
Subject: Commodore 65 / 64DX Resurrection - looking for hardware and reengineering

Posted by [Anonymous](#) on Mon, 25 Nov 2013 08:32:10 GMT

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Originally posted by: Andi Brandmair

I am looking for C65 hardware for reengineering. Currently I am at the 65ce02 cpu itself (the 4502 as it is called in the dye), not the 4510 right now.. A friend of mine is delayering it. I polygon the pictures then.

I am urgently searching for:

1. The bill chip (CSG/MOS 4567), as this one is missing.
2. C65 Rev5 hardware, as this would best for reengineering because it was the last Rev. as far as I know.
3. Any C65 hardware.

The goal is rebuilt it. I contacted the guy that rebuilt the C65 board and sold it last week on ebay. So the Board (Rev 2a/b) is already rebuilt. Now the hard part is reengineering the Chips.

I am also looking for people that also might have interest in this project and could help. Not only having C65 hardware but knowledge about rebuilding logic from chip layer photos as well as knowledge in reengineering would be awsome. I cannot go to a fab with the bare masks of the chips, they need the whole design done in their development environment, eg. x-fab, for creating the chips.

Why not better finishing the C65 late than never.

Bye,
Andy

Subject: Re: Commodore 65 / 64DX Resurrection - looking for hardware and reengineering

Posted by [<address_is](#) on Mon, 25 Nov 2013 10:07:02 GMT

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Andi Brandmair <andib@psi5.com> wrote:

- > I am looking for C65 hardware for reengineering. [...]
- >
- > I am also looking for people that also might have interest in this
- > project and could help. [...]
- >
- > Why not better finishing the C65 late than never.

Great idea and a fantastic project to tackle on. I am not sure if you find much of a support here, though. I did some reversals (on a much smaller scale - e4aws.silverdr.com) and could possibly help with PCBs, but that part is mostly done as you wrote. Unfortunately I never decided to pay a

couple thousand for a hardware pieces of the 64dx..

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SD!

Subject: Re: Commodore 65 / 64DX Resurrection - looking for hardware and reengineering

Posted by [Anton Treuenfels](#) on Mon, 25 Nov 2013 14:50:49 GMT

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"Andi Brandmair" <andib@psi5.com> wrote in message
news:30fedfdb-4efc-4997-ab76-b416f87d0c97@googlegroups.com...

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You might try www.6502.org as another source of information. Regular participants include some who are involved in the Visual 6502 project (www.visual6502.org), which started by de-layering the CPU to determine how it works. Others are involved in building their own 6502-based computers, so there's a lot of talk about how to build hardware that works. Still others like to extend the 6502 design to 16- and 32-bits, so there's a lot of talk about programmable logic chips and the tools to use them.

- Anton Treuenfels

Subject: Re: Commodore 65 / 64DX Resurrection - looking for hardware and reengineering

Posted by [Anonymous](#) on Tue, 26 Nov 2013 13:39:32 GMT

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Originally posted by: Andi Brandmair

I am into visual6502, there I found the Guy that does the delayering of my 65ce02. Thank you for all the further informations.

Cheers

Andy
