

the commodore 8-bit computer family tree



commodore



MOS Technology KIM-1 (1976)

1k RAM • 7 digit LED display • 23 key keypad

Not truly a "Commodore" computer, the KIM-1 paved the way to Commodore computing as many of its design elements found their way into the Commodore PET



commodore PET 2001 (1977)

4 or 8k RAM • 40x25 monochrome display • 73 key keyboard • Integrated tape drive
Commodore enters the personal computer market with the first all-in-one home computer integrating the computer, keyboard, display and storage into one compact case (for its time). Original retail was \$595 dollars.

commodore PET 2001-8 16 32k CBM 2001-8 16 32k (1978)

commodore PET 2001-8, 10, 32k CBM 2001-8, 10, 32k (1978)
8, 16 or 32k RAM • 40x25 monochrome display • 74[n]/73[b] key keyboard
After many bug fixes the PET gets an overhaul - a more expandable motherboard, new full-sized keyboard (at the expense of the tape drive), 'upgrade' BASIC ROMs now include disk drive support. Two models exist, the CBM (b) series with business keyboard and the PET (n) series with graphics keyboard. Starting price for the 8k versions \$795.00. (later models would come with 4.0 BASIC and be labeled also the 4000 series - see below)



commodore CBM 8008, 8016, 8032 (1980)

8, 16 or 32k RAM • 80x25 monochrome display • 73 key keyboard
commodore introduces a more business-like PET model in spring 1980, the 8000 series, again with a newer motherboard to support the more flexible video controller driving the new 12" display as well as integrated piezo speaker for sound. Also introduced with the 8000 is BASIC 4.0 which adds new disk commands, and display features. \$1,495 Retail. (Later an optional add on will allow for an extra 64k RAM to be utilized.)



commodore PET 4008, 4016, 4032 (1980/1)

8, 16 or 32k RAM • 40x25 monochrome display • 74 key keyboard
Essentially the 8000 series machine with the video adjusted to 40x25 and using the graphics keyboard. Conversion to 8000 series only requires the adding of extra video RAM and a replacement boot ROM. Initial Price \$999.00
(some remaining 2001 machines were also badged as 4000 series due to the 4.0 ROMs, though they aren't expandable to 8000 series)



commodore SuperPET or MicroMainFrame (MMF) (1981)

96k RAM • 6502 & 6809 MPU • 80x25 monochrome display • 73 key keyboard
Based on the 8000 design this machine was developed in part by the computer department at Waterloo University in Toronto, Canada. The SuperPET supports dual processors, several character sets, and can operate as a 6502 or 6809 based computer, in 6809 mode several languages can be loaded from disk (BASIC, APL, FORTRAN, Pascal, COBOL, 6809 Assembler) also added was a true RS-232 port for connection to IBM mainframes for language development. Initial retail price \$2,000. (the 8000 series has an upgrade option package to make it a SuperPET)



commodore VIC-20 (1981)

5k RAM • 22x23 8/16 color video output • 3 voice sound • joystick port • 66 keys
Commodore recognizing the opportunity in a low-cost home/games computer and





Wanting to get the jump on Japanese computers, introduced the first under \$300 color computer.' included PET BASIC and character set as well as hi-res features, three voice sound, a cost reduced drive/printer interface and RS-232 compatibility with an adapter. Despite it's limited memory the VIC-20 became a popular computer with many expansion options available including the first under \$100 modem. Original Retail Price: \$299.95.



commodore UltiMax (1982)

4k RAM • 40x25 16 color video output • 3 voice audio synthesizer • 66 keyboard
The UltiMax intended as a video games machine w/membrane keyboard, it only saw limited production and release, a younger brother to the vastly popular Commodore 64. Many believe it was available only in Japan.

commodore 64 (1982)

64k RAM • 40x25 16 color video output • 3 voice audio synthesizer • 66 Keyboard
The 64, holds the distinction of being 'the 'most sold single computer model ever' with 20+ million units. Commodore made in this compact package (which resembles a VIC-20 case) an all around good home computer with hi-res graphics and sound that were better than most competitors, built in BASIC, and easy interfacing. Along with its winning features and low price and Commodores' international marketing, the 64 held the home market for many years seeing many of it's competitors fall in competition. The 64 popularity allowed it a very long life with several case re-designs, and configurations, but the same functionality. The variations included the 64c a streamlined case more resembling the Commodore 128, the SX-64 a portable unit that included a built-in floppy drive, Educator 64 which is a 64 in a PET cabinet, as well as the 64GS a keyboardless games console released in Europe. Initial retail price: \$5.95. Even today the 64 lives on as a popular computer emulation for today's PCs.



commodore B and P Series (1982)

B-128/B256 128k-256k RAM • 80x25 16 monochrome video output • 3 voice audio synthesizer • 94 keyboard
P-128/P-500 128k RAM • 40x25 16 color video output • 3 voice audio synthesizer • 94 keyboard • 2 joystick pts.
The B and P series were the next generation of the PET line with memory banking like in the later PETs, they also had the option of using an 8088 co-processor to run CP/M 86 and early MS-DOS applications. The P series had an extremely short life and the B series did well in Canada and Europe where a few variations were made.



commodore 264 Series: commodore 16 and Plus/4 (1984)

C-16 - 16k RAM • 40x25 121 color video output • 4 voice sound • 66 keyboard
Plus/4 - 64k RAM • 40x25 121 color video output • 4 voice sound • 67 keyboard
The 16 and Plus 4 were cost-reduced computers intended to fill in the gaps in the educational and small home/office market that the 64 or B series wasn't. The two





educational and small home/office market that the 64 or B series wasn't. The two machines used a less elaborate video and audio system which afforded some extra text effects and greater color depth, although using essentially the same interfacing for cassette and joysticks commodore used non-standard connectors (possibly to speed them into production). The Plus/4 also included four built-in applications (of limited capability) that could be used without loading any programs. Though these machines floundered in the U.S. in other countries they did quite well.



commodore PC-128 (commodore 128 or C128) (1985)
 128K RAM • 6502 and Z80 MPU • 3 voice audio synthesizer • 92 keyboard • 40x25 16 color video output or 80 x 25 RGB video
 Commodore learned a lesson with the plus/4: the consumer wanted MORE, not less, and with that the 128 was devised. The 128 operated in three configurations, as a Commodore 64, a 128k 6502 machine with a more advanced BASIC and up to 2 mghz speed., or as a Z-80 CP/M computer. The 128 sold several million units as well as later offered an all-in one 128-D unit with integrated floppy drive.



commodore 65 (almost released 1991)
 128K RAM - 8MB• 3.5 mghz MPU • 2x3 voice audio synthesizer • 77 keys 40x25, 80x25 256 color video output
 Commodore was just a few months away to begin full production of this super 8-bitter before they dropped the project., With graphics close to the Amiga, dual SID stereo sound (6 voice), a built-in 3.5" drive, and a more advanced BASIC as well -who knows what the home computer market would have been like with this machine on the market. After Commodore's bankruptcy a warehouse of these prototypes were found and sold, many working.



commodore 8032 SK



commodore 128D



**the popular portable
commodore SX-64**



**commodore LCD
only a few prototypes.**



commodore 8296