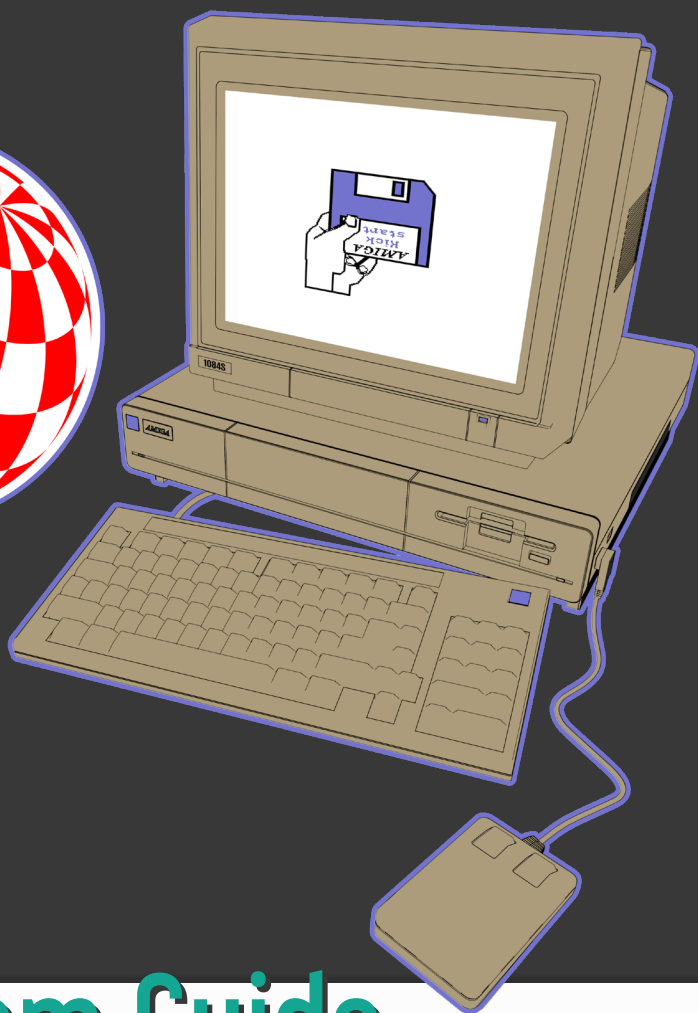
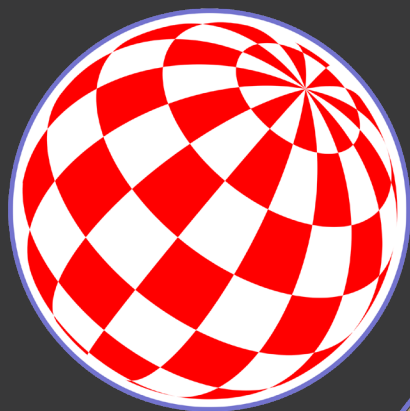


Vintage Computer Festival West 2025

Boingt!



Program Guide

Schedule

Friday August 1

11:00 am | Hahn Auditorium

The MEGA65: Who Remembers the Commodore 65?

– Dan Sanderson

In this talk, MEGA65 contributor Dan Sanderson introduces the project and its connections with Commodore history, discusses the role FPGA-based platforms can play in recreational computing, and argues that the best way to remember computing history is to put it in people's hands.

12:00 pm | Hahn Auditorium

AMIGA/040th: Development of the Amiga and the 1984 CES show

– Dale Luck

Join us as this panel of key Amiga folk tell their stories of the months leading up to the January 1984 CES show, and stories about the 1984 January CES show.

1:00PM | Orientation Theater

MiniDisc – Beginnings, Lifespan, Current State and Future, Gunner5

MDCon is dedicated to preserving and promoting MiniDisc technology through engaging, in-person gatherings around the world.

1:30 pm | Hahn Auditorium

The LGP-30: Adventures in Drums and Emulation

– Sean Haas

The LGP-30 is a true gem of 1950s engineering. It was

small, scrappy, functional... and is very different from modern computers. This makes emulating the LGP-30 a unique challenge. Come along as we examine this amazing machine, and see how a new emulator has made the '30 more accessible than ever before.

2:30 pm | Hahn Auditorium

AMIGA/040th: What is an Amiga in 2025

– Trevor Dickinson

In this talk, Trevor Dickinson explores the strange, stubborn afterlife of the Amiga: from modern PowerPC hardware and OS4 development to thriving retro communities, FPGA clones, and beyond.

