

SPACE

NEWSLETTER for September, 2005



President's Corner by Michael Current September, 2005

Hi again, the dog days of summer are here, and fall is just around the corner!

It seems the Atari Flashback 2 is generating a fair amount of excitement among Atari retro gaming fans. Unlike the first Atari Flashback, which ran software emulations of 2600 and 7800 games, the Atari Flashback 2 contains about 40 real, original Atari 2600 programs running on real Atari 2600 hardware. No cartridge port, but I understand that there are real Atari joystick ports. Sound interesting?? I believe the Atari Flashback 2 is to be released this month.

It's probably not very noticeable, but I spent some time the other day on the SPACE web site improving some of the graphics. The club logo at the top of the (recent) newsletters, the map to the meeting location, and a couple of our mug shots used to be scans I made from the paper newsletter. It finally dawned on me that I could probably make better images by directly transferring and converting the images as contained in the electronic newsletter files that our Newsletter Editor Mike Schmidt sends me. Indeed, better quality graphics. I also retro-fit the graphics into past issues via multi-file search-and-replace with my PC text and HTML editor of choice, NoteTab Pro. Kind of a spiffy program, that, though I still miss BBEdit on the Mac. Then, since I keep a complete copy of the SPACE web site on my PC, it was a snap to batch upload all the changed files to the web server via my choice of FTP program, FileZilla.

While I was at it, I realized that the Microsoft Photo Editor program I use makes it easy to convert an almost-white background into "transparent", resulting in a pure-white image background for the web browser. Even better for the logo and the map.

Oh yes, following prompting from Nolan, the web site now has a "favorite icon" in place as well. I managed to create one out of the stylized "A" part of the club logo. Your web browser may use this in the bookmark list.

Digitizing of old SPACE Newsletters continues at the pace of about one issue a week. At this writing the SPACE web site now includes SPACE Newsletters online full text back to Sept. of 1991.

SPACE home page counter update: as of 7/29/05, 9:30pm: 4,049 page views since June 7, 2003.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday August 12, 2005.



Treasurer's Report by Greg Leitner For August, 2005

I can't believe I just wrote September in the subject box of this letter. Where did this year go? I have been so busy this year the months are just flying by. My four grandchildren and my job take up most of any spare time I have. I am lucky to be able to check my e-mail a couple of times each week.

We had a very pleasant meeting in August with six members six members present and one other that stopped in on his way out of town. Pretty good for one of the more comfortable days we have had for some time. I had my central air on for more than thirty days straight and this Friday was the first day I turned it off. Maybe I can leave it off for a while.

Here is the breakdown for the SPACE treasury for the month of August 2005:

Beginning balance at August 1, 2005:	493.73
Receipts for the August meeting:	
Memberships	45.00
Doms	12.00
Total Receipts	57.00
Expenses for the August meeting:	
BBS	10.00
Ending balance at August 31, 2005:	540.73

As you can see it was a very good month for SPACE. Three membership renewals and four doms sold. This is a banner month for SPACE since we can't usually claim that we increased our membership count since the previous month, but we did. We went from ten to eleven paid up members in August. Congratulations to us.

We decided to hold off on our auction until the October meeting. Since our meeting in September was so close to back-to school it was noted that some members might be short on bidding cash because of the expenses involved with their children or themselves. Since the goal is to make money for the Club, I think this was a good decision. Anyway it was voted on overwhelmingly to wait another month. I hope this works out for all SPACE members.

Anyway, I hope to see all in September. Have fun at the State Fair!!



**Secretary's Report
By Nolan Friedland
For August, 2005**



**BBS Corner
By Nolan Friedland
For September, 2005**

If anyone has any comments, suggestions, ideas, or submissions for the BBS Corner column or the SPACE BBS web site, you may email them to me, Nolan Friedland, at the address shown on the back of this newsletter under the "CLUB OFFICIALS" section.

