

117
Polytechnic Institute of Brooklyn
Research Notebook

Name: ~~G. R. Sedden~~ ^{H. WILL TU} Book Number ~~4~~

Subject: ~~CHEMISTRY 152~~

Used from ~~2/17/64~~ ^{7/1/86} To _____

453 4810

7/1/86
GETSPR.SRC

RAM.SRC HBODY LBODY HLEG LLEG HBASE, LBASE
ANI.SRC (MOVED) HBASE, LBASE to RAM.SRC

~~SPRITES.SRC~~
BBINIT BODPICS, LEUPICS

10AM ANI.SRC HBODY, HLEG ETC.
add HEADREV Code

RAM.SRC add HEADREV

GETSPR.SRC

10:15

ANI.SRC Code for setting HEADREV

Code for HEADREV t.p bit = REV
bit 6 = FORCE

RAM.SRC

added HEADFRM

H	B	
0	0	0
0	1	1
1	0	1
1	1	0

10:25 ^{to add in} A GETSPR - C HFRAME, BODYTYPE
made them public

A GETSPR - C ✓

A RAM - C

A ANI - C - FIX BNR REVERSE JUNC X

A BBINIT - C - FIX ~~THE~~ NXPAGE MULT DEF X
AND ADD PNUM label

ANDY SAYS LEFT & RIGHT FIELD VIEWS ARE OUT
TODD SAYS COUPLE WAYS TO SYNC RUNNER DOT TO BIG RUNNER

A PARTDATA - C X

A SPRITES - C X

L HEADPTRS MULT DEF
PEOPLE UNDEFINED

BBINIT headPTRSH → headPTRSH
GETSPR L

DO remove PUBLIC PEOPLE

A DO - C X
A GETSPR - C X
A BBINIT - C X

L - UNDEFINED PEOPLE

A BBINIT - C remove PEOPLE PUBLIC X
AND GETTR CODE
L

OAOO
4DAB

~~57AB~~ end + LITL BAT, BTR BIK BAT
FITCHER & BATR JUMBLED
HIT TO OUTFIELD CRASHES

TODD WILL SPEND 2 DAYS FINISHING RUNNING & SYNCING DOES
TO RUNNERS WILL STARTS
SANDS FIGURES.

5600 - 867E
9380 - 9FFE
6000 - 70BF →

A ANI - C added getbyte routine
L - NO CRASH BUT OUTFIELDER IN INVISIBLE

12:30

found bug in GETSPR.SRC wrong offset for
ANI.SRC check if C BODY or if LEA changed
Or if C X B CPT changed

A GETSPR - C X

A ANI.SRC - C X now it animates but not correctly
head of data ~~is~~ is messed up 8 bytes
at 5F00-5F07 overwritten with PTRS
this explain outfield crash

115000 RP
2PM 60
2:45 50

GETSPR.SRC found Bug for HEADREV ← no, X

SQUEEZER.SRC found 2 spots in the log loading table
where frames were not skipped

B: S ✓ make new part files

A GETSPR - C ✓

L - still wrong

A ANI - C fix LDX CHAR bug - X was wrong value

L - not as bad but still decrashing wrong -
doesn't crash but wrong head, body etc
and display scoreboard is messed up

found bug in ~~the~~

SQUEEZER - heads ptrs being
put out once per head
not once per person

LDA NUMFRMS
after $\left\{ \begin{array}{l} \text{inc numfrms} \\ \text{CMP SPRITE + \$2FF} \end{array} \right.$
wasnt doing all head frames

Heads	→ 5C00	
TYPE1	→ 73BA	
TYPE2	832F	
TYPE3	C008	
TYPE4	CF23	} TYPES 3 & 4 NOT USABLE
	2DE8C	

581E: 00 11 01 11 01

7/2/86

SQUEEZER - only 3 body types now

PARTDATA - only 3 body types for now
L - still have wrong parts, doesnt crash though
RAM - H BODY POINT TO NULL
L CEL

HEADFRM - change to 2 bytes
GETSPR ~~ADD~~ ADD ALSO →

ANI - more null to RAM

RAM - get NULL

- A GETSPR - C ✓
- A ANI - C
- A RAM - C

L
A GETSPR - C force to frame 1 etc

found bug in SQUEEZE - too many body masks
~~Change~~ A SQUEEZE & run
A gets p.c. -

TECHMAR
PC EYE > BOB ^{OG DOD} WILL SEND FOR
OUR REVIEW

found reason for heads wrong
is Robin had wrong Bertha & Willy
heads (1 & 2 swapped)
rename files and re-squeeze

5:45 left MSG@Tom's for Robin

Problem with Dots on screen

Read Backgrounds today **FED EXP**

1. Change place of Dots code
2. Looked at address & time of prog. OK

Robin called 6:45

2/3/86 Closing on #16, 18 Jefferson trail Hopatcong 3HR
Personal
try to fix Debug board

- 0 PITCHER
- 1 1st FLD
- 2 2nd FLD
- 3 SS
- 4 3rd
- 5 LF
- 6 CF
- 7 RF

BAT1
BAT2

RAM
BATER - 2 lists array, points to
next batter

ALL code to do 1) each person left or right
2) get next batter in order
3) PICK FIELDERS ACCORDING
TO BASEBALL TEAM
CAMERA
4) PICK PITCHER ACCORDING
TO TEAM

common - set up FUD/2 BAT/2 to
HYPOTHETICAL #5

4:30 Called Craig Nelson &
asked him to send
Analyzer board

download won't work

← DISK FULL?

ERASE common.BAK?

7/7/86 - DIDN'T COME IN

7/8/86 - RWD TECHMARC PC EYE FROM BOB OLSON
8:15 AM ANNY SAYS WE'RE TAKING TAULA GEORGE'S EFT
JOB - COMPLETION OCT. 30
13-15 DAYS WORK REMOVED
BEGINNING ANIMATIONS
HERCLES BOARD
SAVE TO DISK

JIM SAYS WE SHOULD BE PAID "IN A DAY OR SO"
FOR JUNE 30th

~~FIXED~~ CAN DOWNLOAD BUT BALL MESSED UP
MADE SOME FIXES IN BALL.SRC BUT
IT NOW HAS NO PITCHER OR BATTER

had pitcher and batter taken from same team
now lurch in running frame (short, spate) decrunch
clovers top of men
took Todd RUN.REL/DO.REL

MEMORY FULL (free=\$5000)

Squeezer.SRC
Removed table space for 4th body type

3BINTI
changed ptrs to HEAD, BODY, LEG
SQUEEZER changed to start PARTS @ HEADPTRESL - needs to be B:S
Now works but same batter always

BALL.SRC fixed batter incing for correct team

BUT NOW 3 BUGS

A) RUNNERS & FELDERS "STUTTER"
WHILE RUNNING

B) BATTING FRAMES FOR FAT
SHORT PANTS ARE MESSSED UP

C) BALL DOTS IN RIGHT SCREEN LEAVE
TRAIL

2:25 Jim's Andy told Todd & I

Syria's Henry do Paula George job
Todd does Animator II

LITPIT 4370

STARTRUN 3DDA

VERIFY DOTS.SRC

VIEWS 59DB
DOTS 5898

VERIFY RUN.SRC (ran version
with ball messed
up compared to
newly downloaded)

COOPS
OK
CODE NOT
CHANGED

Tried changing GETSPR.SRC to ~~have~~ set CBASE
to junk site. # BODY
LEG

Turning is more smooth & batting frames seem OK
but ball ^{ptr} is still messed up

Tried changing DOTS.SRC to put constant data into
buffer
looks like read RAM with RAM problem

changed ANI.SRC

```

SEI
LDA $1
STA SELF+1

```

```

SELF LDA #0FF → LDA $1
STA $1 ORA #2

```

This fixed DOTS long hunt: ~~the~~

- A) people still run slow-staggered
- B) FAT SHORTS still messed up
- C) AFTER STRIKE-OUT BATTER NOT DISABLED OR SOMETHING TO THAT EFFECT
- D) OFFSETS MESS'D UP SOMEHOW
This may be batter not disabled

ANI.SRC

Removed bme newfm in x,y change
L - works better check

"BODYTYPE" 16 BYTES cut out

PARTDATA - no body type 1

BALL - disable batter if strike-out

DOTS - remove diagnostics from before

sent code to EPYX as per Bahadron's request

7/9/86

8:15PM - 12 HRS

7:10 AM

730 ANDY IN - LEFT 7:40 FOR RED BANK TO BE THERE 9AM

FOOLED AROUND WITH BUS ANALYZER BOARD

TRIED 6502 IN POD WITH ALL 3 CG'S - NO WORKY!

checked startype

CRUNCHED MASKS ARE SAME USING ONLY TYPES 0,2
POINTERS ARE SAME " " " "

we need to check for type 1!!!

what could it be?!?

4:30

7/10/86 7:50am

Trying to find bug with
fat shorts batting frames

A) fastload has no effect

B) ARE PTRS CONTACT?

C) MASKS IN PARTS3 ARE OK

D) BBINIT seems to move them
from 6000 → BF40 correctly

E) MAYBE SOMEONE IS WRITING BITMAP
GRAPHICS TO THERE

EPYX debugger
but analyzer

doesn't seem
to find it

that board didn't work
trying other board (EPYX debugger)

CLEAR BITMAP LOOP WAS WRITING TO BF00 WHOLE PAGE

BBINIT

BUGS

A) @ NEW BATTER UP - ~~SEE~~ BALLS & OUTS NOT RESET ON SCREEN
B) also timer not working until after
ball is picked up

C) 2nd Team batter not animated - problem with displaying
wrong character or something -
maybe old not disabled on switch
YES

BALL

1. ALWAYS DISABLE BATTER ON OUT
2. DISABLE PITCHER ON 3 OUTS
3. "BATERUP" JSE TO INITIATE after clearing OUTS, STRIKES, BALLS

DOTS if DOT @ 0,0 then don't change screen

10:15

BALL

one JSE INCOOTS when NCSTRIKES is called

~~FOUND BUG W/ GOING BACK TO~~

NEW AREA -

SYNC BALL ON ~~LEFT~~ ^{RIGHT} WITH ONE ON LEFT

BALL.SRC

remove startball & dispball
add setldest
publics BXDEST, BYDEST, LBDESTX, LBDESTY

CAMBAL

public BXDEST, BYDEST

DOTS

added code to compute speeds & apply them
and when signs change force to dest.

ANDY FOUND BUG W/ GOING BACK TO PITCH/HT SPRITES FL!
~~dots~~ (BALL.SRC; BATERUP?)

New dots dest code sets dest correctly
but 1) old by not being erased
2) Not going in correct direction
3) Not stopping at correct time
4) Too fast

DOTS

getdx used DOTX and vice versa
change fraction sign check so stops speed and
forces separately for each direction
addition of code made ~~to slow more if this~~
the sta first fly invalid so LDA #1
added slow if THROW > 70

7/11/86

Worked all Day on Backgrounds
Putting new EPYX

BA'S in
GOT 1st 2nd, 3rd, SS, home in

9:24 not many
many yet

5.5 O.T.
THIS
WEEK

7/14/80 MONDAY
8:45

DRAWSUBS - trying to put in A) flint screens for outfield

B) EPYX field views (pitch flat & whole field)

PAULA GEORGE TOOK OUT ^{Memorized view.ref -} ^{then in B4 use color #3 - must be changed}

1. HERCULES CARD
2. OPENING ANIMATION
3. GHAUNT CHART USER MODIFICATION
4. SAVING FUNCTION REPLACED WITH MESSAGE "CAN'T SAVE - PLEASE PRESS 'X' TO PRINT"

BALL.SRC

MOVED CALL TO DOTS TO MAIN.SRC

MAIN.SRC

added call to DOTS so they won't flash

DRAWSUBS

code to do 4 types of tufts

3:45 Bob Ogden Called

Memory issue - 4th type is out

BACKGROUNDS -

OUTFIELDERS - must use clipping
S/W - and mask

H/W - use sprites



all green - higher priority than fielder - lower priority than B4

NEW - WANT'S SPRITES IN FRONT OF TITLE SCREEN DUE TO COLOR USE

odd game me DO, RUN, DOROTS

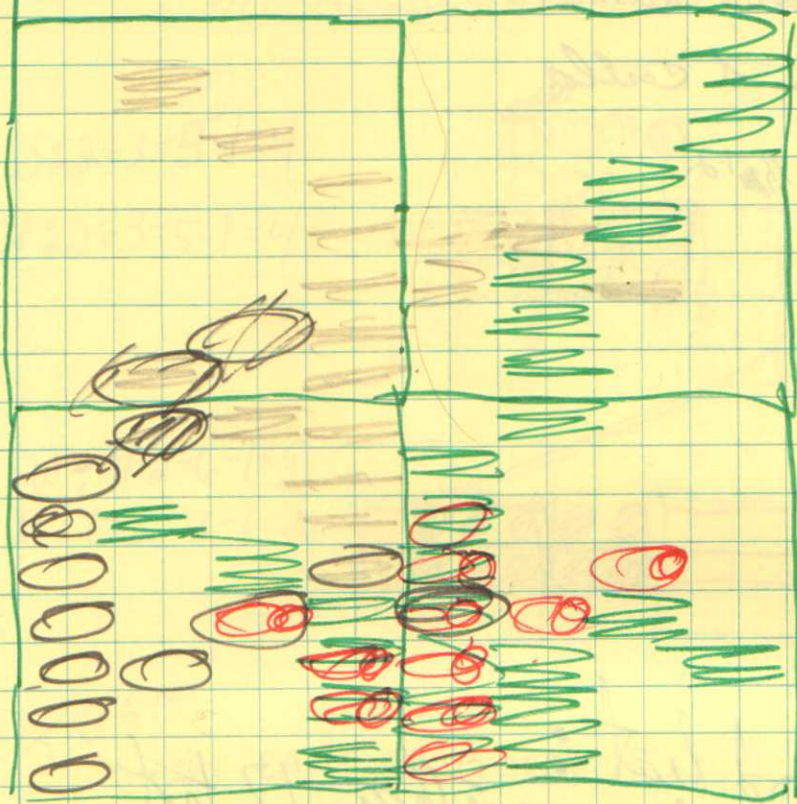
SRC
& REL

5:15 & leave

~~DRAWSUBS~~

TUFTPR^H
CRTR^H

BAY
BOX
GETADDRS



○ - 1
 — - 2
 ○ - 4

4 < x < \$5C
 \$38 < y < \$A8

DOTS

~~add~~ added GETADDRS, BAY, BOX subroutines

FREE 4AB8 → 5E00 = \$1300 5K
 F644 → FFFF = \$900 3K
 7K

7:55 PM
 7/15/86 TUES
 8:10 AM

SoftAd - Andy told me about Paula called yesterday and about Accent
 I will be in on Mtg today about animator II ^{9:20}

Rick Back from FLORIDA

Talk about Raised w/ Rick

BACKUPS

POT GRASS IN 7 OUTFIELDS

11:40 Left msa for Bob Ogden to call me.

11:45 Start putting in sound calls

BALL COX #? 8, 9, 10, 11, 12
~~JSR~~ ST NOISE -

JSR NOISE

BBINIT

JSR INISND

LOAD

STONES

SSSTBL

SADSR

\$33C

\$600

\$2A7

VBINT

JSR TUNEPY

A&C - Works pretty good but:
Todd's TUNEPY takes more than 17 text
lines available & interrupts get skipped

DRAWSUBS

started obstacles in BH's (out Hds)

2-4:30 mtg w/ Jim Watson on Animator II

o o o o o o o o
o o o o o o o o
o o o o o o o o

DRAWSUBS

BACK to obstacles placement

↑

left 6:40 for obery shot

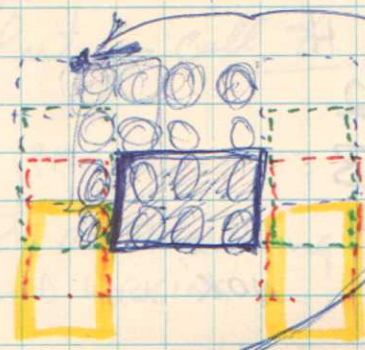
WED
7/16/86 8:35

MEDICAL BILLS

HIT ALGORITHM FOR PLACING OBSTACLES @ RANDOM

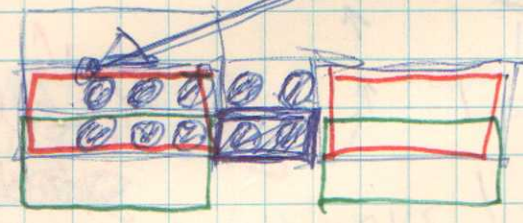
C = CURRENT
N = NEW

$W = 2 + 3 = 5 - 1 = 4$
 $H = 2 + 3 = 5 - 1 = 4$



$x = (COBSX - NOBSW) + 1$
 $y = (COBSY - NOBSH) + 1$

$W = 4 + 2 = 6 - 1 = 5$
 $H = 1 + 2 = 3 - 1 = 2$



TOD'S N

SO CANT BE PLACED IF

~~$7 - 2 + 1$~~
 ~~$6 - 3 + 1$~~ 1 + 1

$0 \leq NOBSX - COBSX + NOBSW - 1 \leq NOBSW + COBSW - 1$

AND

$0 \leq NOBSY - COBSY + NOBSH - 1 \leq NOBSH + COBSH - 1$

10:26

MTW ANDY @ ULTIMATE TOMORROW 1:30 - WEAR BEST SUIT
ANDY TOLD TODD & I PAULA GEORGE JOB IS OFF AGAIN

TALK W/JIM A) O.T. \$664 B) TUITION RE-IMBURSEMENT C) TIME FOR ANIM II 9-10 WKS
PROBLEM W/

6:20 CKOALA
SOURCE.SRC - add OBSTACLES

VBINT FIX FOR TODD'S SLIDE UPDATE X, Y

6:45

8:20?

