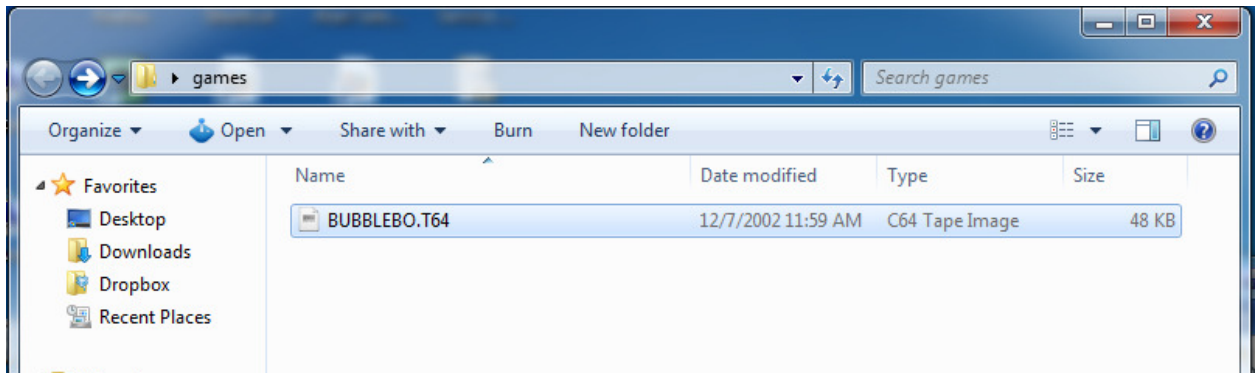


Import games to MCC-216 via C64 Forever.

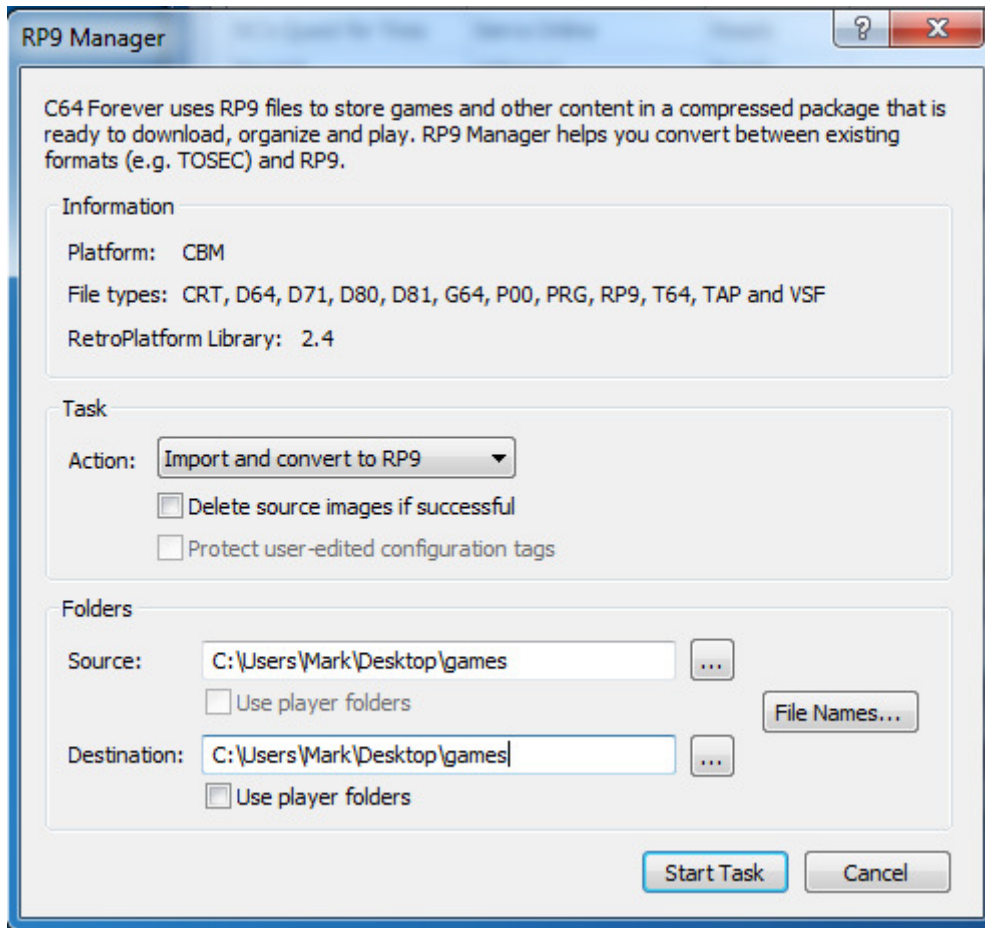
Here are the steps I use to create my game list for the MCC-216.

