

Upgrade THEC64 and THEVIC20

 retrogames.biz/thec64/support/upgrade-thec64

Firmware upgrades for **THEC64** 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. When updating, ensure that THEC64 or THEVIC20 only has one joystick plugged in to it. We recommend that you use the rear USB port for your memory stick to upgrade. We do not recommend that you upgrade with a USB hub or from any of the side USB ports. See the FAQ for further details.

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



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
- Adds C64 only Classic mode added to THEC64 Mini
- Adds disk swapping added to THEC64 Mini
- [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.

Changes from previous versions

- v1.4.2 – Fixes an issue with THEC64 Full size: Under some circumstances C64 games may not recognise joystick port 2 when VIC 20 is the default machine
- v1.4.2 – Adds Datasette controls for tape files in THEC64 Classic mode Media Access menu
- v1.4.2 – Adds soft and hard reset hot-keys to THEC64 and THEVIC20 Classic mode
- v1.4.2 – Adds freeze button support to THEC64 and THEVIC20 Classic mode
- 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
- v1.4.2 – Fixes Tank Battle on THEVIC20 to support two joysticks
- v1.3.2 – Increases the length of displayed USB filenames in Media Access and 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 – Fixes an issue when using Left Shift key and top-left arrow key for opening/closing THEC64 Menu from BASIC

- v1.3.1 – Fixes an issue regarding the current computer model setting and different model requirements specified in a cjm file

How to Upgrade THEC64

1.
 1. In Classic mode, press MENU, select Options > Device settings > System information
 2. In Carousel mode, select Device settings (spanner icon) > System information
 3. Look for the Build version (e.g. theC64-1.3.2-amora)
 4. Check that the latest version linked to above is greater than the version installed on your device
 5. Download and save the file (e.g. theC64-1_4_2.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 won't find the upgrade
 6. Insert the USB memory stick into an unoccupied USB port on THEC64
 7. Press MENU and choose Device settings> System information from the menu
 8. The upgrade file is detected and you are asked to *Close* or *Apply*
 9. 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, THEC64 will 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.