

**UNd64**

**COLLABORATORS**

	<i>TITLE :</i> UNd64		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 4, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## UNd64

### 1.1 UNd64 Guide, yea yea yea...

UNd64 v 38.1 (5.7.95)  
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Disclaimer

Description

Requirements

Usage

Progress Messages

.d64 Support

.t64 Support

.p00 Support

Compatibility

History

TODO

About the Author...

Quote of the day

`_FIRST_` there was UNd64..

### 1.2 `_FIRST_` there was UNd64...

And it still IS UNd64!!!

---

There's another program out there which DARES to imply that it sends my program into obsolescence with this line, and considering my program (IMHO) is FAR more robust and idiot-proof (not to mention speed), I'd avoid this other program.

COMPARE AND SAVE !!!

BENCHMARKS:

-----

Extracting from COMMODOR.D64 with output redirected to >NIL:

UNd64 6 seconds

Brand-X 35 seconds

I'll give the other program this: it very nicely "simulates" a 1541 drive, especially speedwise, and the way it reacts to circular links (I pity anyone with a SCSI-II and '060 equipped A4000T with a big hard drive. That other program should successfully fill that son of a b\* up real damn quick.)

### 1.3 .d64 Section

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What's a .d64 diskimage?

Output

Notes

Benchmarks

### 1.4 .t64 Section

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What's a .t64 tapeimage?

Output

Notes

### 1.5 .p00 Section

---

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What's a .p00 program image?

Output

## 1.6 DISCLAIMER:

DISCLAIMER:

-----

Use this program at your own risk!

I assume no responsibility or liability for problems that occur by the use, modification, and/or existence of this product in any form.

(I.E. If it makes you spill beer on your computer, ugh..the thought of it)

This program is copyrighted by Jess Sosnoski and is available as freeware.

It may be distributed only under the following conditions:

- 1.) Program and Documentation is not modified in any way.
- 2.) Program and Documentation must be distributed together.
- 3.) This package may not be used for commercial purposes.  
Without my permission.
- 4.) Sale price must not exceed the cost of media and shipping plus a nominal copying fee equaling no greater than fred fish charges.
- 5.) I give permission to release this on CD-ROM.  
Especially Aminet and Fred Fish.

/\* I like the idea of being immortalized in a piece of laser-etched  
aluminum encased in nice non bio-degradable plastic. \*/

## 1.7 DESCRIPTION:

DESCRIPTION

-----

This program is designed to extract, list or test files from .d64 disk images, .t64 tapeimages, and .p00 program images found at WATSON.MBB.SFU.CA, and PeeCee C64 emulator disk/tape/program image files.

My last login to watson was on: Mar 4 '95 and it's still there!!!

C-64 files can be found in pub/C64/(games,etc....)

If there's any problems logging in, doing anything, etc...

it could be the fault of an incompatibility between your site and watson.

## 1.8 REQUIREMENTS:

REQUIREMENTS

-----

An Amiga with Kickstart 1.1+ (I don't have 1.0 so I can't test it on that)

---

about 180K free ram, .d64's, .t64's, and/or .p00 files and a disk drive that will hold them--and possibly the output files.

## 1.9 WHAT ARE .d64 DISK IMAGES?

WHAT ARE .d64 DISK IMAGES?

-----  
 .d64 files are the sector-by-sector contents of a Commodore 1541 formatted disk.

These files are commonly used by PeeCee C-64 emulators to store C-64 files, and to xfer 1541 disks into a convenient method of storage for use by the emulators. (I believe the emulator is called C64S)

Unfortunately, none of our Amiga C-64 emulators can take advantage of this. (HINT! HINT! Questronix/A-64!!!)

This program reads in the archive file and allows one to extract, list or test the files within the archive.

There also exists an archive on Aminet that allows one to create .d64 archives on a 5.25" drive equipped Amiga. The archive also contains a program for de-arc'ing files from .d64 archives.

(I believe it's in misc/emu/1541.lha)

## 1.10 WHAT ARE .t64 TAPE IMAGES?

WHAT ARE .t64 TAPE IMAGES?

-----  
 .t64 files are a format developed by Miha Petemel for the PeeCee C-64 emulator C64s. Just another format that the emulator supports/uses to conveniently store C-64 files.

## 1.11 .t64 Output

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```
Tape Name:imported files
Number of Entries: 30
Number Used      : 1
Version          : 1.0
```

```
Size  Type  Filename
-----
37632 PRG      1a.C64
```

Output Description

-----  
 Tape Name: Name that the creator of the archive named the archive...

Number of Entries: So far, all of the .t64's I've ran into had 30

---

entries, as did the specs for the .t64 format file I have. If there are more than 30 entries, the program will get mad.

Number Used: The number of files stored in the .t64 image. There is one instance where I found it to be wrong, and it is in older .t64 files. (see .t64 notes )

Version: Version of the .t64 tapeimage. This program supports version 1.0 only, I don't know of any other versions, however, if you have or know of any higher versions, or the specs for higher versions, let me know!

Bytes: Number of bytes in the file.

Type: This will be ---, PRG, or IMG. --- stands for an empty space in the directory, whether these files can be extracted or not, I'm not sure, I never ran into this type. PRG are normal C-64 files. IMG are image files (according to T64.DOC), the program skips over these, but will list them. I'm not sure if the file format conforms to the same standards as the PRG type, however if I run into an IMG file and it is the same format, I'll only have to change one line to extract them.

Filename: Hmmm....still haven't figured that out yet...

NOTE: Filenames are converted to AmigaASCII, and any characters <32 or >127 are converted to printable characters. Characters /"?:#\*, are converted to -

## 1.12 .t64 Notes...

### .t64 Notes

-----  
There are 2 types of .t64 files this program recognizes.

One has the header C64 tape image file, and C64S tape file, the former is I guess an older version of the tapeimage.

These older images may have some problems with them, one of which is that the filesize in some of them can be wrong, and the other is that some of them may claim that there aren't any entries, but still contain one. Another problem is that they use a filetype #68 for PRG files, and I don't know if there are any more besides that, normally 0 is empty, 1 is PRG, and 2+ are IMAge files.

This program will STILL check for files even if the archive says there aren't any in it.

If anybody has any further information on any other filetypes in the old archiving method, or of the format/use of the IMAge filetype, please let

me  
know...

---



## 1.13 WHAT ARE .p00 PROGRAM IMAGES?

WHAT ARE .p00 PROGRAM IMAGES?

-----  
 .p00 files are a format used on the PeeCee C-64 emulator C-64s, they are basically a C-64 program with a header on front with an identifier and the C-64 filename. I guess this format was created to make storing C-64 files on a PeeCee a bit easier, since the C-64 has 16 character-long filenames.

## 1.14 .p00 Output

UNd64 38.1 (5.7.95)

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Size	Filename
33247	logo

Not Much to Explain here...

## 1.15 Usage

USAGE

-----  
 From the Shell/CLI (only):  
 und64 [command]{option} [filename]

If run from workbench, it yells at you.  
 If run without parameters, usage information will be displayed.  
 At any point during program execution, pressing CTRL-C will abort.

Commands:

- l List file(s) in archive.
- x Extract file(s) from archive.
- t Test file(s) in archive. (If used on a .p00 file, it will act like list.)

Options:

- d Handle DELETED files (.d64 ONLY!)
- \* WARNING \* Resurrecting DELETED files is risky business, if a new file is partially written over part of a DEL'd file, you may also get the end of another file as a surprise bonus. Or maybe you'll just get a part of an already complete file.

- a Handle ALL files. (.d64 ONLY!)

This will allow extracting of splat files, or in other words, incorrectly closed files. Same warning as DEL files.  
 Splat files have a filetype prefix of \*.

- n No Filename Conversion. This leaves the filenames alone, however, they might look pretty weird in the Amiga's ASCII.  
 Illegal characters are still replaced during extraction.

Filename:

Name of the file including the .d64/.t64/.p00 extension (if exists).

Example:

und64 la FooBar.d64

\*NOTE\* The program autodetects the filetype of the archive, and acts accordingly.

## 1.16 Program Output:

Program Output:

UNd64 38.1 (5.7.95)

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Reading file...

Disk Name:old games ~~~~00~2a

Approx

Blks	Bytes	Type	Filename
2	508	*PRG	truck and field
71	18034	*DEL<	track
97	24638	*PRG<	field
33	8382	PRG	spacedinvaders
33	8382	PRG	knight driver
33	8382	PRG	race
33	8382	PRG	wizzard of war
33	8382	PRG	kickinthehead
1	254	PRG	barfonmedhiali
33	8382	PRG	irvingisaclown
66	16764	PRG	beamryder
3	762	*DEL	attack
55	13970	*DEL	.attack
4	1016	*DEL	kl
33	8382	PRG	ratrace
117	29718	PRG	jumping jacks j2
0	0	*DEL	froggee ii

Output Description

Blocks: number of disk blocks it took up on the disk.

A disk block=256 bytes, 254 used for data.

Approx Bytes: 254\*Blocks. This is to give an approximate filesize

Actual filesize should be smaller than or equal to this.

NOTE: If someone messed with the dir structure and manually changed the number of blocks, this could give false information. If blocks>664, which is physically impossible, the length is set to 0.

Type: This will be DEL, PRG, SEQ, orUSR. This is for informational purposes only, and does not affect outputted files.

For those of you out there who are not Commodore users,

PRG files are typically programs/executables. SEQ files are typically text files. USR can be about anything. DEL files are deleted, you can list or attempt to extract them when using the d option. (DEL files are always marked as splat files) There are also REL(ative) files, which are not supported. However, the program will list them. (and ONLY list them). REL files are 3-d type files with all kinds of side sectors and records and junk--so I chose not to deal with them. (as if they could be properly stored on a filesystem which does not support them!)

Splat files are prefixed with a \*, and locked files are postfixed with a <. Splat files are improperly closed files or deleted files, and on a Commodore disk are read protected. Locked files on a Commodore disk are write/delete protected. These file attributes will not affect the output files either.

Filename: Gee, I dunno.

NOTE: Filenames are converted to AmigaASCII, and any characters <32 or >127 are converted to printable characters. Characters /"?:#\*, are converted to -

## 1.17 Progress Messages

Progress Messages

-----

\*\*\*Break

You pressed CTRL-C and stopped execution.

\* Extracting

File is being extracted.

\* Testing

File is being tested for integrity

>>Extracting/Testing Errors:

\* Not a d64/t64/p00 archive!!

a.) The filelength wasn't EXACTLY 174848 bytes, which all legal .d64's are.

b.) The file's header didn't contain any of the following identifier strings: C64S tape file, C64 tape image file, C64File.

(first 2 are .t64 identifiers, the third is a p00 identifier).

However, if you have a file of exactly 174848 bytes, or put one of the mentioned id strings at the front of the file, you can fool the program (results should be interesting).

\* Circular Link Found, File Truncated

UNd64 found a circular link in a .d64 archive and cut the output file off. A circular link occurs when a pointer to the next track & sector of a file points to a track & sector earlier in a file, which can cause an infinite loop (not good).

\* File size error (n bytes)

In a .d64 file this is either caused by circular links, improper file size in the directory block, or a corrupt file (possible disk error).

In a .t64 file this is caused by an improper file length stored in the

directory header. I.E. if the filelength + file offset > .t64 filesize.  
The number in parenthesis is the number of bytes the file actually was.

\* File Exists! (R)ename (O)verwrite (S)kip (A)abort  
If a file already exists with the same name, this message appears.  
At this point you would select the first letter of the appropriate option  
and press return. Rename will ask you for a new name to give the file,  
Overwrite will overwrite the file, Skip will skip extracting the file, and  
Abort will stop the program A-la CTRL-C.

.t64 file is a higher version than currently supported!  
(fairly self explanatory...)

\*\*\* Cant Read Input File!  
\*\*\* Cant Write Output File!  
\*\*\* Couldnt Allocate Memory!  
\*\*\* Error Reading Input File!  
\*\*\* Error Writing Output File!

These 5 errors are all fatal, and the program will exit immediately.  
They're pretty self-explanatory when they happen.  
(There's almost always a guarantee that the Amiga will throw a  
requester of some kind at you before one of the above I/O errors)

## 1.18 Compatibility

### COMPATIBILITY

-----  
This program was developed on:  
    The Amiga 600 From Hell  
    Tested on:  
A600 2Chip 1.3/1.3  
A600 2Chip 4Fast 2.06/2.1  
A600 2Chip 4Fast 3.1/3.1  
A1000 512K Chip 1.1,1.2,1.3  
A3000 2Chip 8Fast 2 16BitFast 2.04/2.1, 3.1/3.1  
(25 mhz '030 with LOTS of SCSI devices on it)

...And it worked on all of them, but bug reports are still welcome.  
(I know it needs at least ~180K free memory to run)

## 1.19 Notes...

### NOTES

-----  
You might have noticed a couple of .d64's that only have one or two  
files on it, and that those files don't seem to do anything.  
Well, if this is the case, it is likely that the program(s) you  
extracted are the boot code for a trackloader-type program.  
This means that the information for the program is stored on the disk  
in another way besides a 1541-dos-compliant style.  
Basically, this means, you can't do much with them.

If you need to use them that badly, put the .d64 image back onto a 1541 disk, then use the 1541 thru A64's interface. Oh, yea, if anybody knows of such a program for the 64, and where to get it, let

me  
know.

## 1.20 Version Benchmarks:

### BENCHMARKS

