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The SID Stream

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Through out the years, we've learned that a lot stuff gets thrown out, and it just hurts to see so much go to waste.

C64.COM rely on donations to grow. If you just found your old C64 stuff in the attic and don't know what to do with it, give the stuff a good home by donating it to us. By donating software for instance, we're able to share it with the rest of the C64 retro community.

If you want to help C64.COM grow, donate your old software and hardware to us! Send an email to andreas.wallstrom@gmail.com and let's talk about it.

YouTube



Features

» F.A.Q. - look here before you send off email.

» Credits - the list people who made a this possible.

» Scene interviews
C64 sceners answe 20 questions about their time in the scene.

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Welcome to the world of C64 nostalgia. Here you will find exclusive material about the Commodore 64 home computer that we all know and love. There's detailed information about current and upcoming C64-related events and past developments within the scene and game culture in general. We at C64.COM aim to save and store an important part of the history of those who played a part in the active era of the Commodore 64. Enjoy your stay!

NEWS AND UPDATES

» August 31st, 2022 - THE C64 40 YEAR CELEBRATION with Bob Yannes, creator of the SID chip and the C64

"After I graduated high school in 1975, one of my goals in life was to have a significant impact on the world of home computers (which were still very early in their development). I was particularly interested in graphics and sound. It's almost unbelievable that MOS Technology, which created the 6502 microprocessor, was in my local area (not Silicon Valley), interviewing me at my college and ultimately hiring me in 1979 as a chip designer (something I had *no* idea how to do at the time).

Being fascinated by music synthesizers since junior high school, it was a total realization of a dream to be able to design the SID chip (a single chip, VLSI music synthesizer). When it fell upon me to design the C64 very, very quickly for the January 1982 CES trade show - because I was most familiar with the VIC II and SID chips and wasn't currently busy designing something else - the assumption was it was only going to be some Commodore "vapor-ware" to make news at CES. The C64 was thrown together so fast, and with such abbreviated planning, it's amazing it turned out so well. I am also extraordinarily grateful to Bob Russell for all of his work in making the C64 real. We were kindred spirits and the C64 would not have been possible without him. Hardware