3:30 pm | Hahn Auditorium

ArcaOS: OS/2 for the 21st Century

– Matt Nawrocki

In this presentation, we will discuss the advantages of the platform and what new features it brings to the table over traditional OS/2. Stick around to the end as we will go over some gaming demos in ArcaOS.

4:30 pm | Hahn Auditorium

Home Brew Computer Club at 50

– Lee Felsenstein

This panel will include participants from that time both in the Homebrew Club and in businesses that grew from it. We will reminisce and give our viewpoints from today's perspective about the history of the Club and the industry that grew up in Silicon Valley around it.

Friday – After Show Events

6:00 pm - 7:30 pm | Downstairs Cafe Patio

VCF After Dark

After a long day of geeking out at vintage computer stuff, why not come join us for a VCF Meet and greet in the Cafe downstairs?

Come for the food and stay for the conversation.

Food will be sold by a variety of food trucks outside, and there will be a bar for the purchase of some more adult beverages.

Unfortunately there will be no flying toasters. We had our R&D folks look into this for us, but apparently toasters were never meant to fly, due to something about aerodynamics and "the real world".

8:00 pm - 10:00 pm | Hahn Auditorium

AMIGA/040th: Evening Presentation Sponsored by ExecSG

Join us for a special Friday evening event on August 1st, featuring two key highlights: an homage to Commodore's iconic Amiga 1000 release at Lincoln Center and the first-ever "Ammi's" award presentation.

This event, included with your show admission, kicks off around 8:00 PM and will run for approximately two hours. While no food will be served, you'll have ample time to grab dinner from the VCF West food trucks or nearby off-site options and to prepare for the evening. A bar will



be available for those 21 and older, offering a variety of drinks for purchase.

To add a touch of nostalgic fun, we're encouraging formal wear reminiscent of the Amiga 1000 release at the Lincoln Center! Think tuxedos and gowns. Of course, we understand not everyone can bring formal attire, so please know that all are welcome as they are.

Thanks to the ExecSG team for sponsoring the event! We're looking forward to a memorable and enjoyable evening.

Consignment

Friday, 11:00 am - 5:00 pm | Saturday, 10:00 am - 3:30 pm

The consignment area allows people to buy and sell vintage computer related items during our shows.

Consignment will be located at the top of the stairs from the CHM entrance in the space beyond the classrooms. We will open up one or both classrooms for overflow if that space fills up.

Visitors to the show (other exhibitors included) will often stop by the consignment area looking for treasure.

If you make a pricing deal please contact the seller and have them change the price in the system. They should change the price in the seller's account.

Vintage passport!

Follow the clues to fill your passport with stickers! Collect enough stickers and come back to the main desk to receive a prize!

For a more detailed list on the speakers and their talks, use this QR code:



Schedule

Saturday August 2

10:00AM | Hahn Auditorium

AMIGA/040th: Outside Looking In – Perry Kivolowitz

Join us for a panel discussion led by Perry Kivolowitz (6 time Fish Disk author including the Recoverable Ram Disk and co-founder of ASDG) for a lively discussion from the outside... looking in.

10:00AM | Orientation Theater

Digital Archaeology: Decrypting, Disassembling, and Decompiling a 44-Year-Old Killer App for the Mattel Aquarius – Sean Harrington

In this talk, we delve into the history of the game and implement some modern tools for decrypting, disassembling, and decompiling this 44-year-old killer app, all for the purpose of opening it up to a new generation of players.

11:00AM | Orientation Theater

The History of Computer Board Games – Sellam Ismail

Sellam will be presenting – possibly for the first time – a series of computer board games that came out in the 1960s and early 1970s.

11:30AM | Hahn Auditorium

Cloning the Sun 3/60 – Dan Moisa

Join Dan for the story of how this project got started, decisions taken along the way, lessons learned for how to design such a complex PCB, and most importantly the clever tricks the original designers put in to make it all work. Might we even be able to improve on the original?

12:00PM | Orientation Theater

The Minifloppy Revolution, and a Disk Controller for the Sphere 6800 – Ben Zotto

A journey through the technology and history of the 5.25 "mini" floppy, by way of sketching out a floppy disk controller for the 1975 Sphere computer.

12:30PM | Hahn Auditorium

HomeComputerMuseum: What it is and how it was made (and why you should visit) – Bart van den Akker

In this presentation, the HomeComputerMuseum will be introduced. What it is, what makes it unique and how it went from being bad at karaoke to a fully functional and independent museum that provides unique services. With over 50 volunteers and more than half technical staff, we do our own repairs.

1:00PM | Orientation Theater

Recovering the Essence of the Whirlwind Computer – Guy Fedorkow

The Whirlwind computer, built in 1950 at MIT, was a one-of-a-kind research computer, with many applications to military and academic problem solving. The talk will cover some of the no-longer-usual modes of interaction, using some of the original software recovered from CHM archives.

