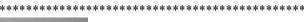# SPACE

NEWSLETTER for November 2012

President's Corner
by Michael Current
November 2012

It's time for the SPACE Annual Meeting, officially the most important meeting of the year. We will hold elections for the club officer positions of president, vice president, secretary, and treasurer, and we will hopefully line up people for the volunteer roles of DOM Librarian, BBS Operator, Membership Chairman, and Newsletter Editor for another year. This means you!! SPACE would simply not exist if it weren't for your fellow club members choosing to help keep the club going in these roles. You can't assume the incumbents will be able to continue in their roles once again. Please consider stepping up and doing your part to keep SPACE alive for us all! Thank you!!

Not only that, we will also have the important business of planning a SPACE holiday celebration next month. Are we going to have a party? Only if you help plan for it! We need you at the meeting this month to make sure there's the successful party we probably all hope for next month!

SPACE Newsletter digitizing project update: Going back in time, month by month, I remained stalled at February 1987 as of this writing. Maybe I'll get back to it again soon. Visit space.atari.org to bring back old memories!

Thanks, keep using that Atari, and come to your SPACE Annual Meeting, Friday November 9, 2012.

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Treasurer's Report
by Greg Leitner
For October 2012

Another year almost gone and that means elections need to be held and plans need to be made for our 2012 Christmas Party. So it is very important for all members to try and make the November and December SPACE meetings.

No new nominations for Club positions were made at the October meeting and it was suggested that we once again keep all present Club officers and other position holders to serve another year. So if there are no objections next month it will just be a formality to vote present holders back in.

We need to make plans for the Xmas party in December so please come up with suggestions next month. The Club really can't afford to pitch in so what ever we decide to do will have to be at members expense.

Here is the Treasury for the month of October 2012,

Beginning balance as of October 1, 2012	519.05

Receipts for the October SPACE meeting:

Memberships	60.00
Doms	9.00
Total receipts for October	+69.00

Expenses for the October SPACE meeting:

Web-site for Aug thru Oct	-30.00

Ending balance as of October 31, 2012	558.05

A good month for October thanks to the renewal of memberships. This is our main source of income so it very important to keep your membership current. Keep buying the Dom as this is our secondary source of income, and unless something comes along soon we don't have enough for another auction.

Please mark your calendars for the next two months meetings. The time can get away from you if you don't. Just look how fast the year 2012 has come and gone. Hope to see you all in November.
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Secretary's Report
By Steve Peck
For October 2012

No meeting minutes were submitted in time for this Newsletter.

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From: Michael Current [michael@mcurrent.name]
Sent: Wednesday, October 10, 2012 9:55 PM
Subject: Checkpoint releases Morphonic Lab 11 invite

Checkpoint releases Morphonic Lab 11 invite   October 8th, 2012

  Outline 2012 second place in Atari compo is here. Checkpoint presents a new invite for Morphonic Lab 11 in Dresden.

  Made for plain ST and features new YM sound-effects that doesn't work with current emulators, so watch on the real deal.

  » Download at the Outline 2012 download page
http://dhs.nu/files.php?t=partydl&party=Outline%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Sunday, October 21, 2012 9:21 AM
Subject: Winning Atari entry from Outline available

Winning Atari entry from Outline available   October 12th, 2012

  The winner from Outline 2012, a 4k intro by Mr Coke (ex. Avena) is now available. The intro should work on 1 MB ST.

Download at the Outline 2012 download page
http://dhs.nu/files.php?t=partydl&party=Outline%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Tuesday, October 23, 2012 9:19 PM
Subject: Falcon Sillyventure invite

Falcon Sillyventure invite   October 23rd, 2012

  Extream surprisingly returns with a new small Falcon prod.

  It's an invite for the forthcoming Sillyventure
party in Poland and should work on a basic Falcon with RGB or VGA monitor.

