
Subject: SuperCPU - is anyone still interested?

Posted by [commodorecomputerclub](#) on Sun, 11 May 2014 13:27:02 GMT

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Okay, I know the answer from 'Greopaz' (which is an anagram of Zap Ogre - true fact), but is anyone still interested in the SuperCPU in terms of development or new software?

For instance, I know someone who is developing a custom ROM as a replacement for the SCPU, some of which I've been testing on my 128. He's put in a lot of effort and I guess it's to his personal satisfaction as to why he's got so far, and he's very ambitious about how it should continue. But other than myself and the few SCPU owners here in the UK, who's still interested anyway? As (1) he's not doing demo software and (2) he's not writing entertainment software.

Regards,

Shaun.

Subject: Re: SuperCPU - is anyone still interested?

Posted by [Paul Förster](#) on Sun, 11 May 2014 18:35:54 GMT

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Hi Shaun,

> Okay, I know the answer from 'Greopaz' (which is an anagram of Zap Ogre
> - true fact), but is anyone still interested in the SuperCPU in terms
> of development or new software?
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> replacement for the SCPU, some of which I've been testing on my 128.
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> how it should continue. But other than myself and the few SCPU owners
> here in the UK, who's still interested anyway? As (1) he's not doing
> demo software and (2) he's not writing entertainment software.

I guess, few people are interested because there are so few SuperCPUs.
I would have bought one if I could back then. But I was too late then
already, when Maurice Randall stopped production. Now there's the TC64
which is about equally fast, some operations are somewhat faster,
others a little slower, but bottom line, it runs like Schmitt's rabbit.
:-P And it has a lot more to offer than just plain CPU speed. So I
would buy a SuperCPU only for the sake of heaving a collectible item in
my collection but not to have a SuperCPU per se. Too little software
available and little use. So it's barely worth it nowadays. Just my
opinion.

--

cul8er

Paul
paul.foerster@gmx.net

Subject: Re: SuperCPU - is anyone still interested?
Posted by [commodorecomputerclub](#) on Sun, 11 May 2014 19:05:09 GMT
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> I guess, few people are interested because there are so few SuperCPUs.

Indeed there are.

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> already, when Maurice Randall stopped production. Now there's the TC64
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> others a little slower, but bottom line, it runs like Schmitt's rabbit.
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The SuperCPU offers more than just CPU speed, ie, C128 support and a 65816 instruction set.

> So I would buy a SuperCPU only for the sake of heaving a collectible
> item in my collection but not to have a SuperCPU per se. Too little
> software available and little use. So it's barely worth it nowadays.
> Just my opinion.

I do know someone who wants to sell a SCPU 128 (which is the best version to buy even if you only own a C64) but I think he's thinking of the \$\$\$ he can make.

Anyway, there is always the emulator, in which case, everyone is welcome to at least try this software.

Regards,

Shaun.

Subject: Re: SuperCPU - is anyone still interested?
Posted by [Paul Förster](#) on Sun, 11 May 2014 19:46:52 GMT
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Hi Shaun,

> The SuperCPU offers more than just CPU speed, ie, C128 support and a
> 65816 instruction set.

it's exactly that instruction set which shys away people because it

runs on so few platforms.

- > I do know someone who wants to sell a SCPU 128 (which is the best
- > version to buy even if you only own a C64) but I think he's thinking of
- > the \$\$\$ he can make.

Maurice could have made \$\$\$ if he fulfilled the demand. I used to order one back then through a German dealer and had big trouble getting my money back after more than a year and no device. I got my money finally back but that really sucked. And not a single word from Maurice back then. That is not what I call fulfilling demand.

- > Anyway, there is always the emulator, in which case, everyone is
- > welcome to at least try this software.

but emus are not the real thing. :(

--

cul8er

Paul

paul.foerster@gmx.net

Subject: Re: SuperCPU - is anyone still interested?

Posted by [commodorecomputerclub](#) on Sun, 11 May 2014 20:06:33 GMT

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On Sunday, 11 May 2014 20:46:52 UTC+1, Paul Förster wrote:

- >> The SuperCPU offers more than just CPU speed, ie, C128 support and a
- >> 65816 instruction set.
- > it's exactly that instruction set which shys away people because it
- > runs on so few platforms.

Not sure about that - people shied away for more reasons than the processor: some people because of it only really being useful for GEOS, others because anything other than 1mhz/1541 was 'cheating', some due to expense of the original device back when CMD were selling them, no demos/games etc...

