had a huge layer of black dust on it; fortunately, if they were not boxed, they were wrapped in plastic... all except the shareware C64 and Amiga disks (\$5 each) which sat in open files on a table.

To the right and back of the store, Amiga software only occupied one vertical bookcase, C64/128 software occupied most of the right bookcases, and really old PC software was in one or two bookcases to the right and front. In the glass cabinets standing on the floor was hardware like C64 modems, loose datasets (including the older PET-style datasette), C64 printer interfaces, and PC cards. On top of the glass display cabinets were items like loose VIC-20 program cassettes and cartridges.

To the left were systems that looked to be set up, but I was told I couldn't use them to check software. There were also various Commodore monitors set on the

shelves. Up above the bookcases were boxed C64s, C128s, and disk drives. Loose disk drives were lower down to the left and back (hey, I saw a couple of Indus GT drives there and a 1581 for Charles). On a chair, placed in antistatic foam were dozens of SID chips, all being 6581s except for one 8580 SID. Price? \$37.50 each! I asked about the L'Bow cart adapter sitting by a system, but without the manager being there, Jack didn't want to deal. (The manager would have been in after 3:30.) In fact, Jack invited me back when the manager was to be around, but I couldn't do it. He said that they only have one or two walk-in customers per year, and most of their sales were through eBay.

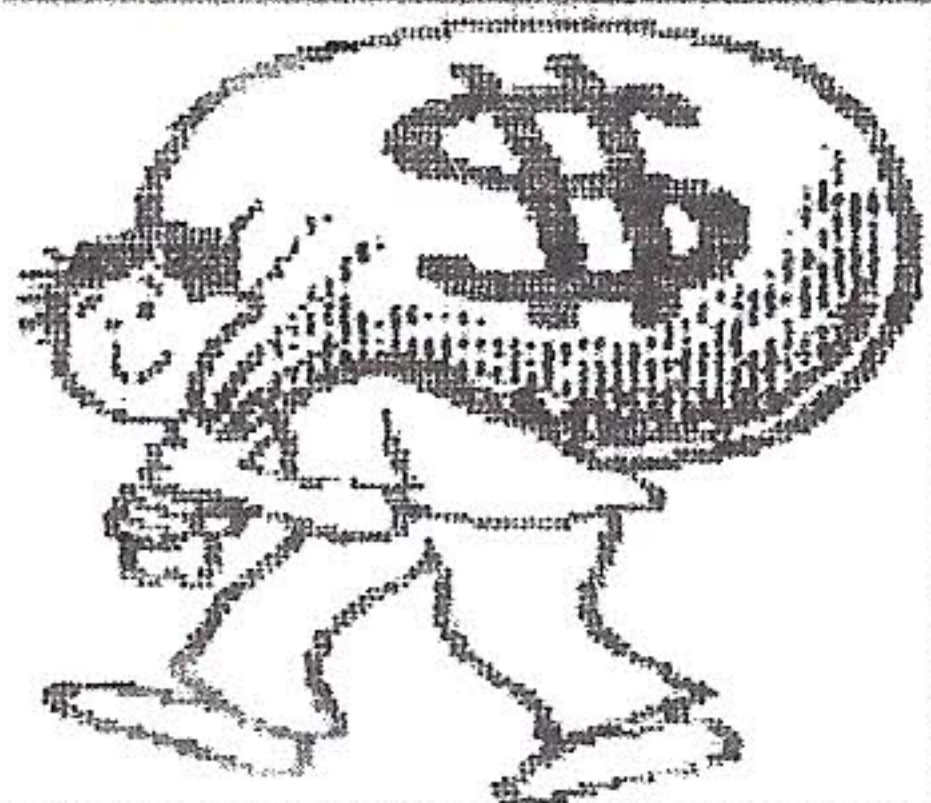
I saw more stuff down a hall which led far to the back, but I was not permitted to go that way (employees only).

