
Subject: Color maximate 2

Posted by [Anonymous](#) on Tue, 07 Jul 2020 21:00:00 GMT

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Originally posted by: nospam.Daniel

* Originally in: E-mail

* Originally to: m100@lists.bitchin100.com

The 8-bit guy did a review of a newly released basic machine called the color maximate 2. It is a pretty decent review and I have a strong interest in obtaining one. I have an interest in programming in basic and assembly so I have some research to do.

Take a view: http://www.tonvid.com/info.php?video_id=IA7REQxohV4

If you continue watching, he gives a preview of a breadboard style computer released running android. I've been dreaming of building myself an all-in-one system running on a PI and now I don't have to.

The droid system looks fascinating as well.

Daniel

.... Visit me at gopher://gcpp.world

Subject: Re: Color maximate 2

Posted by [Anonymous](#) on Wed, 08 Jul 2020 04:57:08 GMT

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Originally posted by: nospam.Don.Lowery

Da> The 8-bit guy did a review of a newly released basic machine called the
Da> color maximate 2. It is a pretty decent review and I have a strong
Da> interest in obtaining one. I have an interest in programming in basic
Da> and assembly so I have some research to do.

Saw it as soon as it came out. Impressive that it was running everything in interpreted BASIC...with the games he was running going as fast/faster than their DOS versions.

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Subject: Re: Color maximate 2

Posted by [Anonymous](#) on Wed, 08 Jul 2020 20:01:00 GMT

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Originally posted by: nospam.Daniel

=> Don Lowery wrote to Daniel <=-

DL> Saw it as soon as it came out. Impressive that it was running
DL> everything in interpreted BASIC...with the games he was running going
DL> as fast/faster than their DOS versions.

Indeed. Makes me wonder how those games would run written in assembly. It would be a fun platform to learn basic and write some tight modern software.

Daniel Traechin

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Subject: Re: Color maximate 2

Posted by [Anonymous](#) on Thu, 09 Jul 2020 00:07:33 GMT

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Originally posted by: nospam.Don.Lowery

Da> DL> Saw it as soon as it came out. Impressive that it was running
Da> DL> everything in interpreted BASIC...with the games he was running going
Da> DL> as fast/faster than their DOS versions.
Da> Indeed. Makes me wonder how those games would run written in assembly.

As fast as they were running in Interpreted BASIC...I would expect they would be way too fast to play. Look fantastic...but ASM would probably make them unplayable.

Da> It would be a fun platform to learn basic and write some tight modern
Da> software.

I agree. Just had a thought that if someone got one of these...got some of the old BBS's written in BASIC & set it up for this box. For that matter...you could get Ahl's books online as PDF's. Setup stuff like this on the system.

ACME BBS-Member of fsxNet/WWIVNet/SciNet/AmigaNet/VKRadio/FidoNet/MicroNet.

Subject: Re: Color maximate 2

Posted by [Anonymous](#) on Thu, 09 Jul 2020 19:50:00 GMT

Originally posted by: nospam.Daniel

=> Don Lowery wrote to Daniel <=-

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Da> DL> everything in interpreted BASIC...with the games he was running going
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DL> As fast as they were running in Interpreted BASIC...I would expect they
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Wouldn't it be possible to write a game in such a way that the game and engine
can load quickly but throttle the gameplay?

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Da> software.

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DL> this on the system.

That would be hella tight.

I'd like to design an all-in-one with the color maximate 2 inside and mimic the
old c64. Have it 3d printed.

Daniel Traechin

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Subject: Re: Color maximate 2
Posted by [Anonymous](#) on Fri, 10 Jul 2020 01:45:21 GMT
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Originally posted by: nospam.Don.Lowery

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Da> DL> would be way too fast to play. Look fantastic...but ASM would probabl
Da> DL> make them unplayable.
Da> Wouldn't it be possible to write a game in such a way that the game and
Da> engine can load quickly but throttle the gameplay?

Expect it would be the same thing with some old DOS games running in DOSBox. There would be a way...especially since GOG.com has seemed to do it for all the old ones I have bought which run on DOSBox.

Da> DL> of the old BBS's written in BASIC & set it up for this box. For that
Da> DL> matter...you could get Ahl's books online as PDF's. Setup stuff like
Da> DL> this on the system.
Da> That would be hell a tight.

For that matter...how about some of those old Apple][games written in basic?

Da> I'd like to design an all-in-one with the color maximate 2 inside and
Da> mimic the old c64. Have it 3d printed.

Can't remember what he said the guts of the box was...but it shouldn't be too hard to get yourself built close to it with a killer 3D printed case!

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