- >> I do know someone who wants to sell a SCPU 128 (which is the best
- >> version to buy even if you only own a C64) but I think he's thinking of
- >> the \$\$\$ he can make.
- >
- > Maurice could have made \$\$\$ if he fulfilled the demand. I used to order
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- > money back after more than a year and no device. I got my money finally
- > back but that really sucked. And not a single word from Maurice back
- > then. That is not what I call fulfilling demand.

Indeed - well efforts have been made to get the SuperCPU back in production as late as back in April 2014 from what I understand. Obviously nothing has come of it though

>> Anyway, there is always the emulator, in which case, everyone is
>> welcome to at least try this software.
>
> but emus are not the real thing. :(

Indeed, but at least if you can see 'new' software or developments, you have more confidence in getting hold of the real hardware.

Take care,

Shaun.

Subject: Re: SuperCPU - is anyone still interested?
Posted by [Paul Förster](#) on Sun, 11 May 2014 20:52:35 GMT
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Hi Shaun,

> Indeed - well efforts have been made to get the SuperCPU back in
> production as late as back in April 2014 from what I understand.
> Obviously nothing has come of it though

well, if it got into production again for a reasonable price and
reliable delivery then I'd probably buy one. I just don't want that
experience again that I made back then!

> Indeed, but at least if you can see 'new' software or developments, you
> have more confidence in getting hold of the real hardware.

hmmm, maybe, but having a quick look at something knowing that one
cannot have it anyway on the real thing may be considered a waste of
time for some people, for me at least. I use emus, they're very handy.
Still, I prefer real hardware.

--

cul8er

Paul
paul.foerster@gmx.net

Subject: Re: SuperCPU - is anyone still interested?
Posted by [Dombo](#) on Sun, 11 May 2014 20:53:12 GMT
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Op 11-May-14 21:05, Shaun Bebbington schreef:

>> I guess, few people are interested because there are so few SuperCPUs.

>

> Indeed there are.

>

>> I would have bought one if I could back then. But I was too late then

>> already, when Maurice Randall stopped production. Now there's the TC64

>> which is about equally fast, some operations are somewhat faster,

>> others a little slower, but bottom line, it runs like Schmitt's rabbit.

>> :-P And it has a lot more to offer than just plain CPU speed.

>

> The SuperCPU offers more than just CPU speed, ie, C128 support and a 65816 instruction set.

Which also adds incompatibility with C64 software that uses undocumented opcodes.

Subject: Re: SuperCPU - is anyone still interested?

Posted by [Dombo](#) on Sun, 11 May 2014 21:35:17 GMT

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Op 11-May-14 15:27, Shaun Bebbington schreef:

> Okay, I know the answer from 'Greopaz' (which is an anagram of Zap

> Ogre - true fact), but is anyone still interested in the SuperCPU in

> terms of development or new software?

>

> For instance, I know someone who is developing a custom ROM as a

> replacement for the SCPU, some of which I've been testing on my 128.

> He's put in a lot of effort and I guess it's to his personal

> satisfaction as to why he's got so far, and he's very ambitious about

> how it should continue. But other than myself and the few SCPU owners

> here in the UK, who's still interested anyway? As (1) he's not doing

> demo software and (2) he's not writing entertainment software.

One question is what are the real C64's being used for today? My guess is that these days it is mostly to relive the good old days and play games on it once in awhile. The next question is how would the SuperCPU improve that experience?

In the days GEOS on C64 was still a (somewhat) viable productivity platform the SuperCPU made a lot of sense. However that was 20+ years ago, these days I doubt many people regularly use their C64 to run GEOS (or other productivity software); a PC would be better for that in just about every conceivable way. AFAIK there is very few other software that takes advantage of the SuperCPU.

So for me personally I can see little or no use for the SuperCPU.

Products like TC64, uIEC, 1541 Ultimate II...etc make more sense to me

as they add a lot of convenience for the things I do (very occasionally)
use a real C64 for.

Subject: Re: SuperCPU - is anyone still interested?

Posted by [commodorecomputerclub](#) on Sun, 11 May 2014 21:51:50 GMT

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On Sunday, 11 May 2014 22:35:17 UTC+1, Dombo wrote:

- > One question is what are the real C64's being used for today? My guess
- > is that these days it is mostly to relive the good old days and play
- > games on it once in awhile. The next question is how would the SuperCPU
- > improve that experience?

The SuperCPU was never intended as a gaming device. CMD made it to support GEOS. But assuming that you only play games on your Commodore then, of the games that work best, the Freespace games are given a new lease of life and are probably the best examples of "what to do with a SuperCPU"

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Which is why CMD made it to work with GEOS.

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As does the RAMLink or CMD HD, which have fairly significant performance boosts with a SuperCPU as CMD designed it to work with their other devices as well.

Regards,

Shaun.

Subject: Re: SuperCPU - is anyone still interested?

