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locifilemanager-v2

File manager for the LOCI mass storage device on Oric Atmos — v2 rebuild using Oscar64.

```

LOCIF File Manager Oric LOCI FW 0.3.1
App File Dir Mounts Tools Info
-----
Internal storage [15MB]
0: /
CONFIG.SYS
EncounterHD-EN-50HZ-v1.0.1.dsk DSK
LOCIFM.CFG
LUDO.dsk DSK
OricScreenEditor/
basic10.rom
basic11b.rom
csharp.rom
dflat.rom
dflat041.rom
MSC 57.3 GB USB SanDisk 3.2Gen1 rev
1: /
System Volume Information/
basic10.rom
basic11b.rom
TAP/
DSK/
DEV/
Test/
Loci.zipp
    
```

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Introduction

locifilemanager is a full-screen file manager for the [LOCI](#) mass storage device on the Oric Atmos home computer. It lets you browse, copy, move, delete, and rename files on LOCI-connected storage; mount and unmount disk, tape, and ROM images; and boot from mounted media.

This is version 2 — a complete rewrite using the [Oscar64](#) C compiler targeting the 6502A bare-metal (no ROM calls). The v1 CC65 implementation is at [locifilemanager](#).

Available in English and French.

Current status: The v2 application is feature-complete — it covers the full v1 feature set plus the new v2 features listed above (recursive copy/move/delete, mid-copy cancellation, name and type filters, text viewer, properties popup), and is covered by an automated test suite (`make test`).

For more information about the LOCI device itself, see the [LOCI User Manual](#).

Features:

- Browse both the internal storage of the LOCI and all connected USB mass storage devices
- Two browser panes with two independently loaded directories
- Copy and move files and directories (including their full contents) between panes
- Delete and rename files and directories, including recursive deletion of non-empty directories
- Create directories
- Copy, move and delete based on a user-made selection of multiple files
- Cancel a file copy mid-transfer with ESC; any partial destination file is removed automatically
- Filter the directory listing by file type, or by a wildcard filename pattern
- View the contents of text files in a full-screen, word-wrapped, paged viewer
- Show properties (type, attributes, size) for a file or directory, including a recursively calculated total size for directories
- Mount disk, tape, and ROM images
- On exit, boot based on mounted images (disk > tape > ROM)
- Browse inside a tape image to select a file on the tape to mount/boot
- IJK joystick interface supported: browsing and all menu operations can be done via joystick
- Both menu and keyboard driven
- Source fully public, includes a LOCI API library for your own projects

Requirements

Hardware

- Oric Atmos
- [LOCI](#) mass storage device

- USB storage connected to LOCI

LOCI firmware

- Minimum LOCI firmware version: 0.2.5
- Firmware 0.3.0 or later is needed for the ability to create directories

For emulator testing

- [Oricutron](#) emulator

Note: LOCI hardware features (file access, directory listing, mount/unmount) require a real LOCI device. Oricutron does not emulate LOCI.

For building from source

Tool	Purpose	Install
Oscar64	C compiler for 6502	Build from source
Python 3	Tape image wrapper (mktap.py)	sudo apt install python3
pandoc	PDF documentation generation	sudo apt install pandoc
zip	Release archive	sudo apt install zip

Note: The Makefile expects Oscar64 at \$OSCAR64_HOME/bin/oscar64 and Oricutron at \$ORICUTRON_HOME/oricutron, defaulting to ~/oscar64 and ~/oricutron if those environment variables are not set.

Building from source

```
git clone https://github.com/xahmol/locifilemanager-v2
cd locifilemanager-v2
```

Target	Action
make	Build English app (build/locifm.tap)
make LANG=FR	Build French app (build/locifm_fr.tap)
make all-langs	Build all four tap images (EN+FR for app and demo)
make run	Build + launch EN app in Oricutron
make libdemo	Build library demo (build/libdemo.tap)
make libdemo-run	Build + launch EN demo in Oricutron
make docs	Regenerate PDF documentation from Markdown
make zip	Build all images + docs + release ZIP
make usb	Copy all tap images to USB stick (see below)
make clean	Remove build artefacts

USB transfer to real hardware

Copy tape images directly to a USB stick:

1. Copy `.env.example` to `.env` (`.env` is gitignored):

```
cp .env.example .env
```

2. Edit `.env` and set `USBPATH` to the directory on the USB stick:

Native Linux — path under `/media/`:

```
USBPATH = /media/yourname/USBSTICK/oric
```

WSL2 (Windows Subsystem for Linux 2) — no extra tools needed. Windows assigns the USB stick a drive letter (e.g. E:); WSL2 auto-mounts all Windows drives at `/mnt/<letter>`:

```
USBPATH = /mnt/e/oric
```

3. Plug in the USB stick and run:

```
make usb
```

This builds all four tap images and copies them to `USBPATH`.

Installation and start program

1. Copy `locifm.tap` (English) or `locifm_fr.tap` (French) to a location on the USB stick connected to your LOCI device.
2. Go to the LOCI user interface by pressing the red button on the LOCI. You should get the LOCI interface like this:



3. Go to the field to select tape images by pressing **T** (or navigate there with the cursor keys).
4. Press **SPACE** to go to the file browser.
5. Navigate to the location on the USB stick where you stored `locifm.tap` (or `locifm_fr.tap`).
6. Select it with **SPACE**.
7. Boot into the application by pressing **ESC**.
8. If the Auto load option of the LOCI is enabled, loading from tape starts automatically. If not, type `CLOAD""` and press **RETURN**.
9. The program should now load and start.

If no LOCI is detected, or the connected LOCI has a firmware version lower than required (see [Requirements](#)), the program shows an error message and exits.

For details on how to operate your LOCI device, see the [LOCI User Manual](#).