A-T-A-R-I
Answers-Tips-And-Relevant-Information
by: Paul V. Alhart
1990.9

A few years back I bought a new toaster. It was a shiny chrome four slice Upandown model. Boy what a toaster. It wasn't too expensive but it sure could make toast. And fast too. It seemed that everyday I would discover a new type bread to try in my Upandown. There was white, rye, raisin, cinnamon, and hundreds of others. I had a wonderful time toasting and tasting them all, although raisin has probably always been my personal favorite. I told all my friend about the great little Upandown and recommend they get one too. It was a little hard to find one though. There were not many Upandown dealers and I don't remember ever seeing a an advertisement for their great toaster. But when the discount chains stopped carrying the Upandown I was really upset. Recently I wrote to Upandown and let them know my feelings and was surprised when they answered my letter right away. What they said was not what I wanted to hear however. Upandown had decided to get out of the toaster business and convert all their assembly lines to manufacture the Upandown Yo Yo.

Now what do I do? I guess I'll have to go shopping tomorrow for a new brand of toaster. Sure my Upandown toaster still works fine, but with no factory support who will ever bake a NEW type of bread for me to try? I know, I know, I hardly ever toast anything besides raisin, but...?

Sounds silly doesn't it? But that is about the same kind of talk I hear in the Atari user community all the time. "If Atari doesn't do something soon, I'll have to buy another brand of computer." Now with the rumor that Atari will no longer make or support the 8-bit computer line, it is even worse.

If your 8-bit Atari is still serving you well, as mine is, what do we care what Atari Corp does? Atari built a good machine and we bought it. After the warranty ran out Atari had no more responsibility to support you or me than Upandown did. So there won't be much NEW software written for the 8-bit. There hasn't been much written for sometime now. But there has already been so much software written for the 8-bit Atari that you and I together probably couldn't find the time to boot it all, let alone use it all. The real problem here, as it has always been, is not Atari's lack of support, but finding the already available software you need. Here is where user groups come in. Virtually every user group has a disk library available to it's members. My guess is that groups on the East Coast have a much different selection of programs than the groups in the Mid-West or on the West Coast do. We are all Atari users none the less and we DO have a common tie. AIM. If AIM were to start an 8-bit DOM using software from all the member group's libraries, we would all benefit. Just making your group's library listing available to the other groups through AIM would be a good start.

The bottom line is this. If your Atari is doing what you want it to do, Keep it and Keep using it. Don't worry about what Atari is doing (or not doing). Support your user group, Support AIM, and they both will Support you and your trusty old 8-bit Atari.

Do you still use a "TRANSLATOR" to run some of the older disk based software on your XL/XE Atari? I really like my 1200XL, but at the same time I really hate having to use the TRANSLATOR to boot up certain software.

What to do? I Translated the offending software to run on my system and filed my Translator Disk away in the back of a drawer somewhere. You can do the same.

In the beginning, Atari said, "If programmers use the PUBLISHED VECTORS into the Operating System (O/S), their programs will run on ANY 8-bit Atari Computer." (IF is such a big word.) To make a long story short, some programmers did not follow this rule, but to save a few bytes, jumped right into the O/S. This was fine before the XL/XE machines came along with a different O/S. The published vectors are still the same as Atari promised, but they point to different locations in the new O/Ss. The following list gives the published vector location and name followed by the "ILLEGAL" O/S entry points that are pointed to. If you find that a program Jumps to F3F6 to open the screen, (20 F6 F3) and you have an 800XL, change the code to (20 8E EF). Remember: Low byte/High byte. I have found this to be the most common ILLEGAL jump. The next most common are the "K: Get/Put" calls. I spent many hours Peeking into my operating system with a lot of help from Compute's Mapping The Atari to come up with this list. It now saves me lots of time and hopefully will help you also.

Note: Translated software will only run on the O/S that it has been translated for, so keep an original copy as back-up.

