


# Software for C64

See also [Random small project programs](#)

## Games

You have the starter kit with the 'Very Second' included with the C64U and the built-in online CommoServe service. - CommoServe contains mostly classic games but also new and fairly new games.

- Publisher of new C64 games and 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://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 - 1000's of C64 games converted to cartridge format for instant loading:
  - <https://oneload64.github.io>
- **Commodore 64 Boxed Sets:** It digitally collects the material in the original box set of games. So get the artwork and the sometimes extensive manual originally included.
  - *Not for downloading games*
  - [https://www.c64sets.com/boxed\\_sets.html](https://www.c64sets.com/boxed_sets.html)

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

## GUI64

GUI64 is a new graphical user interface for the Commodore 64 and will be included as part of the software bundle for the brand new Commodore 64 Ultimate (C64U). It is provided as a cartridge image (\*.crt). Find it in the C64U's menu on the cassette USB drive, select the file, press RETURN, and choose "Copy to flash." Once installed, the GUI64 desktop will automatically appear every time you power on or reset your machine.

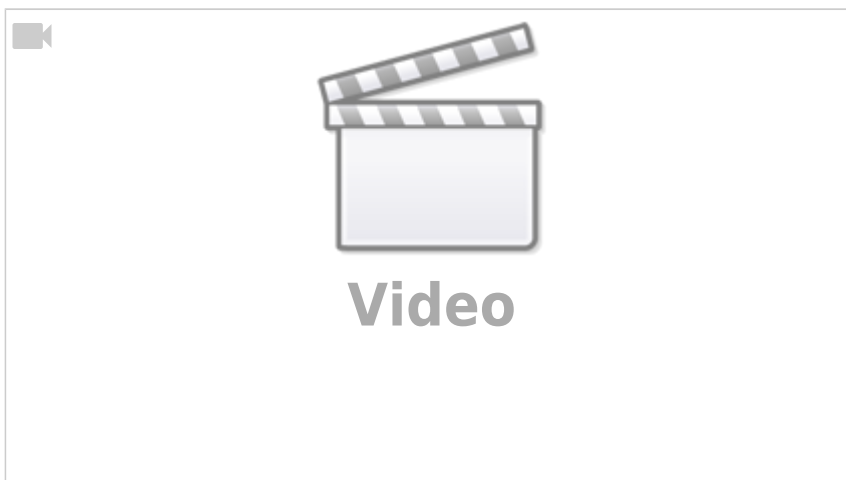
GUI64 allows you to manage disks and their contents with ease—formatting, renaming, cutting, copying, pasting, and more. Most importantly, it lets you launch your favorite games with a simple double-click. As an added bonus, the loading progress is displayed on screen.

Users who own an SD2IEC device are in luck, as GUI64 fully supports these as well. You can browse folders, create subfolders, and generate new disk images (D64, D71, and D81) just as you would on a modern PC.

The version included with the C64U features a Windows-style interface. On GitHub, you can also find a Mac-style version inspired by the look and feel of the original 1984 Macintosh.

The latest versions of GUI64 (disk and cartridge images) are freely available on GitHub

- Project
  - <https://github.com/WebFritzi/GUI64>



## 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/>

## DolphinDOS2

DolphinDOS 2 is a kernel ROM replacement for the C64 and 1541 disk drive to speed up disk operations.

If you are interested in using the C64U w/ JUST 1541 emulation, you should look into it. D64 load speeds are insane!

1. Download the ROM replacements from Github (click on the right side on 'releases', download

the .zip file)

2. Rename kernel.rom and 1541.rom to something different like kernel-dd2.rom and 1541-dd2.rom
  1. ⇒ copy to flash
3. Go into the Memory & ROMs to choose the kernel-dd2.rom kernel for the C64 and 1541-dd2.rom for the 1541
4. Go into the 1541 drive settings and enable extra memory
5. Head into the “secret” advanced C64U menu (shift+F1)
  1. ⇒ choose Machine Tweaks
  2. ⇒ Enable the Parallel connection setting

Reboot and you're ready to go.

Want to go back to normal? Just do the reverse of steps 2-5. Pro tip: Use a [Configuration file](#) to easy switch between modes.

- Project
  - <https://github.com/donnchawp/DolphinDOS2>

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