Keyboard commands

In file browser pane:

Key	Description
Cursor Up / Down	Move down or up in the file browser pane
Cursor Left	Go to parent directory
Cursor Right	Go to main menu

Key	Description
RETURN	Perform action selected for RETURN button: Select, mount or launch a file.
ESC	Exit application and boot to mounted image(s)
.	Go to next available LOCI drive for the active pane
,	Go to previous available LOCI drive for the active pane
/	Switch the active pane to the other pane
\	Go to the root directory of the drive in the active pane
D	Page d own in the file browser pane
P	Page u p in the file browser pane
T	Go to t op: first entry in the file browser pane
B	Go to b ottom: last entry in the file browser pane
S	Toggle if file is s elected or not.
A	Select a ll files in the active file browser pane
N	Select n one of the files, so deselect all, in file browser pane
I	I nverse selection in file browser pane
O	Toggle if directories are alphabetically s orted or not
F	Select which F ilter to apply for showing directory entries or disable filtering.
C	C opy present file or all selected files from directory in active pane to directory in non-active pane
V	M ove present file or all selected files from directory in active pane to directory in non-active pane
DEL	D elete present file or directory (recursively for non-empty directories, after confirmation)
G	Select t arget disk drive for disk images to mount to.
R	R ename present file or directory
M	M ount present file to disk, tape or ROM.
U	Select which drive, tape or ROM should be u nmounted.
W	Start b rowsing inside a tape image from present .TAP file
E	Create n ew directory
H	Show h elp screen for keyboard commands
K	Show properties (type, attributes, size) for the present file or directory
L	Set or clear a wildcard file name filter for both panes
J	View the present text file in a full-screen, word-wrapped pager
Y	Open the favourite directories popup

In main menu and pulldown menus

Key	Description
Cursor Up / Down	Move down or up in the pulldown menu options
Cursor Left / Right	Go to left or right in main menu.
RETURN	Select option.
ESC	Cancel (if allowed)

Joystick direction mapping to keyboard commands

The left, right, down, up joystick directions are translated to the corresponding cursor keys and invoke the same commands. The fire button invokes the same action as the RETURN key.

Main application interface

After application start, the main application interface looks similar to:

```

LOCI File Manager  Oric LOCI FW 0.3.1
App  File  Dir  Mounts  Tools  Info
Internal storage [15MB]
0: /
CONFIG.SYS
EncounterHD-EN-50HZ-v1.0.1.dsk  DSK
LOCIFM.CFG
LU00.dsk  DSK
OricScreenEditor/  DIR
basic10.rom  ROM
basic11b.rom  ROM
csharp.rom  ROM
dflat.rom  ROM
dflat041.rom  ROM
MSC 57.3 GB  USB  SanDisk 3.2Gen1 rev
1: /
System Volume Information/  DIR
basic10.rom  ROM
basic11b.rom  ROM
TAP/  DIR
DSK/  DIR
DEV/  DIR
Test/  DIR
Loci.zipp  DIR
    
```

Top line of the screen is a header showing application name, followed by the identification and firmware version string of the connected LOCI device.

Second line is the main menu bar. Go there by pressing the **Cursor Right** key or push right on your joystick.

Below are two panes, both representing a directory on a LOCI provided storage drive ID. The pane shown in yellow is the active pane, white the non-active. First line of both panes is the name identification of the drive from which a directory is shown, second line shows the active path of the directory shown, of which the first number is the drive ID number. 0 is internal storage, 1 to 9 the USB mass storage devices connected to the LOCI.

Below are the directory entries, shown per page of 10. First the name, to the right the type:

- DSK: Disk image
- TAP: Tape image
- ROM: ROM image
- LCE: LOCI Executable (not yet implemented)
- DIR: Directory
- spaces: unknown type

In the active pane, in cyan the present entry is highlighted. This can be moved up and down by pressing cursor keys or joystick. Also page up/down is supported, just as go to top or bottom. Based on the selected present files all commands are executed. Reference is made to the [Keyboard commands](#)

section above for available keyboard commands, see [Command explanation](#) for explanation of what all commands do and how they should be operated, sorted by the different main menu options.

Command explanation

App: Application options

```

App  File  Dir
-Confirm: Once
Return: Select
[CF] Type: None
[SD]rt: Off
[ESC] Exit
    
```

Confirm

Confirm is a toggle that decides if an 'are you sure' popup is shown, to confirm either a delete or a copy with overwrite action, once or on every individual file separately. Default is Once.

This function can be reached via the menu only.

Return

```

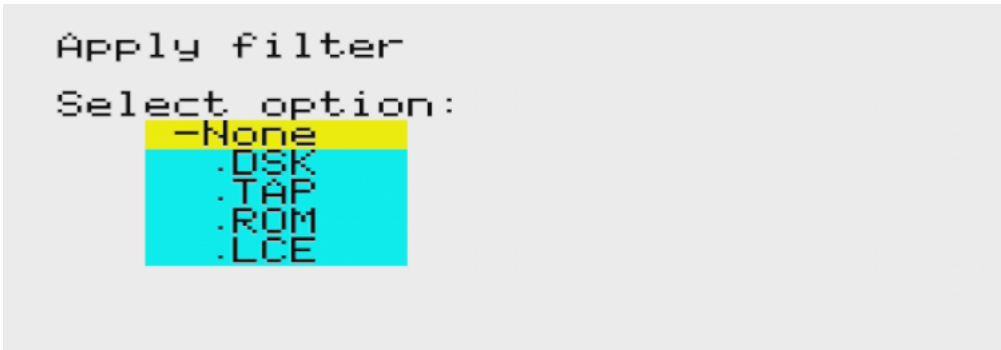
Action for enter
Select option:
-Select
Mount
Launch
    
```

Selects which action should be performed when pressing RETURN:

- Select: Toggles if the file is selected or not on pressing **RETURN**, so **RETURN** will behave as the **S** key. Default option.
- Mount: File will be mounted on pressing **RETURN**, so **RETURN** will behave as the **M** key.
- Launch: File will be launched on pressing **RETURN**. This means that all other mounts will be unmounted, present file will be mounted, and application will be exited to boot to this mount. **RETURN** in this case will behave as pressing first the **U** key for every active mount, then the **ESC** key.

This function can be reached via the menu only.

Type filter



Selects which filter to apply when showing directories. The menu shows the active value directly ([F] Type: None/ .DSK/ .TAP/ .ROM/ .LCE):

- None: No filter applied
- .DSK: Only .DSK disk images shown
- .TAP: Only .TAP tape images shown
- .ROM: Only .ROM rom images shown
- .LCE: Only LOCI Executables shown (not yet implemented as .LCE format is to be designed)

This function can be reached also by pressing the **F** key.

