XE1541 Cable

Introduction :

Thank-you for purchasing the XE1541 cable. With this cable, and the included free copy of the latest shareware release of Star Commander, in minutes you'll be transferring file to and from your IBM Compatible PC!

As illustrated below, it's quite easy to get started. Just be sure to follow the rules and suggestions outlined in this document, and read through the documentation supplied with "Star Commander".



Shareware :

The program included free of charge with this cable is a shareware product. If you continue to use this product after installing and trying it out, please consider registering this product! From my personal experience, this product is by far the best quality product out there, and the author needs to be commended for his efforts! Please do consider registering this product if you continue using it! It's definitely worth the money!



About the Cable :

This is an interface cable that connects Commodore compatible drives to and IBM compatible computer through the parallel port. With the appropriate software (Star Commander), you can transfer Commodore 64 programs from and IBM compatible machine to Commodore compatible floppies, as well as archive Commodore 64 Floppy diskettes to files on your IBM compatible computer. Once on your IBM machine, you can play them through the use of Commodore 64 emulators, or simply back them up to common IBM backup devices to keep your Commodore collection safe!

Each XE1541 cable sold, is tested to ensure functionality and safety. Although every effort has been taken to ensure the cable functions correctly, no responsibility is taken by the seller of this item for loss of data or hardware damage. The purchaser uses this cable at his/her own risk.

Each cable sold is connected to a 1541 drive, and IBM compatible Pentium III computer. The following tests have been performed on your cable :

- A disk image is created from a Commodore 1541 diskette. The disk image is then verified.
- A Commodore 1541 game is created from a disk image stored on the IBM machine. . This game is then loaded and tested on a Commodore 64, to ensure the image was created successfully.
- The directory of a 1541 Commodore formatted diskette is viewed through Star Commander
- A Commodore 1541 diskette is formatted and verified.

Connecting the Cable :

As indicated in the photos, with both the Commodore drive turned off, and your IBM compatible computer turned off,



WITH THE POWER OFF ... Plug the cable into the parallel (printer port) connector.





STILL WITH THE POWER OFF ... Plug the other end into your Commodore Drive.

The RULES :

NEVER run Star Commander from a window within Microsoft Windows.

ALWAYS run Star Commander from the DOS prompt. It will not run reliably under windows.



To do this, simply create a "Windows Startup Diskette", and when you want to use Star Commander with your XE1541 cable, boot your machine from the start up diskette. If you purchased one or both of the EVERYTHING CDROMS, then you'll want to boot with CDROM support.

Then run Star Commander with the cable already installed and in place, with your Commodore drive turned on, and you're off to the races!

Setting up Star Commander :

Before you can start creating Commodore floppies, or building disk images, you're going to have to install and configure Star Commander. Installing is simple. Create a directory on your IBM compatible computers hard drive, and copy the files from the Star Commander floppy disk. THERE, the installation is done!

Next, run the "SCSETUP" program. Review all the screens, and set them up accordingly. BUT, here are a couple of key screens you'll want to take a look at! Remember, review the documentation that comes with Star Commander for a complete explanation of what each option is!

You'll want to set the type of cable to XE1541 and the transfer mode to Turbo, as well as the Drive type. These are a couple of important options you don't want to miss!



urbo Transfer mode	Drive type 1541
ane Parallel cable	L i Detect extra tracks
xl Hanual timeouts Delay value	Disk copy [+) Full disk copy
Paralle) ports PII Serial interface PII Parallel interface (x1 Detect port modes	 BRH disk copy Safe RAM disk copy Detect disk changes Endless retry Verify write
Press Space to chang to move be	e an option, to and L tween options
I OK 1 [Recalib	rate Cancel

Some KEY Commands You'll Use ALL THE TIME :



ALT – F2 will select the drive you want to see in the RIGHT side of the screen. ALT – F1 will select the drive you want to see on the LEFT side of the screen.

Creating a Disk Image :

This is a brief pictorial of what the screens look like when created an image of a Commodore formatted floppy disk, and storing it on your IBM compatible computer through the XE1541 Cable. For more detailed information, please refer to the help documentation that comes with the Star Commander program.



With the cursor on the right side, press ALT – F5. Then enter the location and filename of the image you'd like to create from the 1541 diskette you've placed in your Commodore disk drive that's connected to your PC with the XE1541 cable. Be sure to review all the settings against the help information that comes with Star Commander. When you have everything set correctly, select "Copy" and press enter.



After pressing ENTER, you'll see the program copying the tracks and sectors from the Commodore disk drive to the disk image being created on your IBM harddrive! It's just THAT EASY!

Creating a Commodore Formatted Floppy from a Disk Image :

This is a brief pictorial of what the screens look like when creating a Commodore formatted floppy diskette from a disk image stored on a CDROM or HARDRIVE on an IBM compatible machine through the XE1541 cable. For more detailed information, please refer to the help documentation that comes with the Star Commander program.

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aldpool	d64 afresafr	d64 al cmion	at d64		jungle hunt	prg
aaliens	d64 all icady	d64 alcneon	di d64		"chilly boat"	prg
laat tack	d64 afterb2	d64 5)	1999	134	"wil 0800.8c10	prg
abcrickt	d64 afterbrn	diá alienð	d64		gateway boot	pra
ace-2	d64 aftrmath	d64 altenpa	in d64		gateway	prg
aceaces	d64 aftrear1	db4 alienre	is d64	4	toy loader	prg
acesup	d64 af trear?	do4 aliens	• d64		toy bizzare	prg
ace_of_+	d64 agentora	d64 aliens1	• d64	16	toyl	prg
acrojet	d64 agentusa	i d64 aliesyn	na d64	65	tov2	prg
act prot	d64 agentx2	d64 alioth	d64	60	cest la vie	prg
actio na	des agricola	d64 allevka	it dőá		blue nax loader	prg
actionb	164 and ddun	do4 alley c	• dos		blue max loader.	prg
addictab	d64 arrborn*	d64 allovru	in des	130	blue max 20-a0	prg
adidasso	d64 airline	db4 allrisk	is d64	65	pungle hunt	prg.
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Now the time has come that you want to take one of those Commodore disk images that you got on that GREAT EVERYTHING CDROM you bought off EBAY, and put it onto a Commodore formatted floppy diskette.

Highlight the game or program that you'd like to expand on the LEFT side of the screen, and press ALT – F5. Remember that your highlighted cursor MUST be on that game or program when you press ALT-F5.

Next you'll be presented with a screen with a number of options. Review those options to ensure you have selected everything you want. Then select the "Copy" and press enter!

What you'll see next, is the screen below, indicating the progress of the copy by showing you the track and sector it's currently on!



Summary :

Congratulations, you're now an expert! Well, maybe not an expert, but you have certainly mastered the basics of this process. Play around and have fun! Just make sure you don't wipe out any of your precious Commodore software by inadvertently formatting an important disk!

Always use write protects on your valuable disks, and above all.... Have LOTS of FUN!!!!

Cheers.