

# 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](#).

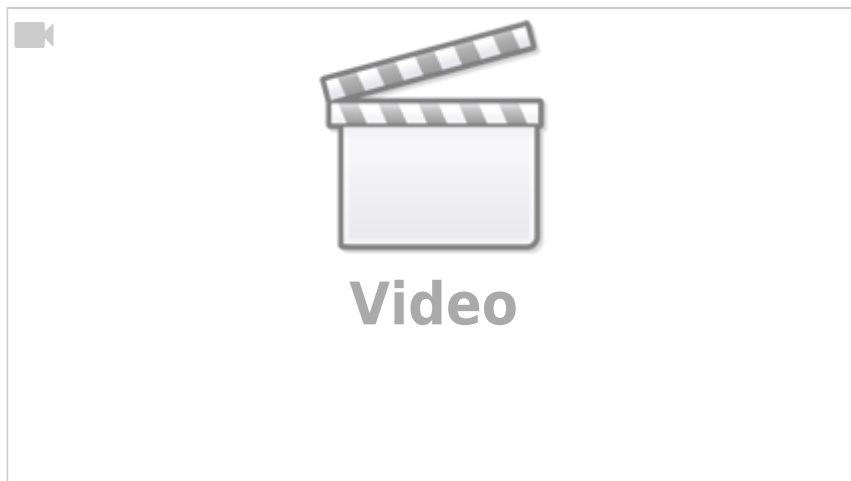
This page is to try to give some information about terminology used in the Commodore and retro computer community.

## 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
- **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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