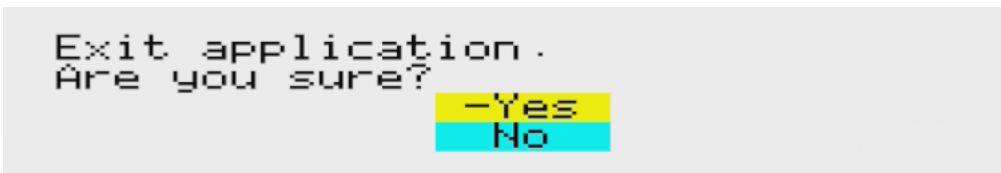
Sort

Toggle if sorting of directory entries is enabled or not.

NB: Sorting can be very slow on large directories, so beware of switching it on on those large directories. Also for this reason, default is Off.

This function can be reached also by pressing the **O** key.

Exit

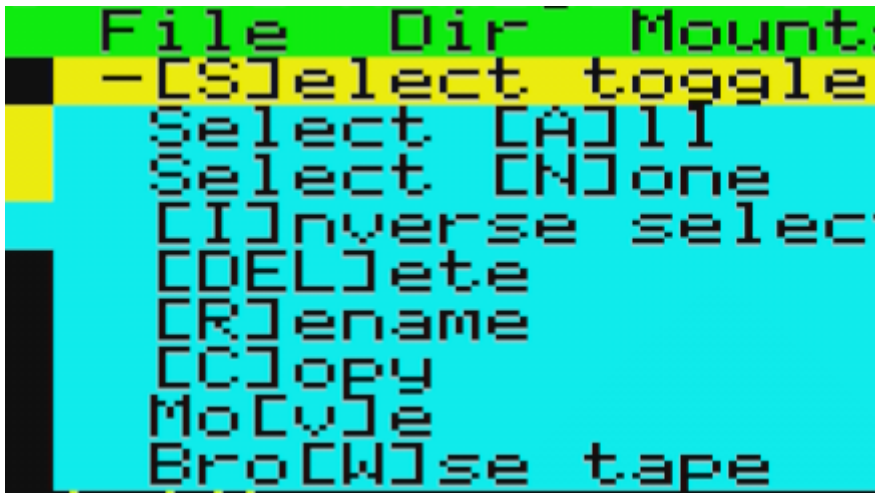


Application will exit and boot based on the active mounts (drive A > .TAP > ROM).

Autostarting from .TAP images is enabled.

This function can be reached also by pressing the **ESC** key.

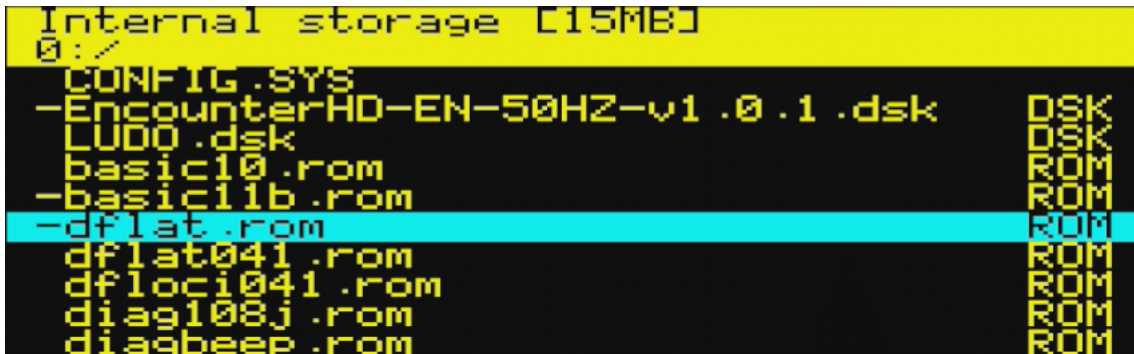
File: File operations



Select toggle

Toggles if presently highlighted file is selected or not. Selected files will be shown with a - before their name like in the screenshot below.

This function can be reached also by pressing the S key.



Select all

Selects all files in the present pane. This function can be reached also by pressing the A key.

Select none

Deselects all files in the present pane. This function can be reached also by pressing the N key.

Inverse select

Inverses the selection of files in the present pane. This function can be reached also by pressing the I key.

Delete

Deletes the present file or directory. Or, if a selection of files is made, all selected files.

A popup will ask for confirmation (based on the application configuration setting for Confirm in the App menu, only once, or for every file), after which deletion will proceed. Press key to return.

This function will also delete a directory:

- If the directory is empty, it is removed directly after the usual confirmation.
- If the directory is not empty, an extra "Directory not empty. Delete ALL contents?" confirmation is shown. Confirming recursively deletes the entire contents of the directory (files and subdirectories) and then the directory itself; declining leaves the directory untouched.
- Directories can not be selected, so deletion of directories has to be performed one by one.
- If the directory tree is deeper than 8 levels, the deepest level(s) may be left undeleted; a message will indicate this.

This function can be reached also by pressing the **DEL** key.

```

Delete 1 files:
LUDO .dsk

Delete file?
Name:
LUDO .dsk
  -Yes
  No
    
```

Rename

Renames the present file or directory.

A popup will appear to edit the name. Cursor keys and DEL key are supported in editing. Press RETURN to accept, ESC to cancel.

This function can be reached also by pressing the **R** key.

```

Rename file.
Enter new name:
EncounterHD-EN-50HZ-v1 .0 .1 .dsk█
    
```

Copy / Move

Copies or moves the present file or directory. Or, if a selection of files and/or directories is made, all selected entries. Directories are copied or moved recursively, including all files and subdirectories they contain; if the target directory already exists its contents are merged.

Copy or move will be performed from the directory in the active pane to the directory in the non-active pane. You can not copy or move to the same directory, in this case an error message will be shown:

```
Target dir same as active dir .
Press key .
```

If file(s) with the same name already exist, a popup will ask for confirmation to overwrite the files in the target directory (based on the application configuration setting for Confirm in the App menu, only once, or for every file).

```
Copy 1 files to:
1: /Test/from0/

Copying file:
EncounterHD-EN-50HZ-v1.0.1.dsk

File exists. Overwrite?

Name:
EncounterHD-EN-50HZ-v1.0.1.dsk
  -Yes
  No
```

Otherwise a popup will appear showing copy or move progress. Pressing **ESC** cancels immediately, even in the middle of copying a file; any partially written destination file is removed automatically.

```
LUCI File Manager  Uvic  LUFI FW 0.3.1
App  File  Dir  Mounts  Tools  Info

Internal storage [15MB]
0: /
  CONFIG.SYS
  EncounterHD-EN-50HZ-v1.0.1.dsk  DSK
  LOCIFM.CFG

Copy 4 files to:
1: /Test/test4/

Processing file:
LU00.dsk
██████████
Press ESC to cancel .
```

This function can be reached also by pressing the **C** key for copy or **V** key for move.

