SPACE

NEWSLETTER for December, 2002

Jan 03

President's Corner
by Michael Current
December, 2002

Happy 2003!

Plans are in place to hold an auction at this month's meeting. If you have some Atari or Atari-related stuff you'd like to part with, now is your chance. If you're looking for bargains in Atari stuff, now's your chance too! All to help support our club.

Last month's party went very well as far as I could tell, as usual. I hope everyone had a great time. And thanks to all who helped plan, who made the arrangements, who brought supplies, and/or helped on the cleanup. We all appreciate it!

One prominent bit of news was that Glen completed work on a complete set of 8-bit DOM disks, and brought in that box to leave with Lance for shipping off to Carey Christenson for the 8-bit software library CD-ROM project. 367 disks are involved, I believe. We'd didn't quite know whether Carey was ready for this so soon, but this project has progressed nicely already it seems!

I also heard some work on the Biker Dave game from the previous month's DOM going on at the December meeting, but I confess I never really ascertained what was going on, or whether success was achieved. Maybe you can fill us in this month.

SPACE home page counter update: as of 12/21/02 at 10pm, 7163 hits since 2/9/02.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday January 10, 2003.

Treasurer's Report
by Greg Leitner
For November, 2002

We had a lot of fun at the December SPACE Xmas party, but I sure wished that more members could have made it. Seven members and three guests stuffed ourselves with more pizza than we should admit that we ate. Glen brought the dessert and we thank him for the ice cream.

Well, we start a new year and I hope this year can be as successful as 2002. The Club has more goodies to throw our way in 2003 including starting the year with an auction at the January meeting. It will probably be a short one though as not many items are coming our way to auction off. If any member has been holding onto Atari items that they might want to part with then this would be the auction to do so. Remember that the bidding starts at $1.00 higher than your asking price so the Club makes at least a dollar on everything that is auctioned. Here is your opportunity to make a few dollars on Atari stuff that you aren't using anyway.

Now for financial picture of SPACE going into the New Year.

Beginning balance for December 1, 2002: 1,243.74
Income for the December meeting:
Memberships 30.00
Dom's 21.00

Total income for the December meeting 51.00

Expenses for the December meeting:
Room rental-6 months 150.00
BBS phone 10.00
Pizza party 75.00

Total expenses for the December meeting 235.00

Ending SPACE balance for the year ended December 2002 1,059.74

There you have it! We ended the year above the thousand dollar mark. It looks like there won't be any cash problems for the new year, and I have already sent in our rental agreement for 2003 which says that our room rental will remain at $25.00 per month.

Thank you one and all for another great Atari year, and I hope that you and all your love ones had a great holiday season. See you in 2003.

Secretary's Report
By Brian-Angel C Little
For October, 2002

No Minutes Received in time for Newsletter.

The Macintosh version of MESS (Multi Emulator Super System) has been updated to version 0.61, and the Windows version to version 0.61.2. The MESS emulator supports a wide variety of game systems and computers, including the Atari 5200, 7800 and 8-bit computers. To download the latest Windows and Mac versions of MESS, please visit the MESS Homepage.

http://www.mess.org/
[This news item courtesy of Atariage.com: http://www.atariage.com]

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Howdy folks

The schematics to Guus Assmann's USB cartridge are now available at: http://www.strotmann.de/twiki/bin/view/APG/ProjUSBCart

It has not one but two USB connectors and uses the cartridge port of your Atari 8 bit computer.
CU Mathy van Nisselroy

****

The 512k XL upgrade that works rev:2.b
NOV 27/2002
Revised by Guy Ferrante -Atari8man-

First of All I would like to Thank Jeff Worley (Technoid Mutant) and Shannon Robbinson (Doctor Death) for Helping me Fix the 512k XL upgrade. Without there Help the 512k XL would not work at all.

  **** Many thanks to Mathy van Nisselroy! ****
**** He has encourge me to release this upgrade. ****

There's a 512k XL upgrade on the Internet at the British Underground web-site that dose not work, I tried 3 times and even spoke about that upgrade to Bob Puff (CSS) and he told me that he to could not get that upgrade to work either. I was ready to give up on the idea of having a working 512k XL but thought I would start researching the darn problem, and by talking to other's that have tried to fix the upgrade. Well after a few months of fooling around with it and gathering notes from other people, the Problem with the 512k XL was fix for good!

I then sent the XL to Atari Classic magazine for review, The Publisher Ben P. had a Ball testing the XL and Told me that its was the most XE compatible XL he has ever seen! and that he wanted to publish the upgrade in Atari Classic. Just a few weeks Later Jim Hood passed away and Bob Wooley took over Atari Classic, and the upgrade was never published.

NOTE: You must know how to read the pins on ic's and have some soldering skills to do this Mod, if you smoke your XL's or yourself tobad. You can allways find someone that will do this simple upgrade for you at any Atari user club.

When your done with this upgrade you will have a perfectly working 512k XL thats more compatible with the XE than just the stocked rambo, a 448k ramdisk and that 10 second (rambo) delay is gone for good! you can now turn your computer on/off without counting to 10! Sparta dos and Mydos work perfect with this mod, Sparta dos-X

recongnizes 320k of it, ICD never release enough info on SDX sorry. So if you want to use all the Ram use any binary version of Sparta dos and Mydos 4.5

First of all you must have a perfect working 256k Rambo or Claus Buchholz computer and you will need these parts:

8) 256k Dynamic Rams (150 ns or better)
1) 74LS139
1) 33 ohm resistor 1/4 watt, but 1/2 watt will work also
1) Spool of wirewrap

INSTRUCTIONS: Open up your computer and remove the 8 ramchips then install the new ramchip and do a memory check to be sure that the new rams are ok and test fine. If they test good then remove them to. Now bend out pin 15 on 8 of them, clip in half all the pins you bend out. now you must pigyback the chips with a bend pin 15 ontop of the 8 chips that do not have a bent pin 15 and solder them together. Now replace the rams into the computer and daisy chain all the bend 15 pins together with hookup wire.

Bend out all the pins, except pin 8 and 16 on the 74LS139. clip in half all the pins you bend out. Now solder a small wire between pin 15 and 8 and another short wire between pin 3 and 10 now clip one lead on the 33-ohm resistor to 1/4 in lenght and solder it to pin 7.

Now locate the PIA (u23) part # CO14795 and bend up pin 17.

Locate R108, a 33-ohm resistor there are 2 immediately below the row of ram scockets on the board, heatup the inside end and pull it up (This resistor gose to pin 15 on the lower banks) so use a multi-tester to find the correct one.

Now solder pin 8 and 16 of the 74LS139 to any 16 pin chip on the motherboard I use u28 but there are others to use, this provides power to the 74SL139.

Now solder a wire from pin 1 on the 74SL139 to the pad where you just removed 1 lead of R108.

Now Solder a wire from pin 5 on the 74SL139 to the lifted lead of R108.

Now Solder a wire from the resistor on pin 7 of the 74SL139 to pin 15 on the top row of rams (the daisey chain)

Now Solder a wire from pin 11 on the 74SL139 to pin 6 on the MMU pal (U3 part # C061618) this use to be connected to pin 17 on the PIA before you pulled it up.

Now Solder a wire from pin 13 on the 74SL139 to pin 17 on PIA.

Now Solder a wire from pin 14 on the 74SL139 to pin 14 on the rambo 74SL153 (IC2).

Now Solder a wire from pin 2 on the 74SL139 to pin 2 on the rambo 74SL153.

------------------------THATS IT your done!------------------------

Test the computer and if it works fine use HOT GLUE to tack down the wires.

If you computer dose not turn on then check for shorts and solder bridges you may have made and try again. I have build 30 or more of these upgrades for Atari users with out problems.

NOTE: Best computer sell the Wiztronics 256k upgarde, there are problem when doing this mod on it. It will work but puts lots of RF on the screen. Use Rambo or the Claus Buchholz ONLY!! I will fix the Wiztronic problem at a later date.

Mydos user:

Here's what you need to do to setup the ramdisk:
At the Mydos menu press o
Drive number (return) enter nothing
Verify writes (y/n as you wish)
Number of file buffers (as you wish)
Ramdisk present? Y
[A]xlon or [X]E type? X
Use default config for 448k Y

Use Option H to write dos back to disk with the new configuration and reboot.