7/17/86 8:15AM THURS

PUT IN SCROLL SPRITE

1PM SCROLLING DONE BUT DOESN'T WORK TOO GOOD

ULTIMATE VISIT #1 ^{2 hrs}

	W	H	
0 MOUND	5	2	
1 BIRDBATH	4	3	
2 BUSH	6	4	
3 SPRINKLR	3	2	OK
4 STUMP	6	3	OK
5 WATER	9	1	↑
6 DIRT 1	6	1	↑
7 DIRT 2	4	1	
8 DIRT 3	4	1	

BUG w/
PITCHER NOT
SHOWN IN
BEGIN

3+ 7:10

WORKED ON OBSTACLES

BOB STILL NEED TO
CROSS SOME UP/OVER

CKOALA is too long needs
to be re-orged or "DATA" moved

mf

7:15

7/18/86 7:10 AM FRI

WORK ON CKOALA

10 AM ~~work~~ Views work as before.

~~BALL~~ ^{12:15T} Put in call to INITFLDS

RAWSUBS ^{1 PM}
Not decompiling correctly
2:05 MAND WORKING

MTG

SOUNDS 1 DAY) TOOK 1 WEEK + 1 DAY
SLIDING DONE) SHOULD HAVE BEEN 3 DAYS
~~TAG~~
BG/GRAS/OBS/TRIP 1-2 DAYS) TOOK 1 WEEK
SHOULD HAVE TAKEN 6-7 DAYS

OBSTACLE GRAPHICS - NEED TO BE SHIFTED

SOUNDS		DAYS/WHO	DOES SOUND NEED TO BE PART OF GAME S/W
NOISES (FIT & BACKGROUND)	SLIDE	1 T	?
MUSIC		? T	
SLIDE		1/2 T	
TAG BEND OVER		T W/H	MAKE DATE OF WHEN WE NEED ALL EPYX DATA
TAG BASES W/OUT & SAFE		T W/H	
RUN W/BALL		T W/H	
PERSONALITY TABLES		4 T & H	
COMPUTER CONTROL			

TAG/RUN 5-6
PERSON 4
BA OBS 1-2

BOB COMMING
OUT AUG 3

TODD SAYS

1 WEEK (RUN/WALL/TAG OUT SAFE
OBSTACLES

1 WK (PERSONALITY
COMPUTER

1.5 WR (PUT ALL TOGETHER

3.5 WKS

50.00

~~888~~

7/20/86 SUNDAY
9-10PM

- BALL
- A) LEFTY BAT HIT
 - 2) BALL LEAVE BAT
 - B) COMPUTER BATTING

7/21/86 MONDAY

8:40 AM
FIX OBSTACLES

BUG IN OBS# - allowing #9 (only 8)
ABC #10 → 9 also a 8.
width & height of
grass

BALL

- 1) CHANGED POSITION
OF COMPUTER SWING
WAS IN WRONG SPOT
NOW IS
- 2) FIX LEFTY, LEFTY+1 CODE
AND MASK → OR MASK
- 3) FIX BAT LEFTY HIT
CODE.

LDY #2 → Y
STA T2
DEY
STA T3 → Y

DRAW SUBS

WROTE
"CHKTRIP" routine

LUNCH 1 HR SWIM

T 4112

T 6135

BALL - MODIFIED BY TODD

DO RTS
RUN } .REL & SRC
DO }
PP }

LINK SRC

L - RUNS GOOD 5:25

7/22/86 7:50am TUES

BALL

TRANSFORMER COMPUTER PITCH - ~~copy to computer~~

RAM
add JOY - remove "computer"

VBINTU

~~LP~~ ~~JOY#~~
LDA RJOY, #0
STA JOY, #0
~~DE~~
LDA RJOY+1
STA JOY+1

BAK
.SRC

~~DO~~ ~~PP~~

DO - same as Todd's + copied to Todd's
remove "COMPUTER" & fix use
of FIELD JOY ≥ 2 for "autofield"

10:15
A&L

9307

10:40 Bob Called

- A) Scrolling ~~so~~
 - 1) why can't white line be fixed
 - 2) what else is prob-

right side

007 over
017
10
11 dots

- B) Slide great shrubs messed up
- C) Base running - button - can't run
- D) Right not synced - not timed correctly
doesn't go home

Doesn't want fall stopped

while switching screens - can we do it in parts

- E) Run w/ ball not in ~~up~~ Bob's version

- F) Can't scroll in from bottom

will only scroll in from fight
will only be auto scrolled

- G) sounds good -

Just need to talk about when to turn them on, etc.

Bob will be out Wed/Thurs

send Thurs nite so Bob can see Fri.

Music - will ~~be~~ in driver (interrupt)
only in selection screen
maybe in title

New scoreboard will be only goal
can chuck old code

Read him list of due dates

11:00

odd asked about slide

TOUCH INSTEAD OF TAG

3sh talked to me about Tag Done with joy stick
FIELDER dont run until after catching ball from other fielder
11:23 done

BALL COMPUTER PITCH

BUG - WALK HAS GREEN TMAN ON BOT BTWEN CAMS & FLD VWS

1:30 add "PITCHDIR"

BUG - WALK LET'S MAN GO ALL THE WAY AROUND

2:10 TRIP start 4PM Working but hangs up after trip - stuck in frames

A&L Works but gets stuck on obat and not in correct spot

4:30 BALL

- A) Joy % get out of outfield show
 - B) PINFIELD (% INFIELD HITS \$FF=almost all inf)
 - C) LEFTY moved to PP
 - D) XACCA → PACCEX PACCY
 - E) "INFIELD" code to set FIRSTHRO & IF PLAYCNT=0 then JMP PLAYDONE
 - F) COMPUTER PITCHER ONLY PITCHES AFTER BATTER WARRUP
- LEFTY \$30 * 7
PACCX \$8 (*4)
PACCY \$10 (*4)
PERROR 0 = no errors \$FF=almost all errors

SEEMS TO HAVE TO DO W/ BALL SPELL

DO

- ~~GETUPFLG~~ A) GETUPFLG to allow outfielder to get up after trip
- B) PERROR

BUG: AFTER TRIP COME BACK TO PITCH SCREEN AND PITCHER TRIP IN TRIP FFAAE

6:05 A&L trip works pretty well now but seems to keep tripping

6:40 → 7:35 get along shot & supper (rija@msu)

AMBAL

PBATTER public
PGRNDRS public
PFLYS

DO
A) TRIPFLG & GETUPFLG public
B) FIX sty GETUPFLG

TRIPFLG & GETUPFLG NEED TO BE RESET in BALL.sec PLAY/DONE

Code to support

PP PGRNDRS PFLYS

BALL
A) MSGX 30 → 31
B) BATTER public
C) PLAY/DONE reacts to TRIPFLG & GETUPFLG

9:03 A&L
 A) PITCHERS BATTERS DISAPPEAR @ TIMES
 B) OBSTACLES NOT TRIP RIGHT SPOT
~~DRWSUBS~~
 FIX LDX CAMERA
 JMP Chkhit
 LDA CAMERA
 SEC
 SBC #6

DO
 A) remove noise for disable without previous enable
 B) if joy moved anyani then if FIRST#ROT0 then set=150
 C) same for computer as long as chasing ball

A DO
 A DRAWSUBS
 9:30 BYE!
 7/21/86 7:05 AM
 23 BACKUPS
 L (link)

RAM - set to using both joys
 DRAWSUBS
 A) fix offsets for CHKTRIP
 B) fix white outline about camera view

A&L 9:30
 Trip works very well now
 Scroll works well but needs to be prevented from going above camera view

VBINT
~~DRAWSUBS~~
 A) PUT in ~~Fix~~ Top/BOT check for schar 98/213
 B) Fix set SCHAR=\$FF if entering through w/CAMERA=0
 falling of no pitcher after coming back from outfield via PLAY/DONE (is fixed now it seems)

11:30 Bol Ogdon Called
 I told him I need scoreboard today
 I told them we haven't need check
 He wants me to use 3rd color in night screens

EXTRA →

BALL

Breakpoint off to BSUBS

Fix "throwball" so only throw to SS on "FIRSTTHRO"

~~BSUBS~~ started from BALL.SRC

A&L - BUTTON Mult-def

BALL
BSUBS } changed BUTTON to **CHK BUT**

A&L IPM seems to work well - 2nd base fix is good

1:30 - go to property in Hopatcong
back @ 4:30
16 Jefferson trail

BALL try to insert outfield joystick/computer control

A&L try to sync little ball with runner
fielder running with ball

Need to incorporate Todd's changes - I have changed following since Todd took copies (hpl and Tlan)

(BALL), RAM, VBINT (DO), PP, CAMBAL, DRAWSUBS, BSUBS, LINK.SRC

← CONSOLIDATED HENRY'S & TODD'S (.SRC/.REL)

GAVE ME NEW RUN & DOROTS .SRC/.REL

BALL

FIX Camx, Camy

Y ^{TOP} 98 → ^{BOT} 195 X ^{LEFT} 000 → ^{RIGHT} 106

ALSO ^{a)} lower wait time for DISPLAY (DOROTS)
^{b)} try to get out of show of outfields

A&L
WORKS WELL

7:40

14.5 @ PROPERTY
- 3 @ PROPERTY
11.5 HOURS
- 7
4.5 a.t.

7/24/86 THURS 7:10AM

QUEER
PUT IN CODE FOR FITS

RCVD DIAMOND RIGHT HAND SCREEN FROM BOB
BUT NO GOOD, USES COLOR 3 FOR BASE LINES

11:30 BALL
A) SEPERATE MSG FOR YER OUT

B) JOKE

BBINIT
set ptrs to new sprites

AEL - works fine

x PARTDATA
~~BOFIT~~^{BAD} / LEG, FIT HAS

x GETSPR
~~PR~~ CODE TO DO FITS, OFFSETS NOT IN THOUGH
NEITHER ARE REVERSES

x SPRITE
AEL - FITS MESSUP leads for good

2:15 -> 2:30 Lunch

Todd gave me new DO DODATA } .SKE
BALL } asm for
 } .REL

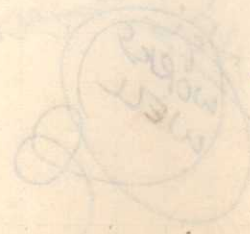
A) NO RUN AFTER
OUTF CATCH BAL

B) NOISE FOR FIT / GIRL/BOY
SEX

PP
SEX

SSS TODD GAVE ME

AEL
3/30 get disk ready to send to BOB
4PM leave



BACKUPS

GETSPR
OFFSETS FOR FITS

~~3ALL~~ DIAG TO SHOW ALL 16 FITS
TODD ALSO CHANGING, SO HIS WILL BE MASTORE
WE'LL THROW THIS AWAY

DRAWSUBS
took out fence .BMP

1920 Bytes
Aimed

PARTDATA
fit FITTED for fit? (took guess how Robin wanted it)

A&L
303 OLDON CALLED

568A
7:25

ALIKES LOOK
WOULD LIKE TO USE OUR GRAPHICS
TOOL TO DO RIGHT HAND SCREENS
VIM SAYS: NO TO TOOL
EDITED TODD'S THEN
TOOK FROM TODD

- A) fix to do display of 16 fits after BLS
- B) fix to "WAIT DISP"

DEC DCNT
BNE

LD PDLNT
BEQ 150

- C) change all ppitcher to FIELDER

remove
LD A#0
STA FIELDER in "BATERUP"

SQUEEZER

Robin had FIT1 & FIT2 switched so
I remained then reran
TOOK TODD'S RUN.REL
A&L

$1/7.5/13.5/11.5/8.5/8 = 140T.$

GETSPR

fixed LDA OFFTBL, X

A&L

y offsets being applied to x

GETSPR

sta otx, x

A&L

Looks better but
Cap rotating FIT ?
needs work

leave 4:07

8AM MONDAY 7/28/86

FPOS

begin (new file to pick field pos)

Called Bob Ogdon

Told him screen was NLI.
not BITMAP

Talked to EPYX Mike Karaka

→ Chuck Somerville - No other tool to do HIRRES BC - will have to convert it.

- Scott Nelson - 1) Vorpel can't overlay itself
- 2) Vorpel doesn't use interrupts

leave 4:53 (LUANH 1:50)

ZHS

7/29/86 8:10AM

WORKED w/VORPAL LOADING

BOOT - created

LOADER

PMAIN

CDX

add code to load SB64

2:30 → 3:30 BANK

common team - changed to speed selection process

~~5:30~~ 5:40 → 6:52 DRE SUPPER

BBINT skip over loading

7:30 Can get to game after selection, but need to have method of getting in the ~~BATTER~~

PTRS

12
8
8

LITBAT 112B-1255
LITBTR 1133-122C
BIGBAT 1133-11F5

LITBAT
LITBTR
BIGBAT files
E0E - FE38
FE39 - FF32
FF33 - FFE5

LITBAT FCE8 → FE12 6CE8 - 6E12
LITBTR FE13 → FF0C 6E13 - 6F0C
BIGBAT FF0D → FF0F 6F0D - 6FCF

views is 2000 → F97B currently 4000-697B

PTRS MODIFIED & SAVED as BATS

BBINT

INTERRUPT CHANGE

- \$1 ← \$35
- \$FFFA) INT DONE
- B)
- C) LOOP
- D)
- E)
- F) VBINT

LITTLES

changed TRS to EQUIS FOR ABOVE 3 FILES

ANI
change to memory swap code (\$1)

DRAWSUBS
change to memory swap code (\$1)
took out code to do fence

VBINT
~~save & restore~~ A, X, Y
save & restore \$1 and set to \$35

SCOTT NELSON SAYS INTERRUPTS ARE
TURNED OFF @ RETURN OF VORPAL

A&L NOT SO GOOD DECRUNCH OF LEFT & RIGHT
SCREEN CRASHES

VBINT
change BORDCOL to write in interrupts

A&L SAME - interrupts crash w/code

DRAWSUBS
FIX use of \$1 - must use all RAM
for loading VIEWS, because
PTR TBL is under \$D000

A&L same on DISK using SV.C800

better but not fixed yet
leave 9:25

13 HRS

7:30 AM WED 7/30/86

VBINT

Fix for interrupt vector changes

A&L works alot better but master still messed up & 3rd byte of GVVIEW & BITMAP MESSED UP

LOADER

load fence @ BITMAP & ^{normal} sectors

CLR → CLRMAP 8000 VOR 1 SEC

DRAWSUBS

- A) remove old INITSCBD
- B) switch I/O on when writing in decompress so BITMAP data goes to correct spot
- C) ~~form~~

BBINIT

Remove clear BITMAP & CLRMAP

~~FIXED~~ FIXED BATS (LITBAT PTR WAS INCORRECT) & REWROTE VIEWS/BATS TO DISK MADE GV ON C64 DISK

3ALL
MAIN

framed INITSCBD call.
 ~~exitdisp~~ after putting it up

A/L/V ^{normal}

- Works worse
- A) RT SCREEN decrunched wrong
- B) LFT SCRN no obstacles
- C) CRASH AFTER FIT SHOW
- D) SPRITES STILL MESSED UP

DRAWSUBS

Fixed BUG IN DECOMPRESS

ANI

A) SPED UP REPEAT & reverse for req & reverse so that code will run faster

B) removed changing of \$1
of SET CLI for spill change

A/L/U

- A) some sprites still messed up
- B) BG's perfect
- C) NOT getting to BATERUP

BALL

fix put rvc BALLGO back into switch

58
~~FIXED~~ RE-PUT PARTS ON DISK

A/L/V - Crashes when BACKUP

11:35 Bob ^{called} says after

A) Can't run if on base at catch

B) Button w/ joy in middle ball
doesn't get thrown

C) "STRIKE" ~~is~~ too long

D) Sounds spread out ~~too~~ often
will comment on each sound later

E) 2nd Baseman should be to right
of 2nd BASE not behind base

F) Tag - only in 1 direction

a) Runner ~~should~~ ^{doesn't} always stand at same
place on base - shouldn't move to edge
if small short push of joy

H) Won't be coming out next week

⇒) Speed of throw should be faster

Out fld to home too fast

1st to 2nd too slow

Outfielders need to be further out

MAIN

Remove

LDA#0
ISR DOCAW

BBINIT

remove copy of vectors to themselves
make NMI point to FCE2

12:47 - 1:17

LUNCH

BBINIT
RMAIN

NMI point to \$FCE2

A/YV

PMAIN

FIX for blanking prompt line

A/B:YV

Crashes still -

- A) totally gone - no interrupt or partially gone
- B) Ball moving in jumps
- C) Camera view infield messed up 2nd base

Leave 4:35

1 HR LUNCH
Swim

(8 HRS)

- 7:50AM 7/31/86 Thursday

VBINOT

- upon exit either leaves \$35 or set to \$34

BBINIT

(vector key)

NMI interrupt saves \$1 @ \$A000 and jmp \$DF6A

A/YV

Can't get to monitor

BBINIT

set jmp \$FCE2 back again for NMI

11:44 APV Chuck Sommerville called
told me how to us break board
Mike Casaka was also there -

TOHRES
1:30 Create
BBINIT

needs -
A) Selection screen
B) Title screen (Bob's)

APV New Scoreboard is only
partially working

TOHRES fix color - one in table is moved to hi mid
with BG clr moved to low mid

AC001 fix use of BOT byte of COEN, BITMAP

A/L-TOH
B:TH/V SCOREBOARD BG IS GOOD, NOW NEED TO
PUT CHARS IN CORRECT SPOT

2:30PM

V BINT took out INTERRUPT CLRS

DRAWSUBS

- A) FIX BSO/BATTER NAME DISPLAY ✓
- B) MOVE INNIAS TO OUT (common) ✓
- C) TEAM 1/2 NAMES 9 CHARS ✓
- D) ADD PUBUCS ~~TO~~ PNAME1, PNAMEH, PNAME5

COMMON

- A) fix length of TEAM 1 & TEAM 2 strings
- B) add INNIAS RUNS' (led)

BP add ← fix SEX

X LOADER

Fix no border color change while loading

A/V BOTH TEAM & SB64 (GOOD)

X PP FIX NAMES to -1

X DRAW SUBS Add set color for asterick (top/bot)
fix ~~no~~ INC RUNS to do TEAM EOR #1

X FPOS Code fixed to be added as an overlay

X BBINT ~~code~~ set mode = \$FF ~~of bit~~

5:40 PM G.BAT added -R for root symbol map file

X VBINT ^{mode area} put in code for FPOS
FPOS.BAT created

X BALL ~~map~~ wait but WAIT BUT
code to check for "F" button and do FPOS

6:30 PM ALV

~~back~~ ~~pick up~~

7:20 PM
Talk with Bob, Jason

A) Prompt for team name
return select computer

B) FIRST PROMPT asks if want to
play old teams - gives names - Y or N

C) RETURN at begin of select ~~yes~~ (BAT old in FLD POS) ~~good~~ skips
before going to game names the TEAM NAMES, etc.
SO, Y - ret, ret, ret, ret sets to game

Bob will be gone TUES & wed next week
Todd asked Tag Q's

FPOS .OVBN & PUT ON DISK (VORPAL)

8:10 PM
A) Code uses D not F? 9
B) Crashes when it gets there
C) Sprites left on
D) team needs set other way

X BALL
A) put in code to check if computer as fielder can't pass if
B) fix "fail" key
C) SET MODE=1 to get interrupts changed before spinning

FPOS
A) ~~fixed~~ ANESH bug
B) put in RETURN to skip changes

X CATOUSE
put this in ^{here} too

A/L/V TEAM

LINK.SRC for SB64 put asout before RAM

A/L/V SB64

A/L/V FPOS

FPOS enable interrupt after VORPAL

CLIS path begin and before RTS to BALL.SRC

ALV FPOS

works but

- A) PORT 1 joy down does "Return"
- B) when back batter & pitcher frames need to both be changed in order to get sprites back on

x FPOS

- A) "Return" changed to "N" for NO CHANGE \$ef \$80
- B) add message - "PRESS N for NO CHANGE"

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 USE JOYSTICK OR PRESS N FOR NO CHANGE

x CHOOSE SAME 2 changes

x FMAIN

- A) Code for readings sector containing COMMON.SRC DATA SECTOR
- B) change pause after JSR Choose (shorten)
- C) prompt for 2 team names ...

allocated sector 2 on track \$11 for common DATA

11:20 PM go home 15.5 HRS

8/1/86 FRI 7AM

~~X MAIN~~
Took keys. ^{use in PMAIN} from Pet Person to
B) added same ^{set} before going to loader

removed ARUNSI, INRUNSI etc
B) PRIOR, BPRO
C) Two JOYS: JOY, FIELDJOY, BATJOY

X common
A) added these
B) INIT TEAM all ϕ 's
~~C) added ASCOAT~~

X ASCOAT
moved CX, CY, INV to ~~COMMON~~ begin

ASMed all up to last AVL's
L/B:L/B:FB & ✓

✓ BINT
Remove PRIOR

MAIN
new INRUNS

ANI
Remove BPRO

also includes
these to remove
undefined

→ Tried to use VORP, EFOV to write sectors 1, 2
but didn't seem to work

9:40

crashes directly after showing
G.A.A.C.