When copying or moving a directory tree deeper than 8 levels, the deepest level(s) may be left incomplete; a message will indicate this.

Browse tape

Enables browsing within a .TAP tape image. Obviously only works if the present highlighted directory entry is identified as type TAP.

Selecting first mounts the tape image. This popup is shown, press key to continue:

```
hunchbk.tap for tape .
Press key .
```

Then the active pane of the browser will look like this:

```
Tape: hunchbk.tap
1: /TAP/
?HUNCHBACK?      $0501      487b BAS
HUNCH            $58A0     15312b BIN
```

First line now shows Tape: to indicate you are inside a tape image, followed by the name of the tape image. Second line is still the active path to the tape image.

As directory entries now the files within the tape image are shown, starting with the name (if any), followed by the start address and size, finally the detected tape: BAS for a BASIC file, BIN for all others.

Inside a tape the copy, delete and rename functions do not operate (not possible, or not (yet) implemented). Therefore selecting files also does not work.

Only thing that does work in browsing tape is moving to the desired file inside a tape by pressing **RETURN**. This will give this popup:

```
Moved to file on tape .
Press key .
```

Go back to the normal directory by pressing **Cursor Left** (or joystick left).

This function can be reached also by pressing the **W** key.

Dir: Directory navigation and operations

```
e Dir Mounts Top
-[ \ ] Go to root
[ < ] Back
Page [D]own
Page [U]p
[ T ]op
[ B ]ottom
[ Ce ]w dir
```

Go to root

Go to the root directory of the drive in the active pane. This function can be reached also by pressing the **** key.

Back

Go to the parent directory of the drive in the active pane. This function can be reached also by pressing the **Cursor Left** key.

Page down

Go to the next page of entries in the active pane. This function can be reached also by pressing the **D** key.

Page up

Go to the previous page of entries in the active pane. This function can be reached also by pressing the **P** key.

Top

Go to the first entry in the active pane. This function can be reached also by pressing the **T** key.

Bottom

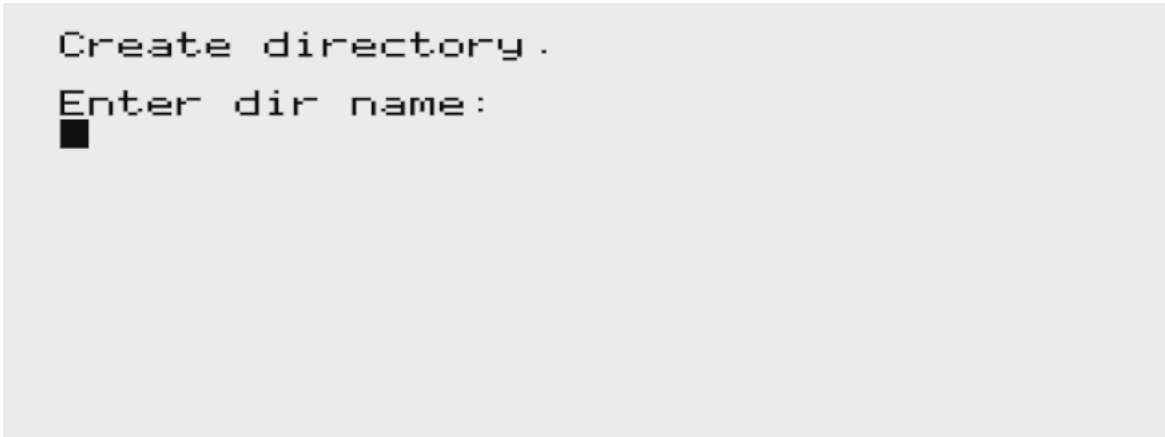
Go to the last entry in the active pane. This function can be reached also by pressing the **B** key.

New dir

Create a new directory in the active pane from the active path.

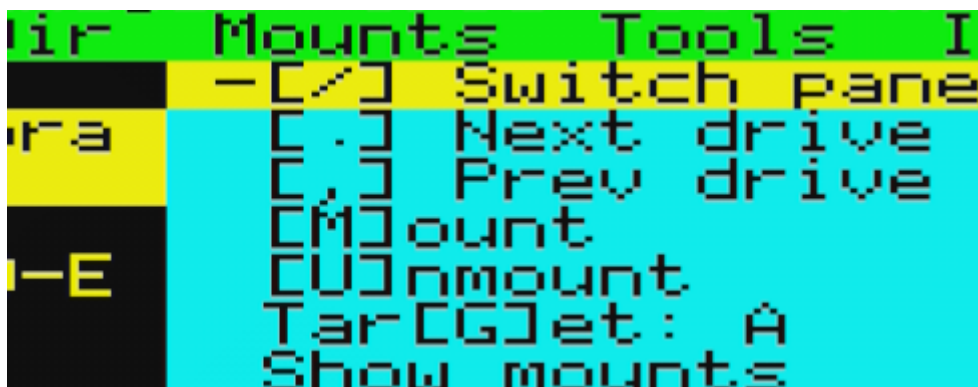
This will give a popup to enter the dir name. Input the name (cursor keys and DEL key can be used for editing), press **RETURN** to accept and **ESC** to cancel.

This function can be reached also by pressing the **E** key.



```
Create directory .  
Enter dir name:  
█
```

Mounts: Drive mounting and target selection



Switch pane

Switches the active pane to the other pane. This function can be reached also by pressing the / key.

Next drive / Previous drive

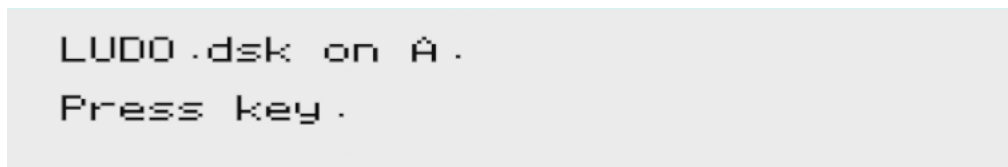
Goes to the next or previous available LOCI drive for the active pane. These functions can be reached also by pressing the . key (next) or , key (previous).

