

Upgrade THEC64 Mini

 retrogames.biz/support/upgrade-thec64-mini

Firmware upgrades for **THEC64 Mini** provide new features and/or correct any technical issues. We always recommend that you upgrade to the latest version of the firmware.

Ensure that your USB memory stick is formatted using FAT32 (with MBR), else your upgrade file will not be detected. Please ensure that when updating, THEC64 Mini only has one joystick and one USB memory stick plugged in to your console. We do not recommend that you upgrade with a USB hub. See the FAQ for further details.

Visit [here](#) for the firmware upgrade details page for THEC64.



theC64-1_5_2.bin 15,234.00 KB

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SHA256 Checksum: f3fc9353e65e0dee6390febeeb582217a48288c682d6ee7de48b82eaf26081f5e

Version 1.5.2 – Changes and additions

- [THEC64 Full size European] Fixes missing Bluestar carousel cover image which was broken in release v1.5.1 under some circumstances
- [All models] Adds C64 joystick port selection; see notes below
- [THEC64 Mini] Adds C64 only Classic mode
- [THEC64 Mini] Adds disk swapping for multiple disk games
- [THEC64 Mini] Adds soft and hard reset hot-keys to Classic mode; see notes below
- [THEC64 Mini] Adds freeze button support to Classic mode; see notes below
- [All models] Adds Commodore REU support with 512K, 2MB or 16MB as filename flags or CJM parameters; see notes below
- **New games for THEC64 Mini:** Hessian (C64) and PET Snake (C64)
- **New games for THEC64 full size:** Hessian (C64), PET Snake (C64), City Crusher(VIC20) and Mine Sweep (VIC20)
- **New games for THEVIC20:** Hessian (C64), PET Snake (C64), City Crusher(VIC20) and Mine Sweep (VIC20)

Notes:

To enable REU support you can use either a filename flag or a CJM file parameter. Note that REU support does not work with VIC20 software.

To select using a filename flag, use one of the following:

R5 = 512K REU enabled
R2 = 2MB REU enabled
RM = 16MB REU enabled
For example:

```
myreudisk_R5.d64
```

See the user manual for further details on the use of filename flags.


To select with a CJM file, use one of the following parameters:

reu512 = 512K REU enabled
reu2048 = 2MB REU enabled
reu16384 = 16MB REU enabled

For example:

```
X:64, reu16384
```

See the user manual for further details on creating CJM files.

To switch the joystick in use between joystick port 1 or port 2 when running a C64 program, press and hold the joystick  button, and then pressing joystick Ⓐ for port 1 or joystick Ⓑ for port 2. This will override the J1 filename flag or CJM primary port setting, if either are supplied.

To perform a soft or hard reset, or cartridge freeze on THEC64 Mini, you will need a compatible USB PC keyboard.

A **soft reset** may be performed by holding the left shift key and pressing F12 when in classic mode. This will usually leave most of the C64 memory in tact.

A **hard reset** is done by holding the left shift key and the *Windows* key and pressing F12 when in classic mode. This will reset the C64 memory.

A **cartridge freeze** is done by holding the right shift key pressing F12 when in classic mode. If you are running a suitable cartridge image, such as a Super Snapshot or Action Replay, it will instigate the inbuilt cartridge features whilst leaving the C64 memory in tact.

Changes from previous versions

- v1.4.2 – Adds C64 games Barnsley Badger, Soulless, Galencia and Planet of Death, plus VIC20 games Blue Star, The Keep, and Gridrunner to THEC64 North American model
- v1.4.2 – Adds C64 games Barnsley Badger and Soulless, plus VIC20 games Blue Star and The Keep to the European THEC64 and THEVIC20 “Special Edition THEC64” models
- v1.4.2 – Adds C64 games Barnsley Badger and Soulless to all THEC64 Mini models
- v1.3.2 – Increases the length of displayed USB filenames in the File loader

