SPACE

NEWSLETTER for January 2013

President's Corner
by Michael Current
January 2013

Welcome to the new year! What new Atari gear did Santa leave under your tree last month? What's on your Atari shopping list for 2013?

Hopefully I'll have time this month to make more significant headway on the often-stalled SPACE newsletter digitization project. Going back in time, month by month, I've made it back through March 1987 as of this writing. Visit space.atari.org to bring back old memories!

Can you believe it's 2013 and SPACE is still here? I bet they couldn't have imagined this in 1982!

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday January 11, 2013.

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Treasurer's Report
by Greg Leitner
For December 2012

Just so I don't forget at the end of this article, I want to wish all of our SPACE members a very merry Christmas and a happy New Year. What a great Xmas party we had on December 14th. All the food was delicious and I never ate so much as I did this year. The sloppy joes and meat balls were a big hit and top that off with root beer floats for dessert and I for one thought is was by far the best party we have had in many years. Thanks to all our members who contributed to the menu.

The auction was fun but once again other then the XE game system that went for $5.00 all the other items went for mostly a dollar and a couple items went for two dollars. All in all we took in $32.00 on the auction and with a couple of membership renewals and a few doms sold we had a very good month to end the year. So here is how the year ended for our Treasury:

Beginning balance as of December 1, 2012:   566.05

Receipts for the month of December:
  Membership renewals   30.00
  Auction sales   32.00
  Dom sales   9.00

Total receipts for December: 71.00

Only one expense for December for our
SPACE Web-site   10.00

Ending balance as of December 31, 2012   627.05

A nice way to end the year but I am still waiting for the big one, our room rental for 2012 which is $300.00. That will eat up almost half of our current Treasury balance so we really need to keep our membership renewals current and I really encourage all our members to buy the monthly Doms. They have really been good and our members enjoy a good time each month playing the games before and after the meetings.

Well that's it for this year so I guess all I have to say is I will see next year.

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Secretary's Report
By Steve Peck
For December 2012

The meeting commenced at 7:40 PM with six members present. Everyone was dying to eat, so the meeting was adjourned by 8:00 PM. The Christmas party was a great time. Everyone ate their fill and we had a nice auction. As of this month, we have nine paid-up members. As usual, we had fun with the DOM. Overall, it was a nice get-together. I am looking forward to 2013 and continuing to be your Friendly Neighborhood Secretary of the SPACE Club.

Anyway, good meeting. I will return next month with yet another Secretary's Report, the first for the New Year. This is Steve Peck, saying…

EXCELSIOR!

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:54 PM
Subject: Wake Up from Mystic Bytes

Wake Up from Mystic Bytes   December 13th, 2012
  Another STe prod from Sillyventure has arrived.

  This time it's 'Wake Up' by Mystic Bytes
including work from Klocec, Piesiu, Yerzmyey, !NE7 and Grey.
   » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:51 PM
Subject: UFO by Dune and Sector One

UFO by Dune and Sector One   December 10th, 2012
  Finally UFO is released, after years in the debugger, Dune and
Sector One has once and for all got it done.

  It was originally shown at (and won) the Numerica Artparty 2009
compo. After the party, the demo have only been seen on a lower
quality video recording.

  But now the demo is here, and why are we
babbling, go get the demo and feed your STe!
   » Download UFO for Atari STe
http://files.dhs.nu/files_demo/ufo.zip

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From: Michael Current [michael@mcurrent.name]
Sent: Wednesday, January 02, 2013 7:18 PM
Subject: SpartaDOS X 4.46 with Toolkit (2 Jan. 2013)

(2 Jan. 2013)
Hello,

  SpartaDOS X 4.46 with Toolkit is now officially available for
download on:
http://sdx.atari8.info
  (or http://spartados.com and http://spartadosx.com).

  List of changes is available here:
http://sdx.atari8.in...46/whatsnew.txt
  Since the manual will be updated to 4.46 a little bit later, please
review the whatsnew.txt file carefully.