Mount

Mounts the present file, depending on its type:

- .DSK: mounted to the target disk drive (see *Target* below)
- .TAP: mounted to the tape deck
- .ROM: mounted to the ROM box

A popup confirms the result:

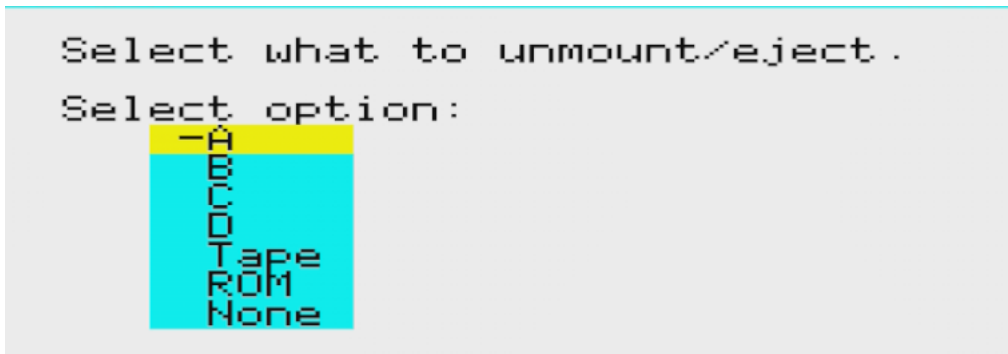


If browsing inside a tape image, this instead seeks to the start of the selected file on tape (see *Browse tape* in [File: File operations](#)).

This function can be reached also by pressing the **M** key.

Unmount

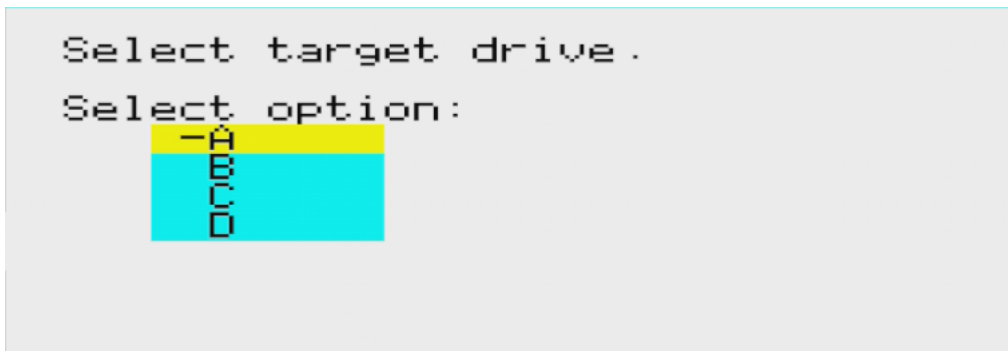
Opens a popup to select which drive, tape or ROM should be unmounted/ejected:



This function can be reached also by pressing the **U** key.

Target

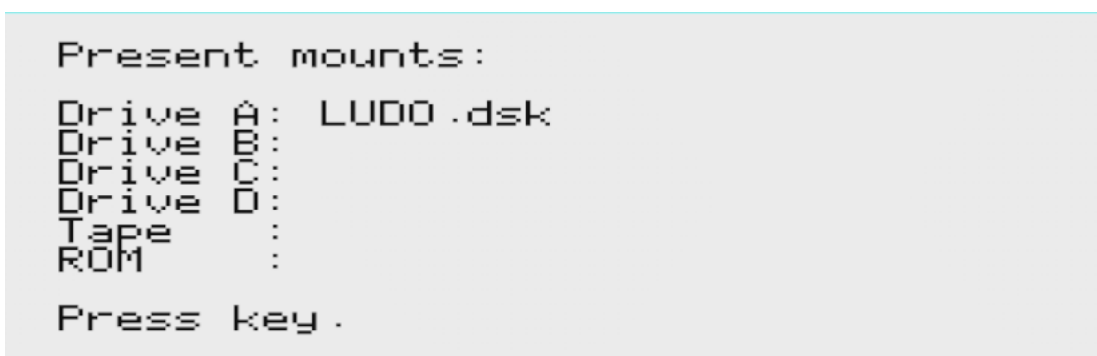
Opens a popup to select which disk drive (A-D) .DSK images are mounted to by *Mount*. The menu shows the active target directly (Tar[G]et: A/B/C/D).



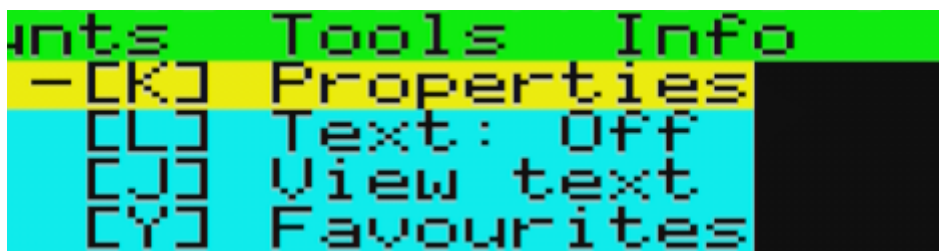
This function can be reached also by pressing the **G** key.

Show mounts

Shows a popup listing the filenames presently mounted to drives A-D, the tape deck and the ROM box. Press any key to close.



