



# c65 additions Files

Some of my cc65 contribs  
Brought to you by: [harrypotter2](#)

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<a href="#">c64cfg2-002.zip</a>	<a href="#">0</a>
<a href="#">plus4cfg-005.txt</a>	<a href="#">0</a>
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<a href="#">membankp4-001-Erratta #01.txt</a>	<a href="#">0</a>
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<a href="#">vic20cfg2.txt</a>	<a href="#">0</a>
<a href="#">vic20cfg2-001.zip</a>	<a href="#">0</a>
<a href="#">auxmemapple-001.txt</a>	<a href="#">0</a>
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 <b>Parent folder</b>	
<a href="#">membankp4_001.zip</a>	0
<a href="#">MemBank128-003-Erratta #01.txt</a>	0
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<a href="#">petcfg2_003.zip</a>	1 
<a href="#">petcfg2_002.txt</a>	0
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<a href="#">MemXAtari_001.zip</a>	0
<a href="#">MemBank128 Updated Manual #01.txt</a>	0
<a href="#">membank128_03.zip</a>	0
<a href="#">membank128-0.20.zip</a>	0
Totals: 56 Items	3

Name	Downloads / Week
 <a href="#">Parent folder</a>	
<a href="#">membank128-0.20.txt</a>	0
<a href="#">Harry_s Hidden64 Temps #01.zip</a>	0
<a href="#">Harry_s Hidden64 Temps #01.txt</a>	0
<a href="#">hidden64-0.40.txt</a>	1 
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<a href="#">hidden64-0.20.zip</a>	0
<a href="#">gencartvic-1.0.0.zip</a>	0
<a href="#">GenCartVic-1.0.0.TXT</a>	0
<a href="#">hidden64-0.20.txt</a>	0
<a href="#">himem64-1.00.zip</a>	0
<a href="#">HiMem64-1.00.txt</a>	0
Totals: 56 Items	3


Recommended Projects



[VICE](#)  
Versatile Commodore Emulator



[Wamp - WampServer](#)  
A Windows Web development environment for Apache,...



[vcftools](#)  
A set of tools for working with VCF files, such as those...

Hi! This is my site for my cc65 tools, programs and information. It is categorized by section. The following are the sections on this site along with their contents:

compress\  
contains my rendition of the Stac techniue for CBM targets

game\  
My rendition of MadLib

c64\_game\_pics\  
Screenshots and wallpapers of some C64 games

ui\  
UI-related libraries and tools, including DirMenu, Fields and AltInput

dirmenu-iec-test\  
I think this contains DirMenu for some advanced C64/128 drive setups

memory cfigs\  
Contains memory configurations and expansions for the Vic20, C64 and C128

nes\_game\_pics\  
Screenshots and wallpapers of some NES games

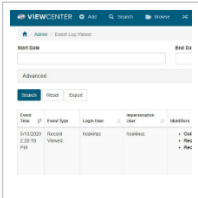
crossplatform\  
Some cc65-related tools for Windows and DOS

util\  
Contains two files for ca65 usage with Template Creator and my own random number generator, but the latter is reported not to work properly

You will also find my ideas for cc65 optimizations and h\_\*.s, but the latter doesn't work.

Source: cc65extra\_readme #01.txt, updated 2021-05-23

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