10:42
XPMAN cli after VORPAL call

A/B:T/V still crashes

~~XINIT~~

add code to do \$35 → use \$FFFA vector

also removed XRAST

XVBLANK

use \$FFFA for vectors

A/B:T/V

code 2EDA + A00 = 38DA

11:35 XVBLANK

PUSH A, X, Y remove set CLR = ARN

A/B:T/V

12:05 XVBLANK

put BACK clr change in for 2 interrupts

DOA ← \$OF
DOA ← 1
XOD ← 1
XOD ← 7F

INIT ← \$35 @ Begin

12:40 A/B:T/V

12:55 Talked to Scott Nelson - found need to read \$DCOD \$DBOD @ INOT

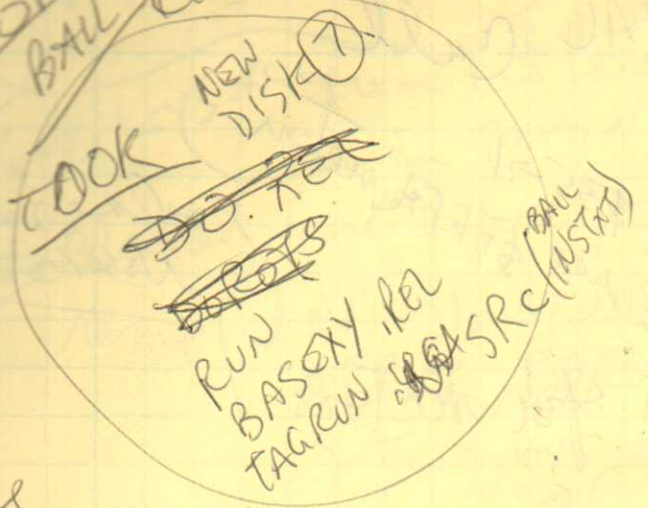
INIT

A/B:T/V

Crashes after PICTURE put up

5:20 PMAN
FIXED BUGS

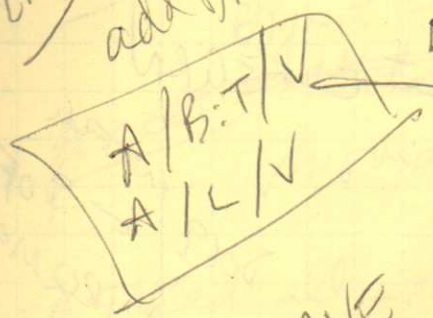
5:30 PM
BALL CALLED TOMS



DO DOKETS SRC

L-BAT

add BASEXY



5:40

4FDC

\$900 left

LEAVE GILB

8-4-86 8:10 AM MONDAY

BACKUPS

- PMACW
- A) FIX ~~and~~ FIELD JOY & BAT JOY SET TO LIMITS
 - B) FIX getkey to wait one screen before getting key
 - C) DELETE SET OF MODE = \$FF before going to game A screen wait
 - D) BACKSPACE added
 - E) IGNORE keys with top lid set (TAY @ G0T(12) messup
 - F) REPEAT BACK IN
 - G) reset SHFT & CTRL at SCAN

VBLANK

take out Changing BORDCOL'S (DIAG)

A/B:T/V

PMAIN

COMPUTER TEAM SELECT

Bob Oden called 12:15 PM

Todd talked to about base trying & etc.

- 1. SS & 2nd baseman needs to be to side of base
2. TIME OUT for when ball is not touched in ~~field~~ fielding, make it 20 secs
- 3. CAM VIEW - ball stops before on right before left - sync them
- *** → 4. Runners are faster than ball - slow runners to half
- 5. Infield throws ~~angles~~ in CAM VIEWS are wrong
6. Flashing on right side DOTS while character is moving
- 7. Too many obstacles & never have 2 of same obstacle ~~1st~~ # obs < 4
8. One screen as soon as ~~fr~~ in fielder falls
9. Is tripping over obs? YES
- 10. If ball hit & outfielder left & right ball to man relative spacing not working
- 11. Score sound - needs to be a sound crowd cheer
- 12. When get up from trip don't move over - get straight up
13. Angle of hits - please include lists with next submission
- 14. Can slide past base - slide once then twice
15. Ball hit to 2nd - ball never come into screen
16. How easy to implement: Can we hit a key or keyboard to see field view on right

17. Flash or change color of BATTERS NAME

18. Team select - put team name there above prompt

19. Too many object same as # above

20. How to make inning change -

Audio -

Visual -

21. Can we get more color on scoreboard?
yes

22. ON/OFFBASE WHAT FOR? DIAG.

Bob will be back Thursday Fri.

Thursday@Perkins

CHOOSE

COMPUTER RANDOM SELECT
OF BATTERS/FUSPOTS

X * A +
X * B +
X * C

ATTIME
mode
JOY
TWO JOYS
PICK THIS!

Bob called 8/4/86 3:05
Comments on

Last 2 names were:

- 1) skip
- Henry -
- Eddy -
- skip

DO YOU WANT TO SELECT NEW TEAMS (Y,N)?

- 2) Enter name for HOME Team
- 3) put 9 MINUS SIGNS UNDER
- 4) DEFAULT FOR ALL CAPS
- 5) ^{with} BOUNCE - don already this morning
- 6) ~~AWAY AWAY~~ AWAY → VISITING
- 7) ~~YOUR TURN TO CHOOSE~~
"ROCKETS" TURN TO PICK
- 8) if already picked -
NAME - already chosen by ROCKETS
- 9) DONT USE color in BAT/FUD POS
LT. BLUE BACKGROUND/WHITE FONT
- 10) PLAYER DESCRIPTION RED on LT. BLUE
ii) PUT NAME OF TEAM ABOVE PROMPT
YELLOW on LT. BLUE

NEW PRIORITY - HIGHEST IS TIGHTENING
GAME UP TO PLAY BETTER

Epyx is concerned if we can ever make
the game fun

Bob is going out there Tues & Wed & would
like it to be playing great

RMAN
CHOOSE
continue computer control of joystick
A/B: T/L
DRAW SUBS
Act #
obs per
of field

leave 6:40
10:50 hrs

9AM TUESDAY 8/5/86

DATA SUBS

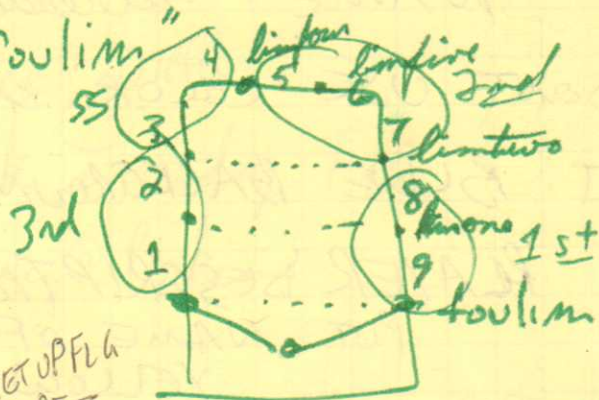
- a) add ~~INCINS~~ routine
- b) check to make sure 2 obstacles the same not in same screen

~~BACK~~
~~DO (TODS)~~

- A) RUNGET 1,2,3,4
- B) set SPEEDX, X " Y, X @ ; he needs to start trip

BALL (TODS)

a) changed "foulim"



B) BALOFF

Set GETOFFLG
SETFFLG

c) PUT IN CODE TO DO OUTFIELD CONTROL AND SCROLLING

D) ~~BES~~ ^{BNE} USEFF

As center field will be used for center field

E) chkballin changed to have X as input

NEW NOTIFICATION
CKBALLIN
OUTFIELD

DBSCRUR

POSPED

joy
odir
pedalar

X PP

add ~~POSPED~~

X DO (TODS)

add DBSCRUR

fix RUNGET 1,2,3,4
5:45

1 HR LUNCH
5 DR.

7.5 HRS

8:15 AM Wed 8-6-86

changed TRKIN → GETUPFLA in BALL
x ADRAW SUBS
BALL still a bug where outfielder can't throw
go back & start over

- A) foul in = 168
- B) BALL OFF GETUPFLA ←
- C) ~~BES~~ → BNE
- D) changed code to CKBALL sub

bug in Todd's code if error after field then count throws? no reset

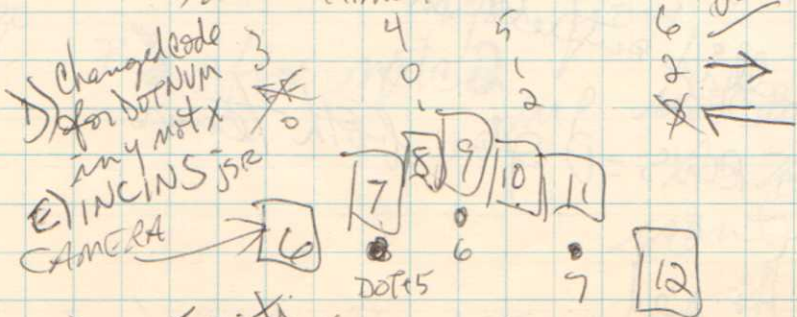
x BBWIT
MM changes ^{BORDER} color to 4 (purple) in a loop

bug was in BALL - pitcher got moved with
Took Todd's (RUN DO DOROT) SRC
RUN DOROTS, REL
game DO, REL
BBWIT, REL

ALL

1:15 x BALL
A) more reset of DOTS in outfield to BATERUP

- B) changed ^{4x} ~~ONE~~ SETTT
- C) added ATIME to slow scroll in



- F) BBWIT into INNING
- G) no show unless jumps different

DRAWSUBS

* "x" indicator or other team

AVL
GETSPR

✓ Change in Camera view limits
132 → 106
101
↑
192

DO ✓ forgot 5 before eni frames in scroll

DOTS ✓ add code to have destinations for fielder dots

BALL

- ✓ A) Change setldest ~~so far~~ so $y=0, 1, 2, 3$ ball hit
- ✓ B) changed (a) calls to setldest for above convention ball thru out base
- ✓ C) when init outfield dots also init dests
- ✓ D) set dest when moving outfield dots

TAORUN

✓ A) setldest call changed

BALL

- ✓ A) SCROLL LDA #row - BALLROT/2
- ✓ B) setldest call if outfield in INFIELD
- ✓ C) DOINIT sets RUNS = 0 for both teams
- ✓ D) add 0dot

A/V/L

copy old/body, X
sty X

5:10

Crash when ball hit out of screen

Todd took FAARUN & gave him copu

X BALL

A) setldest - LDA body

ALV

still crashes -

also crashes after Docan for walk

X DOTS

A) ~~STARTED~~ CDX #4 → T3
STX DDINDEX

B) add at end
DEC DDINDEX
BMC ALDEST
JMP DESTINY
ALDEST

ALV

X BALL

7:30

A) @ moddi + diag to make ^{half} outfield hits for now

B) fix noted
JMP not caught wait more +
so ~~it~~ outfielder don't want try to follow man when he's off screen

C) PUT lda DDIX+5, y
sta LBDESTX+1, y
some story after noting

86
c) remove set odie with 01 or FF
@ inc BALEO after noting

d) remove add to MANX - will use do:pre

e) add CVL, CVR, CVT, CVB
instead
13 <106 >101 <192

x QETS PR

add CVL, CVR, ...
into SUP, SLF, ...

x DO

add fix SCROLR
L

8:30 ALV

x BALL

A) ~~inside~~ set/dest: divide by 2 ~~xy~~
so small screens are better
and so outfield stuff can work

B) changed camx, y values
x6 y-9

x DRAWSUBS

fix for check for jobs same

9:25 ALV
BALL

A) add 7 to each camx for outfield
B) change diag @ moddit? to RJOY
cor R JOY+1
C) change int X, Y of DOT+5, 67 in BATER UP
to use CAMX, Camy

All good!

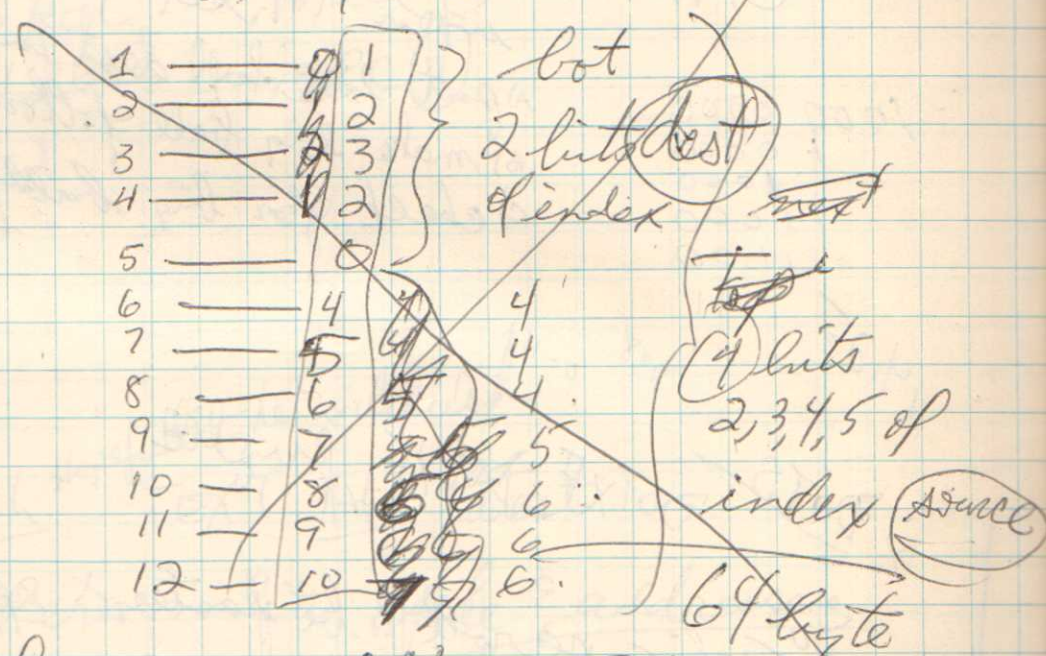
~~BAU~~ fix to make Reverse convert @sett

~~BAU~~

Can't throw with just button

B) Can't throw to 2nd of com ss if not F. 1st row used in

C) Tables to do x, y for any screen to any other



get rid of
as lengthy

6 7 8 9 10 11 12
add3 add2 add1 add0 ... it is
Table sorry but that's the way

no lone with BAU yet

12:15

16 HRS

8AM 8-7-86 Thursday

BALL
A)

Remove last night's ball dest code
@useit

B) ~~Put little ball dest in~~ BALL DX
BALL DY

C) throw cont
~~set~~ clear TIP
when TIP set

- A) put little ball dest in
- B) make big ball follow
- C) check for big ball off screen

1000 0000
+ 0000
1000
11000
1100

19.25 11
238 0-152
171

X DOTS DOTXF DOTYF puplic

+ DO
A) fix scroll to be faster x speed (3)
B) take call to BALL below out and set
TIP instead.

ALL ball doesn't get off screen

X DOTS Todd did @ changes for CVT, B, L, R

BALL

A) FIX
B) FIX

ball off screen
subtract DOTXF -> #FFF
sta norm+1 after
also ~~copy~~ x

AVL ball going out - still not working

10:05 AM
* 13 ALL

A) Todd made msg changes

Fix FOUL

NOKE JT

B) changed add safe & YER out wires

changed througth to use ~~idx camera~~ → CAMERA

* MAIN changed for shift lock key

took Todds

SSS.REL

, SRC(6)

RUN.REL

, SRC(7)

Todd Modified

AVL

Bob

act on 14th ^{hopefully - he will push} TEXT 21th latest

send Copy of Personality ofide & addresses

Doing now - changes later

No Data now so can't use spare time to put it in or even be thinking about it

11:10
BAU

$$y = (0 \times 8) + 54 + 20 = 122$$

$$x = (0 \times 8) + 12 + 3 = 15$$

$$y = ((16+6) \times 8) + 54 = 230$$

$$x = 12 + (24 \times 4) + 3 = 111$$



CAMX = 100
CAMY = 90

A

<u>x</u>	<u>y</u>
15	122
÷ 16	-86
+ 100	36
<u>100</u>	8
- 100	4.5
0	+ 2
× 16	6
0	± 2
	3
	+ 90
	<u>93</u>
	- 90
	3 normal
	× 2
	6
	+ 3
	9
	× 4
	36
	+ 1
	37
	+ 82
	119

B

<u>x</u>	<u>y</u>
111	230
÷ 16	-86
+ 100	144
<u>100</u>	8
- 100	18
6	+ 9 1/2
× 16	27
96	± 2
	13
	+ 90
	<u>103</u>
	- 90
	13 normal
	× 2
	26
	+ 13
	39
	× 7
	156
	+ 13
	143
	+ 86
	229

BALL

changed throwcont

- A) adc DOTY \rightarrow norm+1
- B) adc 86(-2)
- C) add 7 to BAUX
to make up for roundoff

12:00
ALV

12:30

BALL

- A) initballin - use jsr ~~getballx~~ to get x, y of big ball
- B) make getballx using little one
y subs
- C) change getballx to norm+1
to see if it will fix jumping

D) BALLCROSE

check for constraints within screen in field view

E) @ offscr set BAUX=0 to get ball off screen

1:10
ALV

1) now flashing occurs when ball not on screen (between throwing screens)

2) BALL STILL "JMPs" when going out
3) BALL COMES IN FROM TOP IF THROWN STRAIGHT ACROSS

getball?

X PMAIN change of, visit of home teams prompt

A/B:T/L

PMAIN

ALV

prompt changes etc.

