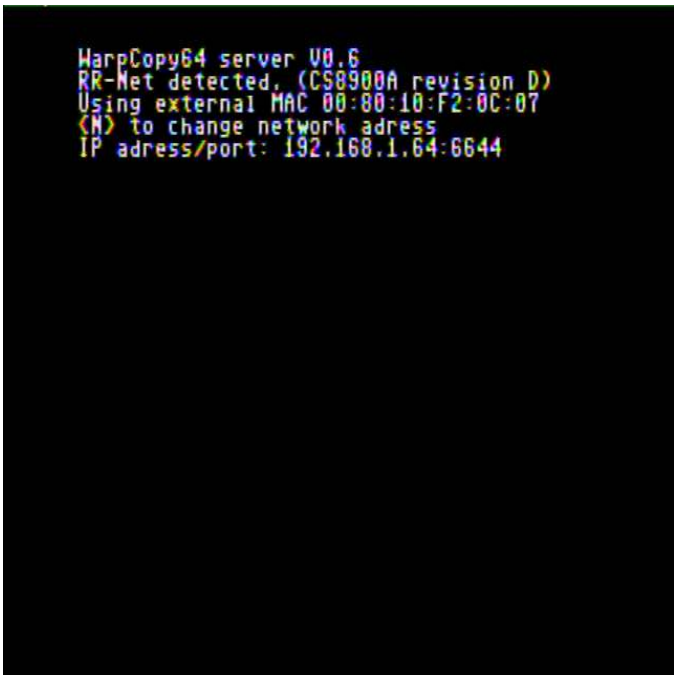
RR-Net + TFR + WarpCopy64

The RR-Net by Individual Computers is a card that plugs into the expansion port of the Retro Replay and allows connecting the C64 to an intranet. For more information on the RR-Net visit: http://www.c64reloaded.com

The Final Replay also known as TFR is a ROM image written from scratch by Graham of OXYRON. The ROM image is flashed onto one of the two banks of the Retro Replay cartridge and features a Fast Loader, Freezer, Network Device, Network Server for data transfer (CodeNet) and many more. CodeNet is what we will be using with WarpCopy64. For more info on TFR visit: http://www.oxyron.de/html/freplay.html

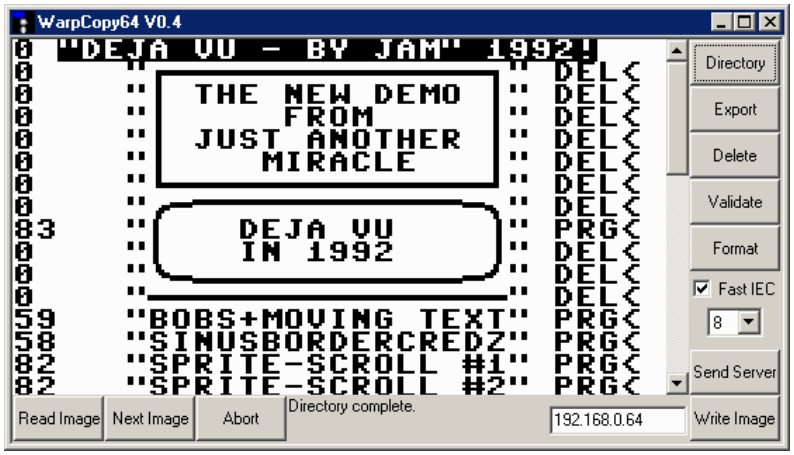
WarpCopy64, also written by Graham of OXYRON, is an attempt to utilize the RR-Net for high speed disk image transfers. Instead of using standard protocols like FTP or HTTP it uses its own protocol which allows the highest transfer speeds and proper error handling which makes it the perfect tool for mass transferring. It currently is the fastest way of reading/writing disk images from/to real 1541 hardware, and you don't even need any special cable or 1541 modification. For more information on WarpCopy64 visit: http://www.oxyron.de/html/wc64.html



To get started first download the appropriate files from the links above or from the Download Section of C64Reloaded.com You will need TFR flashed onto one of the Retro Replay banks, CodeNet in a directory on your PC and WarpCopy64 in the same directory as CodeNet. Turn on your C64 with the Retro Replay inserted in the cartridge port and the bank switched to the TFR ROM bank. Then type: codenet and press return or simply press F6. You will then get a screen which locates the RR-Net. Start a MS-DOS session on your PC and at the Command Prompt type: codenet –x WARPCOPY06.PRG This will send the

warpcopy06.prg file to your C64 and automatically runs it. This assumes your C64 is at a default address of 192.168.1.64

To use a different IP address, at the Command Prompt, type: codenet –x WARPCOPY06.PRG –n 192.168.0.64 If it worked, you should see the picture above showing WarpCopy64 server V0.6 on your C64. If it did not work and you have a software firewall running on your PC you might have to disable it or create a RULE allowing an incoming/outgoing connection to your C64's IP address. If all went well then start the WarpCopy64 program.



From there everything should be self explanatory. As of this writing on February 14, 2006 the latest file versions are as follows:

WarpCopy64 V0.6

The Final Replay v0.6

Codenet v0.2

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