

GAME ENGINE BLACK BOOK

COMMANDER KEEN

v2023.08.04 by BAS SMITS

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Chapter 1

Introduction

My personal introduction to computer gaming started in 1985, when my parents bought a MSX-1 Home Computer. I was fascinated by games such as Konami's *Knightmare* and *Nemesis 2*. It was not only the gameplay that interested me, but also how such games are developed. That's how I started my interest into programming and game development.

The same year I had my first home computer, Nintendo released a game called *Super Mario Bros.* on the Nintendo Entertainment System (NES). It was an instant blockbuster; it combined great graphics with smooth side scrolling. Side scrolling games from that time period, like *Knightmare* and *Nemesis 2*, moved at constant and "choppy" speed. *Super Mario Bros.* was different, as the player dictates the scrolling speed. You could smoothly accelerate from walk to run or jump, and the screen would smoothly follow your actions. *Super Mario Bros.* was immensely successful, both commercially and critically. It helped popularize the side-scrolling platform game genre, and served as a killer app for the NES¹.

¹Upon release in Japan, 1.2 million copies were sold during its September 1985 release month. Within four months, about 3 million copies were sold in Japan



Figure 1.1: Super Mario Bros. on Nintendo Entertainment System

Super Mario Bros. showed the real power of the NES, which was hardware supported scrolling. Most computers around that time, like MSX and Commodore-64 computer systems, only had hardware support for sprites. To perform side scrolling on these platforms one need to move all the background "characters" (typically represented by 8x8 pixel tiles), which is why you get that super choppy "scrolling". The only way to actually get smooth pixel scrolling was by redrawing the entire screen, offset by the number of pixels you want to scroll. This was incredibly performance intensive, and not even possible with most hardware of that time.

The NES was one of the very first home computers that supported smooth scrolling. Essentially, the hardware had a register you could just write to set the fine (pixel) scroll. If you want your background to be displayed scrolled 120 pixels in from the right, and 22 pixels from the top, you just write "120" and then "22" in order, to the same register. Done deal! The video chip takes care of the rest, running at the same constant speed as it always done.

The IBM PC was by late 80s far behind the gaming power of the NES. It was designed for office work rather than gaming. It was meant to crunch integers and display static im-

ages for word processing and spreadsheet applications. Most PC games around that time are graphic adventure games (King's Quest), static platform games (Prince of Persia) and simulation games (Sim City). Basically, the PC lacked all hardware support for sprites and smooth scrolling.

Then, on December 14th, 1990, a small unknown software company called "Ideas from the Deep" released *Commander Keen in Invasion of the Vorticons* for the IBM PC. It was the first smooth side-scrolling game on a PC, similar like Super Mario Bros on the NES.

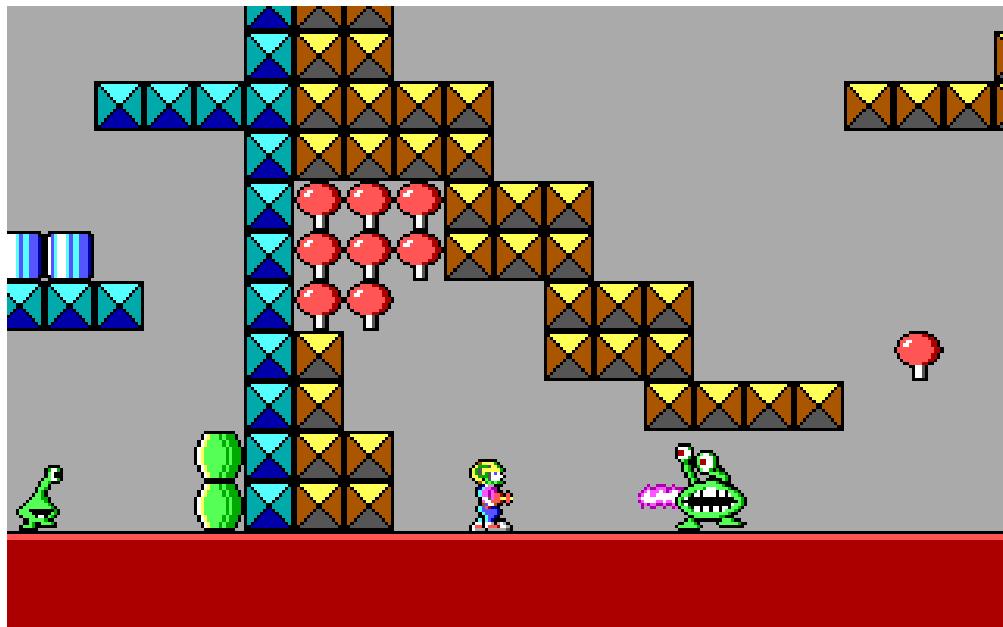


Figure 1.2: Commander Keen in Invasion of the Vorticons

How was this possible on the IBM PC? Many obstacles had to be overcome:

- The first 8086 CPU did not outperform the average home computer in terms of raw power. Only with the release of the 286 CPU the PC started to outperform the market in terms of raw power.
- As stated before, the video system (called EGA) did not support any form of scrolling. It did not even support any form of sprites, which allowed movement of something on the screen by simply updating its (x,y) coordinates.
- The video system could not double buffer. It was not possible to have smooth scrolling without ugly artifacts called "tears" on the screen.

- The PC Speaker, the default sound device, could only produce square waves resulting in a bunch of "beeps" which were more annoying than anything else.
- The audio ecosystem was fragmented. Each of the various sound systems had different capabilities and expectations
- The RAM addressing mode was not flat but segmented, resulting in complex and error prone pointer arithmetic.
- The bus was slow and I/O with the VRAM was a bottleneck. It was next to impossible to write a full framebuffer at 70 frames per second

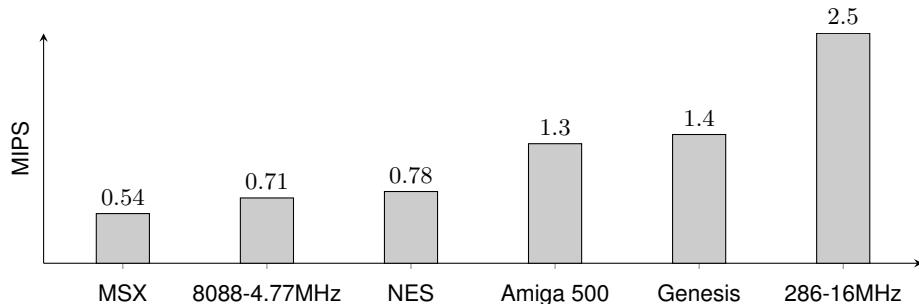


Figure 1.3: Consoles²vs PC, CPU comparison with MIPS³⁴.

Overall, it seemed impossible to create any reasonable side-scrolling game on the PC platform. But many around the world did not accept that and tinkered with the hardware to achieve unexpected results. How they did it is the *raison d'être* of this book. I've chosen to divide this book into four chapters:

- Chapter 2: The Hardware. The five components of a PC from 1990.
- Chapter 3: The tools and assets. Which tools are used for game development and how are assets created and structured.
- Chapter 4: The Software. The Commander Keen game engine.
- Chapter 5: Commander Keen game engine in CGA graphics.

By first showing the hardware constraints, I hope programmers will develop an appreciation for the software and how it navigated obstacles, sometimes turning limitations into

²The MSX uses a Zilog Z80 running at 3.6MHz. The Amiga 500 and Genesis have a Motorola 68000 CPU respectively running at 7.16 MHz and 7.6 MHz. The NES uses a Ricoh 2A03 CPU running at 1.8 MHz.

³Million Instructions Per Second.

⁴Gamicus Fandom: https://gamicus.fandom.com/wiki/Instructions_per_second.

advantages.

The book is based on *Commander Keen in Keen Dreams*, which is developed after the first 3 releases of the game. The reason is that this is the only version where the source code is publicly released. Where needed, I will also explain how the technology changed between the different versions of Commander Keen, but it will be without code examples unfortunately.



Figure 1.4: Commander Keen in Keen Dreams

Chapter 2

Hardware

To study the IBM PC, it is easiest to first break it down to small parts. Six sub-systems form a pipeline: Inputs, CPU, RAM, Disk, Video, and Audio.

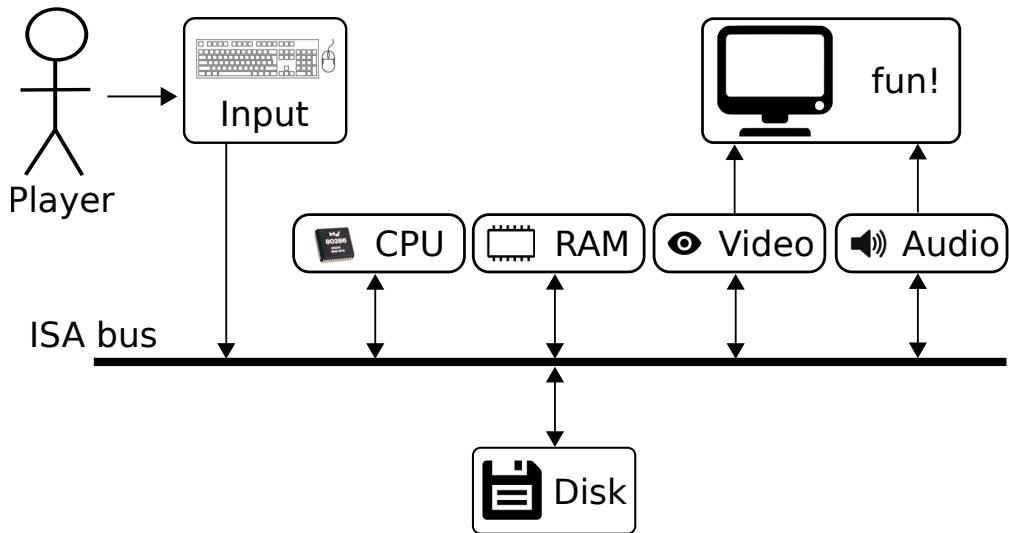


Figure 2.1: Hardware pipeline.

A lot of friction was present since manufacturers had not embraced the gaming industry yet. Parts quality varied from bad, terrible, to downright impossible to deal with.

Stage	Quality
RAM	Bearable
Video	Impossible
Audio	Very Poor
Inputs	Ok
CPU	Good
Disk	Ok

Figure 2.2: Component quality for a game engine.

2.1 CPU: Central Processing Unit

In 1989 around 15% of the households owned a computer¹. The performance of these machines was so overwhelmingly determined by the CPU that a PC was referred to not by its brand or GPU², but by the main chip inside. If a PC had an Intel 8088 or equivalent, it was called a "XT". If it had an Intel 80286, it was a "286" or "AT".

2.1.1 Overview

Intel released the 8086 in 1979, which was the first microchip of the successful x86 family line. One year later, in 1979, it released the 8088 which was a variant of the 8086. The main difference between the two is that there are only eight data lines for the external data bus in the 8088 instead of the 8086's 16 lines. However, because it retained the full 16-bit internal registers and the 20-bit address bus, the 8088 ran 16-bit software and was capable of addressing a full 1MB of RAM. IBM chose the 8088 over the 8086 for its original PC/XT, because Intel offered a better price for the former and could supply more units.

In 1982 Intel released the 80286 microchip. A typical 8088 chip was running at 4.77Mhz, where the 80286 was running at 8Mhz and later versions at 12-16Mhz. The 80286 was employed for the IBM PC/AT, introduced in 1984, and then widely used in most PC/AT compatible computers until the early 1990s. Commander Keen was developed with a 80286 in mind.

¹<https://www.statista.com/statistics/184685/percentage-of-households-with-computer-in-the-united-states-since-1984/>

²There was no GPU yet. The term was coined by Nvidia in 1999, who marketed the GeForce 256 as "the world's first GPU", or Graphics Processing Unit.

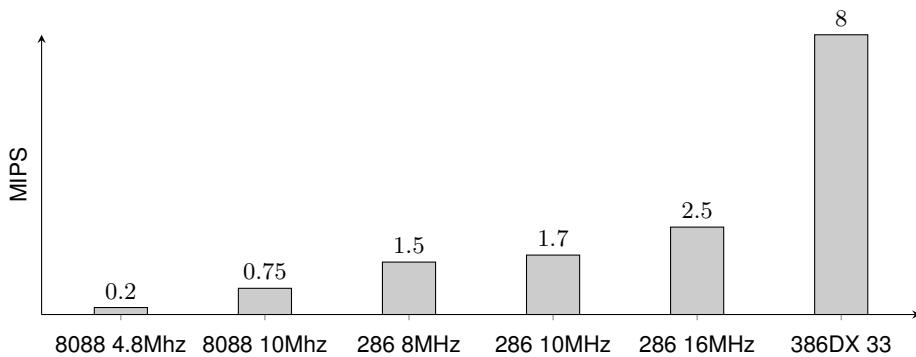


Figure 2.3: Comparison³ of CPUs with MIPS

Trivia : A modern processor such as the Intel Core i7 3.33 GHz operates at close to 180,000 MIPS.

2.1.2 The Intel 80286

The Intel 80286 chip, first introduced in 1982, is the CPU behind the original IBM PC AT (Advanced Technology). Other computer makers manufactured what came to be known as IBM clones, with many of these manufacturers calling their systems AT-compatible or AT-class computers.



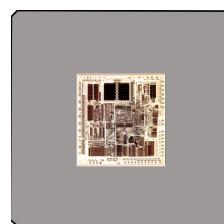
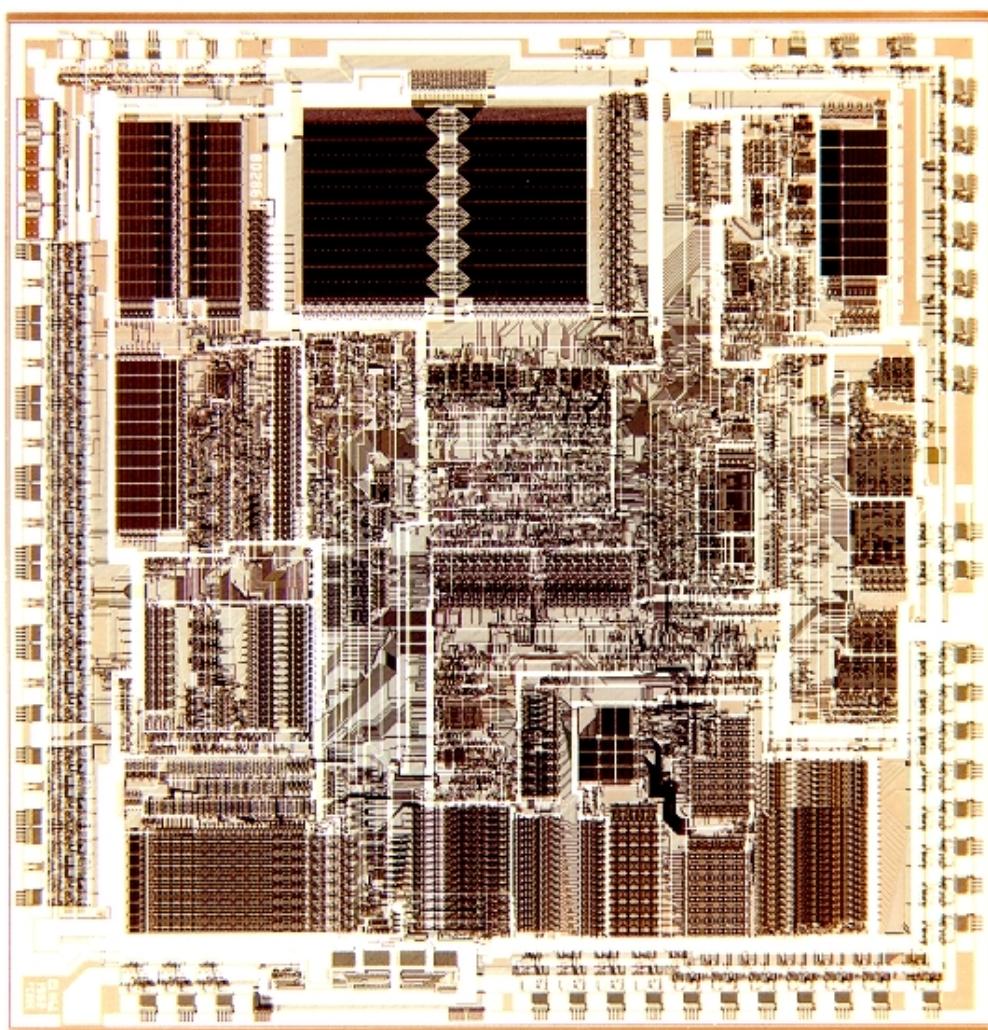
When IBM developed the AT, it selected the 286 as the basis for the new system because the chip provided compatibility with the 8088 used in the PC and the XT. Therefore, software written for those chips should run on the 286. The 286 chip is many times faster than the 8088 used in the XT, and at the time it offered a major performance boost to PCs used in businesses. The processing speed, or throughput, of the original AT (which ran at 6MHz) is five times greater than that of the PC running at 4.77MHz. 286 systems are faster than their predecessors for several reasons. The main reason is that 286 processors are much more efficient in executing instructions. An average instruction takes 12 clock cycles on the 8086 or 8088, but takes an average of only 4.5 cycles on the 286 processor. Additionally, the 286 chip can handle up to 16 bits of data at a time through an external data bus twice the size of the 8088.

The 286 chip has two modes of operation: real mode and protected mode. The two modes are distinct enough to make the 286 resemble two chips in one. In real mode, a 286 acts

³Roy Longbottom's PC Benchmark Collection: <http://www.roylongbottom.org.uk/mips.htm>.

essentially the same as an 8086 chip and is fully compatible with the 8086 and 8088. In the protected mode of operation, the 286 was truly something new. In this mode, a program designed to take advantage of the chip's capabilities has access to 1GB of memory (including virtual memory). The 286 chip, however, can address only 16MB of hardware memory. A significant failing of the 286 chip is that it cannot switch from protected mode to real mode without a hardware reset (a warm reboot) of the system (It can, however, switch from real mode to protected mode without a reset).

While the 8088 used a $3.0\mu\text{m}$ process, the 20286 used a $1.5\mu\text{m}$ process. The smaller process and increased surface (from 33mm^2 to 49mm^2) allowed Intel to pack 134,000 transistors on a 286 chip versus 29,000 on a 8088 chip.



Despite the apparent complexity, the 80286 can be summarized by functional units and a three-stage instruction pipeline.

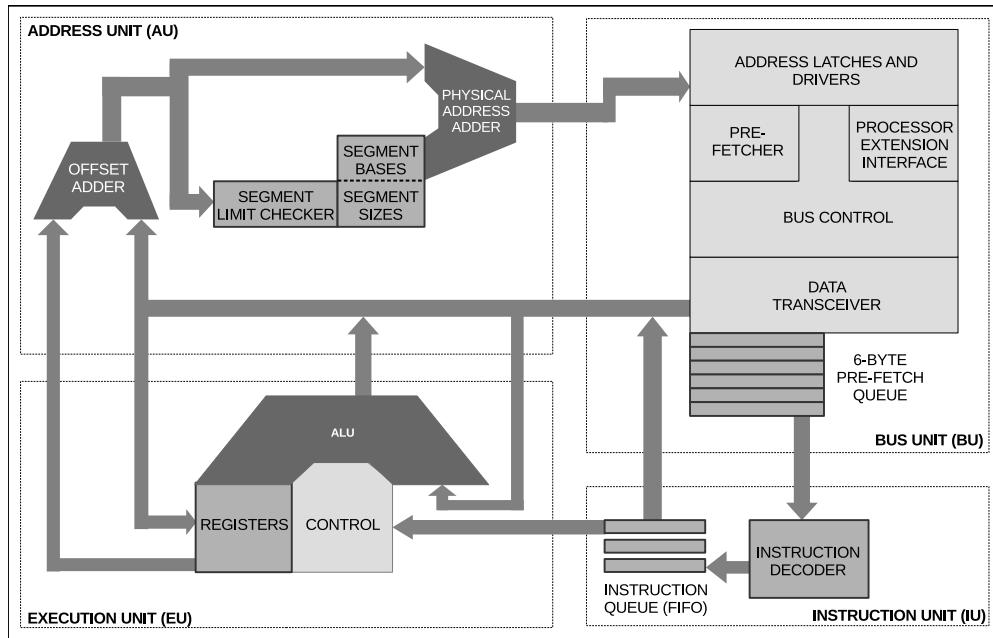
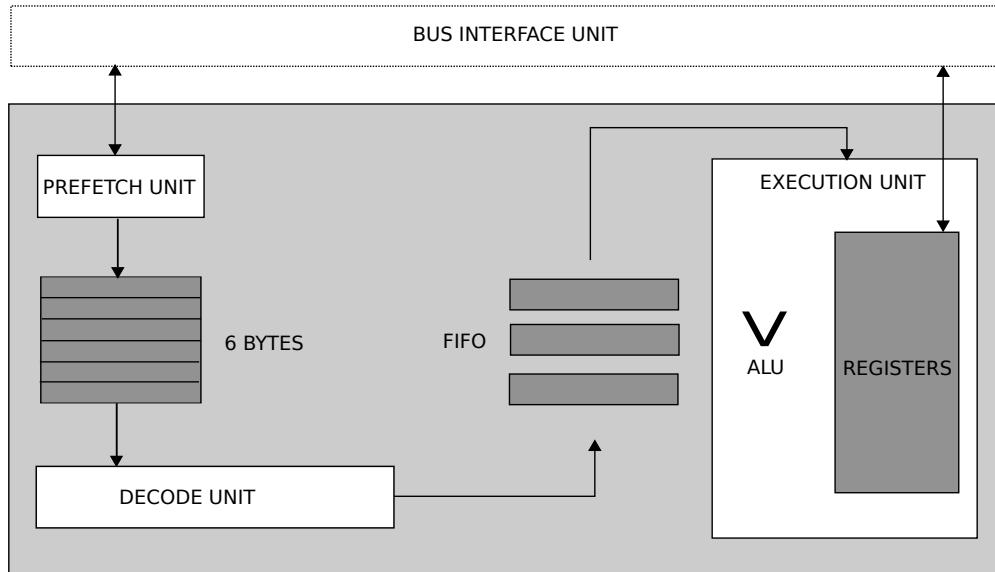


Figure 2.4: Internal block diagram of the 80286 processor

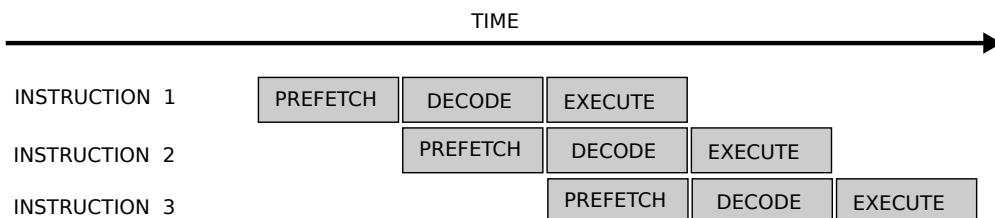
The four functional units can be described by

- **address unit (AU)** is used to determine the physical addresses of instructions and operands which are stored in memory. The address lines derived by AU can be used to address different peripheral devices such as memory and I/O devices.
- **bus unit (BU)** interfaces the 80286 with memory and I/O devices. The bus unit is used to fetch instruction bytes from the memory and stores them in the prefetch queue.
- **instruction unit (UI)** receives instructions from the prefetch queue and an instruction decoder decodes them one by one. The decoded instructions are latched onto a decoded instruction queue.
- **execution unit (EU)** is responsible for executing the instructions received from the decoded instruction queue. The execution unit consists of the register bank, arith-

metic and logic unit (ALU) and control block. The ALU is the core of the EU and perform all the arithmetic and logical operations.



The three units in the execution group form a three stage pipeline: Prefetch, Decode, and Execute. The Prefetch Unit wakes up when the Execution unit is performing but not using the bus and fetches instructions in a 6-byte queue. The prefetcher is linear and cannot predict the result of a branch. As a result, a jump (JMP) instruction triggers a flush of the entire pipeline. Instructions go down the pipeline and are decoded by the Decode Unit: the result of the decode operation is stored in a three-element FIFO where it is picked up by the Execution Unit.



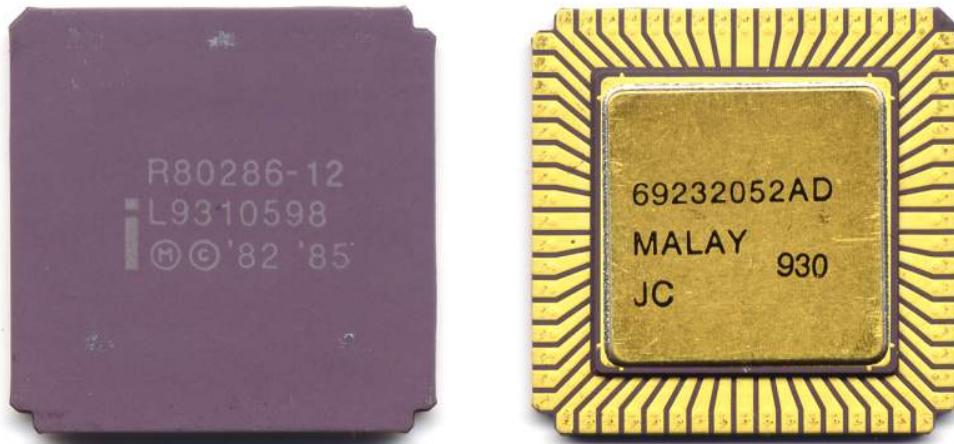


Figure 2.5: The Intel 286, 10mm by 10mm packing 134,000 transistors

From a programming perspective, a 286 CPU can be summarized by the following elements:

- Arithmetic Logic Unit performing add, sub, mul et cetera.
- 14 registers:
 - 16-bit General Purpose Registers: AX, BX, CX, DX
 - 16-bit Index Registers: SI, DI, BP, SP
 - 16-bit Segment Registers: CS, DS, ES, SS
 - 16-bit Status and Control Register
 - 16-bit Program Counter: IP
- A 24-bit address bus for up to 16MB of flat addressable RAM
- Memory Management Unit

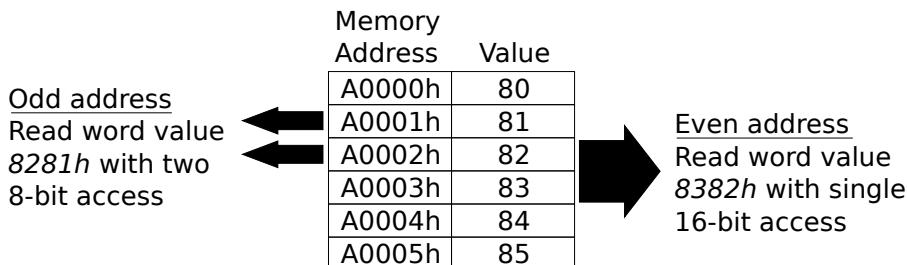
Despite its pipeline design, the 286 cannot do an operation in less than two cycles. Even a simple ADD reg, reg or INC reg takes two clocks. This is due to the absence of a SRAM on-chip cache and a slow decoding unit. Also have a look at multiplications which cost 24 cycles. So as a game developer you really want to avoid many multiplications during game runtime.

Instruction type	Clocks
ADD reg8, reg8	2
INC reg8	2
IMUL reg16, reg16	24
IDIV reg16, reg16	28
MOV [reg16], reg16	5
OUT [reg16], reg16	3
IN [reg16], reg16	5

Figure 2.6: 286 instruction costs⁴.

2.1.3 16-bit Data alignment

Compared to the Intel 8088, the 286 CPU contained a 16-bit external data bus where the 8088 only had a 8-bit bus. Thanks to its 16-bit bus, the 286 can access and write word-sized memory variables just as fast as byte-sized variables. There's a catch, however: That's only true for word-sized variables that start at even memory addresses. When the 286 is asked to perform a word-sized access starting at an odd memory address, it actually performs two separate accesses, each of which fetches 1 byte, just as the 8088 does for all word-sized accesses. In other words, the effective capacity of the 286's external data bus is halved when a word-sized access to an odd address is performed⁵.



The way to deal with the data alignment cycle-eater is straightforward: Don't perform word-sized accesses to odd addresses on the 286 if you can help it. This is not an issue for small memory operations, but it will harm performance when copying large memory blocks.

⁴Intel 80286 programmer's reference manual - 1987.

⁵See Michael Abrash's Graphics Programming Black Book Special Edition, chapter 11.

2.2 RAM

The first CPUs in the Intel x86 family were designed in 1976. It was introduced at a time when the largest register in a CPU was only 16-bits long which meant it could address only 65,536 bytes (64 KiB⁶) of memory, directly. As example both the Apple II and the Commodore 64 both shipped with 64KiB which was enough to write and run amazing things.

But everyone was hungry for a way to run much larger programs. Rather than create a CPU with larger register sizes, the designers at Intel decided to keep the 16-bit registers for their new 8086 and 8088 CPU and added a different way to access more memory: They expanded the instruction set, so programs could tell the CPU to group two 16-bit registers together whenever they needed to refer to an absolute memory location beyond 64 KiB.

2.2.1 Memory addressing

If the designers had allowed the CPU to combine two registers into a high and low pair of 32-bits, it could have referenced up to 4 GiB of memory in a linear fashion. Keep in mind, however, this was at a time when many never dreamed we'd need a PC with more than 640 KiB of memory for user applications and data⁷. So, instead of dealing with whatever problems a linear addressing scheme of 32-bits would have produced, they created the Segment:Offset scheme which allows a CPU to effectively address about 1 MiB⁸ of memory. The Segment:Offset schema combines two 16-bit registers, one designating a segment and the other an offset within that segment.

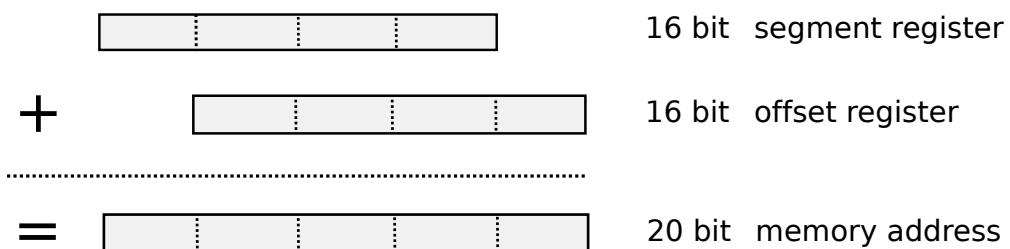


Figure 2.7: How registers are combined to address memory.

⁶This book uses IEC notation where KiB is 2^{10} and KB is 10^3 .

⁷We've often heard that Bill Gates said something to the effect: "640K of memory should be enough for anyone.". Though many of us no longer believe he ever said those exact words, he did, however, during a video interview with David Allison in 1993 for the National Museum of American History, Smithsonian Institution, say: "I laid out memory so the bottom 640KiB was general purpose RAM and the upper 384KiB I reserved for video and ROM, and things like that."

⁸This book uses IEC notation where MiB is 2^{20} and MB is 10^6 .

To support this architecture, the CPU keeps track of four different segments. Each of these segments has its own purpose and segment register:

- CS segment register, where the machine instructions resides.
- DS segment register, where the data resides.
- SS segment register, where the stack resides.
- ES segment register, which is used as extra data segment.

In C-language a memory address can be accessed directly using pointers. A pointer is a variable that stores the memory address of another variable as its value. There are two kinds of pointers: *near* and *far*.

A near pointer refers to a function or data object that is within the default segment. It is 16 bits long and contains an offset into the current DS data segment if it's a data pointer, or into the current CS code segment if it's a function pointer. A far pointer could refer to a function or data that is in a different segment than the current, default segment. It is 32 bits long and contains a segment and offset, which identifies the location where the code or data is stored.

Accessing code or data with a near pointer is much faster than using a far pointer. When you use a near pointer, the program only needs to locate the code or data through the offset (or index) register. However, when using a far pointer, the program must first find the segment and then locate the code or data within that segment. For faster execution, one should use as many near pointers as possible. The drawback of using only near pointers is that they limit the program or data to 64KiB of memory.

It's important to note that a far pointer increments only the offset, not the segment. If you iterate over a data array larger than 64KiB, there will be no automatic overflow handling, meaning you can only address up to 64KiB of memory.

```
char far *p = (char far *) 0xA000FFFF;
p++;
printf("%04X:%04X\n", FP_SEG(p), FP_OFF(p));
```

Will output:

```
A000 : 0000
```

To work with memory beyond this limit, you can use another type of pointer called a *huge* pointer, which allows pointer arithmetic to function correctly beyond the 64KiB boundary.

```
char huge *p = (char huge *)0xA000FFFF;
p++;
printf("%04X:%04X\n", FP_SEG(p), FP_OFF(p));
```

Will output the address:

```
B000:0000
```

The huge pointer is based on the absolute (or linear) 20-bit memory location and Segment:Offset normalized address. The absolute memory address can be calculated by

```
Absolute memory address = (Segment * 0x10h) + Offset
```

For example the absolute address of A000:002F is A0000h + 002Fh = A002Fh. By confining the offset to just the hexadecimal values 0h through Fh, we have a unique way to reference all Segment:Offset memory pair locations. This results in the normalized address A002:000F. A huge pointer is normalized when pointer arithmetic is performed on it.

```
# include <stdio.h>
# include <dos.h>
int main (void){
    char huge *p = MK_FP (0xA000, 0xFFFF);
    p--;
    p++;
    printf("%04X:%04X\n", FP_SEG(p), FP_OFF(p));
}
```

Will output:

```
AFFF:000F
```

Trivia : Since the normalized form will always have three leading zero bytes in its offset, programmers often write it with just the digit that counts: AFFF:F

A huge reference is much slower than the far reference as it comes with additional overhead to update the segment and address normalization after every arithmetic manipulation. So, most programmers avoided the huge pointer, unless really needed.

2.2.2 80286 Real and Protected mode

By 1986, hardware had gotten cheaper and Intel made a departure from the old architecture with its 286. This new CPU could be put in what is called "protected mode" featuring a 24-bit-wide address bus for up to 16 MiB of flat RAM protectable with a MMU⁹. To make sure old programs could still run, the 286 processor could be put in "real mode" which replicates how the Intel 8086 and 8088 operated: 16-bit registers, 20-bit address bus giving 1MiB addressable RAM with segmented addressing.

For compatibility reasons all PCs have to start in real mode. You may assume that programmers of the late 80s promptly switched the CPU to protected mode to unleash the full potential of the machines and ditch the 20-year-old real mode. It would have worked out if the operating system had been able to run in protected mode. However, in the name of backward compatibility, Microsoft's DOS could only handle real mode which effectively locked developers into 16-bit programming¹⁰.

With protected mode unavailable, 1990 developers programmed like it was 1976: with a 20-bit-wide address bus offering only 1MiB of addressable RAM. Regardless how much memory was installed on the machine, only 1MiB could be addressed. The memory layout for the real mode is as follows:

- From 00000h to 003FFh : the Interrupt Vector Table.
- From 00400h to 004FFh : BIOS data.
- From 00500h to 005FFh : command.com+io.sys.
- From 00600h to 9FFFFh : Usable by a program (about 620KiB in the best case).
- From A0000h to FFFFFh : UMA (Upper Memory Area): Reserved to BIOS ROM, video card and sound card mapped I/O.

Out of the original 1024KiB, only 640KiB (called Conventional Memory) was accessible to a program. 384KiB was reserved for the UMA and every single driver installed (.SYS and .COM) took away from the remaining 640KiB.

⁹Memory Management Unit

¹⁰16-bit programming and memory managers were covered in Game Engine Black Book: Wolfenstein 3D.

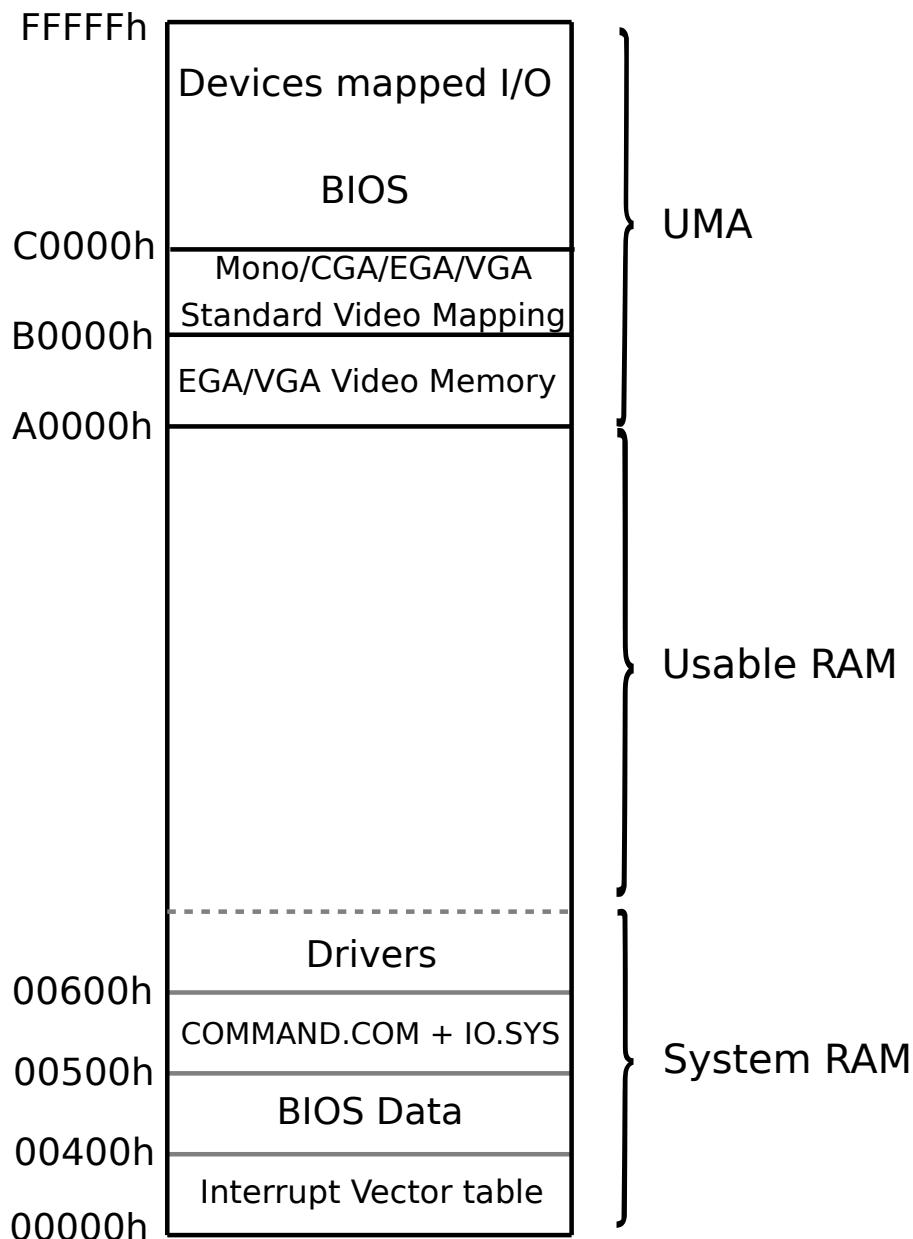


Figure 2.8: First 1MiB of RAM layout.

2.2.3 Real mode: Memory models

When a program is compiled and executed, the operating system allocates a chunk of memory to the program. This memory is divided into different segments:

- **Code section:** Stores the program executable. When you compile a C program, the compiler converts your code into assembly instructions that the CPU executes.
- **Data section:** Stores initialized and uninitialized global and static variables.
- **Heap section:** Memory that is dynamically allocated using the malloc() function. The heap typically grows upwards, meaning it expands towards larger memory addresses.
- **Stack section:** Memory used for local variables and data inside functions. The stack grows downwards, towards lower memory addresses.

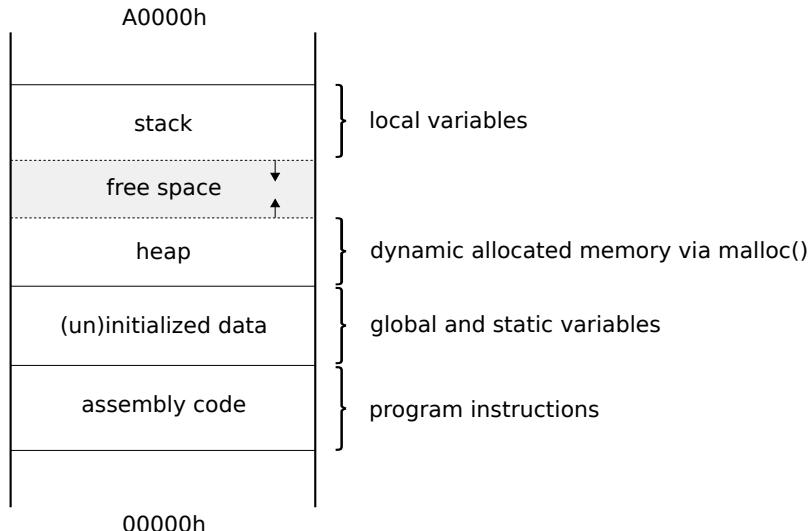


Figure 2.9: Memory layout in x86 real mode.

The x86 real mode provides different memory segment layouts, called *memory models*. Each memory model determines how segments are organized and defines whether the default pointer type for functions and data is near or far. A near pointer automatically associates with the CS segment register for assembly instruction or the DS segment register for data. Six memory models¹¹ exist, each offering trade-offs between minimum system requirements, maximizing code efficiency, and accessing available memory.

¹¹See Borland C++ 3.1 Programmer's guide, section DOS Memory management.

Model	Default pointer type		Size		Definition
	Code	Data	Code	Data	
Tiny	near	near	<64KiB		CS=DS=SS
Small	near	near	<64KiB	<64KiB	DS=SS
Medium	far	near	>64KiB	<64KiB	DS=SS, multiple code segments
Compact	near	far	<64KiB	>64KiB	single code segment, multiple data segments
Large	far	far	>64KiB	>64KiB	multiple code and data segments
Huge	far	far	>64KiB	>64KiB	multiple code and data segments, global data >64KiB

The smallest is the *tiny memory model*, where all three segment registers (CS, DS, SS) start at the same memory location. The first part of memory is used for code instructions, followed by the data section. The heap begins directly after the data section, and the stack starts at the opposite end of the segment, growing downward. Both the heap and stack can dynamically grow or shrink during program execution. If they continue to grow, they may eventually collide, causing a system or application crash.

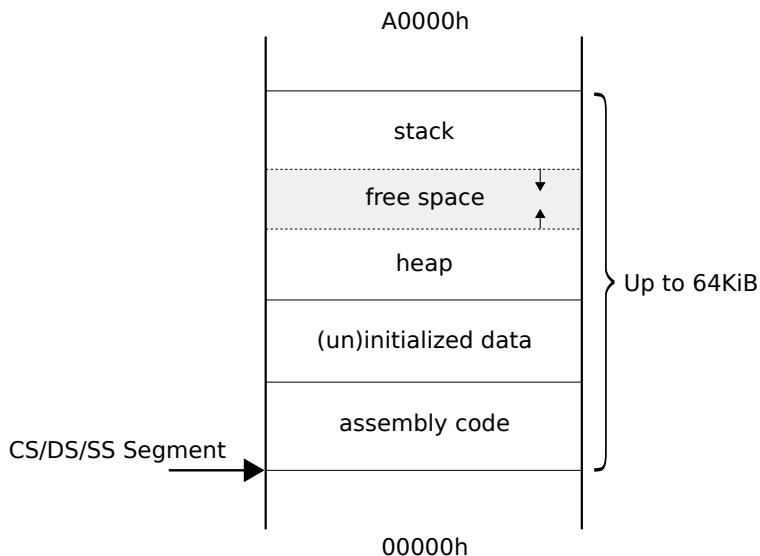


Figure 2.10: Tiny memory model.

All functions and data are accessed using near pointers, meaning the segment registers are set once and never changed during execution. However, this limits the program to a maximum of 64KiB, similar to programming on a 16-bit system.

Trivia : The tiny memory model was required by programs that ended with the .COM extension, and it existed for backward compatibility with CP/M operating system. CP/M ran on the 8080 processor which supported a maximum of 64KB of memory.

In the *small memory model*, instructions and data are separated, each having its own 64KiB segment. The code segment can store up to 64KiB of instructions, while the global data, stack, and heap share a separate 64KiB segment. Code execution is efficient since both functions and data are accessed using offset registers (near pointers) only.

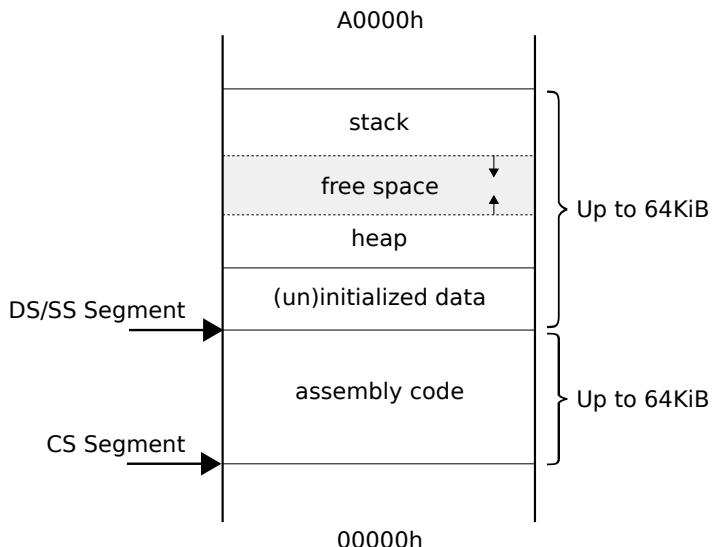


Figure 2.11: Small memory model, code and data each have 64KiB.

The *medium memory model* is ideal for programs with a large amount of code but minimal data. Many computer games fell into this category, since they had a lot of game logic, but not a lot of (global) game state data. In this model, each C source file has its own code segment, allowing up to 64KiB per file. A table manages all code segment references, with the CS register pointing to one segment at a time. Each function is a far pointer by default, requiring both the CS segment and IP offset register to be updated. While this model supports larger codebases, it comes at the cost of slower execution due to the far pointers.

Trivia : When compiling a source file, its code cannot exceed 64KiB, as it must fit inside

one code segment. If the file is too large, the program must be broken into smaller source files and compiled separately.

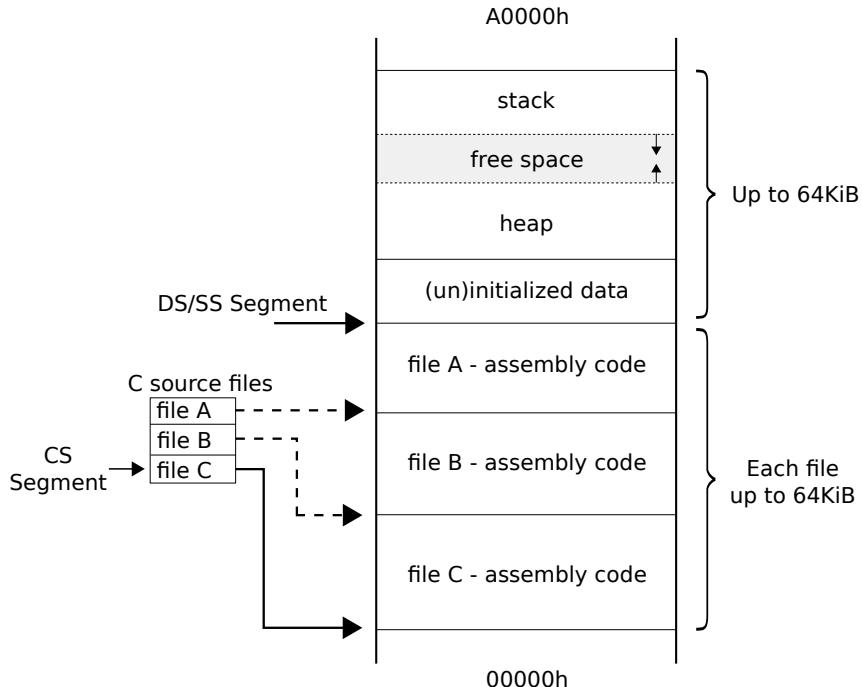


Figure 2.12: Medium memory model, code can be larger than 64KiB.

The *compact memory model* is the opposite of the medium memory model, allowing more than 64KiB of data while restricting function code to 64KiB. The *large memory model* supports both code and data larger than 64KiB but requires far pointers for both, leading to slower execution. The *huge memory model* removes the 64KiB limit on global data, allowing more flexibility, but also incurs a performance penalty. A detailed layout and explanation of each memory model is described in Appendix B.

2.2.4 Mixed Model Programming

In the medium memory model, the data segment remains limited to 64KiB. For most games, this is enough to store game state variables. However, the size of the heap is far too small to store game data such as graphics and game levels. One option is to use the large or huge memory models, but these come with the downside of slower data access due to the use of far pointers for all data.

Fortunately, there is a way to access additional memory using the medium model. A large portion of unallocated memory is available between the heap and the high address A0000h. This memory, known as the *far heap*, can be allocated using the `farmalloc()` function, which utilizes far or huge pointers. This technique, called mixed model programming, combines the advantages of the medium model with custom near and far pointer allocation. It allows the program to benefit from near pointer efficiency for global data and the stack, while also providing sufficient memory for dynamically allocated assets like graphics and levels.

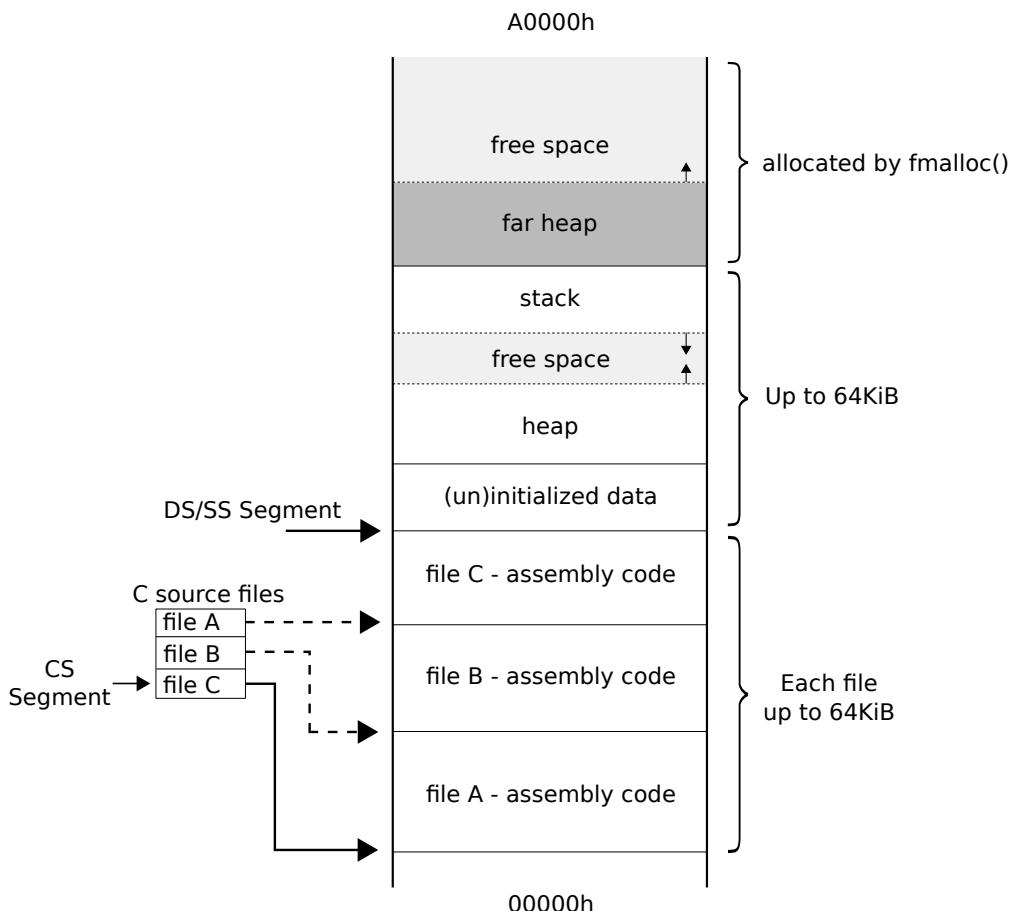


Figure 2.13: Medium memory model with far heap memory.