X BALL

Todd fix for DISABLES

XTAGRUN

5:30 From Todd
RUN.REL SRC
DOROTS.REL

AVL

~~PMAIN~~ End to BOB

with (op. are) listings
(5364. sym)

and debug disk w/ 5364 900- ...
SV.C800

leave 5:50

88
FRIDAY 8/8/86 8AM

ARM PMAIN
B:T/V

DO

X PMAIN

fix bottom line of prompt if want to ^{enter new} ~~use these~~ teams

X CHOOSE

- A) removed all CURMAP settings
- B) copied mesh, mesh 2, text out to buffer
- C) add prompt for "pick for team name"
- D) FIX T colorize to use white on lt. BWE

X PMAIN

A) TEAMC 2 → teamc 2
B) set plus to TEXT
C) set clip

X TEXT
created

X TUNK
add text, rel (CR)

line here
beg here 2

9:40

10:15

A/B:T/V

PMAN

A) clear prompt "want to enter now"

B) fix pick text clr lda → kdy TEAMWSP

C) set border for ^{body/FP} select screen

~~BAU~~
works well
done for Today 10:45

BAU
Todd is changing

Put JSR ANI after DISABLING PITTER/BATER before JSR FPOS

Put NULL → HBASE/LBASE in DISALL

AVL works well so
Took Todd's BALL.REL.SRC

BDL Todd is master

A) getballz fixed to do $\frac{+}{3}$

B) setldest - added fractional parts
destf ~~x~~

C) throucent → offer -
added "Motip" to do force little ball to where lig one is

after Bof called
↓ next 2 pages

D) add ~~del~~ destf/y fcb p

E) Ballclose: x check $\rightarrow 8 \leftarrow$
 $[(4 \times 25) + 12] / 16 = 7$
y check = ~~8~~ 9 → F

A) put in comp # on ~~...~~
@ throucent
to fix throw from 2nd 6

$238 - 86 \div 16 \times 3 \div 2 = \text{FE}$

I don't know why I did this other than it looked right

1:15 PM Bob Called (8/8/86)

→ 1) Rule for direction of catch

1st face left
only decision 2nd or 3rd face player running in screen
face right if none right if runner 1st to 2nd
only when put up screen left if runner between 2nd & 3rd
3rd always right
home - always face left

2) Runners 1.5 times as fast

3) 3rd baseman tagged out runner

4) Safe/out - she ran down - no control
not at tag limit

when player gets to base in ~~screen~~
screen shown
say "OUT"
not runner

When runner touches say "SAFE"

5) when fielder picks ball up, runs to base make him ~~make him stick~~
cant get off it again

→ 6) Animation shifts when batting

→ 7) Ball ^{hit} to outfielder - sometimes cant move til ball is in screen

8) 3rd baseman w/ back to ball - ~~some as it~~

→ 9) Ball not synced with throw

8/8/86 ^{11:45 AM}
Cont w/BOB O.

- 10) Double speed of all params of pitch - Neren mind.
- 11) Should still be able to slide ^{done in person}
even if fielder is in tag frame
- seems to prevent slide
- 12) Where did care horns go? still there

13) Stick at base - same as 5

14) Done already

15) Slide should happen @ certain pt. as you approach the base - it should slide & stop before base - don't let him get up & keep running - make him stop don't start running until joystick back up - for "control feel" - can only slide once @ each base.

→ 16) Move ss over to left same amount as 2nd baseman is from 2nd base

→ 17) at 3rd out - freeze -

text line - "3 outs"

hold 3 seconds

Reserve an audio for that - car horn or something

18) When runner running to a base - let button up ~~stop~~ if too far then can't return

Does this work? Yes - Make distance further than

19) Cancel all other tunes during
SAFE, OUT, STRIKE, BALL -

~~11:47~~

For Tomorrow -

Change running speed
highest priority

11:47

~~355~~
x DO

+ more SS over

040

RUN GET ~~40~~ fcb 0, 0XX, 135

~~355~~

FLASH

Andy says he called Robin and Robin will be coming up 1 day next week

x BALL

get bally fix

x BRINIT

fix to clear line 24 of clrmap to Black on blk

355

ALV

Took Todds
RUN.REC
DO.REC

L/V

send to Bob Ogdon

need to do:

put DISALL changes in Ball

ie JSR ADV
NULL -> #BASE
LBASE

take Todds ~~adv~~ .SRC's

Ask Bob about Bug if ~~error~~
 error at bot of screen
 Need to ~~fix~~ Bug of Home to 2nd throw
 Ball get twice now
 Learn 5:20

Need to make new copy of
 C64 Boot

8/11/86 MONDAY 8:25 AM

x BALL

x A) LDA BALLY
 CMP #84 → 93

TO FIX PROB WITH HOME
 THROWING TWICE

TOOK COPY OF DISK SENT TO BOB ON FRIDAY AS BOOT DISK

x B) LDA #batup - BALROT / 2 ED remove
 STA BALGO
 jmp rebat As strikes don't get reset
 after FPS

c) @ "seter" +

LDA #0
 LDY BALLY
 CPY #64
 BCS SETDI
 LDA #1

LDY SPEEDX+1
 BPL setdi

setdi

Sta REVERSE, x

to fix facing
 direction for catch

x D) "ckballin"
 "pickup2" ← rta

←

LDX CAMERA
 LDA BALLY
 LDY BALLY
 STY Idoty
 LDY #0

to sync little
 ball with big
 when hit into a
 screen

x E) changed
 BNE NOTNEW!
 BEQ As innings
 fixed inced at
 right A part

XDRawsUBS
add DECRUNS public & code

AVL

X BALL
A) LDA # STA INNING → P

B) SPEEDX+1 → DXSPEEDH

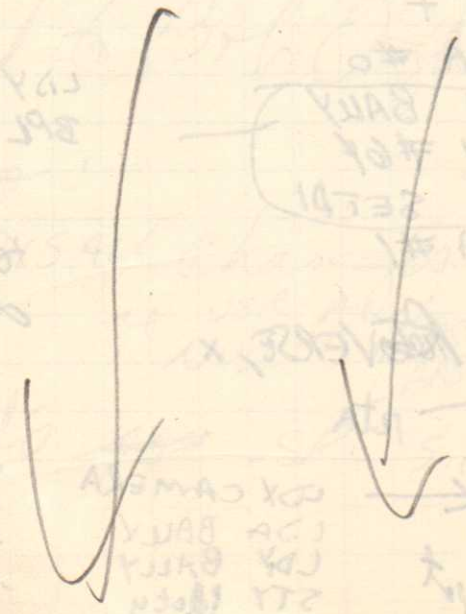
X DOTS
A) Add code to do dot color ("dotclr") load according to team
B) make DXSPEEDH public

AVL

X DOTS

a) Change code for setting color of dots according to ~~DOT~~ TEAM

AVL



3rd Called 11:45 Am (8/11/86)

- 1) Florns more often
- * 2) Threw ball home and runner ran home - he should have been out - should be out if person is on base and person doesn't slide
- 3) Pushing joystick down to throw with button - wouldn't throw home - if button down do it do tag
- 4) Slow middle runner down 20%.
 Need to add fractions
 Fast is too fast
 Med is right for fasted
 Slow is too slow
- 5) Runners get to base and keep running without button should stop
- 6) 3rd baseman standing on baseline between 3rd & home and runners ran right past him
- * 7) Have never seen any obstacles in last 2 versions - what happened?
- 8) Is there any way to distinguish when ball is hit to out field if ~~not~~ fly or grounder
- 9) Fastest runner way too fast
- * 10) Ball Catch none needs to be bigger in air
 Higher (Maybe wider)
- 11) "FOUL" message is too long
- 12) After tagging guy at 3rd, 3rd baseman starts running around - Fix this

* - Priorities

Told him how to use ! & sv.c800

Q&A:

- A) LEAVE TIMEOUT SAME
 - B) CATCH DIR: OK TO HAVE FACING WHERE BALL IS COMING FROM
 - C) ~~GREEN~~ MAKE BATTERS NAME GREEN
 - D) OK TO USE STAR FOR PEOPLE PICKED
- Told him I never got text today as promised

12:15

x BALL

A) MOVE INITFLDS to begin of "doinit"

x DRAWSUBS

A) SET BATTER ~~NAME~~ COLOR = GREEN

1 PM ALV

1:40 → 2:55 BANK

x BALL

A) ~~SWITCH~~ WAITSWITCH

B) SWITNOISE

C) OUT3MSG

x DRAWSUBS

FIX INC RUNS TO DO CORRECT TEAM

x DO

CHANGE BALLZ CATCH ZONE

~~40~~ → 45

~~30~~ → 20

TOOK TODDS. SSS. RE

ALV

Send to Bob
Yeare 5:43

~~Handwritten scribble~~

9.5 HRS

~~Handwritten scribble~~

~~Handwritten scribble~~

~~Handwritten scribble~~

8/12/86 Tuesday 8:10AM

RUN
TAGRUN

Todd took copy of BALL & TAGRUN

x BALL

- a) PITCNT, PITCHSPD publics
- b) added code to do varying pitch animation speeds
- c) moved jsr A01 to after DISALL

x PP

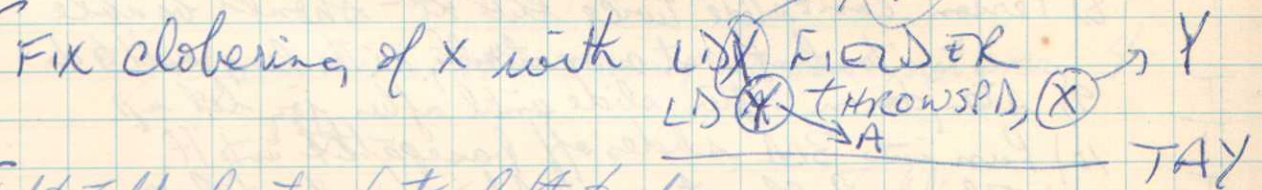
PITCNT & PITCHSPD, & THROWSPD

x DOTS

TTHROWSPD - speed of throw for fielders

AVL Crash when ball thrown

DOTS



10:25AM
AVL

Talked to Todd about what's left to do
Left msg for Bob Osdon to call 11:30AM

Work on getting Robin's PITCHIT & DIAMOND graphics into game

xCKOALA⑤

change filenames for these

Called Bob Ogden 1:15 (8/12/86)

Comments on Next to Last Version

- H 1) Many cases where ball doesn't go to hand when fielder catches from other fielder
- T 2) Yone for return to base not quite as big - so nowhere between where it was and where it is
- T 3) Bug - Tagged ~~player~~ runner to 3rd and said yer out but stayed at base & could run her home
- H/T 4) ~~While player~~ Delay is too long if person fielding ball picks up ball and tags base and stands there -
Set FIRST THROW TO RUN FASTER AND ALWAYS SET IT TO 150 while player moves
- T 5) Bug - ~~that~~ Player still doesn't stick on base yet
- T 6) Fly ball - if caught then can throw to first to get him out if he's not back in time - this isn't implemented yet & must be - Can't just reset.
- T 7) 8) Person can't slide twice but it - should be able to, but not automatically as the bug used to do
- T 9) Stay down after slide until after joy let up
- T 10) Run into 3rd slides off basepath into 1st
- H 11) ~~Player~~ Ball not in fielder's hand while running
- H 12) Computer player - press N to choose batter/fielder pos.
- H 13) Computer player - ~~user~~ have batter take practice swing immediately

DONE @ 1:15 PM

Bob,

A) ARE COLORS USED FOR PICKING AND POSITION? SELECT SCREENS ANPLE?

(CHANGE POS - COLORS MAY CHANGE THOUGH)

B) BALL (FIT) OUT OF SCREEN WILL SEND A NOTE

C) ADVANCE RETREAT RULES

1. ONLY ADVANCE IF

GUY BEFORE GOT TO

BASE

2. CAN ALWAYS RETREAT IF

LEAD LESS THAN NO RETURN

IF SOMEONE THERE ~~OR~~ GOING

THERE HE MUST GO BACK

UNLESS A FORCE SITUATION

Finished on ~~the~~ procedure to put in Robin's graphics

X FPOS

- A) changed color setting, ~~etc.~~
- B) added prompt

X CHOOSE

IF COMPUTER, JUST PRESS "N" KEY

A/B:FP/B:T/V

X BALL

- A) CODE TO SET BORDCOL & BOT 2 TEXT LINES = \$10 CLR:
 - after FPOS
- B) COMPUTER BATTER ^{PRACTICE} SWINGS RIGHT AWAY
- C) dec FIRSTHRO every screen - not every 4

TOOK TODD'S
 RUN. REL
 SSS. REL
 DO. REL

Took Todd's
 SSS TBL etc.
 on my BOOT disk

AVL
 SEND TO BOB
 LEAVE 4/045
 0/5

8.5 HRS
 1 HR OF WHICH FOR
 NEW FIELD VIEWS

WED 7/13/86 8:10AM

CAMBAL - changed A) fixed code for PFLYS TO FIX BALL COMING DOWN TOO FAST
B) set PLAYCNT=120 if BALL STILL MOVING

X DO A) if BALLY=0 allow FOLLOWB to run
B) PLAYCNT=120 if moving joy
C) if BALLY=0 no computer movement

BALL

A) remove - change waitship TO FIX FOUL MSK TOO LONG
B) add waitdcnt
C) in "display"; remove jar followball
a) add STA BALLY ($\leftarrow 0$)
D) remove waitfol
E) move waitswitch to before waitdcnt
F) MADE "safemsg" 7 chars long

CAMBAL

A) change THROW delta check so that Y is tighter

AVL

CAMBAL A) change THROW delta ck ^{to} ~~for~~ AY must = 0

AVL

STILL DOESN'T WORK

LUNCH (SWIM) 1:32 \rightarrow 2:45 + .5 DR. (ALLERGY SHOT)

Bob Ogden sent memo on modem to Todd

4:05 PMAIN } MOVED sector load of team to WIT
INIT }
A/B:TV }

7:45 Bob Called so we can discuss list
sent disk to Bob

leave 5:45

8:15 ~~19~~ HRS (.5 OF WHICH IS DR.)

WORK ON GE.BAS TO DO COLORS

5:30 Bob called

~~TEST~~ TWEAK FIGURES WON'T NEEDS BE TWEAKED
OBS HIT ZONES OK AS IS
COMPUTER FIELDER

PRIORITIES FOR TEST (MONDAY)
CONCENTRATE ON 2 PLAYER GAME -

THROW TO LEAD BASE EVEN IF IT CHANGES
DON'T THROW BACK IF RUNNER RETREATS
OUTFIELDER THROW 1 BASE AHEAD OF LEAD

RUNNING/FIELDING/THROW CATCH
IE THROW SOMEONE OUT AT FIRST
AND DO DOUBLE PLAY

RUN RULES/SPEEDS
FIELDING

~~MAX MIN OBSTACLE~~

HOLD ON STICK ON BASE

BALL IN HAND WHEN RUNNING

→ BETTER THROW ANI

ANI WRONG DIRECTION

~~RUN~~ RUN WITH HANDS UP ✓

CATCH ZONE Y LOWER LIMIT LOWER ✓

6:50
Bob will call

Todd Back

Leave 6PM

1 HR OHIO ART

3 HRS PUT IN FIELD VIEWS

6 HRS EPYX

10 HRS TOTAL

FRI 8/15/86 8:55 AM

~~DISK 5 CRASH~~

WORKED ON ROBIN'S AE.BAS UNTIL 10:50 (2 HRS)

DRAWINGS

LIMIT # OBSTACLES TO 2 PER OUTFIELD

VBINT

ONLY ENABLE SCROLL SPRITES IF $X \geq CVR$

DISK 3 CRASH (VBINT)

ALV

DO

FIX RUN WITH ARMS UP

TOOK TODD'S RUN, REL

AVL

2nd Baseman goes into field view

2-3PM ON 10 ART ANIMATOR II

3:10 Bob Ogden called

- 1) Tag in outfield shouldn't be there
- 2) Slide is safe but when stands up is out
- 3) Hold off all pitches to medium speed for Monday
- 4) Make all pitches same for now
- 5) Fastest runner - but leave as
- 6) Percentage of errors ~~20%~~ 20% for Monday for all

AE

x - Throw speed same (original)

x - % errors 20%

x - Pitch x, y variable same as batter box but y should be better

x CATCH ZONE lower

x ANIMATION OF THROW - DIFFERENT times each frame

x BATTER TEXT LIGHT YELLOW

x SPEED UP BAT - TRIVIAL only

3:45

FIX GREY/BLACK ON PITCHERS MOUND if possible

DRAWINGS

BATTERS NAME YELLOW

PP

A) Pitches x, y acc all same 8, \$20 for all

B) % errors = \$33 for all

C) How Starts all = \$1

over memory

\$15 - BIM Bank (Lunch)

BALL

swinger frame ctr.

DO

lower limit of catch

AVL

4D9F

6:15

PP

pitches y

6:34

BALL

fit bug to look at joystick

AVL good

to use accy from PACCY

7:30
DID

FIXES for Robins right hand over
grapher and VORPALED to disk

of 2h

10 HRS TOTAL

MONDAY 8/25/86 8:50 AM

RCVD PETTY CASH UP 'TIL END OF JULY
OHIO ART - 3 HRS

ALSO RCVD ROYALTIES
2nd Q OHIO ART

EPYX

Called Bobin. Maybe Thursday can come in
3:25 Called Bob Egan

3:30 - ^{4:30} OHIO ART "IN HOUSE" MTC ONLY OUR STAFF
~~2:30~~

Leave 5:15 8 HRS

TUES 8/26/86 8:30 AM
1 HR LUNCH
LEAVE 4 PM 6 HRS

8/27/86 9:15
1 HR LUNCH
LEAVE 5:25 PM 7 HRS
go to doctor for allergy shot

8/28/86 8:45

TO THROW ANIMATION - INDIVIDUAL FRAME ANIMATION SPEEDS

ALV

DOTS

change to an interrupt routine

2 PAGE

add DOT 0 → DOT 5

MAIN

remove jsr DOTS

VBINT

add jsr DOTS

AVL ok

~~20~~ BALL

- 1) speed_{xy} = 0 when throw begins
- 2) COMPUTER PITCHER THROWS PITCHES SEQUENTIALLY (DIAG)
- 3) MOVE RIGHTY BATTER FURTHER FROM PLATE

AVL

LEAVE 2:37 to go to doctor NO LUNCH

FRI - 8/28/86 took DAY off

MONDAY - 9/1/86 Holiday

Tuesday 9/2/86 8:45 AM Rec'd paycheck -
they were handed out
Friday 8/28 as they should have

DO

Change to fix runner air speed being
changed when throw set

DRAWINGS

remove putting obstacles up because
seems to cause a crash.

DOTS

FIXED CODE SO THAT INTERRUPT
~~AND BACKGROUND FOREGROUND CODE~~
NOT USING SAME PAGE

STILL GRASS IN PL VIEW BUG & FLASHING (IF SCROLL IN)

BALL

- 1) REMOVE OUTFIELD & FIT SHOWS
- 2) FIX COMPUTER PITCH

VBINT

DIAGNOSTICS TO FIND INTERRUPT PROBLEMS

FLASHING PROBLEM SEEMS TO BE THAT VBINT
THAT SET VBFLAC TAKES TOO LONG
IT MAY BE DOTS.SRC

see this 1

BUT WHEN SCROLL SPRITE IS ON THEN
DOT.SRC BEGINS LATER

Leave 7:09

5/10/85

Wed 9-3-86

Roger & Phyllis had a girl 2AM!

KATELYN MICHELLE BOOTH 7/15/607

2AM

DO

put in Robin's throw animation timings

DOTS

put

2-3 PM

ortho ART IN-HOUSE STAFF MTK

VBINT

remove BORDCOL diag

DID SQUEEZE TO FIX BATTING FAT OFFSET BUG & ADD FIT 7 NEW HEAD.

PAREDATA

FIT 7 FIX

0, 7, 7+880, 8

THRS

Thursday

BALL

FIX so batter is always inc'd when one is ~~is~~ put up at plate

VBINT

- fixer to make loops for SCHAR & inbin code

- Turn off DOTS code if SCHAR is positive

- ADD CODE TO JSR TUNERLY before JMP FPOS

PAREDATA

FIX FIT 7

X MAIN add PAUSE - MINUS - NO PAUSE
PLUS - PAUSE

X VBINT if PAUSE then no "dots"
AVL

- DO change
- A) ~~fix~~ top BALLZ of catch in air = 45 → 50
 - B) fix for only call holding if TIP not set
 - C) airman's eq's 25/50
 - D) remove qualifying code prior to SER FILLING B
 - E) FIX code so autofolding not done if BALLY < 55

AVL
X BALL

Change 8 → 19 (\$13) to offset BALLY
before calling BALBEGIN
for into screen
"intballin"

X CAMBAL Change 18 → 30 (\$16) for when throw ≠ 0

$$\begin{array}{r} 19 \\ - 8 \\ \hline 11 \end{array} \quad \begin{array}{r} 30 \\ - 18 \\ \hline 12 \end{array}$$
 so this change should
be held considerably

AVL will have to do this in AM

Handwritten signature

FRIDAY 9-5-86 9AM

44

BALL
xA) ~~MAKE~~ add THROW to test for throw for
SS to 2nd ~~to~~

xB) Make little ball follow big when
coming into a screen

xC) Checked DOTFX for correctness - OK.

