G64 (raw GCR binary representation of a 1541 diskette)

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Introduction

This format was defined in 1998 as a cooperative effort between several emulator people, mainly Per Hakan Sundell (author of the CCS64 C64 emulator), Andreas Boose (of the VICE CBM emulator team) and Joe Forster/STA (the author of Star Commander). It was the first real cooperative attempt to create a format for the emulator community which removed almost all of the drawbacks of the other existing image formats, primarily D64. The G64 format is not specifically designed to hold only 1541 images, but they are presently the only G64 images in existance and why this document only refers to the 1541 and D64's.

In this wiki rendition, formatting - especially around tables - has been reworked to make the information more easy to consume.

File Format

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