

HANDY RELEASE 0.8.2

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This document describes the V 0.8.2 release of the Handy development environment. It includes these sections:

- Chip Systems
- Other 6502: Changes
- Handycraft 1.59
- What You Must Do To Start Using This Release

Chip Systems

Everyone should read this section. If you don't have a CHIP system yet, you will have one soon.

There's a new setXXXX script file in the HANDY: directory, setCHIP (which joins setAIO2, setIO32 and setHANDY). If you are running a chip system, you will have to use setCHIP after a system installation if I forgot to do it for you.

To reset a chip system:

- First, reset the Handy
- Count 4 seconds, then hit the Handebug NMI function key (F-10).
- You don't have to load bootload code, because the bootload code is in the ROM attached to the hardware. But you do have to load the monitor code, which you do as usual by hitting the Handebug Bootstrap gadget or F-9. When the bootstrap requester comes up, make sure the bootload string gadget is blank (don't forget that these text strings are saved when you save your Handebug settings). When you hit OK, you ought to be in normal monitor mode.

Other than these things, chip systems ought to work the same as the breadboard systems.

Other 6502: Changes

There's a new cart.src which is one of the pieces required for game cartridge code to work correctly on the chip systems. Code that was assembled using the old cart.src may not work on chip systems.

The SERCTL register bit TXOPEN is now set in 3 places: at ColdStart time in the monitor, which happens once at time of reset; when you hit GO; and in the INITSYS macro. In you don't know what this means, forget about it.

The order that interrupts are processed by the handler is reversed. Low-number timers get processed first. This change actually was made for the 0.8 release, I just forgot to tell you about it.

It's now possible to sometimes have just HSFX code loaded into your program and sometimes both HMUSIC and HSFX. It wasn't possible before because, to conserve space, key features of HSFX weren't included in the assembly if HMUSIC was being included. Now you can override the

efficiency and get complete versions of both HSFX and HMUSIC by defining the constant
SEPARATE_HMUSIC_HSFX.

Handycraft 1.58

When sprite data is written out, the files are no longer appended by ".END" and ";Eat me."

What You Must Do To Start Using This Release

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