



C64 The Orange Cartridge snap-fit cartridge shell

S Shellgame

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Summary

A plastic shell with snap-fits to contain The Orange Cartridge for Commodore 64

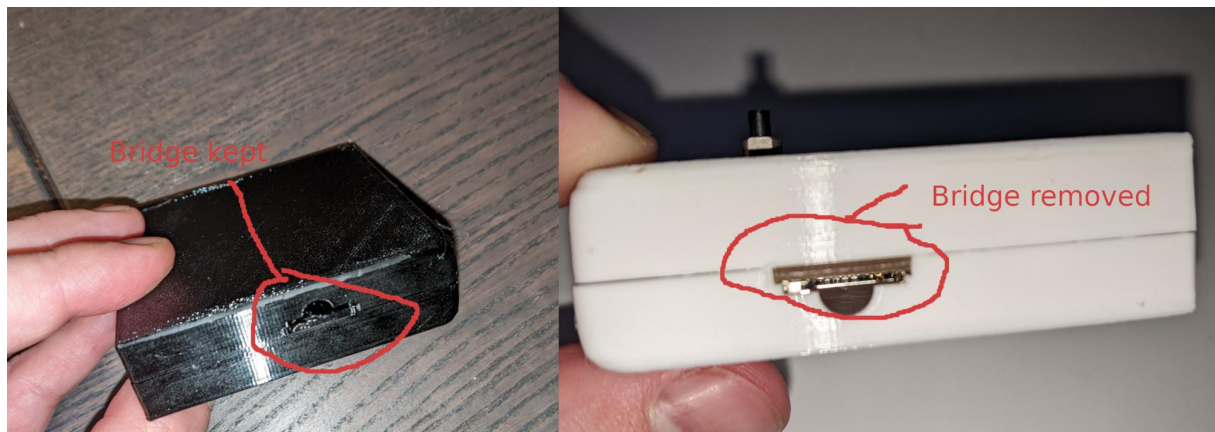
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A shell for the [The Orange Cartridge](#) if you got one from the [Kickstarter](#) or built one yourself. It uses snap-fits which works really well with PETG. It's not tested with PLA, but if someone has problems with that being too brittle; let me know and I'll work on a version made for the normal center screw instead.

There is a version with supports and holes for the RR-Net MK3 ethernet interface. It assembles pretty much like the normal version, but see my first make under the make tab for visual overview on how to assemble everything step by step.

