



History

Commodore 64 Timeline

1980

MOS completes development of the 6510 Central Processor and chip set

1981 January

MOS Engineer Albert Charpentier looks for new chip project and starts work on state-of-the-art video architecture

1981 Spring

Charpentier recruited another MOS Engineer, Robert Yannes to assist him in figuring out how far other architectures could go

1981 November

First Silicon is complete

Jack Tramiel kills the "next great video game" concept and tells the engineers to make a home computer

Two days later the basic engineering layout for the 64 is complete

1981 December

5 Prototypes are assembled

1982 January

Operating System software from the VIC-20 is ported to the much more powerful C64 hardware

Commodore announces the Commodore 64 microcomputer at the Winter CES. It features a 6510 processor

Production is approved immediately after the show

1982 Spring

Minor engineering changes occur which will later cause as many problems as they resolve

Production problems, like sourcing odd parts and figuring out how to use metric screws with 'English' nuts.

1982 June

Summer CES Commodore shows the 64 again but this time production is well underway

1982 August

Production is stable enough and large enough to start shipping the 64 to retailers

1983 January

Commodore shows off the 23 pound "portable" \$995 SX-100 with integrates black and white 5" screen. The price drops \$100 as Commodore starts distributing the machines through mass marketers like Sears.

1983 Spring

Nearly the whole C64 team, Al Charpentier, Robert Yannes, Charles Winterable, David Ziembeicki and

1983 April

Commodore offers \$100 rebate on 64's

1983 May

After many false starts and name changes, Commodore Business Machines ships the Executive 64 with 1MB RAM. This is the worlds first portable colour computer.

1983 June

Commodore drops the dealer price of the 64 all the way down to \$200

1984 January

January 13th - Commodore shows off prototype 264 and 364 at CES and indicates they should be in production by February.
January 15th - Commodores founder, visionary and CEO, Jack Tramiel quits Commodore with secret plan to start a new company.
Commodore shows a Golden Jubilee version of the 64 to commemorate the 1,000,000 C64 to be produced.
Commodore introduces the SX-64, the worlds first portable colour computer. It comes in a hefty 10.5 kg case.

1984

Commodore introduces the Educator 64. A 64 in a Commodore PET 8032 style case.

1985 January

The last Commodore VIC-20 rolls off the line

Commodore shows off the C128 Personal Computer at CES. This new machine has three modes: 64, C

1985

Commodore stops production of the 64 several times (presumably in favour of the much more powerful

1986 January

Germany celebrates its 1,000,000 C64 with a Golden Jubilee version

Berkley Software demonstrates GEOS for the Commodore 64 at Winter CES.

Commodore 128D's hit retail stores in Europe and North America for about \$500

September - Plus/4 was in full liquidation were selling for a mere \$79

1986 June

In an effort to revitalize sales, Commodore releases a sleek new 128 like case, changes the name to 64

The Commodore 1541C is displayed at Summer CES

1987 January

Berkley Software shows off a host of applications for GEOS, including geoCalc, geoFile, and geoDex and

1987 December

Sales of the 'new' 64C 270,000 units.

1988 June

GEOS 2 for the Commodore 64 is shown at Summer CES

1990

CMD Creative Micro Designs releases 3 hard drives for the Commodore 64: 20 MB for \$600, 40 MB for

Commodore 64 Games System is released in Europe

1992

Last Commodore 64 is pushed off the assembly line

1994

Commodore goes bankrupt and the Commodore 65 prototypes and documentation are auctioned off as

2003 May 15

Jeri Ellsworth has her 3 year project to develop a 100% C64 compatible machine using modern hardware

Source: http://www.commodore.ca/products/c64/commodore_64.htm



The original C64 (1982)

The original box

The Commodore 64C

This was the first portable color computer

The Commodore 64C (1986)

Technical Specs

CPU MOS 6502 @ 1.0227 MHz

RAM 64KB

ROM 8KB Basic, 8KB kernel

VIDEO VIC-II 6567 Chip:

Text: 40x25 chars, Graphic: Hires 320x200-1 color, Low-Res 160x200-16 color

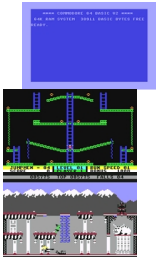
AUDIO SID 6581 Chip:

3-Channel programmable Sound Generator (Mono)

EXTERNAL STORAGE Tapes, Floppy Discs, Cartridges

(Cartridges are used for memory expansion, programmes and game programmes)

Screenshots



□ **Basic Screen**
Jumpman Junior (1983)
Bruce Lee (1983)



1942 (1986)
Commando (1986)
Barbarian 2 (1988)

Emulators

From <http://frodo.cebix.net/>
[Download](#)

CCS64 <http://www.computerbrains.com/ccs64/>
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