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

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

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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