January 2016 Newsletter

FOREWORD
By Captain Irata:

"Pain is weakness leaving your joystick trigger finger! Hoo-rah!"

The President's Corner
By Michael Current

Welcome to the New Year, 2016! What new Atari gear arrived in your household for the holidays??

Sounds like last month's SPACE party went off well as always. Sorry I couldn't make it, but thanks to everyone for taking part!

My latest Atari research, based on material collected at the Minneapolis Central Library (plus one item at the Wilson Library at the U), has me living in the Atari world of the mid-1970s. Many people concern themselves with the origins of Atari, and many others are familiar with the Atari of the 80s and 90s, but relatively few sources are available covering the time in between in depth. For one thing, I've come to the conclusion that several "RARE" items likely were never really released at all, the only surviving artifacts are likely prototype, pre-production units. Such as Pong In-A-Barrel, Dr. Pong, and Puppy Pong. I've concluded that what some sources call "Dodgeball" was almost surely the illusive "Dodge 'Em", a popular VCS game based on an Atari arcade game that doesn't seem to have ever actually come out! I've also gotten much more clear about the extended rollout of Atari's Pinball Division over 1976-1977. Cool fact: the Atari manufacturing plant for pinball production was transformed for 400/800 computer line manufacturing in 1979.

Thanks, keep using that Atari, and come to your next SPACE meeting, Friday January 8, 2016.

Treasurer's Report
By Gregory Leitner

Not a bad turnout for the SPACE December Christmas party this year. We had five members and two spouses in attendance. The chicken tacos were apparently great and I can attest that the mini hot dogs were also. The desserts were excellent and thanks to Beverly, Glen, and Steve Bergund. Jackie made the tacos and Glen made the mini hot dogs. There were a lot of leftovers so our grandchildren were more than happy to finish up on Saturday.

Lance is almost ready to show us his updated SD 1010 hard drive supposedly with a much larger capacity. He also has a new game ready to demo possibly next month. Sounds

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BE THERE!

like a good way to start off the new year.

As for the SPACE account for the end of the year; we had a balance of $444.54 and added four 8-bit and three ST DOMs for an additional $21.00 to give us an ending balance of $465.54. We had no expenses for December as neither Nolan was there to collect the web-site fee or was the bill for the 2015 room rental received. I suppose I will have to call for the bill again.

Well that's it for now. A very busy time for Jackie and me before Christmas. Speaking of which, Merry Christmas and Happy New Year to all our members and families. See you in 2016.

Secretary's Report

By Steven Peck

HELLO WORLD!

Welcome to the first Secretary's Report of 2016. I will waste no time and just get started, without further adieu.

The December 2015 Meeting commenced at 7:40 PM on the 11th of that month. The current membership count is at eight members. In the old business, the 8 GB 1010 Evolved SD drives have been prototyped. They are described as lightning fast and they will have a better LCD display. Not much is known after that but Lance will demo

it possibly at the January meeting. In the new business, more games are coming from V61. They will capitalize on the success of Secretum Labyrinth, the last successful release. Keep reading in future posts of the Newsletter for more developments.

Steve Berglund showed off a Falcon computer that needed repair at the meeting. Even in its state of disrepair, it was magnificent to see. I hope that it will be refurbished soon. The Party was much ado about tacos yet again, but still fun and I quite enjoyed it. The meeting and Party ended at 9:00 PM that night.

This concludes the Report. In Stan Lee's famous ending salutation…

EXCELSIOR!
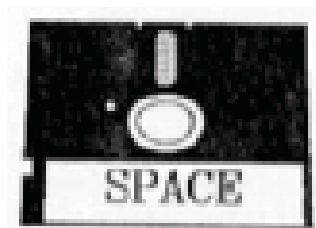
8-bit DOM Report

By Steven Peck

Welcome to the first 8-bit DOM Report of 2016! So, I will go ahead with all of the nitty-gritty details:

SIDE ONE:

Booby Jackpot: WARNING! this game is not suitable for those under the age of 17, for it is of a mature subject.

It shows pictures of nude models. You have to spot certain parts of the models' anatomies (hence the name).

It was definitely detailed with the graphics, and that is all I am going to say about that. Now the scores:

Graphics: 8
Sound: 8
Gameplay: 8
Animation: 6

Total score: 30/40

NOTE: This game was not complete, since one part of it was missing. It took another disk to encompass, and that was not included.

SIDE TWO:

Arsantica 3: This is a smashing demo with 3D graphics and sound in real-time. I loved it.

