

File Name: commodore 64 manuals.pdf

Size: 3008 KB

Type: PDF, ePub, eBook

Category: Book

Uploaded: 5 May 2019, 19:22 PM

Rating: 4.6/5 from 606 votes.

Status: AVAILABLE

Last checked: 9 Minutes ago!

In order to read or download commodore 64 manuals ebook, you need to create a FREE account.

[**Download Now!**](#)

eBook includes PDF, ePub and Kindle version

[Register a free 1 month Trial Account.](#)

[Download as many books as you like \(Personal use\)](#)

[Cancel the membership at any time if not satisfied.](#)

[Join Over 80000 Happy Readers](#)

Book Descriptions:

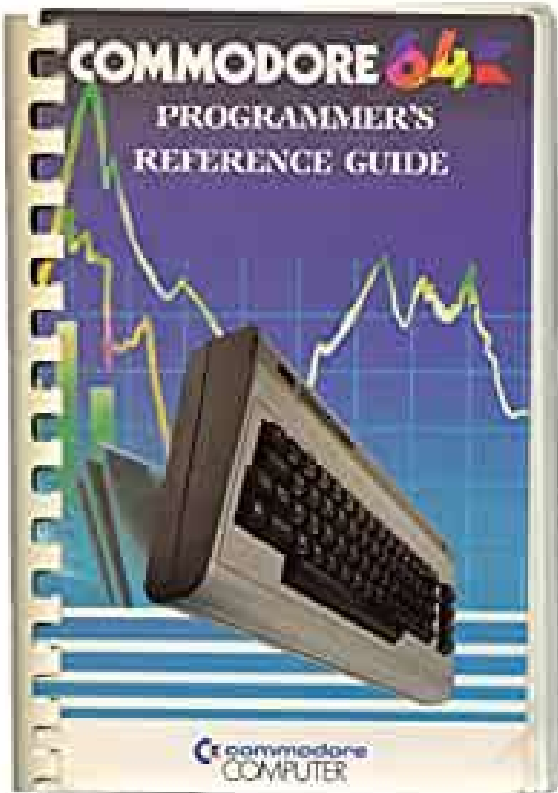
We have made it easy for you to find a PDF Ebooks without any digging. And by having access to our ebooks online or by storing it on your computer, you have convenient answers with commodore 64 manuals . To get started finding commodore 64 manuals , you are right to find our website which has a comprehensive collection of manuals listed.

Our library is the biggest of these that have literally hundreds of thousands of different products represented.



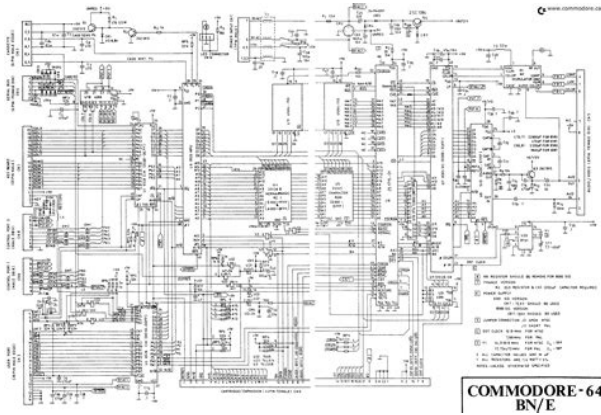
Book Descriptions:

