

HANDY release 1.3.4a  
18-Oct-90

Confidential and Proprietary

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#### Update notes

This document contains the following sections:

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This is a small incremental release. Some minor changes were made to the assembler and some optimization features were added to Redeye. A couple of new useful utilities (TileRead and RomSplit) are also included.

This will be the last update note that I will be putting out, since Friday October 19 is my last day at Epyx. I am leaving to work on (hopefully) bigger and better things.

Comments and Questions can be directed to Atari Sunnyvale or to Craig Nelson at Epyx.

Have fun,  
Stephen H. Landrum

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#### Contents of Handy release 1.3.4a

This release contains this documentation, an updated copy of the Redeye documentation, an updated document on Handy music generation, and an Amiga disk (Quarterback v2.2 format).

The Quarterback disk "Handy Release 1.3.4a" contains an update for Asm (version 1.12) and the new program RomSplit in the Handy: directory, updates for some files in the 6502: subdirectories, the files Release\_1.3.4 (a copy of this document) and Redeye.doc (an updated document with some corrections) in the top level directory, and a new subdirectory TileRead with Chuck Sommerville's tile reader program, source and (very brief) documentation.

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#### Handy: changes

Version 1.12 of Asm has had some minor bug fixes and changes. A bug has been fixed in macro argument expansions. A change has also been made so that macro arguments can now be passed with an embedded space or tab character. The maximum number of include files has been increased from 400

to 2500 (yes, somebody couldn't live with ONLY 400 include files).

The program RomSplit is used to split a 256K or 512K Lynx ROM file to 2 or 4 128K files that can be used to make EPROMs for use in Mandy/Pinky setups. To split a 256K file type:

```
ROMSPLIT <infile> <outfile1> <outfile2>
```

where <infile> is the 256K file you want to split, and outfile1 and outfile2 are where the low and high parts of the split file are to be written. To split a 512K file type:

```
ROMSPLIT <infile> <outfile1> <outfile2> <outfile3> <outfile4>
```

where infile is the 512K file you want to split up, and outfile1-4 are where the split pieces are to be written.

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#### 6502: changes

Support for some new features were added to Redeye. Read the updated Redeye documentation for details.

A run of the Mikey chips for the Lynx had a bug in it. The chips are not supposed to be used, but just in case they are I have a workaround for the WAITSUZY macro. Defining the switch NO\_RICOH\_PATCH disables the workaround.

Some errors in the comments in some of the files were corrected.

The following changes were made to files in the 6502: directory:

6502:examples/redeye\_glue.src - minor code improvements  
added SPLIT\_SEND\_RECEIVE support

6502:examples/testredeye.src - added SPLIT\_SEND\_RECEIVE  
added REDEYE\_SLOWNESS

6502:include/msgmgr.i - added REDEYE\_SLOWNESS support

6502:macros/sprite.mac - added code to work around RICOH bug  
added NO\_RICOH\_PATCH override switch support

6502:src/comlink.src - debug code modifications

6502:src/comlink\_logon.src - Added REDEYE\_SLOWNESS support

6502:src/display.src - added code to work around RICOH bug  
added NO\_RICOH\_PATCH override switch support

6502:src/hmusic.src - comment corrected (no code difference)

6502:src/hsfx.src - comment corrected (no code difference)  
6502:src/hprint.src - added HprFontLo and HprFontHi labels  
6502:src/msgmgr.src - added REDEYE\_SLOWNESS support  
6502:src/sys.src - comment corrected (no code difference)

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#### TileRead tile reader program

Chuck Sommerville's TileRead program is used to read a DPaint file and create an array of tile numbers for inclusion in your game source. The files TileRead (the executable program), TileRead.c (C source), TileRead.doc (Chuck's very brief documentation) and Example.pic (a sample DPaint picture) have been included in the TileRead directory.

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#### What to do to use this release

Run Quarterback, and restore all of the files to your hard disk. If you keep 6502 or Handy on separate hard disks or partitions, you will have to selectively restore them separately to appropriate disks.

The TileRead program is in its own directory, and if you want it to be in your command path you should copy it to the Handy: directory.

There should be no source code changes required.