



.dsk to tape transfer

(too old to reply)

-

16 years ago

I want to transfer .dsk files on my PC to cassette tapes for use on my Amstrad CPC 464.

There is transfer software called "cpc2tape", however it will apparently NOT read .dsk files.

Is there software out there that WILL read a .dsk file and transfer it to a .wav or any type of audio file for later transfer to an audio cassette and for use on a CPC-464?

Thanks in advance

Steven.

Thank You  
for  
*Using Adblock*

and making the monthly server expenses (to serve this page to you for free) along with the countless sleepless development nights (to provide this website to you for free), completely useless.

Did you know that registered users don't see any advertisement?

Kevin Thacker

16 years ago

[Permalink](#)

*Post by -*

I want to transfer .dsk files on my PC to cassette tapes for use on my Amstrad CPC 464.

There is transfer software called "cpc2tape", however it will apparently NOT read .dsk files.

Is there software out there that WILL read a .dsk file and transfer it to a .wav or any type of audio file for later transfer to an audio cassette and for use on a CPC-464?

No. ".dsk" files are created from 3" \*discs\* and must be transferred back to real discs to be played.

To play a disc game on a cpc464 you will need a ddi-1 disc interface and a disc drive, and often a 64k memory upgrade.

My advice is to transfer ".cdt" files, these are created from cassettes and can be transferred to a .wav file very easily using playtix (or the plugin for winamp).

Selection Permalink:

<https://narkive.com/djm2xulm:2.450.109>

More and more software is being transferred from cassette and is available at ADAT. (See FAQ for URL).

To transfer a dsk to cassette you may need to hack the loader so that it will load from cassette instead of disc, this is not an easy thing to do. In the worse case, you will need to re-write parts of the program to run in 64k, and you will need to write your own cassette loader! So take the easy route and use playtix ;)

Regards,  
Kev

16 years ago

I actually thought the same Kevin, until I read this from the "cpc2tape" readme file:

"...(cpc2tape) cannot read from a .dsk image. This would be quite a lot of work to implement this, and utilities already exist to do this kind of transfer: see CPCfs for example. I think most emulators can do this too."

btw: thanks for the extra info!

Steven

*Post by Kevin Thacker*

*Post by -*

I want to transfer .dsk files on my PC to cassette tapes for use on my Amstrad CPC 464.

There is transfer software called "cpc2tape", however it will apparently

NOT

*Post by -*

read .dsk files.

Is there software out there that WILL read a .dsk file and transfer it

to

...

**Ross Simpson**

16 years ago

*Post by -*

I actually thought the same Kevin, until I read this from the

"cpc2tape"

*Post by -*

"...(cpc2tape) cannot read from a .dsk image. This would be quite a lot of work to implement this, and utilities already exist to do this kind of transfer: see CPCfs for example. I think most emulators can do this too."

btw: thanks for the extra info!

I'm just wondering if there would be any interest if articles were made available.

In most cases Kevin is correct in saying that it would involve rewriting a loader, so it can work on tape. I'm unsure if most of the multiloaders on DSK are 128k only, but I suspect that they may, after all I believe these hacked games were made so they the entire game could be loaded & then not have to worry about using the Disk ROM area, so that it could be used.

CPCFS, I think is the best way to extract files from disk images, as long as the game doesn't need 128k, worrying about creating a loader would be the next step. I think it's better writing a loader which can load in the header file & saving it as a headerless file.

These sorts of tricks can be handy if you "REALLY" want to save a game which isn't in the cdt format, but getting to those stages of wanting that means you really have to go to the trouble of getting it for your machine in the first place! ;-)

Cheers,

Ross.

**fraser**

16 years ago

I have a cpc6128 and a CPC464 with no disc drive.  
I've found that if I use Discology's disk to tape copier on my 6128, although most disk programs won't transfer to tape, some programs will.

You usually have to rename the files by just dropping off the 3 character extension for it to work. Plus you also have to know the order in which the game loads the files so you can save them in the correct order on the tape. You can forget anything that runs with the |CPM command. But like others have already stated in this thread, most won't work since they have special loaders which try to access disc routines not present in the 464, not to mention problems associated with not having the extra 64K.

I have transferred a couple of disk games to tape this way, but I'm not entirely sure the games I copied were ones which I had originally transferred from tape to disc in the first place with things like Bonzo Meddler/Hack Pack/Blitz or the like.

I think it is all too much effort.... better to just wait until someone who still has the original tape versions creates the .cdt images.

Fraser

about - legalese