  You may also like to visit SDX upgrade project on Facebook:
http://www.facebook.com/SpartadosX
  Although still in the early stage, the page contains highlights of the
new release and other announcements.

  DLT team

Changes in SpartaDOS X 4.46 (relative to 4.45)
==

KERNEL
------

* CONFIG's keyword MERGE now allows merging portions of
CONFIG.SYS from arbitrary drive/path. Details:

The merged config file will be read using SDX device drivers, not
OS routines (as before). This allows drives/partitions that are
accessible only via SDX drivers (SIDE, MyIDE etc.) to hold the
merged configuration part for easy change. The main config should
contain USE command (memory configuration), device drivers (such
as DEVICE SIO, DEVICE SIDE) and then "MERGE filename.cfg"
to attach the device-resident part of the configuration.

Additionally, in case the filename contains either a device name, a
drive number or a path, the merged config will be loaded using SDX
filesystem drivers (such as SPARTA.SYS). This way a file from a
different directory/filesystem can be merged (for example MERGE
D2:>CONFIG>XTRA.CFG). Note that this requires SDX filesystem
driver to be loaded earlier (DEVICE SPARTA). Also beware that the
merged files cannot exceed 1KB.

If just the filename is given (like in previous SDX versions), the
filesystem drivers are not used to get the merged config. In such case
the merged file must be located in the same directory as the file that
merges.
If the file is merged from the default config (CAR:CONFIG.SYS), it
should be stored in the root directory of the boot drive.

If no file name is given (MERGE without a parameter), SDX config
selector is invoked to let you choose from multitple CFG files stored
in SPARTA.DOS directory (see the manual for details). Note that in
case of OS-compliant boot drive, the config selector is shown
regardless of MERGE command.

If a user hold OPTION key during system startup, no files are
merged.

* Expanded support for standard RAM extensions: internal variables
now not only hold the current number of free extended banks, but
also the default one. Thanks to that, MEM can now display the
information how much ext RAM is there in general (not only, what is
free, as before).

* Added support for 65C816 high RAM: when 65C816 is detected,
the DOS will now do a non-destructive sizing of that memory at reset
time and store the following information on that: the starting segment
number (such as $01 when the high RAM starts at $010000), and the
number of extra segments besides the segment 0 (i.e. besides the
6502 conventional 64k space). Both numbers are 0 when nothing is
detected. Again, MEM will now use this information, if applicable.

* Added experimental support for an Axlon-type extension on
XL/XE computers. The controlling register should be at $CFFF
(write-only), and should only be active when PB0=1. Unlike on Atari
800, there is no shadow assumed at $0FC0. The extension is only
tested for when the test for a standard type extension returns 0 banks.
Up to 127 extra banks (2032 KB) can be detected. When Axlon is
detected, only two memory configurations are possible: USE NONE
or USE BANKED. USE OSRAM is ignored.

* MEMLO somewhat (around ~40 bytes) lowered.

* 16kbyte cartridges (Microsoft Basic II, Logo, etc.) will occupy
memory from $8000 only when they are active, i.e. when CAR
command is invoked. Such cartridges caused a lock in SDX 4.4x or
reserved the area upon bootup even when they were inactive (SDX
4.2x).

DRIVERS AND RESIDENT PROGRAMS
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* the serial I/O driver will now always have the lowest possible
priority among all the other SIO-like drivers (ramdisks, SIDE/MyIDE
drivers and such), regardless of the order of loading.

* directory formatting routines, when writing the final "FREE SECTORS" line to the output buffer, will now zero out the status byte in the directory buffer. This enables programs which read the formatted directory byte by byte to detect the final line of the directory listing before its is completely read out.

* INDUS.SYS did not work, fixed. Also, in default CONFIG.SYS, the number of drives to scan for the INDUS.SYS has been limited to 4 (D1:-D4:). If you want it to act on higher drives, edit the CAR:CONFIG.SYS and change or remove the parameter digit in DEVICE INDUS line.

