Software FAQ

Files questions

How to copy everything from a Memory Stick to the internal Micro SD storage card?

Note: the SD card need to be already installed.

1. Turn on the C64U and switch to main Ultimate Menu by pressing the dual switch button. (or C= + restore)
2. From Menu select FILE BROWSER and go to UBS0 USB Disk, press enter twice.
3. Now Select all Directories and files by pressing the words combination or holding the keys C= + A (select all).
4. Then press C= + C at the same time.
5. It is going to ask Y or N if you wish to copy data to a clipboard. Press the letter Y.
6. Exit memory stick by pressing the letter A, then go inside the target or SD SD Card, once inside press and hold C=+V. The pasting process is initiated. It takes about 5-8 minutes to complete

- Video showing these steps

SAVE command does not save files!

You need to have a disk image mounted to be able to save something to it. See

page 20 of the User Guide

about how to use and mount a disk image.

You can also create and then mount a blank disk image. See page 23-24. Then you can save something to that mounted disk. See page 37 about how to save programs.

I lost the files of 'The Very Second' usb-cassette?!

Here they are

How can I manage the files stored on my SD-card, etc, from my usual computer?

If you did not yet configured the network see your provided 'user guide' page 147. Optional but handy; give your C64U a fixt ip address. A 'static IP' or use DHCP and set your router to assign a specific one.
After that turn FTP on; see page 151.

On the other computer you will need an FTP-client of your choice. You can not go wrong with FileZilla

(Win/Mac/Linux)
There is no login. Server is the ip address of the C64U. Use FTP as protocol. You have access to all media storage of the C64U.

The FTP-server is slow. While it works you will make it even slower if you put more then 500 files in a directory.

This FTP-server is intended for use on your local network only. If you wish to access it externally setup a VPN to your local network. - And no, SMB is not supported.

I can not open a .DNP file I created?

A DNP file is a disk image of a Commodore 64 hard-disk (CMD) partition. It isn't a regular file you can open with a normal program, and it can't be "mounted" like a USB stick. What you can do

1. Enable the soft-IEC drive in your C64 emulator or on the real machine.
2. Use the CD command to point the drive to the folder that contains the .DNP file.
3. Then you can access the files inside the image as if they were on a normal disk.

In short, you don't open a .DNP directly; you tell the C64 to treat the folder containing it as a virtual drive, and then browse its contents.

The option 'Save to File' is greyed out?

Problem is that the 'destination' is not yet defined and so it can not safe to it.

Using Disk File Browser from the menu (`C= + Restore`) navigate to the folder you want to save it. Then go back to the Configuration menu and the 'Save to File' will be available.

Is it possible to speed up tap files into c64u?

Not really. You wanted a real hardware C64. Well, you have it. If you wish to load it fast use an .CRT version. The OneLoad64 project is specialized in that.

Note: once it is loaded there is probably a way to memory dump it & load that later very fast. Not sure how that works ⇒ **If you know how please explain it here**

Ulticopy crashes machine?

My C64U constantly locks up when I try to initiate copying of any virtual, mounted drive. Here's the screen. You'll notice the partial logo at the top. Something's not right. The only way to recover was to use the rocker to power down or pull the power connection. Menu function was dead. Any clues? (Ulticopy worked fine when copying from a physical drive to .D64 file.)

- See FB post about this
- And https://github.com/GideonZ/1541ultimate/issues/563#issuecomment-3588100493

No clear solution. Potentially problem that needs firmware fix.

- Way around it;
    - *Ulticopy is designed as a one-way copy from physical to digital. You can use other copy programs like Maverick, for example, to copy between virtual drives. Or you can simply copy and paste programs between any virtual drive, SD card, USB stick, etc.*

Saving to .d64 images fail often with JiffyDOS?

Its a bug with JiffyDOS. This happens since u64e2 rom 3.11. With u64e1 rom 3.10 - all is ok. See this FB post

Using games / programs

I can not end the program / game I am running?

You can try `run/stop` and `run/stop+stop/restore`. - But it is possible that will not work. In that situation you will need to power cycle the device. - Or if you modified your C64U with a reset button you can use that one.

If I run a game how can I save my highscores?

The answer is that on a C64 this is done using a freezer cartridge of some kind *(Super Snapshot, Action Replay, Final Cartridge, etc)*. Those cartridges have a "freeze" button on the cartridge, which will pause whatever the C64 is doing, and bring up a freeze menu, kind of like what pressing up on the multi-function button does on the Ultimate.

From there you can choose to save the state of the computer to a file on disk.

On the Ultimate, such a cartridge can of course be emulated by loading the appropriate .CRT file so you don't have to have the physical cartridge handy, and you can save to virtual .D64 images instead of real floppies, but the underlying concept is the same.

See also about the modification to add a physical 'freeze button' to your device

Game works but it hangs shortly after you choose the game settings and try to begin

Might be a PAL/NTSC issue .. this was a notorious problem back in the day, PAL only software would not work, or run poorly on NTSC machines due to video and timing differences.

Questions about 'The Menu'

What does the 'Ultimate audio' setting do?

See Facebook post about this

Note: I - Walter - the editor am to confused about this to write here the answer. Please update this if you are certain what that is — *walter 2026/01/28 20:54 UTC*

How do I use the MultiSID mode, so I can use up to eight SID's at the same time?

- Setting up the MultiSID configuration on the Ultimate 64

Network functions

How to use the OBS streaming feature?

Wired connection only. Add the plugins folder to C:\ProgramData\obs-studio. Remember to set VIC and Audio streams to the IP address of your computer with OBS running. Finally enable the streaming from the mini popup menu Streams.
MonroeWorld Youtube video addressing using OBS
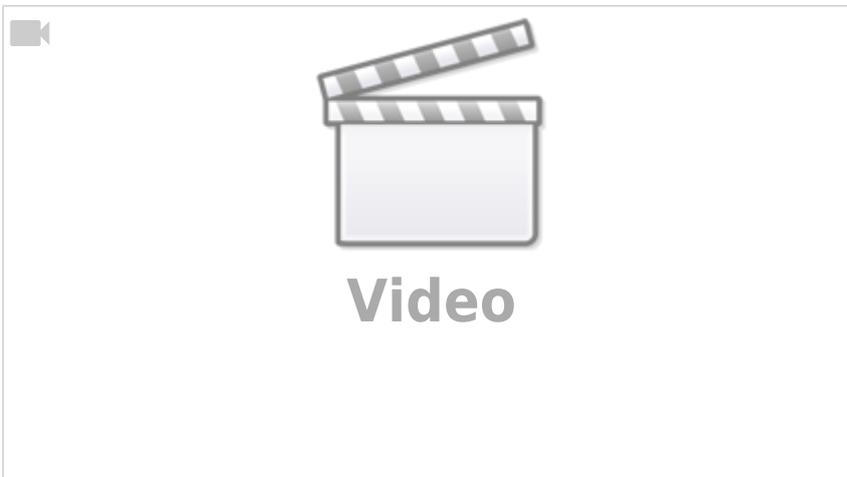
Questions related to 'fast loaders'

Is there any benefit to buying JiffyDOS if you don't use any external floppy drives?

> 📝 This from a FB post. This needs work from someone who actually understands this really

- Source FB-post
- Yes, in fact you will not be able to fully take advantage of JiffyDOS to speed up your external drive without adding a physical JiffyDOS ROM to it. But you can swap virtual drive ROMs all you want. So it's extremely useful.
  - JiffyDOS will work if you have it running on a 64 and not in a drive, or in a drive but not the 64, you just don't get the speed benefit. You need it in both for that.
    - That completely depends on what drive you use, and what software you run. - There absolutely is (copy protected) software from the first half of the 1980s which will fail on anything other than a completely unmodified 1541 drive, so… no jiffydos, no

speeddos or anything like that, and that same software also won't work on any other drive, so no 1571, no 'clone' 1541s unless they have a 100% identical rom, etc. - Also, let's just settle on a workable definition of 'works'. Technically, having a jiffydos rom in a drive but not in your computer 'works', as in it will not stop you from using that drive. But JiffyDOS itself will not 'work' in that case, it won't be used, the regular non JiffyDOS IEC protocol will be used instead. - JiffyDOS only works, as in, actually does something, with a JiffyDOS rom in your computer. If there is a JiffyDOS rom in the drive also, that will speed things up, but even when there isn't, you still get the dos wedge functionality of JiffyDOS, so... in that configuration JiffyDOS actually does something. - But to make full use of it, JiffyDOS must be installed in both computer and drive. - This from someone with 30 years of exprience using JiffyDOS and being familiar enough with the code to have made some fixes for it.

[FAQ](), [Ulticopy]()