

Oscar64 VDC Demo

Testing and demonstrating my C128 VDC functions for the Oscar64 C compiler

Contents:

[Version history and download](#)

[Introduction](#)

[Credits](#)

Credits

[\(Back to contents\)](#)

Oscar64 VDC Demo

Testing and demonstrating my C128 VDC functions for the Oscar64 C compiler

Written in 2024 by Xander Mol

<https://github.com/xahmol/Oscar64Test>

<https://www.idreamtin8bits.com/>

Credit to included music:

- Music by Nordischsound:
 - Ultimate Axel F. <https://csdb.dk/release/?id=228585>
 - Faded <https://csdb.dk/release/?id=229218>

Credit to included PESTCII art:

- Love is the Drug, art by Lobo. <https://csdb.dk/release/?id=237148>

Code and resources from others used:

- Oscar64 cross compiler
<https://github.com/drmortalwombat/oscar64>
Many thanks also to <https://github.com/drmortalwombat> to provide extraordinary support and tips for making this and adapting Oscar64 to my needs faster than I could ask it.
- Screens used in the demo made with my own VDC Screen Editor.
<https://github.com/xahmol/VDCScreenEdit>
- Commodore logo charset created using CharPad Pro.
<https://subchristsoftware.itch.io/c64-pro-editions>
- C128 Programmers Reference Guide: For the basic VDC register routines and VDC code inspiration
http://www.zimmers.net/anonftp/pub/cbm/manuals/c128/C128_Programmers_Reference_Guide.pdf
- Tokra: For the optimal VDC registry settings for 80x50 and 80x70 textmodes
- Scott Hutter - VDC Core functions inspiration:

https://github.com/Commodore64128/vdc_gui/blob/master/src/vdc_core.c

(used as starting point)

- Scott Robison for teaching me how to create a C128 disk boot sector
- Francesco Sblendorio - Screen Utility: used for inspiration:

https://github.com/xlar54/ultimateii-dos-lib/blob/master/src/samples/screen_utility.c

- DevDef: Commodore 128 Assembly - Part 3: The 80-column (8563) chip

<https://devdef.blogspot.com/2018/03/commodore-128-assembly-part-3-80-column.html>

- Tips and Tricks for C128: VDC

<http://commodore128.mirkosoft.sk/vdc.html>

- Steve Goldsmith - C3L Commodore 128 CP/M C Library

<https://github.com/sgjava/c3l>

(Used for inspiration and for the text wrap and random sentence generator functions)

- Bart van Leeuwen: For inspiration and advice while coding. Also for providing the excellent Device Manager ROM to make testing on real hardware very easy
- Original windowing system code on Commodore 128 by unknown author.
- Tested using real hardware (C128D and C128DCR) plus VICE.

The code can be used freely as long as you retain a notice describing original source and author.

THE PROGRAMS ARE DISTRIBUTED IN THE HOPE THAT THEY WILL BE USEFUL, BUT WITHOUT ANY WARRANTY. USE THEM AT YOUR OWN RISK!

[\(Back to contents\)](#)