**Projects and Utilities used in this series.**

Codebase:

**Open\_Plat** Authored by NRV.

URL <http://atariage.com/forums/topic/269363-plaform-game-engine/#entry4011397>

**C64 to Atari MLP** Authored by Ken Jennings

URL <https://github.com/kenjennings/C64-MLP-for-Atari>

Ide:

**WUDSN** Assembler IDE for Atari and other console systems

URL <http://www.wudsn.com/index.php/ide>

Assembler:

**Mads 2.0.7** Assembler used in this project and setup in WUDSN.

URL http://mads.atari8.info/

Emulator:

**Altirra 3.0** Altirra Atari emulator and setup in WUDSN.

URL <http://www.virtualdub.org/altirra.html>

Font Editor:

**Atari Font Maker** Font editing tool

URL <https://sourceforge.net/projects/atari-fontmaker>

Map Editor:

**Atari Map Maker** Map editing tool. This download also has the source which is C#. I made changes to the export level to create a .ASM file with the map definition in a format that I use for my implementation.

URL <https://sourceforge.net/projects/atari-mapmaker/files/?source=navbar>