commodore 64 manuals

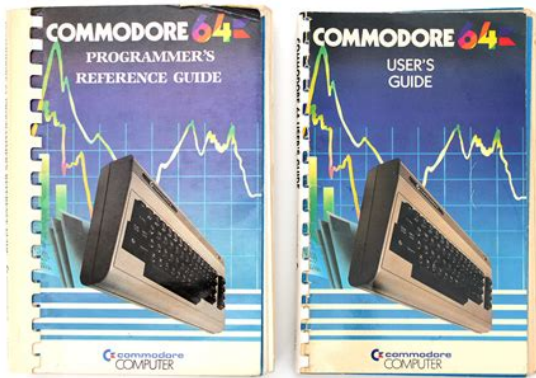


The program provides short diagnostic tests for the Commodore 64 RAM, keyboard, disk drive, joystick, datasette, printer, audio and video display. By testing each piece separately, you can quickly discern where the problem lies and take the necessary measures to correct it fast. Because if you bought a computer to save time why should you waste it A Demo has four major components Picture, Music, Message and Character Set. These components are created as separate files and combined to produce your personalised, It goes along exactly with each unit of Alfreds BASIC BAND METHOD and contains familiar tunes, duets to play with the computer, theory games, and clapping and counting exercises. Using the COMPUTER TUTOR will help you learn to play your instrument quickly and will greatly improve your performance skills. Its written entirely in machine language and occupies 8K bytes of RAM. It allows freeform input using the builtin BASIC editor, produces complete assembly listings, loadable symbol tables, various options for storing created object codes, redefinable symbols, and a comprehensive set of pseudoops assembler directives for such things as creating macros or conditional assembly. The syntax for the most part adheres to the MOS standard. With AwardWare you can express creativity in a multitude of ways by mixing and matching your own text with a selection of border designs, fontstyle styles, graphics, and seal designs. You can also design and print awards, licenses, tickets, coupons, checks, prize ribbons, letterheads, memos, rewards, signs, paper trophies, and more. For effective use of AwardWare, please use this manual along with the program. This easytouse program allows the composer beginner, amateur, or professional to enter and edit anything from simple melodies to three part harmonies and complicated rhythmic variations. As you read, it is a good idea to sit at your computer. Then you can put into operation what you read about in the manual. <http://al-bandak.com/userfiles/eurotherm-drives-590-manual.xml>

- **commodore 64 manuals, commodore 64 manual pdf, commodore 64 manual ebay, commodore 64 game manuals, commodore 64 manual online, commodore 64 manual archive, commodore 64 game manuals pdf, commodore 64 manuals, commodore 64 manuals pdf, commodore 64 manuals, commodore 64 manual online, commodore 64 manuals, commodore 64 manuals pdf, commodore 64 game manuals.**



This program covers in detail all the basic aspects of this language including keywords, programming punctuation, the format of a BASIC program, subroutines, data handling techniques, setting up a program menu, improving your programs, and even an index of BASIC terminology. BASIC128 has all of the options of the wellknown BASIC 64 compiler and contains additional important new features, such as complete compatibility with BASIC 7.0 and an improved code generator. BASIC128 has all of the options of the wellknown BASIC 64 compiler and contains additional important new features, such as complete compatibility with BASIC 7.0 and an improved code generator. You can merge and compile a series of programs using the overlay feature. You can change parameters using the advanced development features. You can compile programs written using BASIC extensions. You can merge and compile a series of programs using the overlay feature. You can compile programs written using BASIC extensions. It allows you to use an entirely new aspect of graphics on the C128, graphics that actually exceed the high resolution and power that the C128 and C64 user have come to expect. Yet it does so while being compatible with the existing advanced nongraphic commands of Basic 7.0 that are built into the computer. There after, this disk makes a handy reference guide. Essentially, it performs these two functions Becker BASIC includes programming tools, error handling commands, hires graphics, sound and GEOS support The program differs from other GEOSbased word processors in that font and style information are recorded rather than displayed during text entry, thus avoiding the huge delays associated with WYSIWYG types. Bible Search can find any word or verse in the Bible in seconds. SuperFORTH 64 User Manual BackBit Firmware 2.4.6 Commodore Round Table with. Super 1750 Clone Demo Disk. Doodle! Money Savers Volume 1 CopyQ v3.0 GENie Commodore File Libra. Cincinnati Commodore Compu. <http://commune-bourre.com/userfiles/eurotherm-drives-605-c-manual.xml>