- Put the .T64 or .D64 game in a folder, I call mine games on my Desktop. In this document I'm using Bubble Bobble .T64

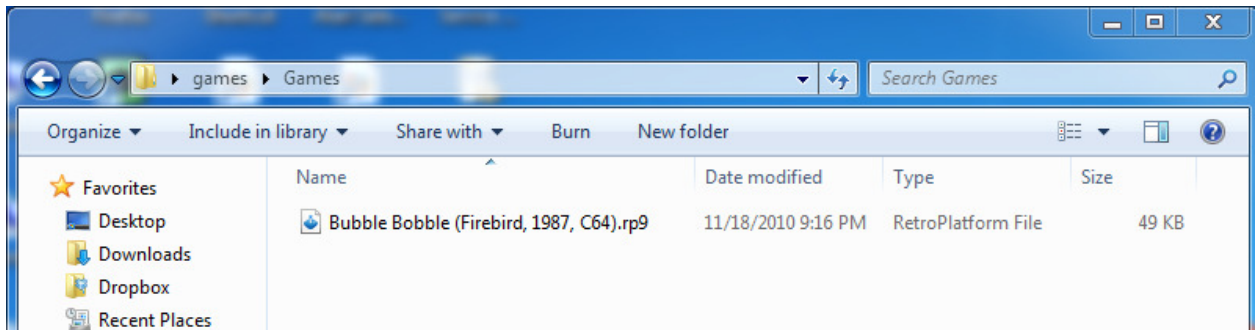


- Open C64 Forever
- Click on Tools, RP9 Manager
- Action – Select “Import and convert to RP9”

- Point the **Source** and **Destination** to the folder that you placed your game file (T64 or D64). Mine is on my desktop called games.