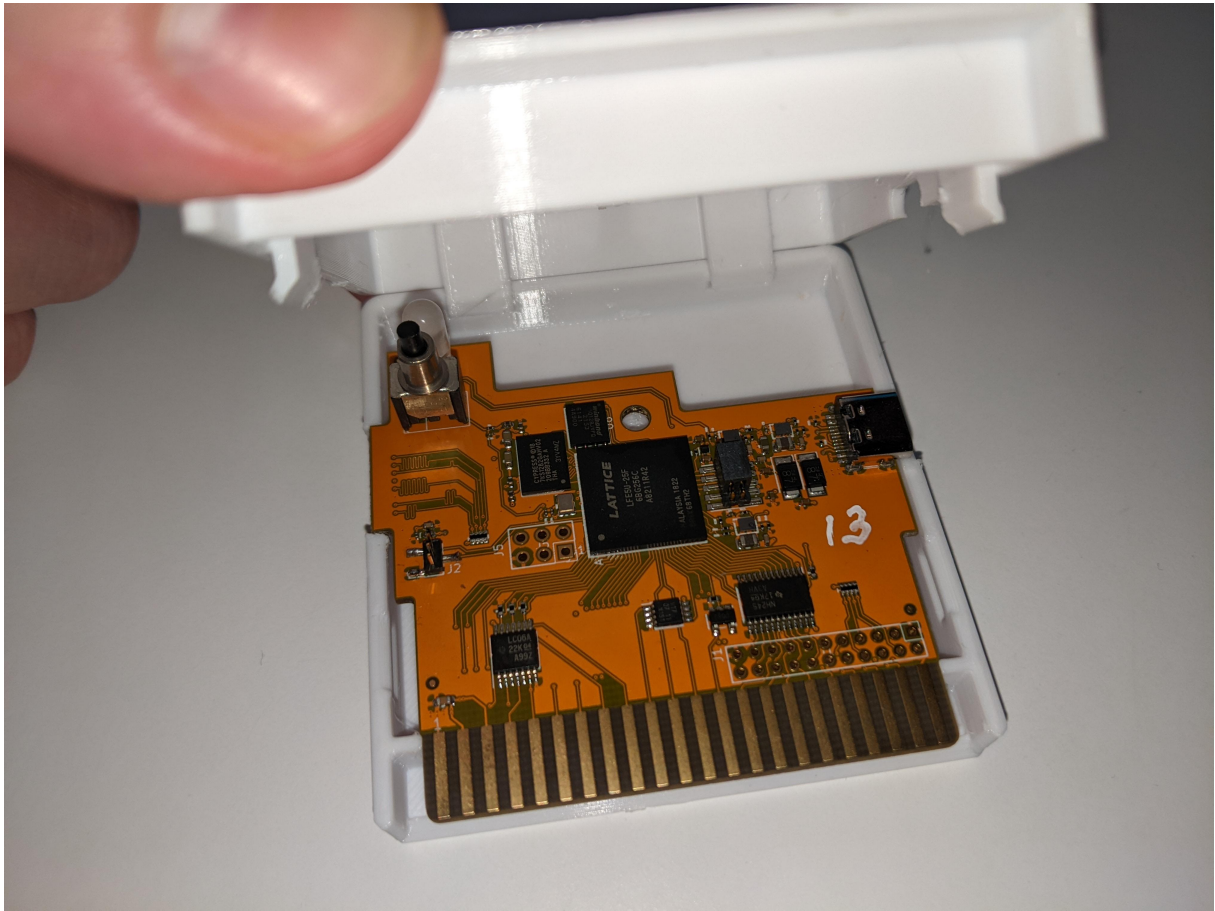
Note that the bottom half has a very narrow bridge over the SD-card hole that can be tricky to print depending on filament and how dialed in your printer is. If it gets messed up, snip it off, but it does make it a little bit prettier and assists in inserting the SD-card.



Mount the PCB in the cart by first firmly pushing it down in to the bottom. There are no margins in that part of the model, so it should keep the PCB firmly in position.



Put the top against the upper snap-fits:



Then line up the led and push button before applying any pressure. Note that the top LED is hand soldered is not necessarily completely straight. v25 of the shell has a 0.4mm margin to handle that, which was enough for my cart, but if it's not enough for yours, do not force it. Instead let me know and I'll fix a version with a bigger hole. Alternatively, a 5mm and a 5.5mm drill bit works well to ream with.



And finally just pinch it together:



To dismantle the cart again, you can finesse it and apply pressure at the sides of the top where the snap-fits are, but just applying monkey force at the connector end and pry it apart works just as well.

Enjoy!

(Marcus has made an OpenSCAD cartridge available, but it requires a screw and had some other things that I wanted to change. Since OpenSCAD and I don't see eye to eye this is built in Fusion 360. Not quite in the Open Source spirit of the rest of the project, but as soon as FreeCAD 1.0 is released with the topo-problem fixed I'll look at rebuilding the whole thing in that.)

Model files



orangecart_usbc-bottom-v25.stl



proto-orangecart_miniusb-top-v25.stl



proto-orangecart_miniusb-bottom-v25.stl



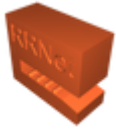
orangecart_usbc-top-v25.stl



rrnet-orangecart_usbc-bottom-v32.stl



rrnet-orangecart_usbc-top-v31.stl



rrnet-orangepcart_usbc-support-v31.stl

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