NOCCC meetings for Sunday November 2, 2025

MAIN MEETING

Depending upon available time, there will be 2 or 3 topics at the main meeting. Commodore OS 3.0 is one.

Special Interest Groups (SIGs) & Main Meeting Schedule

9:00 AM – 10:30 AM

Beginners Digital Photography ....Science 131
Questions and Answers about Digital Photography

Linux for Desktop Users……………….Science 129
Beginners' Questions about Linux

10:30 AM – 12:00 PM Noon

3D Printing ....Science 127
Questions and Answers about 3D printing if requested

Advanced Digital Photography… ....Science 131
Questions and Answers about Digital Photography

Linux Administration ....Science 129
More topics about the Linux operating system

Mobile Computing ....Science 109
We discuss smart phones, tablets, laptops, operating systems and computer related news. **Waiting for a new leader.**

12:00 PM Noon – 1:00 PM

3D Printing…………………………………… Science 127
Questions and Answers about 3D printing if requested.

PIG SIG …………………………………….. Irvine Courtyard
Bring your lunch. Consume it in the open-air benches in front of the Irvine Hall or join the group that goes to the student cafeteria. Talk about your computer(s) and life experiences.

1:00 – 3:00 PM Main Meeting

Commodore OS Vision 3.0 is a very interesting distro of an almost current Linux kernel. It has been tricked out to bring back the look and feel of a real Commodore 64. As outlined in the article starting on page 2, the installation includes an amazing number of programs. But that takes a lot of bytes. Some 36 mega bytes. So if you bring a 64GB thumb drive to the meeting, a copy of the rather long download will be available.

BOD…..3-4PM…….. **Science 129**

Board Meeting………………………*Science 129*

Verify your membership renewal information by checking your address label on the last page. If it is not right, let the treasurer know.

Mark your calendars for these meeting dates
2025: Nov. 2, Dec. 7
2026: Jan. 11, Feb. 15, Mar. 1, Apr. 5, May 3

Coffee, cookies and donuts are available during the day in room 129 .

"Friends Helping Friends" since April 1976

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Special email addresses
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 Our Website
WWW.NOCCC.ORG

Reminder: Membership expiration dates are based on the date that you joined the club. **Example**, you joined or re-upped your membership in the club in November of 2024. That means that in November 2025 you should pay your membership dues. In the address label area of the Orange Bytes is your join month/expiration month.

A thought to consider; The only reason the club has been able to continue functioning financially after Covid is a generous donation in the will of a former member. Could you do a small one?

Reprint Policy

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Editors Corner

THE COMMODORE 64

You may remember this image of a Commodore 64 computer,

In its day it was one of the most popular computers ever sold. There were over 12 million of them purchased. There is an effort to revive it. Commodore OS 3.0, also known as Commodore

Vision, reveals a niche but robust Linux distribution designed for a very specific purpose: to revive the classic computing aesthetic and spirit of Commodore for modern hardware. Released in April 2025, version 3.0 is an unofficial spin of MX Linux and has drawn considerable attention for its unabashed retrofuturistic presentation and deep integration of classic computing themes. While not intended for the average user seeking a minimalist or cutting-edge Linux experience, it excels as a specialized platform for enthusiasts, gamers, and hobbyist programmers. Its main strengths are its powerful, retro-styled MATE desktop environment, extensive library of pre-installed games and emulators, and the inclusion of a modern version of BASIC for creative development. However, its resource-intensive nature and a few early-release glitches may pose challenges for some users.

Performance and usability

Built on a foundation of MX Linux and using the MATE desktop environment, Commodore OS 3.0 is a stable and functional operating system, but its performance profile is far from standard. The developers have unapologetically "tricked out" the system with visual and sound effects, including animated boot screens, animated wallpapers, and "wobbly windows". For hardware that can handle it, this provides a highly nostalgic and immersive experience. However, the sheer amount of audiovisual "bling" can be demanding, and some users have reported issues with the 3D desktop effects on less powerful systems. Fortunately, the developers have included a setting to disable or tone down these effects to improve performance. The default MATE desktop is configured with a retro flair, featuring a top panel and a bottom dock that mimic classic Commodore systems. While this layout is intuitive for those familiar with such interfaces, new users may experience a slight learning curve. The system boots with period-appropriate music and jingles, which adds to the retro appeal but can also be toggled off for a quieter startup experience.

Aesthetic and immersion

The visual design is perhaps the most defining feature of Commodore OS 3.0. It is a loving tribute to the "retro-futuristic" aesthetic of Commodore's legacy systems. From the start, the OS immerses the user in a nostalgic world, complete with customized retro fonts and the option to apply a CRT screen emulation for that authentic, scanline-infused look. The animated wallpapers, including a blue supernova planet and other retro-inspired graphics, are a central part of the experience and can be managed through the new Settings Manager. This manager also allows for deep customization, letting users adjust wallpapers, sounds, and animations to their liking. While this visual package is undoubtedly the star attraction for enthusiasts, its maximalist approach might be overwhelming for users who prefer a more streamlined and modern desktop. However, the developers' focus on delivering a truly immersive and nostalgic experience is a clear success for the target audience.