AVL
ANI if ~~NOT~~ ^{CATCHER ≠ 0} change then character is
updated

BAU clear scroll sprite after scrolling is done

x DO
A) CATCHER public
B) if outfield and $BAUX < 55$ then set speed = 0
C) 200s standing, game = 8e

AVL

12 noon Called Bob Ogden

- 1) Computer player doesn't move while
waiting for ball to come into screen
- 2) Will have Tony OKOZCO call me with
bug list

12:15 Tony OKOZCO called

- will send bug list & VIDEOTAPE
- 1) Throw from home to 2nd not to hands
 - 2) Fly ball - follows man when close
 - 3) Screen flash with scroll-in
 - 4) Man on 1st ball hit to SS or 2nd the
player going to 2nd walks off as if out
player dot shown on 1st
 - 5) Dot wouldn't move - stuck between 1st/2nd
and 2nd/3rd only jiggled when button
pressed - when button let up went back
couldn't throw

- 6) Dots for runners not following baseline
- 7) Running too slow sometimes of 2nd & 1st out
- 8) Pitcher hits batter with ball - shown as ball
- 9) Slide home stop before then slide again
will slide off screen not RUN
not register until off screen
- 10) Ground to 2nd player tagged out but runner
- 11) Throw from SS / not close
2nd VV goes up
- 12) Ball off set after field
- 13) Runner not displayed if 1st baseman on line
to tag out RUN to 1st
- 14) Player tag over fuddle
- 15) SS pickup after error makes out
- 16) Glitch when out to infield

DO

- A) STAND HOLD
- B) SET STAND
- C) Only reset RUNC if CATCHER RM = \emptyset
- D) remove holday \rightarrow SPEEDY code

BACKUPS

AVL (DO)

if man standing when ball comes in it is stuck in his hand.

AVL took out updating frames if CATCHER set

DO add STANDNSAVE

AVL - Great - BIGGEST bug is ball not going to 2nd base hands

change copy of BALL to check where BKDEST
CAMBAL BALL DX
 Y

took out publies of these so I can see who uses them

CAMBAL switched bck "publies"

AVL

LEAVE 4:05 — 7 HRS

BUG WITH BALL STUCK OCCURS PRIOR TO HERE
 WHEN HIT INTO SCREEN

~~9-8-86 MONDAY~~
 12-3:50

BALL
 CAMBAL) fix for CAMBAL dests not 18
 any more

BALL
 CVR changed from 106 to 104

12- 4 HRS WORK 3 HRS SICK

9-9-86 TUES

CAMBAL

change destination check to use carry
 from getdest

USED KOALAPAIN 64 to put obstacles in true
 upper far left (BUSH, SPIKE & STUMP DON'T
 NEED TO BE MOVED)
 had to take off a bit on bottom of
 DIRTY because it went onto
 next line

NUMBER	LISTE1	WIDTH	OBSTACLE
0	2	5	MOUND
1	3	4	BIRDBATH
2	4	6	BUSH
3	2	3	SPRINKLR
4	3	6	STUMP
5	1	9	WATER
6	1	6	DIRT1
7	1	4	DIRT2
8	1	4	DIRT3

BALL changed cany for ss to same
on 2nd (~~\$7D~~ → \$7A)

GETSPR added ~~clear "SPILL"~~ before changing
X coordinates ("BCPX")
so that if fill is set it
cant put in wrong offsets

took this change out because it caused
things to never be displayed

9-10-86 WEDNESDAY

VBINT

- A) changed CHKCAM
201 → 216 lower lim
- B) remove BCØX public and changed to eqn

RAM

remove BCØX public

GETSPR

remove BCØX public

AL

AVL

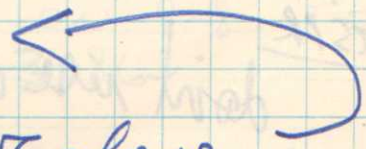
removed BCØX, CØX publics - not used

AL

LINK SUCCESSFUL so only, VBINT & GETSPR use BCØX

* VBINT

- A) put BCØX back
- B) add BCØXA & BC4XA



* RAM

same as for VBINT above

* GETSPR

use BCØX indexed by TOGGLE & SIKHCHSI

~~VBINT~~

AVL

[heads on top - no bodies or legs]

DO

sei & cli surrounding DISABLE code to clear charn & TURNON

* GETSPR

fix use of bcØx

AVL

flashing at top & bot of campew

~~AVL~~
x CAMBAL crunch code add comments

x getapr add DOSE1 jsr

x VBINT add DOSE1 routine

DO add jsr DOSE1

x AVL add jsr DOSE1

AVL — Pitcher sometimes appears broken up
N. continues of slide anymore

x VBINT A) change DOSE1 structure $\rightarrow -2 \rightarrow -4$
B) remove double buffers x, y code COPY0
COPY1

x GETSPR don't use 2 BLOX buffers

x RAM remove BC0XA
BC4XA

AVL good - ball still starts at wrong coord (RUN SPR
now 132, 160
for home)

BALL changed dplatex 126 \rightarrow 132
moved setting dplatey into BOTX to
begin of BALHIT or BALOFF whichever
it was

took credits run. rel

AVL 4:02 PM

THURS

FRI

RUN ~~TODD~~ FIXED 2nd BASE BUG

DO TRY TO FIX AUTOFIELD RUN LEFT BUG

DRAWSUBS

REMOVE DECRUNS

~~2 HRS~~

2 HRS OTHOART

5 HRS EPYX - FIX BUGS RE. 2nd BASE BUG

MONDAY 9-15-86

2 HRS - COMMENTS ON BUG LIST READ
TODAY DONE ON 9-8 TESTING
VERSION 9-3-86

ALL WERE EITHER

A) AS PER SPEC.

B) FIXED

C) AWAITING BOB OGDOWN OR EPYX

TUES

7 HRS OTHOART ALL EMULATOR

Wed

~~5 HRS~~ 7 HRS AIE

work on spec write-up functional

THURS

3 HRS - AIE - select bar ideas -

4 HRS - EPYX fix bugs

VBINT

CHMCM - put 2 NOPS before
and remove DX loop
in "multi" interrupt
to fix top of Camview white line glitch

~~DO~~ DO & TAGRUN (BALL INSTEAD THIS)
took out RUNC public to see
if used anywhere else

LINK WAS SUCCESSFUL so there
where only places used
~~RUNC~~ TAGRUN only sets it = ϕ
when screens being changed

*TAGRUN put RUNC public back
* & DO

* SQUEEZER

FIX for BODY LIST

FIELD ~~1,3~~

~~1,3~~ → 6,3

Wrong #'s were being used

Recrunch masks

Current addr = FC FD 6 when done so
they fit!!!

X DO FIX TAG offsets
AVL

BOB CALLED @ 10:45

END OF GAME - JUST FREEZE, NO
CYCLE COLORS

DONT DO BST OF 9TH IF TEAM AHEAD

SEE IF NO TELEPORTING AT FLY-OUT

X MAIN

ADD PAUSE MISC

X BALL

FIX gameover - A) no color cycling
B) also check if Bottom of 9th
not needed.

C) also add flash winning
team name

D) add test in "chkhit" to
see if first of 2
table entries in BATXL, H
tables = \$F0 then nohit

E) made BALGO & FIELDER in 2 page

X DOTS

X MAIN

X RUN

X DO

X DRAW SUBS

REMOVE PUBUSS
FOR FIELDER &
BALGO

X BSUBS

fix "batx3"

changed \$F's → \$F0's
removed all fcb 0's

AVL

SUCCESSFUL ASSEMBLY
SO GOT ALL BALGO & FIELDER'S

DO change so that after ~~is~~ throwing
there is a jimp move
and moved ~~more~~
before LAX CURDOSO
(to fix reverse on throw sometimes)

DO change to add
throw up &
Down as offsets

XVC With Todd's & send out
To Bob O
Bob L
& Tom

Tue 23/86- 11AM Tony Orozco called with following bugs:
H 2 PLAYER
A) FIELDER on top of BIRDBATH WHILE
CATCHING BALL

T B) ~~2 PLAY~~ AFTER 3rd out - flashes & pitch then
goes off and changes sides

H C) Ball doesn't seem to be in fielders hands after
catch fly - seems to be if run sideways
then straight out

T D) Fixed
SS tag runner out @ 2nd but not on base (fixer is too)

H E) Ball goes past fielder - doesn't go after it - just bounces down
and picks it up. Don't catch if ball behind

? F) Game crashed - on pause - batter took practice swing then crashed

T ^{1 PLAYER} G) Runner slides into first **FIXED**

H H) Crash - ball hit to RT fielder - tried to move RT fielder into screen but not able then crashed

H I) Girl in outfield falls before @ bush going down

T J) after 3rd out - 3rd baseman ^{FIXED} runs with no joy input - also 2nd baseman

End.

Will send Tape out Today

with Rick: Don't fix bugs until later when Andy comes in
1-2 wks Taping

1-2 wks Books
1 day Staff

12:45 PM Bob Called -

wants fielder (Computer) to not run slow to ball

Bob says cross E off list

Send to Tony & Epyx - sign so they can leave

Bob @ Epyx til Thurs Seattle Friday
MICROSOFT 1-206-882-8230

3BINIT

Took out NMI code and put in RTI

Do

moved tag ~~of~~ "yes" up 2 for last frame

a) "running" added lda #3 after lda RDXSPEED
to check for problem with computer
fielder

Do
A)

Move code to set Y&A for
offset table use for catchright
after RUNN CATCH; added BRAMBK
test -

B)

xoffset - changed 3rd line xoffsets
for straight to use ~~code~~

c) ADD CIX Curd ~~do~~ after using
X to clear TRIPFLG & set ~~TRIPFLG~~

Wed 9-24-86

Take look at new list of lungs - try to
locate videotape player - ~~none~~
It's being used for PIX so Rick said
to work on OIA

OA Take App writing CHAR frame.

X BALL
 added DOSEI in ~~GET~~ ^{GET} BBALLX, BUT DIDN'T
 FIX BALL FROM GOING TWICE FROM
 HOME TO 2nd ~~2nd~~ SO PUT IT
 BACK

DO
 add DIAB TO NOT CHANGE BALLY
 IF TIP SET

AVL Ball is never in hands during
 Throw and

BALL Clear TIP when ball out of screen

AVL still not in hands

BALL GET BBALLX DONT USE TIP ANYMORE

AVL Ball still not in hands - OH BOY!

DO found that TIP was destroying X value

AVL Ball not messed up

DO changed back

BALL changed CMP #93 → 93+16

AVL → do this tomorrow AM

THURS 9-23-86

ADBALL
DO

change catchframes to catchframes-1
diag to use always catch @ loop
offsets

AVL

TROW UP FROM HOME SEEMS TO NOT BE
DOUBLED ANYMORE

CATCH WHILE RUNNING DOWN WORKS

DO

runncatch" changed to check
FRAMBEG = FRUNL
and runnclear to do
left offsets

X TAG RUN
205055

LDA PLAYCAT
BEQ PLAYDONE AD ORA THREEDOTS

AVL

GREAT!!!

at 3 outs person kept running so:

BALL

~~just~~ just after "BALL" instructions late
← insert

```
lda THREEDOTS
beq NOSTOP
ldx FIELDER
lda COMAN X
beq NOSTOP
cda #DRHOLD
jsr DOBEGIN
nostop
```

AVL & SHIP TO ZONY & BIAL.

GAVE 4 COPIES OF DA SPEC
TO ANDY TO PASS OUT.

9-30-86 TUES

BALL

A) @ "reset" +
take ball off screen before
calling DOBEGIN for walk

B) BALLOFF:

remove add code before
set BALLOFF outfld so that
player will trip if scrolling in
over obstacle

C) took look @ SCROLL-IN code, looks OK.

BSUBS

BATX₂¹ > last 2 high entries
+1 2nd to last
+2 last

4:10 ANDY CALLED AGAIN, EPYK WANTS:
SOURCES, FINAL DISK,
HOOKS FOR:

MUSIC

INTRO SCREEN

TEAM SELECT

PLAYER SELECT

AND PERSONALITY

TEXT &
GRAPHICS

4:30 Todd finds Juggle bug

Fix - init, zero
P222

WED 10/1/86

VIDEO TAPE OF 3 BUGS RCVD

ALL 3 ARE LEGITIMATE

A) PERSON NOT GOING OFF IF OUT @ 3rd

B) IF SLIDE & TAX @ 3rd SCREEN GLITCHES
'AS THOUGH INTERRUPT IS
RUNNING OVER -

also found:

- c) Bertha can strike out
or computer ~~bad~~ battery
if joy pushed left
COULD TURN OFF DOTS
TEMPORARILY FOR THAT
SCREEN OR COULD ADD
CHECK IF AT DEST.
- d) Hold up at home until spider throws

BACKUPS

DOTS (DISK3)

change 40 ~~to~~ dest code not done
if ~~is~~ already at dest.

VBINT (DISK3)

put in ~~of~~ DIAG INSTRUCTIONS

x BALL (DISK6) TO CHANGE BORDCOC

6-23

A) "ITCH" after ^{32E} GETRND remove CLC's

B) after faraway add TAX

C) after ~~to left~~ ~~to left~~ ~~to left~~

```

LDA ACCXH
BIF
LDA ACCXH
BPL NOSWNG ANOSWNG

```

d) after "Torite"

```
LDA ACCX+1
BMI NOSWNG
BPL SWING junc
```

NOSWNG1

```
CPX #10
BCS NOSWNG
BCC SWING
LDA RANDOM
BMI SWING
BPL NOSWNG
```

e) just before JSR GETRND

```
LAX #0 → DEX
```

TO CRUNCH, FOLLOWING COULD BE MOVED TO ZPAGE:

SPEEDX, SPEEDY, BATCTL, PITCTL, BALLX, BALLY, BALLZ

AVL

TOTAL = 52 BYTES - need to crunch

$\frac{16}{+8}$
24 BYTES

~~ZPAGE~~
~~add BALLX, BALLY, BALLZ~~

1 ~~X~~ ZPAGE (DISK1)
add BALLX, BALLY, BALLZ

6 ~~X~~ BALL (DISK6)
remove BALLX, BALLY, BALLZ publics

~~X~~ RAM (DISK3)
remove Publics & Fcbs

3 ~~X~~ BALNIT
INIT BALLZ = 9

~~X~~ VRNIT
remove publics

X AVL Remove BALLX, Y Publics

X CAMBAL (DISKS)

Remove Publics & add

Paula George here 1:15

INSTXT 2 PAGE

X DO Remove

AVL

PAULA GEORGE SOFTAD MTA ¹⁵⁰ - 2:20

2:20 - 5:00 DR'S SMITH & GRABELLE

2nd BASE CAMVIEW COLORS ARE ALL WRONG

X VBINT

Removed the BORDOL DIAG

AVL

Good!

SHIP! BOB & TONY DIDNT SEND TO EPYX

7PM NO LUNCH

Thursday 10-2-86

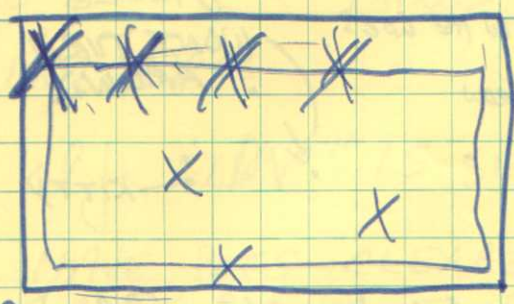
Called Bob Ogden

Andy \$5k going out (not full ok)

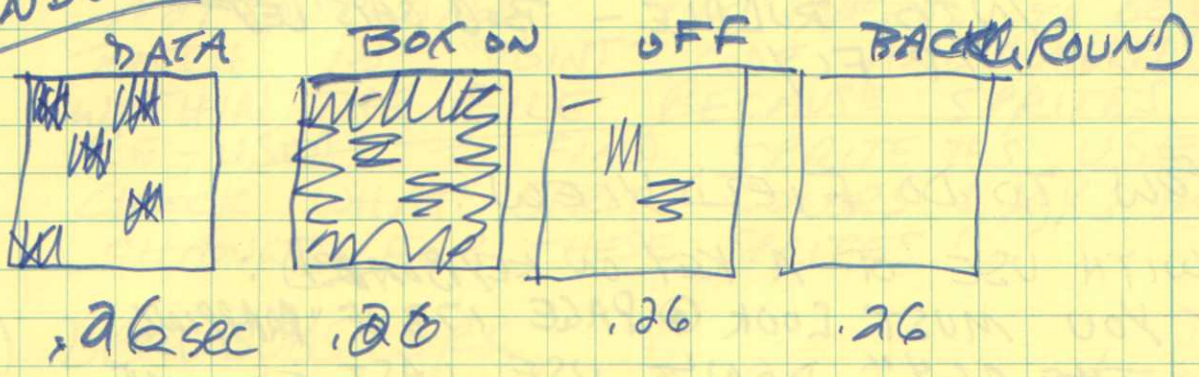
Want EPYX to FIND ALL BUGS IN NEXT WEEK SO WE DONT CONTINUE IN DAILY SHIP MODE. HE DOESNT WANT THEM TO WAIT UNTIL ITS SHIPPED IN A MONTH OR TWO TO GIVE US BUGS.

BOB WANTS US TO WORK ON 2 PAID CHANGES:
A) COCKED ARM
B) KEY TO GET FIELD VIEW BEFORE PITCH OR UNTIL 1st PITCH.