* File system drivers modified to return DOS 2.0 "status $03". The effect is that Turbo BASIC XL "BLOAD" command now works.

* RAMDISK.SYS fixed to work with Axlon extension (this was broken, apologies).

* RAMDISK.SYS has a new switch: /S forces loading the "standard" 6502 RAM driver module even on 65816 machines. The 6502 module is much slower, but has an advantage of occupying much less memory than 65816 mods.

* CON64.SYS now works on computers with Axlon extension.

* ENV.SYS now works on computers with Axlon extension.

* ATARIDOS.SYS will now mark zero-length files in the directory as occupying 1 sector, not 0 sectors as before.

LIBRARY
----

* S_NEXT, new symbol to walk through symbol list.

* S_ADD now does not add a symbol, if there is not enough memory left to
   create one.

* U_LOAD (and its equivalent located inside X.COM) will now store an absolute path in 'path' ($07a0) to the directory where the executable is residing. Therefore a program will be able to easily retrieve its path upon execution (provided that no other I/O was done in meantime).

   This seems to fix the problem with MyDUP requiring COMEXE.SYS to be resident: it should not require that anymore.

* SLEEP, new symbol to make precise delays.

* BLDDIR_P, new symbol to build directories overriding the device-returned PERCOM block.

* BUILDDIR will now correctly mark double sided disks as double sided.

UTILITIES
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* COPY: when a file being copied has no timestamp, current time and date gets assigned to it.

* MEM /X will now display the total amount of extended RAM in banks and kilobytes, besides the free amount.

* MEM /X also displays the amount of 65C816 high RAM, if applicable.

* ED will not quit after Esc/Return, if saving the file fails. Also Shift+Delete will set modification flag.

* X.COM experimentally shortened by moving a portion of code to the cart.

* CHKDSK /X display blurp underwent some cosmetic changes. Plus some bugs fixed related to correct distinctions between physical sectors and logical clusters.

* DF: changes similar to the ones made to CHKDSK, internal changes of code which deals with logical and physical sector size calculations.

* DATE and TIME syntax is now "DATE [/T|dd-mm-yy]" and "TIME [/T|hh:mm:ss]", respectively. When used with /T parameter, will now only display current date or time and will not prompt for entering new values. When fed with a valid date/time value in the command line, it will set the specified value as current.

* PAUSE now optionally accepts a number of seconds to wait, ranged from 0 to 65535.

* TYPE /P and MORE should work better when displaying text files containing long lines.

* ARC will now no longer ask if to overwrite a file when unpacking an archive to NUL:

* ARC is now able to fetch files to be archivized from any file-oriented device, not only from regular disks (DSK:) as before.

* DELTREE has now more MS-like syntax: DELTREE [/YV] [d:]path. The /V switch enables a "verbose" mode, which allows to watch what files are currently being deleted.

* DELTREE now displays complete pathnames of the directories being deleted, and files too, if asked to (see above).

* MENU should no longer accept random garbage it finds in the directory buffer, when it fails to load the directory selected.

* LESS has a new function: when you press the 'G' key, you'll be prompted for a line number the viewer should jump to.

* LESS now expands TABs rather than converting each one to a single space.

* LESS now automatically detects MS-DOS (CP/M) and Unix line endings and converts the text accordingly on the fly. Therefore, you now may use the command to convert MS-DOS and Unix text files to Atari format, in this manner: LESS FOO.TXT >> BAR.TXT will convert a PC-like text file FOO.TXT into Atari-like BAR.TXT. Only EOL and TAB characters will be converted, but that's enough most of the time.

TOOLKIT
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* SL utility updated, please replace.

* STAT, new utility to display detailed information on a directory entry.

* FATFS, new driver to read MS-DOS FAT12 and FAT16 formatted media (read only and limited to 32 MB, consider it a demo version ;))

* CPMFS, new driver to read Indus CP/M formatted floppies (read only)

* SC utility updated, please replace once upgraded to new SDX version

* S_VBXE driver updated for new FX core release (1.26)

* RC_GR8 driver updated: added basic terminal functions such as display scrolling.

