

# RetroKomp 0

ENGLISH EDITION

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### RECENTLY SEEN

**Limbo for Commodore 64.** The demo version of this game looks really amazing. Monochrome graphics do not bother, and the animation is smooth. Limbo is an example of how to use C64 to create a modern game conversion from other platforms.



Download:

<https://csdb.dk/release/?id=170889>

### HARDWARE TIPS

**USB for Atari MegaSTE and TT.** For some time you can read on various forums information that for these computers is created a device enabling the connection of eg a keyboard, mouse or pendrive on a USB connector.



This device is connected directly between the motherboard and the VME connector. Of course, this does not bother users using, for example, graphics cards. The price of this device is not known yet, but at the moment there are already available drivers enabling connected mouse, keyboard and the pendrive. On the project website you can read that the read speed is quite high - it's about 360 KB/s for Mega STe and about 600 KB/s for TT.

More information:

[http://wiki.newtosworld.de/index.php?title=Lightning\\_VME](http://wiki.newtosworld.de/index.php?title=Lightning_VME)