1:30PM | Hahn Auditorium

AMIGA/040th: Building modern Amiga Hardware – Stefan Reinauer

Building on the AmiWest 2022 debut of the open-source ReA4091 Zorro III SCSI controller, this talk takes you behind the scenes of an end-to-end hardware revival. And touches on future hardware developments.

2:00PM | Orientation Theater

llvm-mos: Modern C/C++ on the venerable 6502 – Daniel Thornburgh

This talk provides a lay exploration of how a modern compiler works, how one might hoodwink something as modern as LLVM into working with a 6502, and the general challenges of maintaining a compiler toolchain and SDK for the many many 6502 systems of historical note.

2:30PM | Hahn Auditorium

Applying a Modern CPU to a 1980s Operating System:

An Adventure in Retro Computing – Christopher Brock
Christopher Brock will demonstrate custom-designed hardware and share adventures of re-writing MP/M source code to exploit new instructions and addressing modes that results in greatly increased system performance beyond anything possible in the 1980s.

3:00PM | Orientation Theater

The CDC-160A, a desk-sized computer from 1960 – Reece Pollack

We'll take a look at the design of a small computer from the late 1950s, how the state of technology influenced this design, and some of the odd choices Seymour Cray made in its design. We'll also look at the problems we encountered in preparing an interactive demonstration using a 65 year old computer.

3:30 pm | Hahn Auditorium

AMIGA/040th: Magicore Engine: No Tricks, Just an Amiga and Good Tools – Dan Salvato

Dan Salvato shows you what happens when a professional game dev designs a game entirely around the capabilities of Amiga, and how it's made possible not through crazy hardware tricks, but through modern development tools and workflow.

AMIGA/040th – Come step behind the curtain....

Step behind the curtain and experience groundbreaking demonstrations that combine color graphics, animation, and sound. Prepare to step into the 1984 CES room, where the first Amiga prototype and demos were presented to exclusive, invitation-only guests. Feel as though you are transported back in time to this thrilling period, and enjoy an exclusive invitation to witness history in the making. In addition to the prototypes, an extensive collection of rarely seen artifacts from Amiga Corp and Commodore Los Gatos will be on display.

We are excited to announce that, in addition to exploring the early days of the Amiga, we will be hosting special presentations that highlight iconic moments from its history.

In 1987, Commodore released the Amiga 500, which quickly became a bestseller, selling millions of units. Many of these computers found their way into children's bedrooms around the globe. So prevalent was this phenomenon that Commodore enlisted Steven Spielberg to create television advertisements based on this concept. We will be recreating that scene in a fully interactive and functional way, allowing visitors to remember and enjoy the experience.

Another highlight of our presentation will be the incredibly popular NewTek Video Toaster and Flyer. Attendees will have the opportunity to step into a mid-nineties editing room and experience what it was like to work with the first affordable TV studio in a box.

Amiga Coin-Up Arcades! The Amiga was used in several coin-operated full cabinets from the 1990s; these items are incredibly rare and a real treat for those who can see and play them.

Demo Scene: Come and immerse yourself in the incredible world of European Amiga demos! Experience the creativity and talent that define this vibrant community. Don't miss out!

Amiga Lineup: Experience a wide variety of Amiga computer systems on display at the show. You will find iconic Commodore Amiga systems alongside modernized classic versions equipped with Raspberry Pi accelerators and other impressive enhancements. Explore AmiKit-powered PCs, Vampire standalone systems, and various operating systems such as MorphOS, AROS, and AmigaOS 4. This lineup offers a fascinating glimpse into the Amiga and its legacy as we look ahead to 2025.

Tony's Amiga Emporium is a long-time Amiga user's collection. He is looking to downsize it. This is a great place to pick up a Commodore Amiga for your collection.

Finally, sponsors of AMIGA/040th, A-Eon, and AmigaKit, will have a significant presence on the show floor, showcasing their latest products: the A1222, A600GS, and A1200NG. Attendees will also find other incredible Amiga-compatible products in AmigaKit's store.

More details available on the AMIGA/040th website:



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Exhibitors

VCF exhibitors put amazing effort into displaying their favorite historic computing systems. Be sure to visit them all, ask questions, play, learn, Tweet, and take lots of pictures! Perhaps you'll be inspired to exhibit your own pride-and-joy at VCF West 2026 next year.