* Eddy updated to version 2.01, with improved support for Indus CP/M and MS-DOS formats.

* MKATR, a new utility to create ATR images.

* DELDUP made much faster.

* CLX updated to version 1.9.

* FSTRUCT, when run on an 80-column display, will now display offsets at which segments start.

ADD-ONS

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 5:47 PM
Subject: Sillyventure catch-up

Sillyventure catch-up   December 19th, 2012
  With the craziness of productions arriving from Sillyventure, we've missed to mention a few them.

  First up is a neat new music demo from Aggression featuring recent and new tunes by !Cube. The demo works on ST to Falcon 060 and is called 'Meet !Cube'. Music, code and font by !Cube himself and other graphics by Samurai.

  Then we have a big STe demo by Cerebral Vortex called 'C++ Is Forbidden' with a lot of good graphics, catchy tunes and many effects. The demo goes on for a while with code/graphics by Orion_ and Templeton, the soundtracks are composed by Xyce.

  Finally Paradize are back with a new game for the Falcon called 'Color Runner'. It's a puzzle
game with colourful graphics and is mostly a one-man production by Cooper.
   » Get all of them at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
michael@mcurrent.name
Subject: Silly Venture 2k12 - results

```
            SILLY VENTURE 2012   ____          ____
   _____  __  COMPO RESULTS.   ___\ /___     ____| |
    <<------------------------->>
       >>*.R.*.E.*.S.*.U.*.L.*.T.*.S.*<<

  \/  ATARI 2600 DEMO COMPO
     //_____//_____//_____//

  pos id  points  title                    author
country
  ---------------------------------------
  01  02  798 pt  Liquid Candy ............  Noice
sweden
```

```
  02  01  333 pt  Drip ....................  Ed Fries
USA

//_____//_____//_____//

  \/  ATARI XL/XE POKEY MUSIC COMPO

  pos id  points  title                    author
country
  ---------------------------------------
  01  01  591 pt  Back To The Scene ........  Wieczor
poland
  02  05  588 pt  Quickshot ................  505 & Michu
germany/poland
  03  09  541 pt  Tiger's Dream ............  Wieczor
poland
  04  08  537 pt  Ten Past Midnight ........  stRing
poland
  05  07  504 pt  Sn3 .....................  Pinokio
poland
  06  04  494 pt  Indie ...................  stRing
poland
  07  03  424 pt  CHain Factory ............  Wieczor
poland
  08  02  353 pt  Bijatyka ................  sOnar
poland
  09  06  324 pt  Siekiery ................  sOnar
poland

  \/  ATARI XL/XE GFX COMPO
//_____//_____//_____//

  pos id  points  title                    author
country
  ---------------------------------------
  01  05  757 pt  Papa Jack ...............  Piesiu
poland
  02  08  748 pt  Kurs Na Planete Skarbow ..  Ooz
poland
  03  12  744 pt  My Bad Day ..............  Ripek
poland
  04  14  681 pt  Flame Follow Me ..........  Odyn1ec
poland
  05  02  500 pt  Crococar ................  Rocky
poland
  06  01  490 pt  CatMan ..................  Rocky
poland
  07  09  485 pt  Ajek Grajek .............  sOnar
poland
  08  04  440 pt  Krolik ..................  Rocky
poland
  09  10  415 pt  Mandylion ...............  HJB
poland
  10  13  414 pt  Myszur 13 ...............  Urborg
poland
  11  06  392 pt  Pikus ...................  Rocky
poland
  12  03  362 pt  Feuto ...................  Rocky
poland
  13  11  326 pt  Planet 108 ..............  Gorgh
poland
  14  07  308 pt  Prisoner ................  Caco
poland

//_____//_____//_____//

  \/  ATARI XL/XE 16kb INTRO COMPO

  pos id  points  title                    author
country
  ---------------------------------------
  01  05  701 pt  RGBA ....................  JAC!
germany
  02  01  651 pt  High Tide ...............  LaResistance
poland
  03  04  606 pt  Press Play On Tape .......  Agenda
poland
  04  02  571 pt  Old School ..............  Lamers
poland
  05  06  555 pt  Arigato .................  Squo Quo
germany