2.3 Video

PCs were connected to CRT monitors: big, heavy, small diagonal, cathode ray-based, curved-surface screens. Most had a 14" diagonal with a 4:3 aspect ratio.

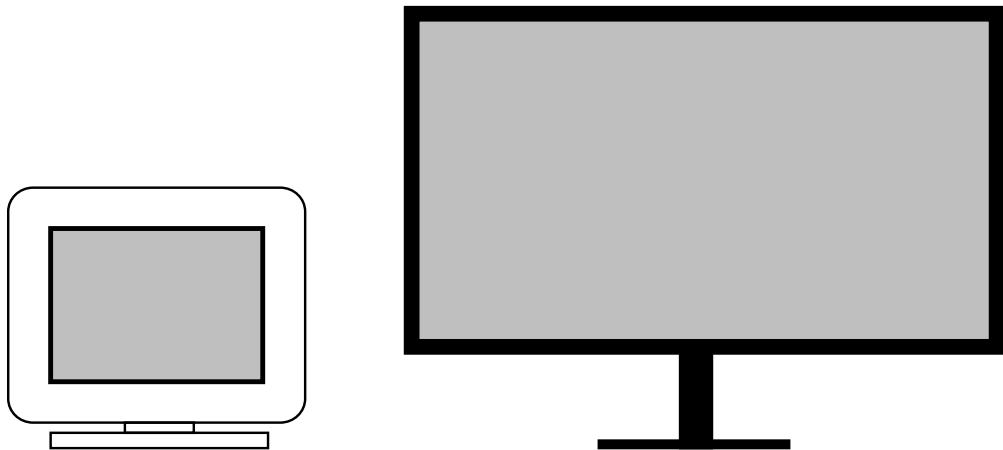


Figure 2.14: CRT (left) vs LCD (right)

To give you an idea of the size and resolution, figure 2.14 shows a comparison between a 14" CRT from 1990 (capable of a resolution of 640x200) and a 30" Apple Cinema Display from 2014 (capable of a resolution of 2560x1600).

Trivia : Despite their difference of capabilities, both monitors are the same weight: 27.5 pounds (12 kg).

2.3.1 CRT Monitor

All standard PC monitors use a raster-scan display to create the image. In a raster-scan display, the position of the electron beam is continually sweeping across the surface of the tube. The tube's surface is coated with phosphors that glow when struck by electrons (and for a short time thereafter), and, of course, the beam may be turned on in order to light a phosphor or off to leave it black.

The electron beam scans the phosphor-coated screen from left to right and top to bottom. The period during which the beams return to the left is known as the horizontal retrace. During most of the retrace, the guns must be turned off to prevent writing in the active display area (the area which contains the actual character and/or graphics data); this is

known as horizontal blanking.

The area immediately surrounding the display area, in which the beam may be turned on during the retrace interval, is called the overscan or border. The active display area is the portion of the screen that contains characters and/or graphics. These components of the scan are shown in simplified form in Figure 2.15.

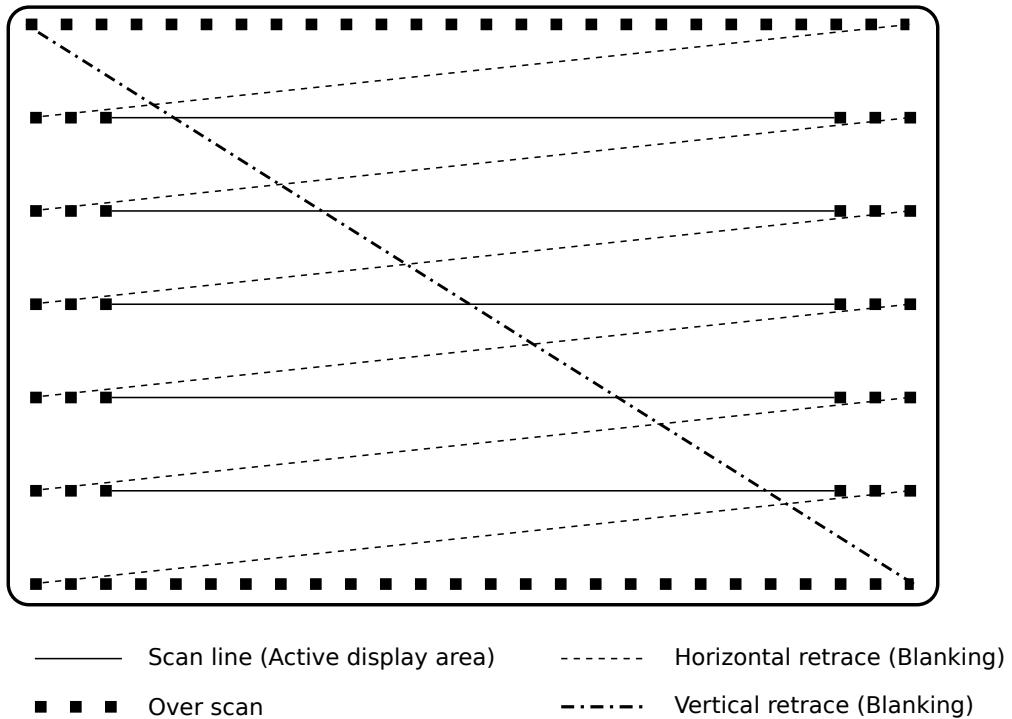


Figure 2.15: Simplified CRT monitor scan.

After a horizontal scan has been completed, the beam is moved to the next line during the horizontal retrace. This sequence continues until the last line, at which point the vertical retrace begins. The vertical retrace is similar to the horizontal retrace; the electron beam may be enabled through a small overscan area and then turned off (vertical blanking) as the beam returns to the top left corner of the screen.

If the vertical refresh is too slow, the display will flicker. Most people can detect flicker when the refresh rate drops below 60 Hz, and thus most displays use vertical refresh frequencies of about 60Hz (EGA) to 70Hz (VGA).

2.3.2 History of Video Adapters

The Monochrome Display Adapter (MDA) was released in 1981 with the IBM PC 5150. It offered two colors, allowing 80 columns by 25 lines of text. While not great, it was standard on every PC. Many other systems followed over the years, each of them preserving backward compatibility.

Name	Year Released	Memory	Max Resolution
MDA (Monochrome Display Adapter)	1981	4KiB	80x25 ¹²
Hercules	1982	64KiB	720x348
CGA (Color Graphics Adapter)	1981	16KiB	640x200
EGA (Enhanced Graphics Adapter)	1985	64KiB	640x350
VGA (Video Graphics Array)	1987	256KiB	640x480

Figure 2.16: Video interface history.

Each iteration added new features and by 1990 the predominant graphic system was EGA, although the VGA system was rapidly becoming the new standard. All video cards installed on PCs had to follow the standard set by IBM. The universality of that system was a double-edged sword. While developers had to program for only one graphic system, there was no escaping its shortcomings.

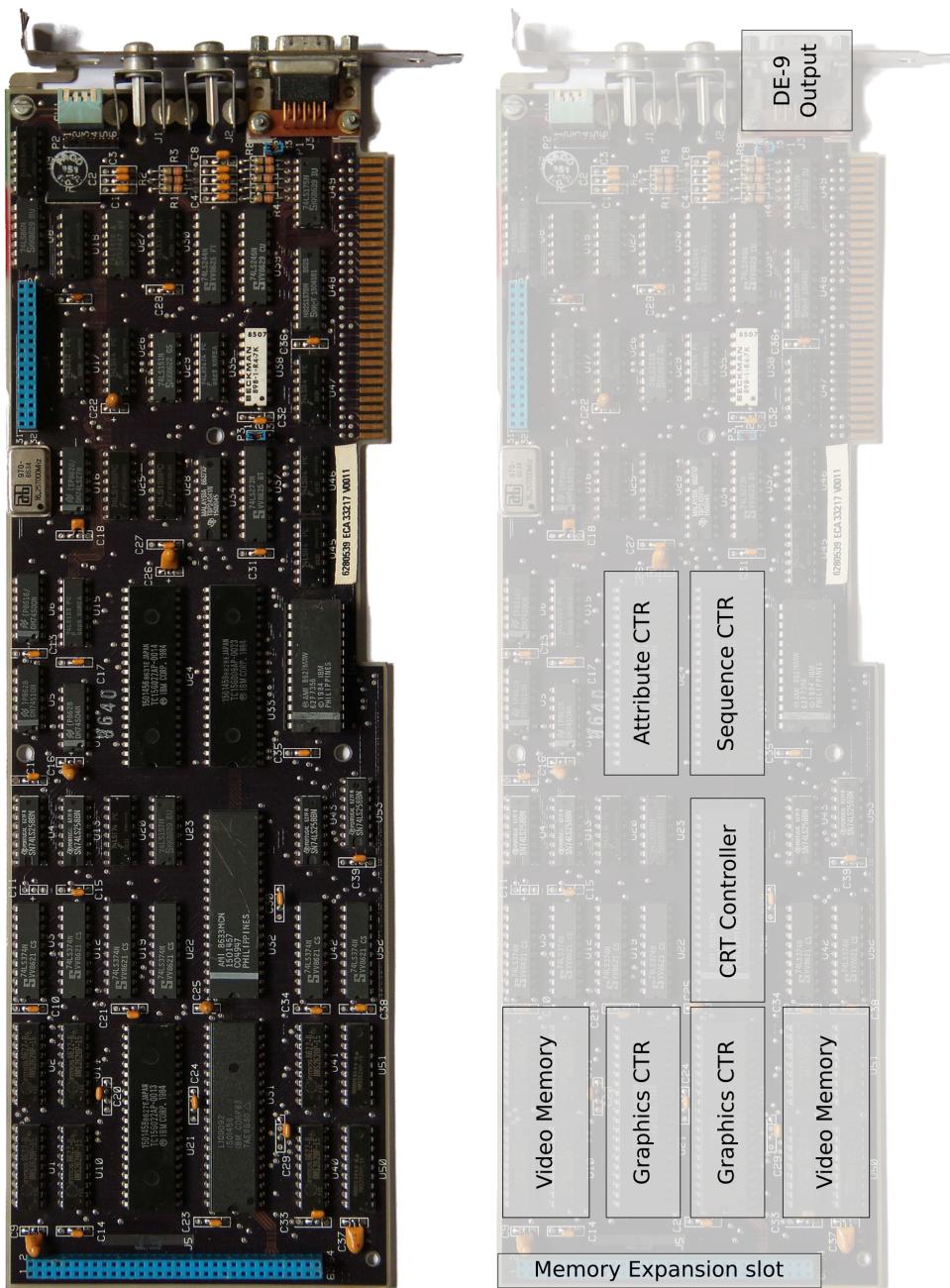
2.3.3 Introduction of EGA Video Card

IBM introduced the Enhanced Graphics Adapter (EGA) in 1985 as the successor of CGA. The standard card was shipped with only 64KiB video memory, but it had the option to expand the memory using the onboard graphics memory expansion card. Figure 2.18 shows the original IBM EGA card, a clunky beast full of discrete components. The memory consists out of TMS4416 RAM, a common memory chip for (home) computers around that period. Each chip contains 16KiB of 4-bits memory, so one needs two chips to end up having 16KiB of 8-bit memory and eight chips for 64KiB of 8-bit memory.

Trivia : Texas Instruments introduced the first 16KiB by 4-bits as TMS4416 in 1980¹³. Still it took until 1983-84 until they became widely available and lower priced than four TMS4116 chips (16KiB by 1-bit). However, at that time 64 KiB RAM was the way to go for new designs. Computers with only 16 KiB as base memory - and that's where TMS4416 would have been a cost saver - were already on the way out.

¹²Text mode only.

¹³<https://pdf1.alldatasheet.com/datasheet-pdf/view/103706/TI/TMS4416.html>

**Figure 2.17:** Original IBM EGA card

To add additional video memory to the IBM EGA card a Graphics Memory Expansion Card could be purchased. By default only the bottom row of memory was populated with chips, expanding the total EGA video memory to 128KiB. The expansion card provided DIP (dual in-line package) sockets for further memory expansion. Populating the DIP sockets with a Graphics Memory Module Kit adds two additional rows of 64KiB, bringing the EGA memory to its maximum of 256KiB.

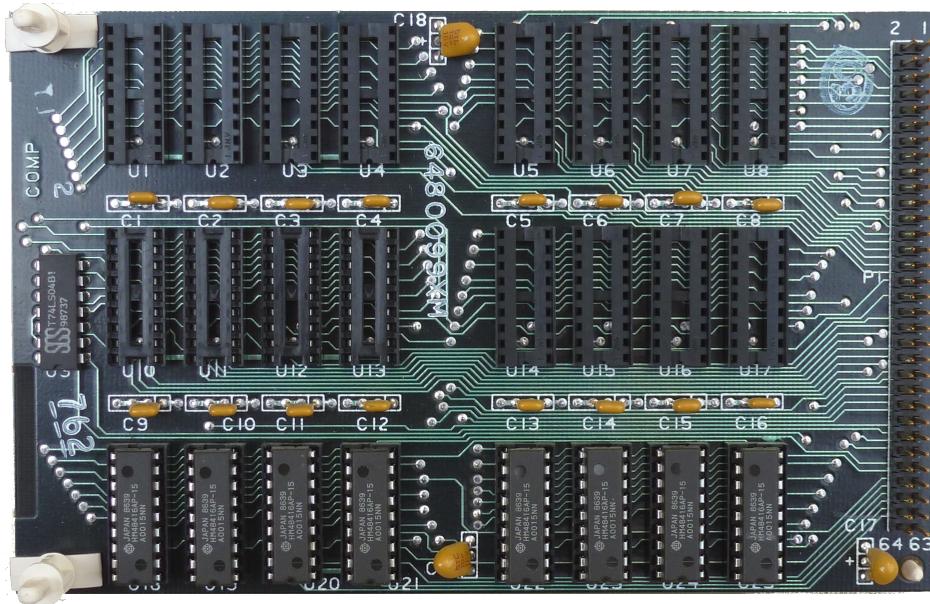


Figure 2.18: EGA Graphics Memory Expansion Card, bottom row populated with chips.

The EGA clones that started coming along in 1986-87 were based on integrated chipsets, and the vast majority of them came with the maximum of 256KiB on board. When Commander Keen came out, the headcount of EGA cards with less than 256KiB would've been practically negligible¹⁴.

Below an ATI EGA Wonder 800 (8-bit ISA). The eight chips on the left of the card form the VRAM where the framebuffers are stored.

¹⁴PC Tech Journal Oct 1986 (page 82-83) and PC Tech Journal Nov 1986 (page 148-149)



2.3.4 EGA Architecture

EGA can be summarized as three major systems made of input, storage, and output:

- The Graphic Controller and Sequence Controller controlling how EGA RAM is accessed (the CPU-VRAM interface)
- The framebuffer (the VRAM) made of four memory banks with 64KiB (rather than one bank of 256KiB).
- The CRT Controller and the Attribute Controller taking care of converting the palette-indexed framebuffer to RGB and then to digital TTL¹⁵ signal for display

Trivia : In the 1980's integrated video DACs¹⁶ were expensive and difficult to embed into custom chips. Most home computers with RGB output used TTL for digital output. With the introduction of VGA the DAC became the standard.

The most surprising part of the architecture is obviously the framebuffer. Why have four small fragmented banks instead of one big linear one?

The main reason was RAM latency and the need for minimum bandwidth. A CRT running at 60Hz and displaying 640x350 in 16 colors needs a pixel every $\frac{1}{640*350*60} = 74$ nanosecond. At this resolution, one pixel is encoded with 4 bits. Each nibble is translated to a RGB color via the TTL. So that means it requires one byte every 148 nano-seconds.

Unfortunately, RAM access latency was 200ns - not nearly fast enough¹⁷ to refresh the screen at 60hz, so the TTL would starve. If latency could not be reduced, the throughput could still be improved by reading from four banks at a time. Reading in parallel gave an amortized RAM latency of $200/4 = 50$ ns, which was fast enough.

Keep in mind that this architecture reduced the penalty of read operations, but plotting a pixel in the framebuffer with a write operation was still slow. Writing to the VRAM as little as possible was crucial to maintaining a decent framerate.

¹⁵Transistor Transistor Logic

¹⁶Digital to Analog Converter

¹⁷Computer Graphics: Principles and Practice 2nd Edition, page 168.

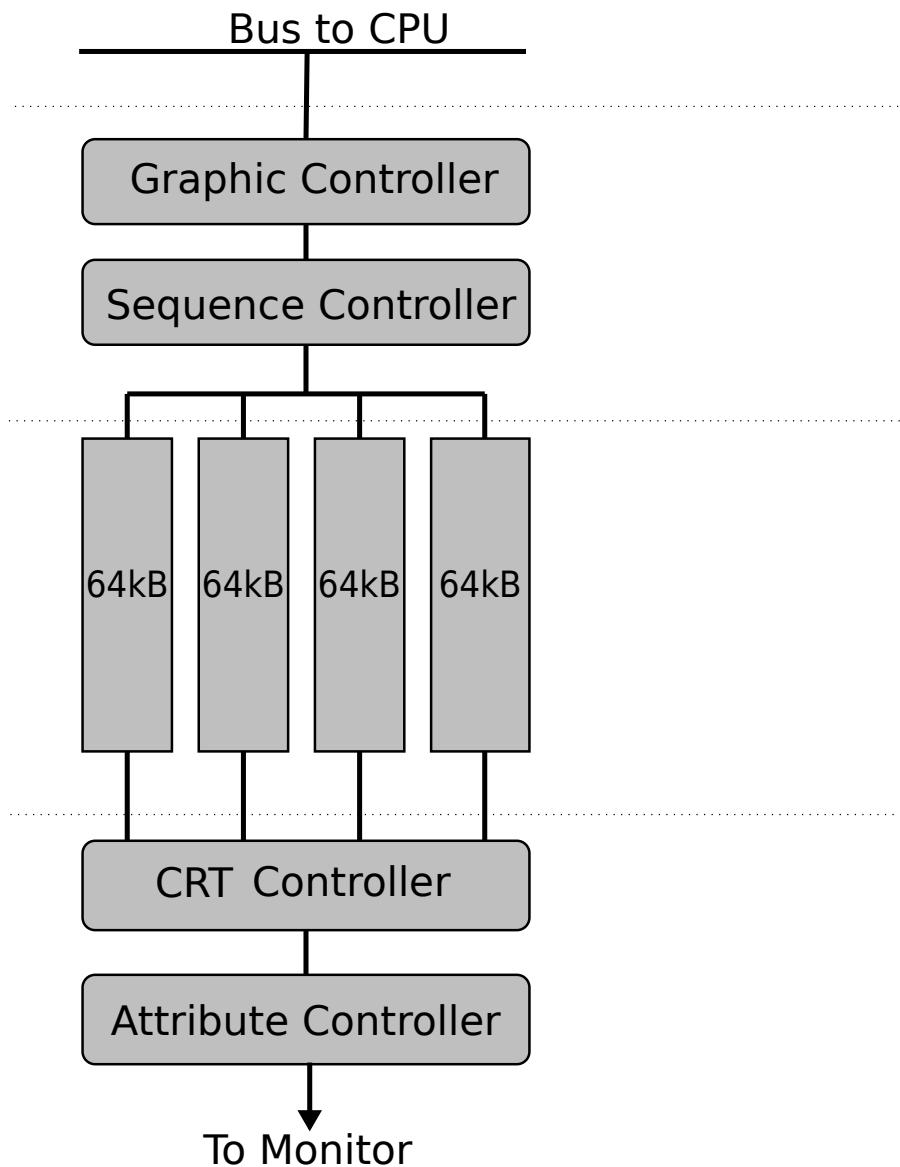


Figure 2.19: EGA Architecture.

2.3.5 EGA Planar Madness

Four memory banks grant enough throughput to reach high resolutions at 60Hz. This type of architecture is called "planar". Each plane is like a black-and-white image that stores

information about a single color. For EGA there are 4 planes, where combining one bit from each plane results in a color index. This color index is then via the attribute controller translated into a color to the screen. This layout is better explained with a drawing.

To write the color of the first pixel, a developer has to write the first bit of the first byte in plane 0, the second in plane 1, the third in plane 2 and the fourth in plane 3. The CRT Controller then reads 4 bytes at a time (one from each plane) and converts them via the Attribute Controller into 8 pixels on screen.

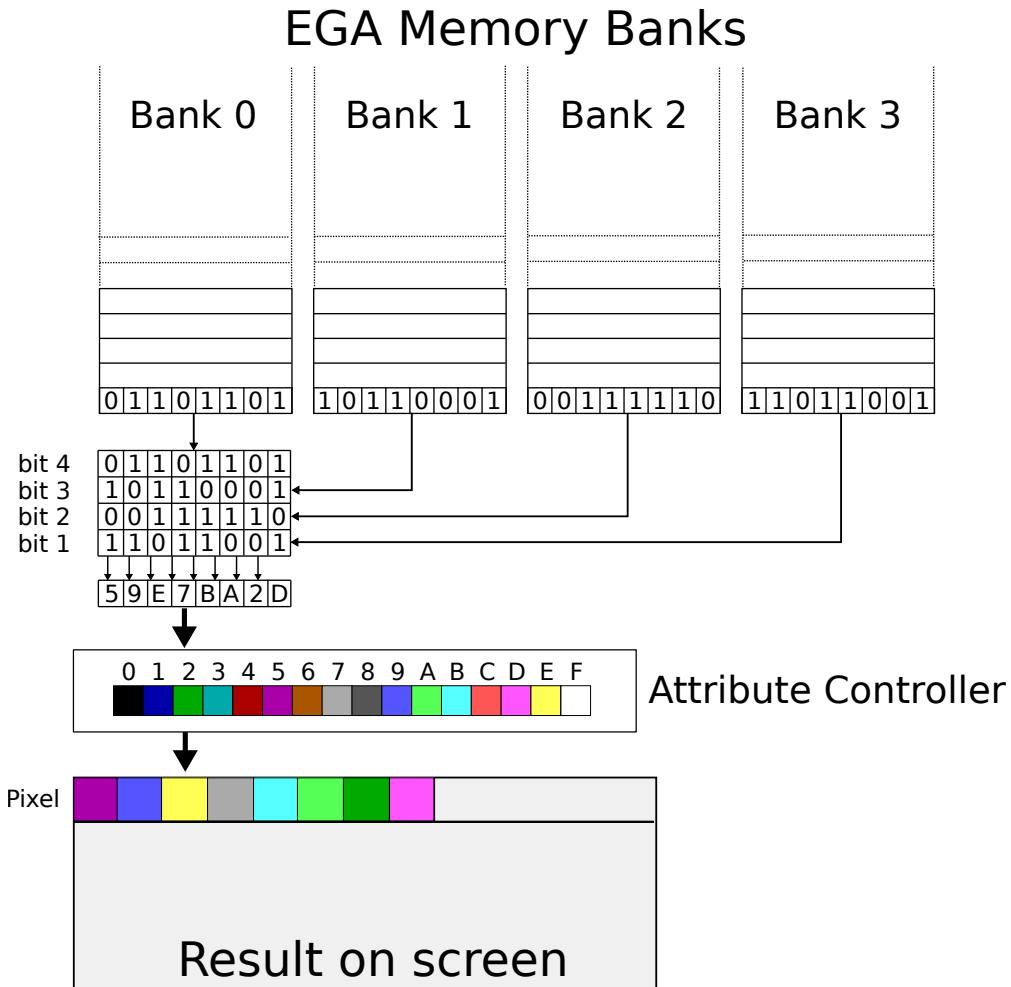


Figure 2.20: EGA mode 0Dh, how bank layout appears on screen.

2.3.6 EGA Modes

In order to configure this mess of planes and the controllers, 50 poorly documented internal registers must be set. Needless to say few programmers dove into the internals of the EGA.

Figure 2.19, which described the architecture, was actually deceptively simplified. Figure 2.21 shows how IBM's reference documentation explained the EGA. The maze of wire showcases well the actual complexity of the system.

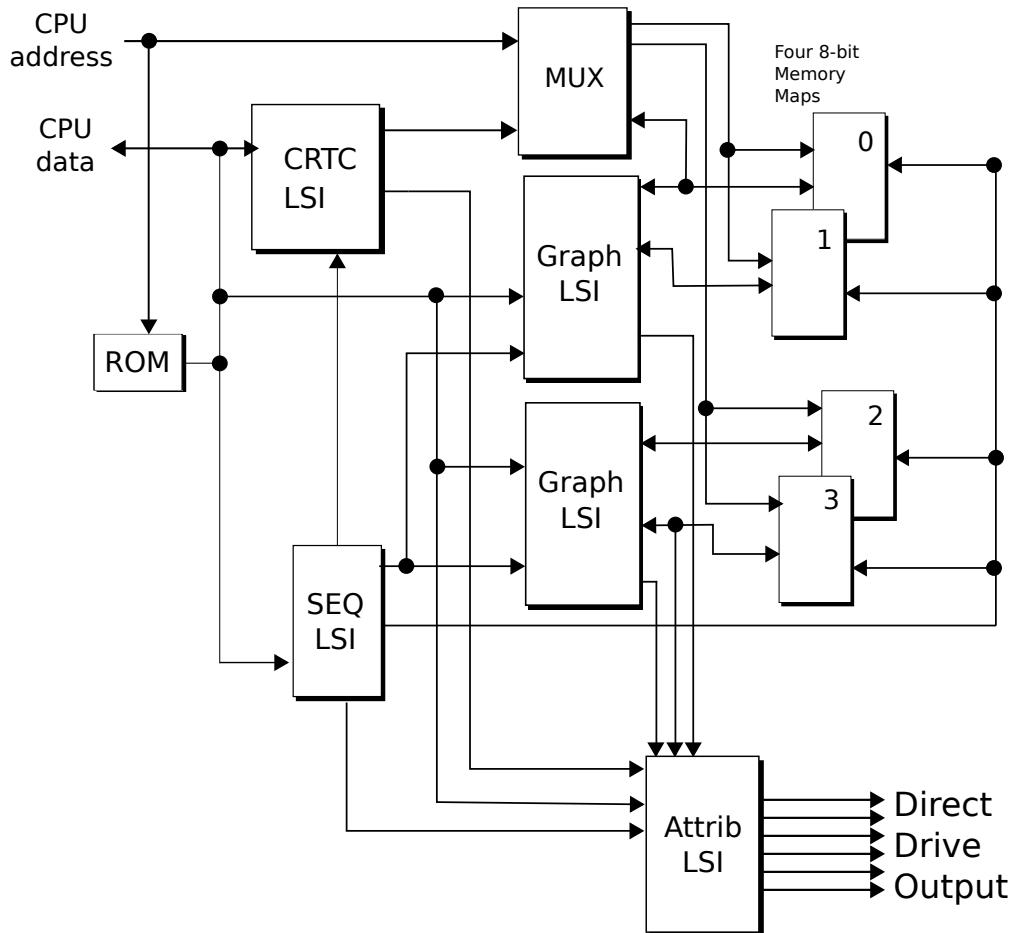


Figure 2.21: IBM's EGA Documentation.

To compensate for the complexity, IBM provided a routine to initialize all the registers via one BIOS call. One mode can be selected out of 12 available with an associated resolution, number of colors, and memory layout. The BIOS can be called to configure the EGA as follows:

Mode	Type	Format	Colors	RAM Mapping	Hz
00h	text	40x25	16 (monochrome)	B8000h	60
01h	text	40x25	16	B8000h	60
02h	text	80x25	16 (monochrome)	B8000h	60
03h	text	80x25	16	B8000h	60
04h	CGA Graphics	320x200	4	B8000h	60
05h	CGA Graphics	320x200	4 (monochrome)	B8000h	60
06h	CGA Graphics	640x200	2	B8000h	60
07h	MDA text	9x14	3 (monochrome)	B0000h	60
0Dh	EGA graphic	320x200	16	A0000h	60
0Eh	EGA graphic	640x200	16	A0000h	60
0Fh	EGA graphic	640x350	3	A0000h	60
10h	EGA graphic	640x350	16	A0000h	60

Figure 2.22: EGA Modes available.

Trivia : The Modes 08h-0Ah are reserved for PCjr (or Tandy Graphics Adapter) graphics modes, which offered 160x200 with 16 colors, 320x200 with 16 colors and 640x200 with 4 colors. Modes 0Bh and 0Ch are reserved for internal EGA BIOS.

To setup the EGA in Mode 0Dh using the BIOS is incredibly easy. It can be done with only two instructions:

```
_AX = 0xd ; AH=0 (Change video mode), AL=0Dh (Mode)
geninterrupt (0x10) ; Generate Video BIOS interrupt
```

The geninterrupt (0x10) instruction is a software interrupt caught by the BIOS routine in charge of graphic setup. It looks up the ax register, which can be set in the Borland Compiler by _AX, to setup all EGA registers with the corresponding mode.

2.3.7 EGA Programming: Memory Mapping

To write to the VRAM, the RAM's 1MiB address space maps 64KiB starting as indicated in figure 5.3. In mode 0Dh for example, the VRAM is mapped from 0xA0000 to 0xFFFF. One of the first questions to come to mind is "How can I access 256KiB of RAM with only 64KiB

of address space?" The answer is "bank switching" as summarized in figure 2.23. Write and Read operations are routed based on a mask register indicating which bank should be read or written to.

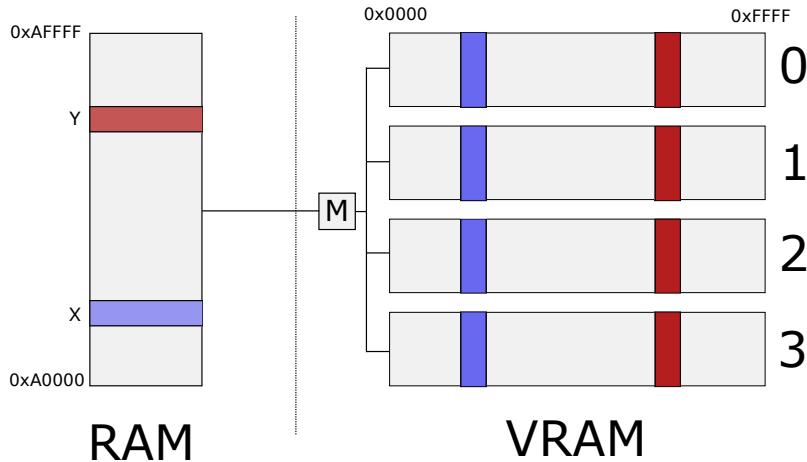


Figure 2.23: Mapping PC RAM to EGA VRAM banks.

2.3.8 EGA Color Palette

The EGA CRTC does not expect RGB values to generate pixels. Instead it is based on an index-based color palette system. Each pixel is a 4-bit index number, assigned to a color from the Attribute Controller. The default color palette are all 16 CGA colors, but it allows substitution of each of these colors with any one from a total of 64 colors.

When calculating the intended value in the 64-color EGA palette, the 6-bit number of the intended entry is of the form "rgbRGB" where a lowercase letter is the least significant bit of the channel intensity ($\frac{1}{3}$ color intensity) and an uppercase letter is the most significant bit of intensity ($\frac{2}{3}$ color intensity). The more intensity, the brighter the color is. For example, 02h will produce green, 10h will produce dim green and 12h will produce bright green. The color magenta is created by setting both "R" and "B", which is color code 05h. Each of the 16 color indexes could be reassigned to one color from the "rgbRGB" palette.

	00h	01h	02h	03h	04h	05h	06h	07h	08h	09h	0Ah	0Bh	0Ch	0Dh	0Eh	0Fh
00h	Black	Blue	Green	Cyan	Red	Magenta	Yellow	Grey	Dark Blue	Dark Green	Dark Cyan	Dark Red	Dark Magenta	Dark Yellow	Dark Grey	Light Blue
10h	Dark Green	Dark Blue	Dark Green	Dark Cyan	Dark Red	Dark Magenta	Dark Yellow	Light Green	Light Blue	Light Green	Light Cyan	Light Red	Light Magenta	Light Yellow	Light Grey	Light Cyan
20h	Dark Red	Dark Purple	Dark Green	Light Red	Light Magenta	Light Orange	Light Yellow	Light Pink	Dark Purple	Dark Green	Dark Cyan	Dark Red	Dark Magenta	Dark Orange	Light Pink	Light Magenta
30h	Dark Yellow	Light Blue	Light Green	Light Orange	Light Magenta	Light Yellow	Light Grey	Light Grey	Dark Blue	Light Green	Light Cyan	Light Red	Light Magenta	Light Orange	Light Yellow	Light Magenta

Figure 2.24: EGA "rgbRGB" color palette (64 values from 00h to 3Fh)

However, standard EGA monitors did not support use of the extended color palette in 200-line modes. Both CGA and EGA cards use a female nine-pin D-subminiature (DE-9) connector for output.

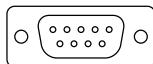


Figure 2.25: DE-9 video output connector.

The EGA monitor could only distinguish EGA and CGA cards based on the Vertical Sync signal, which is either 200- or 350-line mode. If the Vertical Sync is 350-line mode, the monitor switched to Mode 2 operations which supported the extended rgbRGB-color information¹⁸. But in the 200-line mode, the monitor cannot distinguish between being connected to a CGA or an EGA card.

The CGA color output is based on the form "RGBI", where the 'I' stands for Intensity and adds brightness to the RGB color. Compared to CGA, EGA redefines some pins of the DE-9 connector to carry the extended rgbRGB-color information. If the monitor were connected to a CGA card, these pins would not carry valid color information, and the screen might be garbled if the monitor were to interpret them as such.

¹⁸IBM Enhanced Color Display documentation.

Pin	Mode 2: EGA mode (rgbRGB)	Mode 1: CGA mode (RGBI)
1	Ground	Shield Ground
2	Secondary Red (Intensity)	Signal Ground
3	Primary Red	Red
4	Primary Green	Green
5	Primary Blue	Blue
6	Secondary Green (Intensity)	Intensity
7	Secondary Blue (Intensity)	Reserved
8	Horizontal Sync	Horizontal Sync
9	Vertical Sync	Vertical Sync

Figure 2.26: EGA and CGA DE-9 connector pin signals.

Suppose one assigns the color brown (rgbRGB is 010100b) to one of the color indexes, the resulting color on the CGA pin assignment is light red; The secondary green pin ("r" in rgbRGB) is mapped to the Intensity pin in CGA mode, which results to the color red with intensity and not the expected brown color.

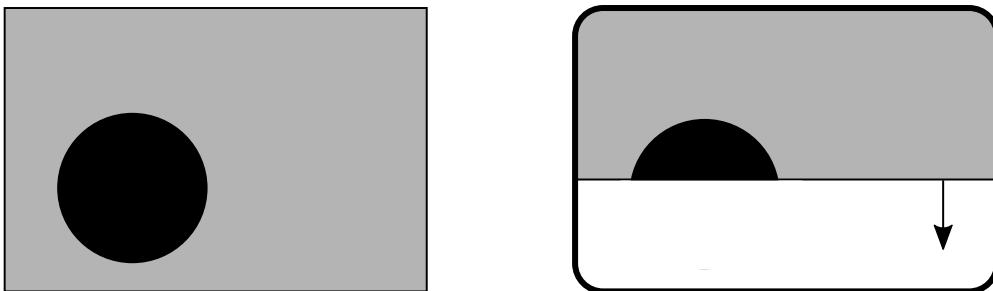
For this reason, EGA monitors will use the CGA pin assignment (mode 1) in 200-line modes so the monitor can also be used with a CGA card and vice versa. Therefore, the EGA card is fully backwards compatible with a standard CGA monitor. Thereby it is able to show all 16 CGA (RGBI-)colors simultaneously, instead of only 4 colors when using a CGA card.

Index Number	Color	rgbRGB	RGBI
00h	Black	000000b	0000b
01h	Blue	000001b	0010b
02h	Green	000010b	0100b
03h	Cyan	000011b	0110b
04h	Red	000100b	1000b
05h	Magenta	000101b	1010b
06h	Brown	010100b	1100b
07h	Light grey	000111b	1110b
08h	Dark grey	111000b	0001b
09h	Bright blue	111001b	0011b
0Ah	Bright green	111010b	0101b
0Bh	Bright cyan	111011b	0111b
0Ch	Bright red	111100b	1001b
0Dh	Bright magenta	111101b	1011b
0Eh	Yellow	111110b	1101b
0Fh	White	111111b	1111b

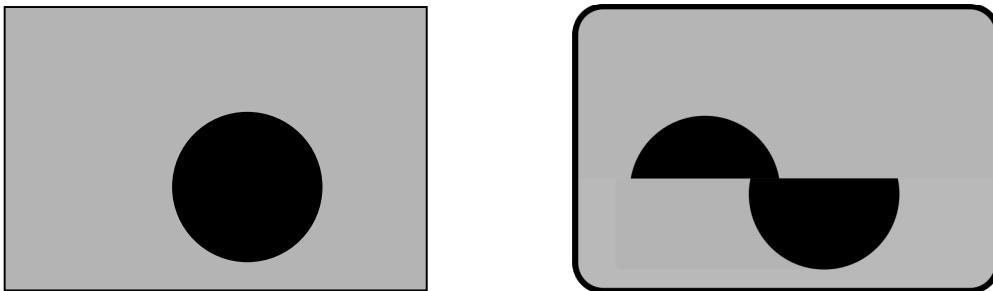
Figure 2.27: Default EGA 16-color palette

2.3.9 The Importance of Double-Buffering

Double buffering has been mentioned often while describing the hardware, but so far we have not reviewed why it is paramount to achieving smooth animation. With only one buffer the software has to work at exactly the frequency of the CRT (60Hz). Otherwise a phenomenon known as "tearing" appears. Let's take the example of an animation rendering a circle moving from the left to the right:



In this example the CPU has finished writing the framebuffer (on the left) and the CRT's (on the right) electron beam has started to scan it onto the screen. At this point in time the electron beam has scanned half the framebuffer, so the circle has been partially drawn on the screen.



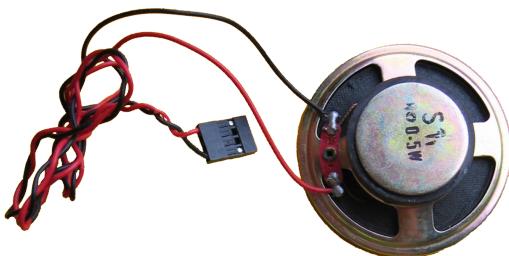
If the CPU is faster than the frequency of the CRT (60Hz), it can write the framebuffer again, before the scan is completed. This is what happened here. The next frame was drawn with the circle moved to the right. The electron beam did not know that and kept on scanning the framebuffer. The result on screen is now a composite of two frames. It looks like two frames were torn and taped back together. Hence the name "tearing".

With two buffers (a.k.a double buffering) the CPU can start writing in the second framebuffer without messing with the framebuffer being scanned to the screen¹⁹. No more tearing! A full screen of 320x200 pixels with 16 colors requires $320 \times 200 \times 4\text{-bits} = 32\text{KB}$ of VRAM (spread over 4 planes, each 8KB), so there is plenty of video memory left to keep multiple screens in an EGA card with 256KiB memory.

¹⁹Now the CPU speed is capped by the CRT refresh rate. Triple buffering can solve this at the price of frame latency.

2.4 Audio

For the first 5-6 years of the IBM PC and its compatibles, their audio output came from nothing more than a simple loudspeaker with a tone generator. For business, this was acceptable - even preferable, since a PC in an office environment really shouldn't be a distraction to others! The loudspeaker, commonly known as a "PC Speaker", was capable of generating a square wave via 2 levels of output.



2.4.1 History of Sound Cards

The introduction of real game music and sounds on the PC started with Sierra back in 1988. They prepared to change all this by creating games that contained serious, high quality musical compositions drawing on add-on hardware. *King's Quest IV* was the first commercially released game for IBM PC compatibles to support sound cards. In addition to the familiar PC speaker and Tandy 1000, it could utilize

- Roland MT-32
- IBM Music Feature Card
- AdLib

Sierra struck a deal with two companies, Roland and AdLib, where Sierra would also become a reseller for these soundcards.

The Roland MT-32 was the higher end of these music devices. In today's terminology, it would be labeled a "Wavetable Synthesizer". A wavetable synthesizer usually implies that real instrument sounds are recorded into the hardware of the device. This device can then manipulate them to play them back at the various notes you need. The MT-32 had the ability to manipulate parts of its built in sounds using something called "Linear Arithmetic (LA)" synthesis. It was a very good device that can rival even today's sound cards. To connect the MT-32 to a PC required, what Roland called an MPU-401²⁰, in one of the PC's

²⁰Midi Processing Unit-401

expansion slots. Sierra sold The MT-32 with a necessary MPU-401 interface for \$550. The high price prevented it from dominating the end-user market of gaming.



Figure 2.28: Roland MT-32 synthesizer box.

The IBM Music Feature Card was launched in March 1987 as a collaboration between IBM and Yamaha. Essentially the Music Feature Card was a synthesizer installed on an 8-bit expansion card²¹. The Music Feature Card had 8 FM voices, controllable via 4 frequency operators. It came with over 300 high-quality synthesized instruments on-board, and it was actually possible to have two Music Feature Cards in a single PC to get 16 voices! With a tag price of \$495 it was just like the Roland MT-32 an expensive card, and its audience was primarily business users.

²¹Roland released the LACP-I in 1989, which basically was similar to the Music Feature Card: a MT-32-compatible Roland synthesizer with a MPU-401 unit, integrated onto one single full-length 8-bit ISA card.



Figure 2.29: IBM Music Feature Card.

Trivia : The IBM Music Feature Card was the very first general purpose "sound card" for the PC, beating AdLib by several months.

2.4.2 AdLib

AdLib was the other company, beside Roland, that struck a deal with Sierra as a reseller. The company was founded in 1987 by Martin Prevel, a former professor of music from Quebec. The AdLib soundcard used a technology called FM synthesis. The technology is based on the idea of generating superimposing waveforms to create a sound. This technology was much less expensive than Roland's Wavetable technology.

The AdLib card was built around the Yamaha YM3812, also known as the OPL2 chip, and could produce either 9 sound channels or 6 sound channels plus 5 hit instruments simultaneously using Frequency Modulation (FM). Ideally, if you have enough generators and can fine tune the waveforms well enough, you can create a realistic sound. However, to reach this ideal, you need lots of skilled people, lots of money for equipment, and lots of time to develop. Thus, FM synthesis sounded very artificial. Still, this was a great improvement over the PC Speaker. With a price tag of \$219.99, it was much cheaper than the Roland MT-32 and IBM Music Feature Card, and soon ruled at the top of the early PC sound card market.

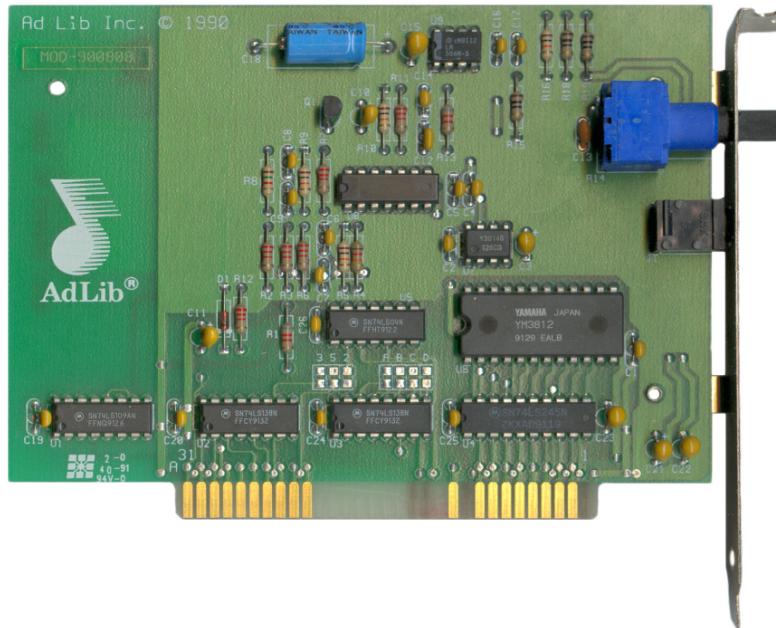


Figure 2.30: An AdLib sound card. Notice the big YM3812 chip and the 8-bit ISA connector.

The AdLib card dominated the PC market for almost three years. In 1989, Creative Labs released the competing SoundBlaster, which quickly dominated over AdLib. To compete with SoundBlaster, AdLib planned a new 12-bit stereo sound card called AdLib Gold. Sadly, due to AdLib's dependence on Yamaha who suffered long delays introducing their latest multimedia chipset, their new product, AdLib Gold PC-1000, was never to see the light of day under AdLib's management. Unable to remain solvent, AdLib closed its doors on 1st May 1992.

2.4.3 SoundBlaster

Creative Labs, the company behind the SoundBlaster, didn't enter the sound card industry until 1987 with the introduction of their Creative Music System (C/MS). From inception in 1981, they were a computer repair shop in Singapore. Creative Music System, or "Game Blaster" as it was renamed a year later, was a FM synthesizer card similar to AdLib. Based on the Philips SAA1099 chip, which was essentially a square-wave generator, it sounded much like twelve simultaneous PC speakers would have, except for each channel having amplitude control. The card did not sell well.

The original Sound Blaster v1.0 and v1.5 were released in 1989 as the successor to their Game Blaster. Not only was it equipped with the OPL2 chip, providing 100% compatibility with AdLib music playback, but it was also technologically superior with a DSP²² allowing PCM playback (digitized sounds) at 8 bits per sample and up to 22.05kHz sampling rate. The card also came with a DA-15 port allowing joystick connection. Most importantly, the SoundBlaster was \$90 cheaper than the AdLib.

Trivia : Creative Labs boasts in their own advert AdLib compatibility and even uses an image of AdLib Inc's product²³! On the other hand they sued every company that tried to market a 'Sound Blaster compatible' product for using the name of their product.



Figure 2.31: A SoundBlaster 1.5, model CT1320B

Figure 2.31 is the SoundBlaster model CT1320B. Notice the OPL2 chip (labeled FM1312) and the CT1321 DSP on the middle top. In the middle of the card are the two CMS-301 chips, to ensure backwards compatibility with the Creative Music System.

Trivia : The CT1320B model (Sound Blaster 1.5) was a cost-cutting measure. Having recognised that C/MS was unpopular, they replaced the two C/MS chips with sockets. You could still purchase the C/MS chips for \$29.95 if you wished and install them into these sockets.

²²An Intel MCS-51 "Digital Sound Processor", not "Digital Signal Processor".

²³Advert p20 in Compute!, April 1990.

CREATIVE LABS, INC.

SOUND BLASTER

ALL-IN-ONE SOUND CARD FOR YOUR PC

Some of the major Software Companies developing for **SOUND BLASTER**

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- Data East USA
- Origin
- Dr. T's
- Sierra On-Line
- Electronic Arts
- Software Toolworks
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SOUND BLASTER plugs into any internal slot in your IBM® PC, XT, AT, 386, PS/2 (25/30), Tandy (except 1000 EX/HX) & compatibles.

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AdLib® Compatible

* IBM is a registered trademark of International Business Machines Inc. * Tandy is a registered trademark of Tandy Corporation. * AdLib is a registered trademark of AdLib Inc.

Figure 2.32: Sound Blaster advertisement with Adlib compatibility.

2.5 Floppy Disk Drive

In the time before the internet, a floppy disk was the main medium to share and distribute software and data. The original XT systems were equipped with 5 $\frac{1}{4}$ -inch floppy disk with a capacity of 360Kb. In 1984, IBM introduced with its PC AT the 1.2 MB dual-sided 5 $\frac{1}{4}$ -inch floppy disk, but it never became very popular. IBM started using the 720 KB double density 3 $\frac{1}{2}$ -inch floppy disk in 1986 and the 1.44 MB high-density version in 1987. The advantages of the 3 $\frac{1}{2}$ -inch disk were its higher capacity, its smaller physical size, and its rigid case which provided better protection from dirt and other environmental risks. By the mid-1990s, 5 $\frac{1}{4}$ -inch drives had virtually disappeared, as the 3 $\frac{1}{2}$ -inch disk became the predominant floppy disk.

Trivia : An USB stick of 128GB contains more than 91K high-density 3 $\frac{1}{2}$ -inch (1.44MB) floppy disks.



Figure 2.33: 3 $\frac{1}{2}$ -inch and 5 $\frac{1}{4}$ -inch floppy disk.

A floppy disk is essentially a very flexible piece (hence the term floppy disk) of plastic coated on both sides in a magnetic material. This 'disk' of plastic is contained within a protective envelope or hard plastic case, which is then inserted into the drive and automatically locked onto a spindle. It is then rotated at a constant speed, 360 rpm for standard PC floppy drives. A head assembly consisting of two magnetic read/write heads, one in contact with the upper surface and one in contact with the lower surface of the disk, may be moved in discrete steps across the disk and read the data from the disk.

The data on a floppy disk is stored in concentric circular tracks divided into arc-shaped sectors. The amount of data a disk can store is determined by the number of tracks and

sectors and the density of the recorded information (single and double density). Near the center, there is a small hole called the index hole, which marks the start of a sector.