I asked about a Free Spirit disk package for the C64, a disk with English and Scottish songs. Jack said it was \$29.95! No, I didn't need it that badly. However, I did buy Disk 1 of the DISKART series for GEOS, and then there was the prize! I spotted it in an anti-static bag on a bottom shelf, and though it came without box, manual, or software, I was willing to pay Jack's price of \$49.95. In the old days, this cartridge listed for \$129. It was a 64K Quick Brown Box cartridge from Brown Boxes, Inc. of Bedford, Massachusetts. I had only seen such a thing once before when I visited C64/128 user Joe Fenn in Honolulu, Hawaii in 2006. In this battery-backed device, you are supposed to be able to hold programs there within its memory. This 64K QBB came with a slideswitch marked 64 and 128 (C64 and C128) and another button which I suppose is the reset switch. Now all I had to do is find the accompanying disk and maybe even the manual (I found a manual archived on-line but no disk).

Jack didn't charge me any tax; I guess that was my discount. I said my good-byes, remarking I'd like to return one day. With that,

I left the store with my purchases, Rory and Jerold following behind. Out in front of the store, they filmed my brief commentary about the store and my purchases. Then they departed, saying they would catch me again some time in the future.

Treasury Report



Fresno Commodore User Group 2010 Financial Report

Checking IN

Starting Balance 1/1/10.....1,657.40

Donations to FCUG

Donations for CommVEx

Dues.....36.00

VCR & DVD Sales

Other Sales

Transfer from cash.....100.00

Total Checks IN.....1,793.40

Checking OUT

CommVEx

Dinner/Picnic

Newsletter

Postage

Charitable donations.....50.00

Motel for guests.....167.00

Total Checks OUT.....\$217.00

Checking Balance.....\$1,576.40

Cash IN

Starting Balance 1/1/10.....\$187.77

Dues.....\$36.00

Raffle

VCR & DVD Sales

Other Sales.....\$36.30

Adjustment.....\$2.01

Total Cash IN.....\$262.08

Cash Out

Raffle

Transfer to checking.....100.00

Dues

Misc sales.....1.00

Club dinner.....37.62

Other.....2.77

Total Cash Out.....141.39

Cash Balance.....120.69

Total Assets.....1,697.09

Note: The amount shown under Cash In as an adjustment is to correct our records to show the actual amount of cash on hand, which was \$2.01 more than expected.

Monthly Meeting Report



- by Dick Estel

January 2011

-By Dick Estel & Robert Bernardo

The year kicked off with what we consider full attendance of our local members, Robert Bernardo, Brad Strait, Dick Estel, and Roger Van Pelt.

Although we love the Pizza Pit for our meetings, the February meeting date falls on the day of the Daytona 500 auto race, which the Pit, having a racing theme, celebrates to the fullest. This is fine but makes for an atmosphere in which we can't conduct a meeting, so we find an alternate place. Our "normal" backup location has closed down, so we discussed various options and have chosen Panera Bread in Clovis.

Robert brought us up to date on his hardware projects. He's still trying to find an engineer who can and will build the needed

items for the still secret Mr. T Project, though progress continues on prototype 2 for the SUX 6400.

He showed off the various classic Commodore and Amiga pinback buttons which he bought from a person in Toronto, Canada.

Roger brought his VIC-20 set-up plus cartridge expander and memory expansions. Using that system, Robert was able to run his newly-bought Outworld game cartridge -- a colorful, shoot-em up game in which you defend the bases on a planet. It needed at least 16K of extra memory expansion on the VIC-20 in order for it to run.

For the C64/128, Robert showed off the 64K Quick Brown Box, a utility cartridge which holds programs in non-volatile memory. Amazingly, after all these years, the QBB's lithium battery still was good and held the original contents of the cart. Accompanying the QBB was a very thick instruction manual that Robert had printed from the Net.

Though not connected to an Amiga 1000 at the meeting, Robert passed around Tom Thul's A1000 IDE adapter, a device which gives the A1000 the ability to use SD cards as a hard drive. Interestingly enough, the adapter had two SD slots, one with a SD card for Amiga Workbench and the other with a SD card formatted for Windows 95, the latter was to be the one used for cross-platform transfers.