  06  03  498 pt  Pixel ...................
XXL/Vidol/Mr.Beep poland

//_____//_____//_____//

  \/  ATARI XL/XE DEMO COMPO
```

```
   pos id  points  title                    author
country
   ---------------------------------------
   01  02  813 pt  Boogie Nights ............ Lamers
poland
   02  01  534 pt  Unshaped ................. MEC
poland

//_____//_____//_____//

   \/  ATARI ST/STE YM2149 MUSIC COMPO

   pos id  points  title                    author
country
   --------------------------------------- 01  07  484 pt
Mutative ................. 505 & Michu
germany/poland
   02  02  451 pt  Wake Up! ................. Yerzmyey
poland
   03  04  381 pt  Decisive Factor .......... !Cube
finland
   04  01  349 pt  Approaching The Endzeit .. Lotek Style
germany
   05  06  340 pt  SillyRide ................ Tao
germany
   06  03  244 pt  Bzdet .................... Pinokio
poland
   07  05  162 pt  Murder & Inquire ......... Hylst
france

//_____//_____//_____//

   \/  ATARI ST/STE GFX COMPO

   pos id  points  title                    author
country
   ---------------------------------------
   01  04  690 pt  Fujiyama ................. Piesiu
poland
   02  02  646 pt  Giants Are Coming ........ Piesiu
poland
   03  05  582 pt  Genius ................... Ukko
france
   04  08  533 pt  Egypt .................... Samurai
germany
   05  03  529 pt  I'll Suck You Dry Too! ... Bracket
finland
   06  07  456 pt  Salvation ................ Samurai
germany
   07  01  387 pt  No Extra Crime ........... Hylst
france
   08  06  332 pt  Zajace ................... Hospes
poland

//_____//_____//_____//

   \/  ATARI ST/STE 4kb INTRO COMPO        //

   pos id  points  title                    author
country
   ---------------------------------------
   01  01  568 pt  Skit ..................... Live!
germany

//_____//_____//_____//

   \/  ATARI ST/STE 96kb INTRO COMPO

   pos id  points  title                    author
country
   ---------------------------------------
   01  02  649 pt  Muda ..................... Live!
france
   02  01  437 pt  Fading Twilight
.......... RNO              finland

//_____//_____//_____//

   \/  ATARI ST/STE DEMO COMPO

   pos id  points  title                    author
country
   ---------------------------------------
   01  02  526 pt  C++ is Forbidden ......... Cerebral
Vortex  france
   02  03  373 pt  Wake Up .................. Mystic Bytes
poland
   03  01  368 pt  Chasey ................... Checkpoint
germany
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```
   04  04  175 pt  Atari SexTape ............ ISO
finland
   05 (behind the competition):  UFO ....... Dune
france

//_____//_____//_____//

   \/  ATARI FALCON MUSIC COMPO            //

   pos id  points  title                    author
country
   ---------------------------------------
   01  06  386 pt  Inside A Game ............ Yerzmyey
poland
   02  01  283 pt  Gumbreaker ............... 505
germany
   02  02  283 pt  Behind a Slime Gate ...... V0yager
poland
   03  03  236 pt  GiANT Beatz .............. Nativ
england
   04  05  217 pt  Sandmonster .............. Michu
poland
   05  04  205 pt  Business Is War .......... Lotek Style
germany

//_____//_____//_____//

   \/  ATARI FALCON GFX COMPO              //

   pos id  points  title                    author
country
   ---------------------------------------
   01  03  651 pt  One Man And His Falcon ... Piesiu
poland
   02  01  429 pt  Wierd .................... Bear
sweden
   03  02  286 pt  Cherubin ................. HJB
poland

//_____//_____//_____//

   \/  ATARI FALCON 96kb INTRO COMPO       //

   pos id  points  title                    author
country
   -------------------------------------------------------
--------------------
   01  01  324 pt  The Only Survivor ........ Extream &
MSB    Finland/Poland

//_____//_____//_____//

   \/  ATARI FALCON DEMO COMPO             //