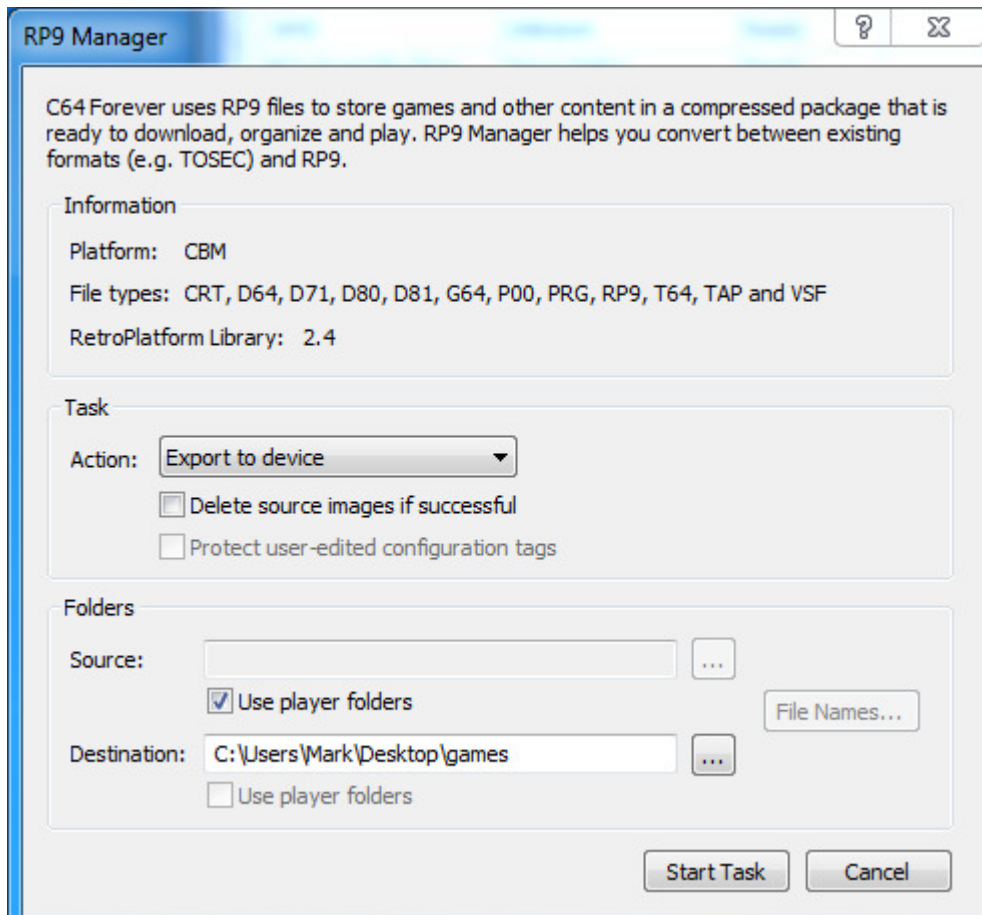


- Click "Start Task" If the file is recognized by C64 Forever it will create a **Games** folder inside your destination folder. If it's not recognized it will create a folder called **Applications** (I think).
- Open the folder that was created either Games or Applications. You should see a .rp9 file.



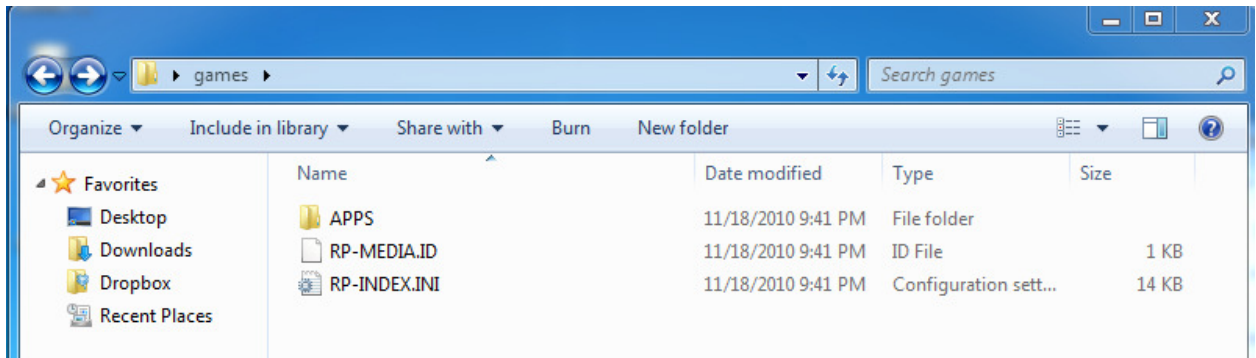
- As you can see Bubble Bobble was recognized. If it wasn't we would have to open the .rp9 file and edit the rp9-manifest.xml file. I will show what is needed at the end of this document if you need to edit the xml file.
- I use 7zip to open the .rp9 file and notepad to edit the xml file.
- Since Bubble Bobble was recognized we just need to copy the .rp9 file to the C64 games folder. I found the easiest way is to open C64 forever and right click on any game and select "Open File Location". Then just copy and paste or drag and drop the game into the folder.
- I'm using Windows 7 and my C64 Forever games are located: Users/Public/ Public Documents/C64 Files/Games

- Now to create the files needed for the MCC-216.
- Open C64 Forever
- Click on Tools, RP9 Manager
- Action – Select “Export to Device”
- Source check box “use player folders”



- Click Start Task
- All games in C64 Forever are processed and converted to the format and folder structure needed by the MCC-216.

