

External Links to the www

Information sites

- [25c3: The Ultimate Commodore 64 Talk \(YouTube\)](#) - By Michael Steil
- [All about your C64/1541/1581](#) - By Ninja/Dreams
- [65xx opcodes](#) - By Graham/Oxyron
- [VIC Article](#) - The mighty... By Christian Bauer. (The webserver uses HTTPS.)
- [The SID homepage](#) - By Mr. SID
- [6502.org](#) - About the 6502 CPU (almost identical to the 6510 in the C64).
- [The Fridge](#) - Source code, tools and technical information for Commodore and 6502 programmers.
- [Project 64](#) - The most comprehensive source for Commodore Computer manuals on the internet. Includes "Programmers reference guide" and "Mapping the C64".
- [C64 graphic modes](#) - Description of C64 graphic modes
- [VIC-II Color Analysis](#) - All you ever wanted to know about the colors of the commodore 64 by pepto
- [International C64-Wiki-Project](#) - All about the C64
- [German Version of C64-Wiki-Project](#) - All about the C64 (German Version)
- [C= Hacking magazine](#) - Available online. Contains huge amounts of useful articles.
- [disC=overy magazine](#) - Similar to the C=Hacking magazine, but fewer issues were released of this one.
- [Atari Magazines](#) - Some info on 6502 programming hidden there
- [docs on Arnold FTP](#) - Texts on various C=-related topics.
- [6502 killer hacks](#) at AtariAge forums
- [Commodore Knowledge Base](#) - maintained by Cameron Kaiser
- [Ruud's Commodore Site](#) - specifications related to Commodore hardware, with very useful in-depth docs on Commodore drives, including GCR encoding. - Maintained by Ruud Baltissen
- [The visual 6502](#) - A quite cool dynamic visualization of the 6502 as it executes various opcodes.
- [6510 Assembly Instructions Cheat Sheet](#) - PDF for printing. Includes cycles, opcodes and illegals.

Tutorials

- [Biggest C64 Machine Language etc tutorial \(10,8MB\)](#) - Links directly to binary!
- [Dustlayer](#) - 6502 tutorial by actraiser
- [Covert bitops rants](#) - By Cadaver. Contains all kinds of useful coding tutorials
- [64bites](#) - Video tutorials by Michal Taszycki
- [A\\$\\$EMBLE IT](#) - C64Assembly code tutorial on creating fun things like games, picture displayers with scrolling message and music. Run by Richard Bayliss
- [An Introduction to Programming C-64 Demos](#) - By Puterman/FLT.
- [Learning ML for the 6502 Series](#) - by Craig Taylor
- [Pagetable blog](#) - A bunch of C64/6581 tutorials, tricks, and articles

Forums

- [CSDb coding forum](#) - Any kind of c64 coding related issues. Maintained by Perff/NoName.
- [retrohackers.com](#) - About Retro Replay related development. The forum also have a lot of useful files and sourcecodes uploaded in one of the subs. Maintained by RaveGuru/Instinct.

Sourcecodes

- [1bir \(1 Block Interactive Raycaster\)](#) - by Wisdom/Crescent (CSDb)
- [Artefacts](#) - by Krill/Plush (CSDb)
- [69 Positions](#) - by Raf/Vulture Design (CSDb)
- [Motivation 2](#) - by Oxidy/Fairlight (CSDb)
- [RADWAR Speech Synth Sourcecode](#) - by MWS/Radwar (CSDb)
- [SP0256 Speech Emulation](#) - by Streetuff/TRSI (CSDb)
- [S:T Lars 2007 Sourcecode](#) - by JackAsser/Instinct (CSDb)
- [C64+1541/71 turboloaders](#) - by KM/Taboo
- [Mahoney BitLive4 demo source](#) - By Mahoney (CSDB)
- [Source Code & Tools](#) - Some Source Code & Pc Tools

Assemblers

Running on the C64

- [Turbo Assembler Homepage](#) - maintained by Style. Also featuring Turbo Macro Pro.
- [Turbo Action ROM V1](#) - Action Replay ROM file for the Retro Replay which includes a version of Turbo Assembler that runs from the internal RAM of the RR. Hack by Soundemon/Dekadence.

Cross assemblers

Don't link directly to binaries in cases where a proper homepage for the assembler is available.

- [CA65 and CC65](#) - Assembler/c compiler/Linker
- [Kick Assembler](#) - by Slammer/Camelot. Assembler with extensive Java-style scripting. Runs anywhere with Java.
- [ACME](#) - Cross assembler with a lot of nice features, without being bloated. Includes macro support.
- [Dreamass](#) - by Doc Bacardi/The Dreams
- [WLA DX](#) - by Wille Helin. Supports many processors, including 6502/6510 and 65816.
- [64TASS](#) Old TASS by KM/Taboo updated by Soci/Singular
- [TMPx](#) - Cross assembler that is source compatible with Turbo Macro Pro
- [k2asm](#) Open-source cross assembler with linker, scopes and python-macros
- [XA \(xa65\)](#) xa assembler / disassembler by Cameron Kaiser and others.
- [DASM](#) Official home of the DASM cross-assembler.
- [C64 Studio](#), open source IDE specialized for C64 game programming.

Ways to transfer your code to C64

These are tools that can be used to transfer code that has been assembled on a PC/Mac and execute it on the C64 without forcing the user to store the contents on a C64 disk first.

- [Final replay and Codenet](#) - by Graham/Oxyron. Requires a Retro Replay cartridge with RR-net.
- [RR.exe](#) - by Groepaz/Hitmen. Requires a Retro Replay cartridge with SilverSurfer.

Tools

Although a lot of tools are available on CSDb, there are also a number of tools on the list maintained by Fairlight that are not available on CSDb.

- [CSDb](#) - A lot of tools (both for C64 and cross dev).
- [Fairlight Tool list](#) - List of tools (both for C64 and cross dev).

From:

<https://codebase64.org/> - **Codebase 64 wiki**

Permanent link:

<https://codebase64.org/doku.php?id=links:start>

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