   pos id  points  title                    author
country
   ---------------------------------------
   01  01  351 pt  2X1287 ................... Paradox
Germany
   02  02  263 pt  Modulation 4 preview
..... Checkpoint       Greece/Germany

//_____//_____//_____//

   \/  COMBINED GAME COMPO                 //

   pos id  points  title                    author
country
   ---------------------------------------
   01  07  492 pt  Beats Of Rage ............ Dune
(F030)   france
   02  01  444 pt  Elansar demo ............. Orion_
(Jag)   france
   03  04  345 pt  Pong ..................... Jhusak
(xl/xe)  poland
   04  06  340 pt  Pani Basia z Klatki B .... Gonzo
(xl/xe)  poland
   05  03  328 pt  Calamanis ................ TDC
(xl/xe)  poland
   06  02  305 pt  Color Runner ............. Paradize
(F030)   france
   07  05  277 pt  JawBreaker ............... Grzybson
(xl/xe)  poland

//_____//_____//_____//

   \/  WILD COMPO                          //
```

```
  pos id  points  title                    author
country
  --------------------------------------
  01  01  353 pt  Meet !Cube ..............  Aggression
finland
  02  02  259 pt  Loose End MP3 ...........  Nativ
england
          counting the votes by Grzybson, Skudi & Gosia
(warm thx!).
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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:43 PM
Subject: Muda by Live! from Sillyventure 2012

Muda by Live! from Sillyventure 2012
December 9th, 2012

  Ok boys, things are starting to show up from Sillyventure.

  First up is a very good 96k intro from Live!
called 'Muda'. It's for STe machines and features
code and graphics by Ukko, code by Tomy and music by Tomchi.
  » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:44 PM
Subject: Modulation 4 preview

Modulation 4 preview   December 9th, 2012
  A new ACE Tracker music demo is in the works by
505 and friends. The plan was to release it at Sillyventure 2012, but
didn't quite make it in final form.

  So we're treated with a preview of the forthcoming Modulation 4 for
the Falcon. Coded by
ggn, graphics by Nytrik and music of course by 505.
  » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:51 PM
Subject: Live! releases second intro from Sillyventure

Live! releases second intro from Sillyventure   December 11th,
2012
  As if the Muda 96k intro wasn't enough, Live!
also released a nice 4k intro for the STe called 'Skit'.

  Code by Tomy, music by Dma-Sc and textures/design by Ukko.

  (and yes, we did tell them what the title mean in swedish!)
  » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:52 PM
Subject: Falcon game released by Dune

Falcon game released by Dune   December 12th, 2012
  Thadoss of Dune released a brand new beat'em up game called
'Beats of Rage' for the Falcon at Sillyventure 2012.

  It plays similar to Double Dragon, but with much smoother
gameplay, bigger sprites and 8-channel audio. Spread over nine
levels you'll meet up with thirteen enemies. The game is written from

scratch in 68030 assembly and should work on any Falcon with 4MB
or more.

  2012-12-15: Game updated to v1.1

  Bug fixed:
  - 2 enemies had one attack that didn't generate hit points
  - the joystick is now working
  - the jump movement is not taken into account when the player
respawn (he was leaving the screen, and the game freezed)

  New features:
  - the border should be black instead of white (not verified)
  - Better IA for the enemies: enemies walk to the player if they're too
far
  - inner game timer accelerated to have a more nervous game
  - a new animation which gives a better arcade
look to the game (I let you discover it)
  » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:46 PM
Subject: Checkpoint releases Chasey

Checkpoint releases Chasey   December 9th, 2012
  Atari party, Checkpoint release. It sort of goes hand-in-hand.

  Here's a release from Sillyventure 2012 that is a bit different: A
