

# FUJINET ATARI

AN INTRODUCTION TO THE MULTI-FUNCTIONAL NETWORK PERIPHERAL



FUJI NET

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Created by:  
Andrew Diller, 2023  
Version 0.4 - DRAFT 1

With help, information,  
tips and photos on the  
FujiNet Discord Server

# INTRODUCING THE FUJINET

## WHAT IS THE FUJINET?

FujiNet is a multi-peripheral emulator and WiFi network device for vintage computers. The first completed hardware was for Atari 8-Bit computers and development has begun for other systems with the goal of supporting as many as possible.

What sets FujiNet apart from other WiFi peripherals is the new Network Device (the N device, or NDEV). The N device allows vintage computers with limited processing power to off-load TCP/IP (network) connections onto the powerful ESP32 processor on the FujiNet. The ESP32 will now talk to the modem internet resources over WiFi and your local Internet provider.

Virtual adapters have been created for many of the most

useful modem protocols including: TCP, UDP, HTTP, FTP, TNFS, HTTPS (SSL/TLS), SSH, TELNET, WebDAV and even a JSON parser.

The FujiNet project is 100% completely open source, software and hardware. All code and hardware designs are available on our Github. Anyone is welcome to join us and add support for any system they want. We are more than willing to help where we can. The best way to get in touch with us is on our Discord server.

## A QUICK HISTORY OF THE FUJINET

The FujiNet project began as a simple WiFi modem for the Atari 8-Bit line of computers and quickly grew into a super peripheral - emulating many devices including disk drives, printers, text to speech, data cassette recorder, modem and the all new network device.

# CONNECTING TO THE ATARI

## USE THE SIO

Take your FujiNet out of the box. Hold it carefully and observe all the buttons, LEDs, switch, and MicroSD slot. We'll go over all of those later- for now insert a MicroSD card for best experience.

The FujiNet connects to the SIO (Serial Input and Output) port on the Atari. It can go directly into the Atari or it can be on the other end of a SIO cable. The FujiNet can be connected with other 1050 drives- it's best to make it last in the SIO chain if you do this.

If there are space or WiFi issues the FujiNet works perfectly fine at the end of a SIO cable- just use the other SIO port!

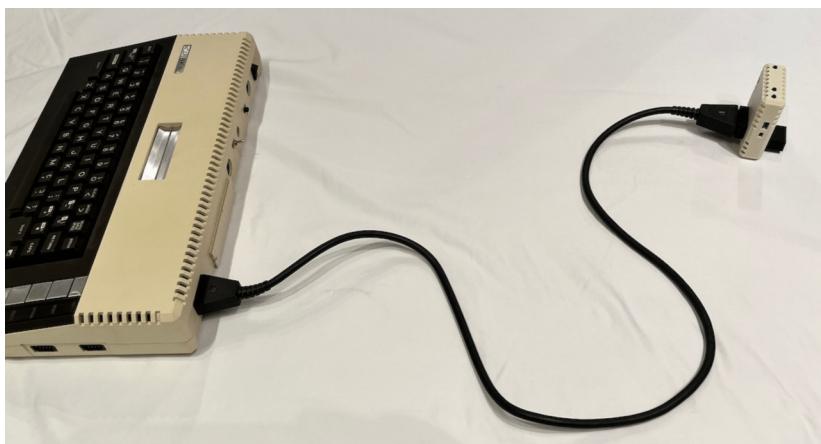


## POWERING THE FUJINET

The FujiNet on an 800XL, 600XL, or any XE computer will draw its power from the SIO bus. It does not need to be powered independently.

The Atari 400, 800 and 1200XL do not have a powered SIO and so FujiNet connected to these systems need power from a microUSB cable connected to power.

Note: FujiNet v. 1.7 hardware uses USB-C and not microUSB.



# FIRST POWER ON

## WHAT IS HAPPENING?

If you have only your FujiNet connected to your ATARI when you switch the power on the ATARI will power up the FujiNet and the OS will begin to discover devices connected via the SIO port.

You can hear these SIO probes as the distinctive sounds that ATARI makes when interrogating the SIO and finding and then communicating with devices - for instance loading a program from a disk.

The FujiNet emulates a disk drive on the SIO bus. It boots so quickly that it is ready to answer the ATARI and reply back that it's a disk drive, that it's ready and finally that it has a disk inserted and can boot.