Posted by [Clocky](#) on Sun, 11 May 2014 23:23:30 GMT

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On 12/05/2014 5:51 AM, Shaun Bebbington wrote:

- > On Sunday, 11 May 2014 22:35:17 UTC+1, Dombo wrote:

>> One question is what are the real C64's being used for today? My guess
>> is that these days it is mostly to relive the good old days and play
>> games on it once in awhile. The next question is how would the SuperCPU
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>
> As does the RAMLink or CMD HD, which have fairly significant performance boosts with a
SuperCPU as CMD designed it to work with their other devices as well.
>
> Regards,
>
> Shaun.
>

I personally can't see the attraction of spending \$1000 or more just so
I can run GEOS, in itself well past it's use-by date in terms of a
viable productivity environment.

The few other games and applications that support it are not worth the
significant investment. So that leaves nostalgia... well nothing there
either since I've never owned a Super-CPU and rarely booted GEOS on a
vanilla C64 back in the day.

OTOH something like the uIEC is a fantastically useful device.

I can't speak for others, but that is my point of view.

Subject: Re: SuperCPU - is anyone still interested?

Posted by [Hg](#) on Mon, 12 May 2014 03:43:29 GMT

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A few months ago I did a search for SCPU-only demos on CSDB. Just out of curiosity to see what could be done with that CPU expander. A lot of demos were more than ten years ago and they were quite impressive- but I noted that clever recent demo programming has almost equalled the effects possible with the SCPU.

Of course, if everyone had a SCPU then who knows what would have been possible by now had that same clever coding been applied to the SCPU.

In a similar way it's a shame Commodore never replaced the C64 with the C128 entirely (i.e. by stopping C64 production). That would have raised the bar of software by several levels.

Oh well, even with being confined to C64 only hardware 99% of software was better quality than on all the other 8-bit competitor machines.

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Subject: Re: SuperCPU - is anyone still interested?

Posted by [RobertB](#) on Mon, 12 May 2014 04:45:48 GMT

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On Sunday, May 11, 2014 6:27:02 AM UTC-7, Shaun Bebbington wrote:

> ...is anyone still interested in the SuperCPU in terms of development or new software?

Of course I'm interested!

> For instance, I know someone who is developing a custom ROM as a replacement for the SCPU,

> some of which I've been testing on my 128.

Oh, that's really interesting! Can you speak about what features the ROM will have?

Thanks for the SCPU demos you created,
Robert Bernardo
Fresno Commodore User Group
<http://videocam.net.au/fcug>

Subject: Re: SuperCPU - is anyone still interested?

Posted by [commodorecomputerclub](#) on Mon, 12 May 2014 05:17:30 GMT

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On Monday, 12 May 2014 00:23:30 UTC+1, Clocky wrote:

- > I personally can't see the attraction of spending \$1000 or more just so
- > I can run GEOS, in itself well past it's use-by date in terms of a
- > viable productivity environment.

Indeed, now there is no attraction for most people. Back when CMD were selling the SuperCPU, it was not \$1000+ - I know because I purchased one. But even then there was no attraction for most people because it was deemed expensive, or 'cheating', or one of many other reasons not to buy one.

Regards,

Shaun.

Subject: Re: SuperCPU - is anyone still interested?

Posted by [commodorecomputerclub](#) on Mon, 12 May 2014 05:30:36 GMT

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On Monday, 12 May 2014 05:45:48 UTC+1, rber...@iglou.com wrote:

- > Of course I'm interested!

I expected this :-) I hope that you are well Robert!

- > Oh, that's really interesting! Can you speak about what features the ROM
- > will have?

It's been in development for a couple of years now and most of the guts of the GUI side have been written and tested. I think the 65816 support for the latest version of CBM prg Studio is either a consequence or related to this custom ROM development. The idea is to have a choice to boot to the GUI or to an enhanced version of BASIC (at the moment). CBM BASIC v7 is currently being disassembled so the possibility is that will replace BASIC v2 on the C64 (or BASIC v7 will run in 64 mode as well).

- > Thanks for the SCPU demos you created,

Those bits and pieces aren't really demos, I released them to mark the 50th anniversary of the programming language BASIC, for my own satisfaction. I'm currently working on something better, of course. Most of my findings may be found at <http://www.melon64.com/forum/viewforum.php?f=24> (that's not a typo - it's really Melon64).

My work will be done when I've released 50 BASIC programs for its 50th year, so my very own Cascade Cassette 50 if you like, full of rubbish. I'm programming these things to be SuperCPU aware because BASIC is slow @ 1mhz and there's no point in programming for the 1mhz machine as an amateur enthusiast like myself.

Regards,
Shaun.