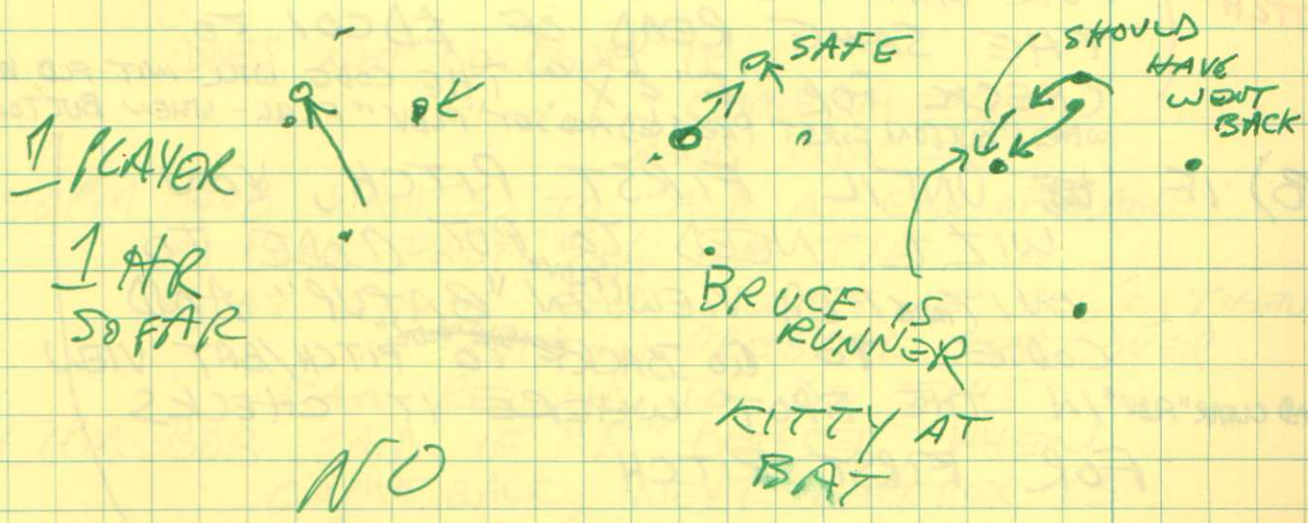
ANDY TALKED TO HIM THEN ASKED ME WHAT WOULD HAPPEN IF I DIDNT GO ON VACATION TODAY/



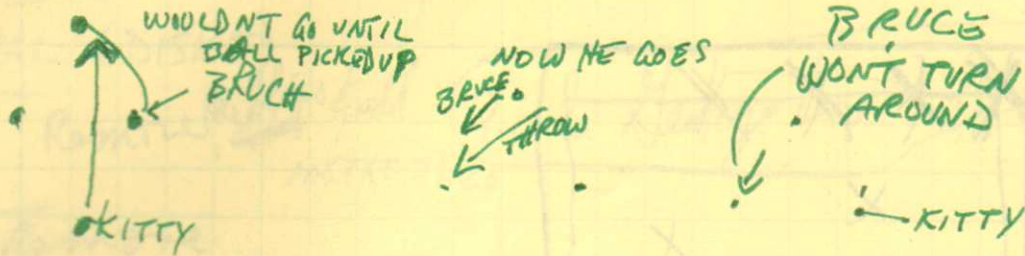
OA WINDOW



1:05 Bob OGDON CALLED WITH BUG



BRUCE BALL BLACK



ALSO AFTER CATCH FLY STARTED HE RAN INTO PUDDLE - BOB SAYS LET IT FLY

HOW TO DO FIELD VIEW:

A) IF WITH USE OF A KEY ON KEYBOARD:

YOU MUST LOOK @ PAGE 173 OF "MAPPING THE CGY" DON'T USE LAST 5 COLUMNS ONLY USE 1ST 3 COLUMNS EXAMPLE XOK VUH ETC. "F" IS ALREADY USED TO CHANGE FIELD POSITIONS (SEE CODE TO DO THIS IN BALL.SRC) YOU WILL NEED TO ADD CODE TO LOOK FOR KEY ~~DIRECTLY~~ AT SAME PLACE AS POLL FOR F KEY. I SUGGEST "X" FOR EXAMINE THEN YOU CAN USE THE SAME READ OF \$DCO1 TO

CHECK FOR "F" & "X". THE CODE WILL INIT FLD VIEW WHEN BUTTON FIRST PRESSED AND SET "FLDV" FLAG - WHEN BUTTON

B) IF ~~BE~~ UNTIL FIRST PITCH, YOU WILL NEED TO PUT CODE TO INITIATE FLD VIEW IN "BATUP" AND CODE TO GO BACK TO PITCH/BAT VIEW AND CLEAR "FLDV" IN THE SPOT WHERE IT CHECKS FOR FIRST PITCH

NOT PRESSED THEN IF "FLDV" IS SET, CLEAR IT AND RESET TO PITCH/BAT VIEW

I PREFER THIS BECAUSE THEN YOU CAN LOOK AFTER FIRST PITCH

THERE ARE 3 THINGS TO BE DONE EITHER WAY:
1) VBINT.SRC

IF "FLDV" IS SET, "SENABLE" MUST
HAVE BITS CLEARED SO LITTLE PITCHER,
LITL BATTER & LITL BAT & LITL BALL ARE
NOT DISPLAYED. THIS NEEDS TO BE DONE
BOTH IN "VBINT" CODE AND "MULTI" CODE
WITHIN THE FILE BECAUSE SPRITES ARE
RE-USED. TO FIND SPRITE #'S USED,
CHECK WHAT SPRITE COLORS & X,Y'S ARE
CHANGED FOR THESE SPRITES.

2) DRAWSUBS.SRC

Separate the subroutines out for
drawing the RIGHT SIDE (FIELD VIEW AND
PITCHER)

3) DOTS.SRC

CURRENTLY DOES RTS IF CAMERA=0
SHOULD BE CHANGED
50

DOES CODE IF CAMERA ≠ 0
OR FLDV ≠ 0

DOES NOT DO CODE IF
CAMERA = 0
AND FLDV = 0

1:40PM BOB WANTS TO ADD AT END OF GAME:

A) PLAY PAST 9th IF TIE

B) AT GAME END - WAIT 15 SEC'S, THEN
IF BUTTON PRESSED START OVER
CAN RELOAD TO DO THIS.

1:47PM BOB SAID IF "F" PRESSED, WHEN
COME BACK, NEXT BATTER IS
UP -

TODD
I ALREADY
FIXED THIS
IN BALL.SRC.

SOLUTION = DEC BATTER POINTER
WHEN COME BACK FROM FPOS
BALL.SRC after FPOS
USR FPOS

2:02 TRUCE IN LAST 15 MINS SHOULD
HAVE BEEN OUT BUT SAFE
SLIDE AT LAST MOMENT

Leave 2:15 NO LUNCH

10-9-86

fix four bug

send tout + windsey only

(runback doesn't work)

send 2

10-6-86

bug fix - return to base at card out

send 3 dish

Vacation

Tue 10-21 - Cleaned Cubicle

10-22 - Animator II Spec & Look @ Todd's Code

10-23 - MTC @ MOLECULAR DESIGN MORRISTOWN
9-10 Prepare 10-11 MTC

X DRAWSUBS

made DORIATT public & capitalized it

X DOTS

added:

LMA CAMERA

~~BEA memo~~

ORA FIDV

+ public

X VBINT

off 1 & off 2

add code so if

FIDV set then use
for sensible

88F

BALL

if "x" key pressed, put up field view

by calling DORIATT

wait for key release

call DORIATT to put up PITCH/HIT VIEW

XRAM

add FLAV

LINK

need to crunch \$14 bytes (20 decimal)

DRAWSUBSteam → TØ saves 4 bytes
battername → ypage.src saves 11 bytesL528A fits!doesn't work though
it flickersDRAWSUBS BAUfix for loop test of key
moved reset \$Dco2 to keep goingLnot working - Dots don't come on
Little Pitches & Batter still onassemble VBINT - it wasn't ~~assembled~~ ^{assembled yet today}

need to crunch 9 more bytes

10-24-86DRAWSUBS

move tiles to ypage to crunch bytes

ALLV

VOID

Moved JSR DOTS & assoc code
to after SPDONE
So dots will be called if
CAMERA = 0

AVL

now dots are on always

BALL

- A) reset FLDV to 0 before JSR DORIGHT ^{LDA #}
to go back to PR/HITVIEW
- B) set DOT & LBD EST+0 = mound

DRAW SUBS

ANOTHER CRUNCH ("offset")

AVL

works well

18M

work on ATT spec

3:36 w/BOB OGDON

A) USE "COMMODORE" KEY FOR FIELD VIEW
ALSO PUT IT UP UNTIL 1st PITCH

B) LIST OF ALL BODY PARTS

C) SHIP 1st of YR.

D) SEND LATEST SOURCE CODE

andy says dont do body parts - put in extra effort
FINISH DATA SPEC for now

4:20

BALL

A) changed so that pitch start

LDA FLDV
BEQ modono
jsr PHVIEW
modono

B) changed "x" key to "C64" key

DRAWSUBS

A) changed DOCAM so that
CAMERA = 0 puts up
full field view and
sets FLDV = \$FF

on Monday need to ASM BOTH & CRUNCH!

MONDAY 10/27/86

ASM BALL & DRAWSUBS ^{LINK} need to crunch #12 = 18 decimal bytes

DOTS

jsr in 10:25
moved DOTNUM → npage gdotnum

AWL

move char → npage gchar

AWLV

fit & works well - found a bug of Todd's
if ball hit to 1st and top base
if the person running to 2nd was slow - will
turn back to 1st & be out

finished about 11:30

Look over Molecular Design Limited folder

mta w/DM - copy ERYX DISKS - CALLED SOURCE EDP JOE EISMAN 1st TIME

NO LUNCH HOUR

BACKUPS of EPYX

Ship out sources & boot to BOB LINDSEY EPYX
boot to BOB OGDON

leave 4:15 because no lunch

TUES 10-28-86

Andy wants me to review ~~the~~ Softad (2 jobs)
and to work on AII

Beats real for MAC
& Ford - need updating
simulation

AII Spec. 1HR

Todd 10:05

Softad mtg prep. 1HR

Rest of Time on AII LCD driver
and BITPAD interface

9:55 AM Bob Ogdon called

A) Need to not allow to slip back to PIT/HIT VIEW
until sprites ~~are~~ on again

B) Need combination of Body parts (list)
being used - too "young kid" graphics
want more older style -
~~ex 25 heads~~

550 MB on a CDROM

150K $\frac{1}{4} \rightarrow \frac{1}{2}$ index
bytes per second access
max is $\frac{1}{2}$ sec.

Ref. Technology
10 disks sample
\$9500 updates
free
Bolder Co
Lynn Data
East Coast

about same
speed as
floppy
but massive

if pre X-index then \$3-4K
 BROWSER - indexing scheme
 DOS extensions D: drive

Philips } Make IBM^{PC} half size ^{floppy} drives
 Sony }
 Hitachi }

10-29-86 MTG w/ TED RICHARDS (SOFTAD) → STEVE GOLDBY (MOLECULAR DESIGN LTD)
 MTG w/

10-30-86 MTG w/ JIM WATSON (OHIO ART)

Bob Ogden called 2:12 PM 10-31-86
 * Change score & inning to 0
 Restart game VISITORS to BAT

after certain delay - bats will start game again

* Extra Innings need to be done

* Art List - also send copy to:
 RON FORTIER
 @EPYX

* also list of how much memory allocated for art.

* also list of how much is left on the disk

11-3-86 MONDAY

BALL added FLDVIEW flag for VBINT

Refm added FLDVIEW

JBINT

ys & cnts → yys & ycnts ypage.src

✓ ZPAGE

add yys & ycnts

ALV

DRAW SUBS

added set of FLVIEW

ALV

good - 4 bytes left

SHIP TO BOB OGDON & RON FORTIER (EPYX)

WORK ON ATT

OHINIT.ASM

start

OHINTLIN.ASM

start

in BITPAD code

Tues 11-4-86

191K X .03 =

Wed 11-5-86

- Andy says Bob will send spec for doing EPYX graphics change (SPRITES) we will be paid on time basis
- FINISHED OHLINT & OHINIT for most part
- 1PM → start OHBANGER bit banger for RS232

4:42PM RON FORTIER OF EPYX CALLED

WANTED TO KNOW STATUS OF
 SPRITE LISTING
 TOLD HIM HE'LL HAVE TO TALK TO
 ANDY

JIM SAID TO REMIND HIM ABOUT
 THIS IN AM.

11-6-86

Thursday

Talked to Rick - call Hitachi
 convention
 talked to Jim & Andy EPYX
 ATI Banger
 run in with WES - Left early

Fri 11-7-86

- done OHINIT, OHLINT, OHMAIN 1st TIME w/Rest
- Worked on Spec.
- Jim

THURS 11-13-86 REVIEW BUICK DEMO ON MACINTOSH AT PRODIGY IN EAST HANOVER

INTRO

BECK-TECH PROGRAMING

TECH
MODEL SPECS
CHOOSE-Q TO GET MODEL
COMPARE- TO OTHER
PURCHASE PLAN \$SCHED
STICKER- PRINT
INVITATION-PRINT

ENAX/MIS INTER INSTRU (DISPLAY)
BODY EXT ONE (PEOPLE IN SEATS)
FLM PIC
SUBSYS (ANIMATE) ANTI-LOCK
ENG FUEL INJ } ANIMATIONS
TURBO } PIC
X MISSION

ENG SPECS #5
INTER DIM EXT DIM

FILE
OPEN
CLOSE
PRINT
QUIT

PROG MODEL EQUIP FEATURES
| | | INT TRIM
9 MODELS | STNRD | EXT CLRS
OPT

WRITE LETTER (FOLLOW-UP) TO LOU KOMPARE - WALT DISNEY WORLD
~~FINISHED~~ INSERT & DELETE - START NUMTEXT, MENUTEXT

FRIDAY 11-14-86

ANDY TOLD ROGER - OHIO ART 'FINANCIAL VP' SAID YESTERDAY WAS ANIMATORS
LARGEST SHIP TO DATE
START
START SPEEDXT

3Q ROYALTIES

MON 11-17-86

PAYCHECK LATE

TUE 11-18-86

2 HR MTK ON SOFTAD PHASES

TUE 11-25-86

2 HR EVAL - EPYX STR SPORTS BALL ON
IBM & APPLE 10 MONTHS & 6 MONTHS RESP.

ANDY "IF CAN'T MAKE LIVING ON VIDEO GAMES, WHAT CAN MAKE LIVING ON"

WED 11-26-86

PAYCHECK WILL BE LATE - NO PAY TODAY

JIM MADE COMMENT "CONTRACTS ON ANDY'S DESK, NOT TO BE READ"
TODD ON VACATION TODAY

OHMODES

- ADDED ROUTINES:
- BCURSOR
 - BINITW
 - BSETWIND
 - BSTAMP
 - BWINDOW
 - ~~BCURSOR~~
 - BBAND
 - BREMOVES
 - BLINE
 - REFRESH

OHACT

ADDED THESE PLUS CALLS TO FOLLOWING INTO OHACT

- ~~BWINDOW~~
- BROTATE
- BXTWO
- BMIRROR
- DISALL

(TODD STILL NEEDS TO DO SOUNDS & FINISH:
ROTATE, XTWO, MIRROR, BCLEAR)

OHMEM

added

- WXMIN
- WYMIN
- WXMAX
- WYMAX

for window size defining

Changed

OHTEXT, ~~OH~~ OHSPR TO FIX ASSEMBLY ERRORS
OHINIT
OHACT

TODD'S DISK HAS ALL LATEST SOURCES
LAST ADDRESS: C7A7

12-1-86 Nov

JIM ANDY TODD, ROA & I - MTG ABOUT DOING
EPYK STREET BALL IBM & APPLE

Fixed OH modes
50 WIDTH = X59 Y39

NOT
60, 46

10MM 6 MAN MONTHS
JIM 8-10MM 5-6MM?
ME, "OK!"

12-2-86

ASK JIM WHY NO COMMENTS ON MY REMOTE CONTROLLED DOLL/PUSH
PUPET IDEAS - HE SAID HE WILL GET
BACK TO ME

ASKED JIM WHEN RAISES MIGHT HAPPEN.

HE SAID WE LOST SOFTAD (PAULA GEORGE) JOB
DUE TO SOFTAD (TED WILLIAMS) GETTING 3 BAD RECOMMENDATIONS
ABOUT US

JIM CALLED ANDY IN & I TOLD THEM ABOUT LAST WKS
CONVO. W/EPYK (SCOTT NELSON) AND HOW THEY'RE
(TECHNICAL) DISATISFIED WITH THE
WORK ON STR SPORTS BALL IE. JOYSTICK/BUTTON
CONTROLS ("TOO MANY" SELECTION?)

JIM TOLD ANDY TO CALL BOB LINDSAY TO GET A LETTER OF
RECOMMENDATION. LEGAL ASPECTS - SLANDER.

OATT

- SPEC 1.31 edit text & print

- OHACT

"GANGO" IF CURPIC = \$\$\$ then set to 0 before
going to new state

EPYK SSBALL EVAL APPLE & IBM

1 HR JIM, ANDY, ROA, TODD, & I

12-3-86

Spent day morning on Macintosh
afternoon - misc

12-4-86 THURS

OHINIT ~~OHINIT~~
~~OHINIT~~
~~OH~~
ALL - ~~A) add interrupt (NMI) for power down~~ ^{VECTOR CODE FOR ISR TURN ON}

- A) ~~Re-Ordered code to PROM~~ \$C000
- C) ~~ADDED VECTORS~~

- OHINIT
- A) add JMP INIT for monitor startup
 - B) ~~add JSR SNDINIT~~
 - B) add INTERRUPT CODE (POWER DOWN) & TRAP
 - C) ADD VECTORS TO CODE
 - D) ADD SEI / CLI INSTRUCTIONS

LINT

FIX TIMINGS
17 CCS PER BYTE
BIT PAD CAB RESET
ICRS
TCSRIS

OHMEM add these two bytes to page

- OHACT
- A) add jmp SNDTOGA
 - B) add clear & set of SNDFLAGS bit 6 for animation

ASSEMBLE - NO SYNTAX ERRORS

BURN 1st PROM

12-5-86 FRI - SICK

12-8-86 MONDAY

- 3 - MISC
- 4 - OAJI

OHSPR - (Took copy of OHSPR.* FROM TODD)

- A) "FLAGS:" COMMENTS changed BIT#0,1,2 VALUE
- B) ROTROTS add DREVERSE, REVERSE^{6 = REVERSE}
- C) DREVERSE
 - KADX
 - JSR REVERSE
 - BRA DUNROTS

OHROT - (Took copy of OHROT.* FROM TODD)

- A) REVERSE - add Routine

OHMODES (copy from TODD)

- A) Add B REVERSE
- B) fix BROTATE, BMIRROR, BXTWO to do x1m #F=8, FLAGS, X

Copy all this (ASM BAK) of above to TODD'S DISK

OHACT.ASM (TOOK FROM TODD'S DISK)

- A) change FCOPY to FL PICKUP
 B) change FCLEAN to FL PICKUP
 C) change FROTATE to FL WINDOW

D) add change values of

FL WINDOW 7 → 8
 FEDIT 12 → 13
 FADD 13 → 14
 FDELETE 14 → 15

E) change FNCSTATE table
 to add

DB SREVR8 ; 8

F) add

LREVR8 DW RREVR8

G) add RREVR8

JMP BREVERSE

H) add

SREVR8 EQU (LREVR8 - STATES) / 8

copied OHACT.* to TODD'S

Continued tomorrow

Andy talked to us (TODD & I) today
 about doing SPY vs SPY FOR C64
 DEVELOPED ON APPLE

MUST BE DONE IN 3 WEEKS (FIRST STAR COULD DO IT
 THEMSELVES WITH 2 PEOPLE W/O.T.
 OR HIRE IT TO A PACE IN PHILLY OR US)
 WE WOULD NEED TO WORK O.T. - MATERIALS COMING
 TOMORROW

88 TUES
12-9-86

OHTEXT A) change to TDRAW, ~~TRASE~~, etc

- A) add entry for ~~TEXT~~ T REVERSE & FTEXT
 - B) add T REVERSE entry
 - C) change NUMFUNS to 18
- end of adding REVERSE
- D) add TSWAP to FTEXT TBL
 - E) add TSWAP...
 - F) change NUMFUNS to 19

OHACT

- a) add LSWAP data
- b) change EQU's
 - FEDIT 13 → 14
 - FADD 14 → 15
 - FDELETE 15 → 16
- c) add to FNCSTATE TBL:
 - DB SSWAP
- d) add RSWAP
- e) JMP SWAPACT
- f) SSWAP

COPIED OHTEXT & OHACT to TODD'S

COPIED OHMEM, ANI, INIT FROM TODD'S

OHMEM

add CARTFLAS

BIT 5 - SWAP OK
6 - SAVE OK
7 - LOAD OK

OHANI

changed

~~BIT~~ CART LOAD
" " SAVE
" " SWAP

to look at CARTFLAS

OH INITPORTS

B5 D4

0 0 - PROG CART

0 1 - RAM SAVE LOAD, ~~SWAP~~ SWAP1 0 - ROM ~~SWAP~~, LOAD, ~~SWAP~~ ONLY

1 1 - NO CART

A) add code to set CARTFLUS

B) ~~add~~ more JMP CART to just before WARM/COLD START CHECKcopied OH MEM, ANI, INIT to TODD'S
~~SET~~OUTPORT on Todd'sOH ACT } on Todd's
OH INIT } change & check for overflow
OH INIT } on main RAM

get DA PROM

JMP \$C000 self
working but init
won't workWED 12-10-86

FIXED ASM ERRORS & DID BACKUP

MOVED ALL TO IBM KT OH SUBDIRECTORY

- PROM WITH OH IN IT DIDN'T HAVE SO WORKING
- PROM WITH CHANGE TO INIT SCI AND CHECK TRCSR RUNS FOR 2.5 SECS
- PROM WITH CHANGE TO INIT SCI BUT NOT CHECK TRCSR RUNS FOREVER
BUT NO SO
- PROM WITH MAIN
JMP MAIN AFTER CLI IN OH INIT AND
TEST LOOPS FOR TRCSR
RUNS & CONTINUES TO RUN + RUNS LCD
- PROM WITH JMP MAIN → MAIN
DOES SAME AS ABOVE.

