

ABOUT

d64fm is a tool that works with one or several c64 prg files. For this purpose, it uses a virtual 64kb space similar to the memory of an emulated C64, just without emulation. With this tool you can:

- Add start bytes to a file (-a)
- Remove start bytes from a prg file (-s)
- Load several files into the virtual memory and save any memory region with or without start bytes

Commands can be supplied within a separate file (-src) or as string (-data).

You can also output the used memory regions as csv format (-csv).

USAGE

```
64fm [-data "cmd 1,cmd 2,cmd3,.."] [-src commands.cfg] [-csv]
      [-s file.prg out.prg]
      [-a 0xADDR file.prg out.prg]
```

DESCRIPTION

```
-src ..... read data from given file
            default file is 64fm.cfg
-data .... commands as comma separated strings (and not as file)
-csv ..... output data as csv (e.g. for spread sheets)
-s ..... strip start address from prg file
-a ..... add given start address to prg file
-help .... show this help
```

Following commands can be used in the command file:

```
l name [target [len [from_src]]]
r name target [len [from_src]]
s name from to
w name from to
```

All commands load into or save from a virtual 64kb space.

l and s use two start bytes. r and w do not.

l (load) may be supplied with an optional target.

r (read) requires a target.

s and w (save and write) require from and to addresses.

from_src allows you to skip bytes in the source.

Hex values must start with \$ or 0x.

EXAMPELS

64fm.exe -src 64fm.cfg

Load commands form config file.

```
C:\Windows\System32\cmd.exe
D:\work\64\CBM_prg_Studio\Loopy>64fm.exe -src 64fm.cfg
> l LoopyBasicCompact.prg
Loaded data from $0801 to $0daa (1450 bytes)
> l LoopyPetscii.prg 0x400 1000 $60
Loaded data from $0400 to $07e7 (1000 bytes)
> l "300" -1 0xff
Loaded data from $0300 to $03fe (255 bytes)
> l carl.prg
Loaded data from $0326 to $034e (41 bytes)
> l init.prg
Loaded data from $0350 to $035a (11 bytes)
> l levels.bin
Loaded data from $0360 to $03ff (160 bytes)
> l init2A7.prg
Loaded data from $02a7 to $02c2 (28 bytes)
> l LoopySfx.prg
Loaded data from $0dc0 to $0ee7 (296 bytes)
> l clear.prg
Loaded data from $0ef1 to $0f6e (126 bytes)
> l checker.prg
Loaded data from $0f80 to $0ff0 (113 bytes)
> s "Loopy.prg" 0x02A7 0x0fff
Saving file 'Loopy.prg'...
Done!
```

64fm.exe

Command file 64fm.cfg is implicitly loaded.

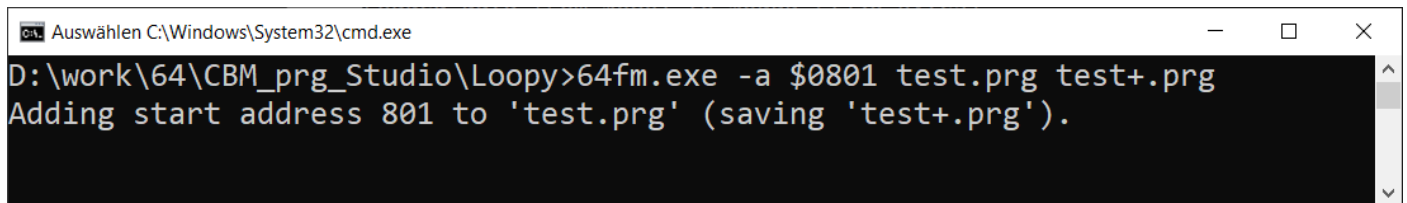
```
C:\Windows\System32\cmd.exe
D:\work\64\CBM_prg_Studio\Loopy>64fm.exe
> l LoopyBasicCompact.prg
Loaded data from $0801 to $0daa (1450 bytes)
> l LoopyPetscii.prg 0x400 1000 $60
Loaded data from $0400 to $07e7 (1000 bytes)
> l "300" -1 0xff
Loaded data from $0300 to $03fe (255 bytes)
> l carl.prg
Loaded data from $0326 to $034e (41 bytes)
> l init.prg
Loaded data from $0350 to $035a (11 bytes)
> l levels.bin
Loaded data from $0360 to $03ff (160 bytes)
> l init2A7.prg
Loaded data from $02a7 to $02c2 (28 bytes)
> l LoopySfx.prg
Loaded data from $0dc0 to $0ee7 (296 bytes)
> l clear.prg
Loaded data from $0ef1 to $0f6e (126 bytes)
> l checker.prg
Loaded data from $0f80 to $0ff0 (113 bytes)
> s "Loopy.prg" 0x02A7 0x0fff
Saving file 'Loopy.prg'...
Done!
```