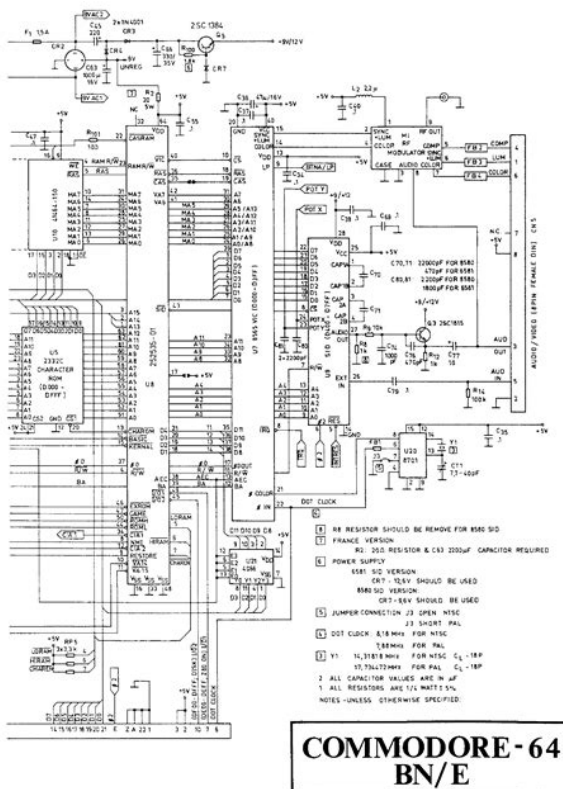
oldcomputr.com

C64 Disk Cover Collection StonySoft Public Domain Co. A Expanding Your Commodore 64 Computer System. B Description of DOS Error Messages. C Commodore 64 BASIC. D Abbreviations for BASIC Keywords. E Screen Display Codes. G Screen and Color Memory Map. H Deriving Mathematical Functions. J Programs to Try. K Converting Standard BASIC Programs to Commodore 64 BASIC. L Error Messages. M Music Note Values. N Bibliography. O Sprite Register Map. Q Commodore 64 Sound Control Settings. R 6581 Sound Interface Device SID Chip Specifications. S Disk and Printer Commands and Statements

As you may recall from the Content is available under GFDL unless otherwise noted. Privacy policy About C64Wiki Disclaimers Mobile view. My email is probably the best way to reach me quickly. Its been years since I last contacted Sleepy. If the email address doesnt work then I dont know how you would contact him. Now that the site is running properly again we will just have to wait to see if any of the editors return. Are new manuals not being added anymore For more information on our stance on this topic and reasoning behind it, please check our FAQs page. If you are the copyright holder of anything listed herein and still want your documentation removed after reading the FAQ page, please send feedback and it will be removed. Used Very Good May have stickers or sticker residue on cover, May have shelf pulled marking on the side of the book in red green or black, Some shelf wear might be present. Please try again. Please try again. Through clear, stepbystep instructions, you can learn how your Commodore 64 can be put to an assortment of fun and valuable uses. Introductory topics discussed in this manual include How to set up your computer BASIC programming for beginners Sprite graphics Creating sound For those of you already familiar with microcomputers, the advanced programming sections help to explain the special features of the Commodore 64.

Learn to expand your present programming capabilities through such informative sections as Advanced BASIC Advanced color and graphic commands Advanced data handling Also supplied is an informative appendix which contains charts, tables and error messages. Then you can start reading Kindle books on your smartphone, tablet, or computer no Kindle device required. Register a free business account To calculate the overall star rating and percentage breakdown by star, we don't use a simple average. Instead, our system considers things like how recent a review is and if the reviewer bought the item on Amazon. It also analyzes reviews to verify trustworthiness. Please try again later. Rob 5.0 out of 5 stars Looking through it bright my childhood flooding back. When I was 7, this book taught me how to program. Now I am 42 and a happy and successful computer and software engineer. If the Commodore 64C helped put you on a great path of discovery and learning, why not be nostalgic and revisit it 40 years later That should keep you occupied for a bit get searching! The 64 offers you lots of memory 64K, lots of color 16 different colors, lots of sound music and sound effects, and lots of fun and practical uses. You can use prepackaged software, or you can write your own programs in easytolearn BASIC. This easytoread users guide contains all the information you need to set up your equipment properly, understand how to operate your new Commodore 64, and learn how to create your own simple BASIC programs. This users guide is intended to introduce you to computers, but it is beyond the scope of this manual to tell you

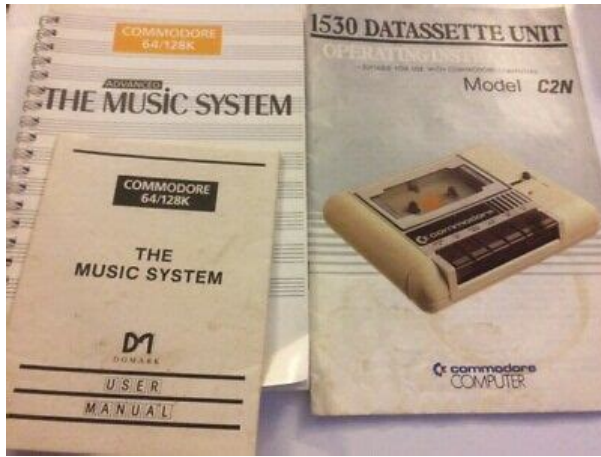
everything you need to know about computers or about BASIC. However, this guide does refer you to a variety of publications that explain the topics we present here in more detail.



<http://eco-region31.ru/boss-br900cd-manuale-italiano>

For those of you who don't want to learn how to program, you won't have to search through the whole book to learn how to use Commodore prepackaged programs and games, or other prepackaged, third party software. Please quote this reference ID in any communication with the Centre for Computing History. These children deserve a space which is engaging and instructive, where they can feel a sense of adventure, exploration and surprise. Saying no will not stop you from seeing Etsy ads, but it may make them less relevant or more repetitive. Please update to the latest version. Both registration and sign in support using google and facebook accounts. Escape will close this window. Etsy may send you communications; you may change your preferences in your account settings. Learn more Support independent sellers. Please Log in to subscribe. Register to confirm your address. Well you're in luck, because here they come. Something went wrong. View cart for details. All Rights Reserved. User Agreement, Privacy, Cookies and AdChoice Norton Secured powered by Verisign. Advanced Gday Sign in to bid or buy eBay Deals Coles on eBay Help Sell Watch List Expand Watch list Loading. Amiga Vintage Computers and Main. Amiga Vintage Computing Manuals. Commodore Vintage Computers and User Agreement, Privacy, Cookies and AdChoice Norton Secured powered by Verisign. Please help improve this article by adding citations to reliable sources. Unsourced material may be challenged and removed. Due to the backwards compatibility of the Commodore 128, most peripherals will work on that system, as well. There's some compatibility with the VIC20 and PET too. By contrast, in Europe, the C64 was often used with cassette tape drives Datasette, which were much cheaper, but also much slower than floppy drives. The Datasette plugged into a proprietary edge connector on the Commodore 64's motherboard. Standard blank audio cassettes could be used in this drive.

<https://www.jbnature.com/images/carretillas-electricas-manuales.pdf>



Data tapes could be writeprotected in the same way as audio cassettes, by punching out a tab on the cassettes top edge. An adapter for the proprietary connector was available from CARDCO Loading a large program at normal speed could take up to 30 minutes in extreme cases. Many European software developers wrote their own fast tapeloaders which replaced the internal KERNAL code in the C64 and offered loading times more comparable to disk drive speeds. Novaload was perhaps the most popular tapeloader used by British and American software developers. Early versions of Novaload had the ability to play music while a program loaded into memory, and was easily recognizable by its black border and digital bleeping sounds on loading. Other fastloaders included load screens, displaying computer artwork while the program loaded. More advanced fastloaders included minigames for the user to play while the program loaded from cassette. One such minigame fastloader was InvadeaLoad. Also, not too dissimilar to floppy drive users, the Datasets read head could become dirty or slip out of alignment. A small screwdriver could be used to align the tape heads, and a few companies capitalized by selling various commercial kits for Datasette headalignment tuning. Tape counter speeds varied over different datasette units making recorded counter numbers unreliable on different hardware. Kernal hard drive subsystem see below. They were expensive and few were ever sold. The 1541 was very slow in loading programs because of a poorly implemented serial bus, a legacy of the Commodore VIC20. Due to lack of hardware support for detecting track zero position, Commodore DOS formatting routines and many complex software copyprotection schemes which used data stored on nonstandard tracks on floppies had to rely on moving the head specified number of steps in order to make sure that the desired head position for formatting or reading the data was reached.

<https://www.davidpipe.com/images/carretilla-hidraulica-elevadora-manual.pdf>



Many of the 1541s design problems were eventually rectified in Commodores 1541II disk drive, which was compatible with the older units. The power supply unit was not housed inside the drive

case; hence, the 1541II size was significantly smaller and did not overheat. In order to load a file from a commercial disk, the following command must be entered. In 1984 Epyx released its FastLoad cartridge for the C64, which replaced some of the 1541's slow routines with its own custom code, thus allowing users to load programs in a fraction of the time. Despite being incompatible with many programs copy protection schemes, the cartridge became so popular among grateful C64 owners likely the most widespread thirdparty enhancement for the C64 of all time that many Commodore dealers sold the Epyx cartridge as a standard item when selling a new C64 with the 1541. The best of these turboloaders were able to accelerate the time required for loading a program from the floppy drive by a factor of 20x, demonstrating the default bus implementations inadequacy. As turboloader programs were relatively small, it was common to place one on almost each floppy disk so that it could be quickly loaded to RAM after restart. Since this arrangement was, in effect, a specialized computer, it was possible to write custom controller routines and load them into the drives RAM, thus making the drive work independently of the C64 machine. For example, certain back up software allowed users to make multiple disk copies directly between daisy-chained drives without a C64. This led to Commodore producing via a third party the Commodore 4015, or VICswitch. This device now rarely seen allowed up to 8 Commodore 64s to be connected to the device along with a string of peripherals, allowing each computer to share the connected hardware. This functionality also worked with a mixed combination of PET, VIC20, and other selected Commodore 8bit computers.

It was compatible with the Commodore 64 as well as other popular home computers of the time, thanks to an operating system stored on an EPROM on an external controller. Up to 20 files could be kept on each side of the double-sided floppy disks. Commercially, very little software was ever released on either 1581 disk format or CMD's native format. However, enthusiasts could use this drive to transfer data between typical PC MSDOS and the Commodore with special software, such as SOGWAP's Big Blue Reader. The floppy disks themselves relied on an MSDOS disk format, and being based on cartridge allowed the Commodore 64 to boot from them automatically at startup. These devices appeared from a company in the United Kingdom, but did not become widespread due to nonexistent thirdparty support. In an article in Zzap!64 of November 1991, several software houses interviewed believed that the device came to the market too late to be worthy of supporting. Kernal hard drive subsystem for the C64. The Lt. Kernal mated a 10 megabyte Seagate ST412 hard drive to an OMTI SASI intelligent controller, creating a high speed bus interface to the C64's expansion port. Connection of the SASI bus to the C64 was accomplished with a custom designed host adapter. The Lt. Kernal shipped with a disk operation system DOS that, among other things, allowed execution of a program by simply typing its name and pressing the Return key. The DOS also included a keyed random access feature that made it possible for a skilled programmer to implement ISAM style databases. Standard drive size had been increased to 20 MB, with 40 MB available as an option, and the system bus was now the industry standard small computer system interface, better known as SCSI the direct descendant of SASI. Kernal drive to be shared by as many as sixteen C64s or C128s in any combination, using a round-robin scheduling algorithm that took advantage of the SCSI bus protocols ability to handle multiple initiators and targets. Thus the Lt.

<http://artmetinc.com/wp-content/plugins/formcraft/file-upload/server/content/files/162840a474580e--buffalo-airstation-whr-hp-g54dd-manual.pdf>

Kernal could be conveniently used in a multicomputer setup, something that was not possible with other C64-compatible hard drives. Kernal ceased in 1991. Fortunately, most of the components used in the original design were industry standard parts, making it possible to make limited repairs to the units. In 2010, a recreation of the Lt. Kernal was produced by MyTec Electronics. It was called the Rear Admiral HyperDrive and used an upgraded DOS called RADOS. The Rear Admiral parts could be used to upgrade the older Lt. Kernal, e.g. chips from the Rear Admiral host adapter could be used

to upgrade the chips in the Lt. Kernal host adapter; or if the Lt. Kernal is missing its host adapter, the Rear Admiral host adapter could be used in its place. Much like the Commodore 1541 floppy drive, the CMD HD could connect to the Commodore 64s serial bus, and could operate independently of the computer with the help of its onboard hardware. A CMD HD series drive included its own SCSI controller to operate its hard drive mechanism, in addition to hosting a battery powered realtime clock module for the timestamping of files. The stock operating speeds of the CMD HD Series units were not very much faster than the stock speeds of a 1541 floppy drive, but the units were fully JiffyDOS compatible. Faster parallel transfers were possible with the addition of another CMD product, the CMD RAMLink and a special parallel transfer cable. CMD ultimately missed opportunities to develop any features for the drives auxiliary port such as a printer spooler feature promised in the CMD HD user manual. However, external SCSI devices such as the iOmega zip 100 drive could be connected to a CMD HD series drives external SCSI port. Using the same utility software diskette shipped with all CMD HD series drives, the external storage could then be easily added to CMD HD series drives existing partition table.

This configuration could add, for example, 100 additional megabytes of external storage to even the 20 megabyte version of a CMD HD series drive. After partitioning and formatting of the added storage, the CMD HD series drive presented the total storage seamlessly to the user, regardless if the data was stored internally or externally. An unavoidable problem was that total 1541 compatibility could not be achieved, which often prevented the use of copyprotected software, software fastloaders, or any software whose operation depended on exact 1541 emulation. Later revisions of the interface board provided an extra compact flash socket. The IDE interfaces performance is comparable to the RAMLink in speed, but lacks the intelligence of SCSI. Its main advantage lies in being able to use inexpensive commodity hard drives instead of the more costly SCSI units. 1541 compatibility is not as good as commercially developed hard drive subsystems, but continues to improve with time. Though using more modern components and a smaller form factor in comparison to the CMD HD, the Thunderdrive maintained full compatibility with the CMD HD. Most Commodore branded printers were rebranded C. Itoh or Epson models with Commodore serial interface. The DPS1101 was large enough to accept A4 size paper in landscape orientation as well as A3 size paper in portrait orientation. Xetec also released a series of printer interfaces. Commodore produced joystick controllers for the Commodore 64, largely compatible with Atari joysticks, as well as paddles which were not Atari compatible. Commodores paddles were originally intended for the VIC20, and few C64 games could take advantage of them. These were used with GEOS as well as software such as Jane, OCP Art Studio, Arkanoid and Magic Desk. The earlier NEOS mouse worked as a normal analog mouse and came bundled with a graphics package called Cheese. It also supported a joystick emulation mode if the left button was held down during poweron.

The later 1350 was only capable of emulating a digital joystick, by sending rapid 8 directional signals as it was moved, and was the least useful of the 3 mice. Its successor the 1351, like the NEOS Mouse, supported the more traditional analogue mode, known as proportional mode in the documentation, sending signals to the computer that indicate amount and direction of movement. Like the NEOS mouse, it could be put into a 1350esque joystick emulation mode, by holding down the right button at poweron. CMDs SmartMouse was compatible with 1351aware and also included a third button and a builtin realtime clock module as well. Another feature is the onesecondprecision 24hour clock. Vehicle location indication is calculated from distance traveled. The accuracy of the vehicle location is dependent of the digital map construction and the accuracy of the local map used to construct the digital map. The best hope for accuracy is 800 m. But accuracy of one car length in 35 km has been realized. The use of assembly language was necessitated to keep up with sensor input. One advantage with the system is the ability to create ones own digital maps and thus eliminate the need to buy such ones for every trip. Interfaces for all popular home computers at the time were made, including Apple II, Commodore 64 and Acorn, and later for Schneider, Atari ST and

IBM PC. Programming languages to drive the models included GWBASIC, Turbo Pascal and in the later kits 1991 an inhouse programming tool Lucky Logic. The 1670 used a modified set of Hayes AT commands. It provided basic Xmodem functionality and contained a 700 line scrollbar feature. Later, Quantum Computer Services which became America Online offered an online service called Quantum Link for the C64 that featured chat, downloads, and online games. In the UK, Compunet was a very popular online service for C64 users requiring special Compunet modems from 1984 to the early 1990s.

In Australia, Telecom now Telstra ran an online service called Viatel and sold modems for the C64 for use with the service. In Germany the very restrictive rules of the stateowned telephone system prevented widespread use of inexpensive, nontelco licensed modems, prompting the use of inferior acoustic couplers instead. Other monitors available included the 1802 and 1902. The Sound Expander and Sound Sampler were both expansion cartridges, but had limited use. The Sound Sampler in particular could only record close to two seconds of audio, rendering it largely useless. The External keyboard was an addon which plugged into the Sound Expander. These hardware devices did not sell well, perhaps due to their cost, lack of adequate software, marketing as home consumer devices, and an end result that turned many serious musicians off. The DOS board was optional, but if it was not installed an Apple Disk II or compatible drive would be required to load software. The long delay between announcement and availability, along with heavy promotion including fullpage ads running monthly in the Commodore press, made the Spartan an infamous example of vaporware. This saved Commodore 64 users from needing to modify their computer motherboards to enable it with dual SID chips. Their first commercial product for the C64 was a KERNAL based fast loader and utility chip called JiffyDOS. It was not the first KERNAL based enhancement for the C64 SpeedDOS and DolphinDOS also existed, but was perhaps the best implemented. The benefits of a KERNAL upgrade meant that the cartridge port was free for use which would have normally been taken up by an Epyx FastLoad cartridge or an Action Replay, however the downside meant that one had to manually remove computer chips from the C64s motherboard and associated floppy drives to install it. Aside from the usual 1541 fast load routines, JiffyDOS contained an easy to use DOS and a few other useful utilities.

Commodore officially produced several models of RAM expansion cartridges, referred to collectively as the 17xxseries Commodore REUs. While these devices came in 128, 256, or 512 kB sizes, thirdparty modifications were quickly developed that could extend these devices to 2 MB, although some such modifications could be unstable. Some companies also offered services to professionally upgrade these devices. Very little of the available software was programmed to make use of expansion memory. The cost of the units and the requirement to add a heavyduty power supply also was a factor in the limited usage of RAM expansion cartridges. The volatility of DRAM was also a factor in the limited usage, as the RAM expansion cartridges were normally used for fast RAM disk storage, data stored on them would be lost at any power failure. The RAM in the expansion cartridges was only accessible via a handful of hardware registers, rather than being CPUaddressable memory. This meant that users could not access this RAM without complicated programming techniques. Furthermore, simply adding the RAM expansion did not provide any kind of onboard RAM disk functionality though a utility disk was supplied with some REUs, which provided a loadable RAM disk driver. As GEOS made heavy use of a primitive, softwarecontrolled form of swap space, it tended to be slow when used exclusively with floppy disks or hard drives. With the addition of an REU, along with a small software driver, GEOS would use the expanded memory in place of its usual swap space, increasing GEOS operating speed. This device was purposely designed for use with GEOS, although some REUaware programs were later adapted to be able to use it. Some time later, the GeoRAM was cloned by another company to form the BBGRAM device which also sported a battery backup unit. The GeoRAM used a bankedmemory design where portions of the external SRAM were banked into the Commodore 64s CPU address space.

This method provided substantially slower transfer speeds than the single cycle per byte transfer speeds of the Commodore REUs. A benefit of using SRAMs was lower power consumption which did not require upgrading the Commodore 64s power supply. Its primary feature was that the external power supply kept the formatting and contents of the RAM safe and valid while the computer was turned off, in addition to powering the device in any case. A driver was provided on the included utilities disk to allow GEOS to use the RAMdrive as a regular disk drive. It also features a battery backup, thus preserving the RAMs contents. Drivers were provided with the RAMLink to allow GEOS to use its memory as either a replacement for swap space, or as a regular disk drive. Unfortunately, there was no onboard or diskbased RAM disk functionality offered, nor could any existing software make use of the directly addressable nature of the RAM. The exception is that drivers were included with the unit to explicitly allow GEOS to use that RAM as a replacement for swap space, or as a regular disk drive, as well as to make use of the acceleration offered by the unit. In addition, these cartridges had tools for editing game sprites, machine language monitors, floppy fast loaders, and other development tools. Freezer cartridges were not without controversy however. Despite containing many powerful tools for the programmer, they were also accused of aiding unauthorized distributors to defeat software copy protections. The RAM image was runnable only on the Lt. Kernal system on which it was captured, thus preventing the process from being used to distribute unlicensed software. Some software of note has included the Kawasaki Synthesizer range, Music System notation and MIDI suite, the MIDIcompatible Instant Music idiotproof sequential composer, and the Steinberg Pro16 MIDI sequencer, the precursor to Cubase.

Also noteworthy is the Commodore 64 Orchestra who specialize in rearranging and performing music originally composed and coded for the Commodore 64 games market. Its patron is celebrated Commodore composer Rob Hubbard. Applesoft BASIC was included and very compatible, since it was created by disassembling the binary from the Applesoft ROM and reordering the assembly level instructions such that the binary image would be different. One could set up various debugging and use slave computing to enable fast 3D rendering etc. The box had functionality to switch video between C64 and Apple. Due to timing issues with the VICII video controller, CPU accelerators for the 64 were complex and expensive to implement. So while accelerators based upon the Western Design Center WDC 65C02 —usually running at 4 MHz, and the WDC 65C816 16bit microprocessor running at 4, 8 or 20 MHz, were produced, they appeared too late and were too expensive to gain widespread use. As the VIC video controller can only access the C64s internal DRAM, writes had to be mirrored to the internal memory; write cycles would slow the operation of the processor to accomplish this. It was an expansion port device clocked at 4.09 MHz. It also had a JiffyDOS option. Early Turbo Process circuit boards shipped with PAL chips that did not have their security fuses blown, an oversight which made duplicating the PAL logic and hence the cartridge design trivial. No known litigation took place over the copying of the German companys design. A lot of software would write zeros to this location turning off the highspeed mode on the Turbo Process this was considered a design flaw that was fixed by the Turbo Master. And several revisions and addons have been developed for it to take advantage of extra features. It unites the MMC64 and the Retro Replay in one cartridge, finally built with proper casefit in mind even including the RRnet2 Ethernet addon. It contains many improvements, such as C128 compatibility, a builtin.

<http://www.bosport.be/newsletter/boss-br900cd-manuale-italiano>