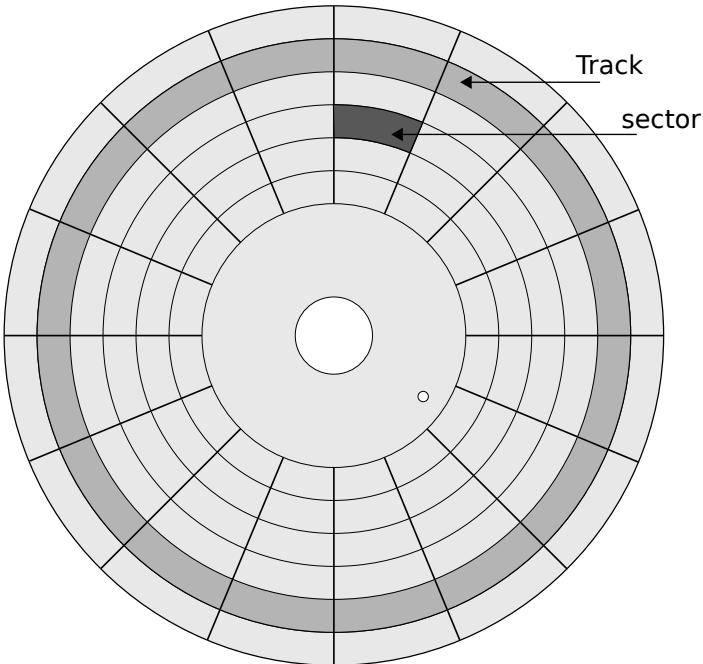


Figure 2.34: Floppy disk with tracks, sectors and the index hole.

When the floppy disk drive is powered up, the read/write heads move to the target track, starting from track 0 (the starting track on a floppy disk). Once the sensor reaches the target track, the computer is ready to retrieve or write data onto the floppy disk. To select a specific sector, the drive must wait for that sector to pass under the head. The drive determines which sector it is on by waiting for the index hole to be under the head. Since the rotation speed is kept constant, the time when the next sector is under the head is known. Now, the head can read or write to the specific sector/track combination on the disk.

The floppy disk is controlled via the Floppy Disk Controller (FDC), a typical read operation from the floppy disk contains the following steps:

- Turn the disk motor on. When you turn a floppy drive motor on, it takes quite a few milliseconds to "spin up", to reach the (stabilized) speed needed for data transfer.
- Perform seek operation, which moves the head to the correct location for reading the data.

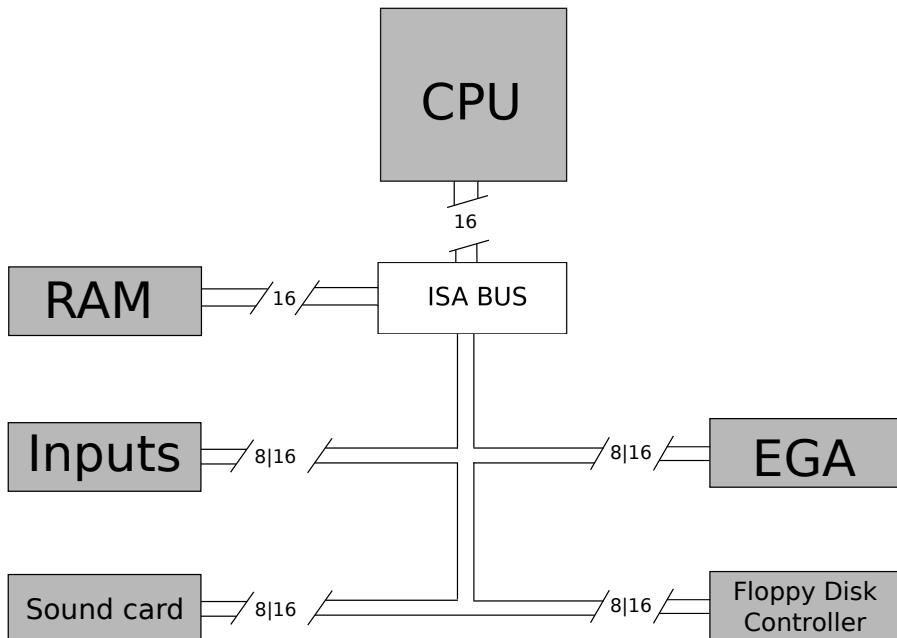
- Read the data from the floppy disk and store the data via the FDC to RAM memory.
- Turn the disk motor off.

The controller waited a few seconds before turning off the motor. The reason to leave the motor on for a few seconds is that the controller may not know if there is a queue of sector reads or writes that are going to be executed next. If there are going to be more drive accesses immediately, they won't need to wait for the motor to spin up again.

2.6 Bus

Although developers had no control over them, it is still worth mentioning how these components were connected to each other.

The ISA²⁴ bus connects the CPU to all devices, including RAM. It was almost 10 years old in 1990 but still used universally in PCs. The data path to the RAM is 16 bits wide for 286 machines. It runs at the same frequency as the CPU.



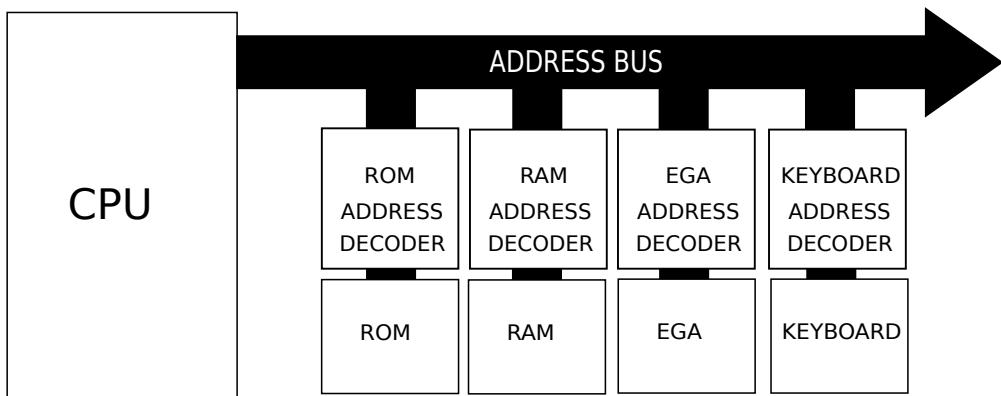
²⁴Industry Standard Architecture.

The rest of the bus connecting to everything that is not the RAM can be either:

- 8 bits wide at 4.77 MHz for 19.1 Mbit/s
- 16 bits wide at 8.33MHz for 66.7 Mbit/s²⁵.

It is also backward compatible and an 8-bit ISA card can be plugged into a 16-bit ISA bus.

Trivia : On ISA all devices are connected to the bus at all times and listen on the bus address lane. Each device features an "address decoder" to detect if it should reply to a bus request. This is how the EGA RAM is "mapped" in RAM. The EGA card "address decoder" filters out everything that is not within A0000h and AFFFFh. Accordingly, the RAM disregards any request that is within the range [A0000h - AFFFFh].



2.7 Summary

To say a PC was difficult to program for games would be an understatement. It was a nightmare. The CPU was good at doing the wrong thing, the best graphic interface didn't allow double buffering, and the memory model only allowed 1 MiB with an address composed of two separate 16-bit registers. Last, but not least, the default sound system could only produce square waves.

Yet despite all these unfavorable conditions, teams of developers gathered to tame the beast and unleash its power to gamers. One of these called themselves *Ideas From the Deep*²⁶.

²⁵https://en.wikipedia.org/wiki/List_of_device_bit_rates.

²⁶They originally called themselves Ideas From the Deep but then decided to shorten it to simply id, which stands for "in demand", and is pronounced as in "did" or "kid." The name also refers to id, the part of the brain that behaves by the pleasure principle in Freudian psychology.

Chapter 3

Assets

3.1 Programming

Development was done with Borland C++ 3.1 (but the language used was C). John Carmack took care of the runtime code. John Romero programmed many of the tools (TED5 map editor, IGRAB asset packer, MUSE sound packer). Jason Blochowiak wrote important subsystems of the game (Input manager, Sound manager, User manager).

Borland's solution was an all-in-one package. The IDE, BC.EXE, despite some instabilities allowed crude multi-windows code editing with pleasant syntax highlights. The compiler and linker were also part of the package under BCC.EXE and TLINK.EXE¹. There was no need to enter command-line mode however. The IDE allowed to create a project, build, run and debug. The software came with two thick manuals, explaining everything regarding the IDE and programming in C++.

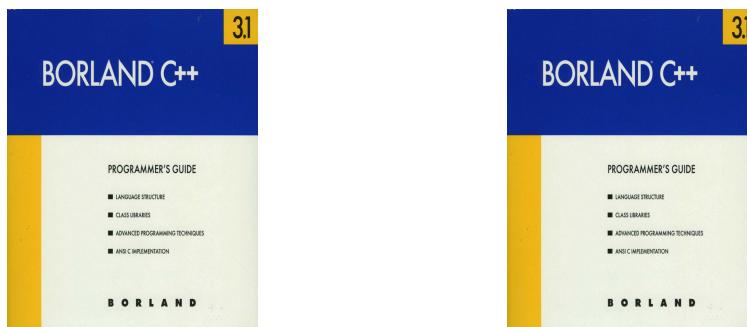


Figure 3.1: Borland C++ 3.1 User guide (238 pages) and Programmer guide (483 pages).

¹Source: Borland C++ 3.1 User Guide.

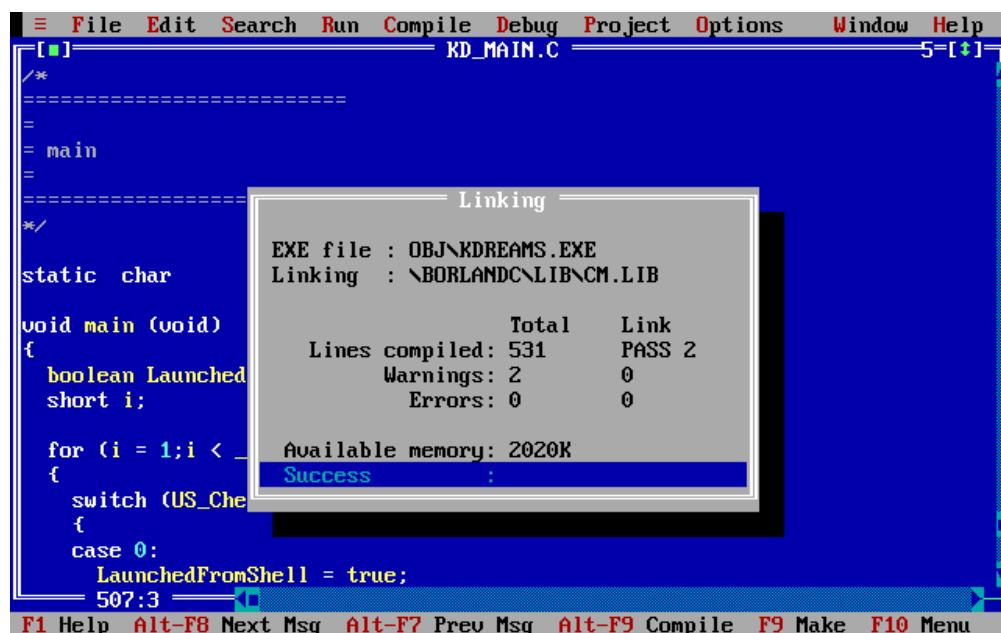
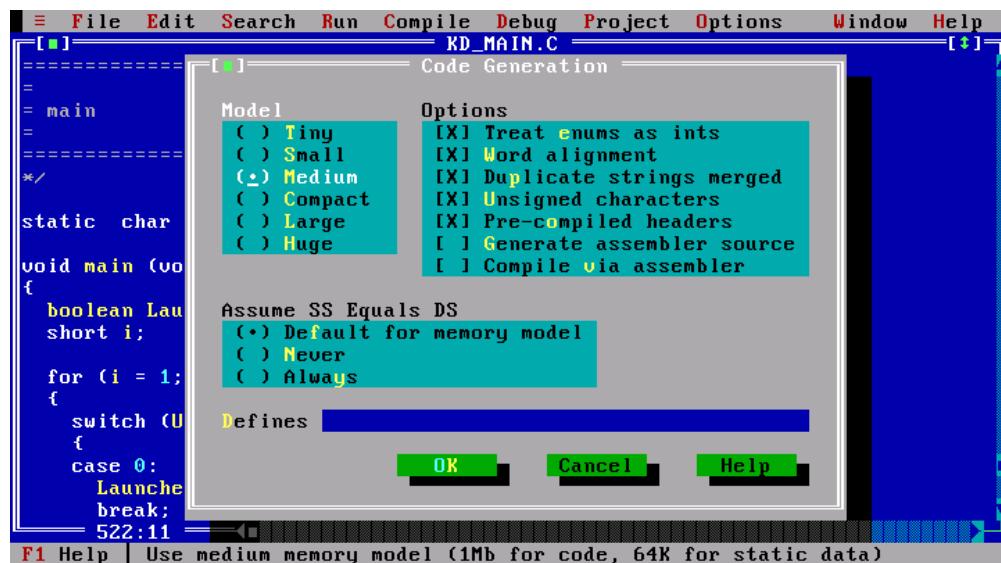


Figure 3.2: Selecting memory model and compiling Keen Dreams with Borland C++ 3.1

3.2 Graphic Assets

All graphic assets were produced by Adrian Carmack. All of the work was done with Deluxe Paint (by Brent Iverson, Electronic Arts) and saved in ILBM² files (Deluxe Paint proprietary format). All assets were hand drawn with a mouse.



Figure 3.3: Deluxe Paint was used to draw all assets in the game.

²InterLeaved BitMap.

3.2.1 Assets Workflow

After the graphic assets were generated, a tool (IGRAB) packed all ILBM files into a compressed data asset file (EGA-file) and generated a HEAD table, DICT file (KDR-files³), and a C header file containing asset IDs. The engine references an asset directly using these IDs.

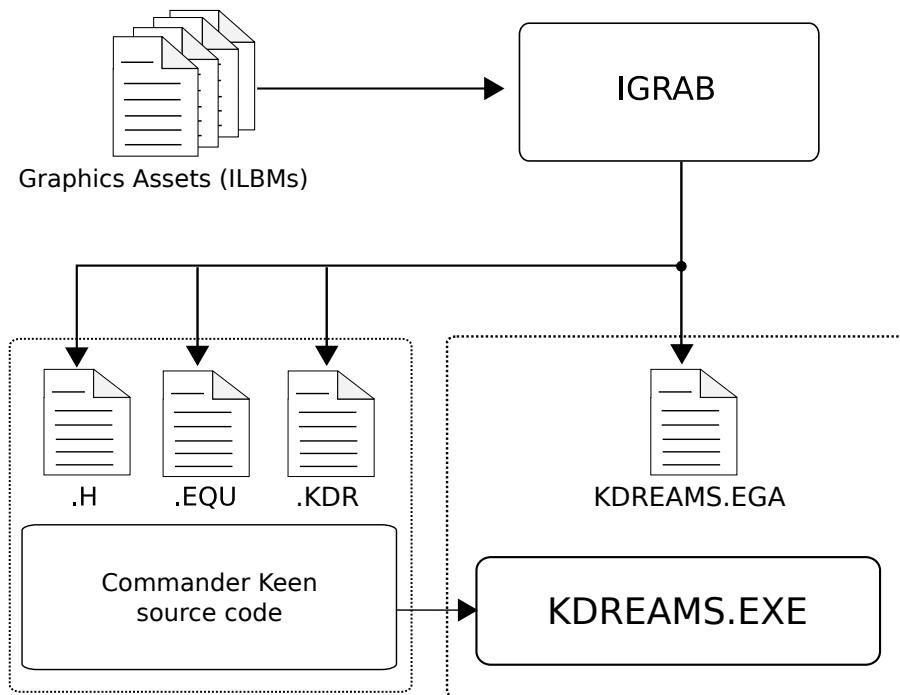


Figure 3.4: Asset creation pipeline for graphics items

In the engine's code, asset usage is hardcoded via an enum. This enum serves as an offset into the HEAD table, which then provides an offset within the data asset file. With this indirection layer, assets could be regenerated and reordered at will with no modification in the source code.

Trivia : The HEAD and DICT files in the source code must match the data asset file from the shareware version of *Keen Dreams*. However, the latest release of the source code (v1.93) does not match with shareware version v1.13. To ensure that the HEAD, DICT, and data asset file are compatible, you will need to retrieve a specific git commit, which will be explained in the next chapter.

³both KDR-files are located in the static folder of the source code.

```
//////////  
//  
// Graphics .H file for .KDR  
// IGRAB-ed on Fri Sep 10 11:18:07 1993  
//  
//////////  
  
#define CTL_STARTUPPIC 4  
#define CTL_HELPUPPIC 5  
#define CTL_DISKUPPIC 6  
#define CTL_CONTROLSUPPIC 7  
#define CTL_SOUNDUPPIC 8  
#define CTL_MUSICUPPIC 9  
#define CTL_STARTDNPIC 10  
#define CTL_HELPDNPIC 11  
#define CTL_DISKDNPIC 12  
#define CTL_CONTROLSDNPIC 13  
...  
#define CURSORARROWSPR 71  
#define KEENSTANDRSPR 72  
#define KEENRUNR1SPR 73  
#define KEENRUNR2SPR 74  
#define KEENRUNR3SPR 75  
#define KEENRUNR4SPR 76  
...  
  
//  
// Data LUMPs  
//  
#define CONTROLS_LUMP_START 4  
#define CONTROLS_LUMP_END 68  
#define KEEN_LUMP_START 72  
#define KEEN_LUMP_END 212  
#define WORLDKEEN_LUMP_START 213  
#define WORLDKEEN_LUMP_END 240  
#define BROCCOLASH_LUMP_START 241  
#define BROCCOLASH_LUMP_END 256  
#define TOMATO_LUMP_START 257  
#define TOMATO_LUMP_END 260  
...
```

3.2.2 Assets file structure

Figure 3.5 illustrates the structure of the KDREAMS. EGA asset file. The first section contains data tables for pictures and sprites, followed by the font, and all sprites and tiles.

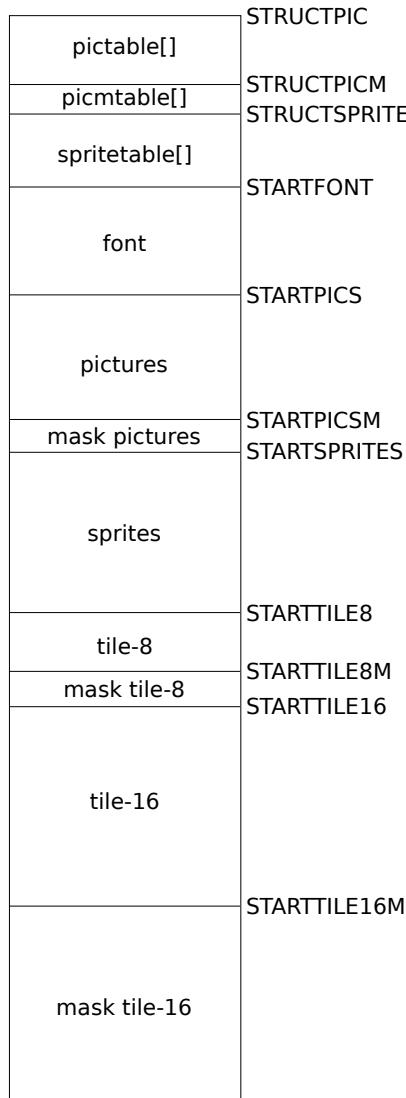


Figure 3.5: File structure of KDREAMS. EGA archive file.

Both the `pictable[]` and `picmtable[]` contain the width and height for each (masked) picture in the asset file.

picture index	width (bytes)	height (bytes)
0	5	32
1	5	32
2	5	32
3	5	32
4	5	32
5	5	32
6	5	32
7	5	32
...
64	5	24

The `spritetable[]` includes not only width and height but also information on the sprite's center, hitbox, and number of bit shifts (explained in Section 4.12 on page 146).

```
typedef struct
{
    int width,
    height,
    orgx,orgy,
    xl,yl,xh,yh,
    shifts;
} spritetabletype;
```

All sprite placement occurs from the origin, which is offset by (`orgx`, `orgy`) from the sprite's top-left corner. The parameters (`xl`, `xh`, `yl`, `yh`) define the sprite's hitbox, used for collision detection.

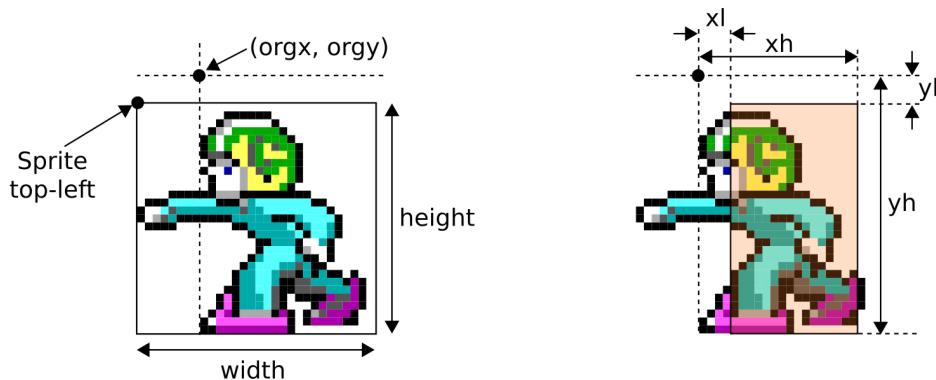


Figure 3.6: Sprite dimensions, origin and hitbox.

The font segment contains a table that stores the height and the width of the font, along with a reference to where the character data is located in the archive file.

```
typedef struct
{
    int height;
    int location[256];
    char width[256];
} fontstruct;
```



Figure 3.7: Font asset data.

The remainder of the archive file holds all graphic assets, including pictures, sprites, and tiles. Each asset contains four planes, aligned with the EGA architecture. All masked tiles and sprites also include an additional mask plane.

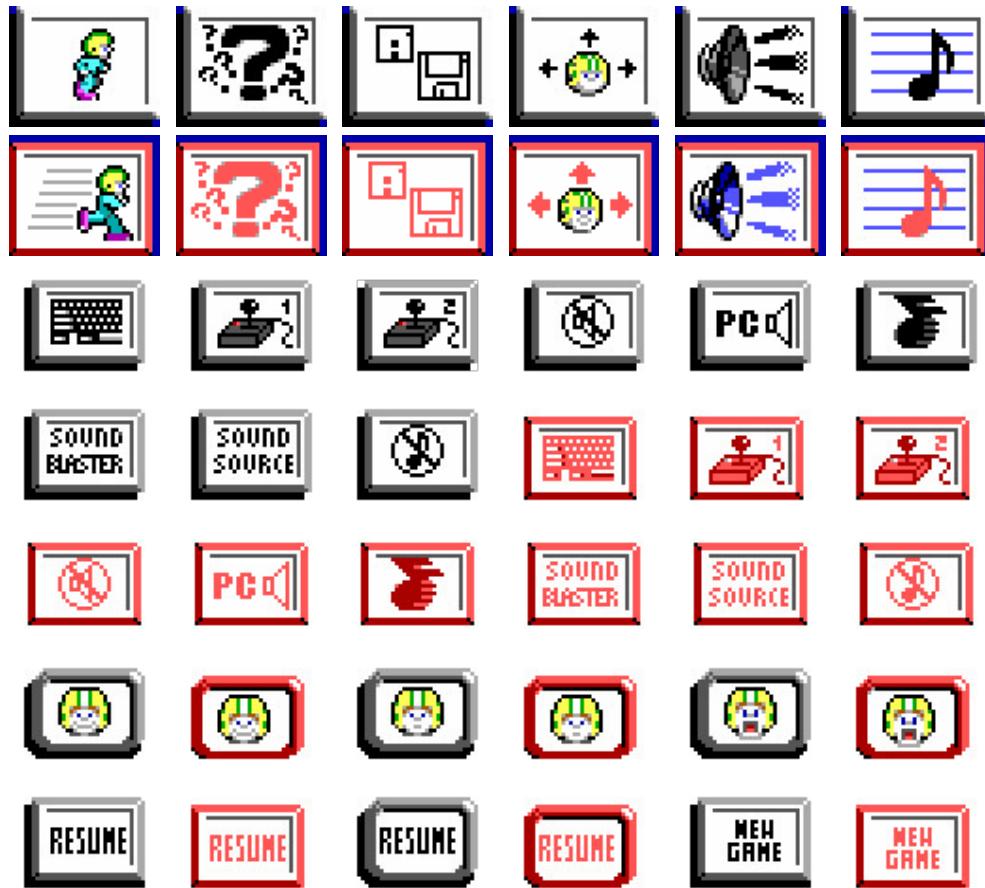


Figure 3.8: Picture assets.

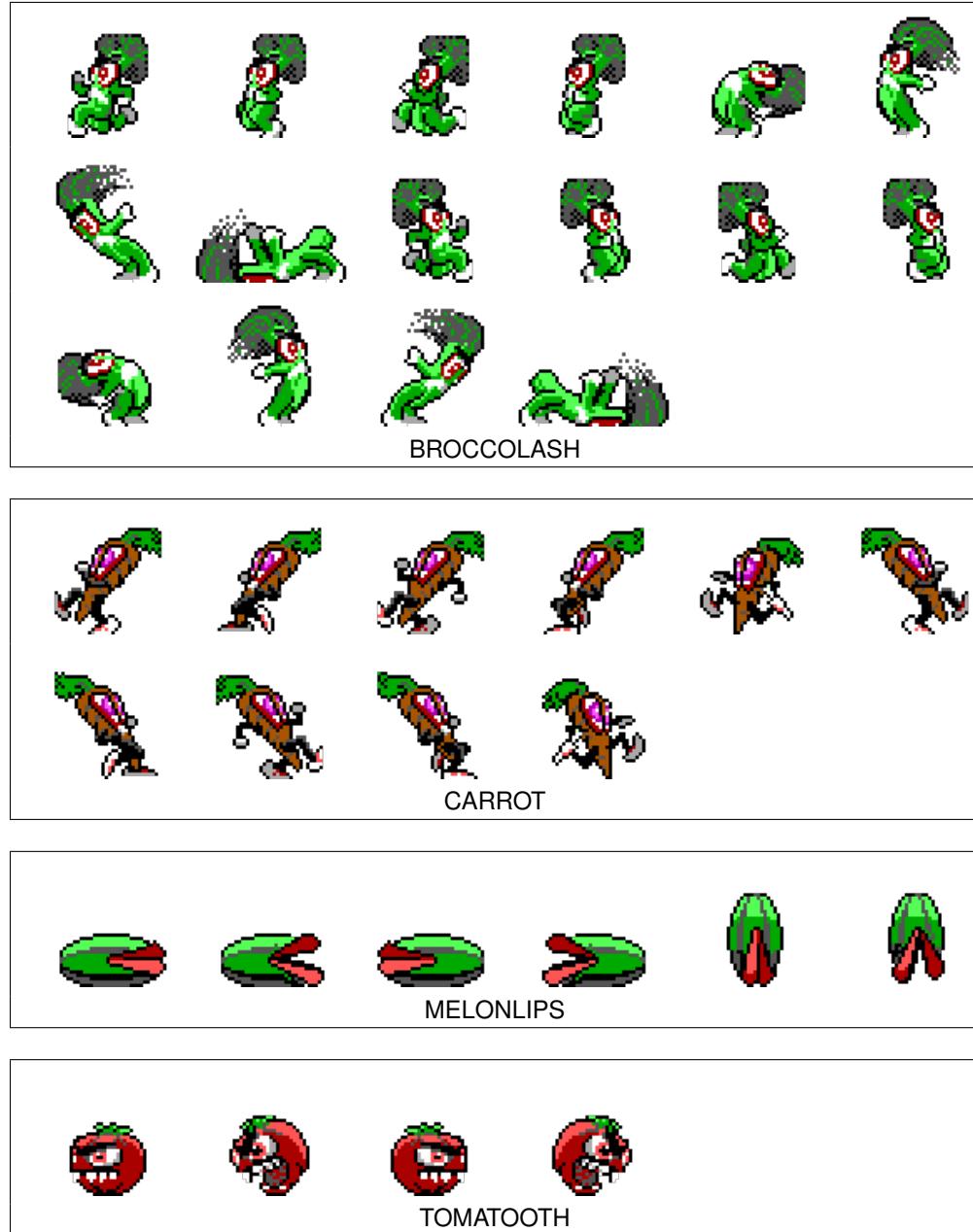


Figure 3.9: Sprite assets.

	000h	001h	002h	003h	004h	005h	006h	007h	008h	009h	00Ah	00Bh	00Ch	00Dh	00Eh	00Fh
000h	[Solid Brown]	[Dotted Green]	[Solid Blue]	[Solid Cyan]	[Solid Black]	[Solid Dark Blue]	[Solid Orange]									
010h												[Solid Grey]	[Solid Cyan]	[Solid Grey]		
020h						[Solid Blue]	[Solid Grey]	[Solid Grey]								
030h						[Solid Green]	[Solid Green]	[Solid Green]	[Solid Green]	[Solid Green]	[Solid Green]	[Solid Green]	[Solid Green]	[Solid Grey]	[Solid Orange]	
040h																
050h									[Solid Blue]	[Solid Blue]						
060h												[Solid Grey]	[Solid Grey]	[Solid Grey]		
070h																
080h																
090h	[Solid Orange]	[Solid Green]	[Solid Green]	[Solid Green]	[Solid Black]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]	[Solid Cyan]

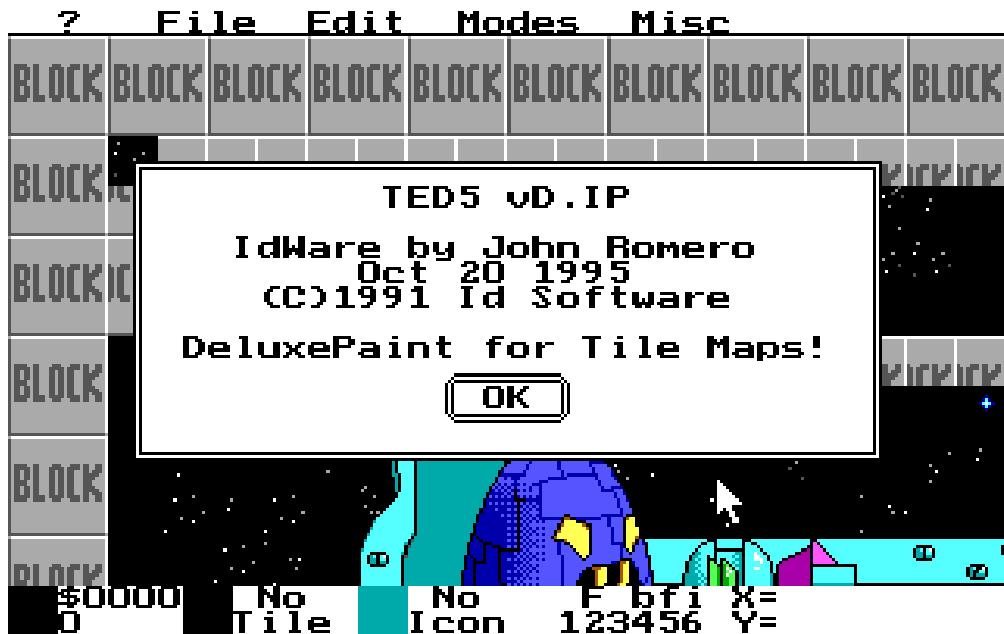
	000h	001h	002h	003h	004h	005h	006h	007h	008h	009h	00Ah	00Bh	00Ch	00Dh	00Eh	00Fh
040h																
050h	[Solid Cyan]			[Solid White]	[Solid Green]											
060h						[Solid Green]	[Solid Green]	[Solid White]								
070h																
080h	[Solid Orange]															
090h																
0A0h	[Solid Orange]															
0B0h	[Solid Orange]															
0C0h																
0D0h																

Figure 3.10: Background (Tile-16) and foreground (masked Tile-16) assets.

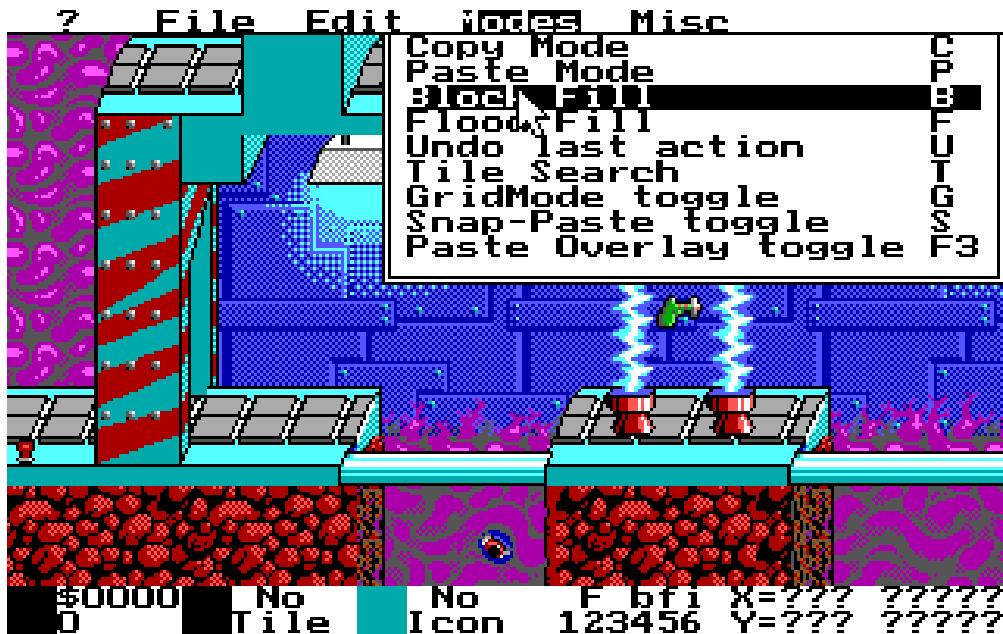
3.3 Maps

Maps were created using an in-house editor called TED5, short for Tile EDitor. Over the years TED5 had improvements and the same tool is later used for creating maps for both side-scrolling games and top-down games like *Wolfenstein 3D*.

TED5 is not stand-alone; in order to start, it needs an asset archive and the associated header (as described in the graphic asset workflow Figure 3.4 on page 62). This way, tile IDs are directly encoded in the map.



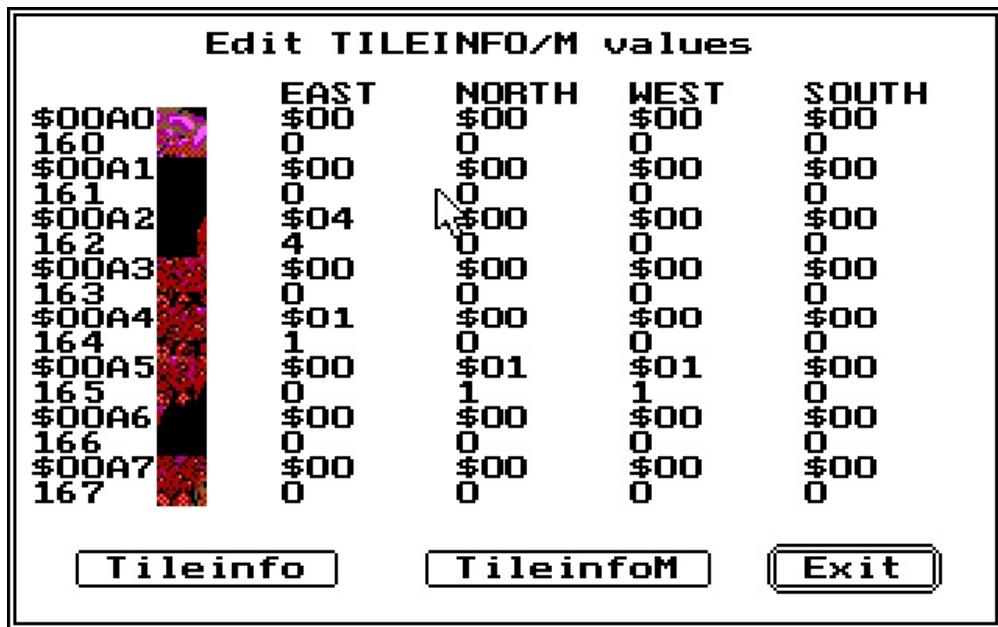
Trivia : The suffix, "vD.IP", was put in by the Rise of the Triad team in 1994. It stood for "Developers of Incredible Power".



TED5 allows the placement of tiles across multiple layers, referred to as "planes". In *Commander Keen*, there are three types of planes:

- Background plane tiles.
- Foreground plane tiles, which act as a mask over the background plane.
- Information plane tiles, which contain actor locations and special areas.

A level is created by placing tiles on each of these three layers. Foreground and background tiles can be enhanced with additional properties ("Tile info"), which controls interactions such as clipping, "deadly" tiles, and animated tiles.



Similar to IGRAB, TED5 compresses all levels into a MAP archive and generates corresponding HEAD and DICT files (KDR-extension).

3.3.1 Map header structure

The map header structure is embedded in the engine code and contains a header offset and size, which refer to the location and size within the KDREAMS.MAP archive file.

```
typedef struct
{
    unsigned   RLEWtag;           // RLE flag
    long      headeroffsets[100];
    byte      headersize[100];     // headers are very small
    byte      tileinfo[];         // tile info
} mapfiletype;
```

The game supports a maximum of 100 maps. The tileinfo[] array contains properties data of each tile.

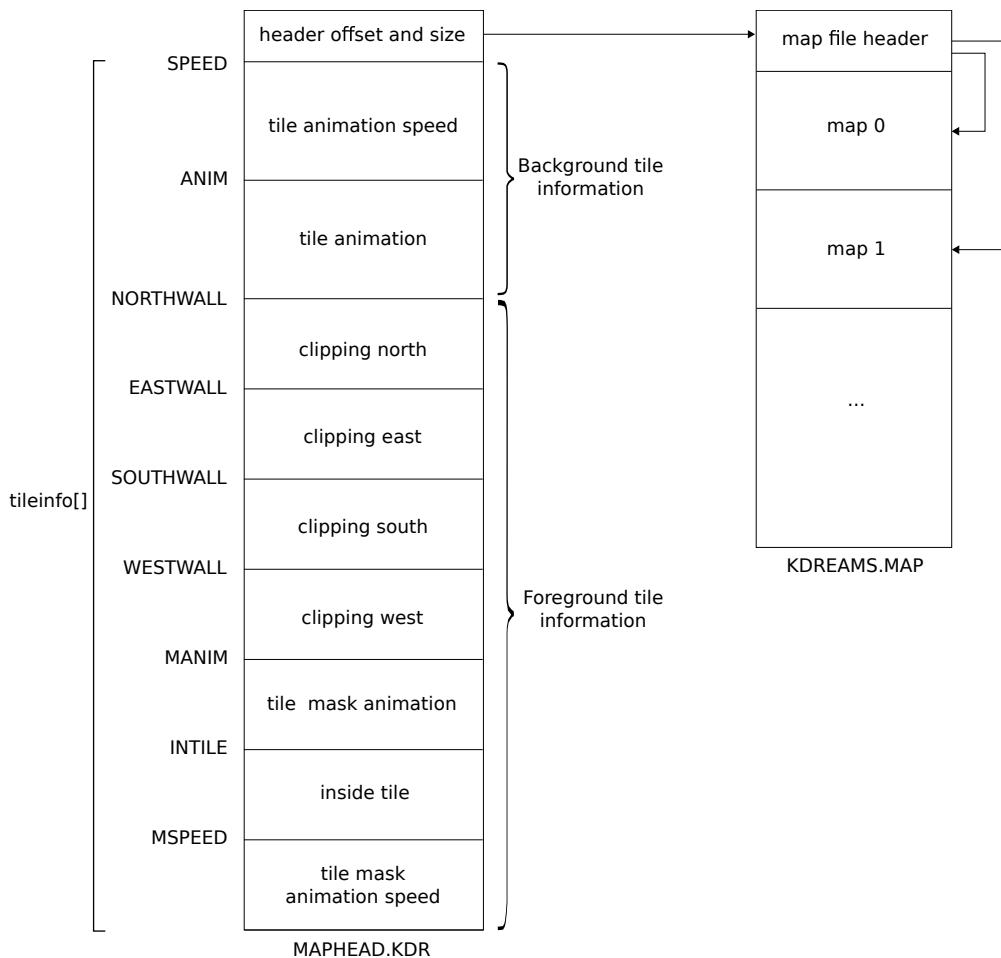


Figure 3.11: Structure of MAPHEAD.KDR header file.

For background tile animations, two information tables are defined: *tile animation* and *tile animation speed*. The tile animation specifies the next tile in the animation sequence, relative to the current tile. For example, in Table 3.1, tile #90 animates to tile #91 (+1), followed by #92 (+1), and #93 (+1). After tile #93, the sequence returns to tile #90 (-3). The animation speed is expressed in number of ticks before the next tile is displayed.

tile index	tile animation	tile animation speed
0	0	0
1	0	0
...
57	1	32
58	-1	24
...
90	1	8
91	1	8
92	1	8
93	-3	8
...

Table 3.1: Background tile animation.

Foreground tiles also contain clipping information and a column called intile. The intile column tells what the tile "does" to the player, like kill, climb, points, etc. Values between 128-255 are used for foreground tiles only. The intile column is customized for each version of *Commander Keen*. In *Keen Dreams* it is used for e.g. climbing poles.

tile index	clip north	clip east	clip south	clip west	intile
...
238	0	1	5	0	0
239	0	0	0	0	0
240	0	0	5	0	0
241	0	0	0	0	128
242	1	1	1	1	128
243	1	0	1	0	0
244	0	0	2	0	0
...

Table 3.2: Foreground tile clipping and 'intile' tile information.

3.3.2 Map archive structure

The structure of the KDREAMS.MAP archive is illustrated in Figure 3.12. Each map contains a small header that includes the width, height, and name of the map, as well as a reference pointer to each of the three planes. Each plane consists of a map of tile numbers representing the background, foreground, and information planes.

```
typedef struct
{
    long      planestart[3];
    unsigned   planelength[3];
    unsigned   width, height;
    char       name[16];
} maptype;
```

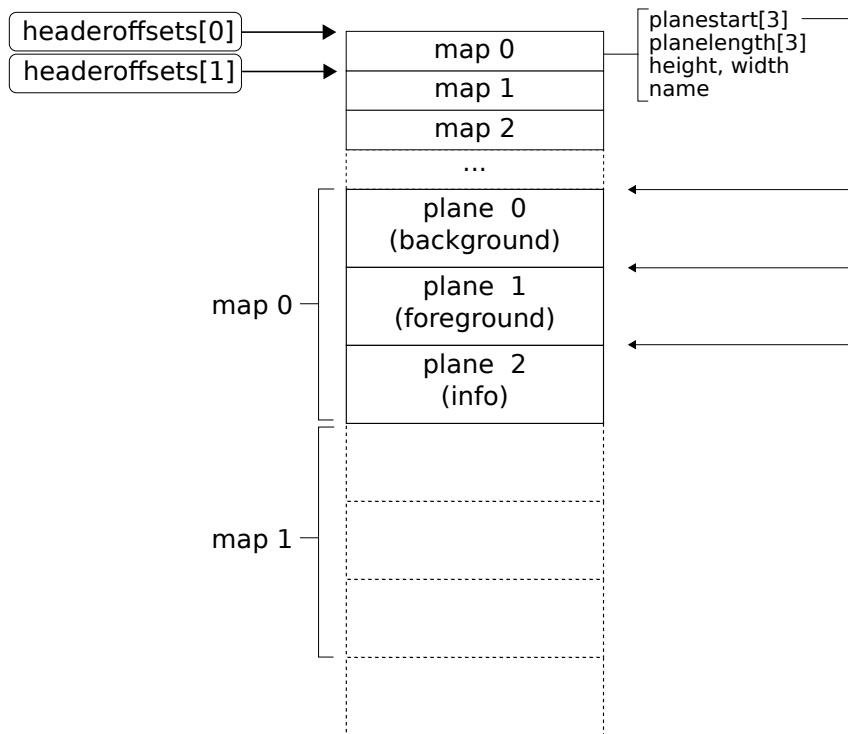


Figure 3.12: Structure of KDREAMS.MAP file.

3.4 Audio

3.4.1 Sounds

The original Commander Keen Trilogy did only support the default PC Speaker. With the introduction of Commander Keen in Keen Dreams the team decided to support sound cards as well.

Trivia : Apogee, the publisher of Ideas from the Deep, didn't publish any game with AdLib support until *Dark Ages* in 1991. And even then it still had pc speaker music.

id Software intended for Keen Dreams to have music and digital effects support for the SoundBlaster & Sound Source devices. In fact, Bobby Prince composed the song "You've Got to Eat Your Vegetables!!" for the game's introduction. However, Softdisk Publishing wanted Keen Dreams to fit on a single 360K floppy disk, and in order to do this, id Software had to scrap the game's music at the last minute⁴. The team didn't even have time to remove the music setup menu.



Figure 3.13: Setup music menu in Keen Dreams, although there is no music in the game.

⁴<https://vimeo.com/4022128>, at 2:00-4:55.

As a consequence, only two sets of each audio effect are shipped with the game:

1. For PC Speaker
2. For AdLib

Game music was not introduced until Commander Keen IV.

Trivia : The song "You've Got to Eat Your Vegetables!!", written for *Keen Dreams*, would finally make its debut in Commander Keen IV: Secret of the Oracle.

All sound effects are done by Robert Prince. Sound effects are created using Cakewalk and inhouse MUSE tool, which is extensively described in *Wolfenstein 3D Blackbook*⁵. Just like described before, the MUSE tool packed all sound effects together in a compressed SOUND archive and generated a HEAD, DICT file and a C header file with asset IDs.

3.5 Distribution

On December 14th, 1990 the first episode was released via Apogee. Episodes 1-5 are all published by Apogee Software. The game engine and first episode were given for free and encourages to be copied and distributed to a maximum number of people. To receive the other episodes, each player had to pay \$30 (for Episode 1-3) to *ideas from the Deep*.

Commander Keen in Keen Dreams was published as a retail title by Softdisk, as part of a settlement for using Softdisk resources to make their own game⁶.

⁵See *Wolfenstein 3D Blackbook*, section 3.6 on page 94.

⁶The settlement with Softdisk is explained in Appendix D

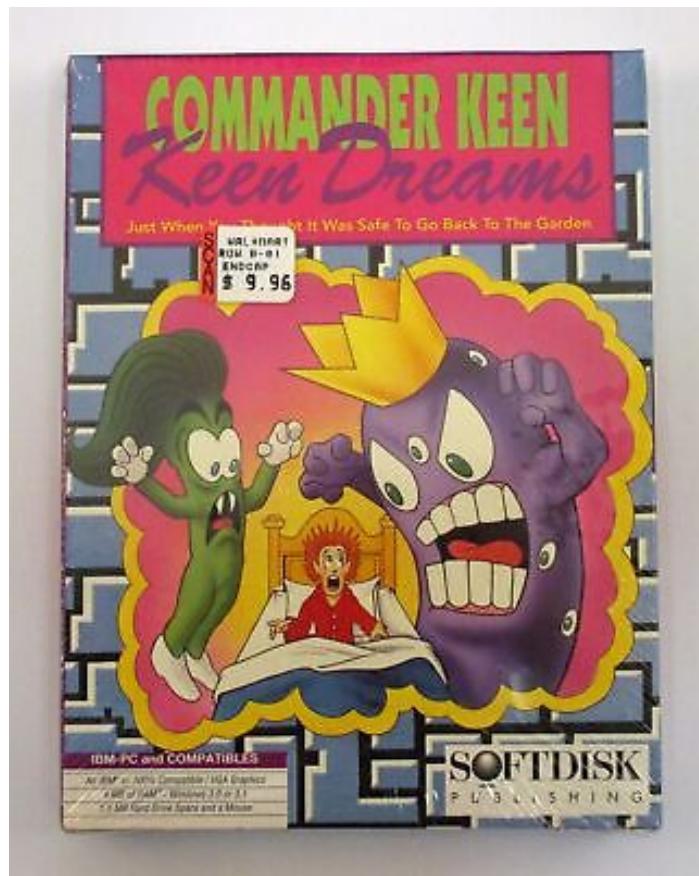


Figure 3.14: Retail version of Commander Keen in Keen Dreams by Softdisk.

In 1990, the Internet was still in its infancy and the best medium was the 3½-inch floppy disk. The game shipped as follows:

The files can be divided in seven parts:

- KDREAMS.EXE: Game engine.
- KDREAMS.EGA: Contains all the assets (sprites, tiles) needed during the game.
- KDREAMS.AUD: Sound effect files.
- KDREAMS.MAP: Contains all levels layouts.
- KDREAMS.CMP: Introduction picture of the game, which is a compressed LBM image file.

- Softdisk Help Library files, which are text screens, shown when starting the game
 - START.EXE: Decompress and show user guide, and then start the game.
 - LOADSCN.EXE: Shows the closing screen when quitting the game. Decompresses the ENDSCN.SCN chunk in LAST.SHL
 - *.SHL: Text user guide assets.
- Several *.TXT files which can be read in DOS by typing the corresponding *.BAT file.

```
Directory of C:\KDREAMS\
.
<DIR>           16-05-2023 21:04
..
<DIR>           16-05-2023 20:52
BKND SHL         285 16-05-2023 20:59
FILE_ID DIZ       508 16-05-2023 20:59
HELP BAT          34 16-05-2023 20:59
HELPINFO TXT      1,038 16-05-2023 20:59
INSTRUCT SHL      2,763 16-05-2023 20:59
KDREAMS AUD        3,498 16-05-2023 20:59
KDREAMS CFG        656 16-05-2023 21:00
KDREAMS CMP        14,189 16-05-2023 20:59
KDREAMS EGA       213,045 16-05-2023 20:59
KDREAMS EXE       354,691 04-05-2023 19:40
KDREAMS MAP        65,673 16-05-2023 20:59
LAST SHL          1,634 16-05-2023 20:59
LICENSE DOC        8,347 16-05-2023 20:59
LOADSCN EXE       9,959 16-05-2023 20:59
MENU SHL           447 16-05-2023 20:59
NAME SHL            21 16-05-2023 20:59
ORDER SHL          1,407 16-05-2023 20:59
PRODUCTS SHL       4,629 16-05-2023 20:59
QUICK SHL          3,211 16-05-2023 20:59
README TXT          1,714 16-05-2023 20:59
START EXE          17,446 16-05-2023 20:59
VENDOR BAT          32 16-05-2023 20:59
VENDOR DOC         11,593 16-05-2023 20:59
VENDOR TXT          810 16-05-2023 20:59
24 File(s)          717,630 Bytes.
2 Dir(s)           262,111,744 Bytes free.

C:\KDREAMS>
```

Figure 3.15: All Keen Dreams files as they appear in DOS command prompt.

Chapter 4

Software

4.1 About the Source Code

Commander Keen episodes 1-5 source code is unavailable, as the current owner Zenimax¹ has, at the time of writing, shown no interest in selling the intellectual property. Luckily the ownership of Commander Keen: Keen Dreams was in the hands of Softdisk. In June 2013, developer Super Fighter Team licensed the game from Flat Rock Software, the owners of Softdisk at the time, and released a version for Android devices.

The following September, an Indiegogo crowdfunding campaign was started to attempt to buy the rights from Flat Rock for US\$1500 in order to release the source code to the game and start publishing it on multiple platforms. The campaign did not reach the goal, but its creator Javier Chavez made up the difference, and the source code was released under GNU GPL-2.0-or-later soon after.