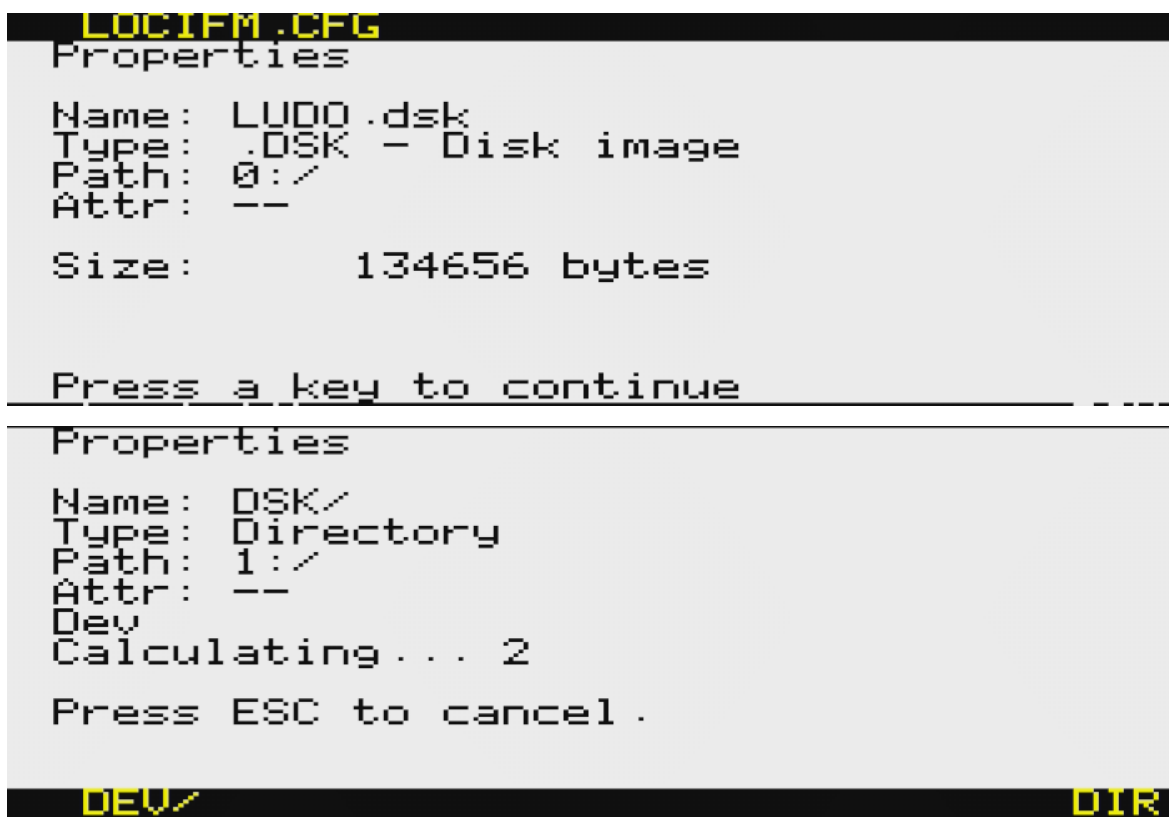
Tools: Properties, name filter, text viewer, and favourites



Properties

Shows a popup with details about the present file or directory:

- Name, type and the active path. Type is shown as a description: "Directory" for directories, ".DSK - Disk image", ".TAP - Tape image", ".ROM - ROM image", ".LCE - LOCI Executable", ".CFG - Config file" or ".SYS - System file" for those file types (matched case-insensitively), and the file's own extension (e.g. ".TXT") for any other file
- Attributes: R (read-only) and S (system), shown as a dash (-) if not set
- Size in bytes. For a directory, the size is calculated recursively over all files in its tree; while calculating, the popup shows "Calculating... N" (a running count of directories entered so far) together with the name of the directory currently being scanned, plus a "Press ESC to cancel." hint -- pressing **ESC** cancels the calculation, after which "Cancelled." is shown instead of a size. If the directory tree is deeper than 8 levels, the total is shown with a trailing "+" to indicate it may be incomplete.



```

Properties
Name:  DSK✓
Type:  Directory
Path:  1:✓
Attr:  --

Size:      17455872 bytes

Press a key to continue
DEV✓                                     DIR

```

Press any key to close the popup.

This function can be reached also by pressing the **K** key.

Text filter

Opens a popup to enter a wildcard pattern (using * and ?, case-insensitive) that filters the directory listing in both panes by file name. Directories are always shown regardless of the pattern, so navigation is never blocked.

```

Filter by name .
Current: None

Pattern (* ?), empty=off:
basic#

```

Enter an empty pattern to clear the filter. Press **RETURN** to apply, **ESC** to cancel without changes. This filter is not remembered across restarts.

The Tools menu shows [L] Text : On or [L] Text : Off depending on whether a pattern is currently active; the pattern itself is shown in this popup's "Current:" line.

This function can be reached also by pressing the **L** key.

View text

Opens the present file in a full-screen, word-wrapped text viewer. Press **SPACE** (or any other key) to advance to the next page, or **ESC** to exit back to the file browser. Paging is forward-only.

```
LOCI FILE MANAGER
This is a sample text file used to
demonstrate the built-in text viewer
of the LOCI File Manager for the Oric
Atmos .

The viewer displays the contents of a
file in a full screen window . Long
lines are automatically wrapped at
word boundaries so
that text remains readable regardless
of how it was originally formatted on
disk .

Press SPACE to move to the next page
of text . When the end of the file is
reached, press X to switch to a
hexadecimal dump of t
he same file, which is useful for
inspecting binary files or checking
raw byte values .

Press ESC at any time to close the
viewer and return to the file manager .

SPACE : next    X : hex    ESC : exit
```

Any byte that is not printable ASCII (0x20-0x7E) -- e.g. when viewing a non-text/binary file -- is shown as a . placeholder, so binary content displays safely instead of corrupting the screen or truncating the line.

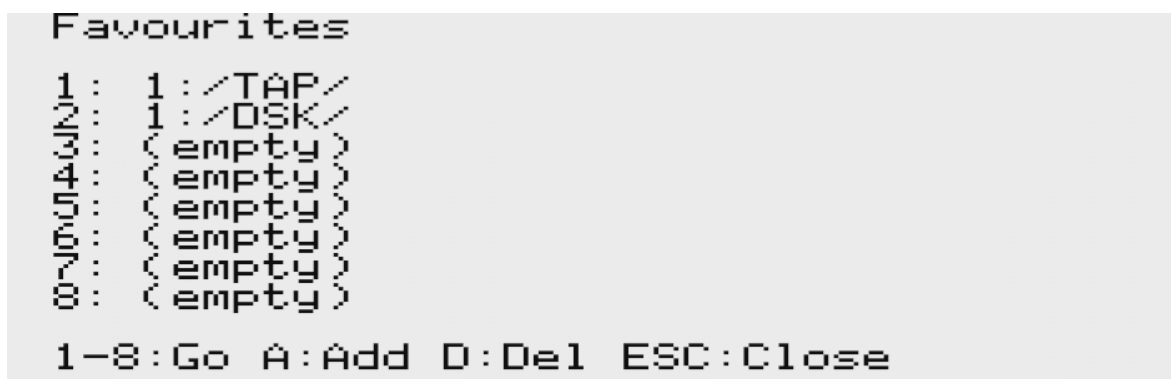
Press X at any pause point to switch to a hex dump of the same file, showing each byte's offset and hex value plus an ASCII column; press X again to switch back to the word-wrapped text view. Either way, the file is read from the beginning again in the new view.



