gamebase 64

THE C64
EMULATOR FRONTEND

GETTING STARTED

GAMEBASE64

Getting Started

Thanks also go to...

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Contents

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6. Additional resources

On these websites you can find additional information about the GameBase front-end, the GameBase64 Collection and Commodore 64 related material:

http://www.gb64.com
The online version of the GameBase64 Collection. Contains a searchable database, download link to individual games and an active forum where GameBase related issues are discussed.

http://www.bu22.com
Download location for the GameBase front-end. Has a list of GameBase64 collections for other systems, several with links to external websites where collections can be downloaded.

http://www.c64-videos.de
Hundreds of gameplay videos available for download.

https://archive.org/details/C64Gamevideoarchive
Large collection of C64 gameplay videos.

http://vice-emu.sf.net
Home of the VICE emulator, the most used C64 emulator.

1. Introduction

Welcome to GameBase64!

GameBase64 is a collection of Commodore 64 games related material, formed by a team of C64 enthusiasts from all over the world who wish to preserve the memory of their beloved 8-bit computer for the generations to come.

This is done by trying to preserve all game software written for the Commodore 64 computer before the deterioration of old 5 ¼ disks and common cassette tapes erases them forever. It is a race against time in order to collect and archive the games themselves, as well as catalogue information on their creators and programmers. So far we have successfully compiled a list of 25000 entries, complete with screenshots and all information available at hand.

The list of games can be browsed with the GameBase front-end. With this versatile software package, you can browse, search and filter the GameBase64 collection. For each entry, there is additional information, like year, publisher and genre, available, as well as extra material, like cover scans, manuals and original game images.

Almost all games can be played with one of the included emulators. GameBase makes this easy for you by automatic configuring your emulator. Does a game need a joystick to be connected to joystick port 2? GameBase will configure it for you any time you start that game.

This manual will lead you through the installation and configuration of GameBase64. Also you can find how to use it and discover some handy features.

2. What's included in GameBase64?

GameBase64 comes on 3 DVDs. Disc 1 is the most important disc to get GameBase64 up-and-running. This DVD contains the GameBase front-end, The GameBase64 Collection, Screenshots, SID files, Emulators, SID players and other essential files. Also disk-, tape- and cartridge images of original, unmodified games are included on Disc 1.

Disc 2 and Disc 3 contain additional files that are linked to the GameBase64 database. On Disc 2 you can find scans of missing games, covers and adverts. Disc 3 contains documents and tips.

Give the view a name, choose the filter type (any or all criteria must match) and add your criteria. Click [OK] to save your view.

Views can be edited and deleted by clicking the [...] button.

3. Installing GameBase64

GameBase64 consumes about 11 GB of hard disk space. That's about the only requirement. The software will run on any system that can run Windows XP or higher.

If you are using Windows 7 or newer, it is recommended not to install the software in the Program Files folder. Best practice is to install GameBase in a folder in the root folder of your hard disk, for example C:\GameBase.

5.4 Creating custom views

If you look for a specific type of game, for example a certain genre, it can be hard to find what you are looking for. There are too many entries to view all games individually.

The GameBase front-end allows you to create views. A view is a filtered list that contain only games that meet certain criteria.

Some views are predefined. A view can be activated by clicking the Game View Selector (All Games) and choose a view in the list.

If you select a game, you can click on an entry in the Game Details pane. The game list will be updated to show only games that have the same value in that field. Example: the genre of the selected game is "Racing – Formula One". Clicking on this value will show all games from this genre. Return to the complete list by selecting "All Games" in the Game View Selector.

If you want to create a view for future use, click the [...] button at the left side of the Game View Selector. Click "Quick Filter". Select a field, for example Genre and type a value, for example Racing. The view is added to the Game View Selector and with a few mouse clicks you can browse through hundreds of racing games.

To add more complex views, for example with multiple criteria, click the [...] button and choose Add View.

3.1 Installing the GameBase front-end

The first step is to install the front-end. This is quite straight forward. Insert Disc 1 in your optical drive and start the GameBase installer gamebase-setup-v1.3-full.

Choose "Yes" if User Account Control asks for permission to make changes to your system. The Installer starts with this screen:
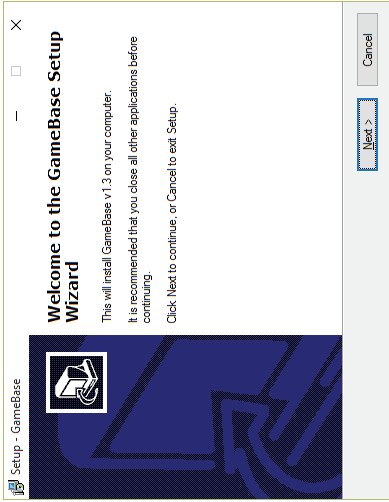
Click [Next] to proceed to the following step.

The fifth icon indicates if a game has been marked as classic. If you want to mark a game as classic, click this icon and change the rating to Classic.

The sixth icon if yellow if the game contains adult material. To change this setting for a game, click this icon and select the check box before "Adult Game".

The left pane is the sidebar. The sidebar combines all information in a single view. From this pane, you can start the game, play the music file, view extras and switch to related games.

