Subject: Commodore 128 Dual Monitor Demo
Posted by Martin Brunner on Sun, 24 Jun 2012 15:46:00 GMT
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From Newsgroup: comp.sys.cbm

Hi!

I did a Dual Monitor Demo in C128 Basic.

This demonstrates the capabilities of a C128 with both video signals
connected to different monitors. It is written in basic and took about
one day writing it on a real C128 (with a sticky space key). Since I'm
not really a professional programmer, so don't expect too much if you
analyze the source code. :-D

The D64-Image if you want to run it in Vice:
http://c64.tin.at/c128-dual-demo.zip

The Youtube-Video:
http://www.youtube.com/watch?v=UDhFfSjvEvQ
For impatient viewers: The most action starts about 1:35.

I don't know if there was any other dual monitor demo yet, so this might
have been a world premier that has taken place on the Commodre Meeting
in Graz, Austria last Friday! (With beamer and monitor.) ;-)
--- Synchronet 3.13a-Win32 NewsLink 1.83

Subject: Re: Commodore 128 Dual Monitor Demo
Posted by RobertB on Sun, 24 Jun 2012 17:41:26 GMT
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From Newsgroup: comp.sys.cbm

On Jun 24, 7:46 am, Martin Brunner wrote:

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> have been a world premier that has taken place on the Commodre Meeting
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Oh, a rare C128 demo. Thanks for that!

Leaving Portland, Oregon,
Robert Bernardo
Fresno Commodore User Group
http://videocam.net.au/fcug
July 28-29 Commodore Vegas Expo v8 -

http://www.portcommodore.com/commvex

--- Synchronet 3.13a-Win32 NewsLink 1.83

Subject: Re: Commodore 128 Dual Monitor Demo
Posted by rusure on Mon, 25 Jun 2012 23:33:00 GMT
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From Newsgroup: comp.sys.cbm

On Sunday, June 24, 2012 8:46:00 AM UTC-6, Martin Brunner wrote:
> Hi!
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I think this is on the thread topic. When I programmed on the 128, I would use the 80 column RGB screen for program output, and the 40 column composite screen to print the output for debugging the program. That way debugging output wouldn't foul up the carefully constructed program output.

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Subject: Re: Commodore 128 Dual Monitor Demo
Posted by Anton Treuenfels on Mon, 25 Jun 2012 23:36:44 GMT
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From Newsgroup: comp.sys.cbm

"rusure" wrote in message
 news:0b2403fa-d665-4fc1-aaa3-df3e1553060d@googlegroups.com.. .
On Sunday, June 24, 2012 8:46:00 AM UTC-6, Martin Brunner wrote:
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==========

Ditto, except when I did it the monitor roles were swapped and the 80-column was only a monochrome green screen. Nice and sharp, though.

- Anton Treuenfels

--- Synchronet 3.13a-Win32 NewsLink 1.83

Subject: Re: Commodore 128 Dual Monitor Demo
Posted by rusure on Tue, 26 Jun 2012 17:05:10 GMT
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From Newsgroup: comp.sys.cbm

On Monday, June 25, 2012 4:36:44 PM UTC-6, Anton Treuenfels wrote:
> "rusure" wrote in message

> news:0b2403fa-d665-4fc1-aaa3-df3e1553060d@googlegroups.com.. .
> On Sunday, June 24, 2012 8:46:00 AM UTC-6, Martin Brunner wrote:
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>
> ==========sing
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To preserve any composite screen graphics, you would need to print your text on the RGB screen. I didn't use 2 monitors, just a monitor with a switch for toggling between composite and RGB screens.

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Subject: Re: Commodore 128 Dual Monitor Demo
Posted by Leif Bloomquist on Tue, 26 Jun 2012 19:46:01 GMT
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From Newsgroup: comp.sys.cbm

Pretty cool, I don't have a 128 but I watched the YouTube video.

Ahoy! Magazine published a cool two-player game for the C128 called Dark Fortress that used two monitors.

http://members.shaw.ca/cue64/ahoycleve.html
--- Synchronet 3.13a-Win32 NewsLink 1.83

Subject: Re: Commodore 128 Dual Monitor Demo
Posted by rusure on Sun, 05 Aug 2012 22:18:44 GMT
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On Sunday, June 24, 2012 8:46:00 AM UTC-6, Martin Brunner wrote:
> Hi!
> I did a Dual Monitor Demo in C128 Basic.

> This demonstrates the capabilities of a C128 with both video signals
> not really a professional programmer, so don't expect too much if you
> analyze the source code. :-D
I augmented my Macro Assembler Development System (MADS) with a module that among other things, transfers a C64 composite screen to the RGB screen. I can configure the RGB screen in double pixel (40 column) or standard RGB 80 column displays. When in double pixel mode, the composite screen is transferred to the left side of the screen When in standard mode, the composite screen is transferred to the right side leaving the left side undisturbed. I can view 2 C64 screens at the same time. Unfortunately, only a snapshot of the C64 screen is transferred. The RGB screen is not continuously updated. Recently, I had to connect the C64 A / V output to a WINDOWS 7 video capture interface while doing some MADS chores. The monitor was disconnected from the A / V display. The MADS RGB capability showed me the action on the monitor's RGB screen.