EXTENDED MEMORY BANKS:

EF EB E7 E3 CF CB C7 C3
AF AB A7 A3 8F 8B 87 83
6F 6B 67 63 4F 4B 47 43
2F 2B 27 23

Bits used of Port B - 765432

---Things to look for in the Future that we are working on---

320k XL even more compatible with the XE than the 512k XL! by (Atari8man)
Comming soon
A revised Claus Buchholz compatible upgrade by (technoid Mutant) code name (Sly Stalone!) (done)
MIO Clone (1 meg version) in the works 75% completed
256k Ramcart (done) will soon be for sale

If you Need help with this mod I can be found on the CTH BBS or comp.sys.atari8bit newsgroup

guyferrante@cfl.rr.com
Atari8man9@netscape.net

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--From: Kevin Savetz <savetz@northcoast.com>
--Date: Wed, 04 Dec 2002 19:48:25 GMT

The new version of Atari800MacX was released today. It now allows programming of gamepad buttons, has updated the hard disk emulation, and fixes several 5200 releated bugs.

http://members.cox.net/atarimac
[This news item courtesy of Atari.org - http://www.atari.org]

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--From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
--Date: 12 Dec 2002 11:11:21 GMT

Hi folks,

a new Atari emulator for Linux is ready for launch-off.

Features of atari++:

- precise sound and graphics emulation for the atari800,XL and XE series
- includes undocumented features like GTIA priorities, color fiddling, configurable p/m graphics collisions
- ANTIC scrolling bugs
- 6502 bugs/extended instructions, precise timing of the DLIs including DMA cycle stealing.
- POKEY "high pass filters", including "Software Speech" generation
- generation of screen snapshots and audio snapshots (as .wav)
- disk drive emulation for .xfd and .atr files and built-in loader supportfor executables (.EXE and .COM).
- printer support
- joystick support thru analog joysticks, mice, keyboard, or digital (atari) joysticks by a simple home-made interface.
- host file system access
- very configurable by build-in user menu
- provides an X11 output and - if availabe - SDL graphics output
- generates sound thru the OSS sound drivers or alternatively generates a .wav file.

and finally, for all the programmers amongst us,

- comes with documented source code and manual
- and has a clear object oriented design in C++.
- configures itself thanks to "autoconf"

The got tested fine under Linux (Debian, Suse,...), Solaris and IRIX. It should work on a lot more "unixoid" systems.

If you're interested, I'll hand out a tar-ball of the sources, ready for compilation, please drop me a mail at thor@math.tu-berlin.de.

You'd just need to run "configure", then "make", there's no hassle to compile it.

So long, Thomas

****
LOS ANGELES--Dec. 19, 2002--They can run, they can hide, but in the end, the most wanted will not escape the relentless pursuit of Jake Seaver in Atari's "Fugitive Hunter" for the PlayStation®2 computer entertainment system. Developed by Black Ops Entertainment, "Fugitive Hunter" is a fierce, first-person action game featuring an innovative third-person Capture Mode that allows players to bring the world's most sinister criminals to justice.

"'Fugitive Hunter' was inspired by the FBI's 10 Most Wanted List and completely captures the excitement, drama and danger associated with hunting down today's worst criminal elements," said Jean-Philippe Agati, senior vice president and general manager of Infogrames' Los Angeles studio. "Players are transported into the role of a modern day bounty hunter and tasked with not only tracking these fugitives down but more importantly bringing them to justice."

Players take the role of Jake Seaver, a former Navy Seal, who specializes in the apprehension of criminals too elusive for law enforcement agencies. When a terrorist bomb destroys Seaver's home base at the Criminal Interdiction and Fugitive Recovery (CIFR)

headquarters, players set out to find those responsible. The manhunt spans exotic locations worldwide as players unravel an expanding web of terror that ultimately leads to the Middle East.

A total of nine highly modifiable weapons will be available throughout "Fugitive Hunter." Players begin the game with a pneumatic flechette dart gun to immobilize enemies, but can quickly secure more powerful weaponry, such as the assault rifle, flamethrower and the variable-ammo grenade launcher. Many weapons can be customized during gameplay by attaching sniper scopes and silencers, which provides nearly endless variation to every firefight.

"Fugitive Hunter" also features true-to-life motion capture animation for every character in the game -- from standard running cycles and defensive maneuvers, to spectacular stunt animations never before seen in a video game. Each motion is the work of the same Hollywood stunt doubles responsible for the amazing work in "The Matrix" and "Fight Club."