It shows a spacecraft speeding past planets and I thought that it was extremely crafty and creative. So, there you go.

Graphics: 10
Animation; 10
Sound: 10

Total score: 30/30 (perfect)

Atari: This picture showed the word "Atari", but without knowing the name of the file you would not know that it was spelled that way.

The letters were displayed in such a way that they were twisted out of shape, making it hard to discern the name of

the iconic computer and video game company.

Henceforth, here is the score for that:

Graphics: 5

Total score: 5/10

Compo Filer 1: This graphic is in real-time and shows a person's head moving on the screen. Nice scaling and animation effects.

Graphics: 8
Animation: 10

Total score: 18/20

Fourth of a Kind: This music is peppy and fast and has somewhat of an urban style of music, I guess you could say.

Overall, it was a pretty interesting soundtrack.

Sound: 9

Total score: 9/10

Iron Man: This music indicates impending action and suspense, at least to me. Overall, I thought it could have been better.

I thought it was sort of monotone, myself. but I still liked it a lot.

Sound: 8

Total score: 8/10

Lightman: This pic shows a spark of electricity with eyes and a mouth. Looks pretty cool.

Graphics: 8

Total score: 8/10

Little Game: In this game, youuo go into a cave and fight creatures to collect treasures.

It is very difficult, but once you understand how to play it the game gets easier.

Graphics: 5
Sound: 7
Animation; 6
Gameplay: 9

Total score: 27/40

Planetary Defense 2012: In this game, you pilot a satellite defense system over your planet, defending against incoming missiles from space. You can control your weapons, but not the rotating satellite.

So, with that said, you can hit your own planet. It is a great game, but hard.

Graphics: 7
Gameplay: 7
Animation: 7
Sound: 7

Total score: 28/40

Spadajacy kotek: This picture shows a cat in mid-air with balloons attached to its paws. It looks cute for the kids. I like it. Way to go.

Graphics 8

Total score: 8/11

Turbo Snail: In this game, you help a hungry snail find food. however, there are poisons you have to avoid. You can also shoot certain poisons to avoid them, however.

Overall, it's a neat game.

Graphics: 5
Gameplay: 7
Sound: 7
Animation: 7

Total score: 26/40

Well, this concludes the DOM Report. Thanks for reading and I will be back next month. with another Report. I will see you then.

Atari News

Sent by Michael Current

phaeron writes (12/20/2015):

Version 2.70 of my emulator Altirra is now out:

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

It's been about nine months since the last release. Thanks to everyone who tried it out, reported bugs, and gave suggestions. 2.70 final is almost the same as the last test release (2.70-test40), except for a minor fix to the assembler.

Highlights of the 2.70 release:

Accuracy: Many 65C02/65C816 fixes; core ANTIC/GTIA/POKEY/PIA fixes; added 800 floating I/O bus emulation; many fixes for undocumented U1MB and XEP-80 behavior.

Built-in ROMs: Improved compatibility of AltirraOS; many fixes and nine new keywords added to Altirra BASIC.

Debugger: Many 65C816 fixes; new stepping and search commands; expanded profiling support with basic-block mode, multi-frame capture, and performance counter tracking.

Device emulation: Added R-Verter and Veronica; added 1050 timing and drive sounds.

Format support: SAP playback; SAP type R recording.

Input: New interactive controller tuner with tunable dead zones; fully customizable keyboard mapping.

Performance: Faster NTSC artifacting, more efficient Direct3D 11 vsync, reduced audio load on Vista+.

The next Meeting is on
Friday, January 8, 2016,
at 7:30 PM.
We Hope to See you There!

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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.
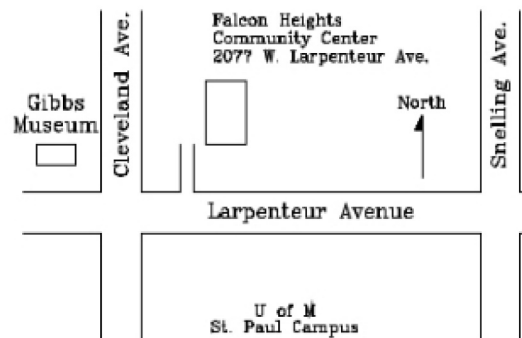
S.P.A.C.E.

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DISCLAIMER

Visit our website at: http://space.atari.org/

The SPACE BBS is currently offline. We apologize for this inconvenience and hope to have it back online in the near future.

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