```
-----
      Versions/Time in Seconds
Command  37.5-   37.8+ Factor
-----
la (list)  8     1 ~800%
ta (test) 27     3 ~900%
xa (extract) 68    18 ~377%
```

Tested on archive commodor.d64 from WATSON.MBB.SFU.CA.  
und64 la commodor.d64 >NIL:  
in RAM: on:

The Amiga 600 From Hell  
Results may vary depending on archive and machine.

Versions 37.6 & 37.7 had a bug (which I STILL can't find) that wouldn't allow redirecting of output. However, V38.0+ is FASTER than all previous versions.

## 1.21 History:

### HISTORY

- ```
-----
```
- 37.1 First Release. Written and compiled in PCQ Pascal 1.2d (the PD release), assembled on A68k 2.71, disassembled with IRA 1.02, re-assembled and optimized with PhxAss 3.30, linked throughout with PhxLnk 2.03, and hunkmerged with Imploder 4.0. Basically, it does what it says it does. It has a styleguide-compliant version string. (or seems to be)
- 37.2 Added circular-link checking and fixed a ctrl-c bug when attempting to break while extracting (37.1 didn't stop). Unfortunately c-l checking slows down extraction a wee bit. Fixed REL file bug, it no longer lists or attempts to extract these nasty little files. Improved illegal filename character checking. Rewrote some parts of this doc.
- 37.3 Speeded up circular-link check to take constant time O(1), instead of summatory time, improved output. Added duplicate
-

filename checking. Improved illegal filename character checking. Rewrote some more of the doc.

37.4 Now primarily assembled with SNMA 1.39 instead of A68K, and re-assembled & optimized with Phxass 3.71, producing shorter faster code. Added ability to process deleted and splat files, and put some output filesize checking in.

37.5 Assembled with SNMA 1.95, and skipped Phxass because it's optimization was causing GURU's--and I didn't want to mess with the program to get it to work at 3am. Added file testing, support for locked, etc.. files, removed a few bugs, rewrote some parts of code. Improved output.

37.6 Assembled and optimized with SNMA 1.97. Rewrote reading/writing routines for a MAJOR speed increase. Rewrote parts of doc.

37.7 Added archive filesize checking in for almost perfect .d64 archive recognition.

38.0 TOTALLY rewrote reading/writing routines, MUCH faster. Rewrote and cleaned up even more code, which fixed quite a few nasty bugs. Added AmigaGuide documentation, with a text editor! Fixed bug when file was improper length, now reports correct length. Fixed filename bug, now filenames aren't padded with spaces. Output redirection works again. Fixed benchmarks in the doc, more accurate results made by sending program's output to >NIL:. Improved output. Now also lists (but ONLY lists) REL files. Now locked and splat files are marked as such. (i.e. all file attributes list just like an old 1541) Beefed up error checking for all kinds of stuff. Added .t64 and .p00 support, both types are auto-detected. Primarily assembled & optimized with SNMA 1.97, linked with PhxLnk 4.03, disassembled with IRA 1.02, reassembled and optimized even more with PhxAss 4.10. Now compiled with the 3.1 PCQ Includes.