In the right side of the status bat you see a number. This is a unique number for the selected game in the game list. Next to this number you see 2 small rectangles. The left rectangle will show or hide the letter S. When an S is displayed, the front-end sometimes will generate a sound effect, for example when a classic game is selected. When the right rectangle is clicked, the letter N is displayed. This will automatically play the associated music file for every selected game.

Most settings of the user interface can be changes with the View menu. Experiment with it by (de)selecting different options in this menu. You can show or hide the Game Details pane, select the size of the screenshots, switch between list and details view and so on. A useful feature is the Extra Columns option in the View menu. In the Details view, you can add extra information to each game. You can sort every column by clicking on the column header. So if you add Publisher, Year and Genre, these 3 columns will be added to the game list. Clicking on the header of the Year column will sort the game list. The oldest game is listed first, at the bottom you will find the most recent games.

Read the License Agreement. If you agree, select "I accept the agreement".

The next screen shows some information for Windows Vista and newer systems. Read the information and click [Next] if you understand everything.

Double clicking in the left side of the picture will show a new window with a full-size picture.

Under the screenshots are 4 buttons. The button with the question mark will select a random game in the game list. The [Play Game] button will start the game in an emulator. [Play SID] will play the attached music file and the [Extras] button will show a list of attached extras, like cover scans, manuals, original game images and tips.

At the bottom can see the Game Details pane. This pane contains information about the currently selected game. There are 5 tabs in this pane: Game, Version, Personal, Notes and SID. Each tab has specific information about the selected game.

Between the game list and the Game Details pane is the Game View selector. All Games is the default view. If you change it to Original Disks, only games will be displayed that have an original disk image attached. The Classics view will list the best and most famous games. You can create your own views, based on criteria you specify. How to do this will be explained in another chapter.

Under the extras button, there are 6 small icons. If an icon is yellow, it is active/selectable. The icons indicate the following:

If there is a precursor of the selected game, the first icon is yellow. Clicking on this icon will select the precursor of that game in the game list.
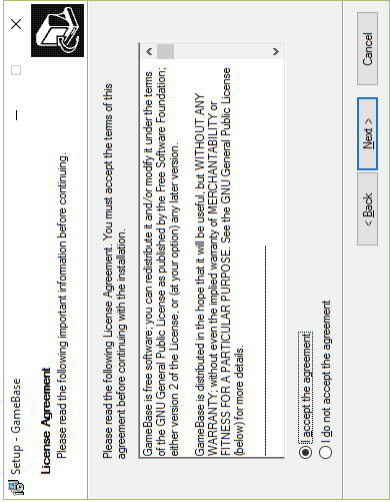
The second icon does the same, but moves to the sequel, if it exists.

If a clone of the selected game exists, clicking on the third icon will select that clone.

Clicking on the fourth icon will select a related game.
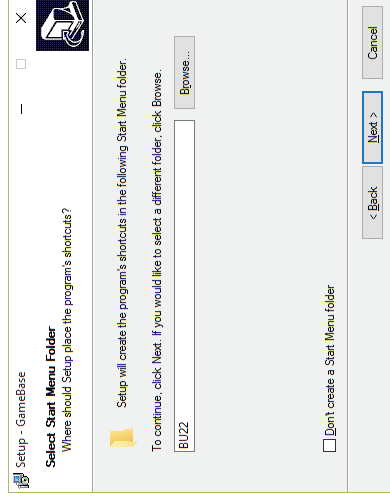
Now you can choose where to install the front-end. Again, it is NOT recommended to install the software in your Program Files folder, so in this example we choose C:\GameBase.
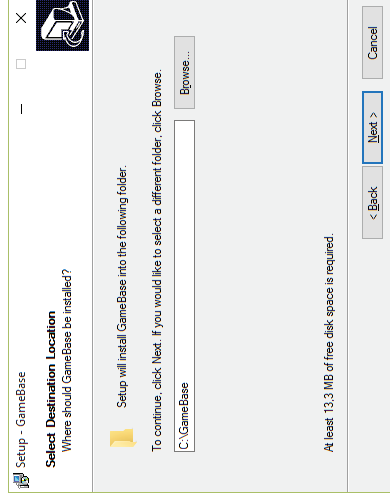
Click [Next] to proceed.

In the next step you can choose the name of the Start Menu entry. It is recommended to keep the suggested name.
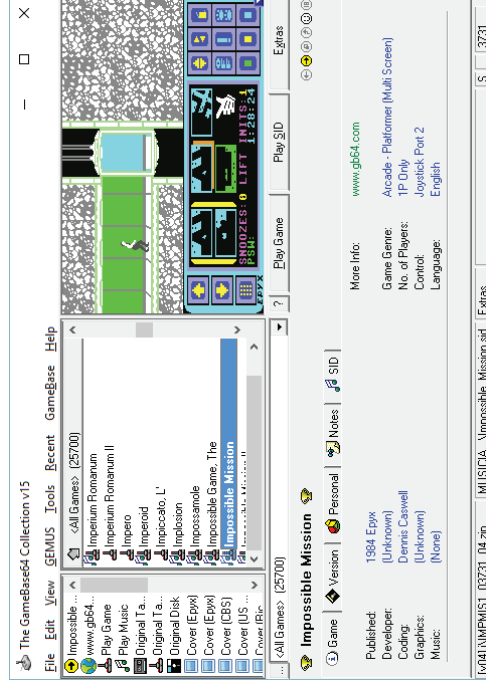

Click [Next].

