

Still programming the Commodore 64: Create an assembly game step by step. (Commodore 64 assembly programming Book 2) By Jens Christian Ingvarthsen Thomsen **Still programming the Commodore 64gb sd** However the book is clutched together unprofessionally: the pages are not centered the page numbers are always on the right and hard to read for pages on the left the numbers of the table of contents do not match to the content the English was not prove read by a native speaker,

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Still programming the Commodore 64
Building the game Cars Over 2 - The sequel
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Two stars for the topic it is nice and brave to code on the C64 and to publish that, **Still programming the Commodore 64kb** This is fine for a blog not for a printed publication!The content itself is a commented source code with no deeper explanations whatsoever: **Still programming the Commodore 64i sgb** There is also an opcode listing that consists only of the opcode abbreviation and the full name of that opcode. **Still programming the Commodore 64gb sd** No information on what the opcode does what flags it uses or manipulates what exactly is the use of this list then?It is still nice as a motivator for your own project. Genderfuck.