
Subject: Special request

Posted by [dunric](#) on Wed, 20 Jul 2005 17:23:35 GMT

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I'm not too knowledge about V-Loader or Speed loaders on the Commodore 64 but...

Could anyone with knowledge of this look into the possibility of writing a speed loader for HLA ADVENTURE 64?

I know it sounds weird to ask for someone to 'pry open' the game and patch it for speed, but a compile or speed loader in the game would seriously speed it up.

Paul

Subject: Re: Special request

Posted by [sta](#) on Wed, 20 Jul 2005 17:55:23 GMT

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Hi Paul,

> Could anyone with knowledge of this look into the possibility of
> writing a speed loader for HLA ADVENTURE 64?

See <http://www.the-dreams.de/sources.html> for Ninja & Doc Bacardi/The Dreams' Dreamload, a 2-bit IRQ fast loader for lots of CBM and CMD drives, with PAL/NTSC support and the ability to load files as well as raw data off sectors. (What else would anyone want?!)

Joe

--

KOVÁCS Balázs alias Joe Forster/STA sta@c64.org; <http://sta.c64.org>
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Subject: Re: Special request

Posted by [dunric](#) on Wed, 20 Jul 2005 18:44:21 GMT

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Hey Joe,

Looks good, but I don't have any idea how to implement it. My knowledge on the CBM is BASIC and not much else. :(

Paul

Joe Forster/STA wrote:

> Hi Paul,

>

>> Could anyone with knowledge of this look into the possibility of
>> writing a speed loader for HLA ADVENTURE 64?

>

> See <http://www.the-dreams.de/sources.html> for Ninja & Doc Bacardi/The
> Dreams' Dreamload, a 2-bit IRQ fast loader for lots of CBM and CMD drives,
> with PAL/NTSC support and the ability to load files as well as raw data
> off sectors. (What else would anyone want?!)>

>

> Joe

> --

> KOVÁCS Balázs alias Joe Forster/STA sta@c64.org; <http://sta.c64.org>

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Subject: Re: Special request

Posted by [dunric](#) on Wed, 20 Jul 2005 19:49:09 GMT

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I think someone mentioned they'd try to write a loader for
it...hopefully something to speed up disk access all the way
through...because all of the data loads from disk, and the speed of the
game is highly dependent on the speed of the disk drive access.

Paul

Subject: Re: Special request

Posted by [Jim Brain](#) on Wed, 20 Jul 2005 20:51:22 GMT

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> off sectors. (What else would anyone want?!)

Hmm, a speeder that will allow multiple drives to be active on the
bus?

Subject: Re: Special request

Posted by [sta](#) on Thu, 21 Jul 2005 09:11:42 GMT

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Hi Jim,

> Hmm, a speeder that will allow multiple drives to be active on the

> bus?

Uhm, yeah. It's definitely possible but then you will lose the 2-bit transfer and drop it down to 1-bit only. :(

Joe

--

KOVÁCS Balázs alias Joe Forster/STA sta@c64.org; http://sta.c64.org
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Subject: Re: Special request
Posted by [sta](#) on Thu, 21 Jul 2005 09:21:36 GMT
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Hi Paul,

>>> Could anyone with knowledge of this look into the possibility of
>>> writing a speed loader for HLA ADVENTURE 64?
>>
>> See <http://www.the-dreams.de/sources.html> for Ninja & Doc Bacardi/The
>> Dreams' Dreamload, a 2-bit IRQ fast loader for lots of CBM and CMD drives,
>> with PAL/NTSC support and the ability to load files as well as raw data
>> off sectors. (What else would anyone want?!)
>
> Looks good, but I don't have any idea how to implement it. My knowledge
> on the CBM is BASIC and not much else. :(

Why would that be such a problem? Noone was born omniscient! I'm sure there are lots of Commodore assembly books and tutorials online that some fellow newsgroup members can point you to. Good luck,

Joe

--

KOVÁCS Balázs alias Joe Forster/STA sta@c64.org; http://sta.c64.org
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Subject: Re: Special request
Posted by [Jim Brain](#) on Thu, 21 Jul 2005 15:04:06 GMT
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Joe Forster/STA wrote:

> Hi Jim,
>
>
>> Hmm, a speeder that will allow multiple drives to be active on the

>> bus?
>
>
> Uhm, yeah. It's definitely possible but then you will lose the 2-bit
> transfer and drop it down to 1-bit only. :-(
>
> Joe

Hmm, JiffyDOS does 2 bit sync-less transfers and does not need ATN.

Jim

--

Jim Brain, Brain Innovations
brain@jbrain.com <http://www.jbrain.com>
Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

Subject: Re: Special request
Posted by [Anton Treuenfels](#) on Fri, 22 Jul 2005 03:02:14 GMT
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Wizardry 5 from Sir-Tech can do it. IIRC it uses high-level commands for everything but the actual transfer of 256-byte blocks via 2-bit serial from 1541 drives to the C64. So it commands which drive and what block it wants, then whatever comes is the requested data from that drive. Seems to work out okay - reading from the disk to the drive buffer happens at around 50K/sec, so commanding that at a high level doesn't hurt too much. Transfer from drive buffer to computer is only around 2K/sec (5X speedup). Might be faster if it wasn't working in text mode!

- Anton Treuenfels

"Jim Brain" <brain@jbrain.com> wrote in message
news:GPODe.168817\$x96.105252@attbi_s72...

> Joe Forster/STA wrote:
>> Hi Jim,
>>
>>
>>> Hmm, a speeder that will allow multiple drives to be active on the
>>> bus?
>>
>>
>> Uhm, yeah. It's definitely possible but then you will lose the 2-bit
>> transfer and drop it down to 1-bit only. :-(
>>
>> Joe

>
> Hmm, JiffyDOS does 2 bit sync-less transfers and does not need ATN.
>
> Jim
>
>
> --
> Jim Brain, Brain Innovations
> brain@jbrain.com <http://www.jbrain.com>
> Dabbling in WWW, Embedded Systems, Old CBM computers, and Good Times!

Subject: Re: Special request
Posted by [dunric](#) on Fri, 22 Jul 2005 04:10:10 GMT
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Anton:

Would such a fast loader be possible with HLA Adventure 64?

Someone suggested "ripping out" the loading routine and replacing it with a much better one.

Is that possible?

Paul