VECTOR	800	XL/XE	1200XL	E468 SENDEV	EBF2	EC17	EA34		
				E46B INTINV	ECD5	C00C	C00C		
200	VDSLST	E790	C0CE	C0E7	E46E CIOINV	E4A6	E4C1	E4C1	
202	VPRCED	E78F	C0CD	C0E6	E471 BLKBDV	F223	*F223*	FCE1	*SLFTST*
204	VINTER	E78F	C0CD	C0E6	E474 WARMSV	F11B	C290	C34B	
206	VBREAK	E78F	C0CD	C0E6	E477 COLDSV	F125	C2C8	C37B	
208	VKEYBD	FFBE	FC19	FC0C	E47A RBLOKV	EFE9	FD8D	EDC1	
20A	VSERIN	EB0F	1A23	E929	E47D CSOPIV	EF5D	FCF7	ED2B	
20C	VSEROR	EA90	19E6	E88A	E480 PUPDIV		F223	FCE1	
20E	VSEROC	EACF	EAEC	E8C9	E483 SLFTST		**	5000	
210	VTIMR1	E78F	C0CD	C0E6	E486 PENTV		EEBC	CAAE	
212	VTIMR2	E78F	C0CD	C0E6	E489 PHUNLV		E915	CAEB	
214	VTIMR4	E78F	C0CD	C0E6	E48C PHINIV		E898	CA34	
216	VIMIRQ	E706	C030	C054					

From: Michael Current [hunmanik@earthlink.net]
 Sent: Friday, August 26, 2005 5:34 PM
 Subject: 8BIT DIS6502 1.6 released

--From: Slor
 --Date: Thu, 25 Aug 2005 09:22:19 -0700

Version 1.6 of Eric Bacher's interactive 6502 disassembler has been released. This release is a port to Win32 with a few bug fixes and a number of new features. You can now find the latest version at its new home:

<http://sourceforge.net/projects/dis6502/>

We hope those of you who remember DIS6502 from back in the 16-bit Windows days will grab this new one and give it a run. Make sure you take a look at changes.txt for release notes, and please enter any bug reports or feature requests in the project tracker on SourceForge.

Thanks!
 --
 Slor

From: Michael Current [hunmanik@earthlink.net]
 Sent: Friday, August 26, 2005 5:38 PM
 Subject: 8BIT>Raster Music Tracker 1.21

--Date: Thu, 25 Aug 2005 09:23:27 -0700

RMT 1.21 - Raster Music Tracker with enhanced mouse control etc. You can get it from the RMT website.

Changes in RMT 1.21

- Enhanced mouse control:

- * Set cursor position in trackedit area, songedit area, instrument parameters / envelope / table area, info / speed area.
- * Octave selection by mouse (click to "OCTAVE x-y" text).
- * Volume selection by mouse (click to "VOLUME x" text). (Also you can turn on/off "respect volume" option there.)
- * Instrument selection by mouse (click to "XX: instrument name" text).

222	VVBLKI	E7AE	C0E2	C019
224	VVBLKD	E905	C28A	C2A3
226	CDTMA1	EBEC	EC11	EA2E

E400	E:OPEN	F3FC	EF94	EEF8
E402	E:CLOSE	F634	F2D3	F17E
E404	E:GET	F63E	F24A	F18F
E406	E:PUT	F6A4	F2B0	F1F5
E408	E:STATUS	F634	F21E	F174
E40A	E:SPECIAL	F63D	F2C3	F17C
E40C	E:JUMP	F3E4		EECD

E410	S:OPEN	F3F6	EF8E	EEED
E412	S:CLOSE	F634	F2D3	F17E
E414	S:GET	F593	F180	F0D6
E416	S:PUT	F5B7	F1A4	F0FA
E418	S:STATUS	F634	F21E	F174
E41A	S:SPECIAL	FCFC	F9AF	F903
E41C	S:JUMP	F3E4	EF6F	EECD

E420	K:OPEN	F634	F21E	F174
E422	K:CLOSE	F634	F21E	F174
E424	K:GET	F6E2	F2FD	F242
E426	K:PUT	F63D	F22D	F17D
E428	K:STATUS	F634	F21E	F174
E42A	K:SPECIAL	F63D	F22D	F17D
E42C	K:JUMP	F3E4	EF6F	EECD

E430	P:OPEN	EE9F	FEC2	EC63
E432	P:CLOSE	EEDC	FF07	ECA3
E434	P:GET	EE9E	FEC1	EC62
E436	P:PUT	EEA7	FECB	EC6C
E438	P:STATUS	EE81	FEA3	EC44
E43A	P:SPECIAL	EE9E	FEC1	EC62
E43C	P:JUMP	EE78	FE9A	EC3A

E440	C:OPEN	EF4C	FCE6	ED1A
E442	C:CLOSE	F02B	FDCF	EE03
E444	C:GET	EFD6	FD7A	EDAE
E446	C:PUT	F010	FDB4	EDE8
E448	C:STATUS	F028	FDCC	EE00
E44A	C:SPECIAL	EF4B	FCE5	ED19
E44C	C:JUMP	EF41	FCDC	ED0F

E450	DISKIV	EDEA	C6A3	C2A9
E453	DISKINV	EDF0	C6B3	C2B9
E456	CIOV	E4C4	E4DF	E4DF
E459	SIOV	E959	C933	F74E
E45C	SETVBV	E8ED	C272	C28B
E45F	SYSVBV	E7AE	COE2	C019
E462	XITVBX	E905	C28A	C2A3
E465	SIOINV	E944	E95C	E739

* Envelope GO/LEN parameter setting area (click to mouse L/R button).

* Table GO/LEN parameter setting area (click to mouse L/R button).

(Areas' locations - see the screenshots.)

- New hotkeys:

SongEdit:

* Enter ... Exit from SongEdit section.

* Home ... Move cursor to first songline.

* End ... Move cursor to last songline.

* PageUp ... Move cursor 4 songlines up.

* PageDown ... Move cursor 4 songlines down.

- New option in Config dialog (menu View - Configuration):

* Don't use hardware soundbuffer
(default is off).

(Maybe it could help if you have some system sound related problems.)

URL: <http://raster.infos.cz/atari/rmt/rmt.htm>

[This news item courtesy of Atari.org - <http://www.atari.org>]

From: Michael Current [hunmanik@earthlink.net]

Sent: Saturday, August 13, 2005 11:59 AM

Subject: atari++ 1.43 available

--From: Thomas Richter

--Date: 1 Aug 2005 15:49:27 GMT

Hi folks,

please find a new release of the Atari 8-bit emulator for Linux and win32 on my web page on its usual location:

<http://www.math.tu-berlin.de/~thor/atari++/>

What's new in this release?

- Too many people complained about sound problems; the main problem was a DC offset in the pokey output that too easily causes trouble with some sound cards and amplifiers. This release fixes this issue by an (optional) high-pass filter.
- The 1.43 release integrates a new optional host-system based RS-232 (R:) handler that does not require the usual HANDLERS.SYS bootstrap code, but can be patched into the Os to begin with. Note that you still need to enable the 850 interface box to use it. The old bootstrapping code remains available for backwards compatibility.
- Keyboard emulation did not check for the pokey keyboard disable bit.
- The emulation of the Atari/InverseVideo key was broken. 1.43 fixes this.

So long, Thomas

From: Michael Current [hunmanik@earthlink.net]

Sent: Friday, August 26, 2005 5:16 PM

Subject: Atari USB Update -- Support for USB Floppy Drives

--From: Carsten Strotmann

--Date: Sun, 21 Aug 2005 22:12:24 +0200

Hello,

the USB Team, Thomas, Florian, Carsten (Harry was unavailable), worked this weekend (friday to sunday) in Carstens basement to create new USB Hard- and Software for the 8bit Atari.

We have new Pictures online at:

<http://www.strotmann.de/twiki/bin/view/Microusb/ProjUSBConvFourPic>

What is new:

- * a new Hex2Bin Converter (internal Tool)
- * a new Version of the USBTEST Tool
- * Support for USB (UFI) Floppies (DOS Driver hopefully available in End-September)

More news can be found in the upcoming ABBUC Magazin (look for Hardware Contest)

The new USBTOOL Version 0.5 will be available on Wednesday, 08/24/05, on the SourceForge Project Pages (microusb.sf.net).

If you have access to an USB Floppy, an UFI/USB ZIP-Drive or any other Device compatible with the UFI/CBI Standard, please test with the new USBTEST and give us feedback.

