> **note** Page under active construction

Community software & services

Ultimate 64 Web Music Player

under active development
Use any device at your home with a web browser, to play your favorite SID songs. Designed to be used with your mobile phone to have a easy way to control the music that is coming out of your C64. Once the proxy is running, you can use the player URL to access the application. For easier mobile/tablet usage.

Go to the project page for instructions on how to get it running, if you run it as a Progressive Web App (PWA), be sure to clear cache when there are updates.

- Player
    - https://nesfrk81.github.io/Ultimate64WebMusicPlayer/
- Github
    - https://github.com/nesfrk81/Ultimate64WebMusicPlayer

C64 Ultimate Viewer for Linux

under active development
 A simple video & audio stream viewer designed for the new C64 Ultimate owners running Linux systems. Watch your C64 screen output on your computer with real-time streaming.
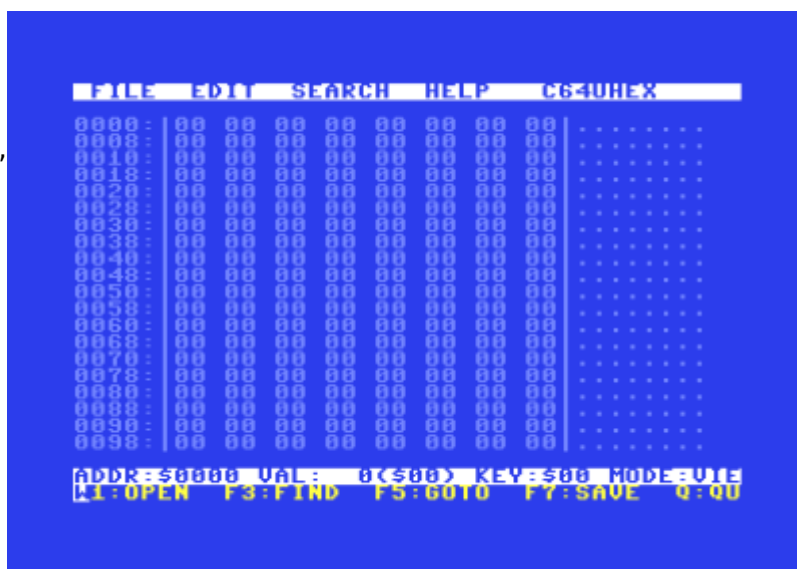

- Project page
    - https://github.com/Deybacsi/c64uview

C64UHEX

under active development

C64UHEX is a native hex editor for the Commodore 64. It provides professional, byte-level inspection and modification of binary data using a true PETSCII interface, respecting the constraints and character semantics of the original platform.

- Project page
    - https://github.com/drericflores/c64uhex

AdvEditC64 - Advanced Commodore Editor

under active development
Advanced Commodore Editor is a native, full-screen text editor designed specifically for the Commodore 64, with special attention given to the C64 Ultimate and its USB-based storage workflow.

The editor is inspired by the philosophy of the Linux nano editor: Simple controls, fast interaction, minimal cognitive overhead, and clear on-screen prompts while respecting the technical constraints and historical behavior of vintage hardware.

- Project page
    - https://github.com/drericflores/AdveditC64

U64 Remote

under active development
Remotely send and run a .PRG file on a Commodore 64 Ultimate, (or any 1541u). Mostly that development with CBM prg studio is easier with the Commodore 64 Ultimate, and you don't need to copy files every time.

- Project page
    - https://github.com/AllMeatball/u64-remote

U64 Remote cpp

under active development
Remotely send and run a .PRG file on a Commodore 64 Ultimate. A Linux C++ command-line client for interacting with the Commodore 64 Ultimate over its REST API. This project is a C++ port of the

original Go reference implementation and allows remote control and inspection of a C64 Ultimate from a modern Linux system.

- Project page
  - https://github.com/drericflores/c64u-cpp_remote

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