Robert also gave us some information on a bunch of Commodore discussion websites that he visits regularly. For those who want to check out the Commodore talk, here are a few places to go:

Commodore128.org:

<<http://www.commodore128.org/index.php?action=forum>>

<http://www.commodore128.org/index.php?action=forum>

Commodore.ca:

<<http://www.commodore.ca/forum>>

<http://www.commodore.ca/forum>

Commodore Computer Club UK:

<<http://www.commodorecomputerclub.co.uk/forums>>

<http://www.commodorecomputerclub.co.uk/forums>

CompSysCBM:

<<http://groups.google.com/group/compsys.cbm/topics>>

<http://groups.google.com/group/compsys.cbm/topics>

Denial VIC-20:

<<http://sleepingelephant.com/ipw-web/bulletin/bb/index.php>>

<http://sleepingelephant.com/ipw-web/bulletin/bb/index.php>

Lemon 64:

<<http://www.lemon64.com/>>

<http://www.lemon64.com/>

Retro-Link:

<<http://retro-link.com/smf/>>

<http://retro-link.com/smf>

Plus Four World:

<<http://plus4world.powweb.com/>>

<http://plus4world.powweb.com/>

PETSCII.com:

<<http://jledger.proboards.com/index.cgi>>

<http://jledger.proboards.com/index.cgi>

February Meeting Minutes

-by Robert Bernardo

The February 20 meeting was held at a different locale. Because our usual Pizza Pit restaurant was stuffed with Daytona 500 fans that Sunday, we moved to Panera Bread restaurant in the adjoining town of Clovis. I got to the restaurant about 7 minutes late, because I had to deal with a no-start situation due to dirty car battery connections. No members had arrived yet. I was still unloading C= equipment from the car when member Roger showed up. He and I were the only ones present for the meeting. Nonetheless, the meeting ran overtime until 3 p.m..

Under old business, we discussed the C= club troubles coming out of the Portland, Oregon

area and upcoming payments to the host hotel for this year's CommVEx. Under new business, we talked about the March 5 SC3 Arcade Party where I will have a table of Commodore and Amiga, and the April 15-17 Notacon 8/PixelJam Demoparty where I will run the Commodore and Amiga games area.

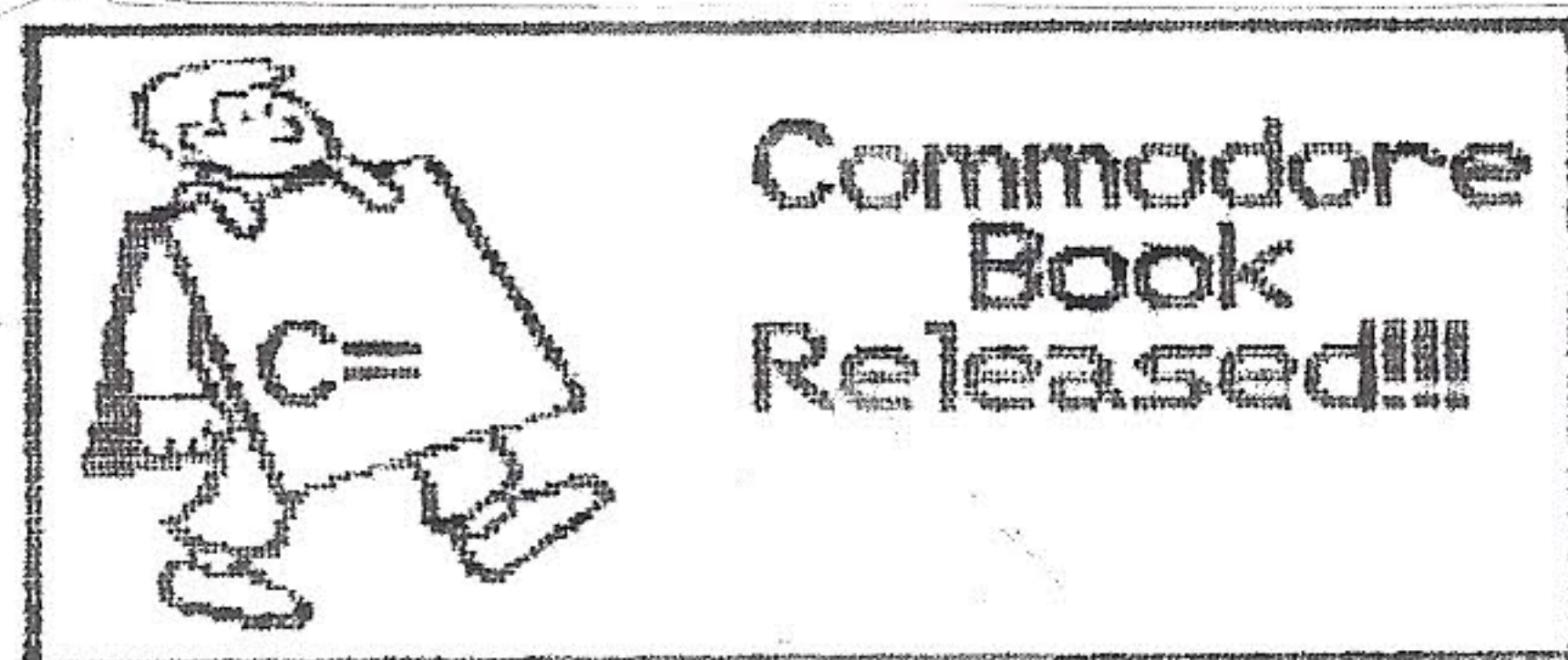
We looked through the hundreds of disks from the Fort Ord Commodore Users, picking a few to run. Well, both Star Treks wouldn't run for us, but Super Kong, a Donkey Kong clone worked perfectly. We then viewed the 3-minute "I Adore My Commodore" commercial from Commodore Italy, the 7-minute video of CBM engineer Dave Haynie playing the guitar at CommVEx 2009, and the 14-minute video of Payton Byrd demonstrating the multi-C= platform file manager, CBM-Command v2.0. We also played Super Pogo Stick, the rare C64 game to be re-released at this year's CommVEx.