  » Download Sillyventure 2012 invite by Extream
http://files.dhs.nu/files_demo/sv2k12in.zip

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From: Michael Current [michael@mcurrent.name]
Sent: Sunday, October 28, 2012 3:16 PM
Subject: ABBUC Software Contest 2012 - Results

ABBUC Software Contest 2012 - Results
--Date: Sun, 28 Oct 2012 08:17:56 -0500

Here are the official results of the ABBUC Software Contest 2012 as voted at the 27th yearly meeting on Oct 27:

1. Ridiculous Reality - 423 Punkte
credits:
  programming - Martin 'MatoSimi' Šimecek
  graphics - Adam Wachowski, Adam 'Ooz' Powroznik
  music - Michal 'stRing' Radecki

2. Callisto - 387 Punkte - Jason Kelk
3. Asteroids Emulator - 369 Punkte - Norbert Kehrer
4. MazezaM - 344 Punkte - xxl
5. HAR'em - 298 Punkte - Morons of H.A.R
6. Caterpillar - 218 Punkte - Holger Bommer
7. Keep on Koastin - 204 Punkte - Jason Kendall
8. Voyager - 190 Punkte - Frank Cernese
9. OTA Nokia Viewer - 185 Punkte - Sikorsoft

  All participants should have received a notification email. If not, please contact me.

  Thank you all for participation!

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From: Michael Current [michael@mcurrent.name]
Sent: Sunday, October 28, 2012 3:35 PM
Subject: Atari Unleashes Warlords® onto PlayStation®Network , Coming Soon to Xbox LIVE® Arcade
Posted October 10, 2012
Atari Unleashes Warlords® onto PlayStation®Network, Coming Soon to Xbox LIVE® Arcade

Now Available for PlayStation Network (U.S.), Europe on Oct. 10

LOS ANGELES – October 9, 2012 – Atari, one of the world's most recognized publishers and producers of interactive entertainment, announced today that they have launched Warlords®, a remake of the classic title for the Atari 2600, on PlayStation®Network. The game is available today for aspiring warmongers across the U.S. for $9.99, with an EU release coming tomorrow, Oct. 10, for €9.99. Warlords brings all the action of the classic game into the modern age with an all-new look and online multiplayer modes. The game will also make its debut on Xbox LIVE® Arcade next month on Nov. 14 for 800 Microsoft Points.

Warlords is a one-to-four player arcade action game in which players will defend their castles from a maniacal dragon, unleashing a torrent of fireballs and crafty minions against their strongholds. In this whimsical reinvention of the beloved classic, players will face the ultimate battle of speed, strategy and survival. In addition, the game will increasingly challenge players to multitask as they strive to shield the castle walls and simultaneously rally troops to capture control points, collect power-ups and destroy the other warring factions – either alone or alongside three other players.

KEY FEATURES:
  a.. Protect the stronghold! Defend your castle walls from the destruction of fast-flying fireballs with your mighty shield. Move the shield around the perimeter of your castle with precision and speed to deflect the fireballs or grab onto and

charge fireballs to release even more devastating attacks back at your opponents.

  b.. Multiple local/online game modes sweeten the quest for power and allow for cooperative and competitive battles with up to 4 players. Select the faction of your choice and engage in a number of competitive variations, including co-op siege mode, 2v2 or classic free-for-all battles.

  c.. Rally your troops and pit them against your foes. Your loyal posse brings a layer of depth and replayability to every battle and can be sent off to capture control points, gather power-ups to immobilize your enemies or bolster your defenses. Manage your troops wisely to gain the battlefield advantage!

For more information about Warlords, please log onto www.atari.com or www.atari.com/warlords.

