

Commodore 128 Manual

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BASIC 128 Manual [2nd Printing] BASIC 128 is an optimizing BASIC compiler for the Commodore 128 that makes your programs faster and more efficient. BASIC128 has all of the options of the well-known BASIC 64 compiler and contains additional important new features, such as complete compatibility with BASIC 7.0 and an improved code generator.

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Commodore 128 - The Most Versatile 8-Bit Computer; History. Commodore - The Company. Commodore - A Brief History; Commodore - Innovations and Firsts ; Commodore - Early History; Commodore - Chronological History of Commodore Computer; Commodore - Quarter Century: From Retail Shop to Global Giant - 1983; MOS - The Rise of MOS Technology & The 6502; MOS - The New 6500 CPU's ...

Commodore Manuals - Commodore Computers: VIC20 C64 PET ...

(756 pages, 24.6 MB PDF) This book is an indispensable reference guide and sourcebook for anyone using the new and powerful Commodore 128 computer. This machine has many new and exciting built-in features, such as the advanced BASIC programming language Version 7.0, superior graphics, and excellent sound and music capabilities.

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The BASIC prompt for the Commodore 128 in 40-column mode, running Commodore BASIC V7.0 The C128's keyboard includes four cursor keys, an Alt key, Help key, Esc key, Tab key and a numeric keypad. None of these were present on the C64 which had only two cursor keys, requiring the use of the Shift key to move the cursor up or left.

Commodore 128 - Wikipedia

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This indispensable reference sourcebook--the only official guide to the Commodore 128 computer--covers the advanced BASIC programming language Version 7.0, superior graphics, sound and music capabilities, memory maps, input/output guide, pinout diagrams of primary chips and schematics of the computer.

The Vintage Commodore 128 Personal Computer Handbook is written in easy to understand, non-technical language, to help answer your questions about the C-128. Aimed specifically at present day users, this book will teach you how to use and equip your vintage C-128, even if you don't have the original peripherals and software disks. Practical hands-on information is included, such as how to set up the computer, how to access and use the three operating systems, how to set up and use certain modern peripherals such as the SD2IEC, how to go online through Ethernet or by wireless or with a traditional modem. Also included are technical specifications, an introduction to BASIC 7.0, how to use CP/M, maintenance, troubleshooting, repair services, where to get modern day peripherals, where to look for sources of information on hardware, software, support, and communication with other Commodore computer users, among other topics of interest and need. This will be one of your main C-128 reference books, one that you will come back to again and again

Introduces the BASIC programming language, shows how to incorporate graphics and music in programs, and discusses the machine language used by the Commodore 64 computer

Drawing on extensive research, this book explores the techniques that old computer games used to run on tightly-constrained platforms. Retrogame developers faced incredible challenges of limited space, computing power, rudimentary tools, and the lack of homogeneous environments. Using examples from over 100 retrogames, this book examines the clever implementation tricks that game designers employed to make their creations possible, documenting these techniques that are being lost. However, these retrogame techniques have modern analogues and applications in general computer systems, not just games, and this book makes these contemporary connections. It also uses retrogames' implementation to introduce a wide variety of topics in computer systems including memory management, interpretation, data compression, procedural content generation, and software protection. Retrogame Archeology targets professionals and advanced-level students in computer science, engineering, and mathematics but would also be of interest to retrogame enthusiasts, computer historians, and game studies researchers in the humanities.

Gathers nearly a hundred Commodore 128 subroutines for taking care of business calculations, data input, string handling, game routines, graphics, sound generation, and programming tasks

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