This document describes the V 0.8.3c enhancement release of the Handy development environment.

hsfx.src and hmusic.src with channel count bug fix and rearranged hsfx driver to allow SEPARATE_HMUSIC_HSFX to work correctly. Also added bullet-proofing to HSFX calls in case HMUSIC loses its mind, which it seems to be doing when a music note comes in as a sound effect (such as a drum beat).

sprite.mac has some pre-CES bullet-proofing, with STZ SDONEACK before each write to SPRGO in the SPRITES and RESPRITE macros.

Handebug Vx.xx (22:16:36) with less crashing around LOAD CART operations.

All files changed are first saved as <filename>.old.