

**TTU**

**COLLABORATORS**

	<i>TITLE :</i>		
	TTU		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		August 9, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>TTU</b>	<b>1</b>
1.1	TTU documentation (29th September 2000)	1
1.2	Disclaimer	1
1.3	About TTU	2
1.4	Requirements	2
1.5	How to use TTU	2
1.6	What is still left to do?	3
1.7	Thanx to...	3
1.8	Bugs	3
1.9	History	3
1.10	How to contact the author	3
1.11	What is a TAP image?	4

---

# Chapter 1

## TTU

### 1.1 TTU documentation (29th September 2000)

TTU V1.0  
© 2000 by John 'Graham' Selck

Disclaimer

About

What is TAP?

Requirements

How to use

Future

Thanx to...

Known Bugs

History

Contact

### 1.2 Disclaimer

TTU is written and copyright © 2000 by  
John Selck

.

This program is freely distributable unless no changes  
are made to the archive.

The author is not liable for any damage/problems/loss of data

---

this program might directly or indirectly cause.

No parts of this program may be altered or resourced in any way.

### 1.3 About TTU

```
TTU is a program dedicated to create
TAP
images.
```

There are a lot of solutions concerning TAP images, but most of them either need special hardware or only give bad results.

An example for bad results are all the programs which convert a WAV file to TAP. Just think: WAV is mostly recorded at 44100 Hz, but a c64 can check the signal lengths with 985200 Hz. So using any WAV to TAP tools is more like roulette and even if it works, the result is very inaccurate.

Better are the solutions which still involve a c64, as no hardware is able to read a c64 tape better than a c64 with datasette.

This is what TTU does, it uses the DTU cable to transfer the data from the c64 to Amiga and store it on HD.

For the DTU cable description, check out the DTU.lha on AmiNet.

### 1.4 Requirements

To use TTU you need:

- an Amiga with 68020-68060
- a DTU cable (or compatible)

For the DTU cable description, check out the DTU.lha on AmiNet.

### 1.5 How to use TTU

TTU is used via CLI.

To create a TAP image with best results, follow these instructions:

1. On c64: rewind the tape, and load it to see how long you need to image the tape (tape counter).
  2. On c64: rewind the tape again.
  3. On c64: load "TTUSERVER" and start it.
-

4. On Amiga: In CLI type: "TTU r archivename.tap"
5. Now watch the tape counter, when it passes the counter value which you've found out earlier (plus 1 or 2) press SPACE on c64!!!  
WHILE READING THE TAP IMAGE AMIGA MULTITASKING IS DISABLED!!!!!!
6. The Amiga should return to multitasking. If not, try pressing RESTORE on c64, this resets the cable.

## 1.6 What is still left to do?

- ??? any idea ???

## 1.7 Thanx to...

Thanx to...

???

## 1.8 Bugs

Known Bugs/Problems

For bugreports, press  
this one  
...

## 1.9 History

History

1.0 - Initial release.

## 1.10 How to contact the author

Contact me at:

John Selck (Graham/Oxyron)  
Suederholz 13  
24885 Sieverstedt  
Germany

E-Mail: graham@cruise.de

---

## 1.11 What is a TAP image?

What is a TAP image?

TAP images are images of c64 tapes.

These images are supported by the currently best c64 emulators on IBM compatible PC's which are CCS64 and VICE.

While the old tape format from C64S (T64) just stored the files, TAP contains the "true" data stored on a tape as it is seen by a c64. This means that these images just contain a lot of signal lengths and is as low-level as it should be to fully emulate c64 tapes. (You can store your tape originals and load them with CCS!)

---