The Aero Aesthetic: Windows' Nature Era (1999-2007) – *XodiumLabs*

This exhibit will explore the Microsoft Windows' transition to the nature aesthetic that many know and cherish to this very day. Take to the skies with Windows 98, crest the grassy hills of Windows XP, and end in the glassy aesthetic of Windows Vista. With a selection of era-appropriate games ready for your enjoyment.

Silicon Graphics Presenter Presentation – *Nicholas Bustamante*

Featuring an early Silicon Graphics Inc. LCD that was built for overhead projectors and connected to several machines. This specific example is the most common, paired with the unmistakable colorful travel bag.

Retro Ricing – *RevisionY2K*

Witness the computing equivalent of the tuner car culture, where old and new are slammed together and forced to get along. Insane upgrades that don't make sense, ludicrous projects that cost way more than they are worth, and hilariously-over complicated solutions in search of a problem that will never exist. You won't be inspired, you may not even be surprised, but you will almost certainly be entertained. The loving and faithful restorations of classic machines are not to be found here; instead the unloved and undesirable is chopped, slammed, blinged out, and made completely pretentious and ostentatious.

Elfin Forest – *Steve Toner*

PDP-11 Qbus boards and backplanes are readily available and affordable. Original DEC enclosures, however, are much harder to find, tend to be expensive and difficult to ship. This exhibit will display several working PDP-11 systems with non-DEC enclosures and power supplies in the hopes of inspiring others to put their fab/maker skills to work and build their own systems.

Windows Across the Ages – *Zachary C*

This exhibit is to demo past Windows versions, with Windows 3.1, 95, 7 and 8.1 being shown on respective computers from each era. The computers will be networked together and will run programs from their respective eras.

It's compatible? Bet – *Chris Satterfield*

"They might not think it be compatible like it is, but it do." Featuring various seemingly incompatible compatible systems.

Keith's Mac Hacks – *Keith Kaisershot*

Featuring Classic Macs with cool hacks.

The 40th Anniversary of the Commodore 128

– *John Riney III*

Released in 1985, Commodore's last 8-bit computer was the final 6502-based mile marker on the road to the 16-bit Amiga. Perhaps less understood than its predecessors and successors, the 128 is still a fascinating machine with an equally fascinating history. I'll be exhibiting all major versions (the original, the never-released-in-the-US C128D, and the C128DCR), as well as reproduction logic boards, expansions, and other goodies.

British Computers, Acorn and Control Universal

– *Steve Crozier*

The Acorn computers of the 1980s are well known in home, education and for leading to ARM, but there were also industrial control and robotics applications. Here we showcase every reach of Acorn and its spin-offs.

Folding PDA keyboards and Bluetooth mods for them – *Xinming Chen*

PDA's (Personal Digital Assistants) were once popular in the early 2000s, and there were many innovative folding keyboard designs that came with them. Get your hands on dozens of folding keyboards, from the well-known Palm Portable Keyboards, to less-known but equally brilliant HP G750 and Stowaway keyboards. Some of them come with working PDA's to try. I have also designed several Bluetooth mods for these keyboards, so you can see how these old engineering marvels can remain useful to modern devices.

Mystery House by Roberta Williams – *Marcus Mera*

Retrospective on the history of the game and its success leading to the creation of Sierra On-Line.

TRS-80 Model I Replica and Accessories – *RetroStack*

Step back into the early days of personal computing with this faithful replica of the TRS-80 Model I. This exhibit showcases a fully replicated Model I system, including the keyboard unit, Expansion Interface, original-style LCD monitor, and classic Archer speaker. From the bulky, space-age design to the satisfying click of the keys, every detail has been recreated to capture the spirit of one of the first mass-market home computers.

Lisp Machines – *Josh Dersch*

Come check out Lisp Machines from Symbolics, LMI, Texas Instruments, and Xerox and see the computing experience you've been missing in your modern world of heretical, non-Lisp programming languages!

Bay Area Tandy Assembly

Celebrate the legacy of Tandy computing with a showcase of classic TRS-80 systems enhanced by modern innovation. This exhibit features Tandy machines connected to the TRS-IO++, a powerful extension board that adds SD card storage, Wi-Fi connectivity, and more to vintage TRS systems. Thanks to its online integration, the TRS-IO++ can even download and run classic games directly from retro software archives—blending nostalgic charm with today's convenience.

Z80 machines, MIDI music, and speech synthesis

– *LambdaMikel*

Experience a TRS-80 Model III playing MIDI Music over the MIDI/80 extension card, an original DECTalk DTC01 speech synthesizer, as well as Talker/80, a DECTalk-based speech synthesizer for the TRS-80. Also on display is the Amstrad CPC 464 Portable, the World's First & Only fully upgraded and portable Amstrad CPC 464! There will also be an MPF-1 Microprofessor with PicoRAM 6116 on display. PicoRAM 6116 emulates the 6116 SRAM chip, and memory dumps can be loaded from and saved to SD card. My expansion cards and projects have been covered by Hackster and Hackaday.