LOST EPYX BASEBALL 10M? APPLE YESTERDAY SPY VS SPY
TOMORROW

12-11-86

BONNIE HAD
BABY TODAY



~~08~~
CRAZY WORK DAY

ANIMATOR II - ~~3~~ fix LINT

SPY VS SPY III & BOLDERDASH - ~~4~~

12-12-86

ANOTHER CRAZY DAY

ANIMATOR II - 2 fix LINT TO OUTPUT BDISP CORRECTLY

SPY & BOLDERDASH - 5 STILL PROBLEM WITH TIME INTERVAL FROM ONE TO NEXT
talk to FERNANDO HERRERA
2-4PM

SAT 12-13-86

3 HRS - WAIT FOR DELIVERY OF SPY II
PLAY ATARI VERSION

MON 12-15-86

2.5 HRS - SPY & BOLDERDASH ESTIMATE

4.5 AII
TUE-FRI AII
TUE 5HR (ALORAY)

THURS - BITPAD WORK - FOUND 6 PROBLEMS, DECISION ON WORK
FRI - ALL DAY ON NEW BITPAD CODE w/FILTERING

Mon 12-22-86

BY NOON TIME - BITPAD IS WORKING BUT
STILL HAVE JITTER

- SOFTWARE IS STARTING BUT NO PIC# OR FUNCNAME
- DRAW WORKS BUT DOESNT UPDATE CURSOR
- ONLY DRAW SEEMS SELECTABLE
- 5 PICS SEEM SELECTABLE

1 PM WORKING ON ADDING CIRCLE FUNCTION

DHACT

FNCSTATE

INSERT CIRCLE @ #10 (exchange EQU'S
add FCIRCLE EQU 10)

-REAST

add code to set circle flag

OHTEXT

add TCIRCLE

OHACT

FIX COPY, MOVE, CLEAR STATE TAB ENTRIES
(BOX NEVER COMES UP)

TODD FIXING TEXT (STILL ONLY A FEW CHARS WORK, ONLY PART OF NUMBERS)

CIRCLE WORKS BUT BROKEN UP / OVALS
LINE DOES ARCS

TUE 12-23-86 WORK ON CIRCLES, REMOVING OVAL CAUSE

10 AM PEI 70 CONNECTED - TODD WORKING ON MAKING SOUND SEND
TEXT STILL NOT FULLY THERE

DEMODES

INCFRMR

REPEAT - DONT INC PAST LAST+1

ADD - DONT ADD IF EMPTY BUFR (LASTFRM = \$FF)

H/W PUT ON CAPS TO FIX DISPLAY

WORK ON CIRCLE / ^{ROUND UP} DONT REDO POINT @
(IF SAME AS LAST)

3:15

TEXT 2 1/2 CHARS WORKING
CIRCLE PARTLY THERE

OHANI

FIX SPEED SELECTS

OHACT

DOSTATE STACK BUG - NEED TO PULX BEFORE JMP DOSTATE

OH MODES

CHANGE TO BINITW
ADD RASP for text
change sl, sy

crashes if change BOX MIN/MAX
or if select BIG BOX AND PUT
DOWN

WED 12-24-86

ANI

FIX SPEED: 1 SLOW 8 FAST (NOT VICE-VERSE)
ONLY UP TO 8 (NOT 9)

TEXT

SPEED DISPLAY WHEN NEGATIVE (NEGB AND B #57)

MODES

INIT WINDOW TO FULL (BINITW)
REMOVE RASPBERRY FROM BINITW

ACT

RCBOX JMP SETWIND → BSETWIND

ANI

PUTFRAME
FIX PSHX PLA

11:45 GAVE WES COPY ON LINT.ASM TO LOOK @ BICPAD STUFF

MON 12-29-86

STILL NO LINEAR BITPAD

FIXES DONE:

- 2) NO CARTRIDGE
- 3) NO BATTERY BACKUP RAM

ANIMATE REVERTS IF NO BUFR
 EDIT- TIMING BAR CHANGE ON NEXT Avail DOES NOT
 ADD 1 FRAME

~~REVERT~~ WHEN REVERTING TO EDIT, SPRITES ENABLED (FR#, PIC#)
 MADE EMPTY SOBA SUBFUNCTION OF EDIT SO THAT
 IT CAN'T BE ACCESSED DURING A RUNNING
 ANIMATION, IF IT WERE ALLOWED TO THEN
 ANIMATE WOULDN'T BE ABLE TO RUN OR REVERT

CIRCLE DRAWS TO BUFFER & THEN BUFFER "EOR"ED WITH BWORK

ANIMATE SPEEDS WORKING CORRECTLY

WINDOW FUNCTIONS ~~ENAB~~ ENABLE WINDOW SPRITE IN SUBFUNCTION AREA
 ADD REVERTS WHEN DONE BY JMP REVERT TO PREVENT SCREEN 1 FLASHING ON
 SO WHEN COME BACK, WINDOW STILL ENABLED

TUE 12-30-86

FIXES:

LINE CODE (OHLIN.ASM)

@HANI - ERROR RETURNS FOR LAST NO FRAME DO REVERT
 SO SCREEN 1 DOESNT FLASH ON

CIRCLE FIXED - DOES OVALS ALSO

3:55 CHANGE TO GET ALL 20 PICTURES (WAS 8)

WED 12-31-86

TRYING TO GET WINDOWS WORKING (THEY CRASH) COPY, MOVE, CLEAR

10:40 OHLACT

CALL TO TUNPIC @ RSLPIC

CALL TO BCURSOR TO RWDRAW, RWERAS, RWLW

OHLMOSES

@ MEITHER

add code to see if

BRAGS = 111X XXXX then

draw directly to BDISP and if

else

copy BDISP to PIC #

Added code @ BBOARD for CK TUNCUR

MEM

OLDCURSR

STARTED SEPERATE SYSTEM TO CHECK MAKE BITPAD DO AVERAGING

MASTER

seems to jump more but saved prom anyway

FIX ~~ROT~~ CODE IN OFF MODES FOR MEITHER CONTINUOUS DRAW

2:30 4 MODES PUT IN CURSOR SOUNDS

ANI PUT IN PICTURE & CURSOR SOUNDS

LINT fix CURSOR X, Y code

As: DEADBAND ON TOP FIXED Y OF 0 & 39 ARE 3 BITPAD PIXELS

~~1-2-87~~

1-2-87

DAY OFF (VAC FROM LAST YR)

1-5-87 3 HRS MTH WITH JIM WATSON ANIMATOR II
6 HRS REST WAS WORK ON UNIT

1-7-87 - FIX BITPAD CODE - WORKS GREAT

1-8-87 THURS 4 HRS - COLECO CAR MOVIE
9 HRS ONIO ART II

FIX TIMES TO READ LINES 2
FIX PIXS IN PIC 20

FIX PIXS IN BOT OF CHARS
FIX POWER UP WARM/COLD
FIX CARTRIDGE FOR WARM/COLD
CARTRIDGE & UNIT WORK VERY WELL NOW

DID FIRST 2 OF THESE

1-9-87 FRIDAY

2 HRS - COLEO CAR

5 HRS - AT

OHANI

FIX BUG IN SWAP CODE (ANIBUFR MOVE)
MOVE MAINSPD TO BATERY/BACKUP RAM
LOAD/SAVE/SWAP ~~SPEED~~ MAINSPD TO/FROM CART

~~OHACT~~ REVERT TO DRAW AFTER LOA

BUTTON DOWN TO CHANGE SPEED

OHACT

LOAD/SAVE/SWAP REVERT TO DRAW

OHINIT

CLEAR ALL \$A000 - BFFF
SET RAM INIT ONLY AFTER INIT COMPLETE

OHMODES

DRAW/ERASE BLINK CURSOR IF NO
MOVEMENT & BUTN DOWN

OHANI & OHMEM

CHANGE CARTRIDGE SO THAT
PTRS TO VARIOUS TOLS
SO CART CAN CHANGE

1-12-87 MONDAY

MOVE MAINSPD FROM \$1500 → \$A500
FIX ROUTINES FOR CARTRIDGE LOAD, SWAP, SAVE
FIX OHINIT TO TOGGLE CLK ONCE PER FRAME
PUT IN "EDIT INIT" TO CLR CURFRAME IF NOT
LESS THAN LASTFRM

STILL NO POWER DOWN INTERRUPT AVAILABLE ←

FIX BUG IN OHSR THAT MADE ASCFRAME -1
get clobbered (MAINSPD)
FIX OHMODES CONTINUOUS DRAW CURSOR
BLINK CODE

3:30pm FIX SWAP/LOAD CODE SO THAT IF
FRMBUF HAS \$FF IT DOESNT
CORRECT IT TO PICSIZE

FIX NEXTFM SO THAT TIMING SPEEDS
0, 1, 2 -> 1, 3, 5 -> 1/1F

4PM

FIX OHTEXT SO THAT ϕ DISPLAYS "???"

FIX POWER DOWN INTERRUPT TO
USE SLP INSTEAD OF WAI

1-13-86 Tues

3 HRS TEST AII FOR BUGS
1.5 HR IDEA SUBMISSIONS

5 HR LOOKING FOR NEW WORK

TODD FINISHED FIRING SOUNDS 2 - ANIMATOR II DONE 3 PM

2 HR REWRITE IDEAS

WED 1-14-86

BORING DAY

COOK INTO NEW WORK 7 HRS

THUR

4 HRS - CLEAR UP XT TO MAKE ROOM FOR EE DESIGNER
NEW WORK

3 HRS - SET UP FOR EE DESIGNER

FRI

3 HR - ~~AT~~ MARKUP SPEC TO AGREE W/CURRENT GIVE
TO ANDY

4 HR - EE DESIGNER

TMA
212-675-1141

200 FIFTH
1107 BROADWAY
41 MADISON

MON 1-19-872~~2~~ - AII (PICTURES DOCUMENT)

1 - NEW WORK (BROADSTAR - JEFF BROADHURST)

2~~2~~ - ~~AII~~ CSE MAC~~II~~ TECH NOTES 1985

2 - SNOW

TUES 1-20-87

7 - CSE Read Tech Notes #0 - #55

SCSI GUIDEBOOK

BY ADISI ADAPTIVE DATA
SYSTEMS INC.

2627 POMONA BLVD

POMONA CA 91768

714 594 5858

WED 1-21-87

7 - SCSI GUIDEBOOK

THURS - 1-22-87

1 - SCSI/CSE

1 - OA II STREAM LIST

1 - IDEA SUBMISSIONS 1) VOICE RECOGNITION GAME PLAYER AND
2) ELECTRONIC CASH REGISTER/BANK

4 - SNOW

FRI 01-23-87 SNOW - 7 HRSMON 01-26-87

7 HRS - MAZE EMULATOR FEASIBILITY

TUES 01-27-87

7 HRS - MAZE FEASIBILITY

WED

BABY NAME GENERATOR

THURS

3 HRS BABY NAME GEN

4 HRS ~~NEW~~ IDEA TECH EVALUATIONSFRI

8 HRS COLECO CCD PIXELIZED TAPE

MON 2-2-87

WRITING COURSE

TUE 2-3-87

CSE

WED 2-4-87

CSE

FINISH SCSI GUIDEBOOK

THUR & FRI
CSE

MON 2-9-87

MON

CSE 6.5

DR. .5 ALLERGY

TUE

CSE ~~6.5~~ FINISHED FINISHED, HOW TO WRITE MACINTOSH

WED

DR .5 CHIROPRACTOR

1.0 TOY FAIR REVIEW

5.5 CSE FINISH INSIDE MAC VOL I

GET SCSI DEV DISK PRINTED OUT

THUR

CSE 7

FRI

9 HRS - TOY FAIR

MON 2-16 HOLIDAY

TU 2-17 } CSE

WE 2-18 }

THUR 2-19 3 HRS ATT MTRG FOR PRODUCTION GA

4 HRS COMPUTER EYE

FRI 2-20 6 HRS COMPUTER EYE

1 HR IDEA SUBMISSIONS

MON 2-23 EYE

FINISH IBM 1

24 EYE 6.5

START CG4 .5 ALLERGY

25 EYE 5

BANDAI 2

26 BANDAI 3

CYE 4

27 CSE 7

MON 3-2-87 VET TEST POWER CLAMPIT
7 HRS

TUE VET TEST
DATA TRANSLATION BOARDS - 7 HRS

WED VET TEST PC LAB &
EQUITY II ~~II~~ - 7 HRS

THURS 3.5 - OHIO ART MTH ANIMATOR II FUNCTIONS
3.5 SNAPSHOT - GRAPHICS TO PRINTER

JIM WATSON
CARRY KILGALAN

FRI 7 HRS AII MTH
WES & TODD & HENRY

MON 3-9-87 4 HRS - SNAPER.BAS ~~TO~~ GRAPHICS TO EPSON
3 HRS - AII TYPE MTH MINUTES
TURBOAII.TXT

~~FRI~~

JIM & ANDY WANT ME TO DO:

- 1) ATARI HANDHELD - BUY VCS
- 2) BANDAI PRESENT IDEAS
- 3) BANDAI QUOTE ON CONVERSION OF DRAGONBALL

TUE 3-10-87

- ~~1234~~
- 1 - ATARI VCS HANDHELD
 - 4 - BANDAI - GET CARTRIDGES TOGETHER
 - 1 - COMPUTER EYE (MTH IS ? NET)
 - 1 - VET TEST CHEM ANALYZER - REVIEW FAX

GENERAL MGR

MARK TSUJI, BANDAI 825-1060

- 1) TRANSLATE DRAGONBALL
- 2) SHOW THEM OUR SOFTWARE

PRES ~~GENERAL MGR~~

IN JAPAN TOM SHIROKAWA, BACK 17 MARCH, 1987.

TO GET QUOTE FROM THEM. WILL BRING INFORMATION BACK

NINENTENDO FLOPPY DISK IS POSSIBLE

2 CHIPS: 1 FOR PROGRAM & 1 FOR CHAR

3-11-87 Wed

~~WED~~ ~~THURS~~ BANDAI - GET CARTRIDGES TOGETHER

3-12-87

Thurs
all day 7 HRS COMPUTER EYE MTH W/EPXX

3-13-87 Friday

AII - 3 HRS? ESTIMATES
MISC - 4 HRS? ON TURBOAII.TXT

MON 3-16-87

3HRS MISCELLANEOUS (MEDICAL, VEDIC REVIEW, ETC.)
2HRS - LUN ENTERTECH HANDHELD PART
2HRS - ATARI UCS HANDHELD PART MTH

TUE 3-17-87

3HRS LUN ENTERTECH HAND HELD (DIGITIZED VIDEO)
1HR VIEWMASTER - INSPECT TALKING VIEW MASTER
5.1 MILES + 100 PKING
1HR MEDICAL MISC
2HR VET TEST / Read about Boards

WED 3-18-87

~~3HRS~~
7HRS VET TEST - Read about &
START PUTTING
IN BOARDS
NOT IN YET

THUR 8 15 → 1PM

1 HR ENTERTECH^{MTH} - SET UP APPLE FLIGHT SIM
EVER
4 HRS VET TEST
A) PUT IN BOARDS
B) DTA EP15 WORKING
SOME SIVE
2 - PERSONAL
COSBY
SHOW
C) SV TO CHI, CHI RETL EJOB reads in
D) call DATA TRANSLATION

FRI

1 HR w/wes ENTERTECH
2 HR TI VOICE PROJ
4 HRS VET TEST - NOVA WORKING !!!
WHY?

MON - 3/23

6 ~~HR~~ VET TEST
1 DR SMITH

TUE

2 HR MISC (READ, MEDICAL)
3 HR VET TEST (READ SLIDES & CAL LITERATURE)
2 HR - REVIEW PAINT TOOLS (TV ANIMATOR)

WED 3/25

6.5 HR - REVIEW PAINT TOOLS (TV ANIMATOR)
.5 ALEXCY SHOT

THUR PAINT TOOLS REPORT - 4 HR (TV ANIMATOR)
VET TEST - 3 HR

FRI

VET TEST 3 HR
AII - 3 HR
BANDAI - 1 HR

KIRKMERIT SAYS
SLIDES WILL BE READY
ONLY AFTER WE SIGN AN
AGREEMENT.

COMMENTS ON WATSON'S Q'S
XEROX CART DIRECTIONS

HEIOT
Tom BACK
FROM JAPAN

MON 3/30/87

1 HR EVALUATE DOING VCS BASEBALL FOR ATARI
1 HR PRODUCT DESCRIPTION FOR TV ANIMATOR
5 HR VET TEST

TUE 3/31/87

2 HR TV ANIM
5 HR VET TEST CHEM ANALYZER

WED 4/1/87

1 HR AII (PREDEFINED ~~ANIMATIONS~~ GRAPHICS)
2 HR TV ANIM
2 HR VET TEST
2 HR PREPARE FOR BANDAI

THURS 4/2

2 HR BANDAI - SHOW CARTS
5 HR VET TEST - READ "C" BOOK

FRI 4/3/87

4 HR VET TEST
2 HR LUN ENTERTECH HANDHELD
1 HR TV ANIMATOR ESTIMATES

4-6-87 MON
7 HRS VET TEST

4-7-87 MONDAY TUE

3 HRS TV ANIMATOR - TIME ESTIMATES, H/W COST WITH WES

5 HRS VET TEST - MTC HERE

4-8-87 TUES WED

DT60 IN

1 HR TV ANIMATOR - look at memo w/ANDY HAVE RICK COST COLBOVISION

6 HRS VET TEST MTC 9-12 & etc

4-9-87 WED THUR

→ SLIDES IN

JOE SOKOLOWSKI - Calicut DTGO DTSC

THRS VET TEST - THRS

4-10-87 FRI

VET TEST - SLIDES IN JIG - 7 HRS

4-13 MON

VET TEST - 8 HR UV LAMPS, UV CHANNELS

TOM IN JAPAN THIS WK

TUE 1 HR OHIO ART MTC PREP

6 HR - VET TEST UV LAMPS, DETECTORS FAX TALK W/AREY/DON ON FILLED CAP WINDOW

WED 4-15

6.5 HRS VET TEST - S/W SPEC, 8 CHNL

4 HRS OHIO ART MTC - JIM WATSON EXHIBITS B & C

(3.5 HRS O.T.)

