

DOpus-1541 Guide

COLLABORATORS

	<i>TITLE :</i> DOpus-1541 Guide	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		February 12, 2023
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DOpus-1541 Guide	1
1.1	DOpus-1541 Guide	1
1.2	introduction	1
1.3	a64	2
1.4	installing	3
1.5	problems and bugs	3
1.6	nothing important	4
1.7	author	4

Chapter 1

DOpus-1541 Guide

1.1 DOpus-1541 Guide

```
-----  
D O P U S   -   1 5 4 1   by Christer Bjarnemo  
-----
```

Introduction

Installing

Problems and bugs

Press me to format SYS:

About Me!

Based on Twin-Dopus by Patrick Van Beem (patrick.van.beem@aobh.xs4all.nl),
which based he's script on the DOpusLhaARexx package by Geoff Seeley.

DO READ THIS CLIFF DUGAN

1.2 introduction

Q1> What is DOpus-1541?

Simply some scripts to make Directory Opus handle 1541 diskdrives.

Q2> Then, what is a 1541 diskdrive?

The drive used by the Commodore Vic20/64/128.

Q3> What do i need?

1. ARexx (included in WB2.0+).
2. Directory Opus 4 (Have only tested it with v4.12).
- 3.

The A64 package

(C) Questronics, together with a hardware interface for the parallel port. (Blueprints for the interface/cable are floating around, but i ↵ havn't got hold of them yet. I don't remember if the 1541 cli utilities are shipped ↵ with the unregistered version of A64 though.

4. A 1541 compatible drive (Im using a Oceanic 118n).

1.3 a64

A64 Package (C) Questronics.

As a registered owner of the A64 package, im a bit disapointed at the long delay between the updates. Even if A64 is one of the fastest C64 emulators, it won't work with to many games at all.

For about a month ago or so, i received a upgrade offer from Questronics. But before i will upgrade, there is some features i want.

- * .D64 support. There are quite many C64 FTP sites around the world, one of the biggest are FRODO.HIOF.NO in Norway. It holds around 50mb of packed C64 software, but ALL of them in D64 format. (.D64 is a raw image of a 1541 disk)
- * AGA Sprites. As the AGA sprites can be 64 pixels wide, you may even use expanded sprites without flickering...
- * Screenmode requester. Not to fun to run the emulator on a flickering PAL screen, is it? And why not use the turbomode within AGA?
- * Turbo please. As there exists 25* turbos' for 64 computers, and a C64 is about 16 times slower than a 68000, i can't see the problem.

If you don't have the time for that, post a letter on internet and ask someone else to do the job. For example, try this ones:

```
comp.emulators.announce
comp.sys.amiga.emulations
comp.sys.cbm
```

- * Drop the 68000 version. I doubt there is someone using A64 on a such CPU. (Hell, even my 68020 is far too slow)

Cliff Dugan
and compain...

1.6 nothing important

(this side is left blank exactly as your head)

1.7 author

I love mail. Please send me some:

Christer Bjarnemo mr.bjarnemo@mn.medstroms.se
(allow 0-2 weeks before answer)