Core64 + 6502 + Neon Pixels – *Andy Geppert*

Enjoy a hands-on exhibit with Core Memory, a 6502, and Neon Pixels. Celebrating the 50th Anniversary of the 6502 with vintage 1975 technology blended together in a new way. Learn all about Core Memory and its place in the computer history timeline. Try your hand making some MIDI music with Core64 as a MIDI grid controller - a new add-on this year!

Project IVY – *Katarina Melki*

Project IVY is back showcasing some wonderful portable machines, including the IBM ThinkPad 701C with its folding keyboard, the tiny Japan-exclusive IBM Palm Top PC 110, and the famous Atari Portfolio. New for this year will also be an IBM ThinkPad 730T tablet PC and a GRiD Compass II. Plus an assortment of other interesting portables. All machines are fully functional and visitors are welcome to go hands on with all of them. So stop on by to see and experience all these wonderful machines.

Xerox Daybreak: A Glimpse at a Future that Didn't Take Hold – *Jason Perkins*

In the early 1980s Xerox designed and shipped an office automation system years ahead of its time. This demo will show GloadView running on Xerox 6085 Daybreak computers, and in emulation on Windows 3.11 on a 486. Ethernet will provide connectivity for filing, email, and printing.

The Compact Macintosh Garden – *Steve Brunwasser*

A showcase of the original line of Apple Macintosh computers from its debut in 1984. Celebrate 41 years of the Mac and take a look at where it all began. Experience running software off floppy disks, and play classic video games in all their black and white glory.

Genesis DOES! Vintage 90s store display – *Segasonicfan*

A celebration of all things 90's Sega, with Virtual Boy too! A display of boxed Sega consoles and accessories, including some rare imported treats and consoles for play! Featuring Segasonicfan Designs Retro PCB add-ons!

Acorn Computers and RISC OS – *David Glover-Aoki*

Demonstrating historical British Acorn computers from the original BBC Micro series through to ARM-powered Acorn Archimedes.

The Ami Memory System - A First Generation Pocket Translator – *Narylis*

The Ami Memory System, a pocket translator released in 1979 was one of the first generation of pocket translators that used replaceable software modules for language translation and other tools. Find out what made these systems tick and how they fit in the world of handheld computing as it began to expand beyond the electronic calculator. The exhibit includes several working examples covering the breadth of software modules released for the system.

HP3000s: The Forgotten HPs – *Madeline Autumn-Rose*

A PA-RISC HP3000 machine running MPE/iX. The OS not everyone knows about for the less-common HP machines that share a lot with the HP-UX PA-RISC machines.

Monochrome Monster – *Seth Marinello*

Pushing multiple monitors on a vintage mac to the limit, this exhibit will display a collection of large Desktop Publishing screens driven by a single Quadra.

Apple-1 computer AI and Soviet Computers

– *Mike Khitrykh*

A demo of an SJSU Computer Engineering students' Apple-1 computer projects, including AI, Bulletin Board Service, mp3 player, etc. and a display of 1980's Soviet computers.

Motorola 6800 Exorciser Development Systems

Menagerie – *Stanley Ruppert*

Featuring the history and demonstrations of Motorola 6800 development kits, development systems, and micromodules produced from 1975 to 1979. Highlighting utility and first person experiences across various settings and functions including hobbyist, academic, engineering training, and R&D laboratory experiments. Includes original documentation, timelines, working 6800D1, 6800D2, 6802D3, 6802D5, and Micro Chroma 68 systems as well as unbuilt kits/PCBs and modified Exorciser bus based systems.

The S-100 Bus from the Start to Now – *Jay Cotton*

An exhibit featuring the IMSAI 8080 and the ATX S-100 chassis.

Jeff's Vintage Electronics – *Jeff Galinat*

Vendor sales of S-100 boards, replica chassis's, Apple II items, vintage ICs, cables & other vintage computers parts.

(Continued...)

(Continued...)

Exhibitors, continued...

AMD/ATI Merger and the Core wars of the 2000s – LilChillbil Tech

This exhibit presents a comprehensive showcase of AMD/ATI's GPU evolution from 2005 to 2015, featuring working systems as well as a chronological lineup of single-GPU ATI/AMD graphics cards from 2005 to 2015 and a display of the AMD FX-9590 motherboard, representing AMD's high-performance CPU offerings during the period.