music demo with realtime decoding of streaming audio at 15 kHz on
plain ST. Checkpoint claims it's the fastest Huffman/IDCT routines
on 68000.

  Apart from the streaming audio there are also intros and endtros
with nice new chipziks by Checkpoints newest member Mr.Coke.
New graphics and code (!) by returning member Modmate. Of course
not to forget Defjam and lsl on code and
505 contributed with a chiptrack.
  » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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From: Michael Current [michael@mcurrent.name]
Sent: Thursday, January 03, 2013 7:24 PM
Subject: atari++ 1.70 released

atari++ 1.70 released

Hi folks,

  a new release of Atari++, the portable atari emulator for Linux and
windows has been released on http://www.xl-project.com/ - as usual,
you find there the Linux sources and a compiled version for 32-bit
Windows. There are so many changes this time that it's hard to start,
most of them address defects in the emulation core and not so much
in the user interface. There were quite some changes I would love to
add, but my vacation is about to end in a couple of days and I was
wrapping up to get this release out.

  So what's new this time: (long list):

  - Priority engine for the "fifth player" generated by missles was
redesigned and should now reproduce all possible cases, including
the priority conflicts correctly.
  - Color mixing of the fifth player on top of GTIA modes C0 and
40 should now work correctly.

- Timing of the GTIA "strange mode" where PF0 to PF3 are used for a HIRES generated playfield was made more precise.
- Color lookup for GTIA modes C0 and 40 on top of non-HIRES ANTIC modes was fixed.
- Player-playfield color mixing for GTIA mode 80 was fixed.
- Experimental support for on-line player and missile resizing was added.
- ANTIC display generation was re-designed yet again and was rewritten.
- ANTIC DLI and NMI timing was made a lot more precise and should now work to the cycle.
- ANTIC VSCROLL support should now work to the cycle.
- ANTIC DMA cycle allocation should now be finally correct for all modes.
- Added emulation for ANTIC forgetting the sync signal if the last line on the screen is HIRES.
- Added emulation of carrying the DLI and VSCROLL information across vertical blanks from the last displayed scan-line.
- The jump on vertical blank ANTIC instruction did not generate a DLI on each line if DLI was enabled. Fixed
- The rather ugly re-generation of ANTIC modelines for character-based modes was removed. This simplified the design, but might impact the emulation quality in some corner cases. A new ANTIC design would be required to fix this. More careful timing in display build-up should make this unnecessary anyhow.
- DMA border computation is now much more canonical and cleaned up.
- Since a lot of the internal timing should now work "on the cycle", there is no longer a need to configure some of the ANTIC variables, thus parts of the ANTIC preferences have been removed.
- CPU emulation includes now parts of the unstable opcode family xB (opcodes whose lower nibble is B).
- The CPU emulation includes now the emulation of most (if not all) 6502 bugs: Forgetting conflicting NMIs, IRQs and BRKs (!).
- Wait-cycle allocation was partially wrong and created conflicts between memory-refresh cycle allocation and WSYNC requests. This was fixed.
- As a side effect, the special "double WSYNC" check was no longer necessary and was removed. The emulation is correct anyhow.
- Some CPU preferences were removed because the emulation is considered to be precise anyhow.
- PIA DDR register reads were not emulated correctly.
- PIA emulation includes now flank-detection on CA2 and CB2 plus interrupt generation, and thus should be complete.
- POKEY 9 and 17 bit random generators are now emulated precisely, and the generated "random" numbers should be now identical to those on the real hardware.