Greetings

the MicroUSB Team

The new USBTEST Disk with Floppy Support is now available on SourceForge, including the new Forth Sourcecode

https://sourceforge.net/project/showfiles.php?group_id=111428&package_id=137480

From: Michael Current [hunmanik@earthlink.net]

Sent: Friday, August 26, 2005 5:43 PM

Subject: ST>GFA-Basic Editor v1.20 released

--Date: Thu, 25 Aug 2005 09:25:50 -0700

Lonny Pursell has announced:

GFA-Basic Editor v1.20 released

The most important new feature in this release is the direct support for RUN! Software's new RUN!Only interpreter. The instant satisfaction you got from hitting the 'Run' button is back.

Many other new features and corrections, too many to list here. Please see the documentation for details.

URL: http://www.bright.net/~gfabasic/html/gfa_apps.htm

[This news item courtesy of Atari.org - <http://www.atari.org>]

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, August 26, 2005 5:42 PM
Subject: ST>Clogged Up game released

GUILDFORD, UK -- August 21st 2005 - Reservoir Gods are proud to announce the release of their latest game for Atari Platforms: "Clogged Up".

"Clogged Up" is a brain challenging escape-em-up. It can be played as a single player game or you can compete with a friend in multiplayer battles.

With graphics from Sh3, Sarah & Exocet as well as nine spanking SID tunes from MSG, "Clogged Up" is a treat for the eyes and ears.

"Clogged Up" runs on all Atari ST based machines from the humble STFM to the CT60, where extra hardware is detected it uses it.

Boasting 300 different levels set over seven unique worlds, "Clogged Up" will keep you glued to your Atari until the clogs come home.

"Clogged Up" is available for download at <http://www.reservoir-gods.com>

ABOUT RESERVOIR GODS: Formed in 1994, Reservoir Gods have been responsible for a slew of titles for Atari machines. From puzzle games "Tautology", "SkyFall" & "Static" through to arcade games "Double Bobble 2000", "Chu Chu Rocket" & "SuperFly". Their demos include "Grimey", "Hallucinations" & "Mind Rewind". They also produced the art package "GodPaint", the diskmag "Maggie" & emulators for GameBoy & NES.

URL: <http://www.reservoir-gods.com/>

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, August 26, 2005 5:31 PM
Subject: ST>HypView 0.35.2d released

--From: Gerhard Stollb
--Date: Thu, 25 Aug 2005 09:21:02 -0700

Version 0.35.2d of the ST-Guide clone HypView has been released.

Latest changes:

- Bug fixed: form_popup in N.AES 1.2.0
- New info dialog with more info about the hypertext.
- Support the keyword REFONLY from ST-Guide
- HypView works better with PlainTOS

<http://home.ewr-online.de/~gstoll/>

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, August 26, 2005 5:30 PM
Subject: ST>Now taking pre-orders for PS2 to ST mouse converter

--From: exxos
--Date: Thu, 25 Aug 2005 09:19:56 -0700

Hi all,

<http://www.cps-electronics.co.uk/web/PS2.htm>

We are now taking orders for the PS2 to ST mouse converter.

We need to get at least 25 orders to make the project worthwhile! Tell all your friends and don't miss this fantastic adapter!

The adapter is 100% plug and play with adjustable 4 adjustable speed settings, have a FAST mouse in ST HIGH RES! Ditch your old brick mouse and go for the smooth PS2 option!

Chris

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, August 26, 2005 5:41 PM
Subject: ST>RUN!Only v1.00 released

--Date: Thu, 25 Aug 2005 09:24:10 -0700

Lonny Pursell has announced:

GFABASIC has always had the big disadvantage to be a "dirty" program. But these days are finally over! Lonny Pursell has made a GFA editor called GBE. It looks and feels very similar to the original and is a clean GEM app, but has

one important thing missing: The RUN! button. Who else than RUN! Software could have made this run button work.

So RUN!Only is a so called runonly interpreter, very much like the one that used to be shipped for a while by GFA themselves. The big difference though is, that it is a clean application and even runs with MiNT's memory protection.

See documentation for further detail.

