

Some relevant links for C64U owners

Hardware for C64

- [This is moved to its own page](#)

Software for C64

Games

- Publisher of new C64 games & sale. Also some hardware.
 - <https://www.provision.games>
- <https://csdb.dk/> - A site dedicated to gathering as much information as possible about the productions, the groups, the sceners, the events and bbs's in the Commodore 64 scene.
- https://archive.org/details/softwarelibrary_c64
- <https://www.myabandonware.com/browse/platform/c64/>
- <https://www.c64.com/>
- <https://itch.io/games/tag-commodore-64> - New C64 games
- OneLoad64 Games Collection - 1000s of C64 games converted to cartridge format for instant loading:
 - <https://oneload64.github.io>

More game websites <https://www.lemon64.com/links/genre/games-archives>

GUI

- <https://c64os.com>
- <https://github.com/WebFritzi/GUI64> - A Windows/Mac looking GUI
- GEOS - is included in the 'USB cassette' and see also the 'files' section of the FB-group The Commodore 64 Ultimate Owners Group

Other

- <https://assembly64.hackerswithstyle.se/assembly/index.html>

Firmware - speeds up operations

- <https://store.go4retro.com/commodore/jiffydos-64-ultimate-rom-overlay-image-standard-pack/>
- <https://store.go4retro.com/commodore/jiffydos-64-ultimate-rom-overlay-image-pro-pack/>
- <https://e4aws.silverdr.com/projects/dolphindos2/>

Programming

BASIC online code editors & emulators

- <https://ide.retrogamecoders.com/?platform=c64&file=hello.bas>
- <https://stigc.dk/c64/basic/>

Programming resources

- <https://c64.ch/> - website with demo's and programming information
- <https://retrogamecoders.com/commodore64-basic-programming/> - BASIC Programming Course with video
- <https://www.commodore.net/downloads> - section 'documentation', the C64U user manual
- <https://commodore.software/downloads/download/950-c64-programming-reference-books/16041-commodore-64-programmer-s-reference-guide> - Commodore 64 Programmer's Reference Guide download
- <https://codebase64.net/> - Lots of articles about demo & game & other coding

High level programming languages

- <https://lemonspawn.com/turbo-rascal-syntax-error-expected-but-begin/> - Turbo Rascal (pascal based language)
- <https://cc65.github.io/> - C compiler

Online C64 emulator - desktop and tablet version

- <https://joystickandcursorkeys.github.io/basic64-js/index.html>
- <https://ty64.krissz.hu/> - ty64 emulator with interesting features

Local installation of a C64 emulator

- <https://vice-emu.sourceforge.io/>
- <https://sourceforge.net/projects/deniseemu/>

Reading and online resources about the C64

- <https://www.c64-wiki.com> - A 'C64 Wikipedia'
- <https://www.computesgazette.com> - monthly publication about retro computing
- <https://www.lemon64.com/> - active forum
- <https://www.reddit.com/r/c64/>
- <https://www.commodorebbs.com> - List of BBS's (Bulletin board system) that should work with the C64U online functionality

Instructive C64U use YouTube video's

- <https://www.youtube.com/watch?v=Ojiitb-Wjog> - exploring functionality of C64U
- <https://www.youtube.com/watch?v=AU1Po2Z17kl> - use of config files
- <https://www.youtube.com/watch?v=QjkSr0mHikI> - use and benefit of using JiffyDOS or similar
- <https://www.youtube.com/watch?v=IKyL9YU5SS8> - follow up of the JiffyDOS video
- <https://www.youtube.com/watch?v=Y20fzD7nRTM> - updating firmware of the C64U
- <https://www.youtube.com/watch?v=PqqrgDhjOMc> - use of REU (extended memory) and overclocking

From:

<https://c64u.org/dokuwiki/> - **C64 Ultimate Wiki**

Permanent link:

<https://c64u.org/dokuwiki/links:start?rev=1768161524>

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