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Atari Drum Machine Version 3.3, coded in 1988 by Chaos from Poland

Available on the SPACE November 2002 DOM

Documented by Michael Current, SPACE, January 2003

The Atari Drum Machine is just the program I've always wanted. It supports 8 sound effects. Sounds can be put together to build a Pattern made up of up to 16 beats/time-slices, with up to 2 voices/sound effects available to play simultaneously. Up to 100 unique Patterns can be stored in memory at a time. Finally, Patterns are put together into a sequence, which can include up to 500 instances of those up to 100 unique Patterns, to make up a Song. The Pitch of the sounds can be adjusted (just all at once, not individually), and the Tempo of the Song can be varied very greatly as well.

When the program is loaded, a complete sample song is loaded and starts playing. Press any key to terminate playing. Now clear the sample song from memory: Use the cursor down key (no need to hold [control]) to select Clear All; hit [return]; hit 'y' to confirm.

Now then, what is on the screen? Along the top of the screen is the "Use" menu, which lists all the valid keys you can press to do something right now. Next down the screen is the Pattern Edit window, containing two rows representing Voice 1 and Voice 2, and the 16 (empty) time-slices/beats which make up the current Pattern. Continuing down the screen, we have a row of information about the current song's Pitch and Tempo, we have the number of the current Pattern, and we have the number of the Last pattern we edited.

In the lower right of the screen is the legend for the sound effects available, including the key used to select a sound, the name of the sound, and the symbol used to indicate the sound in the Pattern Edit window:

Keypress Sound effect Symbol
Q Bass drum Bs
W Snare drum Sn
E Middle tom Mt
R Low tom Lt
A Rimshot Ri
S Hi0hat closed Hc
D Hi-hat open Ho
F Clap Cl

Finally we have the function menu in the lower left of the screen. Use the cursor up/down keys to select items from this menu, and [return] to select. Watch the top of the screen for instructions after you've selected an item from the function menu.

A little about pattern editing. You use the left/right arrow keys to position the cursor at a particular beat in the pattern. Use one of [QWERASDF] to add a sound effect at the cursor position, or use [space] to clear the beat at the cursor position. Each beat position can hold up to 2 voices. The program takes care of the details. If you enter one sound effect on a given beat, one voice is used. If you add a second effect at that same beat, both voices are used. If both voices are already used on a given beat and you want a different sound on that beat, you'll have to first use [space] to clear that beat.

Next let's look at the options on the function menu:

Clear pattern - clears the current Pattern from memory. Does not wipe out the entire Song.
Set length - Let's you change the number of beats in the current Pattern.
Defaults to 16, can be as short as 1.
Set Tempo - Let's you set the Tempo for playback of this Song. Can be 1-80.
Set Pitch - Let's you adjust the pitch of all of the sound effects, with one setting. Can be -1, 0, or 1.
Rotate pattern - A powerful little function that let's you shift where you've placed sound effects in the current Pattern.
Copy last - Clears the current Pattern, replacing it with the Last pattern you had on the screen. (Remember where the number of the Last pattern is always indicated on the screen!)
Play pattern - find out what the current Pattern you're editing sounds like.
Write Song - A deceptively important function. Shows you a window of your Song, as made up of Lines, where each line is indicated by a Pattern number. Line: indicates the line number where your cursor is presently placed in your Song. The last line in the song is always "stop." Press [return] to insert a line containing the current Pattern into the Song, at the present cursor position. Use the [Delete bk Sp] key to remove the line under your cursor (shortening your Song). Free: indicates how many additional lines you can add to this song. Finally, also at this point you can enter a two-digit number to select a different Pattern number from the one currently on the screen.
Play song - Plays your composition in its entirety!
File - Includes DIR, SAVE and LOAD functions
Clear all - Clear your entire Song from memory
Exit to system - return to DOS.

That's it, I hope this helps you enjoy this fantastic program!

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A-T-A-R-I
Answers, Tips, And Relevant Information
1986.11

by Paul Alhart
Have you ever seen someone use the POWER SWITCH on their (or even worse, on YOUR!) computer as a RESET SWITCH?? Switching power off and on is one of the hardest things your ATARI will ever have to deal with. If a "lock-up"
makes turning off power necessary, count to ten before you turn it back on. This will give the capacitors and other electronic stuff inside your ATARI a chance to discharge before they are hit with power again. When power is turned on the computer does a "Cold Start". The

RESET button normally causes a "Warm-Start". A warm-start will not erase your program from memory, a cold-start will.

If you need a cold start, give your ATARI a break and try this:

>From DOS: Select >M Run at address< and enter the Hex address >E477<.
This is the address of the cold start routine.

>From BASIC: Type >BYE<. This will take you to memo pad or to the ATARI logo depending on which model you have. Then press >RESET< for a cold start.

>From BASIC: Enter the command >X=USR(58487)<. This can be entered in the direct mode or from within a program.
note. 58487 is Decimal for Hex E477

Remember: Being nice to your ATARI is a lot easier than trying to get it serviced.
Now on to the question of the month.
What do they mean by the term artifical color? If it's not really Red than what color is it? Think about it. As you can see I need some questions to answer or you'll have to put up with this every month. If you already know all the answers then contact me anyway. I can use your help in the Advanced Basic Sig.
That reminds me. I want to thank all who attended the Advanced Basic Sig. last month. Please plan to come back this month. I am over my case of nerves and my head cold and I have some really "Trick stuff" to show you at the November meeting. Bring a Blank/Formatted disk, a pen, and paper. See you then.

****
--From: "Technoid Mutant"
<technoid@nospam.30below.nospam.com>
--Date: Fri, 13 Dec 2002 04:14:06 -0500

I know it is a sin, but most of you aren't handy with a soldering iron. God forgives you.

I make this offer:

If you will guarantee shipping in BOTH DIRECTIONS, I will upgrade your Atari's memory, pokey, etc for free (in terms of labor). You are responsible for all parts. I would much prefer it if you contacted me prior to shipping with your requirments so that I can give you a list of the parts required for you to provide with the machine. Barring that I'll source the parts myself but what you will experience is a significant delay in the upgrade process and delivery of your upgraded machine.

I will not be available to provide this service from the 23rd of December 2002 through the 6th of January 2003. Please take this into account when you make your order.

Notes:

Wire is not needed or asked for as regards these upgrades. I have enough high-quality wire to last a lifetime.

Circuit boards are allways nice. If you love me, include a little circuit board (12cm X 12cm give or take) with your shipment even if it isn't required for your upgrade.

If you need anything specific (such as a 1200xl mod for power to the sio port). Please include this as a requirment in your email.

Finally, my email is TECHNOID@30below.com

If you wonder why I'm not including a shipping address, it is to foil the idiots who would just drop thier machiines it the mail with no explanation whatsoever. This way I have some limited control on what is got and what I need do.

I'm a qualified technician of 22 years experience. Your prize Atari is safe in my hands.

Again, I do this as a service to the Atari Community. No more. Any fault sare your own to own. I claim no and will accept no liability. These machines are old as dirt to begin with and it is rude to assuume I am imperfect if it is faulty.

Given the above caveat, your machine will function as perfectly as I can make it and as reliably as any Atari computer. That is a nice thing to hear. Atari computers are astonishingly reliable. I have loved them, will love them and will keep on loving them.

Best regards,

Jeffrey S. Worley

****
--From: uz@remove-to-reply.musoftware.de (Ullrich von Bassewitz)
--Date: Sat, 14 Dec 2002 18:40:03 +0100

I'm proud to announce version 2.9.0 of CC65, a C crosscompiler / crossassembler combo for 6502 systems.

CC65 has C and runtime library support for many of the old 6502 machines,including

- The Commodore VIC20 (contributed by Steve Schmidtke <steve_schmidtke@hotmail.com>).

- The Commodore C64 and C128.

- The Commodore C16, C116, Plus/4.

- The CBM 510 (aka P500), a quite rare Commodore machine (programs run in bank 0).

- The CBM 600/700 family (programs run in bank 1).

- Newer PET machines (not 2001)

- The Apple][(library support by Kevin Ruland <kevin@rodin.wustl.edu>)

- The Atari 8 bit machines (thanks to the Atari team: Christian Groessler <cpg@aladdin.de>, Mark Keates <markk@dendrite.co.uk>, Freddy Offenga <taf_offenga@yahoo.com> and David Lloyd, <dmlloyd@atari-central.com>).

- GEOS for the C64 and C128 (GEOSLib by Maciej Witkowiak <ytm@elysium.pl>)

There is also rudimentary support for the Oric Atmos (startup file and linker config, but no library support) contributed by Debrune JÈrÙme <jede@oric.org>.

The libraries are fairly portable, so creating a version for other 6502s

shouldn't be too much work.

New features in this release are:

* Assembler:

- In the .local directive, transfer the local char to the created symbols, so ".local @L1" will create cheap local symbols in macros.

- New commands .PUSHSEG and .POPSEG to save and restore the current segment.

* Compiler:

- Optimization for memset (call bzero if fill value is zero).

- Better handling of unknown pragmas, support for _Pragma().

- Local variables of compound type may now be initialized.

- Register variables are back again and they work better than ever before! The plasma demo has a speed increase of 30% using register variables, the fire demo more than 60%. Note that these are special cases (small loops with a high loop count), so these numbers may not be typical.

- More optimizations, especially register variable related ones.

* Linker:

- Support for more o65 attributes and "simple" o65 files

- The linker is able to generate cc65 specific o65 modules.

* cl65 utility:

- Output the command line for the subprocesses when -d is given

* Library:

- A module loader allows to load o65 extension modules at runtime. These fully relocatable modules can be used as drivers, overlays or whatever.

- Completely new graphics library (currently supported: C64) using loadable graphics drivers.

- RS232 module for the Atari (written by Christian Groessler)

- New _randomize() function for all platforms

- Complete set of functions from time.h. All that has to be supplied is a machine speficic _systime function.

- Most CBM file functions are now written in assembly.

- C file I/O support for the following platforms: C64, C128, C16, C116, Plus/4, VIC20, PET. This is probably one of the most requested additions!

- New API to access extended memory with loadable drivers for: C64 with GeoRAM cartridge, C64 with REU, C64 using RAM behind kernal and I/O area. C128 with GeoRAM cartridge, C128 with REU and C128 using the RAM in bank #1.

* Platforms:

- Some small improvements for the Apple][:

o revers() should now work correctly (do nothing)

o Binaries have an AppleDOS 3.3 header

- Support for VLIR files under GEOS

- Minimal support for the Oric Atmos (just the startup file -- contributed by Debrune JÉrÙme)

- Support for the VIC20 (Steve Schmidtke). The standard linker config is made for the standard memory setup (3.5K) which is too small for most serious things. You have to use an external memory config when linking for a VIC20 with memory extension.

- The C16/116 and Plus/4 are now separate platforms. The new Plus/4 target does banking and supports up to 59K of memory, while the C16/116 works without banking (and the overhead) and supports up to 28K. Both are still compatible, so C16 programs will run on the Plus/4, and Plus/4 programs will run on an expanded C16 or 116.

* Documentation:

- New function reference (incomplete)

* Bugfixes and minor improvements as usual.

There is still no support for the following features:

* Floats and bit fields.

* stdio file routines on some systems.

* The 80 column mode on the C128 is not supported by the conio library.

Available packages:

As usual I will provide the complete sources and several binary packages, including RPMs for RedHat Linux. Linux is the primary development platform, so the sources do compile out of the box on Linux machines.

Please note that there are separate RPMs for the compiler proper and the target specific libraries. To develop for one of the predefined target systems you need the compiler RPM package *and* one of the target machine packages.

Binaries for DOS and and Windows will follow or may already be available at the time you read this. OS/2 packages will again be available, but since there are almost no downloads for OS/2, so the host platform may get dropped in the near future (again). As with the RPM packages, you need the package for the development system (Windows, etc.) *and* one or more of the target machine packages.

Download:

For more information and a download link, please visit the cc65 web page at

http://www.cc65.org/

Mailing list:

There is a mailing list for discussing cc65 related issues
(programming, suggestions, bugs, ...). See

http://www.cc65.org/#List

for information on how to subscribe to this list.

Thanks to all who sent feedback and suggestions, and of course to
anyone who helped developing cc65!

--
Ullrich von Bassewitz uz@remove-to-reply.musoftware.de
6:39pm up 73 days, 4:54, 17 users, load average: 0.00, 0.21, 0.46

****
--From: Thomas Richter <thor@cleopatra.math.tu-berlin.de>
--Date: 19 Dec 2002 14:05:47 GMT

Hi folks,

a new version of the atari++ emulator is ready for release. Besides
several bug fixes, the following new features are available:

- Improved the disk-drive built-in .EXE bootstrap code.
- Added snapshot files to put the machine state on disk.
This allows to save a game in the middle of the game
play and continue from that point later on.
- Integrated 5200 game console emulation.
- Fixed/improved cartridge management: The menu will now show
only the useful cart types for the selected file.
- Added SDL sound support.