- v1.3.2 – Fixes an issue where filename flags are not detected if the USB filename contains multiple dots/periods/full stops
- v1.3.2 – Fixes an issue with the saved states location where multiple spaces are found in the USB filename
- v1.3.2 – Fixes the saved states location used on a USB stick to be unique per filename. Note that this may change the saved states location from previous firmware versions if the filename contains multiple dots/periods/full stops.
- v1.3.1 – Adds a complete new free game to the GAMES CAROUSEL on THEC64 Mini. Farming Simulator by GIANTS Software GmbH
- v1.3.1 – Adds a function to 'Sort by' author, composer, genre, year and title (the default) by pressing button A on the Joystick whilst on the HOME screen
- v1.3.1 – Automatically adjusts the SID audio pitch so that it more correctly matches NTSC and PAL models (called audio scaling).
- v1.3.1 – Introduces a new filename flag FH ('fullheight' when added to the X entity in a cjm file), which squeezes the entire display (including top and bottom borders) into the output image, at the expense of a perfectly scaled rendering at 720p
- Introduces a new filename flag NS ('noaudioscale' when added to the X entity in a cjm file), which disables the audio scaling option (sometimes required if sampled sound is adversely affected with audio scaling on)
- v1.3.1 – Adds an option to Shutdown the device from the Device settings menu, rather than having to press the power button
- v1.3.1 – Extends the virtual joystick controls, adding other keypresses for highlighting and selecting options and opening and closing THEC64 Mini menu without needing a connected controller
- v1.3.1 – Includes various firmware optimisations and enhancements since v1.2.0
- v1.3.1 – Changes the joystick configuration for pre-installed titles on the GAMES CAROUSEL to allow some third-party controllers to now fire using their shoulder triggers
- v1.3.1 – Improves support for third-party controllers that use axis, hat and stick buttons. You can now map functions to those buttons as well
- v1.3.1 – Adds compatibility with THEC64 Micro Switch Joystick
- v1.3.1 – Fixes an issue with Nobby the Aardvark on later levels. Unfortunately, this means that any previous saved games for Nobby the Aardvark are no longer available.
- v1.2.0 – Includes Galencia Mini on the GAMES CAROUSEL
- v1.2.0 – Introduces the Virtual Joystick
- v1.2.0 – Improves the File Loader to allow multiple programs to be configured at once
- v1.2.0 – Remembers the mute state of the CAROUSEL music between reboots
- v1.2.0 – Improves the general performance of THEC64 Mini screens and menus
- v1.1.4 – Corrects a recent firmware issue where joysticks like the Logitech F710 were no longer detected
- v1.1.2 – Fixes an issue with some USB directory layouts resulting in an empty file list
- v1.1.1 – Amended USB behaviour to help resolve issues users experienced with some USB memory sticks when using the File Loader

- v1.1.0 – Introduces the File Loader so compatible programs can be loaded from USB. See File Loader for further information
- v1.1.0 – Fixes a small issue with the German Virtual Keyboard
- v1.1.0 – Adds the in-game help function in 'Avenger' to button A on the joystick
- v1.1.0 – Includes various firmware optimisations and enhancements.

How to Upgrade

1.
 1. Check the current firmware version on **THEC64 Mini** by selecting the SYSTEM icon from the OPTIONS on the HOME screen, and then choose System information from the menu. Look for the Build version (e.g. theC64-1.2.0-argent)
 2. Check that the latest version linked to above is greater than the version installed on your Mini
 3. Download and save the file (e.g. theC64-1_4_0.bin) to your USB memory stick. Don't place the file inside a folder on the stick or rename the file. If you do, THEC64 Mini won't find the upgrade
 4. Insert the USB memory stick into an unoccupied USB port on THEC64 Mini
 5. Select the SYSTEM icon from the OPTIONS on the HOME screen on the Mini, and choose *System Information*
 6. The upgrade file is detected and you are asked to *Close* or *Apply*
 7. If you choose not to upgrade at this time, select *Close* and press FIRE, or just press the MENU button on the joystick. If you *Apply* the upgrade, the following screen will appear showing the upgrade process:



After a successful upgrade, your Mini will shut down and restart automatically.

You can check the firmware version afterwards by following point (1) above.

Note that you cannot install a firmware earlier than the build version currently installed.