

# Programming related resources

## Programming languages

### Vison BASIC

Vision BASIC is a high-performance BASIC compiler for the Commodore 64 that also functions as an integrated assembler, letting you mix BASIC and machine-language instructions directly in the source. It adds extensive graphics, sound, and sprite commands, supports user-defined subroutines, and runs without expanded memory after compilation, though it requires at least 256 KB of REU/GeoRAM/SuperCPU RAM for development.

- <https://visionbasic.net/>

### Commodore 64 Markup Language

C64ML

- <https://github.com/Bloodmosher/Sysop-64>



#### Video

Introducing a new way to write C64 programs, using a light weight markup language and an engine that schedules DMA accesses. In this video we show some examples of markup including the use of JavaScript, executing on the Sysop-64 FPGA cartridge for the Commodore 64.

### ugBASIC

Is largely compatible with BASIC V2

- <https://ugbasic.iwashere.eu/>

### prog8

CommodoreSam: Prog8 Programming for the 6502: Introduction and Setup

This video describes what the Prog8 programming language can do and how to setup the compiler tool chain on Windows to get started.

# Vibe coding for the Commodore 64

- [GitHub Repository VibeC64 - AI-Powered Commodore 64 Game Creator](#)



## Video

Create Commodore 64 games with a single prompt! In this video, I present you VibeC64: a “vibe coding” AI agent that designs and implements retro games using Large Language Models (LLMs).

## Links about programming for C64

- Programming documents and instructions.
  - <https://www.zimmers.net/anonftp/pub/cbm/c64/programming/index.html>

[programming](#), [vison basic](#), [C64ML](#), [Vibe coding](#)

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Last update: **2026/02/09 21:51**

