MMC Replay – A Review

by Commodoreman

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The MMC Replay cartridge (manufactured by Individual Computers, Germany) is a fantastic new development for the Commodore line of computers. This little gadget packs a punch! With this thing you can plug in a pre-formatted SD card (I use a 2 Gigabyte card made by SanDisk). I used a Windows-based computer to format the card to a FAT32 filesystem (the card can only be formatted FAT16 or FAT32 to be recognized by MMC) and copied multiple files onto it.

Then, I inserted the MMC into the expansion port on my flat 128 and turned on the power. The card took control and offered the following list of options (this is the 128 menu):

- f1 Start MMC Bios
- f3 Edit Configuration
- f5 Exit to BASIC V2
- f7 Exit to BASIC V7
- 0-6 Start ROM Config

Notice the awesome Individual Computers logo!

From here, I can press the f1 key to go directly to the menu in 64 mode (see the section on this menu ahead...). Note: While the MMC is plugged into the 128, do not use the GO64 command. Either hold down the Commodore key, or use the f5 menu option to go to 64 mode.

If I want to edit the configuration, I just press the f3 key. Another list of options in two columns is displayed:

- Enable C64 bios (current setting in the second column)
- Enable C128 bios
- Default C64 bank
- Default C128 bank
- Boot from card
- SD/MMC card type
- D64 drive numbers
- IEC device number
- Set RR-Net MAC address

At the bottom is the status of the RR-Net card (if one has been attached) along with the MAC address.

Going back to the main menu, f5 will jump to the ready prompt in 64 mode. f7 will go to the ready prompt (BASIC) in 128 mode.

As of yet, I have not attempted to use numbers 0-6.

START MMC BIOS (64 menu)

These are the menu options available:

- f1 Start Filebrowser

- f3 Edit Configuration
- f5 Flash Rom Tool
- f7 Exit to BASIC
- 0-6 Start Rom Config

The Filebrowser is where I have access to the contents copied to the SD card. Filebrowser will allow the user to navigate through folders. The left column is for folders and the right displays the files. On top, the name of the card, the number of directories, number of files, model name of the SD card, and the filesystem type (designated by color: yellow=FAT16, cyan=FAT32).

If I were to click on a .d64 file, the card runs the d64 utility. I am then asked if I want to format a disk and extract the archive. This is very handy for me. It is the first time I have actually been able to access this type of file (yes, I have retrieved .d64 files and saved them to the hard drive). I correctly assumed that in the future I might be able to use them!

According to the initial 64 main screen, there is 512kb ram. I'm not sure how this is used by the system and whether or not it is available for other uses—no indication given in the manual either.

D64

Making .d64 image files was an easy process. Simply press “D” at the main 64 menu and you will be prompted for a filename and where the data originates. I selected “from floppy” and the program opened a file on the SD card and read the disk in drive 8. This is great. I can process a lot of .d64 files on this 2 gig card. Archival to a large hard drive or burned to a disc is then just a matter of transferring the card to a reader and copying to a hard drive.

One thing I found out (trial & experimentation) is that after a .d64 file has been transferred to a disk, the drive motor will continue to spin the disk. It will continue until exiting to BASIC. IMPORTANT – Be sure to reset the disk drive by exiting or restarting the computer! If you attempt to transfer another .d64 file, it will only mess things up! While in the process of writing, there isn't a way for the program to check for disk errors. I endured drive bumping for thirty tracks! (Arghhh!). Once I figured this out, the next time it happened, I pressed the reset button and formatted the disk for another go.