- POKEY two-tone mode should now be emulated correctly, including the cycle timing for the linked channels.
- Some race conditions for the serial control mode should now be emulated correctly.
- POKEY direct serial input should now work fine with the SIO emulation, though direct serial output does not yet work.
- Handling of the POKEY keyboard generation was wrong and should now work correctly.
- The SIO patch resets now also the audio registers and the IRQ control of POKEY to work around some software bugs.
- Os++ did not check properly for the RESET bit in the Antic NMI register and could have triggered false resets under some race conditions.
- The legacy return value for the write-byte bus access was removed as it was no longer required since a long time.

As always, you can reach me here or better by mail at thor <at> math <dot> tu-berlin <dot> de.

Greetings and a Happy New Year,
Thomas

****
From: Michael Current [michael@mcurrent.name]
Sent: Thursday, December 20, 2012 4:45 PM
Subject: Atari ST 96k intro for Fading Twilight DVD

Atari ST 96k intro for Fading Twilight DVD   December 9th, 2012
  Rave Network Overscan and .tSCc. released a nice 96k intro for the ST at Sillyventure.

  It's a promo-intro for the soon to arrive Fading Twilight DVD edition with code by
Britelite, graphics by Bracket and music by Lotek Style.
   » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

****
From: Michael Current [michael@mcurrent.name]
Sent: Monday, January 07, 2013 1:34 PM
Subject: Altirra 2.20 released
From- phaeron
Date- Sun, 06 Jan 2013 19:15:11 -0600

Finally got around to releasing version 2.20 of my emulator, Altirra. Link to download and full changelist:

http://www.virtualdub.org/altirra.html

 Some highlights:
  a.. Hardware support: MyIDE II and Ultimate1MB emulation added; fixes for SIDE, SIC!, and flash memory emulation.
  b.. Debugger: Many changes and improvements, including better support for accessing extended/hidden memory and additional aids for debugging PBI, IDE, and CIO code.
  c.. UI: Display code rewritten to support higher quality status overlays, some UI-less menu commands are now available in full screen mode, keyboard shortcuts are now configurable, shift-hover gives help for BASIC and DOS error codes, and copy text now works when emulation is stopped.
  d.. Disk: You can now pre-format new disk images for DOS 2 and mount a host directory as a virtual disk image. Also fixed several DOS filesystem handling bugs in the disk explorer.
  e.. IDE: VHD images are now supported.
  f.. Fixes for a couple of emulation issues in POKEY and ANTIC.
  g.. Major rewrite of the built-in OS kernels for better compatibility.
 As usual, thanks to everyone that's been trying it out and providing feedback.

****
From: Michael Current [michael@mcurrent.name]
michael@mcurrent.name
Subject: 2x1287 Falcon demo by Paradox

2x1287 Falcon demo by Paradox   December 30th, 2012
  Paradox released their Sillyventure Falcon demo '2x1287' today.

  It's a celebration of the Atari Falcon turning twenty years old. Yes, twenty, it's scary. You'll be treated with a great module remix of many classic Falcon demos during the show.

  Paradox recommends RGB/TV for watching.
   » Download at the Sillyventure 2012 download page
http://dhs.nu/files.php?t=partydl&party=Sillyventure%202012

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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.

Gibbs Museum

Cleveland Ave.

Falcon Heights Community Center 2077 W. Larpenteur Ave.

North

Snelling Ave.

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

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.

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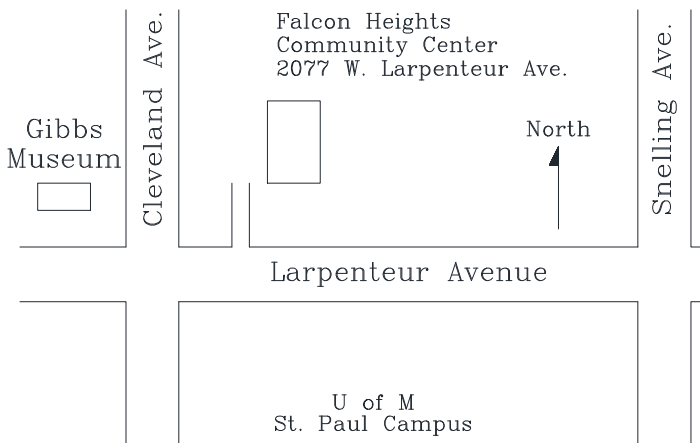
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Sysop: Nolan Friedland

http://spacebbs.atari.org/

Supporting:

ATARI 8-Bit Computers

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