The ATARI will then boot the disk in the FujiNet and you will see the distinctive FujiNet boot screen (below).

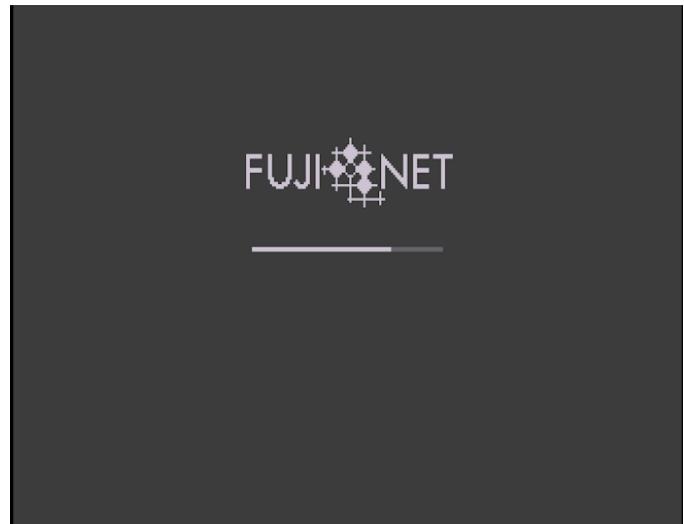
This process is called Booting CONFIG. CONFIG is the application included with every

FujiNet that allows you to well, configure the FujiNet for your local network and to set the disks you want the FujiNet to mount and boot from when you are done with CONFIG.

Mounting the disk images in the DISK SLOTS and then rebooting the ATARI to begin to use those applications is the whole point of FujiNet. CONFIG is your little helper app that sets your FujiNet up for success.

## LOADING CONFIG

With your FujiNet connected to the SIO port of your Atari, and powered up (if you have an 800 or 1200XL) now turn on your Atari. After a moment you will see the FujiNet loading screen.



## WIFI SELECTION

The screen will clear and you will be presented with the WIFI connection screen.

Choose your WIFI network SSID.

Then enter the password for this network. After a moment, if the password is correct the screen will clear and the main screen is shown.



# FIRST POWER ON -con't

## CONFIG MAIN SCREEN

The main screen in CONFIG is split into three areas:

1. HOSTS
2. DRIVES
3. COMMANDS

### HOSTS

HOSTS are for selecting the remote servers that contain the images you want to use on your ATARI.

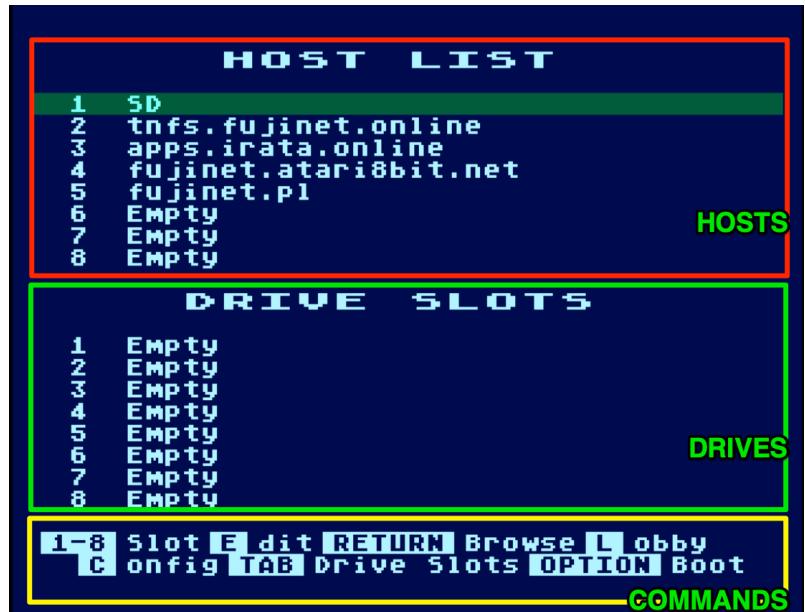
### DRIVES

DRIVE SLOTS are for mounting the images into slots - which correspond directly to physical drives. SLOT 1 = DRIVE 1, and so on. Your ATARI can have up to EIGHT drives so there are EIGHT slots to mount.