<http://www.run-software.de/runonly.htm>

[This news item courtesy of Atari.org - <http://www.atari.org>]

From: Michael Current [hunmanik@earthlink.net]
Sent: Saturday, August 13, 2005 12:00 PM
Subject: ST>TeraDesk 3.60 is available

--From: Djordje Vukovic
--Date: Thu, 04 Aug 2005 16:47:43 -0700

Version 3.60 of TeraDesk open-source desktop is available at:

<http://solair.eunet.yu/~vdjole/teradesk.htm>

TeraDesk is currently the only open-souce desktop available for 16-bit and 32-bit Atari computers. Developers' goal is to maintain TeraDesk as a small, simple, fast and reliable desktop, which can run on any TOS- compatible Atari computer, clone or emulator and which can be be functional and competetive in the modern multitasking environments and all flavours and versions of TOS-compatible operating system(s), while keeping, as much as reasonable, familiarity with the original TOS desktop.

Several new features have been added since the last published version, mostly in the areas of handling file attributes and access rights, and manipulation of desktop and window icons. Also, some bugs have been fixed.

Users are advised to read the documentation before running the program ;) Some features of TeraDesk may not be immediately obvious.

Have fun.

From: Michael Current [hunmanik@earthlink.net]
Sent: Friday, August 26, 2005 5:33 PM
Subject: ST>TeraDesk 3.61 released

--From: Djordje Vukovic
--Date: Thu, 25 Aug 2005 09:21:43 -0700

Version 3.61 of TeraDesk open-source desktop is available at:

<http://solair.eunet.yu/~vdjole/teradesk.htm>

This is a bug-fix update. Soon after the release of V3.60 some errors were noticed, two of them rather serious, and they have now been fixed. Upgrade from V3.60 as soon as possible is advised. Beware that any icons created in V3.60 by dragging objects from directory windows to the desktop may have corrupt or missing object path information.

Have in mind that substantial changes were made in TeraDesk since V3.50; although the program has been tested as much as reasonable, it is possible that some newly created bugs has passed unnoticed. If you observe any anomalies, please let me know.

See the history file and the hypertext manual for more information.

Have fun.

From: Michael Current [hunmanik@earthlink.net]
Sent: Saturday, August 13, 2005 12:01 PM
Subject: ST>The ETHERNAT Ethernet/USB card for CT60 is FINISHED

--From: hencox
--Date: Tue, 09 Aug 2005 18:57:56 -0700

Hi!

We're very happy to announce that the ETHERNAT is finally finished!!! The 100Mbit ethernet part is working fine and though we have no finished driver for the USB part yet, the enumeration test by Jan Thomas shows that it will work fine once the USB stack has been written (also by Jan). For more technical details read the (soon available) news on our homepage: nature.atari.org.

Now we need to know exactly how many boards we're going to produce, because it affects the price we need to ask of you. We have done some more detailed calculations on the final price. Have a look at this:

200 orders => 120 EURO/board
150 orders => 125 EURO/board
100 orders => 138 EURO/board

Shipping costs will be added to this. The prices are including Swedish VAT (25%) and apply for all EU customers except companies that are VAT registrated in their respective countries. For all customers outside the EU instead the following prices apply (VAT for your country will probably be added by your customs):

200 orders => 96 EURO/board
150 orders => 100 EURO/board
100 orders => 111 EURO/board

HINT: To avoid the 25% Swedish VAT within the EU, let a VAT registrated company buy all the boards for your country

from us and distribute them within your country. Contact us first if you run a company and want to do this.

Swedish customers may pay us in SEK instead of EURO. More info on that later.

Now please send us an email (to "hencox at hotmail dot com" or "henrik at gildaelectronics dot se" or "torbjorn at gildaelectronics dot se") and state exactly how many boards you want. Please don't write anything else, this is not yet your order! And we want this email even from our closer friends in the atari community, because we can't be sure that you want a board just because we know you... :)

We know that we've already asked for your interest in this product several months ago, but we need to get a fresh picture now.

Because Rodolphe Czuba has experienced that 10-20% of all who state that they will buy a board never goes through with it, please be honest when you write this email.

You have two weeks to register your interest (until August 23rd 2005). After that we'll post information on how to prepay us for the boards.

Regards
Henrik and Torbjörn