If you don't want GEMUS to configure your joysticks each time you start a game, set JoystickAutoConfig to no.

5.3 Understanding and customising the user interface

You can customise the graphical user interface. Before we do this, let's take a look at the different components of the user interface of the GameBase front-end.

The second column is the most important one. It contains a list of all games included in the collection. The small icon tells if the game is playable in an emulator (small joystick symbol) and/or has an attached music file (small notes symbol).

At the right side you see one or more screenshots and pictures. If there are more pictures, you can click on the lower right corner to view the next picture. Clicking in the upper right corner will show the previous picture.

(De)select the icons the installer should create.

Setup - GameBase

Select Additional Tasks
Which additional tasks should be performed?

Select the additional tasks you would like Setup to perform while installing GameBase, then click Next.

Additional icons:
☑ Create a desktop icon
☐ Create a Quick Launch icon

< Back | Next > | Cancel

Click [Next].

Review your options. If there is anything incorrect, click [Back] to return to a previous step.

Setup - GameBase

Ready to Install
Setup is now ready to begin installing GameBase on your computer.

Click Install to continue with the installation, or click Back if you want to review or change any settings.

Destination location:
    C:\GameBase
Start Menu folder:
    BU22
Additional tasks:
    Additional icons:
        Create a desktop icon

< Back | Install | Cancel

Click [Install] to start the installation. The installation will take a few seconds.

emulator. However, some settings are configured by GEMUS each time you start a game. GEMUS is the GameBase integrated scripting language that starts the emulator. GEMUS controls the window size, joystick settings (except the keysets for joystick movements), sound output, render filter and True Drive emulation setting. Some of these GEMUS controlled settings can be set globally to your own preference. To change these settings, press F2 in the GameBase front-end. A new window is displayed containing some text in the right pane. The most important lines in this text are:

```
;Fullscreen=yes
;CrtEmu=yes
;Sound=no
;RealJoystick1=no
;RealJoystick2=no
;JoystickAutoConfig=yes
```

To activate a global emulator setting, remove the semicolon at the beginning of the line. Set the value to yes or no and click the [Save] button to save the changes.

If you want to run every game in full screen mode Change the first line to `Fullscreen=yes`. `Fullscreen=no` runs the emulator in a window each time a game is started.
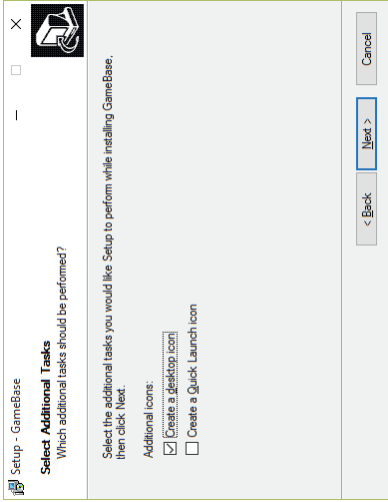
`CrtEmu=yes` will generate PAL scanlines. `CrtEmu=no` disables this behavior.

`Sound=no` disables all sound output. `Sound=yes` enables this feature.

If you use real joysticks connected to a USB port, or one or more USB game controllers, set `RealJoystick1` and/or `RealJoystick2` to `yes`. Setting these keys to `no` will use predefined keys on your keyboard for joystick emulation.
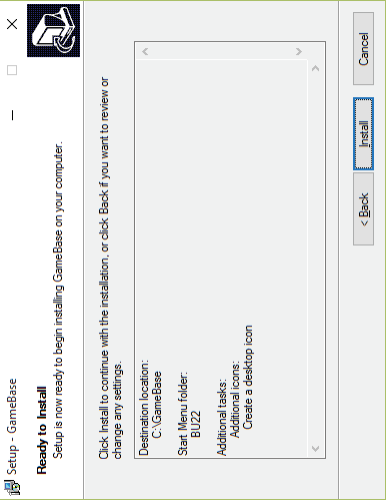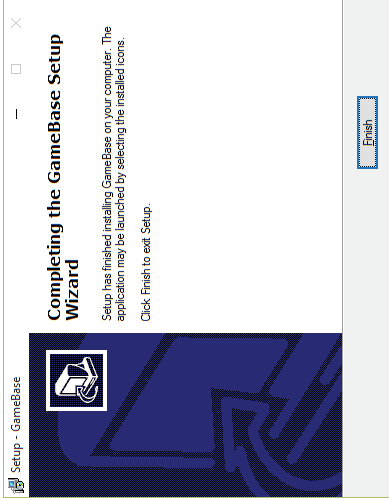
Click [Finish] to close the install wizard.

This completes the installation of the GameBase front-end.

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5. USING GAMEBASE64

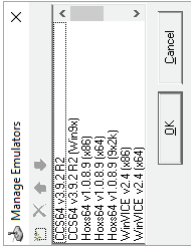## 5.1 Playing games and selecting an emulator

A game can be started by selecting it and pressing Alt+P, or by clicking the [Play Game] button. The game will start in the default emulator.

The default emulator is the first emulator that supports the game image file type of the current selected game.

If you want to start the game with another emulator, right click the [Play Game] button and click the emulator of your choice.

If a game has an attached music file, the [Play SID] button will play it in a music player that supports the file type of the music file.

If you want to set another emulator to default, click GEMUS and choose Manage Emulators.

You can move an emulator up and down in the list by selecting the emulator and click the arrow buttons. The first emulator is the one that will run 99% of the games by clicking the [Play Game] button. So put your favorite emulator on top of this list.

Click [OK] to close the Manage Emulators window.

5.2 Change basic emulator settings

You can change the configuration of your emulator to your own preference and save this configuration. How to change and save the emulator configuration is described in the documentation of the

Setup - GameBase

Installing
Please wait while Setup installs GameBase on your computer.

Extracting files...
C:\GameBase\GameBase.exe

Cancel

Click [Finish] to close the install wizard.

Setup - GameBase

Completing the GameBase Setup Wizard

Setup has finished installing GameBase on your computer. The application may be launched by selecting the installed icons.

Click Finish to exit Setup.

Finish

This completes the installation of the GameBase front-end.

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5. USING GAMEBASE64

5.1 Playing games and selecting an emulator

A game can be started by selecting it and pressing Alt+P, or by clicking the [Play Game] button. The game will start in the default emulator.

The default emulator is the first emulator that supports the game image file type of the current selected game.

If you want to start the game with another emulator, right click the [Play Game] button and click the emulator of your choice.

If a game has an attached music file, the [Play SID] button will play it in a music player that supports the file type of the music file.

If you want to set another emulator to default, click GEMUS and choose Manage Emulators.

Manage Emulators

CCS64 v3.9.2 R2
CCS64 v3.2 R2 (Win9x)
Hoxs64 v1.0.8.9 (x86)
Hoxs64 v1.0.8.9 (x64)
Hoxs64 v1.0.8.9 (9x2k)
WinVICE v2.4 (x86)
WinVICE v2.4 (x64)

OK   Cancel

You can move an emulator up and down in the list by selecting the emulator and click the arrow buttons. The first emulator is the one that will run 99% of the games by clicking the [Play Game] button. So put your favorite emulator on top of this list.

Click [OK] to close the Manage Emulators window.

5.2 Change basic emulator settings

You can change the configuration of your emulator to your own preference and save this configuration. How to change and save the emulator configuration is described in the documentation of the

5. Using GameBase64

GameBase can be started with the shortcut that is created by the installer.

If GameBase64 is the only collection, it will be opened automatically. If there are more collections installed, a small dialog box is displayed containing all available collections. Select GBC_V15 by double clicking on the icon.
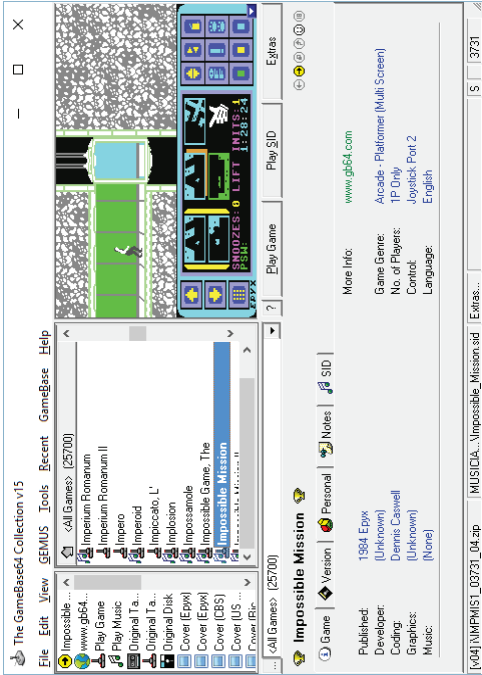
You can browse through the list containing thousands of games. If you know the name of a game, you can just type the first characters of that game. If you know a part of the game name, press Alt+F and type the characters to search for. Press F3 to find the next game containing your search query.

3.2 Installing the GameBase64 Collection

After the front-end has been installed, it's time to set up the GameBase64 Collection. The GameBase64 Collection is the database where the front-end connects to. It contains all information about the games included in the collection and points to the screenshots, game images, music files, extras and emulators.

IMPORTANT: Pay special attention to the installation location. The GameBase64 Collection has to be installed in a subfolder of the front-end. The folder name should be GBC_V15. So if you installed the GameBase front-end in C:\GameBase, install the GameBase64 Collection in C:\GameBase\GBC_V15.

Start the installation wizard by launching GB64V15. Choose Yes if User Account Control asks for permissions to modify your system. The Welcome screen appears.
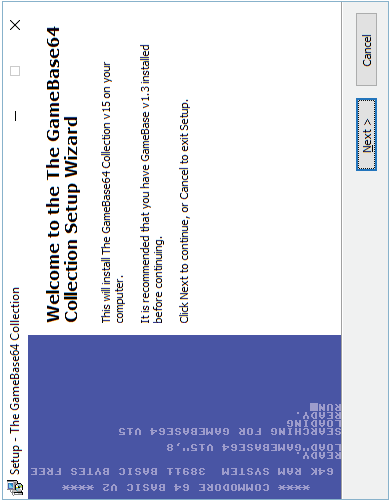
Click [Next] to proceed to the following step.

Read the License Agreement. Select "I accept the agreement".
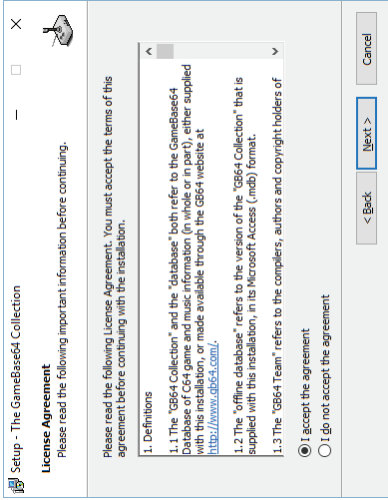
Click [Next] to proceed.

Read the information. It contains important information you should know about how to setup the GameBase64 Collection successfully.
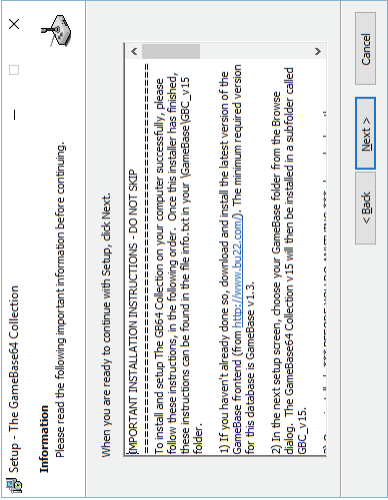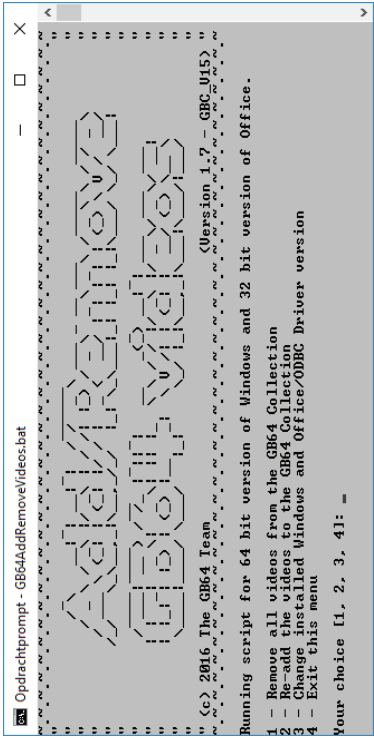
Click [Next].

The scripts needs 2 things to know: what version of Windows (32 or 64 bit) and what version of Microsoft Office (32 or 64 bit) is installed. If you don't use Microsoft Office at all, you have to download the Microsoft Access Database Engine 2010 Redistributable from this location:

https://www.microsoft.com/en-us/download/details.aspx?id=13255

The script tries to detect the correct settings. You can change one or both settings if the script doesn't work, but in most cases the correct settings will be detected. Press Enter to go to the main menu.

```
Opdrachtprompt - GB64AddRemoveVideos.bat

      ADD/REMOVE
      GB64 VIDEOS

(c) 2016 The GB64 Team                    (Version 1.7 - GBC_U15)
Running script for 64 bit version of Windows and 32 bit version of Office.

1 - Remove all videos from the GB64 Collection
2 - Re-add the videos to the GB64 Collection
3 - Change installed Windows and Office/ODBC Driver version
4 - Exit this menu

Your choice [1, 2, 3, 4]: _
```

Remove the video files from the database with option 1, re-add them with option 2 or change the settings with option 3.

Leave the menu with option 4.

Select the location where the Gamebase64 Collection can be installed. Verify if the collection is installed in a subfolder of the GameBase front-end. If not, click the Browse button and browse to the GameBase front-end folder. The installer will add GBC_V15 to the selected path.

For example, if the GameBase front-end is installed in C:\GameBase, the GameBase64 Collection should be installed in the folder C:\GameBase\GBC_V15.


Click [Next] to continue.

4.5 Removing and re-adding video files

If you don't have access to the video files, the "verify Available Files" process will make mention of more than 700 missing files. To fix this, one option is to manually remove all Longplay and Video files one by one from the GameBase64 Collection. This is a lot of work, but a script is available to automate this process for you. The GB64 Add/Remove Videos script removes or re-adds these files to the database in a few seconds.

To get started, extract the files from GB64AddRemoveVideos.zip on Disc 1 to the GameBase64 Database folder (GBC_v15). Then launch the script by double clicking on GB64AddRemoveVideos.bat. The Welcome screen is displayed:

3. Installing GameBase64

If you did not select the correct installation folder, click the [Back] button to return to the previous step.
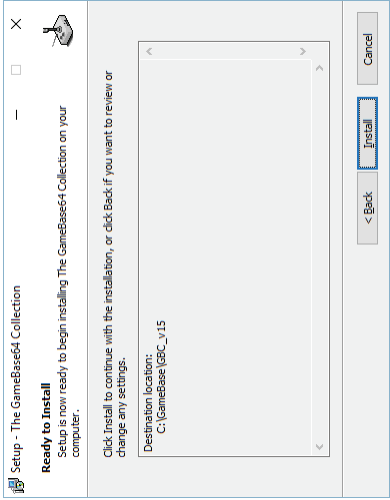
Click [Install] to start the installation.

Files are copied to the GameBase64 folder.
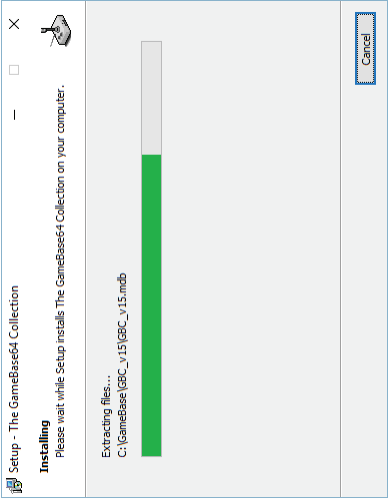
4. Configuring GameBase64

GameBase tries to find all games, music, screenshots and extras.
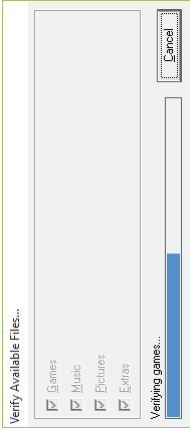
This takes a while. If everything goes well, GameBase should find all games, music and pictures.

Probably about 700 extras cannot be found. These are all video files, which are too large for distribution on Optical discs. These videos are available on Usenet. They can also be found at some torrent sites.

To view a list of files that cannot be found by the front-end, click the [Details] button after the file verification is complete. A text file will be generated with information about the missing files.

After the installer has copied all files, the last window shows up. Click [Finish] to exit the install wizard.

This completes the installation of the GameBase64 Collection.

4.4 Verify available files

This is the last GameBase64 configuration step. GameBase64 needs to know if all files that the collection links to can be found.

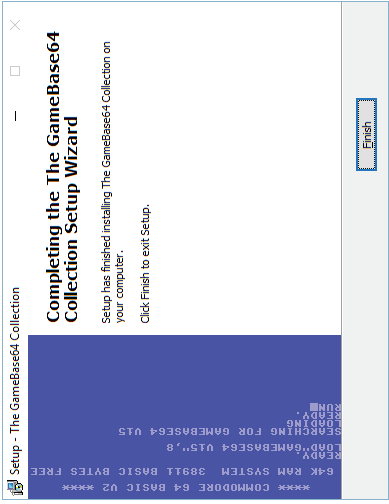In the GameBase front-end, click Options and choose Verify Available Files.
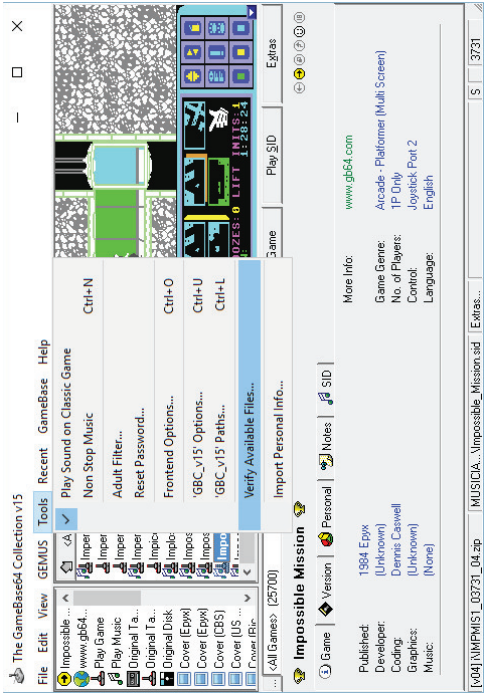
Select all 4 check boxes and click [Start].

3.3 Copying the DVD-ROM content to your hard disk

We have installed the front-end and the collection. This chapter describes the next step of the installation. All files and folders on the DVD-ROMs have to be copied to a location on the hard disk. It is recommended that you copy everything to the GBC_V15 folder, but it is no problem if you choose another location.

Another possible option is to create a new folder, for example D:\GB64Content and copy the contents of the 4 discs to this empty folder.

Follow this procedure to copy the files and folders to the new location:

- Copy all folders from Disc 1 to the location of your choice on your hard disk. Files in the root do not have to be copied.
- Copy the Extras folder on Disc 2 to the same location you copied the contents of Disc 1 to.
- Copy the contents of the Extras folder on Disc 3 to the Extras folder that was created in the previous step.
- Do the same thing with Disc 4: copy everything in the Extras folder to the Extras folder on your hard disk.

The file copy process can take some time. Optionally you can temporary disable your antivirus software to speed up this procedure.

