





FAST-KEYS KEYBOARD LAYOUT

The user interface uses the following fast-keys during the emulation session and from the Menu.

	PC Keyboard	Description
Device Menu	Alt + 8	Device 8 : Menu for 1541, press twice for Status Menu.
	Alt + F5	Device 8 : Insert next .D64/.G64 disk image.
	Alt + F6	Device 8 : Insert previous .D64/.G64 disk image.
	Alt + 9	Device 9 : Menu for 1541, press twice for Status Menu.
	Alt + 0	Device 10 : Menu for 1541, press twice for Status Menu.
	Alt + +	Device 11 : Menu for 1541, press twice for Status Menu.
	Alt + 1	Menu for Tape , Device 1 . Press twice for Status Menu.
Status Menu	Alt + ↑ + 8	Device 8 : Status Menu for 1541.
	Alt + F5	Device 8 : Insert next .D64/.G64 disk image.
	Alt + F6	Device 8 : Insert previous .D64/.G64 disk image.
	Alt + ↑ + 9	Device 9 : Status Menu for 1541.
	Alt + ↑ + 0	Device 10 : Status Menu for 1541.
	Alt + ↑ + +	Device 11 : Status Menu for 1541.
Menus	Alt + ↑ + 1	Status Menu for Tape , Device 1 .
	Alt + O	Options Menu.
	Alt + V	Video Menu.
	Alt + I	Input Menu.
	Alt + E	Special Menu.
	Alt + S	Sound Menu.
	Alt + C	Cartridge Menu.
During Emulation	Alt + T	State Menu.
	Alt + R	Reset Soft.
	Alt + ↑ + R	Reset Hard.
	Alt + F	Cartridge Freeze button.
	Alt + P	Pause Emulation On/Off. In Pause mode you can press "I" to see the next interlaced frame, or "N" to step Frames.
	Alt + F3	Toggle Emulation Speed (100 - 500%).
	Alt + M	Freeze Emulation and start native Machine Code Monitor.
	Alt + ↑ + P	PAL TV filter emulation on/off.
	Alt + F1	Save 16 color .BMP (50 KB) to Program directory.
	Alt + ↑ + F1	Save PAL/RGB color .BMP (298 KB) to Program directory.
	Alt + F2	Save 256 color .BMP (101 KB) to Program directory.
	Alt + F11	Loads a frozen emulator state from selectable filename.
	Alt + F12	Saves a frozen emulator state from selectable filename.
	Alt + Q	Quit CCS64.
	Alt + X	Quit CCS64.
	Alt + ↑ + F4	Quit CCS64.

-   PC Keyboard input
-  C64 Joystick or Keyboard input
-  Description

EMULATION KEYBOARD LAYOUT

The user interface uses the following keys during the emulation session.

PC Keyboard	Description
F9	Control menu. Always continues from the submenu from where you left.
F10	Control menu - ROOT.
F11	Restores a frozen emulation state with the filename "freeze.c64".
F12	Freezes (saves) the emulator state with the filename "freeze.c64".
Print Screen	Captures the screen as an 16 color image.
Scroll Lock	Re-initialize Screen mode. Sometimes Windows manages to distort colors when switching between programs.










C64 TO CCS64 KEYBOARD LAYOUT

The Keyboard is emulated almost like a real C64 Keyboard and follows the C64 Keyboard Layout, except for these keys:

C64 Keyboard	PC Keyboard
	Left CTRL
RUN STOP	Escape
RESTORE	Page Up
CLR/HOME	Home
	Delete
	Insert










C64 JOYSTICK - PORT 1

These settings are the default Joystick emulation on the PC Keyboard:

C64 Joystick port 1	PC Keyboard
UP 	 Keypad 1
DOWN 	 Keypad 5
LEFT 	 Keypad 7
RIGHT 	 Keypad 9
FIRE 	Right Alt Gr
Alt + F7	Select next input device/mode in C64 game port 1.
Alt + F10	Exchange input device/mode settings for C64 game port 1/2.

C64 JOYSTICK - PORT 2

These settings are the default Joystick emulation on the PC Keyboard:

C64 Joystick port 2	PC Keyboard
UP 	 Keypad 8
DOWN 	 Keypad 2
LEFT 	 Keypad 4
RIGHT 	 Keypad 6
FIRE 	Right CTRL
Alt + F8	Select next input device/mode in C64 game port 2.
Alt + F10	Exchange input device/mode settings for C64 game port 1/2.