What are you talking about?

Every subgroup has its own terms people *in the know* expect everyone to know. - Everyone knows that … right?

In the wiki is a function active to show a short explanation for certain terms, like what you get when you write C64. - To modify or add those contact Walter.

This page is to try to give some information about terminology used in the Commodore and retro computer community.

File formats

- **TAP** — Raw Tape Image
    - A byte-accurate recording of the actual magnetic pulses on a Commodore cassette tape.
- **PRG** — Single Program File
    - A raw C64 program as it appears in RAM, with a 2-byte load address at the start.
    - Key traits:
        - Contains one program or data block.
        - Loads instantly in emulators or SD2IEC.
- **D64** — Disk Image (1541 floppy)
    - What it is:
        - A full 170 KB image of a 5.25" 1541 disk, including directory, sectors, BAM, and filesystem.
    - Key traits:
        - Can contain multiple PRGs, data files, and custom loaders
- **G64**
    - Which is a d64 with additional data to represent low level floppy info. Used for disks with disk based copy protection.
- **CRT** — Cartridge Image (ROM dump) & **T64** — Tape Container (simplified tape image)
    - What it is:
        - A virtual tape file that stores one or more PRGs, but not the real pulse-timing of a tape.
    - Key traits:
        - Contains a directory of PRGs extracted from a tape.
        - Does not preserve turbo loaders or custom tape protection.
        - Loads much faster than a real tape because it skips the pulse-level detail.

REU

A RAM Expansion Unit is a hardware device that increases the amount of RAM available to a computer. The C64U has this functionality build in and can be enabled in the menu.

The 8-Bit GUY explains how the REU works on the classic C64

What is border removal?

Border removal exploits VIC-II behavior when $D011 bit 4 is cleared at specific raster lines. This lets demos display sprites and graphics in the border area.

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