The Paths window opens.
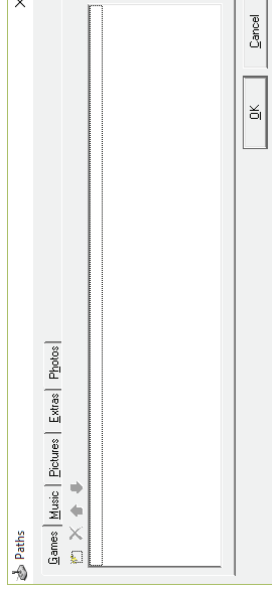
- In the Games tab, click the New button and browse to the Games folder on your hard disk.
- In the Music tab, click the text box and browse to the C64Music tab on your hard disk.
- In the Pictures folder, click the New button and browse to the Screenshots folder on your hard disk.
- In the Extras tab, click the New button and browse to the Extras folder on your hard disk.
- In the Photos tab, click the text box and browse to the Photos folder on your hard disk.

Click [OK] to close the Paths window.

4.3 Specify the file paths

The last step to make is to tell the GameBase front-end where it can find the files. For each of these file types, a path must be specified:
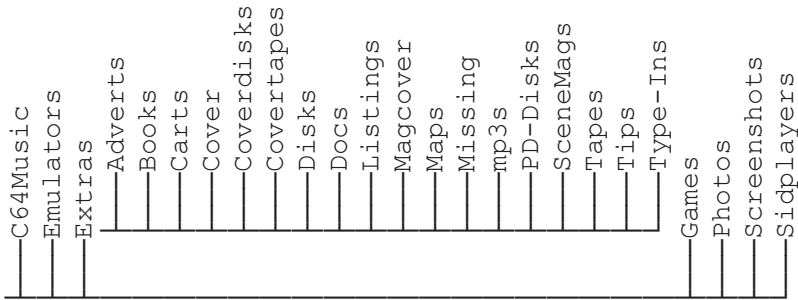
- Games
- Music files
- Screenshots
- Extras
- Music composer pictures

To specify the paths, click Options in the GameBase front-end and choose GBC_V15 Paths.

After everything has been copied, you should have a folder structure similar like this:

```
──C64Music
──Emulators
──Extras
       ──Adverts
       ──Books
       ──Carts
       ──Cover
       ──Coverdisks
       ──Covertapes
       ──Disks
       ──Docs
       ──Listings
       ──Magcover
       ──Maps
       ──Missing
       ──mp3s
       ──PD-Disks
       ──SceneMags
       ──Tapes
       ──Tips
       ──Type-Ins
──Games
──Photos
──Screenshots
──Sidplayers
```

If you copied the DVD-ROMs to the GBC_V15 folder, you should also see the folders Gfx, Scripts, Sounds and Splash in the folder tree.

3.4 Extracting the archives

This is the final step before we can actually start GameBase64!

Some components have been compressed to ZIP files and need to be extracted. This chapter describes which ZIP files you have to extract before GameBase64 is started for the first time.

In the Emulators folder you find some ZIP files. Each ZIP file contains a supported emulator. Extract the ZIP file of each emulator you want to use with GameBase64. Every emulator should be extracted to a separate folder and all emulator folders should be located in the same folder. Your Emulator folder should look something like this:

```
Emulators
├──CCS64
├──Hoxs64
├──WinVICE-x64
└──WinVICE-x86
```
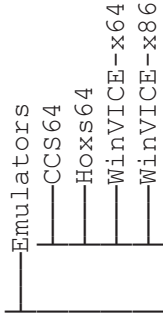
In the Sidplayers folder you will find a ZIP archive containing a little program that can play music files. Extract this ZIP file to the location of your choice. It is recommended to extract it straight to the Sidplayers folder.

Give the music player a descriptive name, like SIDplay2/w.

Use the [Browse] button to specify the location of SIDplay. This is the program you extracted from the ZIP file in the Sidplayers folder.

Enter SID under Supported File Types.

The dialog box should look similar to this:

Click [OK]. Optionally you can add the built in SID player from the WinVICE emulator. Repeat the previous steps, browse to the WinVICE program folder and select the executable VSID. The properties window should look like this:
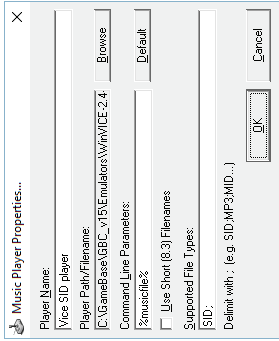
Click [OK] to close the GBC_V15 Options window.

3.5 Review your installation

Before we start GameBase64 for the first time, it is recommended to check if all installation steps have been completed. Verify if these actions have been performed:

- The GameBase front-end is installed. Open the Control Panel and verify if GameBase v1.3 is listed under Programs and features.

- The GameBase64 Collection is installed. Open the Control Panel and verify if The GameBase64 Collection is listed. Also check if the GameBase64 Collection is installed in a subfolder of the GameBase front-end.

- The content of all discs is copied to your hard disk. You should have a folder structure similar to the list in chapter 3.3.

- The emulators you want to use and the SID Player are extracted. One or more supported emulators should be extracted in the Emulators folder and the SID Player should be extracted to a location of your choice.

Click the tab Music Players

Click the [New] button to add a music player.