### COMMANDS

The commands are located at the bottom of the screen and can change based on the screen in CONFIG. They always show the exact key to execute the command in inverse. Some commands are letter keys (like E for edit) and some are the buttons on the ATARI like OPTION for the OPTION button.

The HOST, DRIVE and COMMANDS are described in detail in the next pages.



# HOST LIST

## WHY HOST LISTS?

FujiNet's primary function is to emulate a disk drive attached to your ATARI. Instead of real floppies FujiNet uses disk images - usually a file with an ending ATR - which means it's an ATARI disk image that meets certain specifications so that it can be mounted and read or written to on the ATARI.

The HOST LIST is the part of the CONFIG application that stores places on the Internet (hosts meaning a computer host) that have available ATARI disk image files (the ATRs) for you to select and mount into a DRIVE SLOT.

This process is the same as taking a physical disk for the ATARI and inserting into a real disk drive that is connected to the ATARI.

The interesting thing in this situation is that the disk image out on another server and you can use it on your ATARI as if you had it connected directly in a disk drive.

## EDITING HOST LISTS

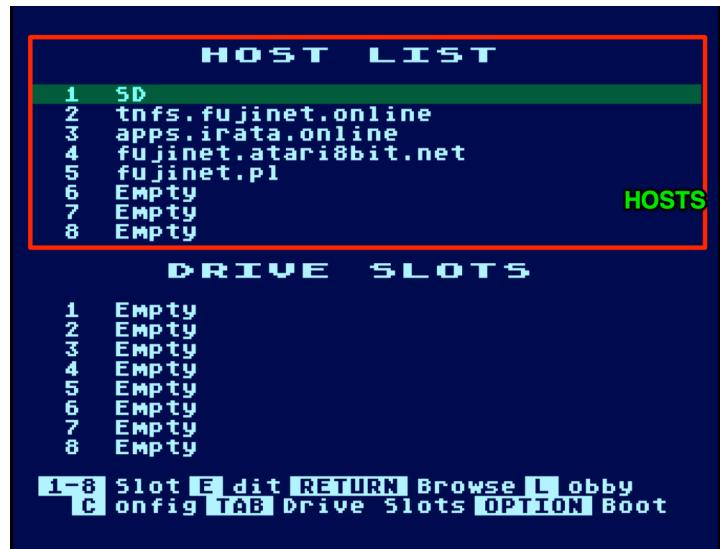
You edit the HOST LIST to add in hosts that you find and want to remember because they have disk images you use.

Use the arrow keys to navigate up and down the list. Hitting RETURN go to that host and displays the files available (see next page).

Press E key while on a HOST to edit that entry. The entry should contain the FQDN (Fully Qualified Domain Name) of the host itself and nothing more.

## THE SD (Secure Digital) HOST

Naming a HOST "SD" is a special entry that will expose the contents of a SD card that



you have inserted into the FujiNet. The SD card should be a exFAT (Extensible File Allocation Table) formatted card- which all cards are formatted with today.

The SD card is useful for a number of reasons.

1. You don't need Internet connectivity to use it
2. You can write to images on the SD card

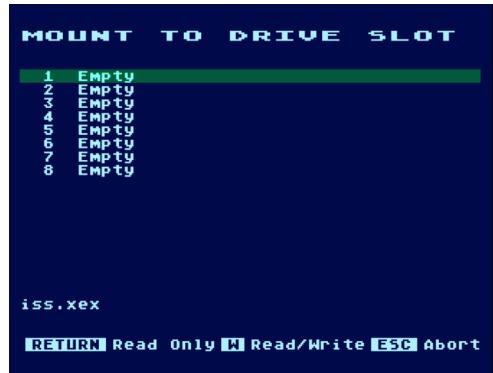
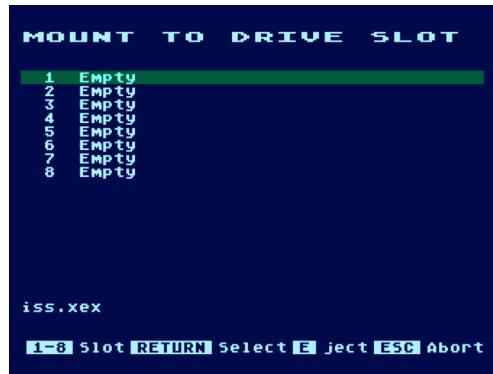
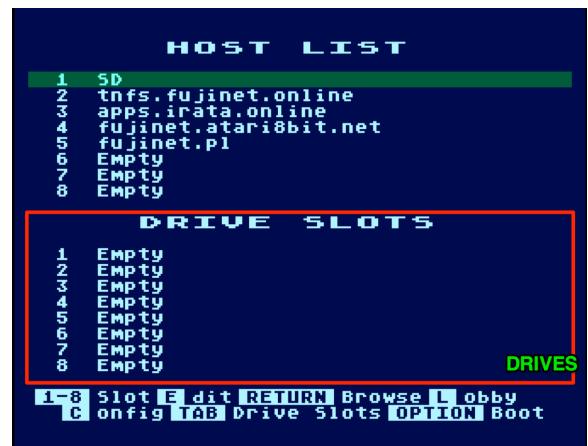
You cannot write to images loaded from other HOSTS - they are almost always mounted Read-Only (see next page). You can however write to disk images you have on your SD card. This is very useful if you need a data disk to save files that you are working with on your ATARI.