Greetings,
Thomas

****
The ABBUC (Atari Bit Byter User Club) Software Programming
Contest.
(Official version)

At the latest yearly meeting of the ABBUC, the members of the
ABBUC have decided that a software programming contest should be
held. The purpose of this contest is to encourage people to write high
quality software for our beloved 8 bit Atari computer. It has also been
decided that a small amount of money shall be used as price money.

The resource manager software for the ABBUC - Sorin Pascu - has
1000 Euro (approximately 1000 US Dollar) at his disposal that will be
divided in the following manner:

1st place: 500 Euro
2nd place: 200 Euro
3th place: 100 Euro
4th-7th place: 50 Euro each

The following types of software will be rated:

- Utilities
- tools
- games
- etc.

Games seem to be the most popular. Here are some qualities a game
should have, if it is to be considered for first price.

A game should have the following properties:

Good graphics
Good sound
Good music
High fun factor/great playability for an extended period of time.

Tools and utilities should run under all DOS versions and be usable by
all without special requirements.

During the set up, multiple languages should be used to enable
everybody to set up your software, if needed.

The file itself should use the english language. We believe that
everybody does speak atleast a little bit of english. If your English isn't
very good, you are free to ask somebody to translate text for you. The
game, utility or tool should run on a 64kB Atari 8 bit computer. Use of
a RAMdisk should not be a requirement. If you software needs more
then 64kB of
memory, your software should test if a RAMdisk is present. If not,
data should be loaded from disk. If there is a RAMdisk, your software
needs to test which banks are present (to prevent software from not
running on certain RAMdisk types.(*)) and load it's data from there.

All software should run on a non-upgraded 1050 disk drive. You are
allowed to use more then one disk side, but the 1050 has to be able to
read it.

A home page is available, I will prepare it this weekend. The rules for
this programming contest should however be available from the
ABBUC home page, since it is the main access point.

Deadline will be the 15th of September 2003. This will give the
ABBUC enough time to have a jury evaluate all the entries and pick a
winner.

All jury decisions are final. The ABBUC and the jury have the right to
exclude persons and/or entries from the contest.

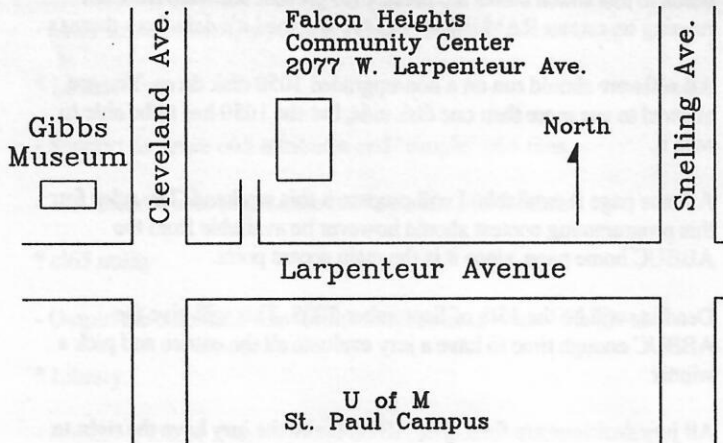All entries will become property of the ABBUC.

Have fun programming.

(*) 8ACE vs 26AE upgrades vs. Axlon (400/800). Plus: upgraded
Newell 1MB upgrades and Mathy 1MB upgrade will not allow you to
enable/disable BASIC and/or the OS while in extended RAM.
Supporting the 1MB Newell and Mathy
1MB upgrade will not cause incompatibilities with other memory
upgrades.

CLUB OFFICIALS

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Saint Paul Atari Computer Enthusiasts (SPACE) meets on the second Friday of each month at 7:30 PM in the Falcon Heights Community Center at 2077 West Larpenteur Ave. Doors open at 7:00 PM.

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                    Falcon Heights
                    Community Center
            Cleveland Ave.   2077 W. Larpenteur Ave.        Snelling Ave.

  Gibbs                                        North
  Museum                                         ↑

                    Larpenteur Avenue

                         U of M
                      St. Paul Campus
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S.P.A.C.E.

c/o Gregory Leitner
3407 78th St E
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DISCLAIMER

You can find the Club's home page at:

http://Space.atari.org

Articles for Publication must be received by the Newsletter Editor two weeks prior to the Club's meeting.

SPACE BBS

BBS:
telnet://spacebbs.no-ip.com/
Sysop: Nolan Friedland

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers