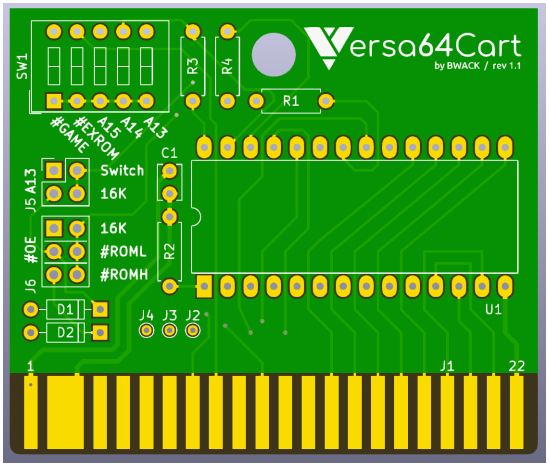
Versa64Cart

User Guide

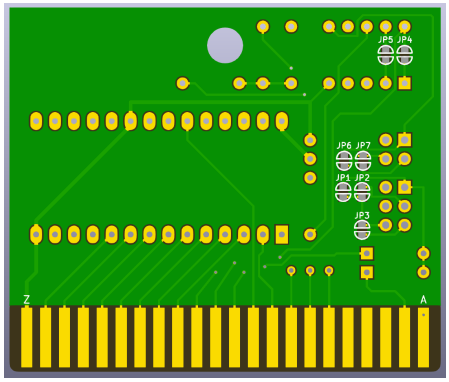
Introduction



Versa64Cart is designed to be a modern easy-to-use cartridge development board for Commodore 64 and Commodore 128 hobbyists and hackers. The versatile design of the PCB allows for flexible implementation of various cartridge types. Whether it's a simple cartridge backup of an 8k game or a switchable multi-program diagnostic cartridge, Vers64Cart has you covered.

Overview

- Supported EPROMS:
  27C64 (8k), 27C128 (16k), 27C256 (32k), 27C512 (64k)
- Ability to access multiple program images by using optional on-board DIP switches (*)
- Rapid low-cost production of clean, single image cartridges via simple solder pad bridging option
- PCB designed to fit inside any standard C64 cartridge shell, including centre post versions
- Rounded corners to allow for easier cartridge insertion and reduced wear to PCB



V0.1 2017-09-08 BWACK

Setting #GAME and #EXROM

These are signals you must set to map a ROM into memory. They are routed to the C64 PLA.

8k:	#EXROM=0, #GAME=1 : start $8000-$9FFF ROML(8k)
8k ultimax:	#EXROM=1, #GAME=0 : start $E000-$FFFF ROML(8k) (replaces kernal ROM)
16k:	#EXROM=0, #GAME=0 : start $8000-$BFFF (ROML) + $A000-$BFFF (ROMH)
16k ultimax:	#EXROM=1, #GAME=0 : start $8000-$9FFF (ROML) + $E000-$FFFF (ROMH)

To find these settings in a .CRT file, use WinVICE's cartconv.exe tool with the -f option.

```
C:\WinVICE-2.4-x86>cartconv -f Wizard_of_Wor.crt
CRT Version: 1.0
Name: Wizard of Wor
Hardware ID: 0 (Generic Cartridge)
Mode: exrom: 0 game: 0 (16k Game)

offset  sig  type  bank start size  chunklen
$000040 CHIP ROM   #000 $8000 $4000 $4010
```

Finding mode for Wizard of Wor in a CRT file.

Converting .CRT to .BIN

The eprom must be burned with the binary file. Use the WinVICE's cartconv.exe tool to generate the binary file.

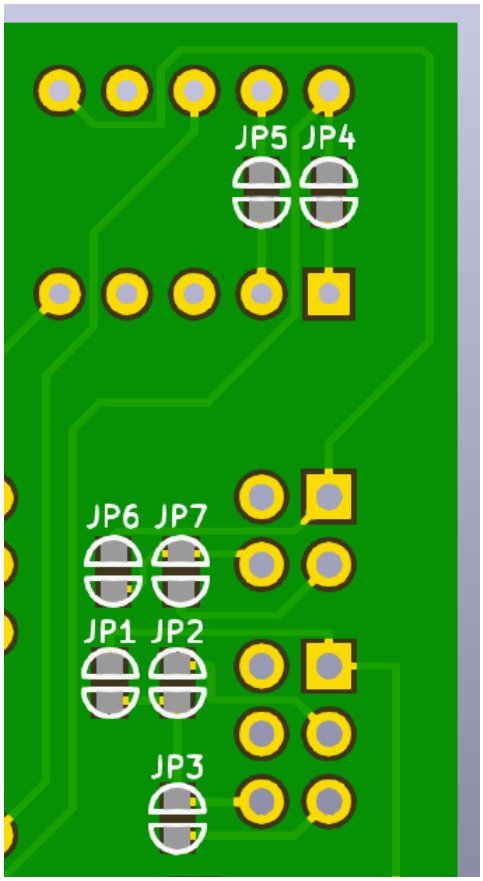
```
C:\WinVICE-2.4-x86>cartconv -i Wizard_of_Wor.crt -o wizardofwor.bin
Input file : Wizard_of_Wor.crt
Output file : wizardofwor.bin
Conversion from Generic Cartridge .crt to binary format successful.
```

Converting CRT to BIN for the EPROM.

Solder Jumpers

In cases where you just want a fixed game or dead test cart, you don't need the jumper headers and the dipswitch.

solder jumper settings mode	#EXROM JP5	#GAME JP4	switch JP6	16K JP7	16K JP1	#ROML JP2	#ROMH JP3
8k	x		x			x	
8k ultimax		x	x				x
16k	x	x		x	x		
16k ultimax		x		x	x		



Bill of Materials (BOM)