

# HANDY RELEASE 0.7.7

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This document describes the V 0.7.7 release of the Handy development environment. It includes these sections:

- Project Summary Reminder
- Handebug 1.48
- Handycraft V1.52
- What You Must Do To Start Using This Release

## Project Summary Reminder

Just to remind you, everyone is supposed to submit a summary of and time projection for the components and details of your game that still need completing.

THIS MEANS YOU, YOU BUM. Unless of course you've already submitted your summary, in which case: don't read this section.

## Handycraft V1.52

Bug fixes:

- Zero-pixel and one-pixel data lines are now output correctly, hopefully
- There's a chance that 'I' and 'O' now use the programmer's requested pixel output depth rather than the minimum required output depth

Coming soon:

- Doing TRIM EDGES correctly, including not wasting a bit-per-pixel on zero when all zeroes will be trimmed
- Highlight currently selected Data Pixel array selection
- Loading Handycraft palette from a sprite's brush
- Option for 'W' command (write all sprites) to write all sprites to one file

## Handebug V1.48

This release of Handebug introduces structure definitions that can be reloaded. Shift-F7 brings up a file requester that allows you to specify a new .defs file from which structure definitions will be read. If a file is selected then the previous definitions are discarded and new ones are loaded. The structure window is closed if it is opened when the new definitions are loaded.

Also, if a window has a size specification and it doesn't specify x and y coordinates, the window will open in the upper-left corner of the Handebug display. If you don't like that then specify x,y coordinates in your structure definition.

Bug fix:

- Windows positioned near the right edge of the display no longer open wrapped around to the other side of the display

## What You Must Do To Start Using This Release

Zip.

There's a small but real chance that 3 things will be showing up on Friday: Mikey, HandyASM and HandyROM (the ROM builder).

Yes, that's right, the first Mikey chips might show up here as early as Friday. To everyone's delight the Mikeys seem to be passing the VTI tests, which makes the chances extremely high that they'll work first time here. Hot damn!

The assembler is now inches away. We're using Steve's Jet Game source as a test suite, and HandyASM currently creates an identical binary image in about 1/5 the time. Meanwhile, Carl (the guy who's writing the assembler) is going to be setting up a BBS so we can post bug reports and get new HandyASM's just by calling. I can't wait to get my hands on this puppy.

## What You Must Do To Start Using This Release

Zip.

Always avoid a "crash" situation because even a small one can affect the entire system. If you do encounter one of these situations, please follow a few simple steps to resolve them:

1. Turn your power cord off and on again. If nothing seems to happen, try the following:

2. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following:

3. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following:

4. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following:

5. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following:

6. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following:

7. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following:

8. If you still have a problem, turn off your computer and unplug it from the power source. Wait at least 10 seconds before plugging it back in again. If the problem still persists, try the following: