

# Commander X16 Quick Start Guide

Thank you for purchasing the Commander X16 Developer Board! We have been working diligently to complete the system and get it into the hands of early adopters and developers. You may notice a few modifications already. Don't worry! These changes are the result of issues already isolated and resolved. It could prove necessary to add a few more down the road if more issues are found. That is the point of the initial run of boards, to help remove any lingering issues before the production model. We are at a point in the hardware and kernel development cycle where code breaking changes should be minimal or non-existent moving forward. Developing software or hardware on this platform should be transferable to the production version of the system when it is released.

## Basic Commands

The Commander X16 ships with an SD card containing several prerelease games, demonstrations, and utilities. A copy of this document is also contained on the root of the SD card for reference. To navigate directories and launch programs you can use the built-in 'DOS' and 'LOAD' commands.

To display a directory, you may type any of the following commands:

LOAD "\$",8

LOAD "\$"

DOS "\$"

Press the shortcut key F7

*Note: The Commander X16 assumes device 8 by default, which is the SD card.*

To change directories:

DOS "CD:<dir\_name>"

To navigate back one directory level:

DOS "CD:.."

To Launch a program:

LOAD "<prog\_name>"

Once the load is completed, type RUN to execute the program.

*Note: Many programs contain a 'PRG' extension, but it is not required. For example, to load Planet X16, simply navigate to the directory and type LOAD "PLANETX16" and type run. Have your mouse connected for this game! Wildcards are valid for changing directories or launching programs. LOAD "PL\*" is the same as LOAD "PLANETX16". The same applies to changing directories.*

## Display

The Commander X16 outputs a VGA signal by default, so a VGA display must be connected initially. The display type may be changed by accessing the built-in MENU. Simply type 'MENU' and press return to access it at any time. In addition to changing the video output mode, you can also change the default

color scheme, the screen geometry, set the time and date and select the preferred keyboard layout. These settings may be saved to the NVRAM and retained on subsequent reboots. Alternately, these settings may be saved to the AUTOBOOT.X16 file which works like the AUTOEXEC.BAT file in DOS.

## Additional Resources

We are still working on documentation but an early version of it can be located here:

[X16Community/x16-docs: Commander X16 Documentation \(CC BY-SA\) \(github.com\)](#)

The Commander X16 Forum is a great place for new announcements and updates: [Commander X16 - Index page \(cx16forum.com\)](#)

Here is a direct link to the Software Download section from the Forum: [Downloads - CX16FORUM.COM](#)

In addition, we have a Discord server you can join here: <https://discord.gg/nS2PqEC>

The Official Commander X16 Prototype Facebook page can be found here: [Commander X16 Prototype](#)

[TexElec.com](#) is the location to purchase the Commander X16 and will also be selling hardware such as ROM/cartridge boards, Addon VERA cards for the X16, and more. Yes, the X16 can support multiple monitors!

## The Team

The Commander X16 team originally consisted of David Murray, Christian Simpson, Frank van den Hoef, Michael Steil and me, Kevin Williams. The story is much longer and more complicated, but this is the team that led to the design of the system today. David conceived of the high-level concept and wrote code to test functionality as development progressed. He later developed some of the best games and utilities to date on the system and continues to push the limits and recently suggested adding cartridges and multiple monitor capabilities to further refine what the system will become. Christian has now left the team but did excellent early work on the Commander X16 website and documentation. His contributions are still present in many places, such as the system Logo itself which he designed. Frank designed the VERA which is truly one of the best retro-style video interfaces available. It offers great performance while still inherently having limitations which will require a programmer to write code as if it were an 8- or 16-bit system from the late 1980s. Michael Steil is a legend in the 6502 world who took our licensed Commodore Kernal and turned it into a BASIC infused powerhouse for the Commander X16. While the system feels like a Commodore, it is so much more under the covers supporting modern hardware and features machines in the past could only dream of! I designed the motherboard as well as the memory and IO layout for the system. I also wrote small bits of code for testing and debugging along the way. My wife Sara and I also run TexElec.com and have decided to take on the task of building and distributing the Commander X16. It is a work in progress, but we are thrilled to finally ship the first batch of systems!

The story doesn't end with us, in fact, it is very safe to say that the original team could not have crossed the finish line without an extensive group of folks from Discord and Facebook. Specifically, MooingLemur, ZeroByte, Stefan Jakobsson, TomXP411, FlightControl, Wavicle, Xark, SlithyMatt, Natt Akuma, DesertFish, Kelli217, m00dawg, AndyMT and so, so many more! Sorry if I forgot to mention you here, I promise, I haven't forgotten the assistance it took to get us here. Thanks Everyone and have fun!