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Overview

cc65 is a complete cross development package for 65(C)02 systems, including a powerful macro assembler, a C compiler, linker, librarian and several other tools.

cc65 has C and runtime library support for many of the old 6502 machines, including

- the following Commodore machines:
  - VIC20
  - C16/C116 and Plus/4
  - C64
  - C128
  - CBM 510 (aka P500)
  - the 600/700 family
  - newer PET machines (not 2001).
- the Apple][+ and successors.
- the Atari 8-bit machines.
- the Atari 2600 console.
- the Atari 5200 console.
- GEOS for the C64, C128 and Apple //e.
- the Bit Corporation Gamate console.
- the NEC PC-Engine (aka TurboGrafx-16) console.
- the Nintendo Entertainment System (NES) console.
- the Watara Supervision console.
- the VTech Creativision console.
- the Oric Atmos.
- the Oric Telestrat.

- the Lynx console.
- the Ohio Scientific Challenger 1P.
- the Commander X16.
- the Synertek Systems Sym-1.

The libraries are fairly portable, so creating a version for other 6502s shouldn't be too much work.

Contact

For general discussion, questions, etc subscribe to the [mailing list](#) or use the [github discussions](#).

For reporting bugs use the [github issues](#).

Some of us may also be around on IRC [#cc65](#) on libera.chat

Links

- [Source Code](#)
- [Windows Snapshot](#)
- [Documentation](#) ([download](#))
- [Wiki](#)
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