

HANDY RELEASE 0.7.8

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CONFIDENTIAL and PROPRIETARY

This document describes the V 0.7.8 release of the Handy development environment. It includes these sections:

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Handycraft V1.53

In the top-level edit-sprite menu there's a new gadget, labelled "Use Palette," which allows you to set the Handycraft palette from a sprite's palette. Finally. Looking back at my Handycraft notes, I find the first mention of this feature almost 6 months ago. Well, now you have it.

The 'G' command, standing for "Group All Sprites," allows you to write all of the current sprites into one file.

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

Handebug V1.49

Bug fixes:

- Branches now disassembly correctly again
- Bootstrap requester always gives you back your pointer, regardless of what you were doing previously

6502:

MONITOR_RAM_RESERVED

Handy Music Soon

OK, beta versions of the Midi-to-SPL and the SPL-to-Handy compilers are now in the hands of the music guys, so after a few days of smoothing they'll have full compositions running on Handy hardware.

Coming This Friday

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.

It may sound cliché, but don't believe me when I say that you should be very careful when you're working with the Mikey chips. They're still in the prototype stage, and there's no guarantee that they'll work. If you do manage to get them working, make sure you're not doing anything that would damage them. If you do damage them, you'll have to pay for a new one. So be careful, and if you do damage them, don't worry, we'll fix it.

As always, we encourage you to be safe and responsible when using the Mikey chips. If you do damage them, don't worry, we'll fix it. So be careful, and if you do damage them, don't worry, we'll fix it.

With all that said, we're looking forward to seeing what you can do with the Mikey chips. If you have any questions or concerns, feel free to ask. We're here to help.