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From: Michael Current [michael@mcurrent.name]
Sent: Sunday, October 28, 2012 3:42 PM
Subject: Atari and Zynga Launch Super Bunny Breakout for iPhone, iPad & iPod touch
Atari and Zynga Launch Super Bunny Breakout for iPhone, iPad & iPod touch

The Latest Addition to the Breakout Franchise from Atari Launches under the Zynga Partners for Mobile Program

LOS ANGELES & SAN FRANCISCO – Oct. 11, 2012 – Atari, one of the world's most recognized publishers and developers of interactive entertainment, and Zynga (NASDAQ: ZNGA), the world's leading provider of social game services, today announced the launch of Super Bunny Breakout™ on the App Store. Available for iPhone, iPad and iPod touch, Super Bunny Breakout is the latest and furriest experience of the Breakout® franchise, where players control Rodney the bunny on a quest to help rescue other cute critters from cages at the nefarious Evil Animal Testing (E.A.T.) Labs. In this new take on the retro arcade classic, players will meet a colorful cast of characters and enjoy physics-based, Breakout-style gameplay. Super Bunny Breakout is available now for $0.99 on iPhone, iPad, and iPod touch, along with a free demo version called Super Bunny Breakout Free. Download Super Bunny Breakout at itunes.apple.com/app/id560556342 , and Super Bunny Breakout Free at itunes.apple.com/app/id560555614.

In Super Bunny Breakout, players control Rodney—a daredevil rabbit with an appetite for revenge—launching him from a laboratory platform as he bounces around to destroy different structures and cages. Players can either collect or purchase coins via in-app purchase to feed critters and restore energy. Coins can also be used to purchase additional power-ups, food and cosmetic goods.

Super Bunny Breakout features include:
  a.. Infiltrate E.A.T. Labs in order to break the cages and free all your imprisoned buddies.
  b.. Unlock five handsome playable characters each with their own special super attacks.

  c.. Unleash unique power-up abilities for each Super Critter including Time Warp, Anti-Gravity abilities and more!
  d.. Play through 40+ physics-based levels to challenge your brick-breaking, critter-rescuing abilities.
  e.. Show your friends who's the bunny boss with Game Center integration for score leaderboards and achievements.
"Atari is a legendary innovator of video gaming and we are proud to partner with a company that has such a strong legacy in the industry," said Ben Jones, Vice President of Mobile Publishing at Zynga. "Zynga is committed to partnering with companies that produce high-quality titles to bring more games in more genres to its global network of players."

"Super Bunny Breakout is a fresh take on the iconic Breakout franchise, adding all new features, game play and a humorous cast of characters," said Jim Wilson CEO of Atari. "Our partnership with Zynga provides a platform to create visibility for the game and the Atari brand overall."

The Zynga Partners for Mobile Program is designed to help third-party partners of all sizes launch, promote, scale and grow their games and business.

The game was developed by Brooklyn based Curious Brain, the talent behind popular character-driven games based upon the Power Rangers, Angelina Ballerina and Paul Frank franchises.

Super Bunny Breakout is available for $0.99 from the App Store on iPhone, iPad and iPod touch or at http://itunes.apple.com/app/id560556342. Download Super Bunny Breakout Free at https://itunes.apple.com/app/id560555614.

A press kit containing a fact sheet and various game-related assets may be downloaded using the following link:www.triplepointpr.com/dl/atari/SBB%20Media%20Kit.zip.

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From: Michael Current [michael@mcurrent.name]
Sent: Friday, November 02, 2012 9:50 PM
Subject: Stella 3.7.3 released

Stella 3.7.3 released
Posted Fri Oct 26, 2012 3:21 PM

Just a quick note that Stella 3.7.3 is now available at the usual place: http://stella.sf.net. Here's the changelog:

  * Note: because of TIA/RIOT changes, the state file format has changed again, and old state files will not work with this release.

  * Improved handling of 'illegal' VSYNC signals, which sometimes created 'short' frames that caused massive flickering. Also improved related behaviour when VSYNC isn't used at all.

* Improved sound generation with ROMs that have irregular scanline counts. This fixes many demo ROMs as well as Quadrun, where previously there would be 'gaps' in the sound output.

* Improved emulation of RIOT chip, in particular the behaviour of reading from TIMINT. Also, D6 of the Interrupt Flag register is now properly set on active transition of the PA7 pin.

* Fixed bug in DPC+ bankswitch scheme; the music in "Stay Frosty 2" wasn't playing correctly.

* The ROM properties database now uses 'Auto' instead of 'Auto-select' everywhere. This makes for less typing when running from the commandline.

* Updated included PNG library to latest stable version.

I didn't get to the TIA fixes, which is why this is a 3.7.x release instead of 3.8. However, there are some nice sound fixes which improve many ROMs, including Quadrun (the 'quadrun, quadrun, quadrun' speech no longer has gaps).

As usual, please report any bugs in this thread or directly by email.

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BYLAWS FOR THE SAINT PAUL ATARI COMPUTER ENTHUSIASTS CLUB OF SAINT PAUL, MINNESOTA

As amended by the membership, September 13, 2002

NAME AND OBJECT
- The name of the Club shall be the Saint Paul Atari Computer Enthusiasts, or SPACE.

- The object of the Club shall be to bring those with a common interest in Atari computers together for the purpose of sharing hardware, software and information related to Atari.

MEMBERSHIP
- The number of members of SPACE shall not be limited.

- Any person or family interested in Atari computers shall be eligible for membership upon payment of the annual dues for the first year.

- The annual dues shall be $15.00, payable on the anniversary month of the member's joining date.

- Unused portions of dues are not refundable.

- Any member found to be in violation of the rules or spirit of the club may be expelled by a majority vote of the Executive Board.

- The Membership Chairman shall be responsible for collecting membership dues and managing the current membership list.

MEETINGS
- SPACE meetings shall be held at 7:30pm on the second Friday of each month, at the Falcon Heights Community Center, unless otherwise directed by the Executive Board.

- Club business cannot be conducted without at least one Officer and one other member present.

- All club meetings shall be open meetings.

- Minutes of each club meeting shall be recorded by the Secretary and published in the club newsletter.

- The Annual Meeting shall be held each November. At the Annual Meeting, Officers shall be elected and volunteers for other ongoing club duties shall be secured.

- The President shall preside over club meetings. In the President's absence, the Vice-President shall preside. In their absence, the Secretary shall preside. If the first three are all absent, the Treasurer shall preside.

TREASURY
- An accounting for all incomes and charges to the SPACE balance sheet shall be published in the newsletter each month.

- Prior approval by the Executive Board is required if the club is to incur any expense.

- The Treasurer shall be responsible for the duties of managing the club's monetary assets.

NEWSLETTER
- The club shall publish the SPACE Newsletter on a monthly basis.

- All currently paid club members shall receive a copy of the Newsletter by mail each month.

- Newsletters shall also be sent free of charge each month to other Atari clubs which are able to return the favor.

- The Newsletter Editor shall be responsible for the duties of collecting articles from the membership, publishing, and distributing the Newsletter.

DISK OF THE MONTH
- A new SPACE Disk Of the Month (DOM), readable by a standard Atari 1050 disk drive, shall be

produced on a monthly basis. This is for the purpose of raising funds for the club.

- DOMs shall include shareware, freeware, or public domain software or other files for the Atari. DOMs shall not include pirated commercial software.

- The price of the DOM shall be $3.00.

- DOMs shall be available for sale at each club meeting, and may be sold to members and non-members.

- Other clubs may trade DOMs with SPACE on a one-for-one basis.

- The DOM Librarian shall be responsible for the production and sales of the DOM.

BULLETIN BOARD SYSTEM

- A Bulletin Board System (BBS) supporting Atari computers shall be made available by the club. The BBS provides an online forum for Atari discussions, and an optional communications medium for club matters.

- The BBS System Operator shall be responsible for maintaining a friendly and welcoming environment on the BBS. Illegal software or offensive language shall not be tolerated.

WEB SITE

- The club shall maintain a home page on the World Wide Web. The site shall be primarily designed to attract new club members, and provide online access to club information.