Software and applications

Commodore OS Vision 3.0 comes pre-installed with an enormous software library that caters to both modern computing needs and the retro enthusiast's desire for classic emulation. It includes popular modern applications such as the Firefox and Chrome web browsers, LibreOffice for productivity, and tools like GIMP for image manipulation. This ensures the OS is a functional "daily driver" right out of the box. However, the most significant draw is its gaming focus. Billed as "the biggest games-oriented Linux distribution ever," it includes over 200 free, Linux-compatible games and a massive collection of classic Commodore titles and demos for platforms like the C64 and Amiga, all accessible through pre-configured emulators. For developers, a powerful new Commodore OS BASIC V1 is included, with support for 2D and 3D graphics, sprites, and physics, providing a modern toolkit for retro-style game creation. Specialized pixel art and music tracking software is also part of the bundle, rounding out the classic development suite. A resource hub called "Commodore OS Central" is also included, with plans to expand it into a game launcher, store, and

community portal.

Development and community

The evolution of Commodore OS reflects a grassroots, community-driven effort after the initial project was abandoned with the demise of Commodore USA in 2013. Its revival under former CTO Leo Nigro and the new licensing arrangements with My Retro Computer Ltd. show a clear dedication to the brand's legacy. The current version 3.0 is a testament to this, with an active forum where users can discuss bugs, troubleshoot issues, and share their experiences. This community engagement is a key strength, providing a support network that compensates for the unofficial nature of the software. The developers' responsiveness to user feedback, such as implementing optional settings for the graphical effects, demonstrates a commitment to improving the OS for a wider range of hardware. This ongoing development, including the expansion of Commodore OS Central, ensures the project remains active and relevant for its dedicated following.

Conclusion

Commodore OS Vision 3.0 is an exceptionally well-executed niche operating system that perfectly balances modern functionality with a deep and genuine retro aesthetic. It is a labor of love, developed by and for Commodore enthusiasts, and is not a general-purpose Linux distribution for mainstream adoption. Its immense library of pre-installed software, especially the games and development tools, provides immense value for its target audience. The "tricked out" graphical style is a deliberate design choice that delivers a powerful hit of nostalgia, though it may be too resource-intensive or visually overwhelming for some. Ultimately, Commodore OS 3.0 succeeds in what it sets out to do: provide a free, modern, and privacy-focused sanctuary for those who long for the creative, game-centric computing experience of the Commodore era. It is a project that appeals to the heart as much as the mind, and for the right user, it is an unparalleled and complete retro computing experience.

A LITTLE HUMOR

A reporter goes to see an inventor who claims to have invented a machine that can answer any question

The reporter is asked to speak his question into the microphone and the machine will answer it with 100% accuracy.

Sceptical but curious the reporter starts easy, "Where is my mother?"

The machine bleeps and buzzes and then announces "Your mother is at her book club, they have just reviewed To Kill a Mockingbird and are now having sandwiches."

Amazed the reporter calls his mother and confirms she is indeed enjoying a sandwich at her book club having just reviewed To Kill a Mockingbird.

Now he really wants to test the machine, he asks "Where is my father?"

The machine bleeps and buzzes and then announces "Your father is fishing in Scotland."

Ha! Gotcha! Says the reporter to the inventor. My father has been dead for fifteen years.

Confused the inventor suggests that the reporter asks the question in a different way.

Alright then, the reporter says, "Where is my mother's husband?"

The machine bleeps and buzzes and then announces "Your mother's husband has been dead for fifteen years. Your father just caught an eight pound trout."

Membership Level ($)	1 Year	3 Years
Individual Member	35	90
Each Additional Family Member	15	40
Full-Time* Enrolled College Student	20	
Enrolled High School Student	15	
*Minimum 12 Semester Hours		
Business Member + Ad (Business Card)	25	
Business Member + Ad (¼ Page, ½ Page)	65,	100
Business Member + Ad (Full Page)	175	
Contributing Member	75	
Supporting Member	100	
Advocate Member	250	
Patron Member	500	

Directions to the NOCCC meeting location

Room 129
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Irvine Hall ===>

Enter CA-55 N (Costa Mesa Freeway) crossing Interstate 5 toward Anaheim/Riverside for 9 miles.   *Notice freeway and street signs stating "Chapman University."* Exit toward E Chapman Ave. Turn right onto N Tustin St.   Turn left onto E Walnut Ave.

1) Turn left past N. Center St. for the **best place to park** in the underground parking structure (Lastinger under the sports field). Pay the small fee ($2) to park Ask members or help@noccc.org about parking details, restrictions, and our price break!

2) Turn left onto N Center St. On the right is the Hashinger Science Center, 346 N Center St. Orange California. Parking on the University side is free. Parking on the residential side is a city violation that may cost you a **tow away and a ticket!**