
Subject: VMAX4 Galaxian Thunder Mountain PAL
Posted by [Anonymous](#) on Mon, 17 Dec 2018 22:10:11 GMT
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Originally posted by: davidhorrocks2

Hi,
Does any one have a flux / pulse based capture of a 1541 disk of Galaxian by Thunder Mountain for a PAL C64 in either P64 or FDI format? This needs to be an image that is not originally sourced from a G64 or GCR images.

I am having trouble getting Galaxian in G64 format from the preservation collection to load a development version Hoxs64 with new experimental VIA shift register support. I can get past the shift register decryption but get stuck on track 22. Curiously, the game loads correctly about 1 in 100 times but I would like to rule out the G64 capture as being an issue after seeing other G64s with truncated tracks.

Thanks in advance.

Subject: Re: VMAX4 Galaxian Thunder Mountain PAL
Posted by [Andreas Kohlbach](#) on Tue, 18 Dec 2018 21:21:30 GMT
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On Mon, 17 Dec 2018 14:10:11 -0800 (PST), davidhorrocks2@gmail.com wrote:

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> Galaxian by Thunder Mountain for a PAL C64 in either P64 or FDI
> format? This needs to be an image that is not originally sourced from
> a G64 or GCR images.

No. But I have about ten different Galaxian images plus Pac-Man by Thunder Mountain-Namco in my collection. At least what I can tell from the file names.

I tested four of them but none mentions "Thunder Mountain" in the splash screen. Suppose I don't have what you want. Sorry.

--
Andreas

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<https://news-commentaries.blogspot.com/>

Subject: Re: VMAX4 Galaxian Thunder Mountain PAL
Posted by [David Horrocks](#) on Wed, 19 Dec 2018 00:00:06 GMT
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On Tuesday, 18 December 2018 21:21:31 UTC, Andreas Kohlbach wrote:

> On Mon, 17 Dec 2018 14:10:11 -0800 (PST), davidhorrocks2@gmail.com wrote:

>>

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> --

> Andreas

>

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Thanks for looking Andreas, The author of Pi1541 just provided me with a copy that works and we are all good now.

Case closed.

Regards,
David