- The Webmaster shall be responsible for maintaining the web site, and keeping the information presented there current.

OFFICERS AND EXECUTIVE BOARD

- The Officers of the club shall be President, Vice-President, Secretary, and Treasurer, and shall be referred to collectively as the Executive Board.

- The Executive Board shall collectively supervise the affairs of the club, shall be responsible for proper and orderly club operations, shall be responsible for upholding the rules of the bylaws, and shall at all times make decisions with the best interests of the membership in mind.

- The officers shall be elected by a majority vote of those present, or by acclamation if only one person is running. The term shall be for one year, or until a successor is elected. The term of office shall begin at the close of the annual meeting at which the officer is elected.

- The Executive Board shall actively seek volunteers to fill the following positions: Membership Chairman, Newsletter Editor, DOM Librarian, BBS Operator, and Webmaster. These volunteers shall be subject to the approval of the club membership.

- The Executive Board shall also seek volunteers for other ongoing administrative duties, such as meeting location arrangements and post office box maintenance.

- Officers shall be subject to a Recall Vote if a majority of the membership so decries. The Recall Vote shall not take place until it has been announced in the newsletter.

- The rules contained in the current edition of "Robert's Rules of Order" shall govern the club unless they are in conflict with the bylaws, in which case the bylaws shall take precedence.
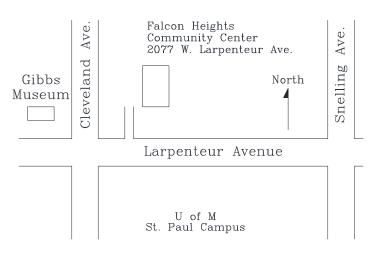
AMENDMENT OF BYLAWS

- A Quorum shall be defined as either a minimum of 50% of the entire membership, or 10, whichever is smaller.

- Provided that a quorum is present, and provided that the amendment proposal has been communicated to the entire membership in writing in advance, the Bylaws may be amended at any meeting by a two-thirds vote of the members present.

- Voting shall be by consenting AYE or NAY if a two-thirds vote can be confirmed, or by a show of hands for a precise tally.

- Proxy voting is not permitted for Bylaws amendment votes.

CLUB DISSOLUTION

- The club may elect to disband itself by a majority vote of the current membership, provided the proposal has been printed in at least one issue of the newsletter.

- In such an event, the Executive Board members shall be responsible for the proper and orderly closing of accounts, arrangements, and all normally ongoing club activities.

- Any remaining material assets of the club shall be distributed evenly among the membership, as best as this is possible. Historical club materials shall be preserved if possible.

- When all outstanding charges are paid, the Treasurer shall distribute any remaining club funds evenly among the final group of club members.

CLUB OFFICIALS

President: Michael Current   (608)787-8548
michael@mcurrent.name
Vice President: Nolan Friedland   (651)455-6550
friednw@tcfreenet.org
Secretary: Steven Peck   (651)319-7224
artisan213574@gmail.com
DOM Librarian: Glen Kirschenmann (763)786-4790
kirschg@netzero.net
BBS Operator   Nolan Friedland   (763)689-3711
friednw@tcfreenet.org
Membership Chairman: Glen Kirschenmann (763)786-4790
kirschg@netzero.net
SPACE Treasurer   Greg Leitner   (651)455-6550
greglites@hotmail.com
SPACE Newsletter Editor: Michael Schmidt   (763)757-4192
mike.schmidt@andersencorp.com

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.

Falcon Heights
Community Center
2077 W. Larpenteur Ave.

Cleveland Ave.

Snelling Ave.

North

Gibbs
Museum

Larpenteur Avenue

U of M
St. Paul Campus

S.P.A.C.E.

c/o Gregory Leitner
3407 78th St E
Inver Grove Heights   MN   55076-3037

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 next Scheduled meeting.

SPACE BBS

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

Supporting:

ATARI 8-Bit Computers

ATARI ST Computers