MEGA65 – Dan Sanderson

The MEGA65 is a modern recreation of the unreleased Commodore 65, an FPGA-based personal computer with a deep connection to its Commodore heritage that you can own today. Dan Sanderson is a member of the MEGA65 team, maintainer of the KERNAL ROM and documentation, and the author of Dan's MEGA65 Digest, a monthly newsletter. <https://mega65.org/>

Lovable Luggables – Eric Odland

A small collection of 3-4 old Toshiba luggables, including T1200, T5100, and Satellite 460CDX, running various versions of Linux and MS-DOS.

SymbOS: The Greatest 8-Bit OS You've Never Heard of – Daniel Gaskell

In development for 20 years, SymbOS is a modern multitasking, Windows 95-like graphical OS for numerous Z80-based computers that remains almost unknown outside of the European demoscene. Try SymbOS on rarely-seen machines, including an Amstrad CPC 464 (Britain) and a National FS-4700 MSX2 (Japan) - completely different 1980s architectures, now able to run the same software thanks to SymbOS. Run modern games and apps, multitask vintage CP/M software, print ASCII art banners, and more. (symbos.org)

IBM OS/2 – Warpstock

Demonstrating IBM OS/2 and ArcaOS.

The Museum of Art and Digital Entertainment

– Terian Kosciak

A selection of playable vintage video game consoles and historical documents from the MADE museum (<https://www.themade.org/>) located in downtown Oakland, California. The purpose of the exhibit is to raise awareness of the museum, which is a non-profit offering classes, events, and playable exhibits about vintage video games.

Sun 3 Life – Dan Moisa

Celebrating the Sun Microsystems 3 series with originals and modern replicas.

Friends of the Palo Alto Library – David Cortesi

Books and software from the 80s and 90s to decorate your vintage desktop.

C64i - the C64 Improved – Francis Bernier

An exhibit featuring a new motherboard for the C64.

Click & Power: Modern Designs for Vintage Macs

– TT Design

Exhibiting some vintage Macintosh computers from the late 80s and early 90s alongside some sound gear and new hardware that I designed to help revive or enhance them.

Remembering the National Semiconductor 32000

– Steve Jones

Let's celebrate the 40th anniversary of that amazing computer! No no, not that one - the Tektronix 6130 Unix workstation, based on the National Semiconductor NS32000! The NS32k was an early 32-bit microprocessor that "coulda been a contendah" before Motorola and Intel dominated that niche. We will have a running system or two, some designs using the NS32k, and some of the history around it.

Complete ATARI XL Line of Computers – Kevin Lund

The San Leandro Computer Club presents the complete ATARI XL line of Personal Home Computers. From the small 600XL to the best of what could have been, the 1450XL! We will show you all the in-between models, as well. With the workhorse 800XL, the classic 1200XL, and its look alike the 1400XL, and its upgrade, the 1450XL. All six models in one place, possibly for the first time ever! There will be some accessories, games, books, and manuals for you to review and have fun with. Please join us for some Atari Greatness!

Olson S100 System Demo – George Kauffman

A display demonstrating a working CP/M Olson S-100 Byt-8 system with SA400 floppy drives. A rare early home computer.

COBRA1 - The 8-bit Computer from Poland

– Steve Surowinski

Cobra-1 was an 8-bit computer designed for the consumer market and used also in selected commercial applications. Created by Polish engineer Andrzej Sirko and built around the Z80 CPU using readily available TTL components, it was intended to fill a gap in the Polish computer market by making home computer ownership more affordable. The exhibit presents an original Cobra 1 computer as well as its new version from 2023.

Applying a Modern CPU to a 1980s Operation System - An adventure in retro-computing – Christopher Brock

I will share my adventure of designing and building eZ80-based hardware to support running MP/M for 6 users, and a major-rewrite of MP/M source code to exploit new instructions and addressing modes and many new features that resulted in greatly increased system performance beyond anything possible in the 1980s.

Rare and Not So Rare Micros – David Henderson

Rare and not so Rare Micros: A hands-on presentation of several micros from the 70s and 80s. The not so rare: Apple IIe featuring Oregon Trail; Sinclair ZX Spectrum with various games (complete with color clash). The rare: Alice 90, a red rhomboid French micro; Microbee 32, designed and built in Australia; Hektor III, part of a UK home study course for electronics; Galaksia micro clone, a home-brew Serbian exercise in minimalism and evasion of import restrictions.

The Intel 8080/8080A: 50 Years and counting –

Francis Bauer

The Intel 8080/8080A 8-bit microprocessor played a large role in starting the microcomputer industry. Many of the early systems were based on the Intel 8080/8080A microprocessor. This exhibit features 8080/8080A based systems like the Processor Technology Sol-20 Terminal Computer and a number of 8080/8080A trainers and diagnostic products.