4. Configuring GameBase64

After the installation of the required components, GameBase64 has to be configured. The configuration consists of scanning and configuring supported emulators, configuring a SID music player, specifying file paths and verifying available files. This chapter describes all these steps.

4.1 Scan and configure supported emulators

Start the GameBase front-end from the Start Menu. You will find a shortcut "The GameBase front-end" in the program group BU22. If GameBase64 is the only collection, the front-end will open it automatically. If there are more collections, double click select the GameBase 64 collection.

The Emulator Setup Wizard is started when the GameBase64 Collection is opened for the first time. If you want to start this wizard manually, click GEMUS and choose Emulator Setup Wizard.
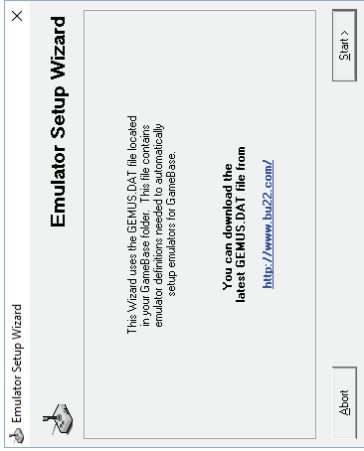
Click [Start] to proceed.

4.2 Configure a music player
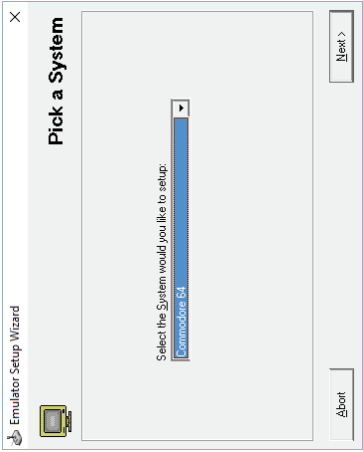
Click Tools and choose GBC_V15 Options.

You can choose for what system the wizard will scan supported emulators. Since "Commodore 64" is the only system listed, nothing needs to be changed.

Click [Next] to proceed.

The wizard needs to know the location of your emulators.

Click the Browse button [...] next to the text box to specify the location of the Emulators folder.

You can verify if the emulators are configured successfully by clicking GEMUS in the GameBase front-end. All found emulators should be listed.
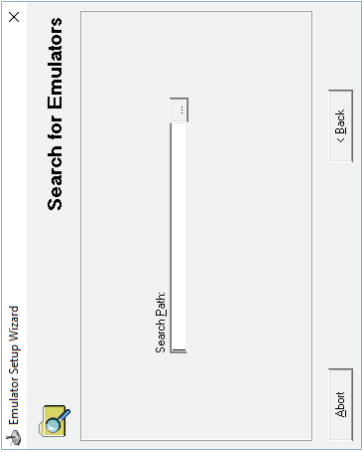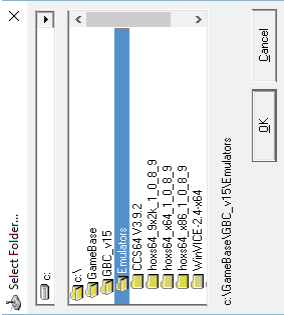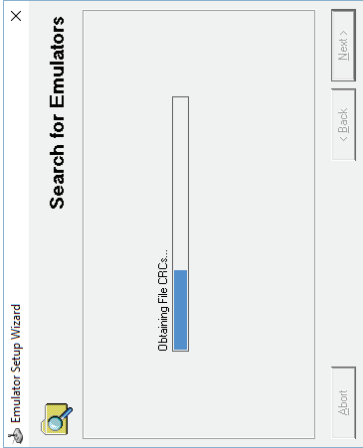
4. Configuring GameBase64:

Click [Finish] to complete the wizard.

Click the [Close] button to end this procedure.

4. Configuring GameBase64

Browse to the Emulators folder and click OK. In the "Search for Emulators" windows, the path is filled in.
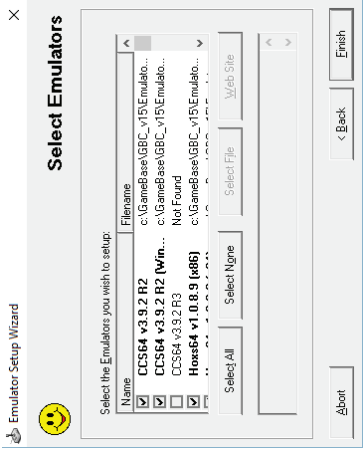
Click [Next] to proceed.

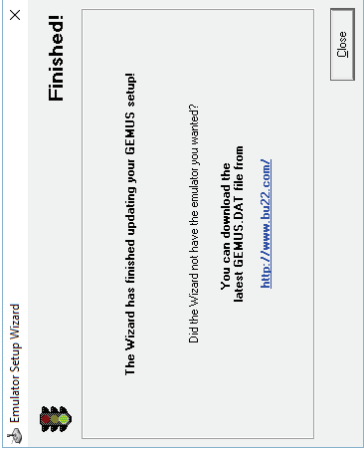The Emulator Setup Wizard scans for supported emulators

The Emulator Setup Wizard should find at least one supported emulator. Verify if at least one emulator in the list is selected.