

## Frodo/MacOS

### Current Version

v4.1.6 - September 30th, 1998

Frodo/MacOS is an extremely robust Commodore 64 Emulator for the Macintosh.

Frodo was developed to reproduce the graphics of games and demos with higher precision than the existing C64 emulators. To that end, Frodo can display raster effects correctly that only result in a flickering mess with other emulators. In addition to the precise VIC emulation, Frodo features a processor-level 1541 emulation that is able to handle about 50% of all fast loaders. There is also a faster 1541 emulation for four drives containing .D64, .X64, .T64, or .LYNX files. Sound (SID) emulation is also provided. Frodo/MacOS includes a single cycle emulator, Frodo SC, that has almost 100% compatibility at the expense of speed.

The original version of Frodo for Unix, BeOS, and Amiga, was developed by Christian Bauer with help from several other people along the way. The full source code to the original version is available and can be found at the original Frodo home page. The Macintosh port was initially

developed by Ernesto Corvi, though he never finished it. The current version has been substantially rewritten several times by me. The source code for the Macintosh version is not available.