4.2 Getting the Source Code

The source code is available on github. It is essential to use the source code from the shareware version 1.13, or you may encounter issues due to incompatible map and graphs headers². To get the correct source code, use the following commands in the console

```
$ git clone https://github.com/keendreams/keen.git  
$ cd keen  
$ git checkout a7591c4af15c479d8d1c0be5ce1d49940554157c
```

¹June 24, 2009, it was announced that id Software had been acquired by ZeniMax Media (owner of Bethesda Softworks).

²See issue #7 on <https://github.com/keendreams/keen>.

4.3 First Contact

After downloading the repository from [github](#), a folder named 'keen' is created, containing all the source files. The `cloc.pl` tool can be used to analyze the folder and generate statistics about the source code. This tool is useful for getting an idea of what to expect.

```
$ cloc keen

52 text files.
52 unique files.
7 files ignored.

-----
Language      files    blank   comment     code
-----
C              20       4008      5361     14893
Assembly       5        992       1114      2688
C/C++ Header   19       508       665       1603
Markdown       1         18        0          40
DOS Batch      1         0         0          13
-----
SUM:           46       5526      7140     19237
-----
```

Approximately 85% of the code is in C, with assembly³ used for bottleneck optimizations and low-level I/O operations such as video and audio handling.

Source lines of code (SLOC) are not particularly meaningful for comparing a single codebase but are helpful for determining the proportion of code in various components. Commander Keen has 19,237 SLOC, which is small compared to most modern software. For instance, `curl` (a command-line tool for downloading URLs) has 154,134 SLOC, Google Chrome has 1,700,000 SLOC, and the Linux kernel consists of 15,000,000 SLOC.

³All the assembly in Keen is done with TASM (a.k.a Turbo Assembler by Borland). It uses Intel notation where the destination is before the source: `instr dest source`.

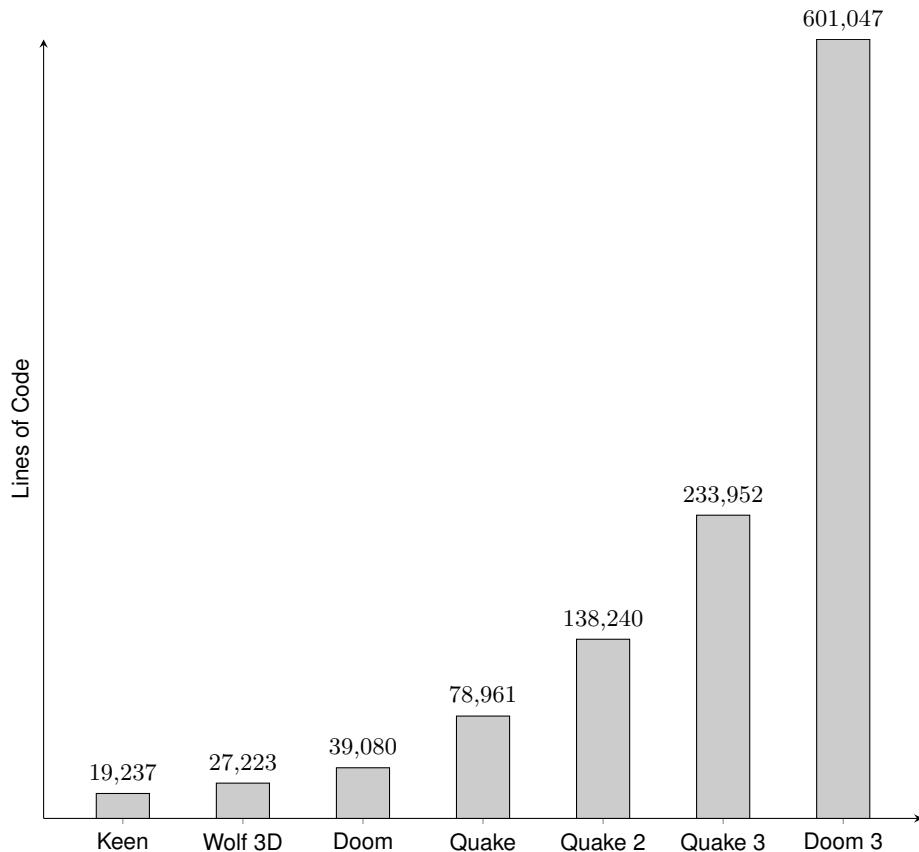


Figure 4.1: Lines of code from id Software game engines.

The archive contains more than just source code; it also features:

- A `static` folder with static header files for loading assets (as explained in Section 3.2).
- An `lscr` folder for loading and decompressing Softdisk data files.
- A `README` file explaining how to build the executable.

4.4 Compile source code

Now let's start to compile the source code. To compile the code like it's 1990 you need the following software:

- Commander Keen source code.
- DosBox.
- The Compiler Borland C++ 3.1.
- Commander Keen: Keen Dreams 1.13 shareware (for the assets).

After setting up DOSBox and installing Borland C++ 3.1⁴, download the source code from github.

Once DOSBox is running and you've navigated to the `keen` folder, create a folder to store your compiled object files.

```
mkdir OBJ
```

Then, generate the static `OBJ` header files.

```
chdir STATIC  
make.bat
```

After that, return to the `keen` folder and open Borland C++. Open the `kdreams.prj` project file. Before compiling, adjust the directory settings by selecting Options -> Directories and change the values as shown on the next page.

Now it's time to compile. Go to Compile -> Build All, and voilà! The final step is to copy `kdreams.exe` into the Keen shareware folder. You can now play your compiled version of *Commander Keen*.

⁴you can find a complete tutorial in "Let's compile like it's 1992" on fabiensanglard.net

The screenshot shows the Borland C++ IDE interface. The main window displays a portion of the source code for 'KD_MAIN.C'. A 'Directories' dialog box is open, listing the following paths:

- Include Directories: C:\BORLANDC\INCLUDE
- Library Directories: C:\BORLANDC\LIB
- Output Directory: OBJ
- Source Directories: C:\KEEN

At the bottom of the dialog are 'OK', 'Cancel', and 'Help' buttons.

The screenshot shows the Borland C++ IDE interface. The main window displays the full source code for 'KD_MAIN.C'. A 'Linking' dialog box is open, displaying the following information:

- EXE file : OBJ\KDREAMS.EXE
- Linking : \BORLANDC\LIB\CM.LIB
- Total Link
- Lines compiled: 531 PASS 2
- Warnings: 2 0
- Errors: 0 0

Below the dialog, the status bar shows 'Available memory: 2020K' and 'Success'.

4.5 Big Picture

The game engine is divided in three blocks:

- Control panel which lets users configure and start the game.
- 2D game renderer where the users spend most of their time.
- Sound system which runs concurrently with either the Menu or 2D renderer.

The three systems communicate via shared memory. The renderer writes sound requests to the RAM (also making sure the assets are ready). These requests are read by the sound "loop". The sound system also writes to the RAM for the renderers since it is in charge of the heartbeat of the whole engine. The renderers update the screen according to the wall-time tracked by TimeCount variable.

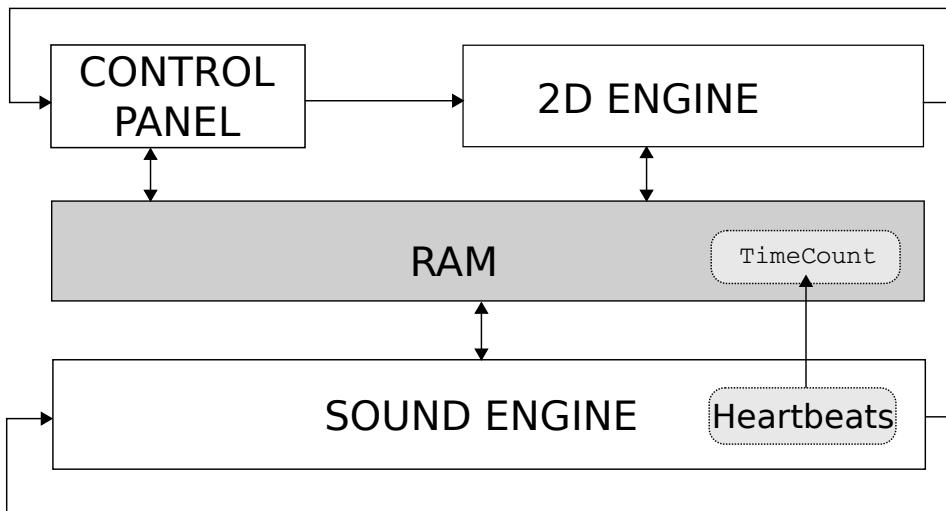


Figure 4.2: Game engine three main systems.

4.5.1 Unrolled Loop

With the big picture in mind, we can dive into the code and unroll the main loop, starting with `void main()`. The control panel and 2D renderer follow regular loops, but due to limitations discussed later, the sound system is interrupt-driven and therefore operates outside the main loop. In real mode, C types do not behave as expected on a 16-bit architecture.

- `int` and `word` are 16 bits.
- `long` and `dword` are 32 bits.

The first action taken by the program is to set the text color to light grey and the background to black.

```
void main (void)
{
    textcolor(7);
    textbackground(0);

    InitGame();

    DemoLoop();           // DemoLoop calls Quit when
    everything is done
    Quit("Demo loop exited??");
}
```

In `InitGame()`, the program checks whether there is enough memory and brings up all the managers.

```
void InitGame (void)
{
    int i;

    MM_Startup ();        // Memory Manager

    US_TextScreen();      // Show intro screen

    VW_Startup ();         // Video Manager
    RF_Startup ();         // Refresh Manager
    IN_Startup ();         // Input Manager
    SD_Startup ();         // Sound Manager
    US_Startup ();         // User Manager

    CA_Startup ();         // Cache Manager
    US_Setup ();

    CA_ClearMarks ();     // Clears out all the marks

    CA_LoadAllSounds ();  // Load all sounds

}
```

Then comes the core loop, where the menu and 2D renderer are called forever.

```

void DemoLoop() {
    US_SetLoadSaveHooks();
    while (1) {
        VW_InitDoubleBuffer ();
        IN_ClearKeysDown ();
        VW_FixRefreshBuffer ();
        US_ControlPanel (); // Menu
        GameLoop ();
        SetupGameLevel ();
        PlayLoop () ; // 2D renderer (action)
    }
    Quit("Demo loop exited??");
}

```

PlayLoop contains the 2D renderer. It is pretty standard with getting inputs, update screen, and render screen approach.

```

void PlayLoop (void)
{
    FixScoreBox (); // draw bomb/flower
    do
    {
        CalcSingleGravity (); // Calculate gravity
        IN_ReadControl(0,&c); // get player input

        // go through state changes and propose movements
        obj = player;
        do
        {
            if (obj->active)
                StateMachine(obj); // Enemies think
            obj = (objtype *)obj->next;
        } while (obj);

        [...] // Handle collisions between objects
        ScrollScreen(); // Scroll if Keen is nearing an edge.
        [...] // React to whatever happened.
        RF_Refresh(); // Update buffer screen and switch
                     // buffer and view screen
        CheckKeys(); // Check special keys
    } while (!loadedgame && !playstate);
}

```

The interrupt system is started via the Sound Manager in `SDL_SetIntsPerSec(rate)`. While there is a famous game development library called Simple DirectMedia Layer (SDL), the prefix `SDL_` has nothing to do with it. It stands for SounD Low level (Simple DirectMedia Layer did not even exist in 1990).

The reason for interrupts is extensively explained in Chapter 4.16 "Audio and Heartbeat". In short, with an OS supporting neither processes nor threads, it was the only way to have something execute concurrently with the rest of the engine.

An ISR (Interrupt Service Routine) is installed in the Interrupt Vector Table to respond to interrupts triggered by the engine.

```
void SD_Startup(void)
{
    if (SD_Started)
        return;

    t0OldService = getvect(8); // Get old timer 0 ISR

    SDL_InitDelay(); // SDL_InitDelay() uses t0OldService

    setvect(8,SDL_t0Service); // Set to my timer 0 ISR

    SD_Started = true;

}
```

4.6 Architecture

The source code is structured in two layers. KD_* files are high-level layers relying on low-level ID_* sub-systems called Managers interacting with the hardware.

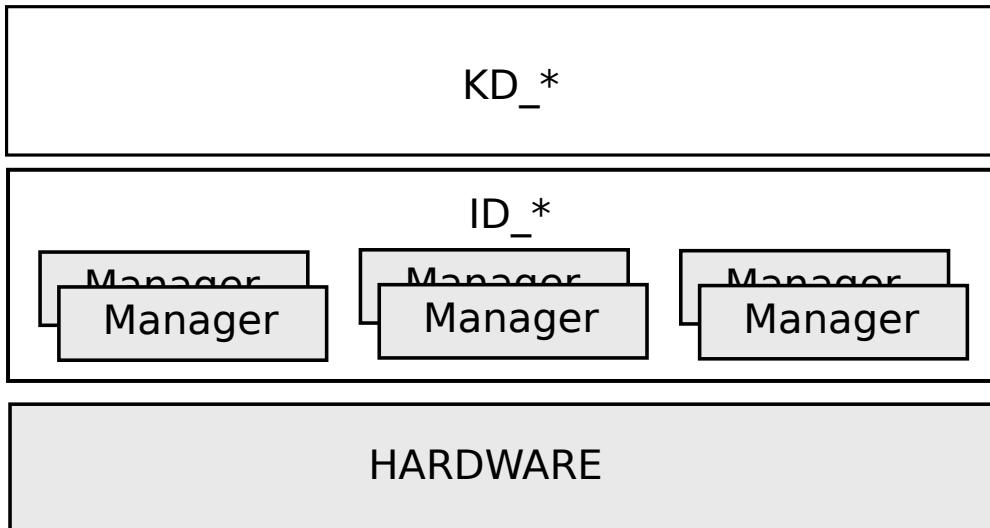


Figure 4.3: Commander Keen source code layers.

There are six managers in total:

- Memory
- Video
- Cache
- Sound
- User
- Input

The KD_* stuff was written specifically for Commander Keen while the ID_* managers are generic and later re-used (with improvements) for newer ID games (Hovertank One, Catacomb 3-D and Wolf3D).

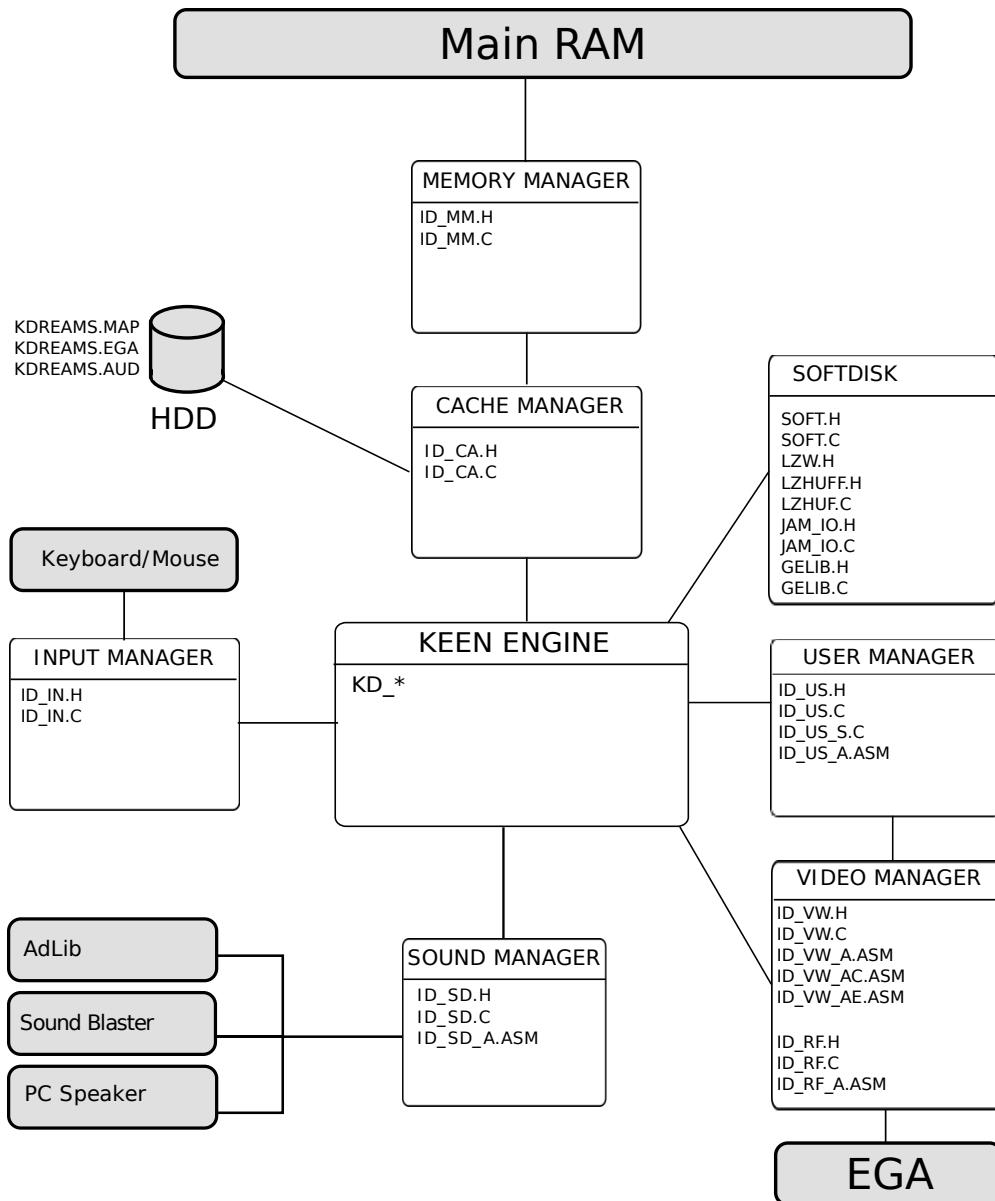


Figure 4.4: Architecture with engine and sub-systems (in white) connected to I/O (in gray).

Next to the hard drives (HDD) you can see the assets packed as described in Chapter 3.2.

4.6.1 Memory Manager (MM)

The engine has its own memory manager, to have more control over memory fragmentation and optimization. The memory manager is made of a linked list of "blocks" keeping track of the RAM. A block points to a starting point in RAM, has a size and can be marked with attributes:

- **LOCKBIT** : This block of RAM cannot be moved during compaction.
- **PURGEBITS** : Two levels available, 0= unpurgeable, 3=purge first.

```
typedef struct mmblockstruct
{
    unsigned start, length;
    unsigned attributes;
    memptr *useptr;
    struct mmblockstruct far *next;
} mmblocktype;
```

The memory manager allocates all RAM, starting from 00000h, and assigns segments to the linked list. Since the engine is compiled using the medium memory model, there are two heaps: the near heap between the global variables and stack, and the far heap starting right behind the stack . The total available free memory space for the near heap can be obtained by

```
length=coreleft();
start = (void far *) (nearheap = malloc(length));
```

The memory manager is segment-aligned, meaning it allocates memory blocks in chunks of 16 bytes. Therefore, the start and length of the memory block must be segment aligned.

```
length -= 16-(FP_OFF(start)&15); // round to 16 bytes
seglength = length / 16;           // now in segments
segstart = FP_SEG(start)+(FP_OFF(start)+15)/16;
```

The first block allocated is the unusable memory from segment 0000h to the start of the near heap.

```
GETNEWBLOCK;
mmhead = mmnew;           // this will always be the first node
mmnew->start = 0;
mmnew->length = segstart;
mmnew->attributes = LOCKBIT;
```

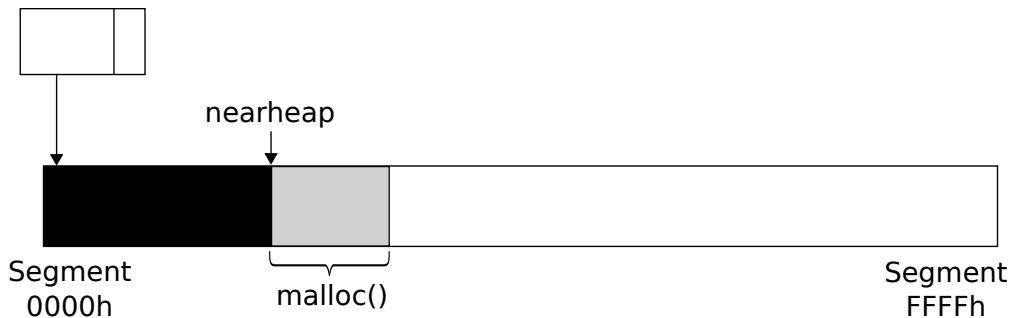


Figure 4.5: First locked block of unusable memory.

The stack is the next unusable memory block. Since the stack will grow or shrink during game execution, an additional part of the near heap's free memory must be reserved for it.

```
#define SAVENEARHEAP 0x400 //space to leave in data segment
length -= SAVENEARHEAP; //Reduce length of near heap
```

The next step is allocate the far heap, which can be obtained by

```
length=farcoreleft();
start = farheap = farmalloc(length);
```

The block of unusable memory is between the start of the stack memory (including the reserved block) and the start of the far heap.

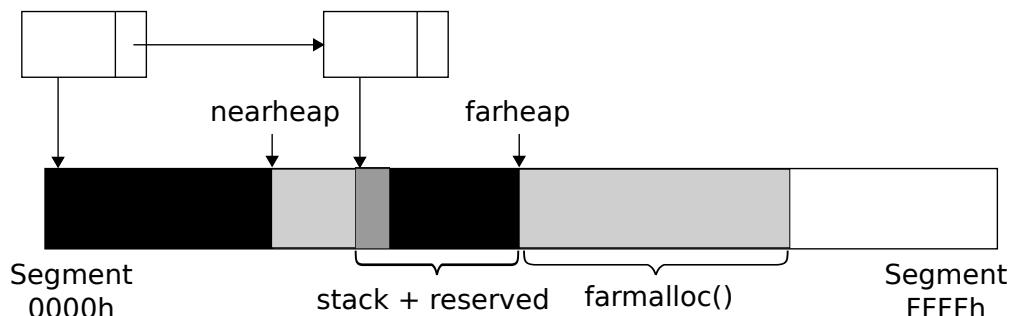


Figure 4.6: Second locked block: stack.

Finally, the last unusable block of memory lies between the end of the far heap and the end of the 1MiB memory, the area that is typically for VRAM, ROM, etc. Now, the entire

memory space from segment 0000h to FFFFh is allocated, chained together, and fully controlled by the memory manager.

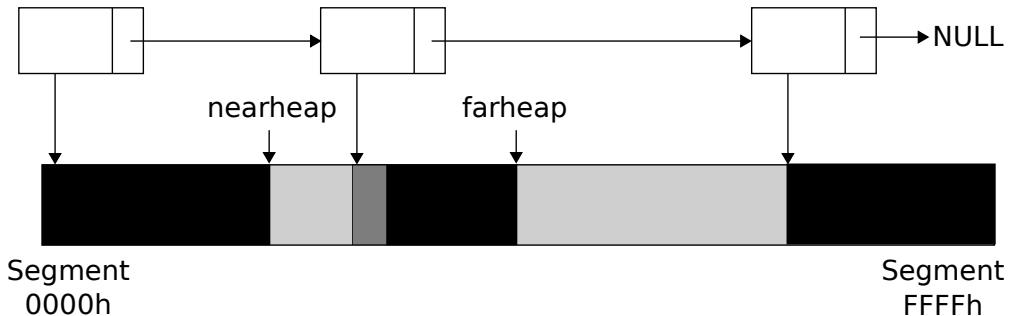


Figure 4.7: Final initial memory manager state.

The engine interacts with the Memory Manager by requesting RAM (`MM_GetPtr`) and freeing RAM (`MM_FreePtr`). To allocate memory, the manager searches for "holes" between blocks⁵.

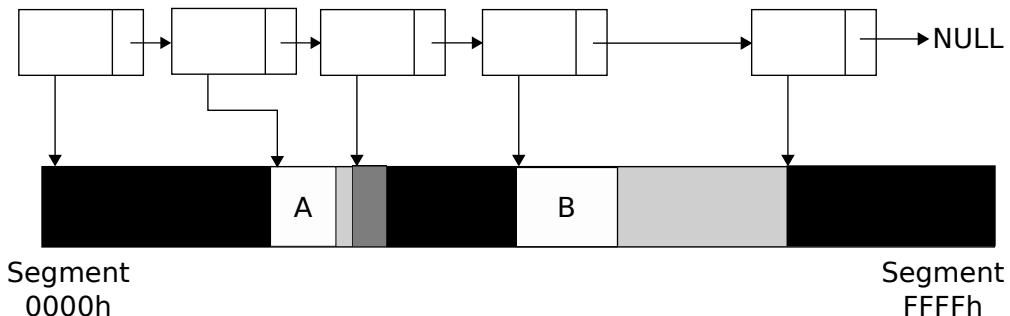


Figure 4.8: Allocation of memory.

By calling `MM_ShowMemory`, you can inspect the current memory usage during gameplay. Each pixel represents one memory segment of 16 bytes. Red indicates blocked memory, black indicates available memory, blue is unpurgeable memory, and purple is purgeable memory. Small white pixels indicate the start of new memory blocks in the linked list. Notice how small the near heap (the first black line) is compared to the far heap!

⁵See the "Game Engine Black book Wolfenstein 3D" for a detailed description how the memory manager is allocating memory

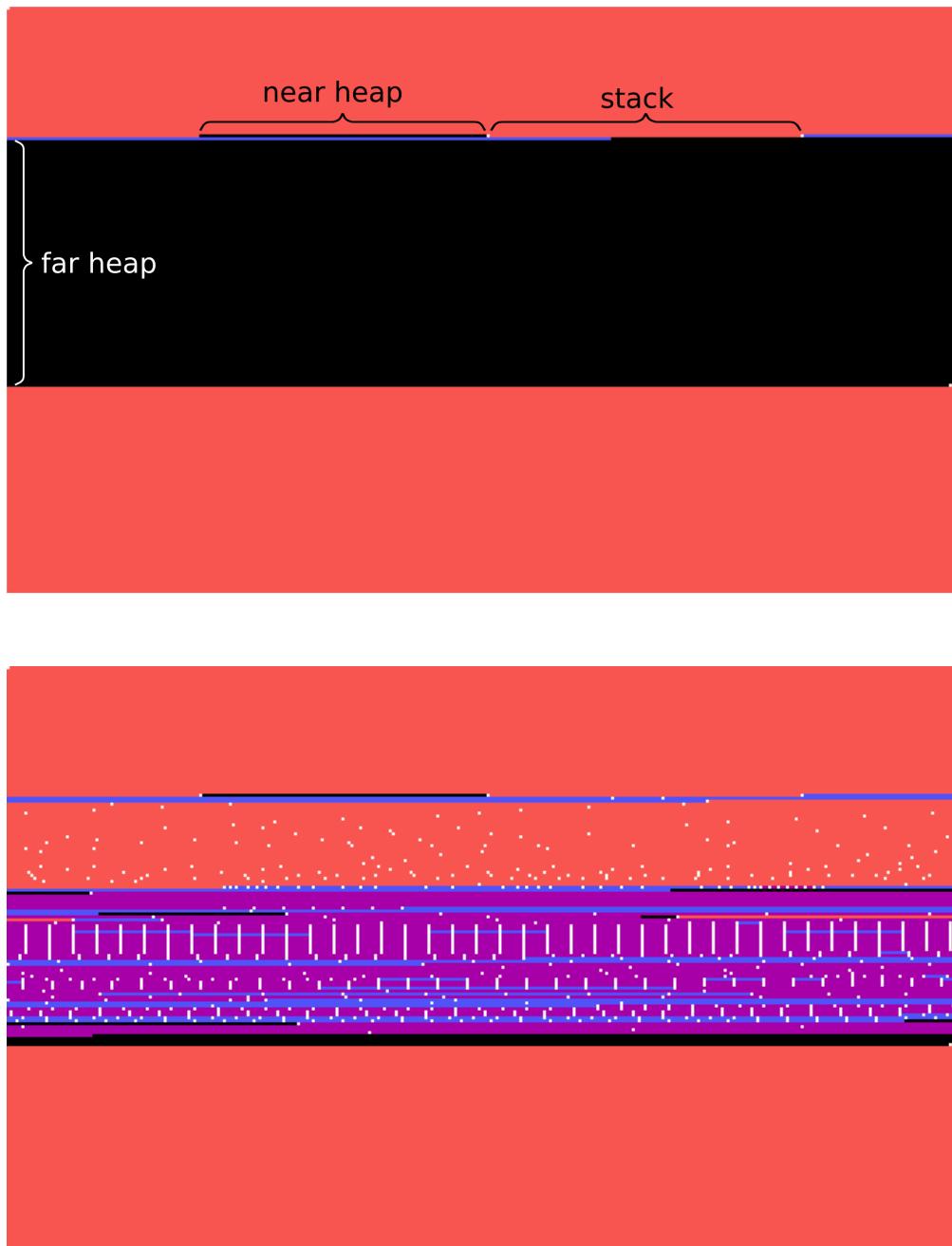


Figure 4.9: Memory dump after (i) initializing memory manager and (ii) running the game.

4.6.2 Video Manager (VW & RF)

The video manager features two parts:

- The `VW_*` layer is made of both C and ASM, where the C functions abstract away EGA register manipulation via assembly routines.
- The `RF_*` layer is used to refresh the screen, and is also made of both C and ASM code.

The video manager is described extensively in section 4.9 on page 113.

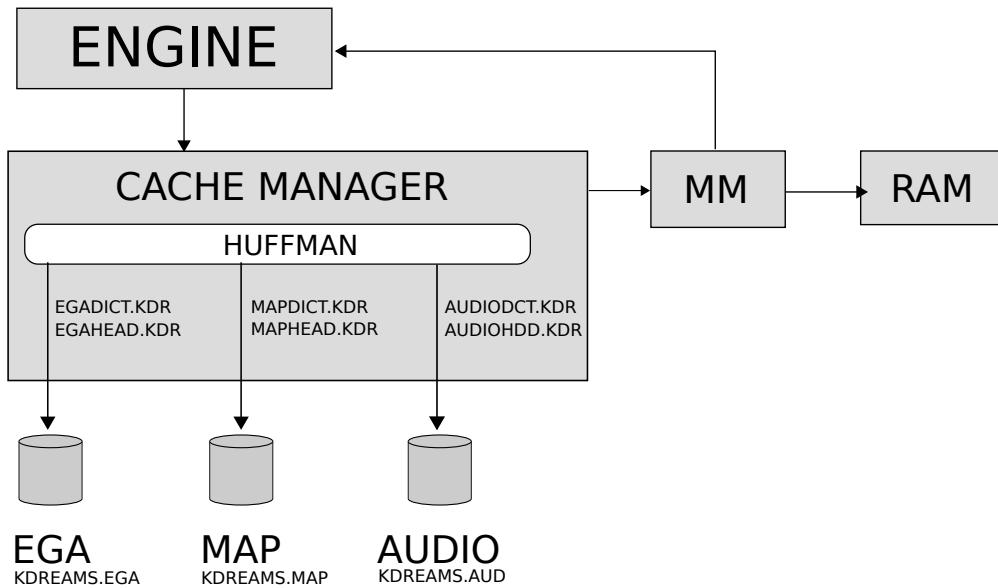
4.6.3 Cache Manager (CA)

The cache manager is a small but critical component. It loads and decompresses maps, graphics and audio resources stored on the filesystem and makes them available in RAM. Assets are stored into three files:

- A header file containing the offset to allow translation from asset ID to byte offset in the data file.
- A compression dictionary to decompress each asset.
- The data file containing the assets

Details on each asset file are explained in Chapter 3.1. The header and dictionary files are provided in the `static` folder with the `*.KDR` extension. These file types are integrated into the engine code and are required during compilation (converted into an `*.OBJ` file using `makeobj.c`).

The data file containing the assets is not part of the source code and must be obtained by downloading the shareware version. All resources are compressed using Huffman compression, and maps have additional RLEW compression. The cache manager is described extensively in the "Asset Caching and Compression" section.



4.6.4 User Manager (US)

The user manager is responsible for the layout of text and control panels, such as loading/saving games, configuring controls, and setting sound devices. Once we start the game, we move the display to EGA graphic mode 0x0D. Here we cannot print characters on the screen using the `printf()` command.

A key function of the user manager is to render text at a specific pixel location. When the engine needs to draw a string, it is passed to `US_Print` which does all measurement (`VW_MeasurePropString`) and then passes this information to `VWB_DrawPropString`, which takes care of drawing the string on screen.

In the graphics asset file, each font character is stored with:

- The width of the character
- The location in memory where each character is stored as a bitmap

Each character is 10 pixels tall, but the width varies, as illustrated in Figure 4.10.

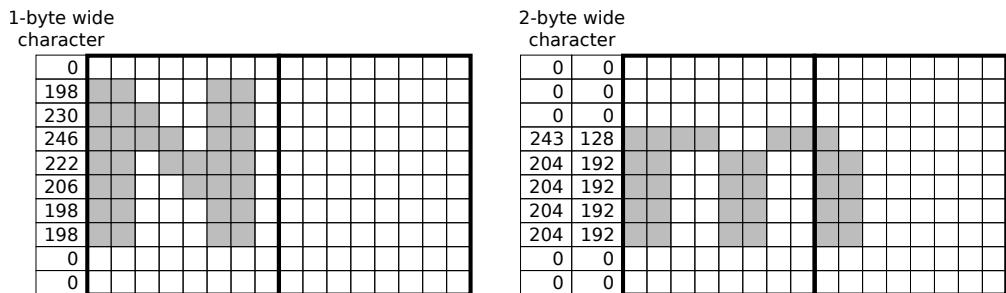


Figure 4.10: Character bitmaps of 'N' (7 bits wide) and 'm' (11 bits wide)

On the EGA videocard each 8 pixels take up 1 byte of VRAM (as explained in Section 2.3.5 on page 39). When you need to print characters that aren't perfectly aligned with this 8-pixel grid, how do you manage the alignment? Let's say you want to display the letter 'N' on the screen. If the 'N' starts in the middle of a byte (say at pixel 3 instead of pixel 0), you need a clever way to shift the bits over to ensure it appears correctly on the screen.

Instead of manually shifting every pixel in your character bitmaps, the game engine uses pre-calculated bitshift tables. These tables are essentially lookup guides that help quickly adjust how characters are drawn based on their starting position. Here's how the process works:

1. Start with a base table (called `shiftdata0`) that holds all the possible values for a byte, from 0 to 255, and store this in an integer (16 bits).
2. Next, you generate seven more tables by shifting each value in `shiftdata0` one bit to the right for each table. So for `shiftdata1` the value 198 becomes 99, and for `shiftdata2` it becomes 32817, and so on. This process continues until you have eight tables, each representing a different bitshift.

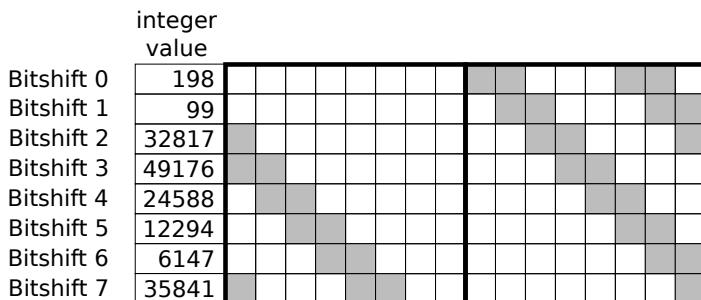


Figure 4.11: Right bitshift [0-7] for 198.

The pre-calculated bitshift table are stored in `id_vw_a.asm`, below the `bitshift3` table.

LABEL shiftdata3 WORD
dw 0, 8192,16384,24576,32768,40960,49152,57344, 1, 8193,16385,24577,32769,40961
dw 49153,57345, 2, 8194,16386,24578,32770,40962,49154,57346, 3, 8195,16387,24579
dw 32771,40963,49155,57347, 4, 8196,16388,24580,32772,40964,49156,57348, 5, 8197
dw 16389,24581,32773,40965,49157,57349, 6, 8198,16390,24582,32774,40966,49158,57350
dw 7, 8199,16391,24583,32775,40967,49159,57351, 8, 8200,16392,24584,32776,40968
dw 49160,57352, 9, 8201,16393,24585,32777,40969,49161,57353, 10, 8202,16394,24586
dw 32778,40970,49162,57354, 11, 8203,16395,24587,32779,40971,49163,57355, 12, 8204
dw 16396,24588,32780,40972,49164,57356, 13, 8205,16397,24589,32781,40973,49165,57357
dw 14, 8206,16398,24590,32782,40974,49166,57358, 15, 8207,16399,24591,32783,40975
dw 49167,57359, 16, 8208,16400,24592,32784,40976,49168,57360, 17, 8209,16401,24593
dw 32785,40977,49169,57361, 18, 8210,16402,24594,32786,40978,49170,57362, 19, 8211
dw 16403,24595,32787,40979,49171,57363, 20, 8212,16404,24596,32788,40980,49172,57364
dw 21, 8213,16405,24597,32789,40981,49173,57365, 22, 8214,16406,24598,32790,40982
dw 49174,57366, 23, 8215,16407,24599,32791,40983,49175,57367, 24, 8216,16408,24600
dw 32792,40984,49176,57368, 25, 8217,16409,24601,32793,40985,49177,57369, 26, 8218
dw 16410,24602,32794,40986,49178,57370, 27, 8219,16411,24603,32795,40987,49179,57371
dw 28, 8220,16412,24604,32796,40988,49180,57372, 29, 8221,16413,24605,32797,40989
dw 49181,57373, 30, 8222,16414,24606,32798,40990,49182,57374, 31, 8223,16415,24607
dw 32799,40991,49183,57375

Printing the letter "N" with an offset of 3 pixels involves a simple lookup in `shiftdata3`, resulting in a 3-bit shifted "N" on the screen. By sacrificing a bit of memory, a lot of CPU time is saved.

Figure 4.12: Bitshift 'N' over 3 bits using bit shift tables.

```

charloc      = 2          ;pointers to every character
BUFFWIDTH    = 50         ;buffer width is 50 characters

PROC ShiftPropChar NEAR

    mov es,[grsegs+STARTFONT*2] ;segment of font to use
    mov bx,[es:charloc+bx]       ;BX holds pointer to
        character data

; look up which shift table to use, based on bufferbit
    mov di,[bufferbit]          ;pixel offset within byte [0-7]
    shl di,1
    mov bp,[shifttabletable+di] ;BP holds pointer to shift
        table

    mov di,OFFSET databuffer
    add di,[bufferbyte]         ;DI holds pointer to buffer
    mov cx,[es:pcharheight]   ;CX contains character height
    mov dx,BUFFWIDTH

; write one byte character
shift1wide:
    dec dx
EVEN
@@loop1:
    SHIFTNOXOR
    add di,dx                  ; next line in buffer
    loop @@loop1
    ret
ENDP

; Macros to table shift a byte of font
MACRO SHIFTNOXOR
    mov al,[es:bx]    ; source of font data
    xor ah,ah
    shl ax,1
    mov si,ax
    mov ax,[bp+si]    ; table shift into two bytes
    or  [di],al       ; OR with first byte
    inc di
    mov [di],ah       ; replace next byte
    inc bx           ; next source byte
ENDM

```

4.6.5 Sound Manager (SD)

The Sound Manager abstracts interaction with all four sound systems supported: PC Speaker, AdLib, Sound Blaster, and Disney Sound Source. It is a beast of its own since it doesn't run inside the engine. Instead it is called via IRQ at a much higher frequency than the engine (the engine runs at a maximum 70Hz, while the sound manager ranges from 140Hz to 700Hz).

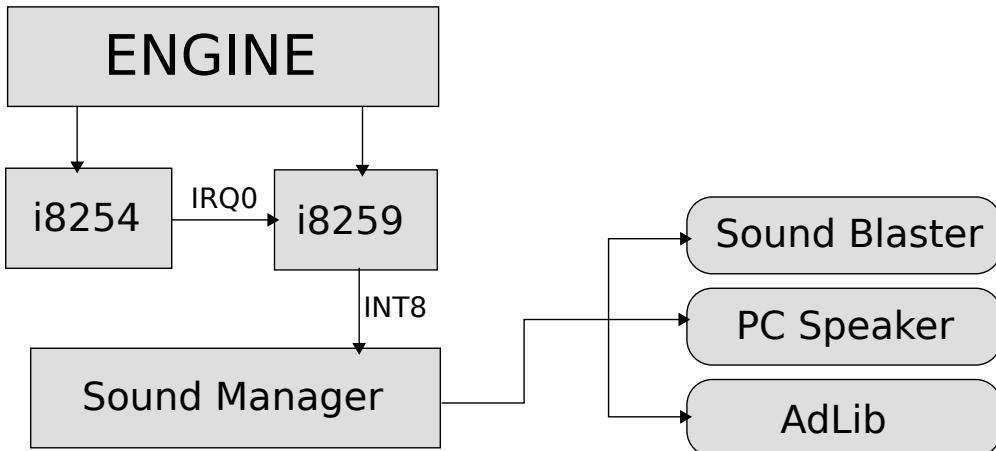


Figure 4.13: Sound system architecture.

4.6.6 Input Manager (IN)

The input manager abstracts interactions with joystick, keyboard, and mouse. It features the boring boilerplate code to deal with PS/2, Serial, and DA-15 ports, with each using their own I/O addresses.

4.6.7 Softdisk files

The primary function of the Softdisk files is to load and display the intro screen bitmap using the LoadLIBShape function from soft.c. Most of the functions in these files are not used and are therefore not discussed further in this book.

4.7 Startup

When the game engine starts, it first loads the Memory Manager. It then checks if at least 335KiB of RAM is available. If not, a warning is displayed, but the game can still continue. However, the game will likely crash or display an "Out of memory" error soon after.

Once the game has successfully started, the intro image, a Deluxe Paint bitmap image (*.LBM), is displayed. After the user presses any key, the intro image is unloaded from RAM to free up memory for runtime, and the control panel is displayed.



Figure 4.14: Keen Dreams intro screen

4.8 Asset Caching and Compression

The floppy disk is not only the slowest component of the PC but also constrained in terms of storage space. Therefore, it is crucial to load and store game assets as efficiently as possible in memory, avoiding long and unnecessary loading times from the disk. To make matters worse, the total amount of assets and maps cannot fit into RAM all at once. This is where a cache manager becomes essential. Its primary purpose is to increase data retrieval performance by reducing the need to load data from the slow floppy disk.

4.8.1 Asset caching

To manage and track the assets to be loaded into memory, the game engine uses a caching level mechanism. An array, sized according to the total number of graphical assets, is maintained to mark whether an asset needs to be loaded into memory.

```
byte    grneeded [NUMCHUNKS];  
byte    ca_levelbit, ca_levelnum;
```

The index of this array corresponds to the graphic asset IDs. Using eight bits, the array can manage the required assets for different cache levels. The `ca_levelnum` variable points to the current cache level. Upon executing the engine, the cache manager starts with an empty array and `ca_levelnum` set to 1.

	level bit:	8	7	6	5	4	3	2	1
STARTFONT									
CTL_STARTUPPIC									
CTL_HELPUPPIC									
...									
KEENSTANDRSPR									
KEENRUNR1SPR									
...									
SCOREBOXSPR									
...									
TILE8									
TILE8M									
TILE16 #1									
TILE16 #2									
...									

Figure 4.15: Initiating grneeded[] array.

When new resources for a level need to be cached in memory, all required assets are marked by setting the current level bit (bit 1).

```
#define CA_MarkGrChunk(chunk) grneeded[chunk] |= ca_levelbit

void InitGame (void)
{
    CA_ClearMarks (); // Clears out all the marks at the
                      // current level

    // Mark assets to be cached in memory
    CA_MarkGrChunk(STARTFONT);
    CA_MarkGrChunk(STARTFONTM);
    CA_MarkGrChunk(STARTTILE8);
    CA_MarkGrChunk(STARTTILE8M);
    for (i=KEEN_LUMP_START;i<=KEEN_LUMP_END;i++)
        CA_MarkGrChunk(i);
}
```

The function CA_CacheMarks() then iterates through the cache array, checking if any of the required assets are not yet available in memory. If not, it loads and decompresses the asset from disk into memory.

	level bit:	8	7	6	5	4	3	2	1
STARTFONT								■	
CTL_STARTUPPIC									
CTL_HELPUPPIC									
...									
KEENSTANDRSPR								■	
KEENRUNR1SPR								■	
...								■	
SCOREBOXSPR								■	
...								■	
TILE8									■
TILE8M									■
TILE16 #1									■
TILE16 #2									■
...									
TILE16M #1									■
TILE16M #2									■
...									

Figure 4.16: Mark and load assets required for the new map in level bit 1.

Now, during gameplay, the user opens the control panel (e.g. to pause the game), which requires to load assets for the control panel into memory. The cache level is increased to level two and for all required control panel assets the second bit is marked.

During gameplay, when the user opens the control panel (e.g., to pause the game), assets for the control panel need to be loaded into memory. The cache level is increased to level two, and for all required control panel assets, the second bit in the cache array is marked.

```
void CA_UpLevel (void)
{
    int i;

    if (ca_levelnum==7)
        Quit ("CA_UpLevel: Up past level 7!");

    ca_levelbit<<=1;
    ca_levelnum++;
}
```

The grneeded[] cache array then appears as below.

	level bit:							
	8	7	6	5	4	3	2	1
STARTFONT							1	
CTL_STARTUPPIC						1		
CTL_HELPUPPIC						1		
...							1	
KEENSTANDRSPR							1	
KEENRUNR1SPR							1	
...							1	
SCOREBOXSPR							1	
...							1	
TILE8							1	
TILE8M							1	
TILE16 #1							1	
TILE16 #2							1	
...							1	
TILE16M #1							1	
TILE16M #2							1	
...							1	

Figure 4.17: Mark all assets required for the control panel in level bit 2.

The function CA_CacheMarks() is called again to load all level two cache assets into memory. It iterates over all assets, loading any missing ones into memory. Any asset that is not required for cache level two, but is already in memory will be marked for purging, meaning the memory manager can remove it from memory in case of insufficient memory. In this example, this applies to

- KEENSTANDRSPR
- KEENRUNR1SPR
- TILE16 #1
- TILE16M #2

```

void CA_CacheMarks (char *title, boolean cachedownlevel)
{
    numcache = 0;
    //
    // go through and make everything not needed purgable
    //
    for (i=0;i<NUMCHUNKS;i++)
        if (grneeded[i]&ca_levelbit)
    {
        if (grsegs[i])           // its allready in memory,
        make
            MM_SetPurge(&grsegs[i],0); // sure it stays there!
        else
            numcache++;
    }
    else
    {
        if (grsegs[i])           // not needed, so make it
        purgeable
            MM_SetPurge(&grsegs[i],3);
    }

    if (!numcache)      // nothing to cache!
        return;
    ...
}

```

When the user closes the control panel, the engine lowers the cache level back to one, where all assets required for playing the level are memorized. The function `CA_CacheMarks()` is called again to reload any assets that were removed from memory.

```

void CA_DownLevel (void)
{
    if (!ca_levelnum)
        Quit ("CA_DownLevel: Down past level 0!");
    ca_levelbit>>=1;
    ca_levelnum--;

    //recaches everything from the previous level
    CA_CacheMarks(titleptr[ca_levelnum], 1);
}

```

To avoid frequently used assets, such as fonts and Commander Keen sprites, being reloaded every time from the disk, they are loaded permanently into memory by flagging them as non-movable, unpurgeable blocks of memory.

```
MM_SetLock (&grsegs[STARTFONT], true);
MM_SetLock (&grsegs[STARTFONTM], true);
MM_SetLock (&grsegs[STARTTILE8], true);
MM_SetLock (&grsegs[STARTTILE8M], true);
for (i=KEEN_LUMP_START; i<=KEEN_LUMP_END; i++)
    MM_SetLock (&grsegs[i], true);
```

4.8.2 Asset compression

Given that the floppy disk is limited in both speed (100-250 kbps⁶) and storage capacity (3½-inch disk size is either 720KB or 1.44MB), file compression was essential. Compression ensures that the game occupies less space and loads more quickly. id Software used Huffman compression for all asset and map files, with additional RLE compression applied to further reduce the size of map files.

Huffman compression involves changing how various characters are stored. Normally, all characters in a given segment of data are equal and take an equal amount of space to store. However, by making more common characters take up less space while allowing less commonly used characters to take up more, the overall size of a segment of data can be reduced.

To illustrate the various aspects of Huffman compression, the following text, where each character is one byte, will be Huffman compressed:

```
Commander Keen in Keen Dreams
```

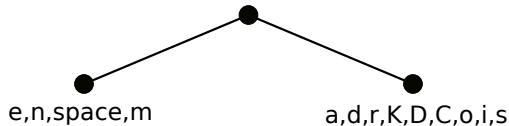
The first step is to make a character frequency table.

⁶Kilobit per second is a unit of data transfer rate equal to: 1,000 bits per second or 125 bytes per second.

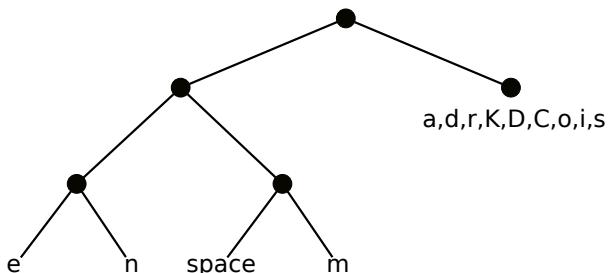
Character	Frequency	Character	Frequency
e	6	d	1
n	4	D	1
space	4	C	1
m	3	o	1
a	2	i	1
r	2	s	1
K	2		

Figure 4.18: Character frequency table.

Next, an optimal binary tree, also known as a dictionary, is created. This is done by starting with the most common character and checking if it occurs more frequently than all the other characters combined. If not, then the second most common character is added, and so on. In our example, four characters make up more than half of the total number of characters: 'e', 'n', space, and 'm'. All of these characters are placed on the left side of the root node, while the remaining characters are placed on the right side.

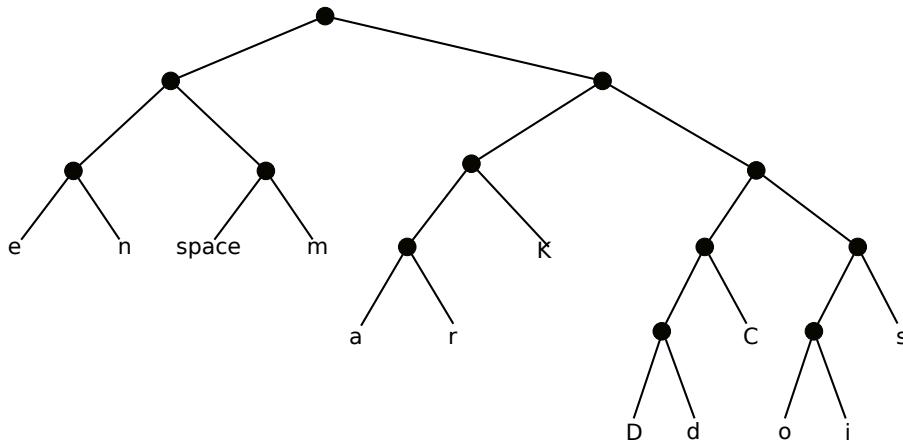


The process continues by creating a new node with left and right branches and repeating the steps. The two most common characters in the left node, 'e' and 'n', are assigned to the left branch of this new node. A third node is created, and since there are only two options, each is given a branch. This process is applied to the remaining characters of the left node, resulting in the structure shown below.



