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Subject: Re: cutting and pasting to and from commodore emulators

Posted by [Anonymous](#) on Mon, 01 Aug 2022 14:05:47 GMT

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Originally posted by: KP KP

On Monday, January 27, 2003 at 3:26:47 PM UTC-8, dogshu wrote:

> On Mon, 27 Jan 2003 13:33:41 +0200, Marko Mäkelä wrote:

>>>> >>> "Jim" == dogshu <dog...@sdf.lonestar.org> writes:

>>

>> Jim> Are there any emulators which allow me to paste text directly

>> Jim> into them?

>>

>> The X11 version of CCS64 1.09 that I created in 1997. Also, the

>> Windows version of Yape should allow copying text from the screen to

>> the clipboard.

>>

>> Marko

> Thanks, that is definately useful. So you know, new

> distributions use gcc 3.2, which is incompatible with

> C++ binaries compiled from earlier gcc versions. You

> may want to consider distributing linux binaries.

> I'm considering using ccs64 as my main "play around

> with code" platform, but I'm having trouble figuring

> out how to configure it. I tried putting this line

> in /etc/X11/Xresources:

> ccs64.speed: 50

> but it doesn't seem to work. What is the correct way

> to write that line?

>

> thanks,

> Jim

fudi maar

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