This function can be reached also by pressing the **J** key.

Favourites

Opens a popup listing 8 bookmark slots, shared by both panes and saved to `0:/idi8b/locifm/locifm.cfg`. Empty slots are shown as "(empty)".



- Press **1-8** to jump the active pane to the directory bookmarked in that slot (no effect if the slot is empty).
- Press **A** then **1-8** to bookmark the active pane's current directory into that slot, overwriting any previous entry.
- Press **D** then **1-8** to clear that slot.
- Press **ESC** to close the popup.

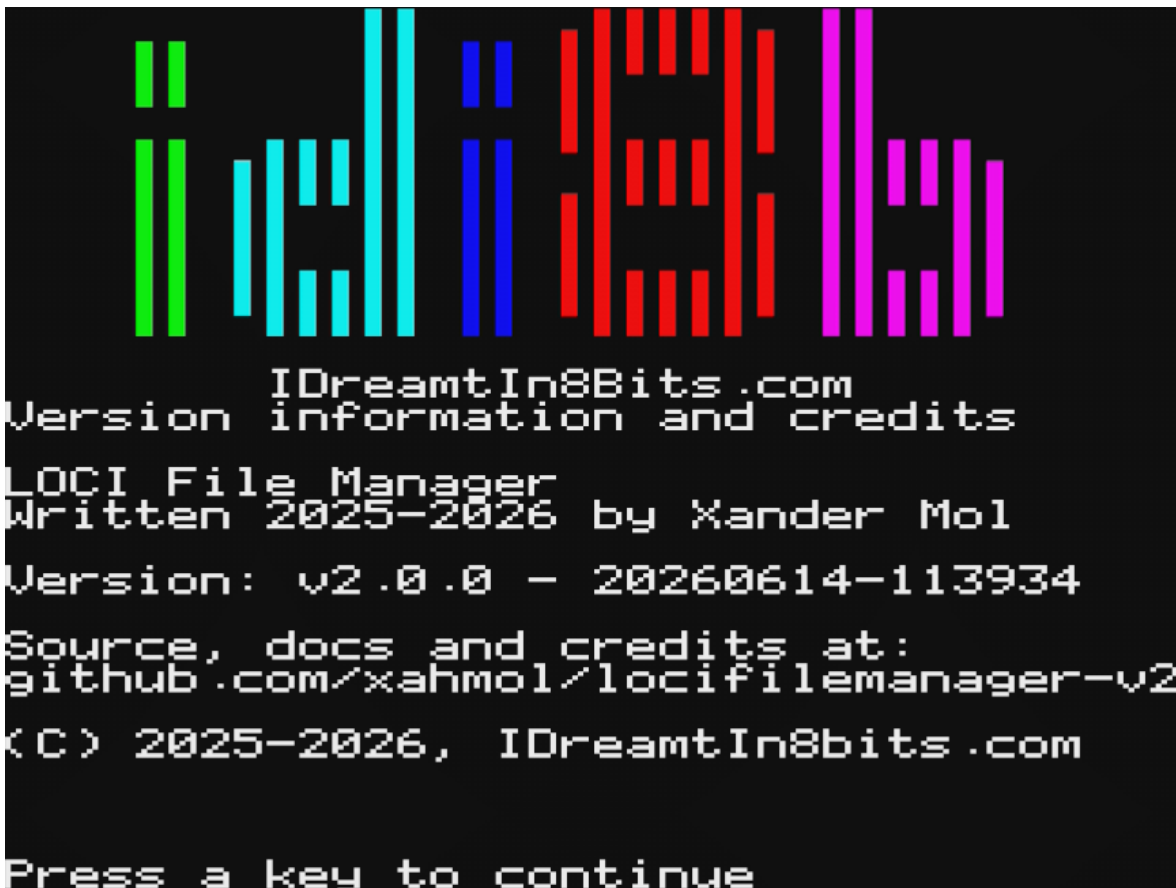
This function can be reached also by pressing the **Y** key.

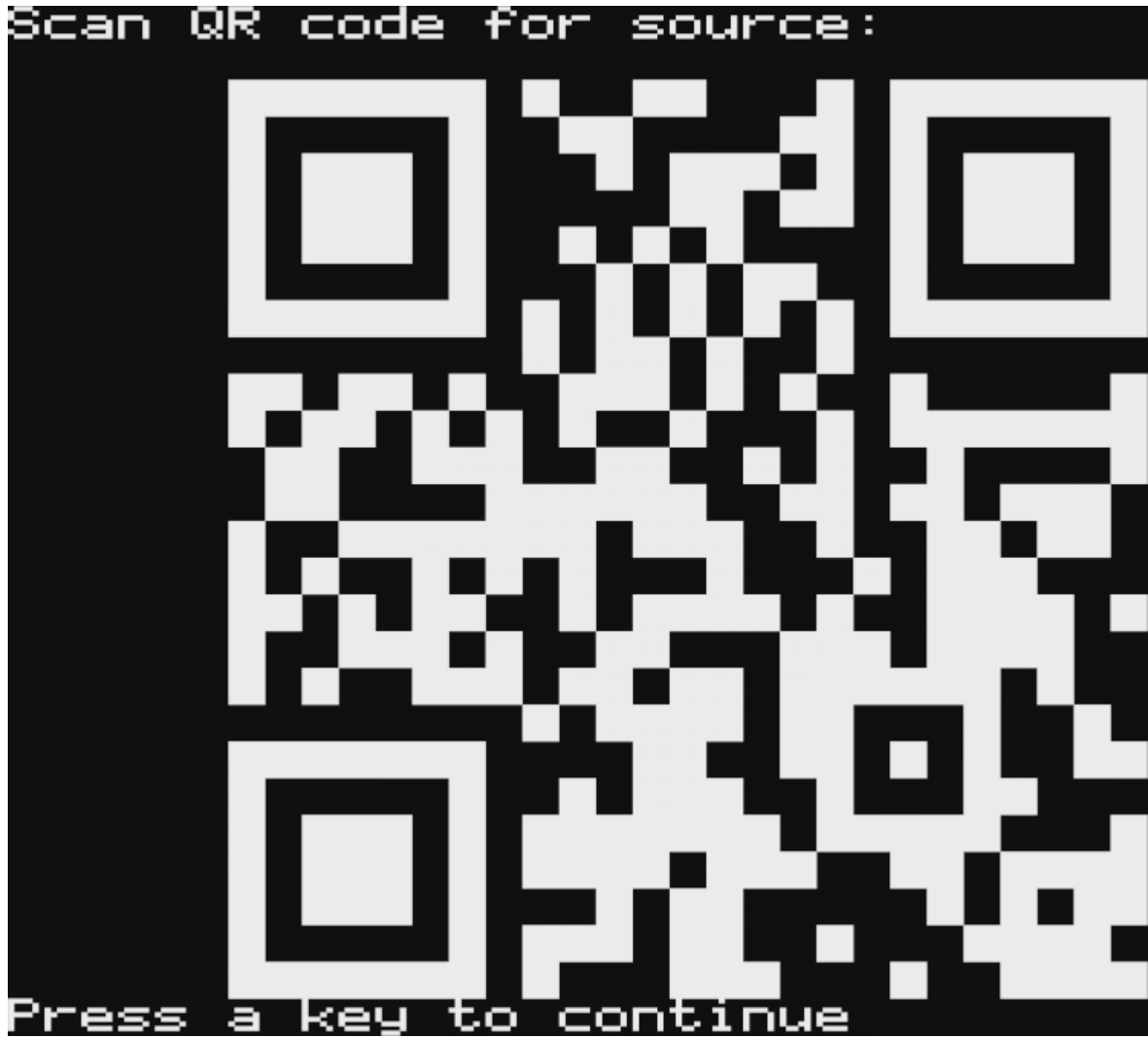
Info: Version information and help



Version/credits

Shows two full-screen splashes. The first displays the "I Dream in 8 Bits" logo together with the application name, version (vMAJOR.MINOR.PATCH - YYYYMMDD-HHMMSS build timestamp) and credits; the second shows a QR code linking to the project's GitHub page. Press any key to advance to the next screen, and again to return to the application.





Help

Shows a help screen for the keyboard commands.

```

Keyboard shortcuts help information
Curs Up/Do: Move up and down
Curs Left: Go to parent dir
Curs Right: Go to menu
RETURN: select/mount/launch
ESC: Exit application
./: Next/prev drive for pane
/: Switch pane
\/: Go to root
/P/T/B: Page down/up, top/bottom
/A/N/I: select toggle/all/none/inv
O: sort toggle
O: select filter to apply
/U: Copy/Move file(s)
DEL: Delete file(s)/dir
: Select target drive mount
/ U: Rename file/dir
: Mount/unmount
: Browse tape
: Create new directory
: show this help screen
: Properties
: Filter files by name
: View text file
: Favourites
In main menu and pulldown menus
Cur/Esc/Rt: Navigate/cancel/confirm
Press a key to continue
    
```

Version history and download

Version	Date	Notes
2.0.1	2026-06-22	Fix =/+ key never registering on real hardware (keyboard decode-table bug)
2.0.0	2026-06-14	First public release — Oscar64 rebuild

Changes from v1 to v2

v2 is a ground-up rewrite (Oscar64, bare-metal) of the v1 (CC65) implementation. For users coming from v1, the main differences are:

- Directories (not just files) can now be copied and moved, including all their contents
- Deleting a non-empty directory now offers to recursively delete its entire contents, instead of refusing
- A copy or move can be cancelled mid-transfer with **ESC**; any partial destination file is removed automatically
- A new wildcard filename filter (**L**) complements the existing type filter
- A new full-screen, word-wrapped text file viewer (**J**)
- A new properties popup (**K**) showing type, attributes and size, including a recursively calculated total size for directories
- Available in English and French
- New splash screens showing version info and a GitHub QR code

Previous versions (v1, CC65)

The CC65-based v1 implementation remains available at [locifilemanager](#):

- <https://github.com/xahmol/locifilemanager/raw/refs/heads/main/BUILD/locifm.tap>

Version	Notes
0.1.2	Add move function
0.1.1	Bugfixes on tape browse and boot preference
0.1.0	First feature complete beta release

Credits

LOCI File Manager v2 File manager for the LOCI mass storage device for Oric Atmos Written in 2025-2026 by Xander Mol

<https://github.com/xahmol/locifilemanager-v2>

<https://www.idreamtin8bits.com/>

For information and documentation on the LOCI mass storage device:

- LOCI User Manual
<https://github.com/sodiumlb/loci-hardware/wiki/LOCI-User-Manual>
- Sellers of my assembled LOCI device:
 - Raxiss: <https://www.raxiss.com/article/id/38-LOCI>

Code and resources from others used:

- LOCI ROM by Sodiumlightbaby, 2024
<https://github.com/sodiumlb/loci-rom>
- Oscar64 cross compiler by drmortalwombat:
<https://github.com/drmortalwombat/oscar64>
- v1 (CC65) LOCI File Manager, the functional reference for v2:
<https://github.com/xahmol/locifilemanager>
- CC65 cross compiler, used by v1:
<https://cc65.github.io/>
- DraBrowse source code for inspiration and text input routine DraBrowse (db*) is a simple file browser. Originally created 2009 by Sascha Bader. Used version adapted by Dirk Jagdmann (doj)
<https://github.com/doj/dracopy>

- lib-ijk-egoist from oricOpenLibrary (for joystick support via Raxiss IJK interface) By Raxiss, (c) 2021

<https://github.com/iss000/oricOpenLibrary/tree/main/lib-ijk-egoist>

- forum.defence-force.org: For inspiration and advice while coding.
- Original windowing system code on Commodore 128 by unknown author.
- Phosphoric, a cycle-accurate ORIC-1/Atmos emulator, used to drive the automated headless test suite (`make test`)

<https://github.com/benedictemarty/Phosphoric>

- Tested using real hardware Oric Atmos plus LOCI

The code can be used freely as long as you retain a notice describing original source and author.

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