The same procedure is applied to the right node, where 'a', 'd', 'r', and 'K' constitute more than half of the total number of characters in the right node. After following the same steps,

the final binary tree looks as follows:



Now, the entire text can be encoded by moving left (bit 0) or right (bit 1) through the tree, starting from the top node. For example, the character 'e' is 000, 'm' is 011, and 'o' is 11100. The complete compressed message in bit form is now:

1 1 0 1 1 1 1 0	0 0 1 1 0 1 1 1	0 0 0 0 0 1 1 1	0 0 0 0 0 0 1 0	0 1 0 1 0 1 0 1
C	o	m	m	a
n	d	e	r	K
0 0 0 0 0 0 0 0	1 0 1 0 1 1 1 0	1 0 0 1 0 1 0 1	0 1 0 0 0 0 0 0	0 0 1 0 1 0 1 1
e	e	n	i	n
K	e	e	n	
0 0 1 1 0 0 1 0	0 0 1 0 0 0 0 1	1 1 1 1 1 1 1 1		
D	r	e	a	m
				s

This results in a total of 13 bytes used for a 31-byte message, more than a 50% reduction. In Commander Keen, the dictionary is part of the game engine. Therefore, it is important that the asset files from the shareware version correspond with the dictionary files in the source code⁷. Reading the Huffman-compressed asset file is straightforward: you read bit by bit from the file and follow the dictionary, starting from the top node, until you reach an end node. The engine then writes the byte to memory and returns to the top node in the dictionary for the next bit in the file.

⁷That's why a specific source code version is mentioned in section xxx.

```

typedef struct
{
    unsigned bit0,bit1; // 0-255 is a character,
                        // >255 is a pointer to a node
} huffnode;

```

The tile map asset files use a second compression technique, on top of Huffman. Upon closer inspection of a level, you'll notice large chunks of the same tile. For example, consider the first level you enter (Horse Radish Hill), which contains extensive areas of blue sky. Here, *Run-length encoding* (RLE) compression comes in useful.

The essence of this compression method is to compress data by saving the "run-length" of the encountered values, essentially storing the data as a collection of length/value pairs. To illustrate, the string 'aaaaaaaaabbb' could be compressed to '8a3b' (8 bytes of 'a', 3 bytes of 'b'). The trick with RLE is to ensure that the data does not end up becoming larger after processing. For instance, using pure length/value pairs, 'abracadabra' would become '1a1b1r1a1c1a1d1a1b1r1a'.

In Commander Keen, this is solved by using a 'tag'. This special tag value instructs the program to take specific action upon encountering it. Every value is passed through unchanged until an RLE tag value is encountered. When this tag is read, instead of directly outputting it like other values, two further values are read. The first indicates the number of times to repeat, and the second represents the value to be repeated. The algorithm used in Commander Keen is based on 16-bits (word), and therefore is named RLEW, where the 'W' stands for word. The RLEW tag is defined as 0xABCD.

The overall result of applying Huffman and RLEW compression results in almost 65% file size reduction.

Asset type	filename	Uncompressed size⁸	Compressed size
Graphic assets	KDREAMS.EGA	354,075 bytes	213,045 bytes
Game levels	KDREAMS.MAP	417,714 bytes	65,673 bytes
Sound assets	KDREAMS.AUD	4,572 bytes	3,498 bytes
Total		776,361 bytes	282,216 bytes

⁸See Appendix A for details per asset file.

```
void CA_RLEWexpand (unsigned huge *source, unsigned huge *
    dest, long length, unsigned rlewtag)
{
    unsigned value, count, i;
    unsigned huge *end;
    unsigned sourceseg, sourceoff, destseg, destoff, endseg,
        endoff;

    end = dest + (length)/2;      // length is COMPRESSED length
    sourceseg = FP_SEG(source);
    sourceoff = FP_OFF(source);
    destseg = FP_SEG(dest);
    destoff = FP_OFF(dest);
    endseg = FP_SEG(end);
    endoff = FP_OFF(end);

    asm mov bx,rlewtag           // RLEW tag: 0xABCD
    asm mov si,sourceoff
    asm mov di,destoff
    asm mov es,destseg
    asm mov ds,sourceseg

    expand:
    asm lodsw
    asm cmp ax,bx                // value is RLEW tag?
    asm je repeat
    asm stosw
    asm jmp next

    repeat:
    asm lodsw
    asm mov cx,ax                // repeat count
    asm lodsw                     // repeat value
    asm rep stosw

    next:                         // Next word value
    [...]
}
```

4.9 Smooth scrolling on EGA

Performing a full-screen redraw per frame would kill the CPU, as it would require updating every pixel on all four EGA planes. Achieving a 60Hz frame rate while refreshing the entire screen is impossible under these constraints. If we were to run the following code, which simply fills all memory banks, it would run at 5 frames per seconds.

```
# define SC_INDEX    0x3C4
# define SC_DATA     0x3C5
# define SC_MAPMASK 0x02

char far *EGA = (unsigned char far*)0xA0000000L;

void selectPlane (int plane) {
    outp ( SC_INDEX , SC_MAPMASK );
    outp ( SC_DATA , 1 << plane );
}

void WriteScreen(void){
    int i, bank_id;

    for (bank_id = 0 ; bank_id < 4 ; bank_id++) {
        selectPlane(bank_id);
        for (i = 0; i < 40 * 200; i++) {
            EGA[i] = 0x00;
        }
    }
}
```

“

Clearly, there is a whole world of awesome things there that we just couldn't do on the PC...

You can just redraw the whole screen, but then it turns out...

Well, you're going five frames a second.

John Carmack⁹

”

⁹Interview with Lex Fridman in 2022, this quote is around 1h:41m.

So, how did they create a smooth scrolling game with these limitations? The solution was twofold:

- Utilizing specific EGA hardware tricks
- Updating only the portion of the screen that has changed

Each method is described in detail in the following sections.

4.9.1 EGA Virtual Screen and Pel Panning

The EGA card adds a powerful approach to linear addressing: the logical width of the virtual screen in VRAM does not need to match the physical screen display width. A programmer can define a virtual screen width of up to 4096 pixels and use the physical screen as a window onto any part of the virtual screen. What's more, the virtual screen's logical height can extend up to the total VRAM capacity. The code below demonstrates how to set a custom logical width.

```
CRTC_INDEX = 03D4h
CRTC_OFFSET = 19

;=====
;

;  set wide virtual screen
;
;=====

mov dx,CRTC_INDEX
mov al,CRTC_OFFSET
mov ah,[BYTE PTR width] ;screen width in bytes
shr ah,1                ;register expresses width
                         ;in word instead of byte
out dx,ax
```

The displayed area of the virtual screen at any time is determined by setting the display memory address for fetching video data, configured via the CRTC Start Address register. The default address is A000:0000h, though the offset can be adjusted to any other address.

```

CRTC_INDEX    = 03D4h
CRTC_STARTHIGH = 12

;=====
;
;  VW_SetScreen
;
;=====

cli                      ; disable interrupts

    mov cx,[crtc]          ;[crtc] is start address
    mov dx,CRTC_INDEX      ;set CRTR register
    mov al,CRTC_STARTHIGH  ;start address high register
    out dx,al
    inc dx                 ;port 03D5h
    mov al,ch
    out dx,al              ;set address high
    dec dx                 ;set CRTR register
    mov al,0dh              ;start address low register
    out dx,al
    mov al,cl
    inc dx                 ;port 03D5h
    out dx,al              ;set address low

    sti                    ;enable interrupts

    ret

```

To pan down a scan line, it requires only to increase the CRTC start address by the logical width. Horizontal panning is achieved by incrementing the start address by one byte. In EGA's planar graphics modes, the eight bits in each video RAM byte correspond to eight consecutive on-screen pixels, meaning the screen can move horizontally in steps of 8 pixels. This is rather coarse and not really smooth horizontal scrolling. Fortunately, another EGA register addresses this limitation.

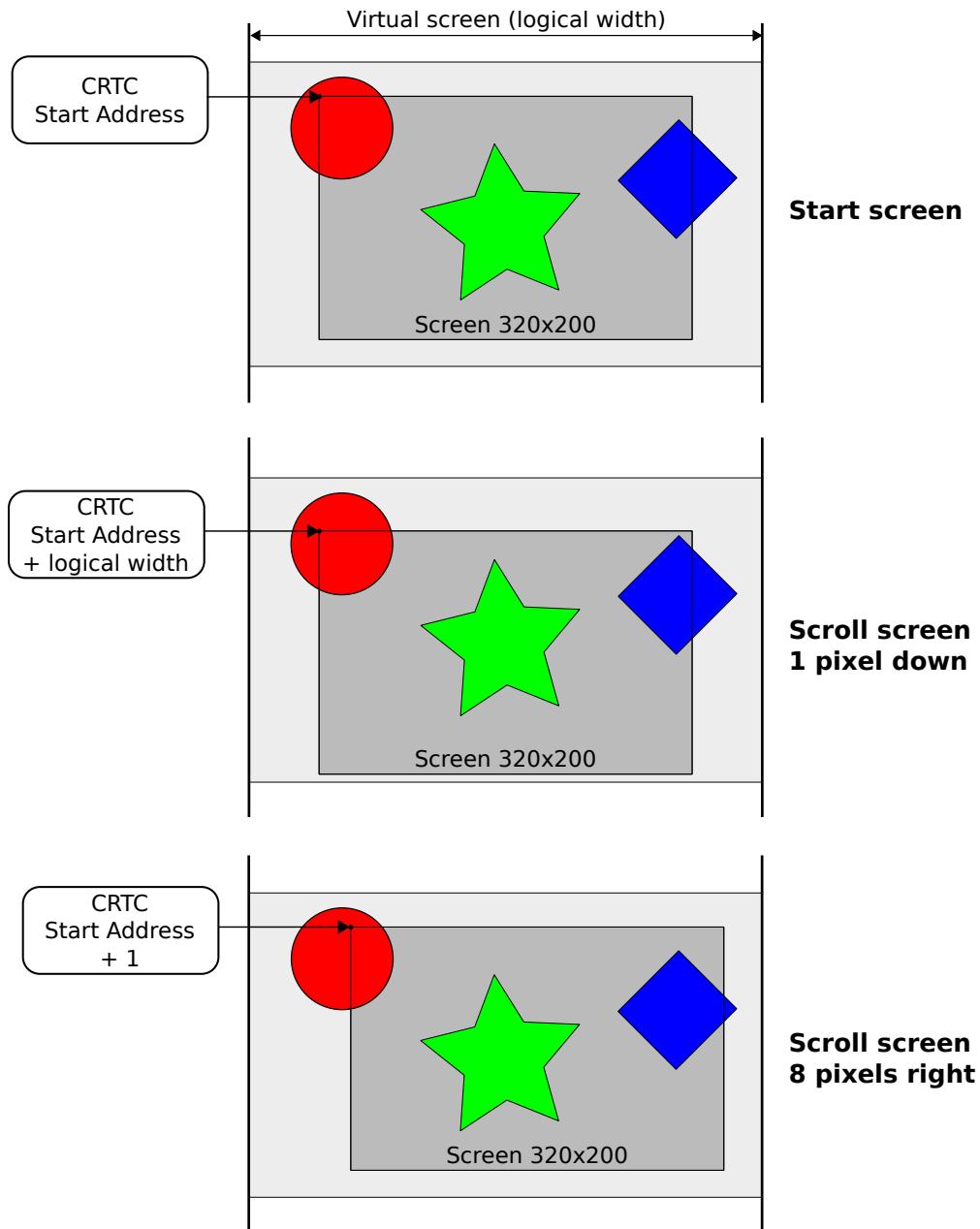


Figure 4.19: EGA screen scrolling by updating the CRTC Start Address.

4.9.2 Horizontal Pel Panning

Smooth horizontal pixel scrolling is managed by the "Horizontal Pel Panning" register in the Attribute Controller (ATC), allowing fine adjustment in 1-pixel increments up to 7 pixels to the left.

However, programming the ATC requires attention: the ATC Index register only uses the lower five bits (bits 0-4) as its internal index. The next most significant bit, bit 5, controls the source of the video data send to the monitor by the EGA card. When bit 5 is set to 1, the output of the color palette controls the displayed pixels; this is normal operation. When bit 5 is 0, video data doesn't come from the color palette, and the screen becomes a solid color. To maintain normal video operation, bit 5 must be set to 1 by writing 20h to the register.

```

ATTR_INDEX = 03C0h
ATTR_PELPAN = 19

;=====
;

; set horizontal panning
;

;=====

    mov dx, ATTR_INDEX
    mov al, ATTR_PELPAN or 20h ;horizontal pel panning register
                                ;(bit 5 is high to keep palette
                                ;RAM addressing on)
    out dx,al
    mov al,[BYTE pel]          ;pel pan value [0 to 8]
    out dx,al

```

Smooth horizontal scrolling on EGA involves adjusting the CRTC Start Address alongside fine-tuning within an 8-pixel range using horizontal pel panning. The following steps accomplish this:

- Calculate the panning offset in pixels for both x- and y-direction.
- Smooth y-panning is achieved by adding the (logical width *) y to the CRTC start address.
- For coarse horizontal scrolling, increase the CRTC start address by $x / 8$ bytes.
- Fine horizontal adjustment is applied using $(x \% 8)$ to the horizontal pel panning register.

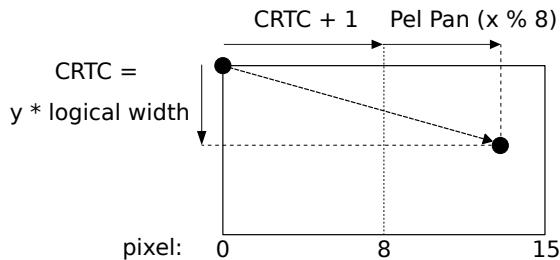


Figure 4.20: Smooth scrolling in EGA.

4.10 Adaptive Tile Refreshment

So far, we have built a virtual screen in VRAM allowing smooth one pixel moves in both axes using only EGA registers. However, once the screen edge is reached, a full-screen redraw would be too slow, causing a drop to 5 fps.

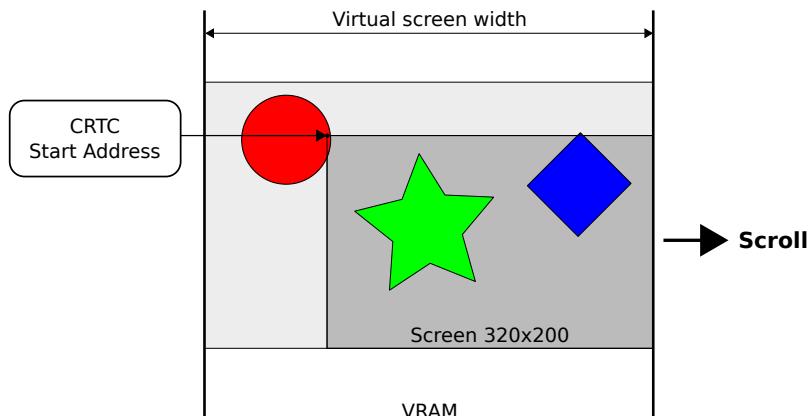


Figure 4.21: Screen reaching the edge of virtual screen.

One option for screen refresh is to load the entire level into VRAM, setting the logical width to match the level width. By adjusting the CRTC Start Address and Horizontal Pel Panning registers, smooth scrolling can be achieved. However, loading the entire level requires far more VRAM than is available. The first level, *Horsh Radish Hill*, is 136 tiles wide and 37 tiles high. Each tile is 128 bytes, which means a total of $136 \times 37 \times 128$ bytes = 644KB is required to store the entire level in VRAM. Since we only have 256KB available, this is not a feasible option.

Trivia : At the time of writing this book, most video cards contain more than 1GB VRAM, sufficient to store all Commander Keen levels at once in VRAM.

To address this, John Carmack invented "Adaptive Tile Refresh" (ATR). The core idea is to refresh only those areas of the screen that need to change.

Let's look at *Commander Keen 1: Marooned on Mars* in Figure 4.22. This is the first level of Marooned, immediately to the right of the crashed Bean-with-Bacon Megarocket. The first figure is the start of the level, the second figure is after Keen has scrolled one tile (16 pixels) to the right through the world. They look almost identical to the naked eye, don't they?

Now, if we perform a difference on both images, you can see which tiles need to be changed upon screen refresh. The trick behind the scrolling is to only redraw tiles that actually changed after panning 16 pixels (one tile). For matching tiles there is nothing to do and they are skipped entirely. In Figure 4.21, there are large swathes of constant background tiles. In total, only 69 tiles out of the 260 tiles need to be refreshed, which is 27% of the screen!

This is also the part where the game designers Tom Hall and Jogn Romero had to help the engine. Smooth scrolling is inversely proportional to the number of tiles to redraw. A checkerboard tile pattern basically means a full-screen redraw and would kill the CPU. So to avoid costly "jolts", the game designers built tile maps with a lot of reperating tiles.

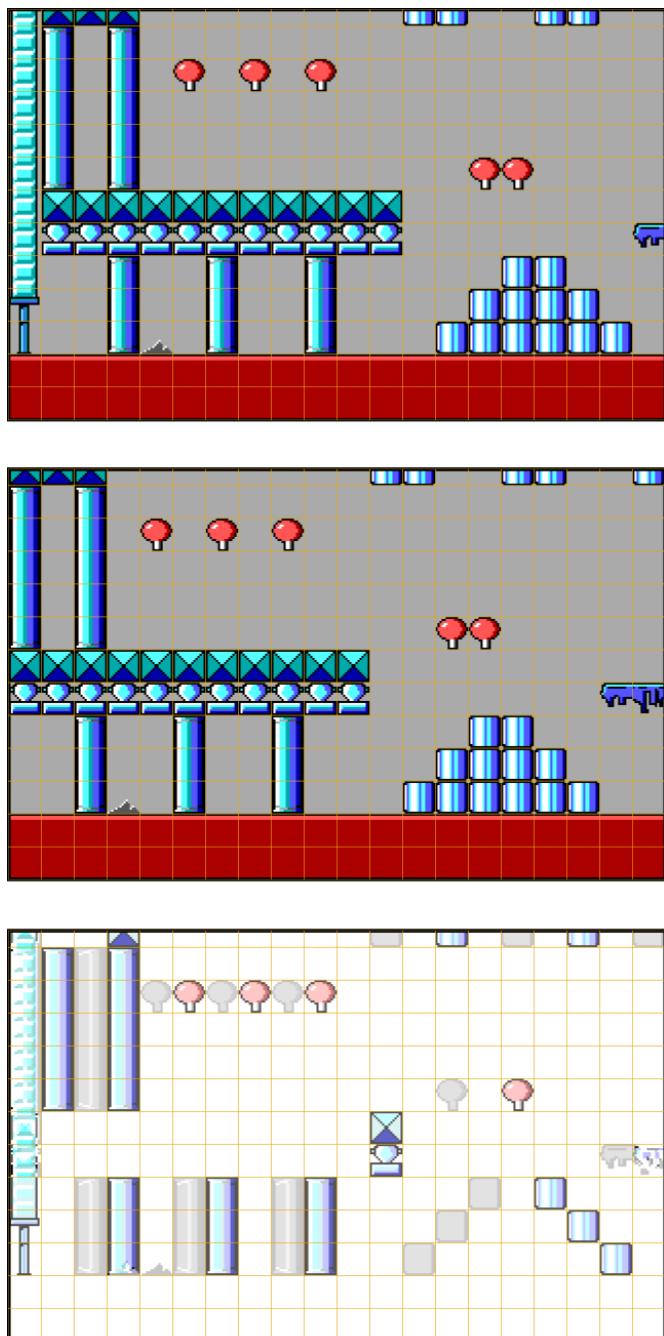
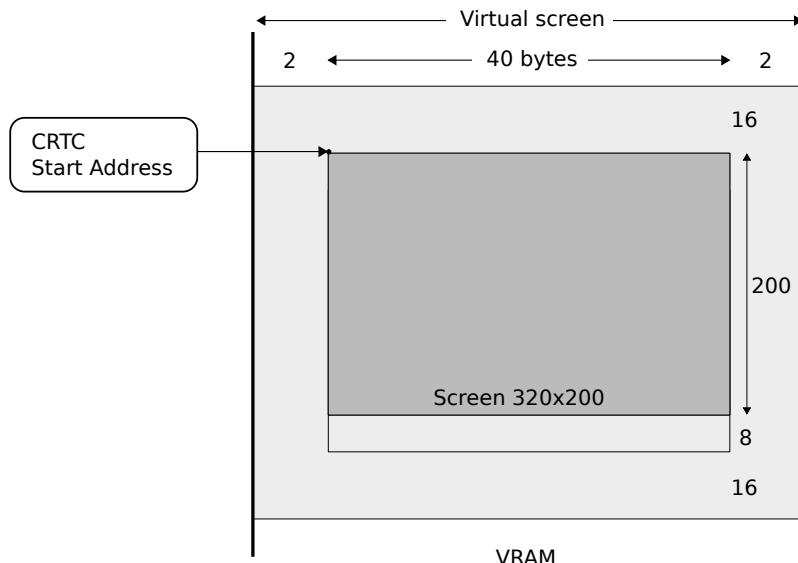


Figure 4.22: Start of the world, moved one tile to the right and difference.

4.10.1 Adaptive tile refreshment in Commander Keen 1-3

This section explains how ATR is working for the first three episodes of Commander Keen. Since there is no source code released for these episodes, ATR will be explained without code examples. The later versions of Commander Keen, including Keen Dreams, used a different, improved engine which will be explained in the next section¹⁰.

The EGA screen in mode 0xD has a resolution of 320x200 pixels, or 40x200 bytes. Let's extend the height by 8 bytes to have a height of 208 pixels, so the screen fits nicely in 20x13 tiles. By making the virtual screen one tile higher and one wider on each side of the screen, the engine can scroll up to 16 pixels to any direction of the screen without any tile refresh, by simply adjusting the CRTC Start Address and Pel Pan registers.



Now, let's have a closer look at the EGA VRAM setup. The video memory is organized into three virtual screens:

- Page 0 and 1, which are used to switch between buffer and visible screen. The idea between two pages (double buffer) is that the code can draw in the second buffer while the first buffer is being shown on screen, which is then switched out during screen refresh. This ensures that no frame is ever displayed mid-drawing, which yields smooth, flicker-free animation.

¹⁰<https://retrocomputing.stackexchange.com/questions/22175/what-is-adaptive-tile-refresh-in-the-context-of-commander-keen>

- A master page containing a static page, which is copied to the buffer screen when performing the screen refresh.

Each virtual screen has a size of $44 \times 240 \times 4 = 42,420$ bytes. So within a 256KB EGA card there is enough VRAM available to keep all three virtual screens in memory. The page that is displayed on screen is selected by setting the CRTC Start Address register at which to begin fetching video data.



Figure 4.23: Virtual screen layout on EGA card.

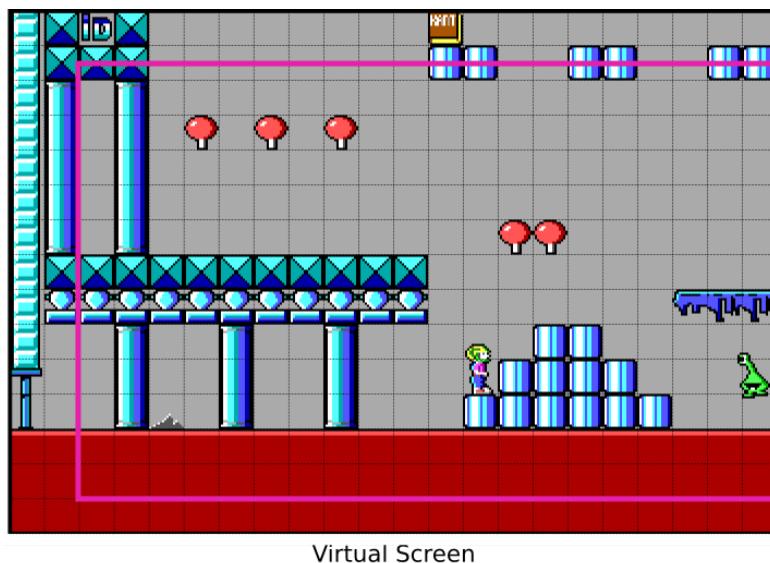
For both the buffer and visible screen a tile array is created to maintain which tiles are changed since last refresh.

```
byte update[2][UPDATESIZE];
```

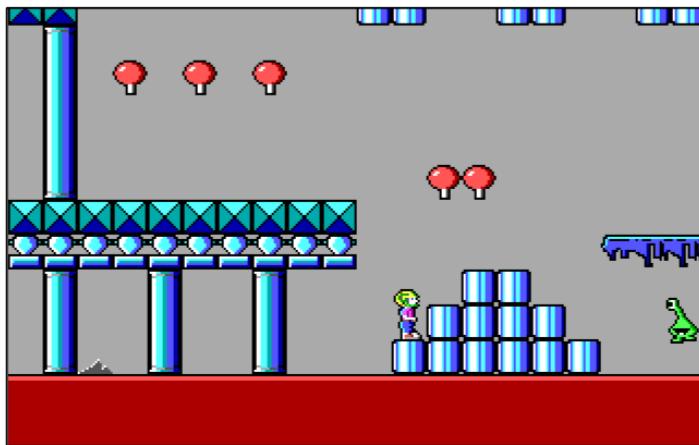
Steps to refresh the screen are as follows:

1. Check if the player has moved one tile in any direction.
2. Identify changed tiles and copy these to the master page, marking them in both tile arrays.
3. Refresh the buffer page by copying marked tiles from the master page.
4. Switch the view and buffer pages by adjusting the CRTC Start Address and Pel Panning registers.

Ignoring sprites for now, the following steps illustrate these stages. In the next four screenshots, we take you step-by-step through each of the stages. The player has reached the edge of the virtual screen and moves further to the right.



Virtual Screen



Display (320x200 pixels)

Figure 4.24: Start: Reach the end of the virtual screen.

The engine keeps track of which tile numbers are part of the virtual screen. Since the engine only refreshes the screen at tile size granularity, it can determine extremely fast what has changed on the screen by comparing tile numbers. If the tile number has changed, the tile is updated by copying tiles from RAM into the VRAM master page. The changed tiles are marked with a '1' in both tile arrays, meaning it needs to be updated upon next refresh.

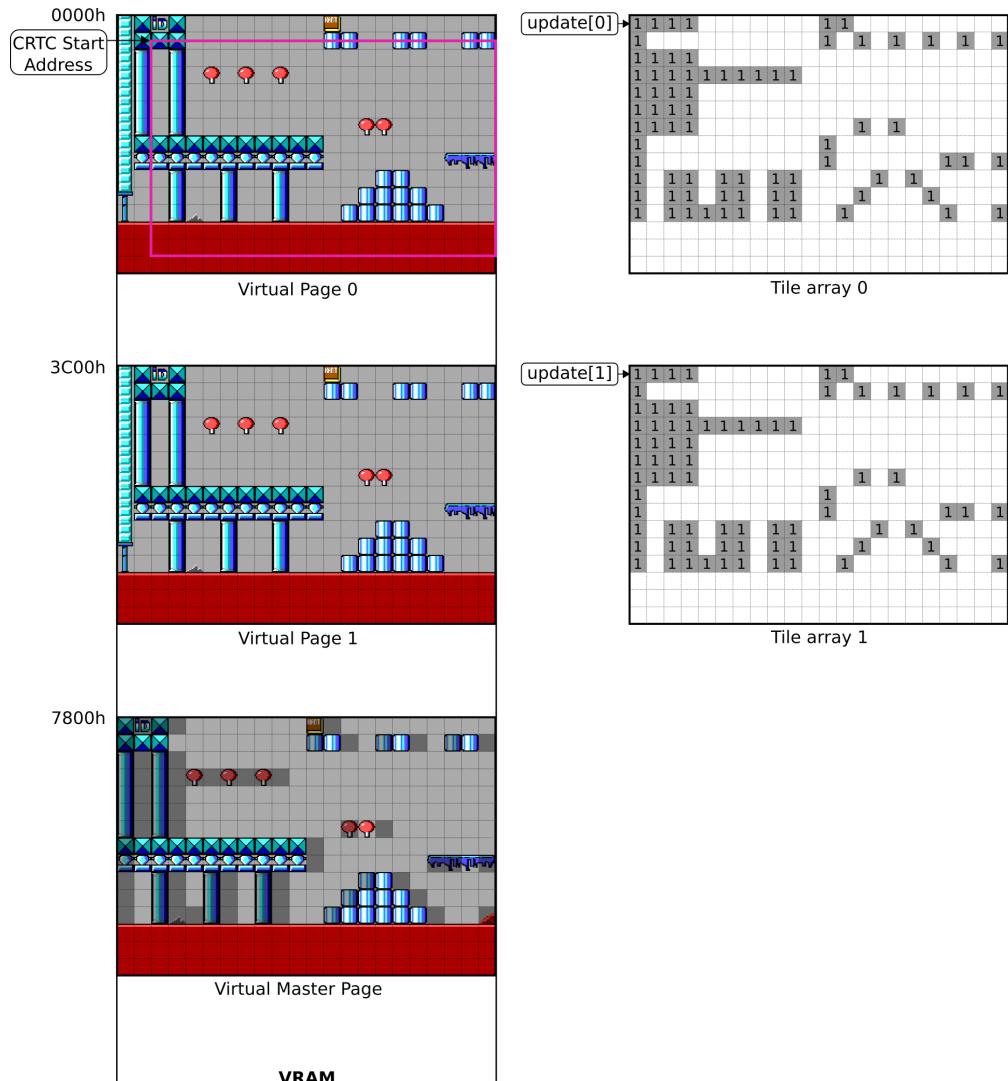


Figure 4.25: Update tiles in master page and update both tile arrays.

The next step is to scan all tiles in buffer tile array (array 1) and for each tile marked '1', copy the corresponding tile from master to virtual page 1 page.

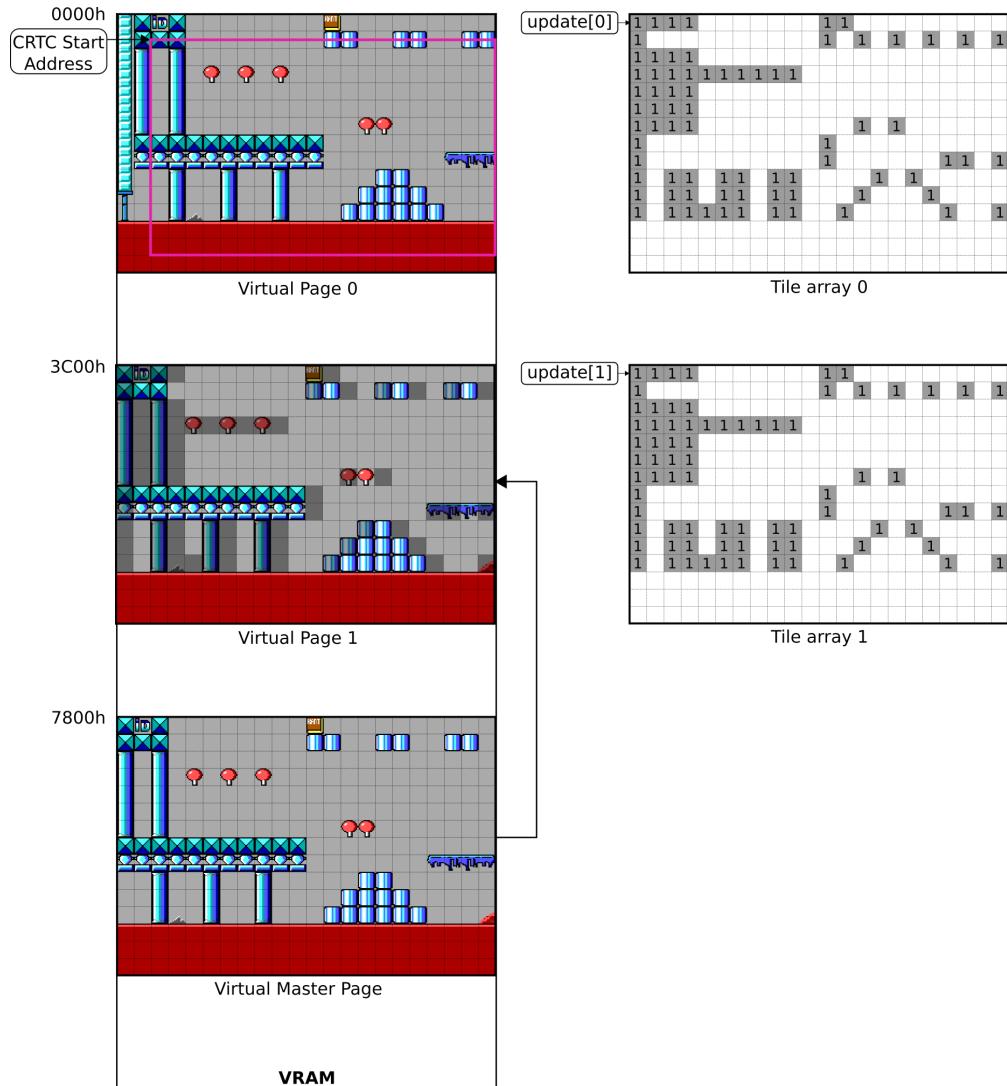


Figure 4.26: Copy changes tiles from virtual master page to page 1.

In the final step, point the visible screen to virtual page 1 by updating the CRTC start address. Finally, tile array 1 is cleared to '0'. Now the first step is repeated, but this time virtual page 0 acts as the buffer screen. Note that after swapping, tile array 0 keeps marked tiles from last update. This makes sense, as the current buffer page is not yet refreshed since it was displayed in the previous refresh cycle.

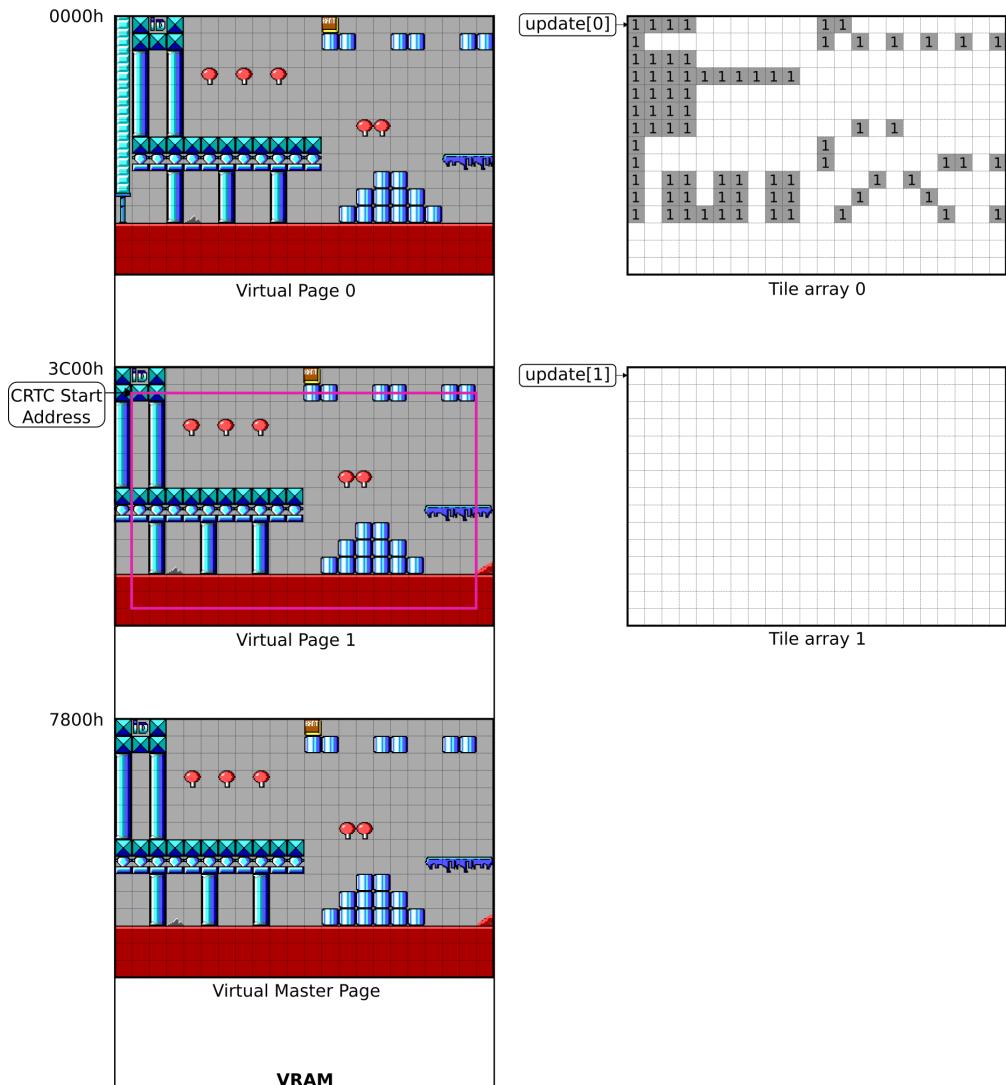


Figure 4.27: Update CRTC Start Address to virtual page 1 and empty tile array 1.

Now the buffer is refreshed and the CRTC address is updated, the final step is fine adjustment using the Pel Panning register.

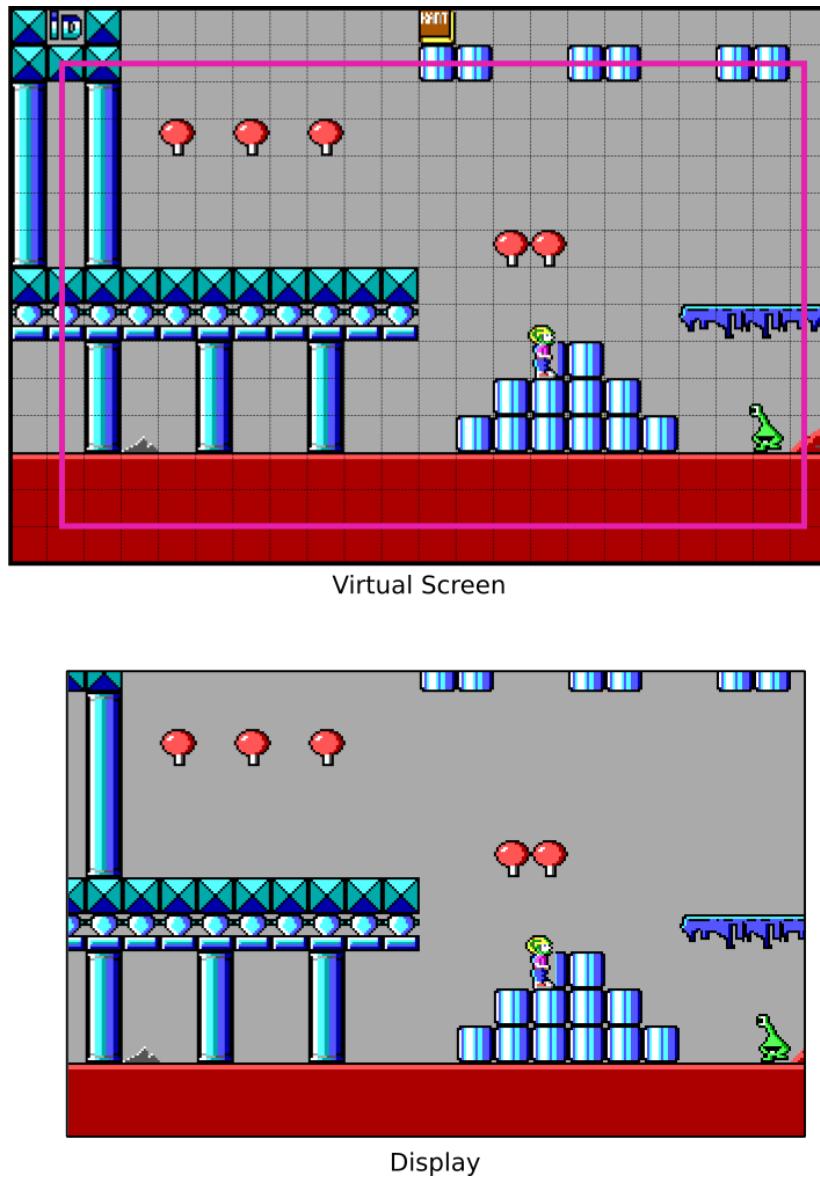


Figure 4.28: Screen is refreshed and scrolled to the right.

4.10.2 Wrap around the EGA Memory

John Carmack explored what would happen if you push the virtual screen over the 64kB border (address 0xFFFF) in video memory. It turned out that the EGA continues the virtual screen at 0x0000. This means you could wrap the virtual screen around the EGA memory and only need to add a stroke of tiles on one of the edges when Commander Keen moves more than 16 pixels.

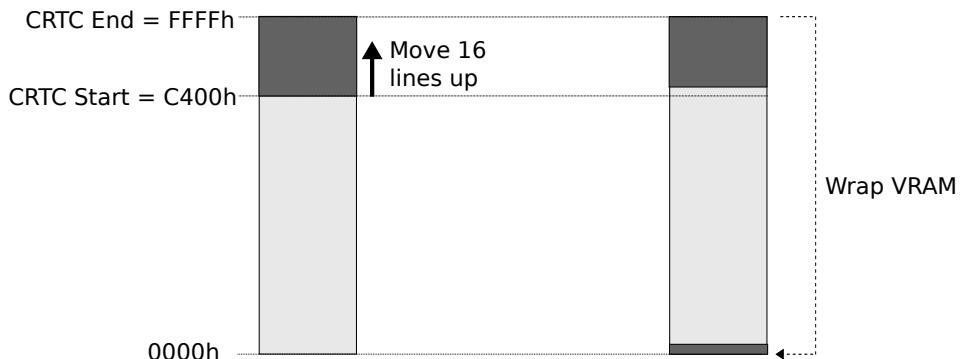


Figure 4.29: Wrap virtual screen around the EGA memory

“

I finally asked what actually happens if you just go off the edge [OF THE VRAM]?

If you take your [CRTC] start and you say OK, I can move over and I get to what should be the bottom of the memory window. [...] What happens if I start at 0xFFFF at the very end of the 64k block? It turns out it just wraps back around to the top of the block.

I'm like oh well this makes everything easy. You can just scroll the screen everywhere and all you have to draw is just one new line of tiles.

It just works. We no longer had the problem of having fields of similar colors. It doesn't matter what you're doing, you could be having a completely unique world and you're just drawing the new strip.

John Carmack¹¹

”

¹¹An explanation further elaborated during the same interview with Lex Fridman in 2022.

There was however an issue with the introduction of Super VGA cards, which had typically more than 256kB RAM¹². This resulted in crippled backwards compatibility and the wrapping around 0xFFFF did not work anymore on these cards.

There is an easy solution to resolve this issue. As you can see in Figure 4.23 on page 122, the space between 0xB400 and 0xFFFF is not used and contains enough space for another virtual screen. In case the start address is between 0xC400 and 0xFFFF the corresponding screen is copied to the opposite end of the buffer, as illustrated in Figure 4.30.

“

I was in a tough position. Do I have to track every single one of these [SUPER VGA CARDS] and it was a madhouse back then with 20 different video card vendors with all slightly different implementations of their non-standard functionality. Either I needed to natively program all of the cards or I kind of punt. I took the easy solution of when you finally did run to the edge of the screen I accepted a hitch and just copied the whole screen up.

John Carmack¹³

”

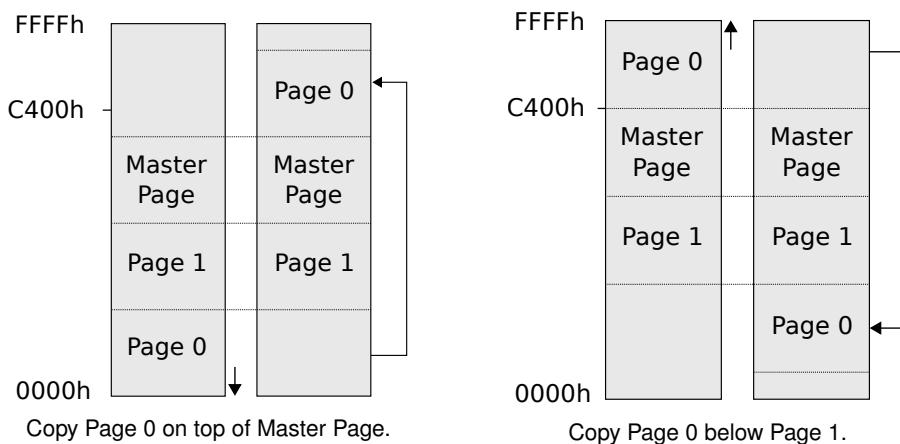


Figure 4.30: Move screen to opposite end of VRAM buffer

¹²In 1989 the VESA consortium standardized an API to use Super VGA modes in a generic way. One of the first modes was 640x480 at 256 colors requiring at least 256kB RAM, which from a hardware constraint resulted in 512kB.

¹³And again the same interview with Lex Fridman in 2022.

```

#define SCREENSPACE      (SCREENWIDTH*240)
#define FREEEGAMEM       (0x100001-31*SCREENSPACE)

screenmove = deltay*16*SCREENWIDTH + deltax*TILEWIDTH;
for (i=0;i<3;i++)
{
    screenstart[i] += screenmove;
    if (compatability && screenstart[i] > (0x100001 -
SCREENSPACE) )
    {
        // move the screen to the opposite end of the buffer
        screencopy = screenmove>0 ? FREEEGAMEM : -FREEEGAMEM;
        oldscreen = screenstart[i] - screenmove;
        newscreen = oldscreen + screencopy;
        screenstart[i] = newscreen + screenmove;
        // Copy the screen to new location
        VW_ScreenToScreen (oldscreen,newscreen ,
                           PORTTILESWIDE*2,PORTTILESHIGH*16);

        if (i==screenpage)
            VW_SetScreen (newscreen+oldpanadjust ,oldpanx &
xpanmask);
    }
}

```

But how can we copy four VRAM planes fast enough, without noticing any performance hit? As explained in Section 2.3.7 each pixel is encoded by four bits, which are spread across the four EGA banks. To copy eight pixels, byte-aligned, one would have to do four read and four writes.

But how can we copy four VRAM planes fast enough, without noticing any performance hit? As explained in Section 3.3.7 each pixel is encoded by four bits, which are spread across the four EGA banks. To copy eight pixels, byte-aligned, one would have to do four read and four writes.

Having a closer look at the EGA card one notice there is a latch placed in front of the ALU, which can be re-purposed for the greater good. With a little creativity the ALU in front of each bank can be setup to use only the latch for writing¹⁴. With such a setup, upon doing one read, four latches are populated at once and four bytes in the bank are written with only one write to the RAM. Now it is possible to copy the entire buffer fast enough, without notifying any performance impact.

¹⁴The mask trick is discussed in *Game Engine Black Book: Wolfenstein 3D* for the VGA card. The trick is the same for the EGA card.

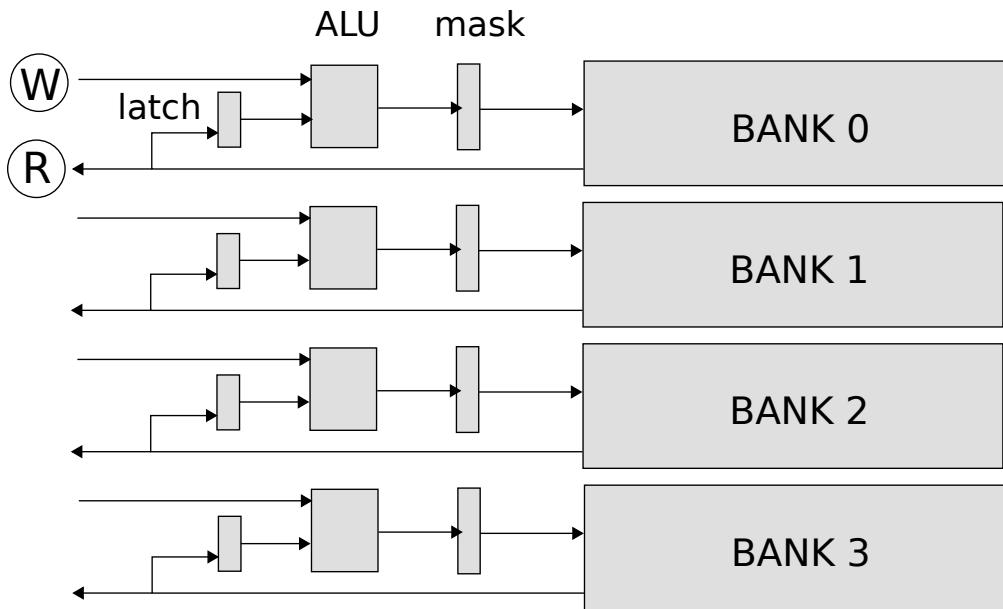


Figure 4.31: Latches memorize read operations from each bank. The memorized value can be used for later writes.

```

GC_INDEX      = 0x3CE      ; Graphics Controller register
GC_MODE       = 5          ; mode register
SC_INDEX      = 0x3C4      ; Sequence register
SC_MAPMASK    = 2          ; map mask register

;=====
; Set EGA mode to read/write from latch
;=====
cli           ; interrupts disabled
mov dx,GC_INDEX          ; mode 1, each memory plane is
mov ax,GC_MODE+256*1      ; written with the content of
out dx,ax                 ; the latches only

mov dx,SC_INDEX            ; enable writing to all 4 planes
mov ax,SC_MAPMASK+15*256   ; at once
out dx,ax
sti                      ; interrupts enabled

```

4.10.3 Adaptive tile refreshment in Keen Dreams

The EGA memory wrapping results in an improved, more simplified Adaptive Tile Refreshment algorithm. First, a tile array is defined by making the display one tile higher and wider, which is named the view port. Now the engine can scroll the display up to 16 pixels to the right and bottom without any tile refreshment, simply by adjusting the CRTC Start Address and the Pel Pan register. Next, an additional column is attached to the port view to support scrolling to left and right. Finally, the tile array is further increased to have enough space to float the entire view port up to two tiles in all directions.