THURS 4-16

12 NOON - MADE PROJ COORD FOR VET TEST

4 HRS OHIO ART - DISCUSSIONS DOC-COMPAR 3 CARTRIDGE INTERFACE OPTIONS

4 HRS VET TEST - 8 CHNL S/W SPEC

FRI

DAY OFF COMP TIME

GOOD FRIDAY

THURS 4-17 9 HR BANDAI - SHOW CARDS
5 HR VET TEST - READ C. BOOK

MON 4-20-87

VET TEST CHEM ANALYZER - UV CHANLS DESIGN
IF FILTERS 4 HRS?OHIO ART AII - MTG w/TODD & WES - FIGURE OUT
CHANGES TO EXHIBIT C. 3 HRS?

TUES 4-21-87

VET TEST CA. - UV CHANLS DESIGN

OHIO ART - 1 HR SPEC C TYPE-UP

WED 4-22-87

V.C.A - UV CHANLS 7 HRS

~~PROB~~ HASBRO CONCEPTS - 1 HR

← 8 HRS

THURS 4-23-87

~~HASBRO~~ - 1 HR

VCA - UV CHANLS 6 HRS

FRI 4-24-87

VCA - 6 HRS ORDER FILTERS

MON 4-27-87

AII - 6 HRS

VTCA - 1 HR FAX TO TOM

TUE 4-28-87

AII - ~~4~~ HRS EDIT &
TYPE UP EXHIBIT C.DOCVTCA - ~~4~~ HR ORDER MICROCOATINGS FILTERS

WED

VTCA - 5 HRS

AII - 2 HRS

THUR 4-30-87

VTCA - 5 HRS

AII - 2 HRS

FRI 5-1-87

VET TEST 2 - 1 HR SOFTWARE FOR ROGER

VTCA (AII) - 3 HR software for 8 chnls

left early @ 1:45

MON 5-4-87

VT 1 - 6 HRS 8 CHNL S/W
EYX - 4 HRS GRAY SCALE ^{DEVELOP} WRITE-UP

TUE 5-9-87

VT 1 - 2 HRS FAMILIARIZATION (READ EXHIBITS)
5 1/2 HRS 8 CHNL S/W

WED 5-6-87

VT 1 - 8 CHNL S/W
REVIEW CONFID. DATA

THURS 5-7-87

VT 1 - 8 CHNL S/W

FRI 5-8-87

8 HRS VT 1 - 8 CHNL S/W

MON 5-10-87

VT 1 - 7 HR 8 CHNL S/W

TUE 5-11-87

VT 1 - 8 CHNL - 7 HR

WED

VT 1 - 8 CHNL - 7 HR

THURS

VT 1 - 8 CHNL S/W 6 HRS

TURBO A. - ANI SPD - 1 HR
BITPAD

FRI - VT 1 - 8 HRS
DISCUSSION

MON 5-18-87

VT 1 - 7 HR 8 CHNL S/W
START ARRANG ON PIPELOC LOCATOR
SHAFT CURVES?

TUE 5-19-87

TURBO A - 1 HR - FILM STRIP DISCUSSION

VT 1 8 CHNL - 6 HR - PLOTTER ~~CODE~~ TESTS?

WED 5-20-87

5 - 8 CHNL - PLOTTER, NEW 8 CHNL S/W SPEC ORDERING SLIDES

2 - VT 1 MTG SCHEDULE, ETC.

THURS 5-21-87

3.5 - VT 1 8 CHNL S/W SPEC

CALL KURT KLIENHAUS 2 PM - ASKED HIM TO

SEND ONE TIP PER SLIDE

TRIED ~~8~~ 4 chnl
Jim w/windors@top
Block
is OK

2:15 HOLD OFF TIL TUESDAY
MORE THAN 1 TIP PER SLIDE
ALL BUT NON DT CHEMISTRIES

3:45 - 5:30 MTG W/DR CLAMPITT

FRI 9-12 - 8 CHNL Plotter code

LEAVE 12 NOON
AREX Modifying DWGS for 4 chnl w/ for windors
8 chnl will be done after R.C. leaves
tested 1 slide BUN w/ Calibrator

MON HOLIDAY

TUE 7 HRS 8 CHNL

WED 5/27/87 Roger Clumpitt starts (dropped lunch Thursday)
8 HRS 8 CHNL CA1

~~THUR 5/28/87 add SD, CV, MEAN code~~

7 HRS 8 CHNL up to CA4

found holes going into 8 chnls

FRI 5/29/87

4 HRS
8 CHNL

8 CHNL - 1 HR

FIX CA4 - CA5 TO SET LAST 4 RED WHITE REFS TO 30000
LINE 5434 DIV BY 0

LOVELINKS - 15 MINS

12 NOON - 12:45

LINE 5437 ILLEGAL FUNCTION CALL

add if P# < 0 then P# = 0

3 HRS
VT1

go over expenses

MON

8 HRS - 8 CHNL

CA6 - CA7 mean was 0 Ao / error

TUE 2 JUN 87

8 HRS - 8 CHNL

CA7 - 08 because SQR(-#) so added ABS

Lunch with KIRK & ROGER

5 HRS - VT1

Scheduling, curve estimates

WED 3 JUN 87

MEMO TO TOM

5 HRS - VT1

SCHEDULING - P.C. DUTIES AS REQD

2 HRS - 8 CHNL - RATE STUFF

THURS

3 HRS - CURVES (8 CHNL) RATE STUFF (CA9) PLOT 2nd ORDER DIFF

3 HRS - CALIBRATION SOFTWARE

FRI

CALIBRATION SW - CA9 2nd ORDER DIF after lunch (3 HRS)

Monday JUN 8 1987 -

φ TIME ON CURVES

CA10 - get calibration data 256 values per chnl per color
CA11 - working on this to use calibration files

φ ON CURVES

TUE JUN 9 MTH 3-5 WITH KIRK, R.C., TOM, UIM WICKSTEAD

CA11 - working on CAL
found CV of 4.5 on CLU008
5.8 on CL00A

WED

CA11 - making PRE-SPOT WHITE REF
YIELDS CV of 6.6 ON CLU008

CALPLOT TO PLOT CAL CURVES ON PLOTTER FOR TOM

→ 2 HRS ON CURVES • SPEC VERSION 3

THURS

ROGER CLAMPITT LEAVES TODAY

4 HRS SPEC VERSION 3 -

~~2 HRS~~

FRI

TOM LEFT FOR JAPAN

START SW (TEST GRAY) TO CHECK GRAYSCALES

MON 15 JUN 87

TEST GRAY - ALL DAY
UV TESTS w/ GRAY

TUE 16 JUN 87

UV TESTS
VISIBLE - PLAN EXPERIMENTS

2060 φ HRS - CURVES - DIFF SOFTWARE (1ST CR004)
REFLECTANCE STANDARDS - CAM ONE
KODAK 716 722 0670

1-800-242 2424

ORDERED INFO ON GRAY SCALES
(CALIBRATED)

WED 17 JUN 87

MTH - GERRY, GREYDON, UIM WICK & I - ON UV
GERRY WILL RUN TESTS USING PMP
GERRY WILL ORDER OPTICAL BENCH

LOOKING @ AIRPACK - LINEAR ACTUATOR

2 HRS

PHOTO DARLINGTON VS XTOR
CA11 - TAKE OUT CALIBRATION - DUMPRAW DOES REFLECTANCE DENSITY
LOOK @ CK001 FOR 2nd ORDER DIF

THURS

VIS - ROG R. INSTALLING 4 REDS
UV - GERRY DID TESTS USING AMP
WITH CORION 340 & 405 FILTER

1 HR - CURVES - TRIED 2nd ORDER DIFF
each point is neg.

Red LEDs LOWER IN INTENSITY, CHNL 6 INTERMITTENT SOLDER ON XISTOR, CHNL 7 NOT WORKING

TEST WITH LOT 6 CAUB #1

CHOL 1 00394
0851-0093-5263
2 SLIDES

CONSISTENT PORTION .2"
DROP WENT STRAIGHT THROUGH
SLIDE - DOES JIG NEED TO BE LEVEL
EVEN THOUGH HOLE NOT CONTACTED

~~CHOL 1 00253
0851-0094-5302~~

FRI

SET UP FOR DEMO FOR RICHARD MUIRIE
(CEO VET TEST)

DR RC Called

(DAVID RAMSEY)
IS CHAIRMAN

DEMO FOR RICH MUIRIE 2PM

NO BP103-11 only - 111 ordered according to RICK
there is a bag 103-11 but not metal can

MON 22 JUN 87 8.5 HRS - VTI MTA - RICK, GERRY, GREGORY, ME
HTPM learning

TUE 23 JUN 87 7 HRS:

- 2 HRS OHIO ART
 - 2 HRS CURVES - 2nd ORDER DIF
 - 3 HRS VTI
- CALL - allow all 8 REDS

WED - FRI Vacation

76
MON JUN 29

VT1 - 7 HRS

TUE JUN 30

CURVE S/W - 3 HRS Re-organize

VT1 - 4 HRS

WED

JULY 1, 1987

TOM IN FOR A FEW HOURS

VT1 - ~~4~~ HRS

CURVE - SOFTWARE 3 HRS

Rates std concentration routine

THUR JULY 2

TOM IN FOR A FEW HOURS IN AM
HE PUT IN RED LED PETS (BB1)

CURVE S/W 7 HRS Rates

"CK451U"

CK 6451-0005-5003

11/87 GEN-51

CALIBRATOR 1 KIT 6

KODAK
PIPETTER
NO LOCATOR
(WOULDN'T DROP)
ON GEN 51
TRIED FOR APPROX
10 SEC BETWEEN
CHECK SPOTS

Did 2 sets of slides

Now Kodak pipetter seems to have a leak!
after 2 ul air picked up - serum falls down!

7/2/87 cont "CK1500IU"

Calibrator #4 of KIT6 1500IU CK

Same Batch slides
using Cole-Parmer Pipette

5 sets of 8

CK1500IU means concentrations

.0023 .0026 .0024 .0026 .0026 .0026 .0026 .0030

CK45IU means

.0002 .0002 .0002 .0002 .0003 .0003 .0003 .0003

FRI 7/3/87 HOLIDAY

MON 7/6/87 8AM-430 1HR LUNCH = 7.5 HRS

2.5 HRS TOTAL } V.T.1 MITG 10:30-1PM - 2.5 HR
JIM SHOWS ROGER BOOTH & THE HARVARD PROJ MGR - 2:30-4:30 - 2 HRS
VT - 3 HRS

6.5 } TUES 7/7 8:45 - 4PM - 6.5 HRS
4.5 HRS VT1 - MITG NOTES TYPED UP -> 10AM
2 HRS HTPM -
1 HR OHIO ART XII - DO NEW 16 LINE MCK FOR WES

7.5 } WED 7/8 8:15-4:45 (A LOT)
3.5 HRS FOUND OLD PIX TAPES TO HAVE MUCH LESS NOISE
4 HRS HTPM SPENT TIME LEARNING HARVARD TOTAL PROJ MGR
TALCOM W/ROB CLAMPITT re VISIBLE RATES & ALSO CONCENTRATIONS NOT IN CURVE SW

FAXCOM TO CONFIRM IN WRITING
TESTS FOR CK APERTURE SIZE - LOOKS LIKE .2" OK
WORKING ON PIPETTE LOCATOR - CK SLIDE IN
CHANL #7 doesn't always spot - shim for
.2" will probably fix this

THURS JULY 9, 1987

CURVE SW - RATES

7 HRS

for CK1500IU =

CVs Range

3.4 to 10.9 per channel

5.5 HRS

FRI. -

VT1 -

HTPM -

MTA w/ GREYDON ON PIPETTER PHASES

MTA w/ VIM ON VT1

MON 7/13/87

DR. ROGER CLAMPITT HERE ^{From} VET TEST

VT1 = 7 HRS

work on PIPETTER design
WEEKLY STATUS REPORT

TUE 7/14/87

VT1 = 8 HRS

DESIGN / STATUS MTA WITH DR. RC, TOM, GREYDON, MYSELF

WED

DR. DEWECK HERE FROM VET TEST

VT 2 (IMUNOLOGY TESTER) - 5 HRS

VT1 = 2 HRS

SAT IN MTS

THURS 7/16/87

5 HRS - VT1

7 HRS
TOTAL

2 HRS - CHANGE TO USE SEPARATE
BLACK REFLECTORS FOR EACH COLOR
DUE TO NEW "CLOSE WED" GEOMETRY

FRI

VACATION DAY

MON 7/20/87 SICK - UPPER GI. PAIN

TUE 7/21/87

3 - PIPETTER - 3 HRS

3 - WEEKLY STATUS REPORT

1 - DR. 1 HR CHEST X-RAY

Wed

8 HRS {
 VTI/3 - PIPETTER
 CURV - 4 CURVES - SPEC (SPECBBS.DOC on SYSTEM2)
 VTI-1 } TRY SQUARE ROOT FOR ZAM CAIS

THUR 7/23/87

7 {
 CURVES 2 - CURVES - MAKE CA17 CA16
 2 - COMPLETE DIR LISTINGS FOR *.SER FILES
 3 MTH ~~GO OVER OPERATION~~ w/R.C.

FRI 7/24/87

8 HRS {
 4 HRS - VTI - USE HTPM Software to do PERT charts w/jim
 1 HR - VTI MTA w/JIM, R.C. & MYSELF ON PROJECT.
 3 HR - VTI MTA ON OPERATION OF VTI w/R.C. GREYDON & MYSELF

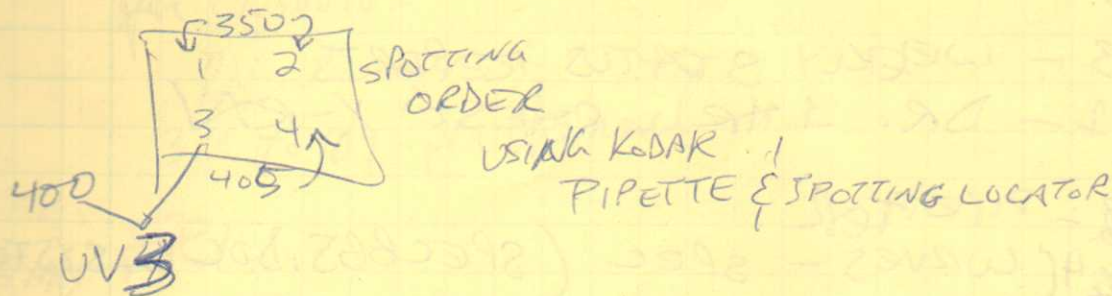
MON 7/27/87

6 HRS {
 VTI STATUS REPORT, TRY TO ORDER CURS FOR SAMPLES,
 PROOFREAD LAST WKS MINUTES
 MEDICAL
 C COMPILERS
 DAY TIMER

TUE 7/28/87

4 HRS VTI {
 1 - VTI CALL DR CLAMPITT
 2 HRS - DR. - CORVAS SYSTEMS STRESS & I
 PROOFREAD LAST WKS MTH MINUTES
 REMOVE OLD *.SER FILES
 PRINT HTPM FILES
 LOOK FOR PIPETTER TIPS
 PROOF READ MTH MINUTES - - -

WED 7/29/87
 all day on curve studies
 U.V.



ALT 6251-0046-5/03

ALKP 6551-0017-SD13

using Calibrator bottle 4

2 runs

using Calibrator bottle 2

2 runs

using Calibrator bottle 1

2 runs

note - there is some
 type of condensation
 on pieces that hold
 slides down when these
 tests are completed

O.D. range 0 to 1.0 works well
 for plotting.

THURS 7/30/87

all

UV4 file

White used 350 - ~~spreaders~~ of AST's
405 - reg slides painted white

Kodak pipetter & locator

file UV4

AST 4851-0019-5100

GAT 6751-0021-~~50~~5039

Problems with U.V. Electronics board
blew out AMPS

USING CALIBRATOR #4
runs X2

USING CALIBRATOR #2
runs: X2

USING CALIB #1
runs: X2

UV5 file

LPH 6351-0009-5104

GAT 6751-0021-5039

Using calibrator #1
runs X2
thunderstorm

Using calib #2
runs X2

Using calib #4
new box GAT slides (same lot) storm over
runs: X2

4:35 PM

tried being able to plot to 8 1/2 x 11 size

FRI 7/31/87

VT1 1HR - medical/time sheet

CURVES 3HRS - WORK ON CAIT (IE UV changes)
 FAX 3 SETS OF CURVES TO DR. RC.

HRS
 OHIO ART ANIMATOR II

1HR - HELP TODD WITH OHLINT CURSOR MOVEMENT ROUTINE

2HRS 3 CURVES - WORKED ON CAIT
 U.V. & PLOTTING 8 1/2 x 11 S/W

AUG 13, 87

TESTS OF PIPETTER USING DISTILLED H₂O
 COLEPARMER 9999-99 PIPETTE TIP - 2 SLIDES OFF TABLE
 USING A NEW BUN SLIDE EACH SPOT (LOT 3096)

104	95	104	95	95
88	94	88	94	98
89	96	89	96	97
93	102	93	102	96
99	94	99	94	97
94	97	94	97	102
98	99	100	99	96
95	98	94	98	98
96	95	98	95	99
95	94	95	94	98
95	9	96	98	96
94		95	97	99
		95	94	96
		<u>94</u>	<u>94</u>	<u>95</u>

$$CV = \frac{SD}{\bar{x}} \times 100$$

SD
 (mean) \bar{x}
 CV

	TOTAL
4.14	3.0207
2.42	96.262
1.898	3.138
95.286	
96.214	
97.286	
4.345	
2.519	
1.951	

14
 4
 710

Now USING SECUM
FLK P LOT 5013

USED WIRE CLEAN
TIP - PROBABLY
SOAKED SOME UP

SPOT#		
1	71 ←	95
2	97	106
3	103	105
4	99	102
5	100	103
6	103	98
7	108	100
8	98	100
9	102	99
10	103	100
11	100	100
12	97	98
13	101	96
14	101	100

USING
CALIBRATOR
VIAL #3

SD	8.50	3.08
\bar{x}	98.79	100.14
CV	8.6	3.08

TOTAL

	6.316
	99.46
	6.35

WITHOUT 71:

WITHOUT 71:

	3.018
	100.519
	3.00

SD	3.01
\bar{x}	100.92
CV	2.98