Using the restaurant's Wi-Fi and my laptop computer, we quickly glanced at a few Amiga-related websites -- www.amiga.org, www.amigaworld.net, and www.amibay.com. Each site has a forum, including an area for 8-bit computers. Amibay specifically is for buying and selling, and we looked through the Commodore hardware and software there.

We then plugged in my repaired Colecovision game console to see if its replacement motherboard was working. Unfortunately, the LCD flatscreen t.v./monitor I brought would not scan down to channel 3, which is where the Colecovision was sending its RF signal. We did not see any picture on-screen at all. Oh, well, next time a real CRT t.v. with RF connections.

Food-wise, it was typical Panera Bread fare -- tasty, fresh, if a bit overly-salted. The lunchtime crowd brought the restaurant to capacity, and we were lucky we had staked out a small area with shelf for our equipment. The manager who had given us permission to meet was not there, he being a former C= user who dabbled in some programming.

After the meeting adjourned, we went next door to Play & Trade videogame shop and looked for C= items. The most we found were Atari 2600, Nintendo, and Super Nintendo cartridges. We had nearly the same results at the Antiques Mall. However, we found an Atari 2600 game console there, too.



-by Robert Bernardo

On December 17 I ordered my book from BarnesandNoble.com and received it on December 23. Price -- 35% off the cover price plus state tax plus shipping, making it just over \$24. A quick look at the book revealed some interesting differences from its 2005 predecessor. As noted from other sources, this book leaves out the Amiga years of CBM, emphasizing the Commodore 8-bit computers up to 1984. The Amiga will be covered in another book, entitled, "Commodore: the Amiga Years", and a cover of that is shown on p. 547 with the ISBN of the future book and the tagline, "Their story will be told. 2012". Even without the Amiga content of its predecessor, Commodore: a Company on the Edge is equal to the older version at 561 pages.

On the copyright page, this book is listed as the second edition (the first being the 2005 book). On the page facing the copyright page, Brian has reduced the number of thank-you's to two people. There are approximately 1/3 more photos in this edition and not small "thumbnails" of Commodore computers which started each chapter of the older edition. The copyright page gives photo credits to Raymond Feagans, Neil Harris, Yash Terakura, and Dave Haynie. There are more photos of the CBM buildings and shows that CBM

attended. The Amiga-related photos are out, supposedly to reappear in the Amiga Years edition in 2012.

The Introduction and the Prologue are exactly the same as the older edition. Not the same are the exclusion of the bibliography and the inclusion of an index, which makes it very handy to look for information in the new book. For example, when I looked for information on actor William Shatner's association with CBM, I easily found the page numbers in the index (and more pages to him are devoted in this new book).

Whereas, the older edition had the first two chapters -- MOS Technology 1974-1976 and The Acquisition 1975-1976, the new book has four beginning chapters -- Microprocessors 1973-1974, MOS Technology 1974-1975, Selling the Revolution 1975-1976, and The Acquisition 1976. The downloadable Chapter 1.5 .pdf of the older version has been absorbed into the new edition.

The first 2 chapters of the older edition covered 36 pages; the new edition with its first 4 chapters covers 63 pages. Here are the rest of the chapter titles in the new edition:

Chapter 5 - The Prototype 1976
Chapter 6 - The Demo 1976-1977
Chapter 7 - Igniting an Industry 1976-1977
Chapter 8 - Building a Factory 1977
Chapter 9 - Trinity 1977-1978
Chapter 10 - Storming Europe 1978
Chapter 11 - Race for the Disk Drive 1978
Chapter 12 - New Headquarters 1978-1979
Chapter 13 - Business is War 1979
Chapter 14 - Color Computers 1979-1980
Chapter 15 - Turning Japanese 1980
Chapter 16 - Small Computers 1980
Chapter 17 - Powerless Struggle 1980
Chapter 18 - Big in Japan 1980
Chapter 19 - Mass Destruction 1980
Chapter 20 - Return of the Curse 1980
Chapter 21 - Failure to Launch 1981

Chapter 22 - The Friendly Computer 1981

Chapter 23 - Mass Distribution 1981

Chapter 24 - Entertainment 1981

Chapter 25 - The Vic-40 1981

Chapter 26 - The Unveiling 1981-1982

Chapter 27 - Commodore 64 1982

Chapter 28 - Delay of Game 1982

Chapter 29 - Selling the Revolution 1982

Chapter 30 - Encore 1982

Chapter 31 - Commodore Mania 1982-1983

Chapter 32 - New Projects 1983

Chapter 33 - Ted 1983

Chapter 34 - Marketing Interference 1983

Chapter 35 - End of an Era 1983-1984

Chapter 36 - Dismissing the Founder 1984

Epilogue

Index

Because the new book ends in 1984 with the dismissal of Jack Tramiel, there is no write-up on the C128, the Commodore LCD, or the C65. Those computers should be covered in the next book, "Commodore: the Amiga Years".

The Commodore Plus/4 is the last computer mentioned in this new edition, in a section which is reorganized and somewhat rewritten from the original.

With the release of the new motion picture, "Tron: Legacy", I looked back at the old and new editions of the book to see the comments that were made of the original Tron movie. The 2005 edition had a paragraph with Michael Tomczyk's observations about the movie on p. 282. The 2010 edition has that same paragraph on p. 420, but on the next page, there is an extra paragraph of trivia --

"Bally-Midway released an arcade game of Tron. It was a huge success, earning more than the film release. Unfortunately, the game was off-limits to Commodore because Mattel purchased exclusive home rights for the Intellivision. 'That wasn't one of the ones they offered to us,' says +Andy! Finkel. 'We

would have grabbed it otherwise. They didn't have the right to license the home computer rights, since they did the game under a license from +Disney!."

At the New Year's party of Amiga engineer R.J. Mical, I met Amiga engineers, Leo L. Schwab (who worked on the CDTV) and David Junod (who was at CBM from 1989-1994 and stayed there, even past engineer Dave Haynie's departure date). They had not been interviewed by Commodore book author, Brian Bagnall. I gave them Brian's

e-mail address and urged them to contact him so that they could give him any insights into CBM.

The book is not perfect; for example, it skips over anything about the Educator 64 (though it does delve into Commodore educational software).

As with the first edition, I like to read a little bit of it everyday. It's always enlightening to see from where we've come in order to have the wisdom to see where we're going.