(Continued...)

Tube Time's First Computer – Tube Time

This is an exact replica of my original Amiga 1000 setup from the late '80s.

Bitfixer's bits and bytes – Michael Hill

Treasures from my vintage computer collection with some modern enhancements!

Allen Bradley PLC 5 – Jordan Hayes

One of the first mass production PLCs produced for industrial operations.

Steve Jobs and the Apple Revolution – Bobby Eaton

Exhibiting artifacts from Apple and Computer History.

Project Monterey – Antoni Sawicki

Demonstrating IBM AIX on an Intel Itanium.

Sun2, Sun3, 10BASE5 and 10BASE2 hardware

– Robert Harker

On display are early Sun2/120 and Sun3/160 workstations, a Sun2/150 server and early Ethernet 10BASE5 and 10BASE2 hardware. These are Motorola MC68000 CPU based Multibus and VME bus based designs. Circuit boards and computers will also be on display.

The Dragon and the Lisa – Tyler Hayes

Just a small Apple Lisa setup, nothing else to see here.

J-PC ZONE – Duncan Mac Dougall

Japan had its own world of personal computers that did not reach Western shores. This exhibit will represent many running examples of these impressive platforms that most of the West missed. We will be demonstrating at least one playable example of the following systems: X6800, PC-98, MSX2+, PC-88, FM-TOWNS, NEW FOR 2025: PC-6001 mkII

HomebrewCPU: 21 Years of Magic-1 – Bill Buzbee

Magic-1 is a homebrew minicomputer built from roughly 200 74-Series TTL devices using wire-wrap construction. Its first public showing was 20 years ago at VCF 8 (where it took "Best of Show") and it's been in continuous operation since then. Magic-1 returns to VCF this year with a special companion - a card-compatible Magic-1 clone constructed using printed circuit boards.

Music is the Medium: Multimedia Music and Home Computers, 1970s-1990s – Mia Brandenburg

Any new technology begets art. This exhibit focuses on bands and musical artists who created multimedia experiences for home computers, from locking groove encoded programs to enhanced CD-ROMs and other CD based software. Avant-garde and alternative artists will be featured, as will some more mainstream musicians.

Recovering the Essence of the Whirlwind Computer

– Guy Fedorkow

Demonstration of Whirlwind software on a custom model.

We Have Xerox At Home – Thomas Daede

Want to scan a cat picture in 1984? Your cheapest option was the Thunderscan – for a mere \$200 (~\$600 today) you could replace your printer ribbon with a special accessory to convert it to a scanner! Try scanning pictures or your own drawings, edit them in Photoshop, then switch back to print mode to create a hard copy.

Rabbit Hole Computing – Alex Perez

Exhibiting ZuluSCSI and ZuluIDE Computer storage emulation products.

Macs From Most Interesting Places – Jeffrey Luan

Exhibiting a collection of Macintosh computers which originally came from a selection of Bay Area corporations and organizations and have the asset tags still on them. Additional display items include a selection of vintage prototype/development Macintosh units.

Osborne Vixen Prototypes – Chibi Bettencourt

The Osborne Vixen. The mysterious CPM machine with far too short of a Wikipedia page. There are three complete units and one disassembled example to explore as well as internal Osborne meeting minutes.

Recollections at the Interim Computer Museum

– Stephen Jones

Recollect the past or experience it for the first time with remote access to 26 vintage hardware, hybrid restorations and simulated systems all running at the ICM in Tukwila, Washington. Use your typing skills at historic command line based operating systems and programming languages from the 1960s-1990s presented on a PiDP-10 running the MIT AI Lab's Incompatible Timesharing System (ITS).

The Atari ST at 40 – Philip Louie

"Power Without the Price" was the motto that defined the Atari ST line of personal computers. Released in 1985, it offered a powerful 16/32-bit personal computer with graphics, sound, and a graphical user interface at an unheard of low price. This exhibit will feature the line of released Atari 16/32-bit computers from the original Atari 520ST to the last computer Atari ever released, the Atari Falcon030.

Magwest

MAGWest is an annual three-day event with live music, non-stop arcades and gaming, tabletop and LAN, pool parties, live music jamming, cosplay and so much more! Join us this year August 8-10th at the San Jose DoubleTree.

CDC 160-A – System Source Computer Museum (Sponsor)

Exhibiting the CDC 160-A computer, designed by Seymour Cray.

MDCon (Sponsor)

MDCon is dedicated to preserving and promoting MiniDisc technology through engaging, in-person gatherings around the world.