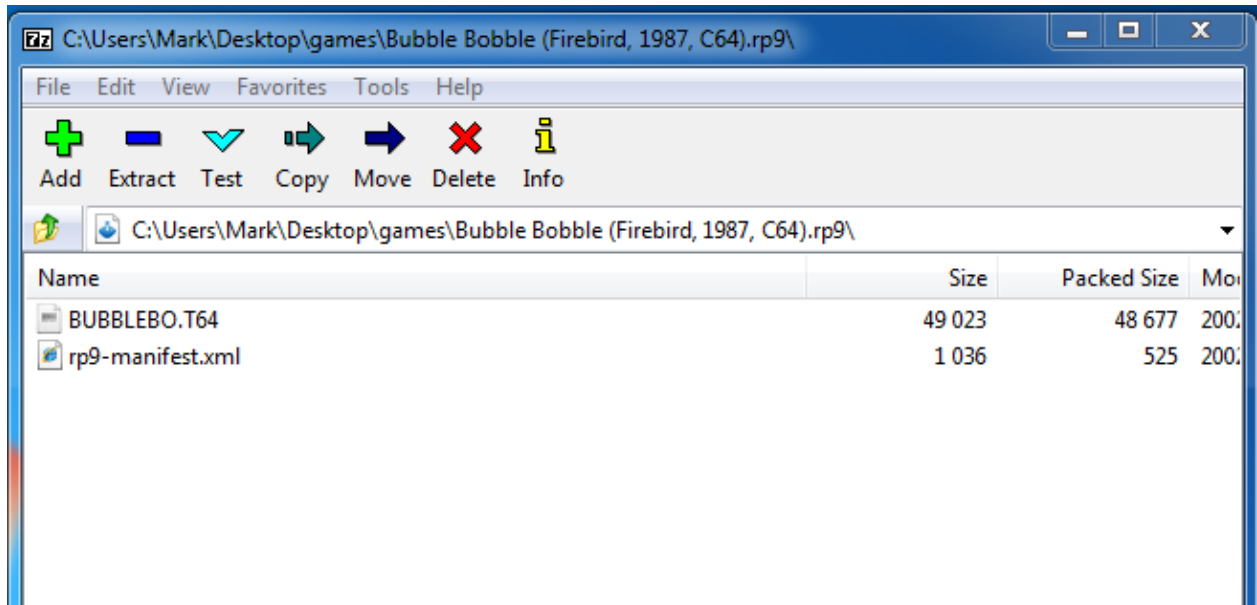
- Only files/folder needed for MCC-216: APPS folder, RP-MEDIA.ID, RP-INDEX.INI



- Copy those files and folder to your MCC-216 memory card. Backup your MCC-216 just in case something goes wrong.
- That's it. I like doing this for a few reasons. C64 Forever alphabetizes the game list and I can test the game in the emulator before dumping to the MCC-216.

Editing the .rp9 file.

- Open .rp9 file, I use 7zip.
- Edit the rp9-manifest.xml with notepad



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- For an unrecognized game you will need to do two things under `<description>` you will need to make sure you have `<type>game</type>` and verify the Game name is correct `<title>game name here</title>`
- Close and save the xml and .rp9 file.
- `<description>`
- `<type>game</type>`
- `<title>Bubble Bobble</title>`
- If type is not set to **game** it will not be shown in the MCC-216 game list.

This may seem like a lot of work but after done a few time it's very easy and not much work.

I hope this helps,

Mark (NML32)