Example, how a cfg could look like:

```
l LoopyBasicCompact.prg
l LoopyPetscii.prg 0x400 1000 $60
l "300" -1 0xff
l carl.prg
l init.prg
l levels.bin
l init2A7.prg
l LoopySfx.prg
l clear.prg
l checker.prg
s "Loopy.prg" 0x02A7 0x0fff
```

```
64fm.exe -a $0801 test.prg test+.prg
```

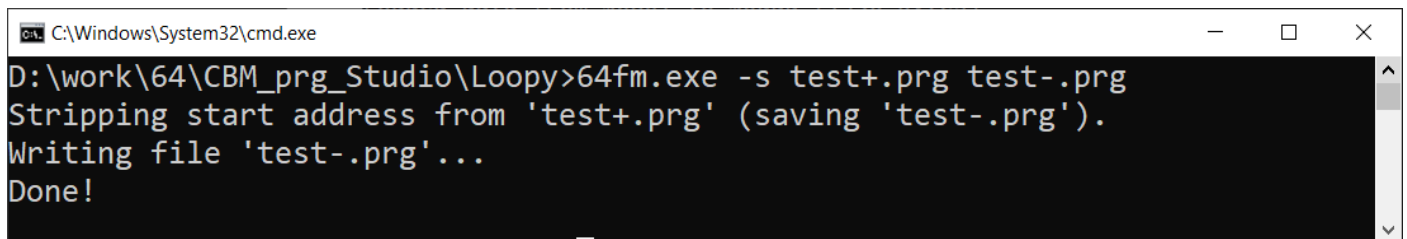
Add start bytes \$0801.



```
Auswählen C:\Windows\System32\cmd.exe
D:\work\64\CBM_prg_Studio\Loopy>64fm.exe -a $0801 test.prg test+.prg
Adding start address 801 to 'test.prg' (saving 'test+.prg').
```

```
64fm.exe -s test+.prg test-.prg
```

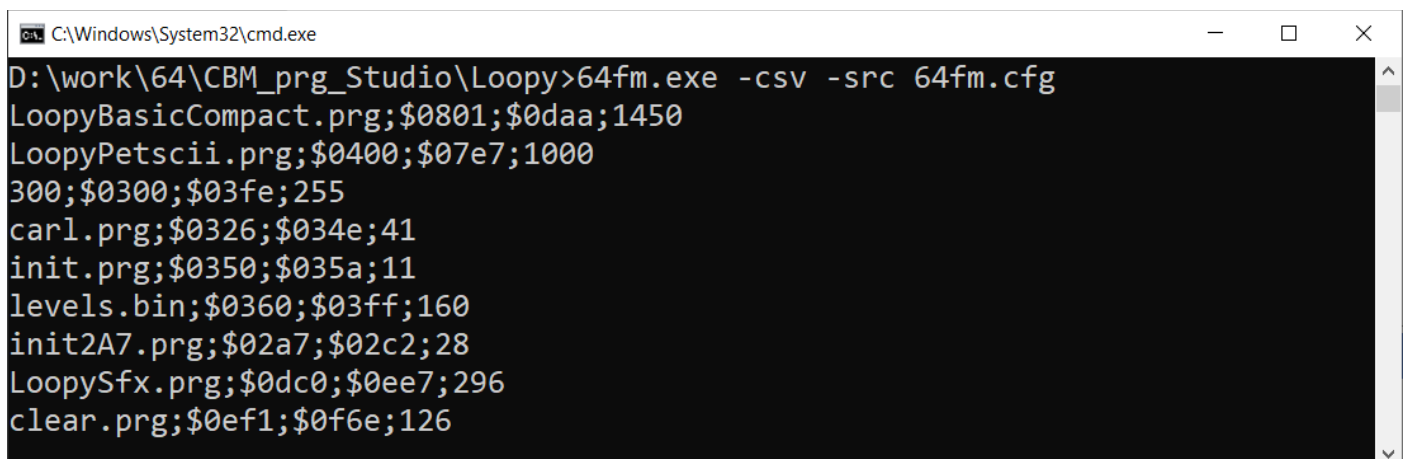
Remove start bytes.



```
C:\Windows\System32\cmd.exe
D:\work\64\CBM_prg_Studio\Loopy>64fm.exe -s test+.prg test-.prg
Stripping start address from 'test+.prg' (saving 'test-.prg').
Writing file 'test-.prg'...
Done!
```

```
64fm.exe -csv -src 64fm.cfg
```

Enable csv option.



```
C:\Windows\System32\cmd.exe
D:\work\64\CBM_prg_Studio\Loopy>64fm.exe -csv -src 64fm.cfg
LoopyBasicCompact.prg;$0801;$0daa;1450
LoopyPetscii.prg;$0400;$07e7;1000
300;$0300;$03fe;255
carl.prg;$0326;$034e;41
init.prg;$0350;$035a;11
levels.bin;$0360;$03ff;160
init2A7.prg;$02a7;$02c2;28
LoopySfx.prg;$0dc0;$0ee7;296
clear.prg;$0ef1;$0f6e;126
```