Lee Felsenstein

A force of nature at the Home Brew Computer Club and beyond, Lee will be promoting his new book and showing other items of interest.



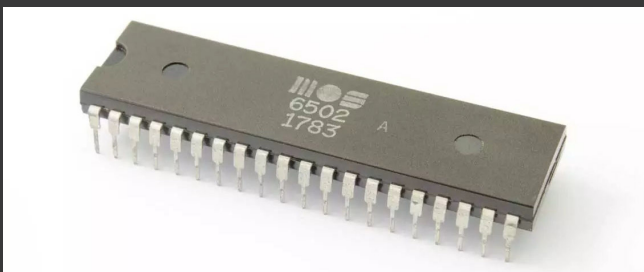
1945 - 80 years ago

John von Neumann writes "First Draft of a Report on the EDVAC" describing the modern stored program, all electronic, digital, general purpose computer, based on the ENIAC as designed by John Mauchly and John Presper Eckert.



1965 - 60 years ago

IBM begins shipping the revolutionary IBM System/360. Its use of microcode and separation of architecture from implementation allowed it to fit many applications, from small to large.



1975 - 50 years ago

MOS Technologies introduced the 6502 processor, which dramatically lowered the cost for microprocessors and allowed for a large number of new systems to enter the market.



1985 - 40 years ago

The Amiga 1000 is introduced at a New York City gala featuring Andy Warhol and Debby Harry. It contained a Motorola 68000 CPU, as well as advanced hardware designed by Jay Miner of the Atari 2600 and 8-bit line.



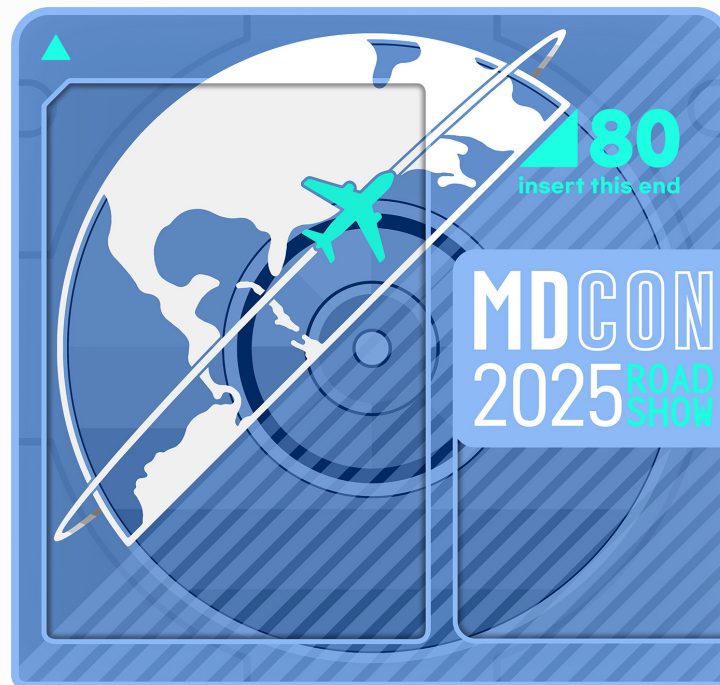
1997 - 28 years ago

The First Vintage Computer Festival is launched by Sellam Ismail.

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Hello, world!

Welcome to the Vintage Computer Festival West 2025. You're about to embark on a fantastic family-friendly adventure backward in time.

You will see and touch dozens of historic computers from many decades gone – everything from big iron to eight-bitters. You'll also experience some creative new replicas, modern enhancements, and new retrothemed systems. You will meet some historic people, learn their insider stories, and perhaps pick up our nerdily awesome t-shirt! While you're here, remember to tour the amazing museum all around us: they're a terrific host and worth a return trip. Be sure to talk about us online: #vcfwest

Happy computing,
- The Vintage Computer Federation

Vintage Computer Federation

Our mission is to preserve computing history through education, outreach, conservation, and restoration. We strive to accomplish this through family friendly hands-on activities at our museum, at regional and global events, and by fostering and nurturing the expansion of our on-line and in-person communities. The Vintage Computer Federation is a 501(c)3 non-profit.

In addition to Vintage Computer Festival West, we also own VCF East (New Jersey each spring). There are also Vintage Computer Festivals independently run that we encourage everyone to attend, including:

VCF Southwest (<https://www.vcfsw.org/>), VCF Midwest (<https://vcfmw.org/>), and VCF Southeast (A part of SFGE) (<https://gameatl.com/>)

If you are interested in creating your own chapter or festival, please contact us at info@vcfed.org.

Website: vcfed.org | **VCF Forum:** forum.vcfed.org

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