See the SD CARD section for more info.

# DRIVE SLOTS

## USING THE DRIVE SLOTS

FujiNet's primary function is to emulate a disk drive attached to your ATARI. Instead of real floppies FujiNet uses disk images—usually a file with an ending ATR—which means it's an ATARI disk image that meets certain specifications so that it can be mounted and read or written to on the ATARI.



# CONFIG COMMANDS

## COMMANDING CONFIG

The CONFIG application is the primary interface to setup, organize and prepare the FujiNet device for your use- your style of use, your preferences and your way of doing it.

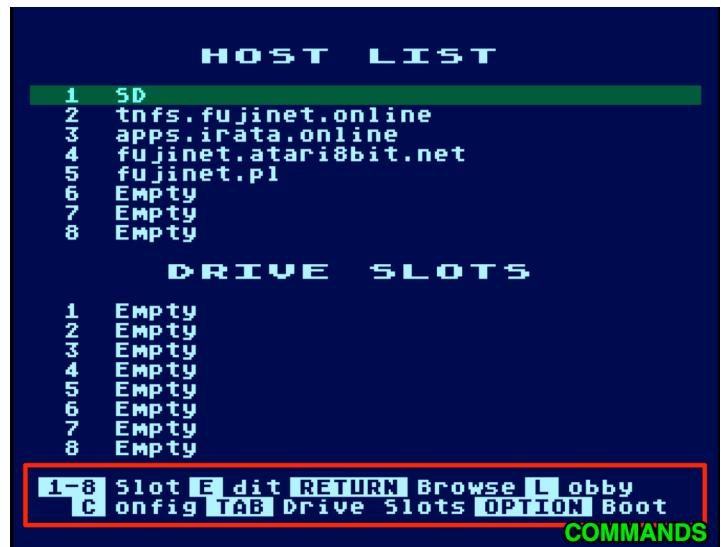
Some choose to use the FujiNet as full DISK, PRINTER, and MODEM replacement- loading up the DISK SLOTS with ATARI applications like ATARIWRITER and the slots with dictionary disks and personal data disks.

Some choose to use the FujiNet as a simple game loader and just pull games down and play and enjoy the graphics and sound capabilities of the ATARI.

Others use the FujiNet and ATARI as an appliance, showing the weather or news or ISS location.

Many will choose to pull down their games and apps to the SD disk and use the FujiNet

All are valid use cases and all will involve you using the CONFIG commands to manipulate the images and files you want to use with your ATARI.



## COMMANDS

The commands on the main screen:

TAB - switch between HOST and DISKS

1-8 - Use that SLOT

E - Edit a HOST definition

RETURN - go to the HOST and browse

L - Lobby - load the FujiNet Game System

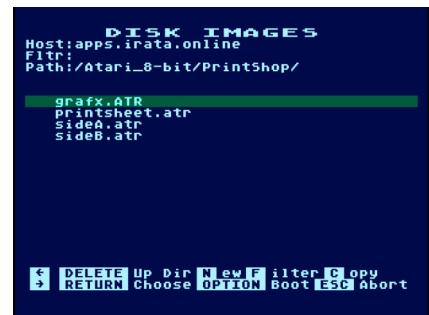
C - Config - go to the config screen

OPTION - Boot ATARI

# COMMANDS - BLANK DISK

## CREATING A BLANK DISK

A critical task



# BOOTING

## LETS USE THIS THING

When you turn on (or reboot) your ATARI, it searches for devices connected to the SIO bus. Among them is any device that responds back as DISK DRIVE #1 (generally known as D1:). If you have a real ATARI floppy disk drive configured as DISK DRIVE #1, and turned on, the Atari will attempt to boot off of the floppy disk inserted into that drive. Or, if you have a virtual drive like an SIO2SD or SDriveMax, with a disk image insert into its DRIVE #1 slot, it will respond and the ATARI will attempt to boot off of the disk image in the other device and not your FujiNet.

When a FujiNet is connected to your ATARI and powered on, if no other device responds as DISK DRIVE #1 after a moment, the FujiNet will respond, and either boot into whatever disk image is mounted into its DRIVE SLOT #1, or into the CONFIG application.

If you hold the [SELECT] key on the Atari as it starts booting, FujiNet won't automatically connect to your previously configured WiFi network and allow you to immediately select and configure a network.



### NOTE!

FujiNet is acting like a real ATARI disk drive. When you boot you must hold down the [OPTION] key on the ATARI to disable BASIC if your ATARI has BASIC built-in.

Since you are holding [OPTION] already to instruct FujiNet to BOOT- continue to hold down [OPTION] until you heard the SIO bleeps of the loading disk and BASIC will be disabled.

Many ATARI applications require BASIC to be disabled so if there are issues loading a disk and running a program ensure you have disabled BASIC with the [OPTION] key at boot.

# DEVICE OPERATION

## OPERATING YOUR FUJINET DEVICE

All FujiNets for all platforms have the same basic physical interface objects. The ATARI FujiNets mostly conform to the basic shape and arrangement as created by Mozzwald. There are some exceptions like the FujiNets build into the NUC+ devices and the FujiNet Pro from Lotharik.

All FujiNet devices have these basic points:

1. Buttons
2. LEDs
3. Switch
4. Jacks/slots

### BUTTONS

#### A BUTTON

- Tap: Disk swap
- Hold: Toggle "SIO2BT" mode  
(Requires SIO2BT Firmware)

#### B BUTTON

- Tap: Print debug info to serial console
- Hold: "Safe reset"  
(unmounts SD card before reboot)
- Hold on power-up: Reset FujiNet config

#### RESET BUTTON

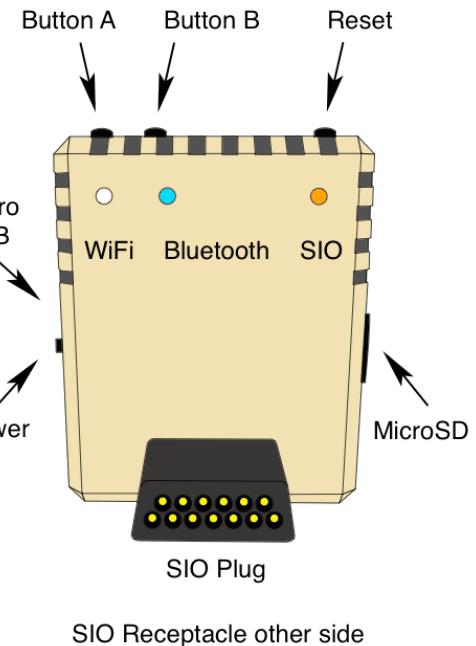
- Upon rebooting ATARI, with FujiNet responding as DRIVE 1 return to FujiNet CONFIG rather than disk mounted in drive slot #1.

### LEDs

WHITE - shows working Wifi connection

BLUE- shows working Bluetooth connection

YELLOW - shows SIO traffic



SIO Receptacle other side

### SLOTS

- USB - to power or upgrade the firmware
- MICROSD - storage for config and images

### POWER SWITCH

(down=off, up=on)

### MICRO-SD SLOT

- local disk image and configuration storage
- tension-mounted (as opposed to spring-loaded
  - insert with metal contacts facing you / facing the Atari

NOTE: The Micro-SD card MUST be formatted as FAT32

It is best to use a Micro-SD card that is <=

# CONFIGURATION

## YES CONFIG HAS A CONFIG SCREEN

The CONFIG application is the heart of the FujiNet device on your ATARI. The CONFIG app itself has a configuration screen (called FUJINET CONFIG) with two commands that are essential to know and understand.

At its essence the FujiNet is about connecting your ATARI to the Internet- it does that over WiFi - and WiFi only- no wires. So managing that WiFi connection is a priority for owners of the FujiNet.

The FUJINET CONFIG screen is reached by typing C from the main CONFIG screen.

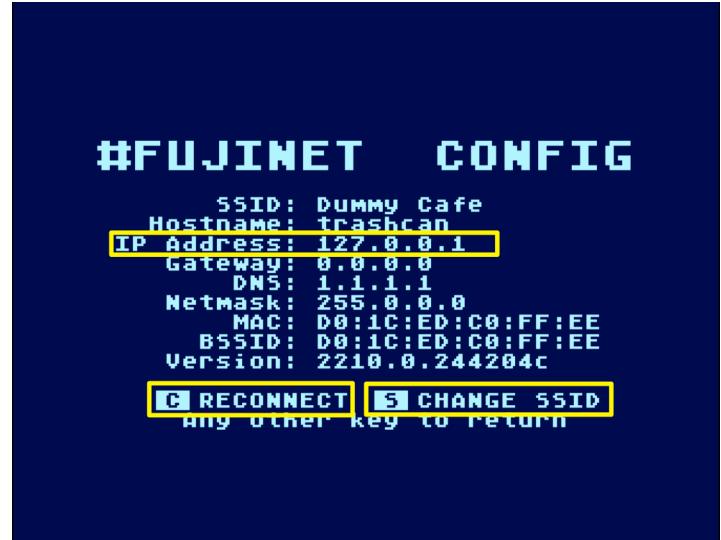
## COMMANDS

The two commands on the config screen are to change the WiFi network (the SSID) and to re-connect to the network if you are testing or kicked off the network for some reason.

C - RECONNECT - use this to attempt to re-connect to the same network you were previously on

S - CHANGE SSID - use this to re-scan available networks, choose one and enter the password for that network.

If you are connected to your network you can use the IP Address listed here with a web browser to open the FujiNet Web Configuration Portal.



## NOTE!

FujiNet is powered by the Expressif "ESP32" chipset, which works on 2.4GHz WiFi networks ONLY. If you are using a "mixed" 2.4GHz/5GHz WiFi network (using both radio bands with the same SSID), you MAY have problems connecting your FujiNet device with other devices on the network.

# UPGRADES

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# CONFIG DETAILS

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# HARDWARE VARIETY

## MANY HARDWARE VERSIONS

FujiNet is an open hardware device. This means anyone is free to download the specs and build (or have built) your own FujiNet- for yourself or to sell to others.

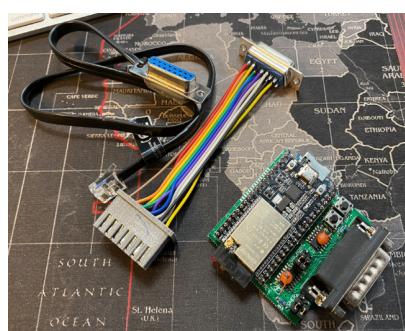
There have been a few large scale builds for ATARI FujiNets and many smaller or one-off designs and builds.

All FujiNets must run with the FujiNet firmware on GitHub- or else they really aren't a FujiNet. Because of this they all follow the reference design created by Mozzwald (a core member of the FujiNet Foundation and the Chief Hardware Designer for FujiNet).

Mozzwald has done many builds of the FujiNet as it has evolved (version 1.7 is the latest spec) and he has designed multiple cases for it to match the design of the various generations of the ATARI computer.

Mozzwald's FujiNets are recognizable as they usually have the FujiNet logo sticker and images of them appear on the FujiNet logo back ground.

Another builder is Masteries who has built FujiNets for ATARI and other systems.



# WEB CONSOLE

## WEB VIEW OF YOUR FUJINET

The FujiNet at it's core is running an ESP32 micro-controller. This system has a real-time OS and runs a web server as part of it's capabilities. The FujiNet firmware flash puts HTML pages onto the ESP32 flash which allow you to see and configure the FujiNet via a web browser.

If your local DNS supports it you can open a browser window and go to <http://FUJINET.XOM>

You can also go to the IP address of the FujiNet- when it attached to your local WIFI it was assigned a local IP address on your private subnet. You can see this IP address in the CONFIG application when you push the C key for config.

The IP address of the FujiNet is shown. Open a browser and use that IP address and the web console will appear.

## CONSOLE FEATURES

The console allows a variety of configurations that are not available in the ATARI CONFIG application itself.

Need help? Go to the [FujiNet Wiki](#)

# **WEB CONSOLE - con't**

# CLASSIC NETWORK APPS

## CLASSIC APPS?

I've collected some of the most famous and original ATARI applications that embraced FujiNet when it first became a viable device and units were becoming available to buy.

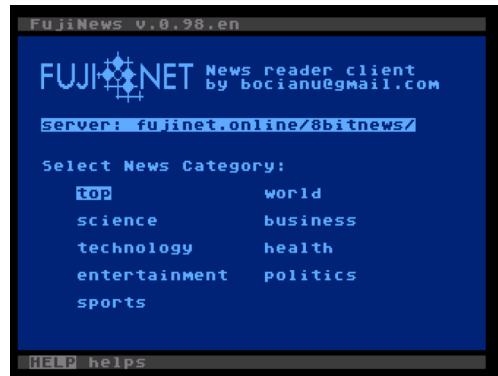
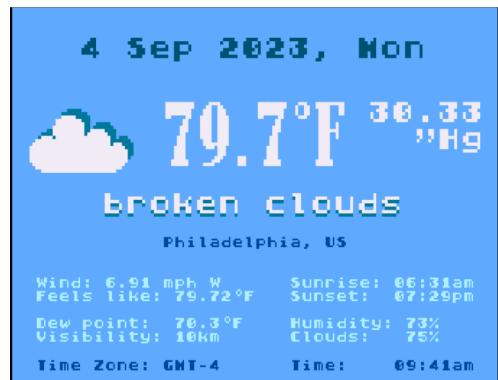
Classic in this sense just means original or first adopter. These authors immediately realized what the FujiNet device could do for the ATARI platform and created some amazing iconic applications that relied on the networking capabilities that the FujiNet enabled.

There many creators at that time and I've showcased three of them here.

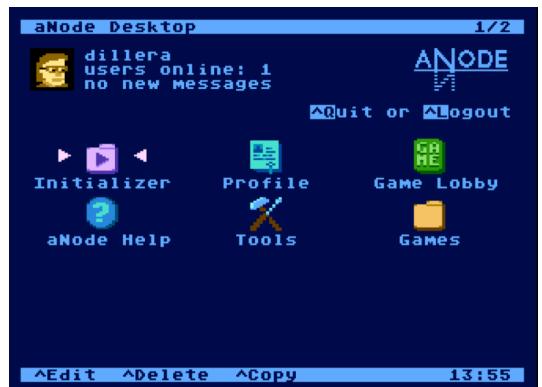
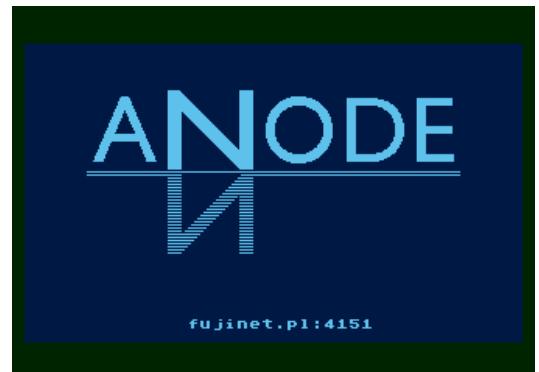
Boucanu

Bill Kendrick

Gibstov



# 2ND GEN APPS



# **2ND GEN NETWORK APPS**

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# FUJINET GAME SYSTEM

## CLASSIC APPS?

I've collected some of the most famous and original ATARI applications that embraced FujiNet when it first became a viable device and units were becoming available to buy.

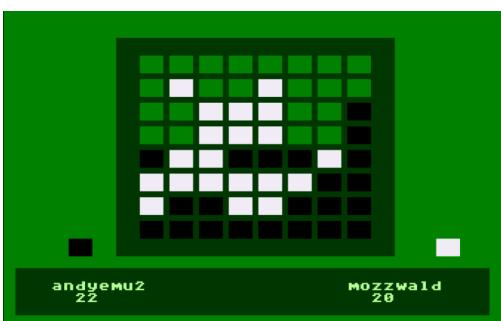
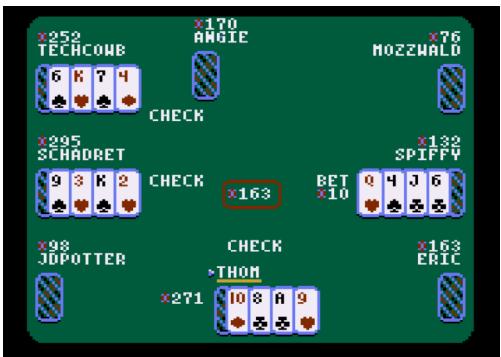
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Bill Kendric

Gibstov



# MODEM

## USING FUJINET AS A MODEM

I've collected some of the most famous and original ATARI applications that embraced FujiNet when it first became a viable device and units were becoming available to buy.

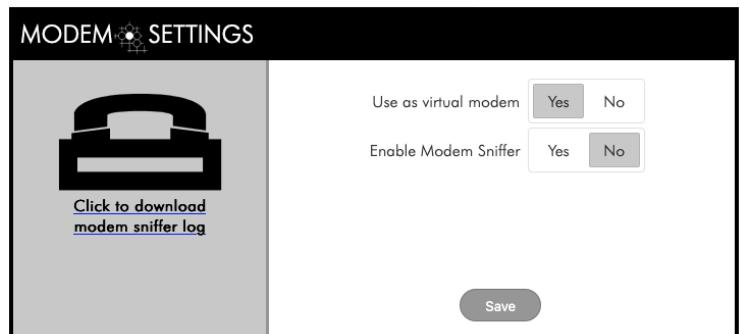
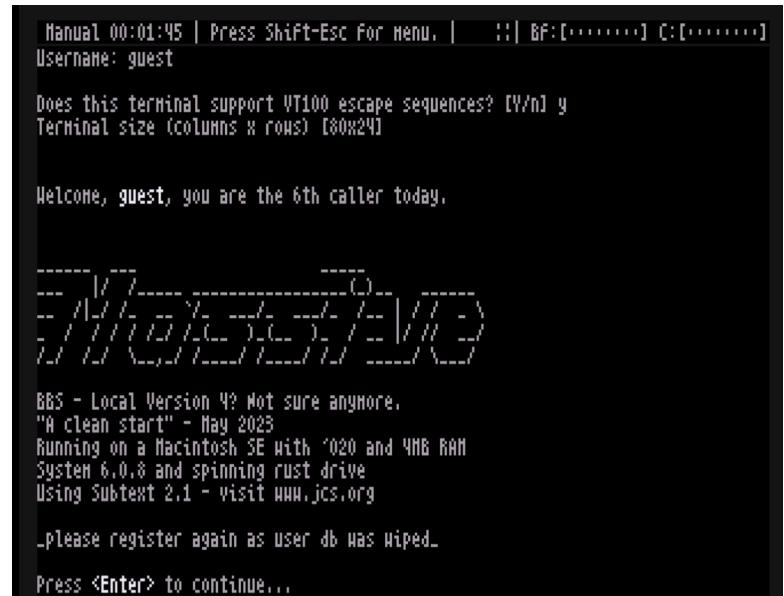
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# Boucanu

Bill Kendric

Gibstov



# PRINTING

## PRINTING FROM THE FUJINET

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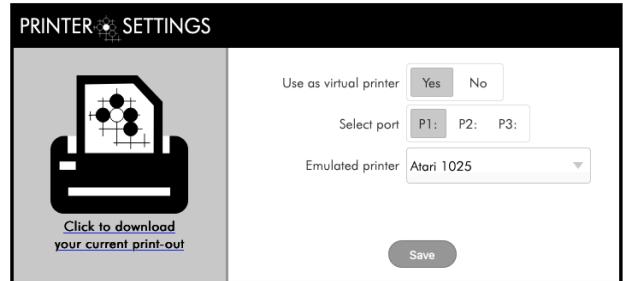
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Gibstov



**CPM**

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