

RunC64 V1.2.1 Guide

COLLABORATORS

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Chapter 1

RunC64 V1.2.1 Guide

1.1 RunC64 Documentation

RunC64 V1.2.1

© 1994/95/96 Øyvind Jergan & Espen Skog

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1.2 Introduction

Introduction to RunC64

Run C64 is a communication program for Amiga and C64. It's not a modem program or anything like that, but a network system which enables you to send C64 files from the amiga over to the C64 and start them.

This product was made so that all of you can enjoy the great good old C64-games and demos using a real Commodore 64. We have been testing a lot of C64-emulators for both Amiga and PC (PC-suger). And we have never seen anyone that emulates the C64 good enough to be worth taking space on your hard-disk. On most of them, graphic-features like smooth-scrolling, sprites and raster-control have serious bugs. The music is even worse. So our advice to you is: If you're a real fan of the C64, use the real thing.

RunC64 is SHAREWARE, not Public Domain. That means that if you like this program and want further updates, you can be a registered owner by sending us 10 NOK (2 US\$). It also means that you can copy this program only if all files (including this) are included and nothing is changed. You are not allowed to replicate any portion of the program, nor code or data. Note also that we take no responsibility for the use of this program considering any damage to or failure of your hardware, software etc.

You have the permission to put this unmodified and full archive on any BBS, FTP site, CD Rom, Magazine, Disk etc. In other words, the archive may be freely distributed as long as no more than a nominal fee is charged to cover the media and copying costs.

1.3 Credits for RunC64

Credits for RunC64

Idea & design Øyvind Jergan
 Espen Skog
Hardware-diagram Espen Skog
Amigaguide document Øyvind Jergan
 Espen Skog
Amiga-programming Øyvind Jergan
C64-programming Øyvind Jergan
Testing Øyvind Jergan
 Espen Skog

Thanks to Christian T. Steigies for the basic listing (RunC64.Basic).
(steigies@physik.uni-kiel.d400.de)

1.4 Requirements

System Requirements

This program requires the following:

- One Amiga computer with OS1.3.
- One Commodore 64/128 computer.
- Parallell cable
- Software on both computers.

1.5 Software Requirements

Software Requirements

A program on both the Amiga and the C64 is needed for the RunC64 to work. The C64 program is working more like a server which only waits for file from Amiga like PLAY, STOP, FAST FORWARD.

You need the following files .

1.6 Archive

The archive RunC64_v121 contains the following files:

- Connect.IFF Iff picture of parallell cable
- RunC64.Amiga The Amiga part of RunC64
- RunC64.64 The C64 part of RunC64
- RunC64.Guide Amigaguide document
- RunC64.Basic Basic listing of "Runc64.C64"

1.7 Parallell cable

Parallell cable

You'll need to make a cable like this:

AMIGA		C64	
-----		----	
Pin Name:	Pin	Pin Name:	Pin
-----+-----			
Databit 0 2	PB0	C	
Databit 1 3	PB1	D	
Databit 2 4	PB2	E	
Databit 3 5	PB3	F	
Databit 4 6	PB4	H	
Databit 5 7	PB5	J	
Databit 6 8	PB6	K	
Databit 7 9	PB7	L	
Ground	25	Ground	A
Strobe		1	Flag #2 B
Busy	11	PA2	M
Acknowledge	10	PC2	8

(Hook up to the Amiga Parallell and the c64 user-port)

1.8 Assembling

How to assemble the hardware

This is quite easy. First you got to buy two connectors and a piece of cable with about 12 wires. Buy a 25Pin D-SUB Male connector and "user-port" connector for the C64.

Making the cable is about it. Make sure you have soldered right and that there are no short circuits because they might kill your i/o ports on both the Amiga and the C64 and in worst case destroy the computers totally (It'll be expensive to fix it).

When you have made sure the cable is alright, connect the two computers together.

1.9 Installation

Installing RunC64

- Be sure both computers are off, and connect the parallell cable
- Make a directory on you harddisk called RunC64 and copy all the files in the archive into this directory.
- Copy the file RUNC64.64 over to a 5¼ C64 disk.

If you have problems concerning this, send us a 5¼ disk, and we will send it back containing this file. (Enclose unused stamps)

If you want, you can type the listing "RunC64.basic" onto the c64 and it will produce the file "RunC64.C64" for you. Only do this if you are sure you cannot send "RunC64.C64" to the c64 yourself, cos it's very boring to type all those DataLines (We all know that, right?)

To run this basic program will save a file to the diskdrive called "RUNC64". This will be an exact copy of the program in this archive called "RunC64.C64".

1.10 Controlling RunC64

Controlling RunC64

The template for RunC64:

NAME=FILENAME/K

NAME Name for the file you want transfer and start.

How to transfere files

click on the C64 program and it's sent to the c64 and executed automatically.

- If you by an accident send a file from the amiga and the c64 program RunC64.C64 ain't loaded, the Amiga will still put the program on hold on the parallell port and it will stay there until the c64 empties it. To empty the parallell port just start RunC64.C64 and wait for transfer to finish. Reset the C64 and load RunC64.C64 again to initialize both parts.

- Espen got tired of loading RunC64.C64 every time he wanted to try out another game, so he decided to make a cartridge. If you have a eeprom-kit just burn the file RUNC64.C64 as a normal basic program. This way you just have to reset the computer and RunC64.C64 is auto-loaded the the cartridge. This made his life a hell of a lot easier.

1.11 Contact Us

Contact us for the following reasons

- Paying the shareware fee.
- Problems/suggestions concerning RunC64.
- Swapping C64 software (music, games, programs and demos) on the amiga.

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1.12 Espen Skog

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1.14 History of RunC64

History

Version 1.2.1, February 1996

- Added a basic listing which produce the c64 part of runc64 directly onto the diskrive.
- Fixed up the Doc a little. No major changes in the program.

Version 1.2, February 1995

(However, released in 1996 for some reason)

- AmigaGuide document added.
- Some bugfix.

Version 1.1, 6th november 1994

(only released in norway)

- You can now transfer files located from \$0400 to \$ffff.
- Should work with all sorts of crunched files. (Many of the old C64-decrunchers use the start and end load-adresses automatically set by the kernal-loader as start and end limits for decrunching, to save a few bytes. These adresses are now also set by the receiveprogram when transferring files, so there should be no problems using such files.)

Version 1.0

(never released to public)

- First release.
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