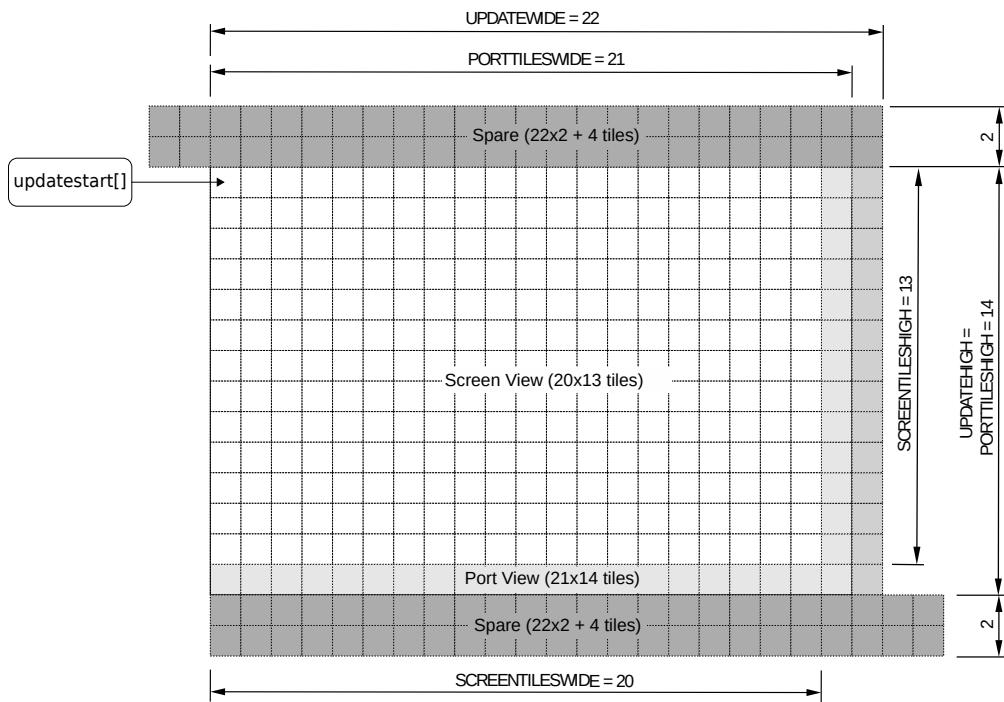


Figure 4.32: Tile array layout.

A full refresh cycle, including sprite updates, take place as follows:

1. Check if the player has moved one tile in any direction.
2. Copy the new column or row of tiles to the master page, update the tile array pointers and mark the tiles in both tile arrays.
3. Refresh the buffer page by scanning the tile index array. If a tile is marked, copy the tile from the master page to the buffer page.

4. Iterate through the sprite removal list and copy corresponding image block from master to buffer page.
5. Iterate through the sprite list and copy corresponding sprite image block to the buffer page.
6. Switch the view and buffer page by adjusting the CRTC Start Address and Pel Panning registers.

```
void RF_Refresh (void)
{
    updateptr = updatestart[otherpage];

    RFL_AnimateTiles (); // update animated tiles

    // copy newly scrolled and animated tiles
    // from the master to buffer screen
    EGAWRITEMODE(1);
    EGAMAPMASK(15); // write 4 bytes of VRAM at once
    RFL_UpdateTiles (); // copy from master to buffer page
    RFL_EraseBlocks (); // remove sprites

    // update sprites
    EGAWRITEMODE(0);
    RFL_UpdateSprites ();

    // display the changed screen (swap view and buffer)
    VW_SetScreen(bufferofs+panadjust,panx & xpanmask);
}
```

The starting situation is that all three virtual pages have exactly the same view port, where virtual page 0 is currently shown on the screen. Both tile arrays are empty, meaning no tile updates upon next refresh cycle. The player is reaching the edge of the virtual screen and moves further to the left. Notice the master page only contains a static view, without any sprites.

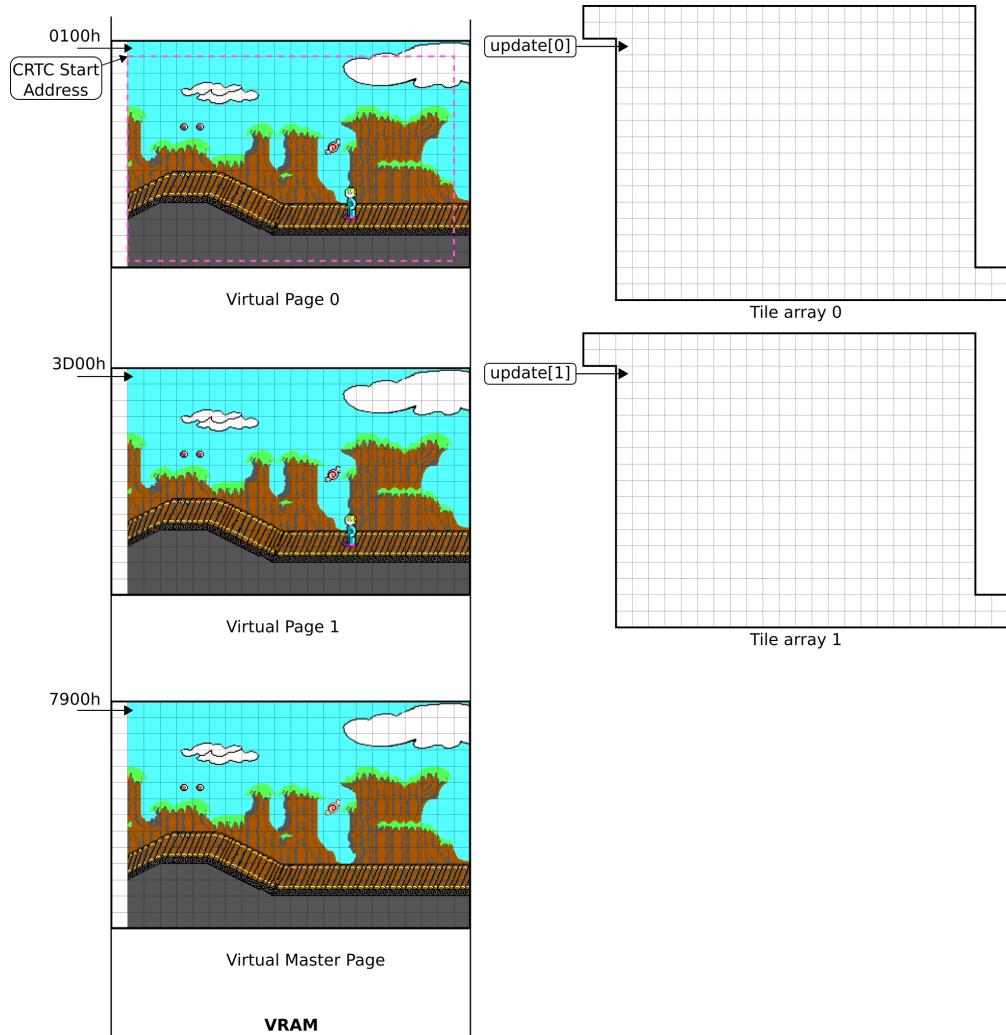


Figure 4.33: VRAM and tile arrays before scrolling to the left.

Both VRAM and tile arrays pointers are moved to the left to introduce a new column of tiles. The VRAM pointer is lowered by 2 bytes (1 tile width) and the tile array pointer is lowered 1 byte. Next, a new column of tiles is copied to the virtual master page, and the most left column in both tile arrays is marked with '1', so it is updated upon next refresh cycle. Finally, animated tiles are copied to the virtual master page and the corresponding tiles in the tile array are marked with '1' as well.

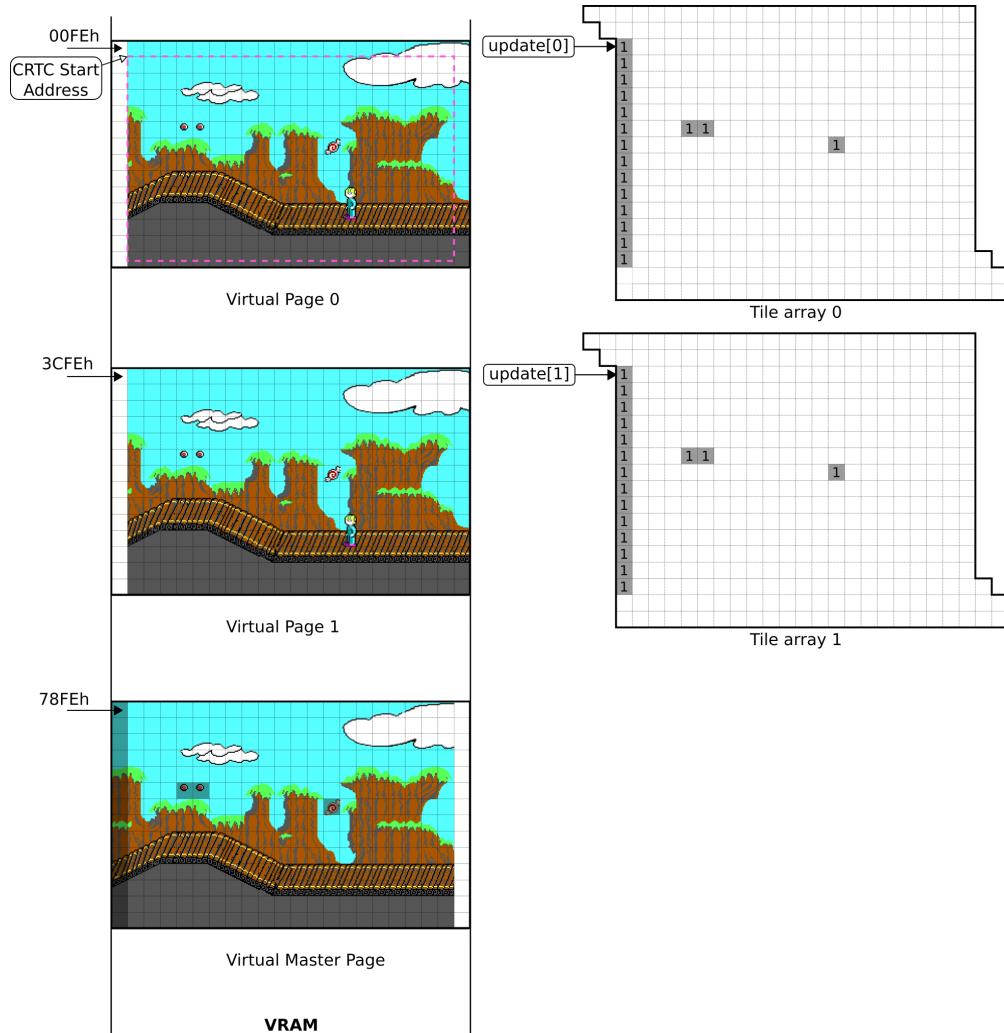


Figure 4.34: Update Virtual master with new left column and animated tiles.

In the next step the engine scans all '1' and copy the corresponding tiles from master to the buffer page.

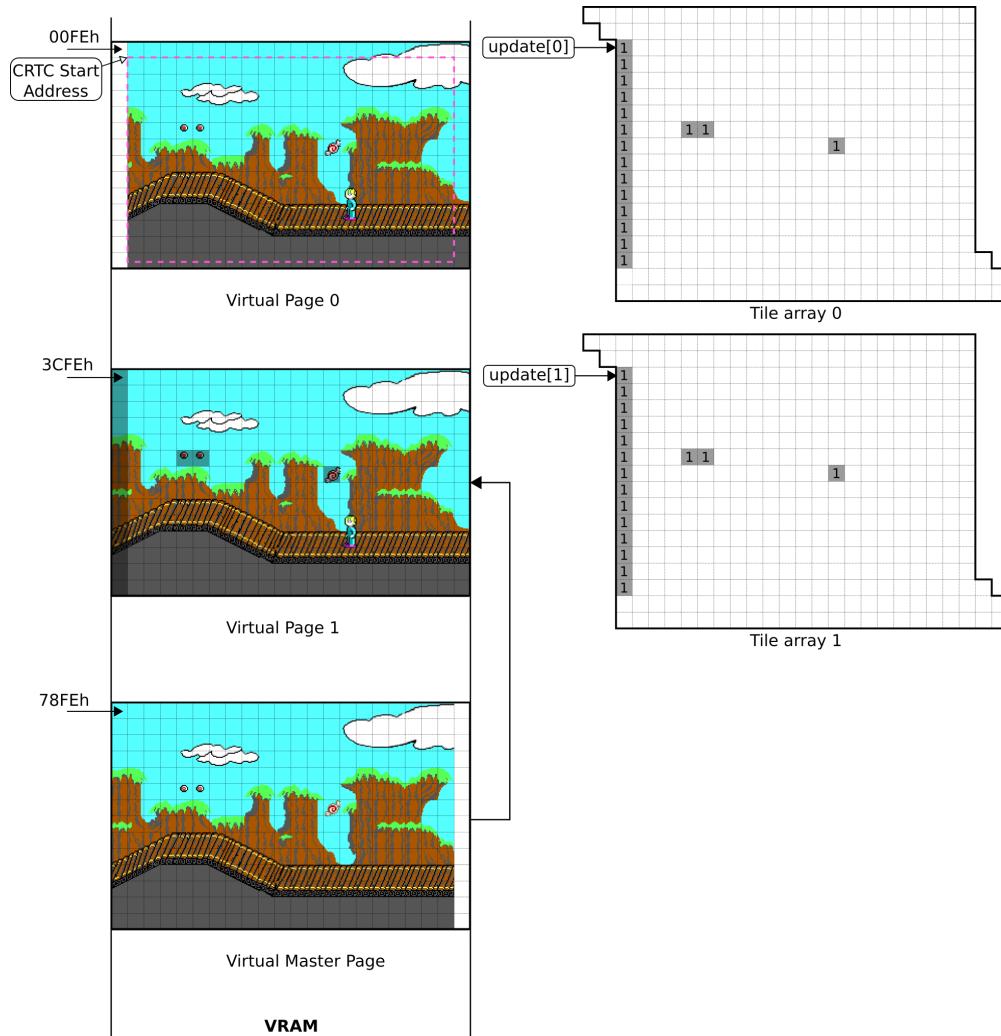


Figure 4.35: Copy changed tiles from master to buffer page.

A list of removed sprites is maintained by the sprite removal block list.

```

typedef struct
{
    int      screenx, screeny;
    int      width, height;
} eraseblocktype;

eraseblocktype  eraselist[2][MAXSPRITES], *eraselistptr[2];

void RFL_EraseBlocks (void)
{
    eraseblocktype *block,*done;
    unsigned pos;

    block = &eraselist[0][0];
    done = eraselistptr[0];

    while (block != done)
    {
        [...]

        //
        // erase the block by copying from the master screen
        //
        pos = ylookup[block->screeny]+block->screenx;
        block->width = (block->width + (pos&1) + 1)& ~1;
        pos &= ~1;           // make sure a word copy gets used
        VW_ScreenToScreen (masterofs+pos,bufferofs+pos,
                           block->width,block->height);

        [...]
        block++;
    }
}

```

Each removal block contains the location and size to be removed, which is done by copying the specific section from the master screen to the virtual page. The corresponding tiles which overlap with the removal block are marked with a '2'.

Trivia : The '2' marking is nowhere used in the engine, most likely it is a used in the original ATR engine.

The final step in updating the buffer is to copy sprites to the new location. Each corresponding tile is marked with a '3' in the tile array.

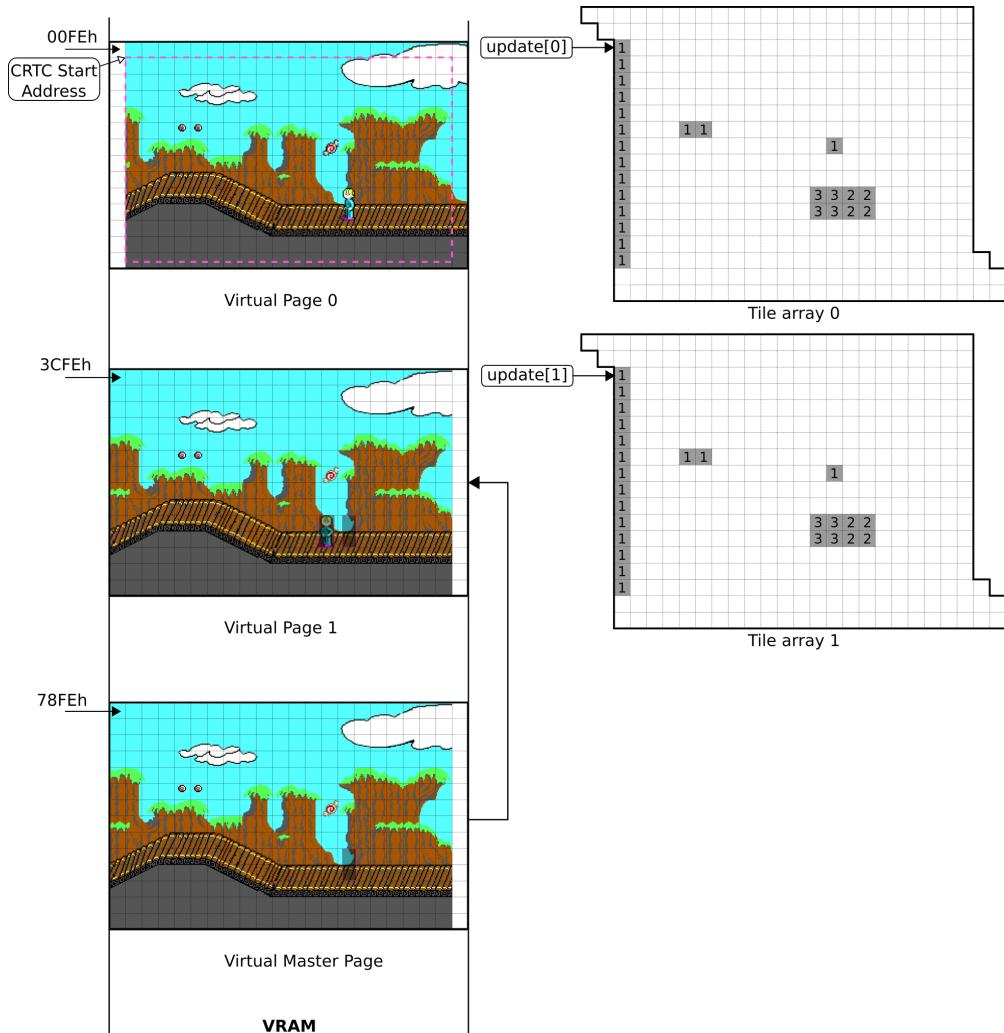


Figure 4.36: Add updated sprites to the buffer screen.

After the buffer has been refreshed, the engine only has to update the CTCR start address to virtual page 1. The visible tile array is emptied and the pointer is reset to the starting location, while the new buffer array (virtual page 0) keeps the tiles marked, since the corresponding screen has not been refreshed yet. Now, the entire refresh cycle starts over again, where virtual page 0 is now the buffer.

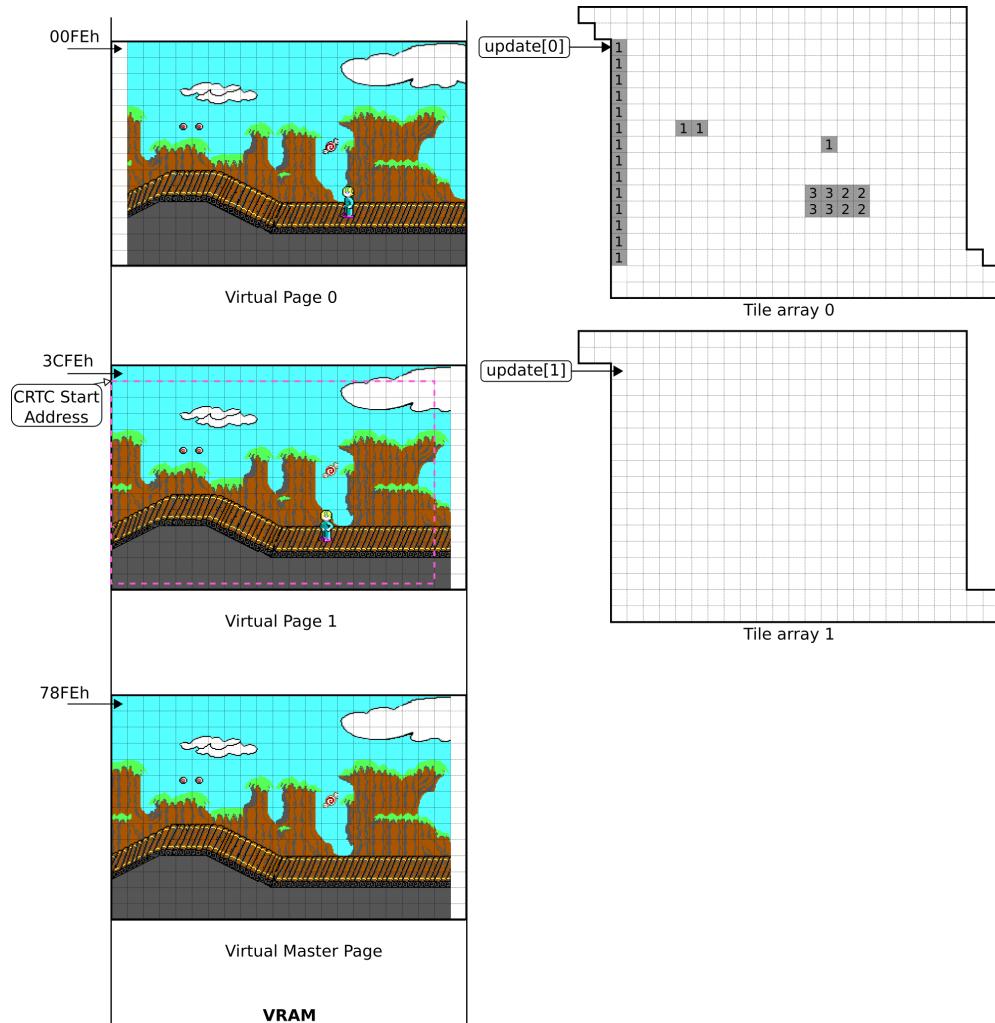


Figure 4.37: Swap buffer and visible screen by updating CRTC start address.

The final step is to update the horizontal fine-pixel alignment by setting the pel pan register. *Et voila*, the screen has scrolled to the left. Notice how much more efficient scrolling takes place compared to the orginal ATR engine in Figure 4.27. Only 8% of the screen requires a tile refresh!

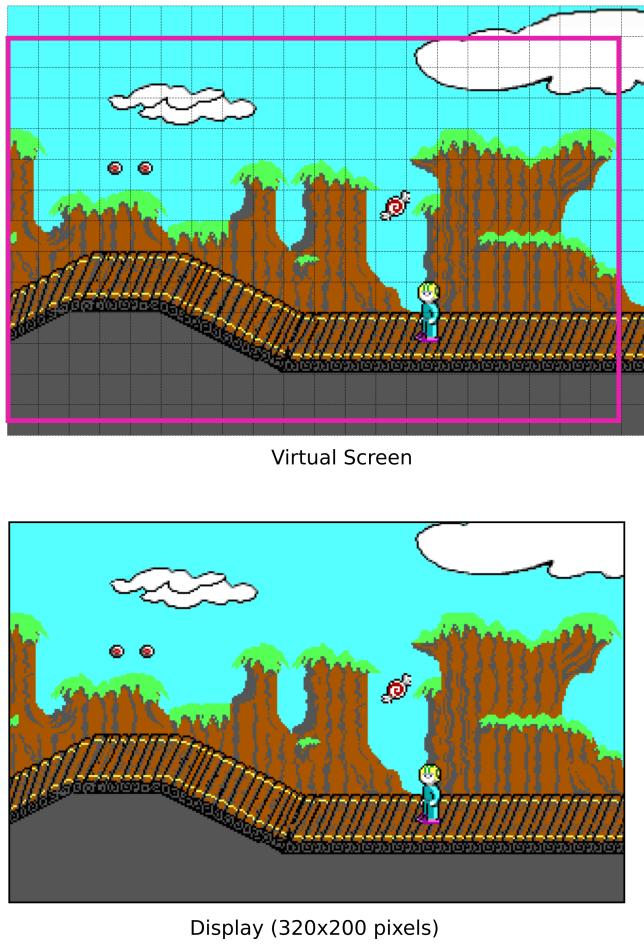
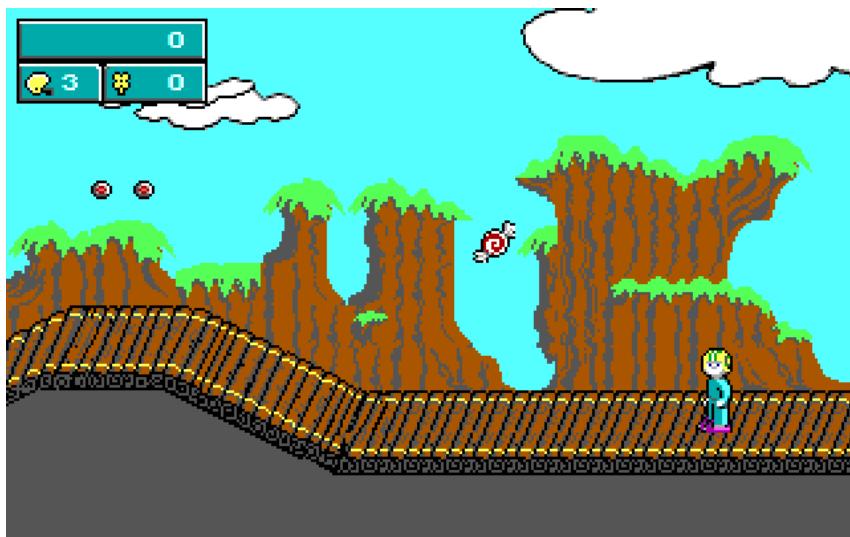


Figure 4.38: Start: Scroll screen to the left

If the player has moved again to the left, tile array 0 pointer will be lowered for the second time, which explains why we need enough space to float the entire viewport up to two tiles in all directions.

4.10.4 Screen refresh

Flipping between the pages is as simple as setting the CRTC start address registers to page 0 or page 1 starting point. However, there is one issue to solve. If you were to run it, every once in a while the expected screen shown below...



...would instead appear distorted:



This glitch shows both misalignment and parts of two pages. This problem has to do with the timing between updating the CRTC starting address and screen refresh. The start address is latched by the EGA's internal circuitry exactly once per frame, typically at the start of the vertical retrace. The CRTC starting address is a 16-bit value but the `out` instruction can only write 8 bits at a time.

Now we have the following situation, where the current CRTC start address (Page 0) is pointing to 0x0000 and the buffer (Page 1) to 0x3C00. We moved one tile to the left and now Page 0 is pointing at 0xFFFF in VRAM and Page 1 is at 0x3BFE. Page 1 is the updated buffer and will be displayed upon next refresh cycle. Poor timing of the vertical retrace and start address update results in the CRTC only picking up the first byte of the address, 0x3B, and setting the new start address to 0x3B00 instead of 0x3BFE.

```
CRTC_INDEX = 03D4h
CRTC_STARTHIGH = 12

cli                      ; disable interrupts
mov cx,[crtc]             ; [crtc] is start address
mov dx,CRTC_INDEX         ; set CRTTR register
mov al,CRTC_STARTHIGH    ; start address high register
out dx,al
inc dx                   ; port 03D5h
mov al,ch
out dx,al                ; set address high

;***** VERTICAL RETRACE STARTS HERE !!!!!!! *****
;***** AND SHOWS 2 PARTIAL FRAMEBUFFERS *****

dec dx                   ; set CRTTR register
mov al,0dh                ; start address low register
out dx,al
mov al,cl
inc dx                   ; port 03D5h
out dx,al                ; set address low
sti                      ; enable interrupts

ret
```

The most obvious solution to this issue is to update the start address when we pick up the vertical retrace signal via the Input Status 1 Register (bit 3 of 0x3DA). Unfortunately, by the time the vertical retrace status is observed by a program, the start address for the next frame has already been latched, having happened the instant the vertical retrace pulse began.

The trick is to update the start address sufficient far away from when the vertical retrace starts. So we're looking for a signal that tells us it just finished a horizontal or vertical retrace and started a scan line, far enough away from vertical retrace so we can be sure the new start address will get used at the next vertical sync. This signal is provided by the Display Enable status signal via the Input Status 1 Register, where a value of 1 indicates the display is in a horizontal or vertical retracement¹⁵.

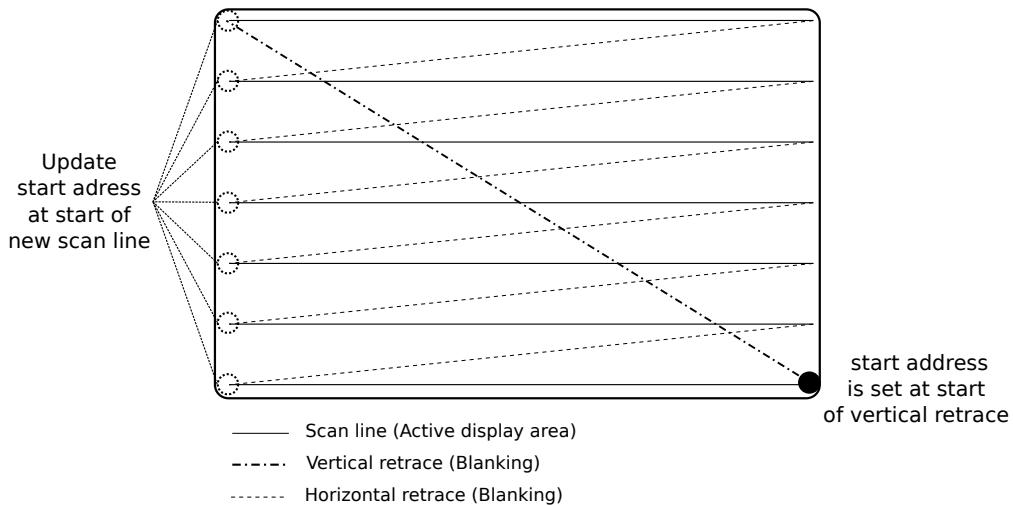


Figure 4.39: Update CRTC start address at beginning of new scan line.

When the Display Enable status is observed, the program sets the new start address. Once the CRTC start address is updated, the game waits for vertical retrace to happen, sets the new pel panning state, and then continues drawing.

¹⁵Documentation is a bit unclear here. The IBM technical documentation for VGA explains retrace takes place when bit 0 of the Input Status Register 1 is set to high ('1'). The IBM technical EGA documentation explains the opposite, saying when bit 0 is set low ('0') a retrace is taking place. For now, we assume source code and VGA documentation is correct, retrace takes place on a '1'.

```
; =====
;
;  VW_SetScreen
;
; =====

    mov dx,03DAh          ; Status Register 1
;
;  wait until the CRTC just starts scaning a displayed line
;  to set the CRTC start
;
    cli

@@waitnodisplay:        ;wait until scan line is finished
    in al,dx
    test al,01b
    jz @@waitnodisplay

@@waitdisplay:           ;wait until retrace is finished
    in al,dx
    test al,01b
    jnz @@waitdisplay

endif

; ##### set CRTC start address

;
;  wait for a vertical retrace to set pel panning
;
    mov dx,STATUS_REGISTER_1
@@waitvbl:
    sti                      ;service interrupts
    jmp $+2
    cli
    in al,dx
    test al,00001000b ;look for vertical retrace
    jz @@waitvbl

endif

; ##### set horizontal panning
```

4.11 Actors and sprites

4.11.1 A.I.

To simulate enemies, some objects are allowed to "think" and take actions like walking, shooting or emitting sounds. These thinking objects are called "actors". Actors are programmed via a state machine. They can be aggressive (chase you), just running in any direction, or dump (throwing things at you). To model their behavior, all enemies have an associated state:

- Chase Keen
- Smash Keen
- Shoot projectile
- Climb and slide from pole
- Walking around
- Turn into flower
- Special Boss (Boobus)

Each state has associated think, reaction and contact method pointers. There is also a next pointer to indicate which state the actor should transition to when the current state is completed.

```
typedef struct
{
    int      leftshapenum,rightshapenum; // Sprite to render
                                         // on screen
    enum     {step,slide,think,steptthink,slidethink} progress;
    boolean skipable;
    boolean pushtofloor;   // Make sure sprites stays
                           // connected with ground
    int tictime;           // How long stay in that state
    int xmove;
    int ymove;
    void (*think) ();
    void (*contact) ();
    void (*react) ();
    void *nextstate;
} statetype;
```

All actors have a state chain, as example the tater trooper.

```

statetype s_taterwalk1 = {TATERTROOPWALKL1SPR,TATERTROOPWALKR1SPR, step ,
    false , true ,10, 128,0, TaterThink , NULL , WalkReact, &s_taterwalk2};
statetype s_taterwalk2 = {TATERTROOPWALKL2SPR,TATERTROOPWALKR2SPR, step ,
    false , true ,10, 128,0, TaterThink , NULL , WalkReact, &s_taterwalk3};
statetype s_taterwalk3 = {TATERTROOPWALKL3SPR,TATERTROOPWALKR3SPR, step ,
    false , true ,10, 128,0, TaterThink , NULL , WalkReact, &s_taterwalk4};
statetype s_taterwalk4 = {TATERTROOPWALKL4SPR,TATERTROOPWALKR4SPR, step ,
    false , true ,10, 128,0, TaterThink , NULL , WalkReact, &s_taterwalk1};

statetype s_taterattack1 = {TATERTROOPLUNGEL1SPR,TATERTROOPLUNGER1SPR,
    step ,false , false ,12, 0,0, NULL , NULL , BackupReact, &s_taterattack2 };
statetype s_taterattack2 = {TATERTROOPLUNGEL2SPR,TATERTROOPLUNGER2SPR,
    step ,false , false ,20, 0,0, NULL , NULL , DrawReact, &s_taterattack3};
statetype s_taterattack3 = {TATERTROOPLUNGEL1SPR,TATERTROOPLUNGER1SPR,
    step ,false , false ,8, 0,0, NULL , NULL , DrawReact, &s_taterwalk1};

```

All types of enemies (including Boobus) have their own state machine. They often share the same reactions (e.g. WalkReact and ProjectileReact), but often have their own thinking state.

4.11.2 Drawing Sprites

Once the state of the actor is updated, it is time to render the actor on the screen. This is done using sprites and contains the following steps:

1. Update the state and move actors within the active region.
2. Determinate if a actor has changed or moved
3. Update the actor by removing and drawing sprites to it's new position

Unlike many game consoles such as Nintendo, the concept of sprites did not exists on the EGA card, so again the team needs to write their own solution. As explained in Section 3.2.2 (Page 148, table 4.1) each sprite asset contains additional information which is illustrated in Figure 4.40.

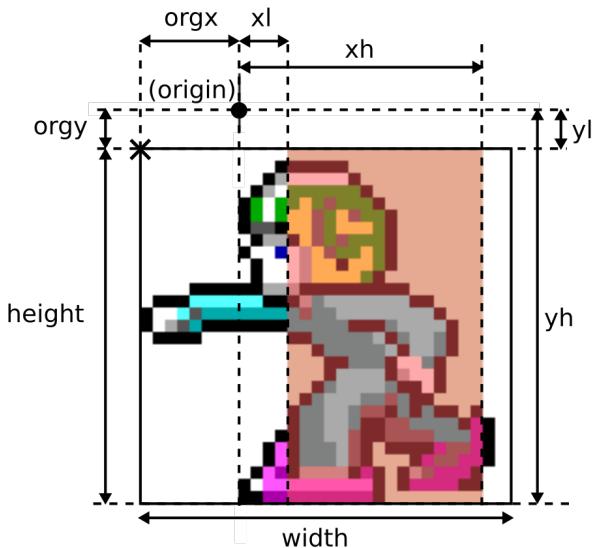


Figure 4.40: sprite structure

All global movement takes place from the origin. The origin is offset by (*orgx*, *orgy*) from the top-left location of the sprite. The parameters (*xl*, *xh*, *yl*, *yh*) define the hit box of the sprite, which is used to detect collisions.

index	width	height	orgx	orgy	xl	yl	xh	yh	shift
0	3	24	0	0	0	0	368	368	4
1	3	32	0	0	64	0	304	496	4
2	3	30	0	16	64	0	304	496	4
3	3	30	0	32	64	48	304	496	4
4	3	32	0	0	64	0	304	496	4
5	3	30	0	32	64	48	304	496	4
...
296	12	103	-128	0	256	128	752	1648	4

Table 4.1: content of spritetable[] in the KDREAMS. EGA asset file.

Once the new state and movement of the actor is calculated from the state machine, the engine needs to first remove the current sprite from the buffer and then redraw the sprite on the new location.

Erasing sprites from the buffer page is done by maintaining a list of erase blocks. Each erase block contains the screen (x,y) location, width and height of the sprite to be erased.

Instead of copying each variable one-by-one, it makes smartly use of `memcpy` function.

```

typedef struct spriteliststruct
{
    int      screenx,screeny;
    int      width,height;
    [...]
} spritelisttype;

typedef struct
{
    int      screenx,screeny;
    int      width,height;
} eraseblocktype;

//  

// post an erase block to both pages by copying  

// screenx,screeny,width,height  

// both pages may not need to be erased if the sprite  

// just changed last frame (updatecount = 2)  

//  

if (sprite->updatecount<2)
{
    if (!sprite->updatecount)
        memcpy (eraselistptr[otherpage]++, sprite,
                sizeof(eraseblocktype));
    memcpy (eraselistptr[screenpage]++, sprite,
            sizeof(eraseblocktype));
}

```

The engine is maintaining two list of erase blocks; one for the view page and one for the buffer page. As explained before, each erase block is copying from the (static) master page to the buffer page.

As each sprite can float freely over the screen, also here bitshifted sprites are used to position the sprite on a byte-aligned memory layout (as explained in section 4.6.4 on page 97). The value in the shift column defines the amount of steps the sprite has to be shifted within 8 pixels. A shift value of 4 means the sprite is shifted in 4 steps with a 2 pixel interval.

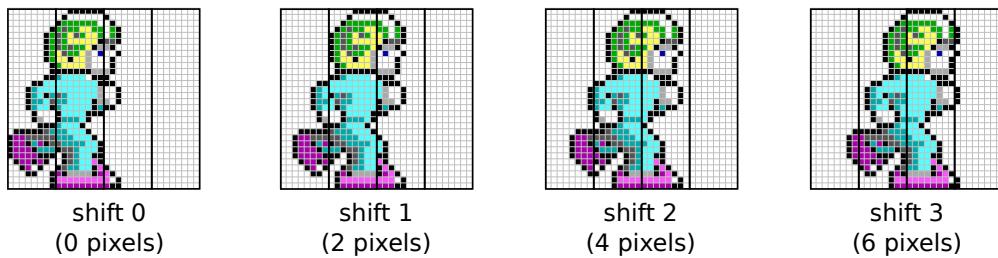


Figure 4.41: Sprite shifted in 4 steps.

Displaying the correct shifted sprite is as simple as below.

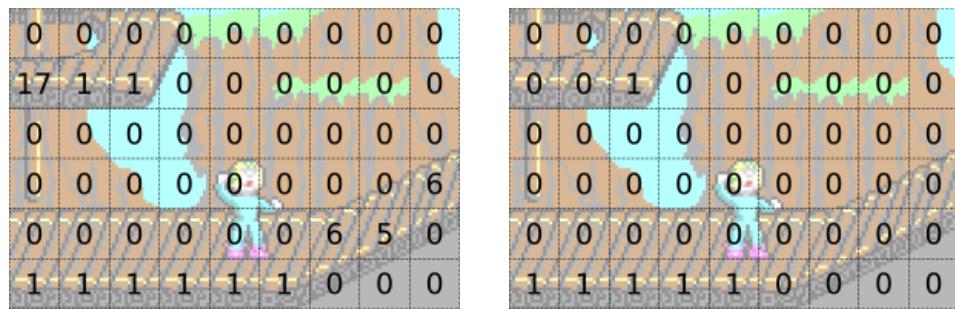
```
#define G_P_SHIFT    4 // global >> ?? = pixels

//Set x,y to top-left corner of sprite
y+=spr->orgy>>G_P_SHIFT;
x+=spr->orgx>>G_P_SHIFT;

shift = (x&7)/2; // Set sprite shift
```

4.11.3 Clipping

Before drawing a sprite on the screen, the engine determines if the boundaries of a sprite are hitting a wall or floor. This is called clipping and ensures an actor doesn't fall through a floor or walks through a vertical wall. To define whether a tile is a wall or floor, a tile is enriched with tile information, as explained in section ?? on page ?? . Each foreground tile contains a NORTHWALL, SOUTHWALL, EASTWALL and WESTWALL, as explained in section ?? . A number greater than 0 means the tile is a wall or floor when approaching from a given direction.

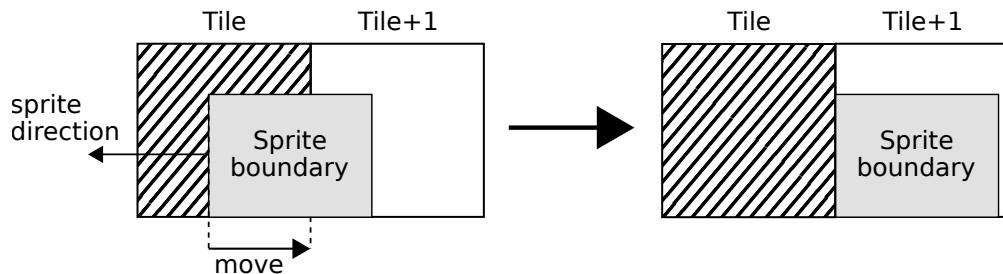


(a) Wall type map NORTHWALL

(b) Wall type map EASTWALL

Figure 4.42: Foreground tile clipping information.

As example, when a sprite, moving from right to left, is hitting a wall on the left side, it will update the sprite movement to ensure the sprite clips to the east wall of the left tile as illustrated in Figure 4.43. The east/west wall clipping logic is covered by `ClipToEastWalls()` and `ClipToWestWalls()` functions.

**Figure 4.43:** Clipping to east wall when moving from the west.

```

void ClipToEastWalls (objtype *ob)
{
    ...

    for (y=top;y<=bottom;y++)
    {
        map = (unsigned far *)mapsegs[1] +
            mapbwidthtable[y]/2 + ob->tileleft;

        //Check if we hit EAST wall
        if (ob->hiteast = tinf[EASTWALL+*map])
        {
            //Clip left side actor to left side
            //of next right tile
            move = ( (ob->tileleft+1)<<G_T_SHIFT ) - ob->left;
            MoveObjHoriz (ob,move);
            return;
        }
    }
}

```

For clipping top and bottom the engine also needs to take clipping to slopes into account. After the sprite is clipped to the top or bottom of the wall tile, an offset can be applied to move a sprite up or down a slope. The offset is defined by a lookup table, where the midpoint of the sprite and the wall type from the foreground tile defines the offset.

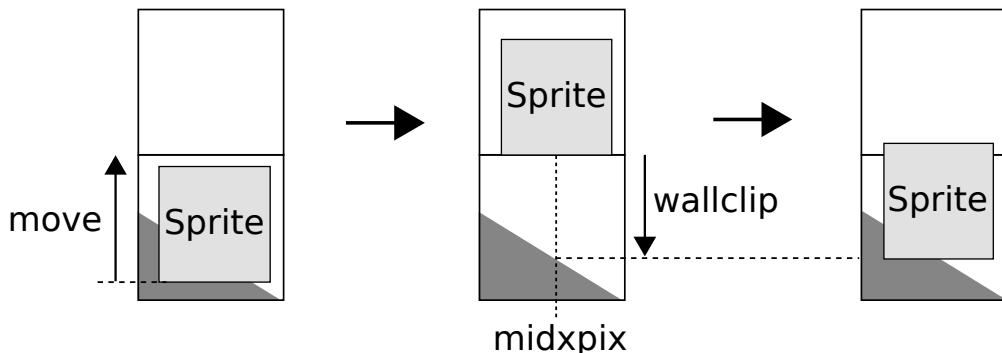


Figure 4.44: Clipping north wall with slope.

```
// walltype / x coordinate (0–15)

int wallclip[8][16] = {      // the height of a given point in a tile
{ 256, 256, 256, 256, 256, 256, 256, 256, 256, 256, 256, 256, 256, 256, 256, 256}, 
{ 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0}, 
{ 0,0x08,0x10,0x18,0x20,0x28,0x30,0x38,0x40,0x48,0x50,0x58,0x60,0x68,0x70,0x78}, 
{0x80,0x88,0x90,0x98,0xa0,0xa8,0xb0,0xb8,0xc0,0xc8,0xd0,0xd8,0xe0,0xe8,0xf0,0xf8}, 
{ 0,0x10,0x20,0x30,0x40,0x50,0x60,0x70,0x80,0x90,0xa0,0xb0,0xc0,0xd0,0xe0,0xf0}, 
{0x78,0x70,0x68,0x60,0x58,0x50,0x48,0x40,0x38,0x30,0x28,0x20,0x18,0x10,0x08, 0}, 
{0xf8,0xf0,0xe8,0xe0,0xd8,0xd0,0xc8,0xc0,0xb8,0xb0,0xa8,0xa0,0x98,0x90,0x88,0x80}, 
{0xf0,0xe0,0xd0,0xc0,0xb0,0xa0,0x90,0x80,0x70,0x60,0x50,0x40,0x30,0x20,0x10, 0}
};
```

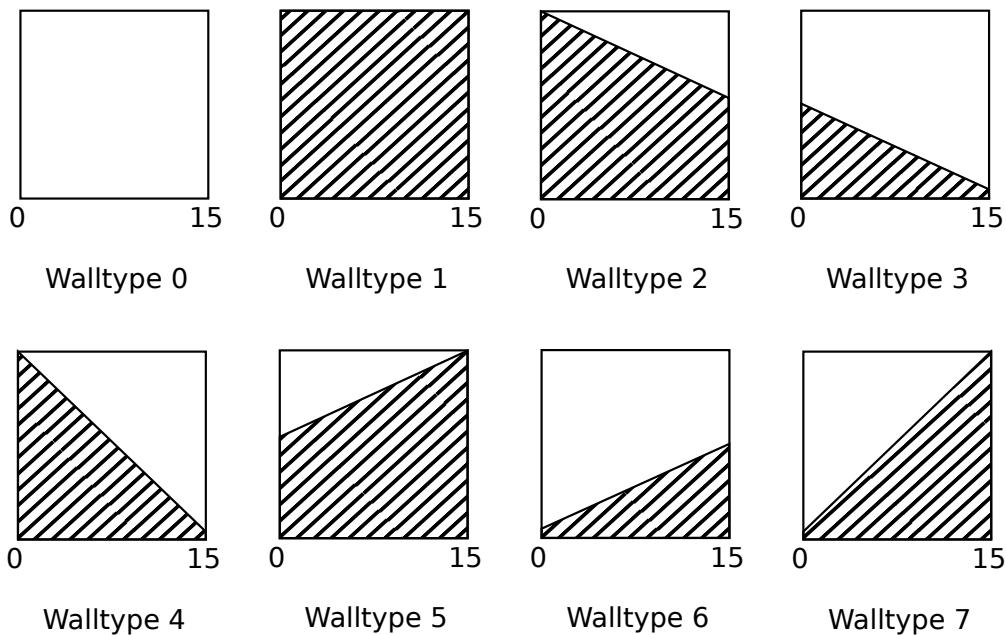


Figure 4.45: Eight different walltypes (slopes) defined.

```

void ClipToEnds (objtype *ob)
{
    ...

    //Get midpoint of sprite [0-15]
    midxpix = (ob->midx&0xf0) >> 4;

    map = (unsigned far *)mapsegs[1] +
        mapbwidhtable[oldtilebottom-1]/2 + ob->tilemidx;
    for (y=oldtilebottom-1 ; y<=ob->tilebottom ; y++, map+=
        mapwidth)
    {
        //Do we hit a NORTH wall
        if (wall = tinf[NORTHWALL+*map])
        {
            //offset from tile border clip
            clip = wallclip[wall&7][midxpix];
            //Clip bottom side actor to top side tile + offset-1
            move = ( (y<<G_T_SHIFT)+clip - 1) - ob->bottom;
            if (move<0 && move>=maxmove)
            {
                ob->hitnorth = wall;
                MoveObjVert (ob,move);
                return;
            }
        }
    }
}

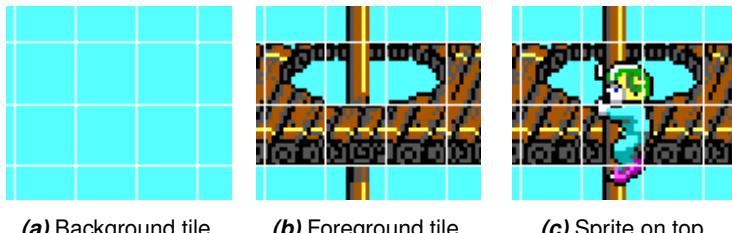
```

4.11.4 Priority of tiles and sprites on screen

The normal screen build is as follows:

1. Draw the background tiles.
2. Draw the masked foreground tiles.
3. Draw the sprites on top of both the background and foreground tiles.

If multiple sprites are displayed on the same tile, each sprite is given a priority 0-3 to define the order of drawing. A sprite with a higher priority number is always displayed on top of lower priority sprites. As sprites are always displayed on top of tiles, this is causing unnatural situation when Commander Keen is climbing through a hole as illustrated in Figure 4.56.



(a) Background tile. (b) Foreground tile. (c) Sprite on top.

Figure 4.46: Unnatural situation where Commander Keen is in front of a hole.

To draw sprites 'inside' a foreground tile, a small trick is used by introducing a priority foreground tile. As explained in section ?? each foreground tile is enriched with INTILE ('inside tile') information. If the highest bit (80h) of INTILE is set, this foreground tile has a higher priority than sprites with a priority 0, 1 or 2. So when drawing the tiles and sprites the following drawing order is applied:

1. Draw the background tile.
2. Draw the masked foreground tile.
3. Draw sprites with priority 0, 1 and 2 (in that order) and mark the corresponding tile in the tile buffer array with '3' as illustrated in Figure 4.51 on page 161.
4. Scan the tile buffer array for tiles marked with '3'. If the corresponding foreground INTILE high bit (80h) is set, redraw the masked foreground tile.
5. Finally, draw sprites with priority 3. These sprites are always on top of everything.

The priority foreground tiles are updated in the `RFL_MaskForegroundTiles()` function.

