

I/O Programming

This section contains info on how to access various kinds of peripheral I/O hardware such as the keyboard, joysticks, serial devices and so on. It also contains info on communications programming, such as modem protocols.

Disk/Tape IO

- [Detect Drives on IEC Bus](#) - by Todd S. Elliott

General DOS/Kernal stuff

These are general file IO functions, not restricted to a certain type of hardware.

- [DOS examples](#) - a few sourcecodes on how to use DOS/KERNAL calls, by Graham
- [How The VIC/64 Serial Bus Works](#) - by Jim Butterfield
- [Making use of the fastload/save in the cartridge](#) - Various people

Disk IO

- [Flexloader 3.0](#) - IRQ/Fast loader (1541 only!) by Jayce / Focus
- [Disk loader with flashing border \(For non-fastload\)](#) - by Richard Bayliss
- [Autostarting Disk Files](#) by TFG/MMD
- [Formatting disks](#) - Various people
- [Electronic Arts Fat Tracks File Buster](#) - by Fungus
- [Hardware diagnostics](#) - In case your 1541 drive is broken, check this.
- [Drivecode](#) - by Bitbreaker/Oxyron^Arsenic^Nuance
- [Fastloaders](#) - by Bitbreaker/Oxyron^Arsenic^Nuance

Tape IO

- [IRQ-Tape Loader](#) - aka "rant 8" - Tutorial by Laze Ristoski (Cybertronic Studios)
- [Autoboot tape turbo loader](#) - How to create an auto-booting tape turbo loader by Martin Piper
- [Cult Loader](#) - Disassembled by Fungus
- [Turbo250 disassembled](#) - The classic Turbo250 by Mr.Z/Triad disassembled by FTC/HT.
- [TurboTape loader source](#) - minimal setup to load Turbo Tape data by enthusi/Onslaught
- [FreeLoad V5.0 Saver](#) - by Paul Hughes. Used by Ocean.

Tape xfer routines

By Fungus. Either of these two shell routines is to be used with each of the transfer routines below:

- [Tape transfer shell](#) - by Fungus
- [Newshell](#) - by Fungus

The xfer routines below are to be used for reading originals using various loaders and storing them onto disk:

- [Burner tape transfer 1.0](#) - by Fungus
- [CHR Tape to Disk Transfer 1.0](#) - by Fungus
- [CHR Load Tape Transfer 2.0](#) - by Fungus
- [Ocean/Imagine Transfer - v1](#) - by Fungus
- [Ocean/Imagine Transfer - v2](#) - by Fungus
- [Ocean/Imagine Transfer - v3](#) - by Fungus
- [Novaload Tape Transfer 1.0](#) - by Fungus
- [Novaload Special Tape Transfer 1.0](#) - by Fungus
- [C= Pavloda Transfer 1.0a](#) - by Fungus
- [ROM-load](#) - by Fungus
- [U.S.Gold Tape Transfer 1.0](#) - by Fungus
- [Virgin Tape Transfer 1.0](#) - by Fungus
- [Wildload Tape Transfer 1.0](#) - by Fungus

Harddrive stuff

- [HD-Park-Switch - How to Patch a CMD-HD to your own needs](#) - in Domination #17 by Ninja/The Dreams.

Keyboard and text IO

- [Reading the Keyboard](#) - by Various
- [Robust String Input](#) - by Schema
- [IP Address Input](#) - by Schema
- [THREE-KEY ROLLOVER for the C=128 and C=64](#) - by Craig Bruce (from C=Hacking #6)
- [Scanning the keyboard the correct and non KERNAL way](#) - by TWW/CTR

Text manipulation and formatting

- [Tiny .A to Decimal 3-Digit String Conversion](#)
- [32 bit hexadecimal to decimal conversion](#) - by Graham
- [Hex String to Integer](#) - hexadecimal string to integer converter by FMan
- [ASCII Char to 4 bit Integer](#) - Converts a alnum character to a value between 0 and 15 by Monte Carlos
- [Integer to Hex String](#) - integer to hexadecimal string converter by FMan
- [String manipulation routines](#) - string copying and printing routines by FMan
- [Convert PETSCII/ASCII to screencodes](#) by Mace/Secure

Joystick, mouse, paddles, koalapad, lightgun...

- [Joystick Input Handling](#) - general info and examples by tfg
- [C= 1351 Standard Mouse Routine](#) - Converted to KickAssembler by TWW
- [Multi-Adapter Support](#) by Sokrates

MIDI IO

- [Midi on the C64](#) - Collection of C64 related MIDI info.

Data transfer protocols

- [X-Modem File Transfer Protocol](#) - for 6551 serial port (NOT in a native C64), by Daryl Rictor - taken from www.6502.org
- [Simple BASIC X-Modem Receive](#) - A short type-in program to bootstrap transfer programs, using KERNAL RS232 routines. By White Flame.

The sourcecode for C*Base (BBS software) also contains a number of sources of transfer protocols, such as Punter and others. It is maintained by Tao/Triad and you can find it [here](#).

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Last update: **2017-08-09 21:04**