38.1 Fixed a bug in the command parsing which required one to select another option in order to use the no filename conversion option. Assembled with snma 1.99, reassembled with PhxAss 4.18, and linked with PhxLnk 4.17.

## 1.22 TO DO...

TODO

----

- SAS/C (6.55 on my friend's A3000)
- Wildcard extraction & support
- Circular link checking for directories
- Deeper .d64 bitmap checking when resurrecting deleted/splat files to warn you if the file was overwritten by a legal file.

(and maybe chop the file off there too...)  
 -Rewrite more of the .d64 code so that the program doesn't eat up 180K every time you run it, even if you're not processing a .d64 file.  
 -Other c-64 emulators file support. (I just need specs & files to test 'em)

HARDER things TO DO

-----  
 -Make it possible to create/modify .d64 diskimage files. Copying files both from and to, renaming, deleting, etc...  
 -Make the above into a virtual disk .d64filesystem/device so that any program can make diskimages that may be xferred to C-64's & emulators.  
 -Repair circular links (so the whole file can be extracted).  
 -Make it possible to create/modify .t64 tapeimage files.  
 This will be hellishly easier than doing so for .d64's.

## 1.23 About the author...

The Author's Addresses...

-----  
 Jess Sosnoski  
 651 Hillside Drive  
 Mount Carmel, PA 17851-2463  
 USA

If you're nuts enough to call..  
 Phone: (717) 339-4796

My Internet address (Well, actually I'm "borrowing" it):  
 wmforb@planetx.bloomu.edu

If you feel the irresistible need to send me money, gifts or an Amiga 4000 Tower, I will give you a very gracious thank you.

```

  //
  // .
  // /|
 \ // /_|
  \x/ _/ _|MIGA...Sold! And it took less time than the release of
    windoze '95.
    (geez, how long were they working on that!?)

```

## 1.24 And...The Quote of the Day:

Quote of the day:

"There are starving people in Ethiopia that would KILL for a good cigar..."  
 -Mike

Runner Up:

"...You'll have these things..."  
 -Don

## 1.25 The Amiga 600 From Hell

The Amiga 600 From Hell:

Kickstart/Workbench 3.1 (Kickstart 40.63 to be exact, and works PERFECTLY!)

4 MB PCMCIA Fast ram

2 MB Chip

120MB Conner 2 1/2" internal IDE HD

DataFlyer SCSI+ 1200 Scsi interface

Sony CDU-590 Double Speed SCSI CD-ROM

Hayes Accura 288 V.FC + FAX

Hewlett Packard DeskJet 540c

Amiga 1080 monitor made in Sept 1985 with a broken power switch, rendering it permanently on.

(also has one pixel burned out, right in the center of the screen)

Amiga 1010 low-density external floppy.

Yes Kick3.1 is in ROM, and I paid \$75 for it. (my wallet's still cringing)

(YES, the IDE HD and PCMCIA work)

In case you're wondering, this rom is advertised as the A500/2000/2500 rom, however, if you plan to 3.1 your A600, make sure the rom is version 40.63!)

---