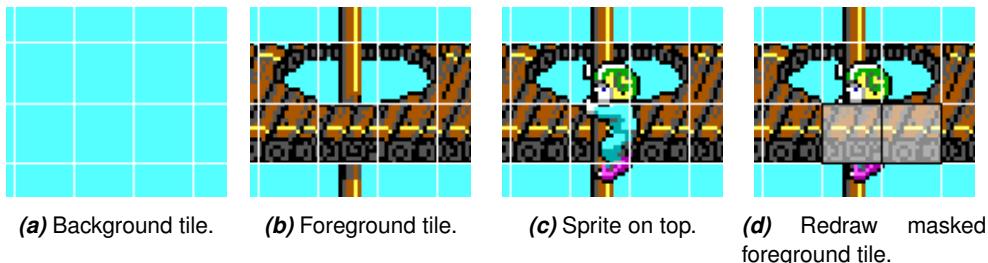


Figure 4.47: Draw sprite inside a tile, by redrawing foreground tile.

```

        jmp SHORT @@realstart      ; start the scan
@@done:
;=====
; all tiles have been scanned
;=====
        ret

@@realstart:
        mov di,[updateptr]
        mov bp,(TILESWIDE+1)*TILESHIGH+2
        add bp,di           ; when di = bx,
        push di            ; all tiles have been scanned
        mov cx,-1          ; definately scan the entire thing
;=====
; scan for a 3 in the update list
;=====
@@findtile:
        mov ax,ss
        mov es,ax           ; scan in the data segment
        mov al,3            ; check for tiles marked as '3's
        pop di             ; place to continue scanning from
        repne scasb
        cmp di,bp
        je @@done
;=====
; found a tile, see if it needs to be masked on
;=====
        push di
        sub di,[updateptr]
        shl di,1
        mov si,[updatemapofs-2+di] ; offset from originmap
        add si,[originmap]
        mov es,[mapsegs+2]         ; foreground map plane segment
        mov si,[es:si]              ; foreground tile number
        or si,si
        jz @@findtile            ; 0 = no foreground tile
        mov bx,si
        add bx,INTILE            ; INTILE tile info table
        mov es,[tinf]
        test [BYTE PTR es:bx],80h ; high bit = masked tile
        jz @@findtile

; mask the tile

```

4.11.5 Manage refresh timing

After each screen refresh a certain amount of time, which we call ticks, has passed. The amount of ticks depends on several factors like amount of tiles refreshed and waiting time for a screen vertical retrace. Since all game actions and reactions rely on the amount of ticks between two refreshes, it is important to keep the tick interval consistent.

Without controlling the tick interval, the state and speed of actors could become unreliable, they could run faster and even can "warp" to an unexpected location. To control refresh intervals, a minimum and maximum number of tics is defined in the refresh loop.

```
#define MINTICS      2
#define MAXTICS      6

void RF_Refresh (void)
{
    [...]

    //
    // calculate tics since last refresh for adaptive timing
    //
    do
    {
        newtime = TimeCount;
        tics = newtime - lasttimecount;
    } while (tics < MINTICS);
    lasttimecount = newtime;

    if (tics > MAXTICS)
    {
        TimeCount -= (tics - MAXTICS);
        tics = MAXTICS;
    }
}
```

The game and all actors are defined in a global coordinate system, which is scaled to 16 times a pixel. The higher resolution enables more precision of movements and better simulation of movement acceleration. Conversion between global and pixel coordinates can be easily performed by bit shift operations.

4.12 use later

```
#define G_P_SHIFT 4 // global >> ?? = pixels

void RFL_CalcOriginStuff (long x, long y)
{
    originxglobal = x;
    originyglobal = y;
    [...]

    //panning 0-15 pixels
    panx = (originxglobal>>G_P_SHIFT) & 15;
    //move CRTC + 1 when move >7 pixels
    pansx = panx & 8;
    pany = pansy = (originyglobal>>G_P_SHIFT) & 15;
    //Start location in VRAM
    panadjust = panx/8 + ylookup[pany];
}
```

4.13 ATR

In the file `id_vw.h` the virtual screen in VRAM is defined by `SCREENSPACE`, which is set to 512x240 pixels ($64 \times 240 = 15,360$ bytes). This is more than sufficient since the visible screen in mode 0xD is 320x200 pixels.

Since one screen only uses 15,360 bytes of VRAM (which is 3,840 bytes per plane), there is more than enough space to store more than two full screens of video data.

Before explaining the scrolling algorithm, let's first explain how the tile layout is organized. The EGA screen in mode 0xD has a resolution of 320x200 pixels. Translated in 16x16 pixel tiles, the screen view has a size of 20x13 tiles (actually 12.5 tiles high, but we round up to 13 tiles). By making the port view one tile higher and wider than the screen, the engine can scroll the screen up to 16 pixels to the right or bottom side of the screen without any tile refresh, by means of adjusting the CRTC Start Address and Pel Pan registers. Finally, the buffer must have enough space to float the view port up to two tiles in all directions (This is

required for later versions of Commander Keen, which will be explained in Section 4.11.2). In total two tile arrays are maintained; one for the view screen and one for the buffer screen.

4.13.1 Adaptive tile refreshment in Commander Keen 1-3

In the this section we explain how the first 3 versions of the game are working¹⁶. Six stages are involved in drawing a 2D scene:

1. Check if the player has moved one tile in any direction.
2. Validate which tiles have changed (both from scrolling and animated tiles), copy these respective tiles to the master page and mark the tiles in both tile arrays (view and buffer tile arrays).
3. Refresh the buffer page by scanning all tiles. If a tile needs to be updated, copy the tile from the master page to the buffer page.
4. Iterate through the sprite removal list and copy corresponding image block from the master page to buffer page.
5. Iterate through the sprite list and copy corresponding sprite image block from RAM to buffer page.
6. Switch the view and buffer page by adjusting the CRTC Start Address and Pel Panning registers.

In the next six screenshots, we take you step-by-step through each of the stages. The player has moved and forces the screen to scroll one tile to the right.

1	1	1	1						
1		1							
1	1	1	1						
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

Tile view array

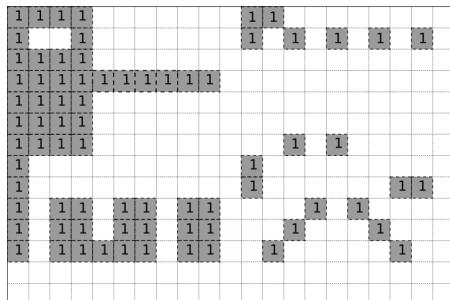
1	1	1	1						
1		1							
1	1	1	1						
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	1	1	1	1

Tile buffer array

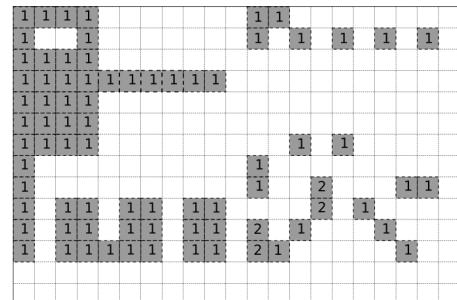
Figure 4.48: Mark all changed tiles with '1' in both tile buffer and tile view array.

¹⁶We can only explain how the algorithm is working without code examples, since the only released code is Keen Dreams which is using the improved algorithm.

If a sprite has moved or disappeared, the latest sprite location is added to the block erase list. For each block in this erase list, erase the sprite by copying the width and height of the sprite block (marked in green in Figure ??) from the master to the buffer page, and mark the corresponding tiles only in the tile buffer array with a '2'.



Tile view array



Tile buffer array

Figure 4.49: Mark removed sprites with '2' in tile buffer array only.

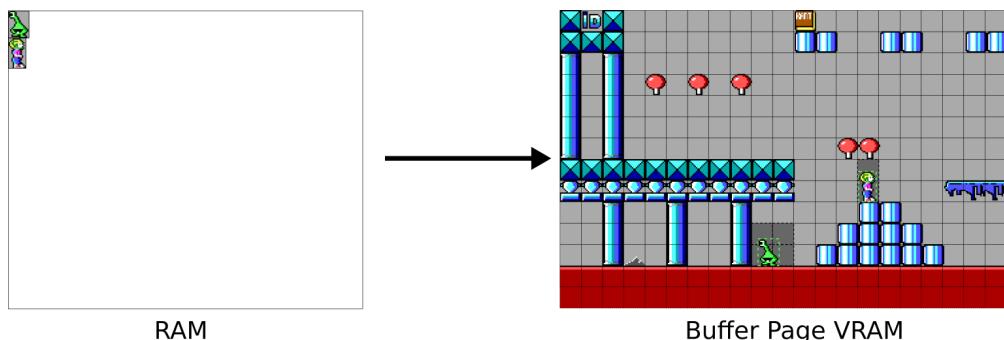


Figure 4.50: Step 5: Scan sprite list and copy sprite onto buffer page

Next, the engine scans the sprite list. Validate if the sprite is in the visible part of the view port and copy the sprite image to the buffer page. Mark the corresponding tiles in the tile buffer array with a '3'.

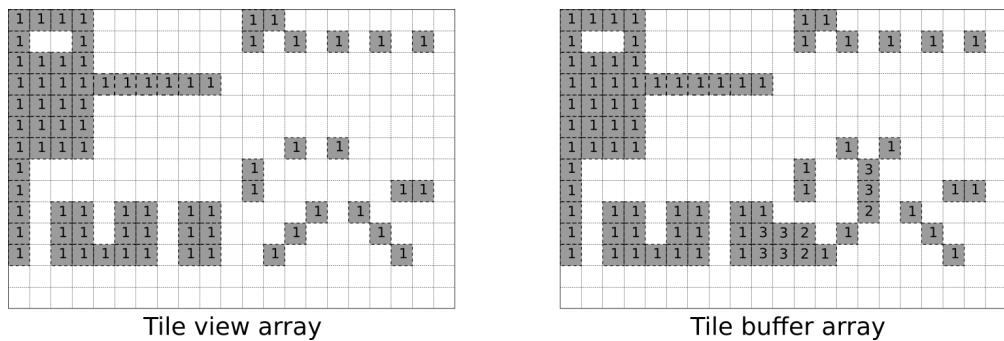


Figure 4.51: Mark new sprites locations with '3' in tile buffer array only.

In the last step, point the visible screen to the buffer page by updating the CRTC start address and horizontal Pel Panning register. Finally, the tile buffer array is cleared to '0' and both arrays are swapped (so tile buffer becomes the tile view). Then step 1 is repeated.

Note that after swapping, the tile buffer array has marked all tiles that have changed from scrolling the screen. This makes sense, as the current buffer page is not yet refreshed (it was displayed in the previous refresh cycle, and we never update the view page).

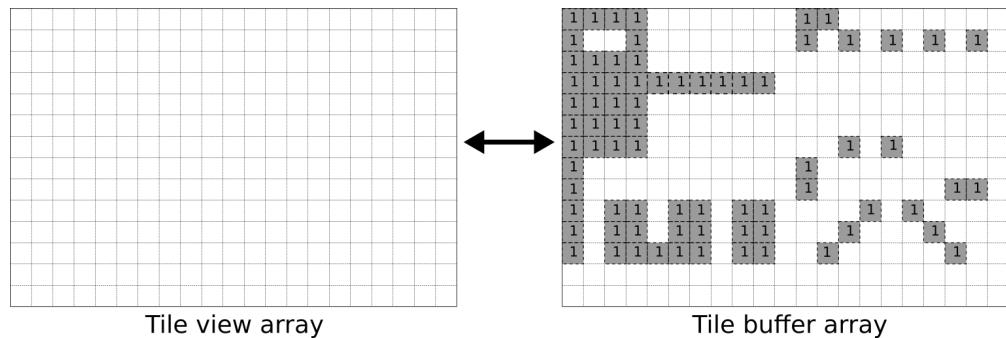


Figure 4.52: Clear tile buffer array and swap tile arrays.

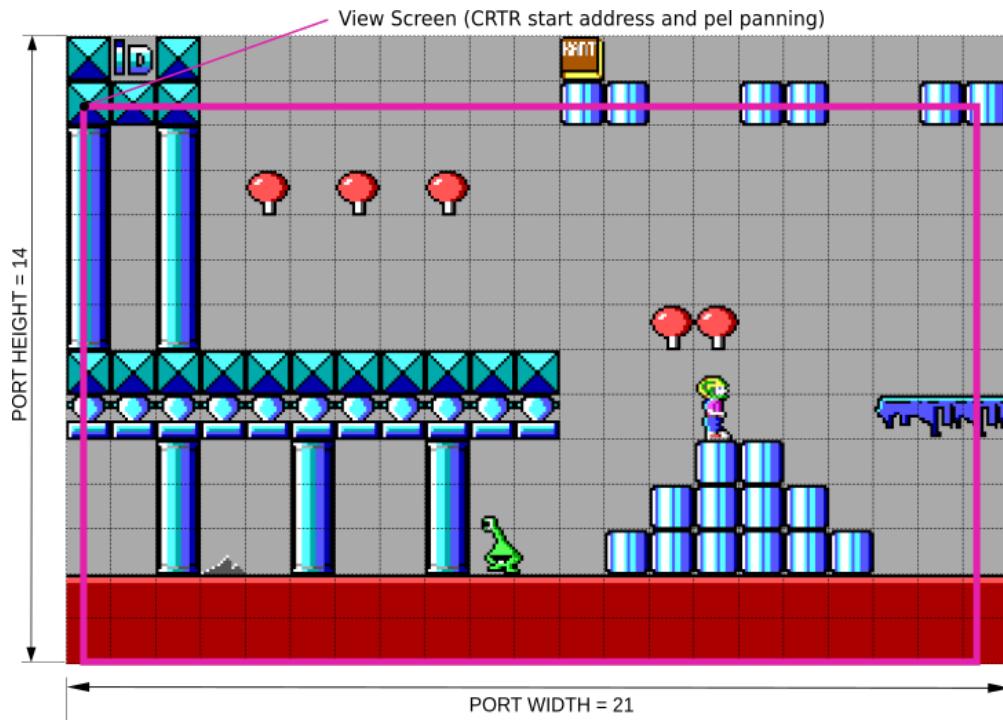


Figure 4.53: Step 6: Swap buffer and screen page

Step 2 and 3 (except for the animated tiles) only needs to happen if Commander Keen is moving more than 16 pixels, where step 4 and 5 normally needs to happen for each refresh. So the number of drawing operations required during each refresh is controllable by the level designer. If they choose to place large regions of identical tiles (the large swathes of constant background), less redrawing (meaning: less redrawing in step 2 and 3) is required.

To take full advantage of this optimization, the refresh algorithm maintains a list of tiles that are already copied on the master page via `tilecache` variable. If a tile is already on the master page the algorithm copies the tile from that location to its destination instead of the RAM location in memory, saving the four separated writes to each memory plane.

4.14 Building layer for layer

Each tile on the screen can contain up to three layers: the background tile, the foreground tile, and a sprite layer. It requires multiple redrawing on the same tile:

1. Draw the background tile or a combined background and foreground tile.
2. Draw the sprites.
3. Re-draw the foreground tile if the sprite should not appear on top.

In the best case, the engine must read and write 128 bytes ($2 * 16 \text{ bytes} * 4 \text{ memory banks}$) to VRAM for a background tile only. In the worst case, up to 512 bytes are needed (background, foreground, sprite, and foreground again), with several bitwise operations involved. For the sake of speed, all code is written in assembly, as explained in the following sections.

4.14.1 Draw background and foreground tiles

Drawing the background tiles is straightforward, as it only involves copying 128 bytes to VRAM. However, drawing foreground tiles on top of the background requires an additional mask layer, which defines which pixels are overwritten by the foreground tile.

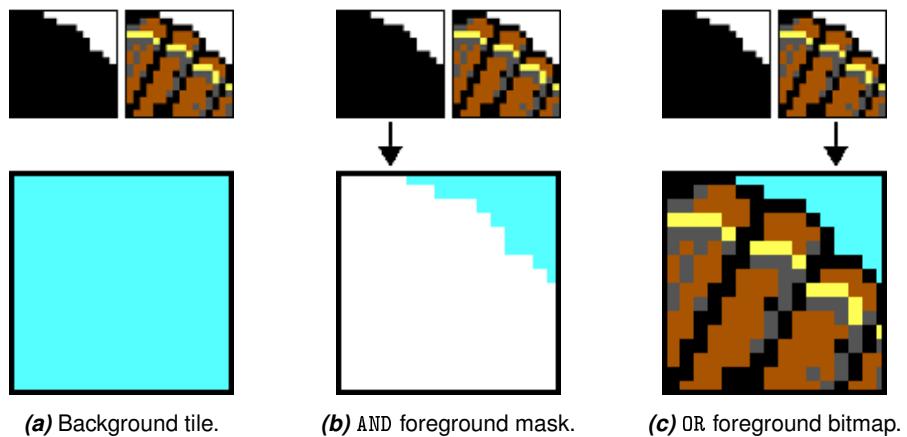


Figure 4.54: Merge foreground with background tile.

Combining the background and foreground tile is handled by the `RFL_NewTile` function, using the `AND` bitwise operator to clear the background and the `OR` bitwise operator to write the foreground tile.

```

PUBLIC RFL_NewTile

[...]
es,[mapsegs+2]           ;foreground plane
mov bx,[es:si]
mov es,[mapsegs]          ;background plane
mov si,[es:si]

[...]
or  bx,bx                 ;do we have foreground tile?
jz  @@singletile          ;draw background tile only
jmp @@maskeddraw          ;draw both together

[...]
@@maskeddraw:
shl bx,1
mov ss,[grsegs+STARTTILE16M*2+bx]
shl si,1
mov ds,[grsegs+STARTTILE16*2+si]

xor si,si                 ;first word of tile data

mov ax,SC_MAPMASK+0001b*256 ;map mask for plane 0

mov di,[cs:screenstartcs]

@@planeloopm:
WORDOUT
tileofs = 0
lineoffset = 0
REPT 16
  mov bx,[si+tileofs]      ;background tile
  and bx,[ss:tileofs]       ;mask
  or  bx,[ss:si+tileofs+32] ;masked data
  mov [es:di+lineoffset],bx
tileofs = tileofs + 2
lineoffset = lineoffset + SCREENWIDTH
ENDM

```

4.14.2 Drawing sprites

The next step is to render sprites on the screen. Most home computers of that era had built-in sprite functionality on the video card. For example, on a MSX computer, one could simply enter

```
PUT SPRITE <SpriteNumber>, <X>, <Y>, Color
```

to display a sprite on the screen. Updating the (X, Y) coordinates would move the sprite, with the display adapter handling everything else. However, the concept of sprites did not exist on EGA cards, so game developers had to implement their own solution.

A challenge arises from the fact that sprites can move freely across the screen and are not byte-aligned. To address this, the bit-shifting technique described in section 4.6.4 is used. When caching a sprite into memory, each sprite is copied four times, with each copy shifted by two or more pixels using this technique. The property `*spr->shifts` determines the number of bit shifts applied to each of the four copies.

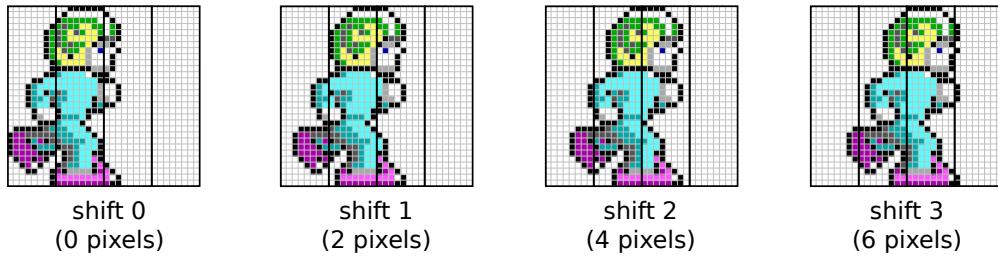


Figure 4.55: Sprite shifted in 4 steps.

Displaying the correct shifted sprite is as simple as

```
#define G_P_SHIFT    4 // global >> ?? = pixels

//Set x,y to top-left corner of sprite
y+=spr->orgy>>G_P_SHIFT;
x+=spr->orgx>>G_P_SHIFT;

shift = (x&7)/2; // Set sprite shift
```

```

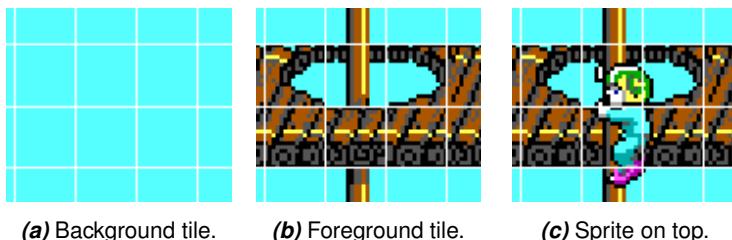
void CAL_CacheSprite (int chunk, char far *compressed)
{
[...]
//
// make the shifts!
//
switch (spr->shifts)
{
case 1: // no shifts
[...]

case 2: // one shift of 4 pixels
for (i=0;i<2;i++)
{
    dest->sourceoffset[i] = shiftstarts[0];
    dest->planesize[i] = smallplane;
    dest->width[i] = spr->width;
}
for (i=2;i<4;i++)
{
    dest->sourceoffset[i] = shiftstarts[1];
    dest->planesize[i] = bigplane;
    dest->width[i] = spr->width+1;
}
CAL_ShiftSprite ((unsigned)grsegs[chunk],dest->
sourceoffset[0],
    dest->sourceoffset[2],spr->width,spr->height,4);
break;

case 4: // four shifts of 2 pixels
[...]
default:
    Quit ("CAL_CacheSprite: Bad shifts number!");
}
}

```

If multiple sprites are displayed on the same tile, each sprite is assigned a priority from 0 to 3 to determine the drawing order. A sprite with a higher priority number is always drawn on top of sprites with a lower priority. Since sprites are always drawn on top of tiles, this can create unnatural situations, such as when Commander Keen is climbing through a hole, as illustrated in Figure 4.56.



(a) Background tile. (b) Foreground tile. (c) Sprite on top.

Figure 4.56: Unnatural situation where Commander Keen is in front of a hole.

To draw sprites 'inside' a foreground tile, a small trick is used by introducing a priority foreground tile. As explained in section ??, each foreground tile is enriched with INTILE ("inside tile") information. If the highest bit (80h) of INTILE is set, that foreground tile has a higher priority than sprites with priority 0, 1, or 2. Therefore, the following drawing order is applied:

1. Draw the background tile and the masked foreground tile.
2. Draw sprites with priority 0, 1, and 2 (in that order), and mark the corresponding tile in the tile buffer array with a '3', as illustrated in Figure 4.51 on page 161.
3. Scan the tile buffer array for tiles marked with '3'. If the corresponding foreground INTILE high bit (80h) is set, redraw the masked foreground tile.
4. Finally, draw sprites with priority 3. These sprites are always drawn on top of everything.

The priority foreground tiles are updated in the `RFL_MaskForegroundTiles()` function.

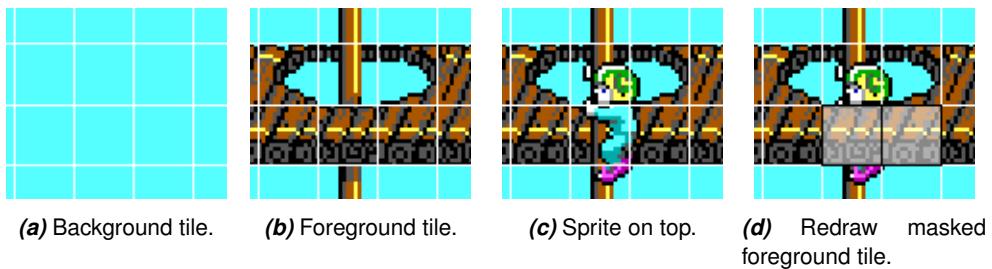


Figure 4.57: Draw sprite inside a tile, by redrawing foreground tile.

```

        jmp SHORT @@realstart      ; start the scan
@@done:
;=====
; all tiles have been scanned
;=====
        ret

@@realstart:
        mov di,[updateptr]
        mov bp,(TILESWIDE+1)*TILESHIGH+2
        add bp,di           ; when di = bx,
        push di            ; all tiles have been scanned
        mov cx,-1          ; definately scan the entire thing
;=====
; scan for a 3 in the update list
;=====
@@findtile:
        mov ax,ss
        mov es,ax           ; scan in the data segment
        mov al,3             ; check for tiles marked as '3's
        pop di              ; place to continue scanning from
        repne scasb
        cmp di,bp
        je @@done
;=====
; found a tile, see if it needs to be masked on
;=====
        push di
        sub di,[updateptr]
        shl di,1
        mov si,[updatemapofs-2+di] ; offset from originmap
        add si,[originmap]
        mov es,[mapsegs+2]         ; foreground map plane segment
        mov si,[es:si]              ; foreground tile number
        or si,si
        jz @@findtile            ; 0 = no foreground tile
        mov bx,si
        add bx,INTILE            ; INTILE tile info table
        mov es,[tinf]
        test [BYTE PTR es:bx],80h ; high bit = masked tile
        jz @@findtile

; mask the tile

```

4.15 Audio and Heartbeat

The audio and heartbeat system runs concurrently with the rest of the program. On an operating system supporting neither multi-processes nor threads this means using interrupts to stop normal execution and perform tasks on the side.

The idea is to configure the hardware to trigger a hardware interrupt at a regular interval. This interrupt is caught by a system called PIC which transforms it into a software interrupt, or IRQ. The software interrupt ID is used as an offset in a vector to look up a function belonging to the engine. At this point, the CPU is stopped (a.k.a: interrupted) from doing whatever it was doing (likely running the 2D renderer), and it starts running the interrupt handler which is called an ISR¹⁷. We now have two systems running in parallel.

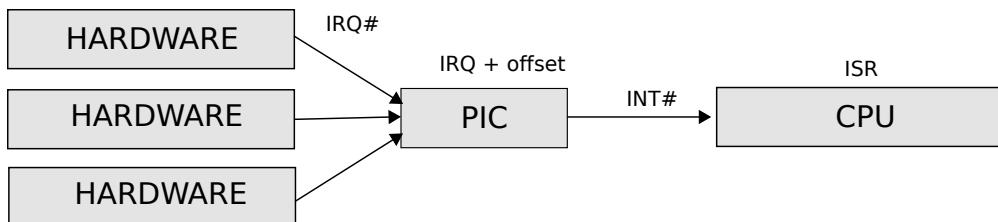


Figure 4.58: Hardware interrupts are translated to software interrupt via the PIC.

Since interrupts keep triggering constantly from various sources, an ISR must choose what should happen if an IRQ is raised while it is still running. There are two options. The ISR can decide it needs a "long" time to run and disable other IRQs via the IMR¹⁸. This path introduces the problem of discarding important information such as keyboard or mouse inputs.

Alternately, the ISR can decide not to mask other IRQs and do what it is supposed to do as fast as possible so as to not delay the firing of other important interrupts that may lose data if they aren't serviced quickly enough. Keen Dreams uses the latter approach and keeps tasks in its ISR very small and short.

¹⁷Interrupt Service Routine

¹⁸Interrupt Mask Register

4.15.1 IRQs and ISRs

The IRQ and ISR system relies on two chips: the Intel 8254 which is a PIT¹⁹ and the Intel 8259 which is a PIC²⁰. The PIT features a crystal oscillating in square waves. The PIT contains three channels, each connected with a counter. On each period, it decrements its three counters. Counter #2 is connected to the buzzer and generates sounds. Counter #1 is connected to the RAM in order to automatically perform something called "memory refresh"²¹. Counter #0 is connected to the PIC. When counter #0 hits zero it generates an IRQ²² and sends it to the PIC.

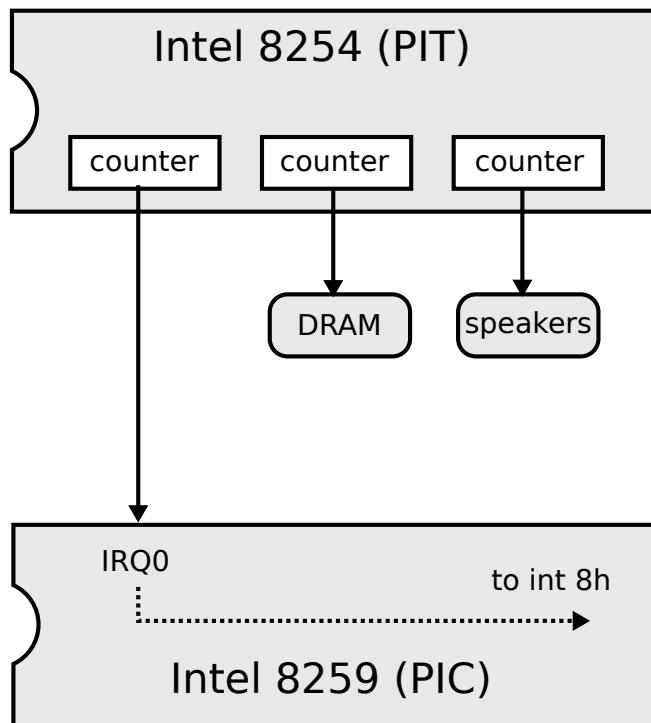


Figure 4.59: Interactions between PIT and PIC.

The PIC's hardware IRQ-0 to IRQ-8 are mapped to the Interrupt Vector starting at Offset 8 (resulting in mapping to software interrupts INT08 to INT0F).

¹⁹Programmable Interval Timer

²⁰Programmable Interrupt Controller

²¹Without frequent refresh, DRAM will lose its content. This is one of the reasons it is slower and SRAM is preferred in the caching system.

²²Interrupt Request Line: Hardware lines over which devices can send interrupt signals to the CPU.

I.V.T Entry #	Type
00h	CPU divide by zero
01h	Debug single step
02h	Non Maskable Interrupt
03h	Debug breakpoints
04h	Arithmetic overflow
05h	BIOS provided Print Screen routine
06h	Invalid opcode
07h	No math chip
08h	IRQ0, System timer
09h	IRQ1, Keyboard controller
0Ah	IRQ2, Bus cascade services for second 8259
0Bh	IRQ3, Serial port COM2
0Ch	IRQ4, Serial port COM1
0Dh	IRQ5, LPT2, Parallel port (HDD on XT)
0Eh	IRQ6, Floppy Disk Controller
0Fh	IRQ7, LPT1, Parallel port
10h	Video services (VGA)
11h	Equipment check
12h	Memory size determination

Figure 4.60: The Interrupt Vector Table (entries 0 to 18).

Notice #8 which is associated with the System timer and usually updates the operating system clock at 18.2 ticks per second. Because IVT #8 was hijacked, the operating system clock is not updated while Commander Keen runs. Upon exiting the game, DOS will run late by the amount of time played.

Using these two chips and placing its own function at Interrupt Vector Table (IVT) #8, the engine can stop its runtime at a regular interval, effectively implementing a subsystem running concurrently with everything else.

IVT #8 is also responsible for turning off the floppy disk motor after a disk read or write operation. The timer interrupt maintains a disk motor shutoff counter which is decreased every time the timer interrupt is called. When the counter reaches 0, the interrupt timer shuts off the disk motor. But since IVT #8 is hijacked, this function is never called and the floppy disk motor keeps running forever. Although this is not an issue, it might give the user the idea that the floppy is still transferring data.

So solve the problem, the timer interrupt subsystem performs a check if any of the disk motors is still running. Checking the status of the disk motors can be done via the BIOS Data Area, which is a section of memory located at segment 0040h and stores many

variables indicating information about the state of the computer²³:

- BIOS data address 40h:3Fh contains the motor status, where bit 0 flags if the disk 1 motor is on and bit 1 if disk 2 motor is on.
- BIOS data address 40h:40h holds the disk motor shutoff counter, used by the original timer interrupt. The counter is lowered by the timer interrupt vector and once the counter reaches 0, it will turn off the disk motor.

The interrupt subsystem is taking over this functionality and validates if any of the two disk motors is running and then decrements the disk motor shutoff counter. In case the shutoff counter is 0 or 1 the original timer interrupt is being called, to shut down the disk motor.

```
// If one of the drives is on,
// and we're not told to leave it on...
if ((peekb(0x40,0x3f) & 3) && !LeaveDriveOn)
{
    if (!(--drivecount))
    {
        drivecount = 5;

        sdcount = peekb(0x40,0x40); // Get system drive count
        if (sdcount < 2)           // Time to turn it off
        {
            // Wait until it's off
            while ((peekb(0x40,0x3f) & 3))
            {
                asm pushf
                t00ldService(); // Call original timer interrupt
            }
        }
        else // Not time yet, just decrement counter
            pokeb(0x40,0x40,--sdcount);
    }
}
```

4.15.2 PIT and PIC

The PIT chip runs at 1.193182 MHz. This initially seems like an odd choice from the hardware designers, but has a logical origin. In 1980 when the first IBM PC 5150 was designed, the common oscillator used in television circuitry was running at 14.31818 MHz. As it was mass produced, the TV oscillator was very cheap so utilizing it in the PC drove down cost.

²³For a full overview of BIOS Data Area see https://www.stanislavs.org/helppc/bios_data_area.html.

Engineers built the PC timer around it, dividing the frequency by 3 for the CPU (which is why the Intel ran at 4.7MHz), and dividing by 4 to 3.57MHz for the CGA video card. By logically ANDing these signals together, a frequency equivalent to the base frequency divided by 12 was created. This frequency is 1.1931816666 MHz. By 1990, oscillators were much cheaper and could have used any frequency but backward compatibility prevented this.

4.15.3 Interrupt Frequency

Each counter on the PIT chip is 16-bit, which is decremented after each period. An IRQ is generated and sent to the PIC whenever the counter wraps around after $2^{16} = 65,536$ decrements. So at default, the interrupts are generated at a frequency of $1.19318\text{MHz} / 65,536 = 18.2\text{Hz}$. Some programs require a faster period than the 18.2 interrupts/second standard rate (for example, execution profilers). So they reprogram the timer by changing the counter value.

```
// Set the number of interrupts generated
// by system timer 0 per second
static void SDL_SetIntsPerSec(word ints)
{
    SDL_SetTimer0(1192755 / ints);
}

// Sets system timer 0 to the specified speed
static void SDL_SetTimer0(word speed)
{
    outportb(0x43, 0x36);           // Change PIT counter 0
    outportb(0x40, speed);         // Speed is counter decrements
    outportb(0x40, speed >> 8); // to send interrupt
}
```

Trivia : Note that `SDL_SetTimer0` is using a frequency of 1.192755MHz, instead of the PIT documented 1.193182MHz. Most likely the value is based on 18.2 interrupts per second * 65,536 = 1192755Hz.

So the engine can decide at what frequency to be interrupted, depending on the type of sound/music it needs to play and what devices will be used. As a result, two frequencies are defined:

1. Running at 140Hz to play sound effects and music on the PC beeper, AdLib and SoundBlaster.
2. Running at 700Hz to play sound effects and music on Disney Sound Source.

```
#define TickBase 70

typedef enum {
    sdm_Off,
    sdm_PC,
    sdm_AdLib,
    sdm_SoundBlaster
    sdm_SoundSource
} SDMode;

static word t0CountTable[] = {2,2,2,2,10,10};

boolean SD_SetSoundMode(SDMode mode)
{
    word rate;

    if (result && (mode != SoundMode))
    {
        SDL_ShutDevice();
        SoundMode = mode;
        SDL_StartDevice();
    }

    // Interrupt refresh to either 140Hz or 700Hz
    rate = TickBase * t0CountTable[SoundMode];
    SDL_SetIntsPerSec(rate);
}
```

4.15.4 Heartbeats

Each time the interrupt system triggers, it runs another small (yet paramount) system before taking care of audio requests. The sole goal of this heartbeat system is to maintain a 32-bit variable: TimeCount.

```

longword TimeCount;

static void interrupt SDL_t0Service(void)
{
    static word count = 1,

    if (!(--count))
    {
        // Set count to match 70Hz update
        count = t0CountTable[SoundMode];
        TimeCount++;
    }

    outportb(0x20, 0x20); // Acknowledge the interrupt
}

```

It is updated at a rate of 70 units per seconds, to match the VGA update²⁴ rate of 70Hz. These units are called "ticks". Depending on how fast the audio system runs (from 140Hz to 700Hz), it adjusts how frequent it should increase TimeCount to keep the game rate at 70Hz.

Every system in the engine uses this variable to pace itself. The renderer will not start rendering a frame until at least one tick has passed. The AI system expresses action duration in tick units. The input sampler checks for how long a key was pressed, and the list goes on. Everything interacting with human players uses TimeCount.

4.15.5 Audio System

The audio system is complex because of the fragmentation of audio devices it can deal with. The early 90's was a time before Windows 95 harnessed all audio cards under the DirectSound common API. Each development studio had to write their own abstraction layer and id Software was no exception. At a high level, the Sound Manager offers a lean API divided in two categories: one for sounds and one for music.

```

void      SD_Startup(void);
void      SD_Shutdown(void);

[...]

```

²⁴EGA was updated at a rate of 60Hz. Some games, like Keen Dreams, are developed with VGA already in mind.

```
[...]
```

```
void      SD_Default(boolean gotit, SDMode sd, SMMode sm);
void      SD_PlaySound(word sound);
void      SD_StopSound(void);
void      SD_WaitSoundDone(void);

void      SD_StartMusic(Ptr music);
void      SD_FadeOutMusic(void);
boolean   SD_MusicPlaying(void);
boolean   SD_SetSoundMode(SDMode mode);
boolean   SD_SetMusicMode(SMMode mode);
word     SD_SoundPlaying(void);
```

But in the implementation lies a maze of functions directly accessing the I/O port of four sound outputs: AdLib, SoundBlaster, Buzzer, and Disney Sound Source. All belong to one of the three supported families of sound generators: FM Synthesizer (Frequency Modulation), PCM (Pulse Code Modulation) or Square Waves (PC speaker).

Sounds effects are stored in three formats.

1. PC Speaker.
2. AdLib.
3. SoundBlaster/Disney Sound Source.

They are all packaged in the `AudioT` archive created by Muse. Sounds are segregated by format but always stored in the same order. This way a sound can be accessed in three formats by using `STARTPCSOUNDS + sound_ID` or `STARTADLIBSOUNDS + sound_ID`.

Despite being part of the source code, support for digital effects for the SoundBlaster & Sound Source devices was cut prior to release of Commander Keen Dreams. Therefore I won't explain digital effects (PCM) in this book²⁵.

²⁵For further details on digital sound and PCM, there is an excellent read in the book "Game engine blackbook - Wolfenstein 3D" by Fabien Sanglard.

```
//////////  
//  
// MUSE Header for .KDR  
// Created Mon Jul 01 18:21:23 1991  
//  
//////////  
  
#define NUMSOUNDS          28  
#define NUM SND CHUNKS      84  
  
//  
// Sound names & indexes  
//  
#define KEENWALK1SND        0  
#define KEENWALK2SND        1  
#define JUMPSND              2  
#define LANDSND              3  
#define THROWSND             4  
#define DIVESND              5  
#define GETPOWERSND          6  
#define GETPOINTSSND         7  
#define GETBOMBSND            8  
#define FLOWERPOWERSND       9  
#define UNFLOWERPOWERSND     10  
[...]  
#define OPENDOORSND          19  
#define THROWBOMBSND         20  
#define BOMBBOOMSND          21  
#define BOOBUSGONESND        22  
#define GETKEYSND             23  
#define GRAPESCREAMSND       24  
#define PLUMMETSND            25  
#define CLICKSND              26  
#define TICKSND                27  
  
//  
// Base offsets  
//  
#define STARTPCSOUNDS         0  
#define STARTADLIBSOUNDS       28  
#define STARTDIGISOUNDS        56  
#define STARTMUSIC              84
```

4.15.5.1 FM Synthesizer: OPL2/YM3812 Programming

Programming the OPL2 output is esoteric to say the least. AdLib and Creative did publish SDKs but they were expensive. Documentation was sparse and often cryptic. Today, they are very difficult to find.

The OPL2 is made of 9 channels capable of emulating instruments. Each channel is made of two oscillators: a Modulator whose outputs are fed into a Carrier's input. Each channel has individual settings including frequency and envelope (composed of attack rate, decay rate, sustain level, release rate, and vibrato). Each oscillator can also pick a waveform (these characteristic forms are what gave the YM3812 its recognizable sound).

To control all of these channels, a developer must configure the OPL2's 244 internal registers. These are all accessed via two external I/O ports. One port is for selecting the card's internal register and the other is to read/write data to it.

```
0x388 - Address/Status port (R/W)  
0x389 - Data port (W/O)
```

When the AdLib was first conceived in 1986, it was tested on IBM XTs and ATs, none of which exceeded a speed of 6 MHz. They wrote their specification based on this, writing that while the AdLib required a certain amount of "wait time" between commands, it was okay to send them as fast as possible because no PC was faster than the minimum wait time. They later found out that a Intel 386 was fast enough to send commands faster than the AdLib was expecting them, and they changed their specification to mention a minimum 35 microseconds wait time between commands.

The Programming Guide was amended with reliable specs to wait 3.3 microseconds after a register select write, and 23 microseconds after a data write. For Keen Dreams it is implemented as a 10 microseconds and 25 microseconds respectively.

```
//////////  
//  
//  alOut(n,b) - Puts b in AdLib card register n  
//  
//////////  
void  
alOut(byte n,byte b)  
{  
    asm pushf  
    asm cli  
  
    asm mov dx,0x388  
    asm mov al,[n]  
    asm out dx,al  
    SDL_Delay(TimerDelay10);      //wait 10ms  
  
    asm mov dx,0x389  
    asm mov al,[b]  
    asm out dx,al  
  
    asm popf  
  
    SDL_Delay(TimerDelay25);      //wait 25ms  
}
```

The engine does not know about any of the details of the OPL2. There is zero abstraction layer of transformation here. An IMF sound is made of a series of messages containing the values to write to the register and data ports of the OPL2.

Every time the audio system wakes up via the timer interrupt, it checks if a sound effects should be sent, and plays the next sample out through the AdLib card.

4.15.6 PC Speaker: Square Waves

The hardware chapter described a problem for sound effects: the default PC speaker could only generate square waves, resulting in long beeps which are not acceptable for gaming.

The solution was to approximate a tune by placing the PC Speaker in repeat mode and make it change frequency every 1/140th of a second. It is simpler to understand when the signal is a simple sinusoid:



Figure 4.61: The original sound.



Figure 4.62: The same sound approximated with square wave and frequency changes.

To do this, the audio system once again relies on the PIT chipset. Channel 0 is used to trigger the audio system. Channel 1 is used to refresh the RAM periodically. Channel 2, however, is directly connected to the PC Speaker.

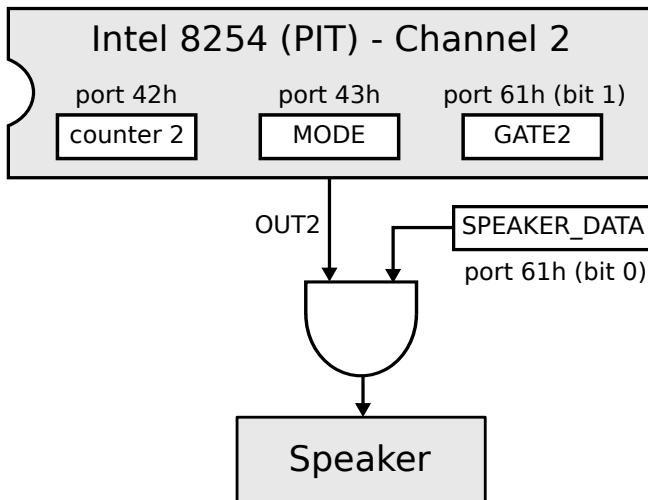


Figure 4.63: Built-in speaker hardware diagram.

OUT2 is the output of Channel 2 of the PIT, GATE2 is the enable/trigger control for the Channel 2 counter, and SPEAKER_DATA to control the speaker volume. The trick is to set OUT2 to square wave mode so it will repeat after it triggers and program the desired square wave frequency. This can be done by setting MODE in the PIT Command register to Mode 3.

Mode	Type
0	Interrupt on Terminal Count
1	Hardware Re-triggerable One-shot
2	Rate Generator
3	Square Wave Generator
4	Software Triggered Strobe
5	Hardware Triggered Strobe

Figure 4.64: Available modes of a PIT counter.

When instructed to play a PC Speaker sound effect, the audio system sets itself to run at 140Hz via PIT Counter 0. Every time it wakes up, it reads the frequency to maintain for the next 1/140th of a second and writes it to Counter 2. The frequencies to use are encoded as a stream of bytes, the value of which is decoded as follows:

```
frequency = 1193181 / (value * 60)
```

While the end result was not great, it was better than a beep.

```
static void SDL_PCSERVICE(void)
{
    byte s;
    word t;

    [...]

    s = *pcSound++;

    asm pushf
    asm cli

    if (s)                      // We have a frequency!
    {
        t = pcSoundLookup[s];
        asm mov bx,[t]

        asm mov al,0xb6 // Write to channel 2 (speaker) timer
        asm out 43h,al
        asm mov al,bl
        asm out 42h,al // Low byte
        asm mov al,bh
        asm out 42h,al // High byte

        asm in al,0x61 // Turn the speaker & gate on
        asm or al,3
        asm out 0x61,al
    }
    else                         // Time for some silence
    {
        asm in al,0x61 // Turn the speaker & gate off
        asm and al,0xfc // ~3
        asm out 0x61,al
    }

    asm popf
}
```

Notice how the `*` 60 is not calculated but looked up. Once again the engine tries to save as much CPU time as possible by using a bit of RAM. The frequency is read from a lookup table `pcSoundLookup`.

```
word      pcSoundLookup[255];  
  
void  
SD_Startup(void)  
{  
    [...]  
  
    for (i = 0; i < 255; i++)  
        pcSoundLookup[i] = i * 60;  
  
}
```

Notice how 0xb6 (10110110) is sent to the PIC Command register²⁶

- 10 = Target Counter 2.
- 11 = High & low byte of counter updated.
- 011 = (MODE) Square Wave Generator.
- 0 = 16-bit mode.

4.16 User Inputs

In an era before Microsoft harnessed all inputs under DirectInput API with Windows 95, developers had to write drivers for each input type they wanted to support. This involved talking directly to the hardware in the vendor's protocol on a physical port. The keyboard is plugged into a PS/2 or AT port, the mouse to a serial port (DE-9), and the joystick to a game port (DA-15).

4.16.1 Keyboard

As the keyboard is the standard and oldest input medium, it is fairly easy to access. When a key is pressed, the interrupt is routed to an ISR in the Vector Interrupt Table. The engine installs its own ISR there.

²⁶See https://wiki.osdev.org/Programmable_Interval_Timer for details.

```
#define KeyInt      9 // The keyboard ISR number

static void INL_StartKbd(void) {

    IN_ClearKeysDown();

    OldKeyVect = getvect(KeyInt);
    setvect(KeyInt, INL_KeyService);

    INL_KeyHook = 0; // Clear key hook
}

static void interrupt INL_KeyService(void) {
    byte k;
    k = inportb(0x60); // Get the scan code

    // Tell the XT keyboard controller to clear the key
    outportb(0x61,(temp = inportb(0x61)) | 0x80);
    outportb(0x61,temp);

    [...] // Process scan code.
    Keyboard[k] = XXX;

    outportb(0x20,0x20); // ACK interrupt to interrupt system
}
}
```

The state of the keyboard is maintained in a global array `Keyboard`, available for the entire engine to lookup.

```
#define NumCodes 128
boolean Keyboard[NumCodes];
```

4.16.2 Mouse

A driver has to be loaded at startup for the mouse to be accessible. DOS did not come with one. It was usually on a vendor provided floppy disk. `MOUSE.COM` (or `MOUSE.SYS`) had to be added to `config.sys` so it would reside in RAM. It was usually stored in `DOS` folder.

```
C:\DOS\MOUSE.COM
```

The driver takes almost 5KiB of RAM. With the driver loaded all interactions happen with

software interrupt 0x33. The interface works with requests issued in register AX²⁷ and responses issued in registers CX, BX and DX. With Borland compiler syntactic sugar it is easy to write with almost no boilerplate (notice direct access to registers thanks to _AX and co special keywords).

```
#define MouseInt 0x33
#define Mouse(x) _AX = x, geninterrupt(MouseInt)

static void INL_GetMouseDelta(int *x, int *y) {
    Mouse(MDelta);
    *x = _CX;
    *y = _DX;
}
```

Request	Type	Response
AX=0	Get Status	AX = FFFFh : available. AX Value = 0 : not available
AX=1	Show Pointer	
AX=2	Hide Pointer	
AX=3	Mouse Position	CX = X Coordinate, DX = Y Coordinate
AX=3	Mouse Buttons	BX = 1 Left Pressed, BX = 2 Right Pressed, BX = 3 Center Button Pressed
AX=7	Set Horizontal Limit	CX=MaxX1 DX=MaxX2
AX=8	Set Vertical Limit	CX=MaxY1 DX=MaxY2
AX=11	Read Mouse Motion Counters	CX = horizontal mickey count ²⁸ , DX = vertical mickey count

Figure 4.65: Mouse request/response.

4.16.3 Joystick

All interactions with the joystick happen over I/O port 0x201. Two joysticks can be chained together and the state of both of them fits in a byte.

²⁷For a full overview of all mouse interrupt function, see https://www.stanislav.org/helppc/int_33.html.

²⁸values are 1/200 inch intervals (1 mickey = 1/200 in.).

```

word INL_GetJoyButtons(word joy){
    register word result;

    result = inportb(0x201); // Get all the joystick buttons
    result >>= joy? 6 : 4; // Shift into bits 0-1
    result &= 3;           // Mask off the useless bits
    result ^= 3;
    return(result);
}

```

Bit Number	Meaning
0	Joystick A, X Axis
1	Joystick A, Y Axis
2	Joystick B, X Axis
3	Joystick B, Y Axis
4	Joystick A, Button 1
5	Joystick A, Button 2
6	Joystick B, Button 1
7	Joystick B, Button 2

Figure 4.66: Joystick sampling bits and their meaning.

The API looks clean at first, with each button associated with a bit indicating whether it is pressed or not. But if you take a closer look you will notice there is only one bit of information per axis, which is not enough to encode the position of a stick. This bit is actually a flag allowing an analog input to be converted into a digital value. To better understand, let's dive into details.

On the joystick side, each axis is connected to a $100\text{k}\Omega$ potentiometer. An applied 5V voltage generates a variable current based on the stick position (from Ohm's law where $I = \frac{V}{R}$).

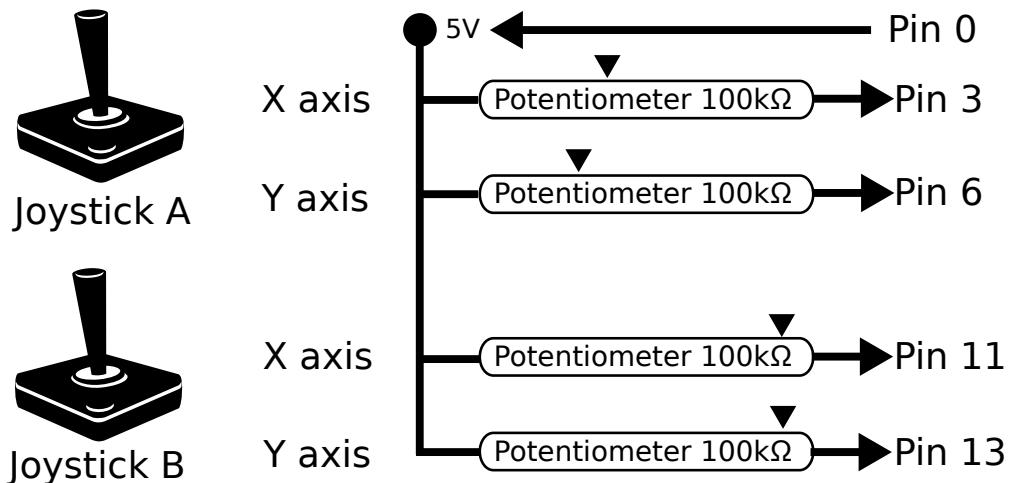


Figure 4.67: Two joysticks and the four potentiometers connected to the game port pins.

On the joystick side each pin carrying the current is connected to monostable multivibrators (which is a complicated name for a capacitor able to output 1 when it is charged and 0 when it is charging). The idea is to infer the position of the stick by measuring how long the vibrator takes to charge (a strong current will charge the capacitor faster than a weak current).

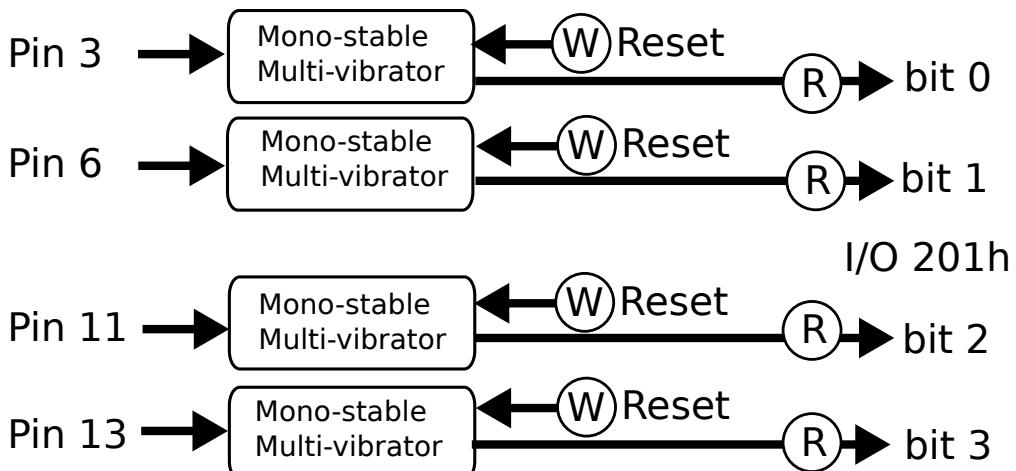


Figure 4.68: Each potentiometer is connected to a capacitor able to output either 0 or 1 depending on its charging state.

On the CPU side, retrieving the stick position is a three-step process:

1. Write **(W)** any value to I/O port 201h. This will discharge all capacitors.
2. Initialize a counter to zero and read **(R)** from 201h. At first all bits 0-4 will be equal to zero.
3. Loop forever (or until counter == 0xFFFF as a safety measure) increase counter on each iteration. Save the counter value for each bit when it is flipped to 1.

On a 286 CPU the counter value can range from 7 to 900 depending on the stick/capacitor position. On a 386 CPU, which will run loops faster, these values would be higher. Hence the values measured can only be translated to a stick position if they are compared to a min and a max.

This explains why joysticks have to be calibrated. For the flight simulators of the 90s where accurate position was needed, the player would be asked to put the joystick in upper-left position (to set the potentiometers on both axis to minimum resistance) and press a button to read the "loop count". The player would then repeat the operation at the lower right position so that the system would know the min and max "loop count" for this joystick/CPU combination.²⁹



Figure 4.69: Strike Commander startup screen makes you calibrate your joystick.

There is no calibration process in Commander Keen because when the engine starts up it samples the loop count and assumes the joystick is in neutral position. When the game runs and joystick position is needed, the engine samples loop count and compares the count to what was measured with neutral. It is not enough to calculate the exact stick position on each axis but it is enough to determine up/down and left/right using >, == (with epsilon) and < comparison operations.

²⁹The Mark-1 FCS by Thrustmaster and Flightstick Pro by CH were the best flight controllers of the 90s. They used all bits for one controller, offering a device with four buttons with the extra two axes serving as a four-way view hat.

4.17 Performance and other Tricks

Various smart techniques were employed to ensure every CPU cycle counted. This section explores some of the techniques used in Commander Keen.

4.17.1 Tile caching

When updating the master screen in VRAM, the engine copies each tile from RAM to VRAM. Each pixel requires a read and write operation to the four memory banks. As explained in section 4.11.1, by reprogramming the latches on the EGA card, it was possible to copy four bytes at once from one VRAM location to another VRAM location. This trick could be applied to tiles if they contained only a background tile with no foreground layer.

Once a background tile is loaded into the master screen, any subsequent requests for the same tile can be handled by copying it directly from VRAM, applying the reprogrammed latches, rather than from RAM to VRAM. The engine only needs to maintain which background tiles are already loaded into VRAM, which is done via an array.

```
unsigned tilecache[NUMTILE16];
```

The assembly function RFL_NewTile is responsible for drawing tiles to the master screen. It first checks if the background tile is already available in the tile cache array. If it is, the tile is copied with 32 bits per cycle from VRAM. If it is not, the tile is loaded from RAM, and the memory pointer in VRAM for that tile is stored in the tile cache array, allowing future requests to be served from VRAM.

```
PROC RFL_NewTile updateoffset:WORD
[...]
mov ax,[tilecache+si]
or ax,ax
jz @@singlemain ; if 0, tile not in cache
;=====
; Draw single tile from cache
;=====
[...]
ret
;=====
; Draw single tile from main memory
;=====
@@singlemain:
mov ax,[cs:screenstartcs]
mov [tilecache+si],ax ;next time it can be drawn from
here with latch
```

4.17.2 Memory alignment

The 286 CPU can read and write 16 bits in a single cycle, but there is a caveat: this only works when accessing even memory addresses. Even worse, writing a word at offset address FFFFh causes an exception.

Since a tile is word-aligned (16 bits wide) and the screen is refreshed in tile-size steps, it is always aligned with even memory addresses. However, this is not the case for sprites, which are byte-aligned. When a sprite is drawn starting from an odd memory address, the CPU can only read and write 8 bits at a time. To utilize the 16-bit data bus and avoiding the memory exception, the engine first checks whether the destination is at an even or odd memory address. If the address is odd, it first writes a byte to VRAM to align the next operation to an even address, after which it continues writing in 16-bit words. To optimize sprite writing to VRAM, the engine uses small function routines for each combination of sprite width and even/odd address alignment.

Sprite width (bytes)	Start address	
	Even	Odd
1	Byte	Byte
2	Word	Byte, Byte
3	Word, Byte	Byte, Word
4	Word, Word	Byte, Word, Byte
5	Word, Word, Byte	Byte, Word, Word
6	Word, Word, Word	Byte, Word, Word, Byte
7	Word, Word, Word, Byte	Byte, Word, Word, Word
8	Word, Word, Word, Word	Byte, Word, Word, Word, Byte
9	Word, Word, Word, Word, Byte	Byte, Word, Word, Word, Word
10	Word, Word, Word, Word, Word	Byte, Word, Word, Word, Word, Byte

```
EVEN  
mask1E:  
    MASKBYTE  
    SPRITELoop    mask1E  
  
EVEN  
mask2E:  
    MASKWORD  
    SPRITELoop    mask2E  
  
EVEN  
mask20:  
    MASKBYTE  
    MASKBYTE  
    SPRITELoop    mask20
```

Each function pointer is stored in a `maskroutines` array. By cleverly using bit-shift operations and the Carry Flag (CF), the engine calls the appropriate function to write the sprite to VRAM.

```

maskroutines    dw    mask0 ,mask0 ,mask1E,mask1E,mask2E,mask20 ,
mask3E ,mask30
                dw    mask4E,mask40 ,mask5E ,mask50 ,mask6E ,mask60
                dw    mask7E ,mask70 ,mask8E ,mask80 ,mask9E ,mask90
                dw    mask10E,mask100

routinetouse   dw    ?

PROC    VW_MaskBlock    segm:WORD , ofs:WORD , dest:WORD , wide:
WORD , height:WORD , planesize:WORD

[...]

@@unwoundroutine:
    mov cx ,[dest]
    shr cx ,1
    rcl di ,1           ;shift a 1 in if destination is odd
    shl di ,1           ;to index into a word width table
    mov ax ,[maskroutines+di] ;call the right routine
    mov [routinetouse],ax    ;and store the function pointer

@@startloop:
    mov ds ,[segm]

@@drawplane:
    [...]
    mov si ,[ofs]          ;start back at the top of the mask
    mov di ,[dest]          ;start at same place in all planes
    mov cx ,[height]        ;scan lines to draw
    mov dx ,[ss:linedelta]

    jmp [ss:routinetouse]   ;draw one plane

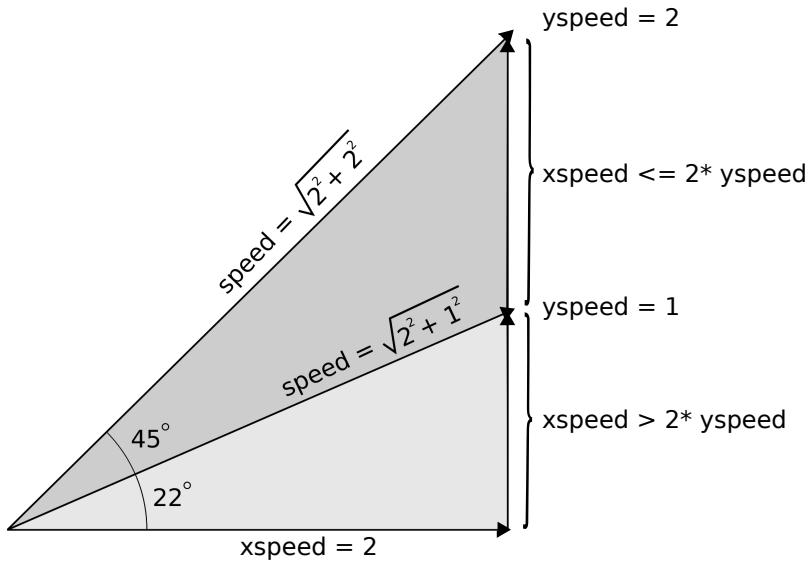
```

4.17.3 Bouncing Physics

When Keen throws a flower it bounces off the walls. For flat walls and floors the bounce can be easily calculated by reversing either the x-speed (for vertical walls) or y-speed (for horizontal walls). It becomes more complicated for slopes. Making an accurate calculation of the bounce on a slope requires expensive cos and sin methods.

Instead, the game used a simple algorithm that approximates the angle to either 22°, 45°, 67° or 90°. Based on the ratio between the x- and y-speed it calculates the resulting speed

and corresponding angle.



The speed is calculated as a factor of either the x- or y-speed, depending which of the two has the largest absolute value. Notice that for higher precision the speed is multiplied with 256.

```

void PowerReact (objtype *ob)
{
    unsigned wall ,absx ,absy ,angle ,newangle ;
    unsigned long speed ;

    absx = abs(ob->xspeed) ;
    absy = ob->yspeed ;

    wall = ob->hitnorth ;
    if ( wall == 17 ) // go through pole holes
    {
        [...]
    }
    else if (wall)
    {
        ob->obclass = bonusobj ;
        if (ob->yspeed < 0)
            ob->yspeed = 0 ;

        absx = abs(ob->xspeed) ;
        absy = ob->yspeed ;
        if (absx>absy)
        {
            if (absx>absy*2) // 22 degrees
            {
                angle = 0 ;
                speed = absx*286; // x*sqrt(5)/2
            }
            else // 45 degrees
            {
                angle = 1 ;
                speed = absx*362; // x*sqrt(2)
            }
        }
        [...] // Handle 67 and 90 degrees
    }
}

```

For each combination of the eight type of slopes (Figure 4.45) and incoming angle, the corresponding bounce angle is calculated using a simple lookup table.

```
// bounceangle[walltype][angle]

unsigned  bounceangle[8][8] =
{
{0,0,0,0,0,0,0,0},
{7,6,5,4,3,2,1,0},
{5,4,3,2,1,0,15,14},
{5,4,3,2,1,0,15,14},
{3,2,1,0,15,14,13,12},
{9,8,7,6,5,4,3,2},
{9,8,7,6,5,4,3,2},
{11,10,9,8,7,6,5,4}
};
```

The value in the table refers to the corresponding bounce angle calculation. As example, walltype 3 with incoming angle of 22° , results in bounce calculation case 5.

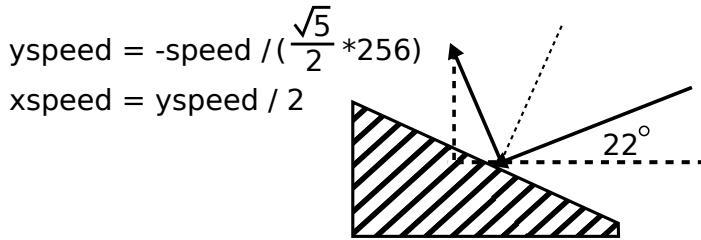


Figure 4.70: Walltype 3 with incoming angle of 22° (angle=0).

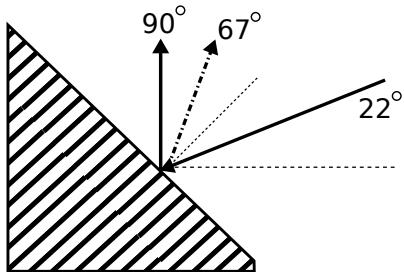
```
if (ob->xspeed > 0)
    angle = 7-angle;           // mirror angle

speed >>= 1;                  // speed / 2 after bounce
newangle = bounceangle[ob->hitnorth][angle];
switch (newangle)
{
[...]

case 5:
    ob->yspeed = -(speed / 286);
    ob->xspeed = ob->yspeed / 2;
    break;

[...]
}
```

Notice that in several cases the bounce angle is not following the laws of physics. As example, for an incoming angle of 22° on a 45° slope the bounce angle is 90° , instead of 67° .



4.17.4 Pseudo Random Generator

Random numbers are necessary for many things during runtime, such as calculating whether an enemy is able to hit the player based on its accuracy. This is achieved with a precalculated pseudo-random series of 256 elements.

```
rndindex dw ?

rndtable

db    0,    8,   109,  220,  222,  241,  149,  107,   75,  248,  254,  140,   16,   66
db    74,   21,  211,   47,   80,  242,  154,   27,  205,  128,  161,   89,   77,   36
db   95,  110,   85,   48,  212,  140,  211,  249,   22,   79,  200,   50,   28,  188
db   52,  140,  202,  120,   68,  145,   62,   70,  184,  190,   91,  197,  152,  224
db  149,  104,   25,  178,  252,  182,  202,  182,  141,  197,    4,   81,  181,  242
db  145,   42,   39,  227,  156,  198,  225,  193,  219,   93,  122,  175,  249,    0
db  175,  143,   70,  239,   46,  246,  163,   53,  163,  109,  168,  135,    2,  235
db   25,   92,   20,  145,  138,   77,   69,  166,   78,  176,  173,  212,  166,  113
db   94,  161,   41,   50,  239,   49,  111,  164,   70,   60,    2,   37,  171,   75
db  136,  156,   11,   56,   42,  146,  138,  229,   73,  146,   77,   61,   98,  196
db  135,  106,   63,  197,  195,   86,   96,  203,  113,  101,  170,  247,  181,  113
db   80,  250,  108,    7,  255,  237,  129,  226,   79,  107,  112,  166,  103,  241
db   24,  223,  239,  120,  198,   58,   60,   82,  128,    3,  184,   66,  143,  224
db  145,  224,   81,  206,  163,   45,   63,   90,  168,  114,   59,   33,  159,   95
db   28,  139,  123,   98,  125,  196,   15,   70,  194,  253,   54,   14,  109,  226
db   71,   17,  161,   93,  186,   87,  244,  138,   20,   52,  123,  251,   26,   36
db   17,   46,   52,  231,  232,   76,   31,  221,   84,   37,  216,  165,  212,  106
db  197,  242,   98,   43,   39,  175,  254,  145,  190,   84,  118,  222,  187,  136
db  120,  163,  236,  249
```

Each entry in the array has a dual function. It is an integer within the range [0-255]³⁰ and it is also the index of the next entry to fetch for next call. This works overall as a 255 entry chained list. The pseudo-random series is initialized using the current time modulo 256 when the engine starts up.

³⁰Or at least it was intended to!

```
; =====
;
;
; void US_InitRndT (boolean randomize)
; Init table based RND generator
; if randomize is false, the counter is set to 0
;
;
; =====

PROC    US_InitRndT randomize:word

    uses    si,di
    public   US_InitRndT

    mov ax,[randomize]
    or ax,ax
    jne @@timeit      ;if randomize is true, really random

    mov dx,0          ;set to a definite value
    jmp @@setit

@@timeit:
    mov ah,2ch
    int 21h          ;GetSystemTime
    and dx,0ffh

@@setit:
    mov [rndindex],dx
    ret

ENDP
```

The random number generator saves the last index in `rndindex`. Upon request for a new number, it simply looks up the new value and updates `rndindex`.

```

; =====
;
; int US_RndT (void)
; Return a random # between 0-255
; Exit : AX = value
;
; =====
PROC    US_RndT
public   US_RndT

    mov bx,[rndindex]
    inc bx
    and bx,0ffh
    mov [rndindex],bx
    mov al,[rndtable+BX]
    xor ah,ah
    ret

ENDP

```

4.17.5 Screen fades

When a new level is loaded, the screen fades from black to the default colors. Here it makes use of reassigning the color palette. This can easily be done by calling BIOS software interrupt 10h.

```

_AX = 0x1000 ; Set One Palette Register
_BL = 0       ; index color number to set
_BH = 0x5     ; 6-bit rgbRGB color to display for that index
geninterrupt (0x10) ; Generate Video BIOS interrupt

```

Earlier in the hardware chapter, Section 2.3.8, it was explained that most EGA monitors did not support the extended 64-color rgbRGB palette, but kept the CGA pin assignment. That means applying "rgbRGB" results in wrong color mapping to the monitor. To better understand this, let's have a look at the pin signals.

Pin	EGA modes (rgbRGB)	CGA modes (RGBI)
1	Ground	Ground
2	Secondary Red (Intensity)	Ground
3	Primary Red	Red
4	Primary Green	Green
5	Primary Blue	Blue
6	Secondary Green (Intensity)	Intensity
7	Secondary Blue (Intensity)	Reserved
8	Horizontal Sync	Horizontal Sync
9	Vertical Sync	Vertical Sync

Figure 4.71: EGA and CGA DE-9 connector pin signals.

If one assigns the color brown (rgbRGB is 010100b) to one of the color indexes, the resulting color on the CGA pin assignment is light red; The secondary green pin ("r" in rgbRGB) is mapped to the Intensity pin in CGA mode, which results color red with intensity and not the expected brown color. So mapping the color to one of the indexes is based on "RGBI", using the Secondary Green ("r") for the intensity. The "b" has no meaning and the "r" (Ground) is normally set to 0.

By calling _AX=1002h the entire palette can be reprogrammed. In this case ES:BX points to 17 bytes; an rgbRGB value for each of 16 palette index plus one for the border. The screen fading is defined by the colors[7] [17] scheme. Note that the "b" bit is set for all intensity colors, but this had no effect on the results since the pin is unassigned for CGA.

#	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
1	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6	7	0
2	0	0	0	0	0	0	0	0	0x18	0x19	0x1a	0x1b	0x1c	0x1d	0x1e	0x1f	0
3	0	1	2	3	4	5	6	7	0x18	0x19	0x1a	0x1b	0x1c	0x1d	0x1e	0x1f	0
4	0	1	2	3	4	5	6	7	0x1f	0							
5	0x1f																

Figure 4.72: Color fading table.

Fading in the screen from black to color is rather straight forward.

```
void VW_FadeIn(void)
{
    int i;

    for (i=0;i<4;i++)
    {
        colors[i][16] = bordercolor;
        _ES=FP_SEG(&colors[i]);
        _DX=FP_OFF(&colors[i]);
        _AX=0x1002;
        geninterrupt(0x10);
        VW_WaitVBL(6);
    }
    screenfaded = false;
}
```

Chapter 5

Keen Dreams in CGA

The original Commander Keen, Commander Keen in Invasion of the Vorticons, was only released for the EGA video card. Keen Dreams and later versions included a CGA version as well. The game play was exactly the same, sounds were the same, it was just that the graphics were CGA. Before diving into the source code, let's first get a better understanding of the CGA video hardware.

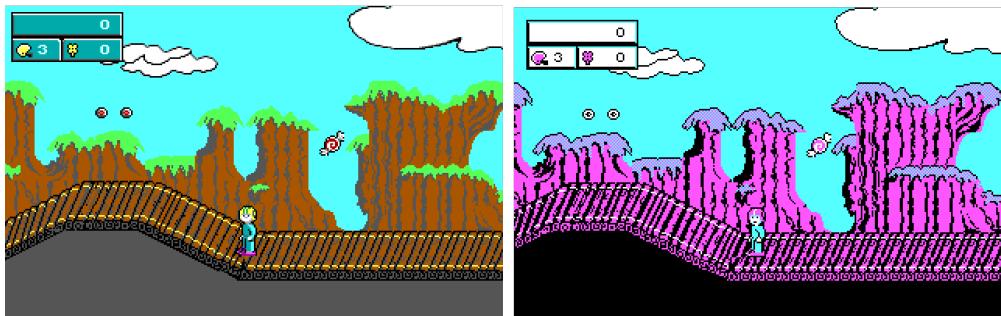


Figure 5.1: Keen Dreams EGA and CGA version.

Trivia : It's an ironic twist that Softdisk did not use the original Keen's engine, as the code violated the company policy by depending on 16-color EGA hardware without supporting older 4-color CGA cards!

5.1 CGA Video card

The Color Graphics Adapter (CGA), originally also called the Color/Graphics Adapter or IBM Color/Graphics Monitor Adapter, introduced in 1981, was IBM's first color graphics card for the IBM XT.

The CGA card can be summarized by the following hardware:

- It was built around the Motorola 6845 display controller.
- The framebuffer (the VRAM) contained two memory banks of 8 kilobytes each, resulting in 16 kilobytes total.
- Character generator ROM, containing a 14-row font and two 8x8 fonts. This is the same ROM as used on the MDA video card.

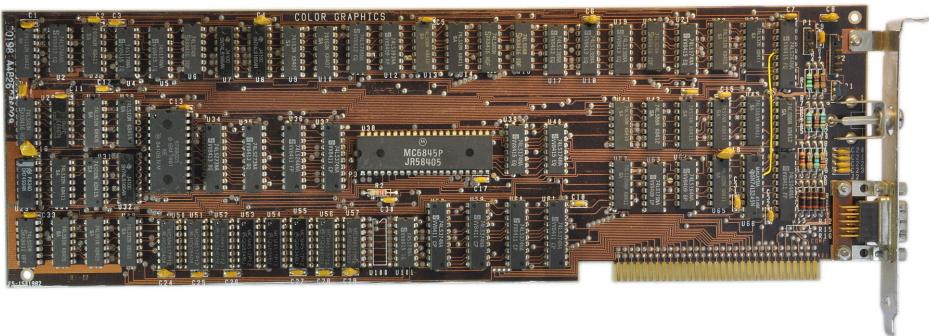


Figure 5.2: The CGA is a full-length 8-bit ISA card.

The CGA card has the following text and graphics modes:

Mode	Type	Format	Colors	RAM Mapping	Hz
0	text	40x25	16 (monochrome)	B8000h	60
1	text	40x25	16	B8000h	60
2	text	80x25	16 (monochrome)	B8000h	60
3	text	80x25	16	B8000h	60
4	CGA Graphics	320x200	4	B8000h	60
5	CGA Graphics	320x200	4 (monochrome)	B8000h	60
6	CGA Graphics	640x200	2	B8000h	60

Figure 5.3: CGA Modes available.

In graphics mode 4, which is used by Commander Keen, each pixel is using 2 bits for color, resulting in only four colors being displayed at a time. These four colors could not be freely chosen from the 16 CGA colors, there were only two official palettes for this mode:

1. Magenta, cyan, white and background color (black by default).
2. Red, green, brown/yellow and background color (black by default).

The background color could be any of the 16 colors, but often it was kept black. For each mode there is a high- and low-intensity version of the palette.

Palette 1		Palette 2	
low intensity	high intensity	low intensity	high intensity
0 - Background	0 - Background	0 - Background	0 - Background
2 - Green	10 - Bright Green	3 - Cyan	11 - Bright Cyan
4 - Red	12 - Bright Red	5 - Magenta	13 - Bright Magenta
6 - Brown	14 - Yellow	7 - Bright Grey	15 - White

Figure 5.4: CGA color palettes.

The default palette when switching to Mode 04h is palette 2 with high intensity, which is used by Commander Keen.

5.2 Memory architecture and Interlacing

The CGA memory layout in graphics mode is different compared to EGA, as it is based on interlaced architecture. Normally, video memory is strictly linear: the next row of display data corresponds to the next row of pixels. But with CGA, the next row of display data corresponded to the row of pixels two rows down. This continued until the end of the screen and only with the second half of display data were the in-between rows addressed. So VRAM bank 0 was for even rows 0, 2, 4, etc., until the end of the screen and VRAM bank 1 was for odd rows 1, 3, 5, etc. This added calculation steps to most CGA graphics operations if the programmer wanted to avoid visual artifacts when updating the screen.

Each pair of 2 bits is one pixel with a color value of 0-3, referring to the CGA color palette. The 2 most left bits represent pixel 0, the next 2 bits pixel 1, etc. So each byte in VRAM represents 4 pixels on screen.

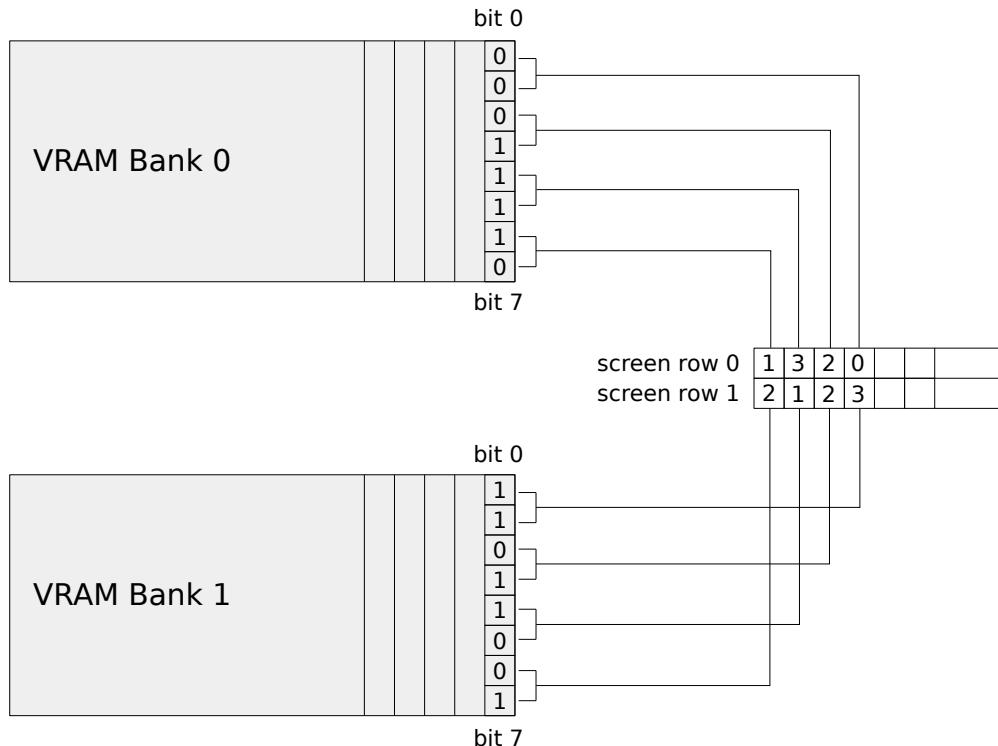


Figure 5.5: CGA interlaced memory.

The CGA card is making use of memory mapping, just like EGA. In mode 4, the VRAM

bank 0 is mapped from 0xB0000 to 0xB1FFF and VRAM bank 1 is mapped from 0xB2000 to 0xB3FFF. Unlike EGA, the CGA memory model doesn't require masking as the total 16KiB VRAM fits easily in a 64KiB memory segment.

Trivia : Interesting enough, interlacing is never really implemented in CGA. When displaying the VRAM to screen it does a progressive (linear) scan, where it alternately reads from bank 0 and bank 1.

5.3 Double buffering

A full picture in mode 4 requires 320 pixels * 2 bits per pixel * 200 lines = 16,000 bytes of memory. This means the display screen requires all 16KiB memory and there is no capacity in VRAM for extra screens. The only way to introduce double buffering on CGA is by creating a 64 KiB buffer in conventional memory.

```
#if GRMODE == CGAGR  
grmode = CGAGR;  
  
// grab 64k for floating screen  
MM_GetPtr (&(memptr)screenseg, 0x100001);  
#endif
```

The memory buffer contains both the buffer page and the static master page. The buffer page starts at offset 0x0000h and the master page start at 0x8000h. Both pages float around in the 64KiB memory segment, making use of the same memory wrapping as explained in section 4.11.1.

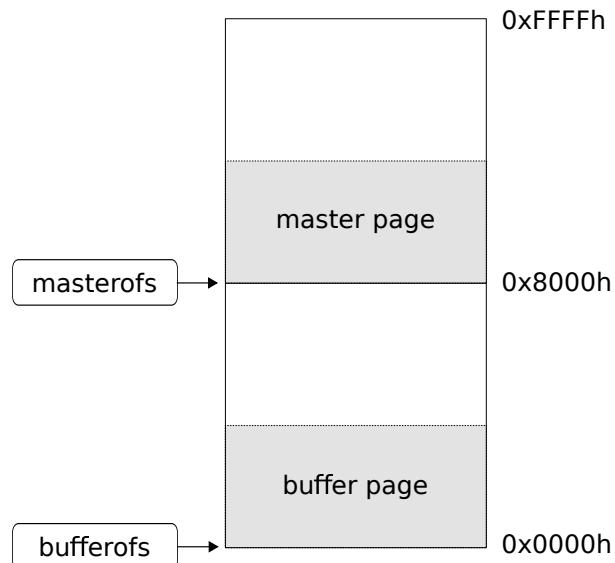


Figure 5.6: CGA double buffering memory layout.

5.4 Screen refresh

With the double buffering in place, the same algorithm as implemented for EGA can be used. The final step of the algorithm is updating the screen display by copying the buffer page to the VRAM. However, there are two complications with CGA.

The first complication is that the CGA card does not support pixel panning. So the smoothest pixel scroll is equal to scroll the screen one byte. Since one byte represents 4 pixels, it means scrolling to left or right is in steps of 4 pixels. So the CGA implementation results in a more "choppy" scrolling compared with the EGA variant.

```

void RFL_CalcOriginStuff (long x, long y)
{
    [...]

    originxglobal = x;
    originyglobal = y;

    panx = (originxglobal>>G_P_SHIFT) & 15;
    pansx = panx & 12; //pansx is 0, 4, 8 or 12 pixels
    pany = pansy = (originyglobal>>G_P_SHIFT) & 15;
    panadjust = pansx/4 + ylookup[pansy];
}

```

The second complication involves copying the RAM buffer to the interlaced VRAM. This requires to split the linear memory buffer into copying all even rows to VRAM bank 0 and odd rows to VRAM bank 1.

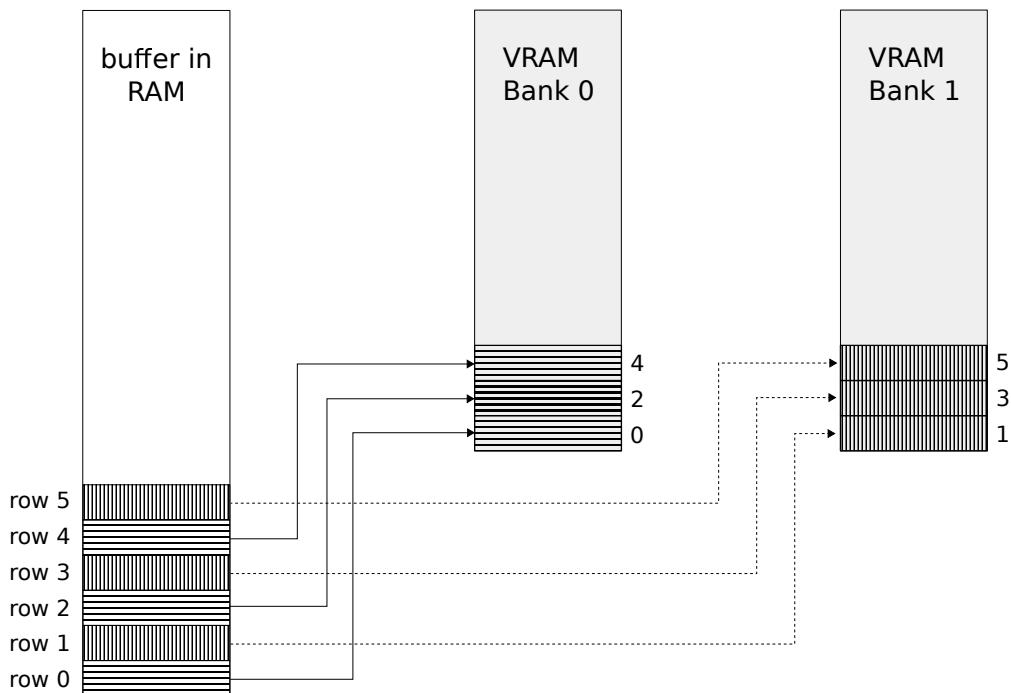


Figure 5.7: CGA memory to VRAM copy.

To avoid screen tearing the system should wait for a vertical retrace, like it was done with EGA. The problem is that computers weren't fast enough to copy all bytes from RAM buffer to VRAM during the vertical retrace period. So in the CGA version of Commander Keen, it was not possible to avoid screen tearing.

```

void VW_CGAFullUpdate (void)
{
    displayofs = bufferofs+panadjust;

    asm mov ax,0xb800
    asm mov es,ax

    asm mov si,[displayofs]
    asm xor di,di

    asm mov bx,100           // pairs of scan lines to copy
    asm mov dx,[linewidth]
    asm sub dx,80

    asm mov ds,[screenseg]  // buffer segment in memory
    asm test si,1
    asm jz evenblock

    [...]

    evenblock:
    asm mov ax,40           // words accross screen
    copytwolines:
    asm mov cx,ax
    asm rep movsw           // copy row to VRAM bank 0
    asm add si,dx
    asm add di,0x2000-80    // go to the interlaced bank 1
    asm mov cx,ax
    asm rep movsw           // copy row to VRAM bank 1
    asm add si,dx
    asm sub di,0x2000       // go to the non interlaced bank 0

    asm dec bx
    asm jnz copytwolines

    [...]
}

```

Trivia : The original IBM CGA card could not handle writing and reading VRAM at the same time. Because video memory on the IBM CGA isn't dual-ported, when the CPU and the video card need access to the same byte of video RAM, the CPU wins; the card ends up reading a random value, causing "snow" on the screen. The only way to avoid the snow was, also in this case, to wait for the vertical retrace. Most CGA clones resolved the issue by enabling read/write VRAM at the same time, but if one would play Commander Keen on the original IBM CGA card you experience both screen tearing and snow on the screen.

Appendices

Appendix A

Unboxing the asset files

Commander Keen Dreams contains three asset files; The graphical assets, level maps and sound. The first table is the level map file, which contains 21 levels. Each tile contains a foreground, background and Info tile, each tile is an integer.

Level	Title	width x height (tiles)	Size (bytes)
0	xxx	85 x 66	33,660
1	xxx	136 x 37	30,192
2	xxx	94 x 93	52,452
3	xxx	65 x 62	24,180
4	xxx	74 x 46	20,424
5	xxx	42 x 72	18,144
6	xxx	26 x 30	4,680
7	xxx	202 x 59	71,508
8	xxx	26 x 30	4,680
9	xxx	126 x 47	35,532
10	xxx	139 x 39	32,526
11	xxx	26 x 30	4,680
12	xxx	93 x 29	16,182
13	xxx	26 x 30	4,680
14	xxx	74 x 29	12,876
15	xxx	35 x 30	6,300
16	xxx	85 x 80	40,800
20	xxx	37 x 19	4,218
Total			417,714

Figure A.1: KDREAMS.MAP level map details.

The second file contains all graphical assets. The majority of the file is existing out of background (TILE16) and foregrounds (TILE16M) tile graphics.

APPENDIX A. UNBOXING THE ASSET FILES

Asset type	quantity	unit size (bytes)	Size (bytes)
TILE16	643	128	82,304
TILE16M	542	160	86,720
NUMTILE8	72	32	2,304
NUMTILE8M	36	40	1,440
FONT	1	1900	1900
PIC	65	256-298	29,632
PICM	2	320 / 480	800
SPRITE	297	10-6180	148,975
Total			354,075

Figure A.2: KDREAMS.EGA graphic asset details.

The final asset file contains sounds for the PC speaker and Adlib soundcard.

Sound source	number of samples	Size (bytes)
PC Speaker	28	1,923
AdLib	28	2,649
Total		4,572

Figure A.3: KDREAMS.EGA graphic asset details.

Appendix B

x86 Memory Models

The x86 memory models are a set of six different memory models of the x86 CPU operating in real mode which control how the segment registers are used and the default size of pointers. This appendix summarizes each model.

The *Tiny model* is, as you might guess, the smallest of the memory models. All four segment registers (CS, DS, SS, ES) are set to the same address, so you have a total of 64KiB for all of your code, data, and stack. Near pointers are always used.

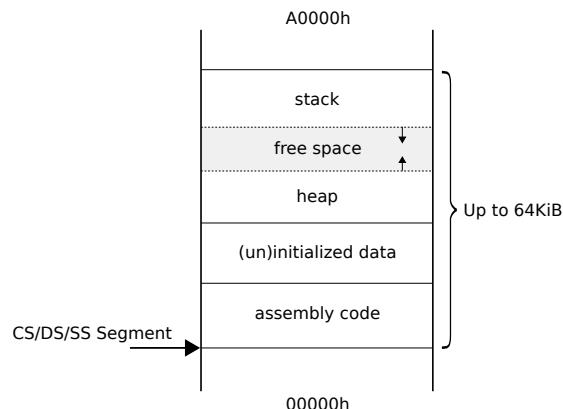


Figure B.1: Tiny memory model, total of 64 KiB.

The next model is the *small memory model*. The code and data segments are different and don't overlap, so you have 64KiB of code and 64KiB of data and stack. Near pointers are always used. This is a good size for average applications.

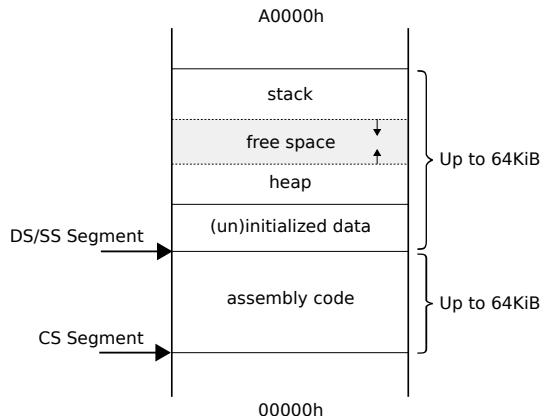


Figure B.2: Small memory model, code and data each have 64KiB.

The *medium memory model* is ideal for programs with a large amount of code but minimal data. Far pointers are used for code, but not for data. As a result, data plus stack are limited to 64K, but code can occupy up to 1 MiB.

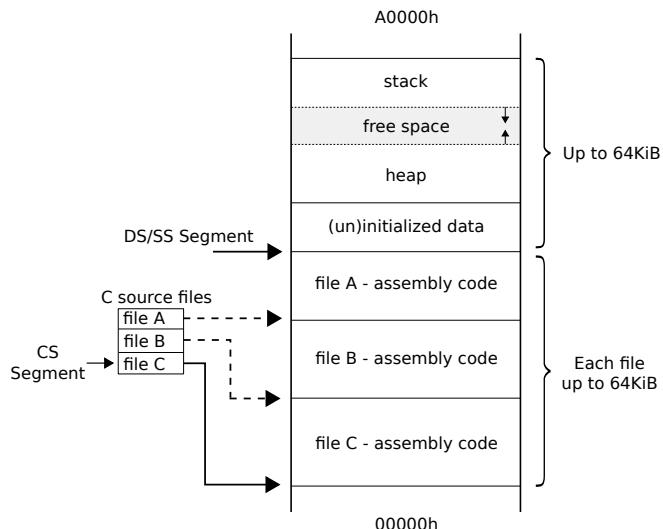


Figure B.3: Medium memory model, code can be larger than 64KiB.

The opposite of the medium model is the *compact memory model*. Here the total function code cannot exceed 64KiB, but there is more space for data. This model is best if code is small but needs to address a lot of data.

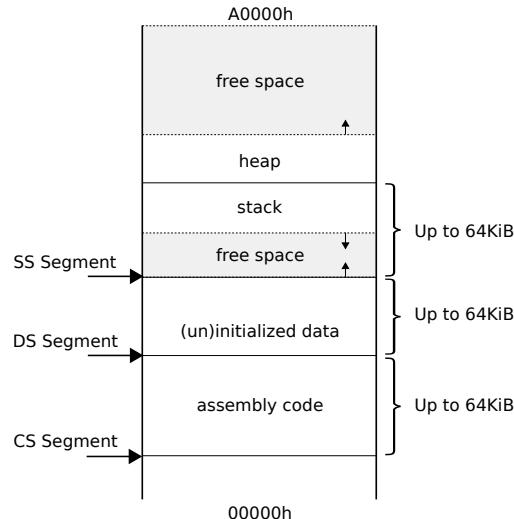


Figure B.4: Compact memory model, code and data each have 64KiB.

The *large memory model* can deal with function code and data larger than 64KiB. Far pointers are used for both code and data, giving both a 1 MiB range.

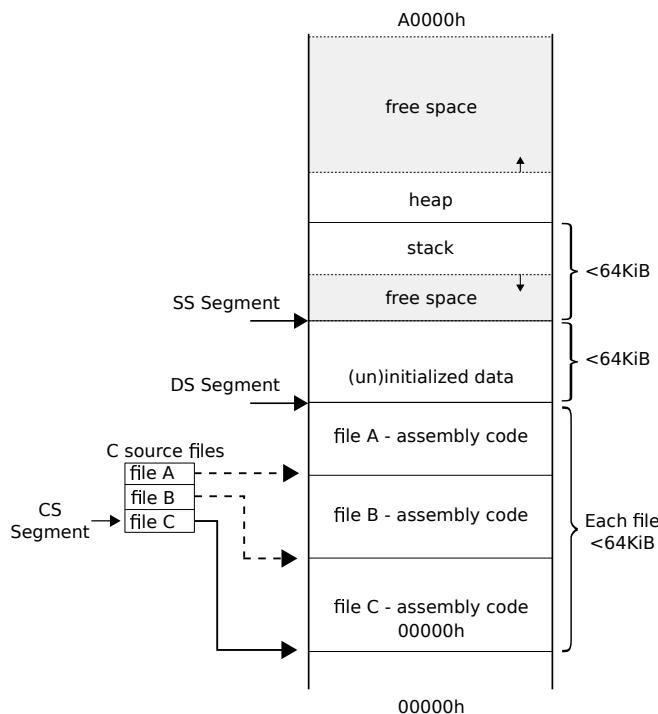


Figure B.5: Large memory model, code and data can be larger than 64KiB.

In all models so far, Borland C++ limits the size of all global data to 64KiB. The *huge memory model* sets aside that limit, allowing global data to occupy more than 64KiB using multiple data files. If the source file is too big to fit into one 64KiB data segment, the program must be broken into smaller source files and compiled separately.

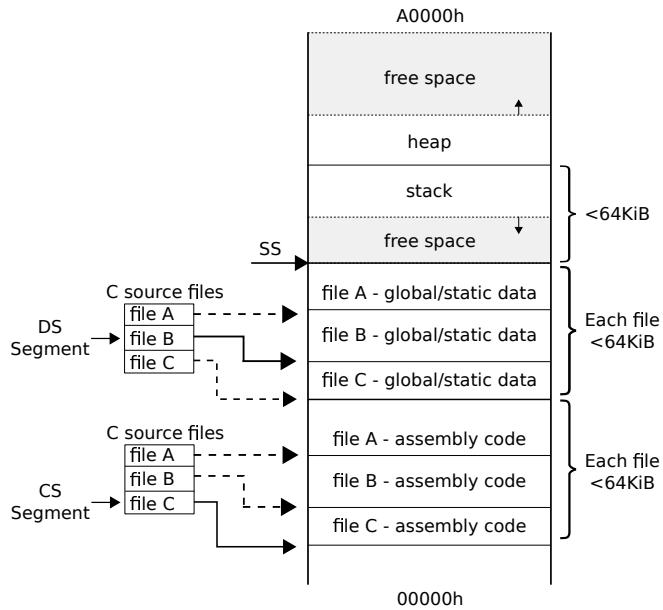


Figure B.6: Huge memory model, code and (global) data can be larger than 64KiB.

Trivia : Although the name implies differently, the huge memory model in Borland C++ is still limited to segments up to 64KiB using far pointers, and not using huge pointers. The Watcom compiler, which gained popularity in the 90's, was able to break the 64KiB segment barrier using the huge pointer reference for the huge memory model¹.

¹See <https://open-watcom.github.io/open-watcom-v2-wikidocs/clr.html>

Appendix C

Dangerous Dave in Copyright Infringement

In September 1990, John Carmack, developed his first version of *Adaptive Tile Refreshment*. He discussed the idea with coworker Tom Hall, who encouraged him to demonstrate it by recreating the first level of the recent Super Mario Bros. 3 on a computer. The pair did so in a single overnight session, with Hall recreating the graphics of the game. They replaced the player character of Mario with Dangerous Dave, a character from an eponymous previous Gamer's Edge game, while Carmack optimized the code. The next morning on September 20, the resulting game, *Dangerous Dave in Copyright Infringement*, was shown to their other coworker John Romero¹.

“

As soon as the demo started running, I pressed the right arrow key to see if magic had indeed been made. As soon as little Dave walked a short way to the right...

THE SCREEN SCROLLED.

SMOOTHLY.

Time stopped. I was speechless...

John Romero - co-founder of id Software.

”

¹Planet Romero: <https://web.archive.org/web/20141231073528/http://planetromero.com/games/dangerous-dave-in-copyright-infringement>.

Romero recognized Carmack's idea as a major accomplishment: Nintendo was one of the most successful companies in Japan, largely due to the success of their Mario franchise, and the ability to replicate the gameplay of the series on a computer could have large implications.



Figure C.1: Dangerous Dave in Copyright Infringement demo

The manager of the team (who called themselves *Ideas from the deep*) and fellow programmer, Jay Wilbur, recommended that they take the demo to Nintendo itself, to position themselves as capable of building a PC version of Super Mario Bros. for the company. The team (composed of Carmack, Romero, Hall, and Wilbur, along with Lane Roathe, the editor for Gamer's Edge) decided to build a full demo game for their idea to send to Nintendo. As they lacked the computers to build the project at home, and could not work on it at Softdisk, they "borrowed" their work computers over the weekend, taking them in their cars to a house shared by Carmack, Wilbur, and Roathe, and made a copy of the first level of the game over the next 72 hours. The team send the demo to Nintendo Of America to see if they could do the PC port of the game.

The demo made it to Nintendo of Japan and Shigeru Miyamoto specifically. They were very impressed with the demo, but their corporate plan was to never release their IP on a platform other than their own.

Appendix D

Founding of id Software

Around the same time as the group was rejected by Nintendo, Romero was approached by Scott Miller of Apogee Software. They agreed to make *Commander Keen in Invasion of the Vorticons*, to be published by Apogee Software. The team could not afford to leave their jobs to work on the game full-time, so they continued to work at Softdisk, spending their time on the Gamer's Edge games during the day and on Commander Keen at night and weekends using Softdisk computers. The game was completed in early December 1990.

After the arrival of the first royalty check from Apogee, the team planned to quit Softdisk and start their own company. On February 1, 1991, the team founded *id Software* having four owners: John Carmack, John Romero, Tom Hall and artist Adrian Carmack¹.

“

I told them we need to start a company, do our own game and publish it, outside of Softdisk. Jay Wilbur happened by the office and I told him that after what had been done by John and Tom the night before, we were outta there. He kinda laughed and said, "Heheh, yeah..." and I said, "No. I'm serious - we're gone." Jay quickly closed the door and wanted to know what we were thinking of doing.

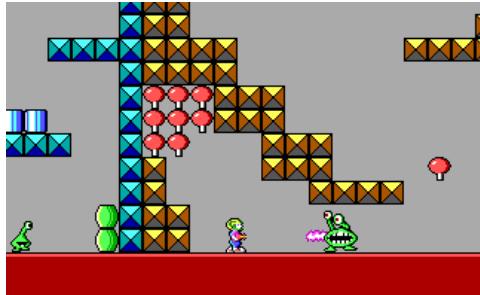
John Romero - co-founder of id Software.

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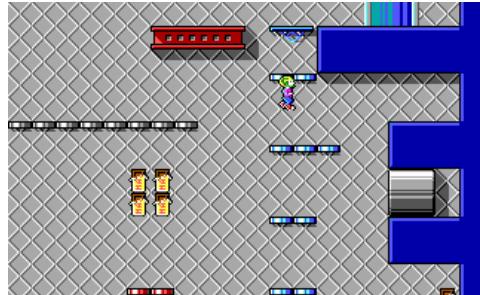
When their boss and owner of Softdisk, Al Vekovius, confronted them on their plans, as well as their use of company resources to develop the game, the team made no secret of their intentions. Vekovius initially proposed a joint venture between the team and Softdisk, which fell apart when the other employees of the firm threatened to quit in response, and after a few weeks of negotiation the team agreed to produce a series of games for Gamer's

¹See Masters of Doom, chapter 4

Edge, one every two months. One of the games they developed to fulfill their obligation was Commander Keen in Keen Dreams.



Keen I - Marooned on Mars.



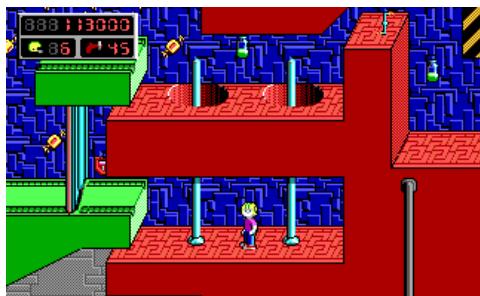
Keen II - The Earth Explodes.



Keen III - The Earth Explodes.



Keen IV - Secret of the Oracle.



Keen V - The Armageddon Machine.



Keen VI - Aliens Ate My Babysitter.

Figure D.1: Commander Keen Episode 1-6.

Between 1990 and 1991 the team published *Commander Keen in Invasion of the Vorticons* and *Commander Keen in Goodbye, Galaxy*, and the stand-alone games *Commander Keen*

in Keen Dreams and *Commander Keen in Aliens Ate My Babysitter*. Another trilogy of episodes, titled *The Universe Is Toast*, was planned for December 1992; id worked on it for a couple of weeks, but then shifted the work to another game. The name of that new game was **Wolfenstein 3D**...

