

---

Subject: ProDOS port announce  
Posted by [qkumba](#) on Wed, 23 Jan 2019 18:21:38 GMT  
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---

I'm abandoning the old thread in order to create dedicated entries.  
This one is intended for anyone to announce the release of a new port.

---

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Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Wed, 23 Jan 2019 18:29:03 GMT  
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---

Originally posted by: James Davis

On Wednesday, January 23, 2019 at 10:21:39 AM UTC-8, qkumba wrote:  
> I'm abandoning the old thread in order to create dedicated entries.  
> This one is intended for anyone to announce the release of a new port.

Thanks, the old one was getting too big, anyway.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 23 Jan 2019 20:39:57 GMT  
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---

Portal is in Asimov /incoming.  
It's too big to fit on a 800kb disk, even without ProDOS.

---

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sun, 03 Feb 2019 20:13:39 GMT  
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---

Photar 8k file and Tunnel Terror 20k file are in Asimov /incoming.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 07 Feb 2019 08:28:19 GMT  
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Bad Dudes  
Batman  
Platoon

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 08 Feb 2019 08:42:56 GMT  
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Commando  
Heavy Barrel  
Ikari Warriors

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Fri, 08 Feb 2019 11:48:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

On 2019-02-08 08:42:56 +0000, qkumba said:

- > Commando
- > Heavy Barrel
- > Ikari Warriors
- > Bad Dudes
- > Batman
- > Platoon

Nice work!

Is the Victory Road (also uploaded to Asimov and currently in incoming)  
any different to the one you did a couple of years ago?

- Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [Antoine Vignau](#) on Fri, 08 Feb 2019 17:35:11 GMT  
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---

Qkumba did the Quickloader thing by Quicksilver (for Data East but there's no Q here) ;-)

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---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 08 Feb 2019 19:05:22 GMT  
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---

> Nice work!

Thanks.

- > Is the Victory Road (also uploaded to Asimov and currently in incoming)
- > any different to the one you did a couple of years ago?

It's repackaged, and should load a bit faster than before. I rewrote my loader to be essentially the same for all Quicksilver titles, rather than custom which I tried originally.

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Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Fri, 08 Feb 2019 22:23:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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On 2019-02-08 19:05:22 +0000, qkumba said:

>>  
>> Nice work!  
>  
> Thanks.  
>  
>> Is the Victory Road (also uploaded to Asimov and currently in incoming)  
>> any different to the one you did a couple of years ago?  
>  
> It's repackaged, and should load a bit faster than before. I rewrote  
> my loader to be essentially the same for all Quicksilver titles, rather  
> than custom which I tried originally.

Awesome! Look forward to Robocop as part of of the QuickSilver titles.

Also is Kid Niki: Radical Ninja a Quicksilver port as well?

- Alex

---

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Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Fri, 08 Feb 2019 23:08:05 GMT  
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---

Originally posted by: Anthony Adverse

On Saturday, February 9, 2019 at 4:35:13 AM UTC+11, Antoine Vignau wrote:  
> Qkumba did the Quickloader thing by Quicksilver (for Data East but there's no Q here) ;-)

Seeing as it was Data East, maybe it was a Q for the west ;)

---

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sat, 09 Feb 2019 00:41:35 GMT  
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---

Kid Niki is done.

However, after completing level 7, there's some corrupted graphics and it restarts on level 2.  
There is no end-sequence.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sun, 10 Feb 2019 06:33:17 GMT  
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Robocop

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---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 18 Feb 2019 07:37:43 GMT  
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Lancaster

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---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 18 Feb 2019 07:38:14 GMT  
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---

Lancaster.  
If the LANCASTER.Z file is not locked, then the high scores will be saved.

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---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 19 Feb 2019 03:31:50 GMT  
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Phaser Fire 12k file.  
Hadron 21k file.  
Alien Typhoon 20k file.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 20 Feb 2019 22:21:37 GMT  
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---

Eggs-It 20k file.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 21 Feb 2019 22:56:53 GMT

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---

Captain Goodnight.  
You're welcome.

High score are saved in GOODNIGHT.O.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 22 Feb 2019 01:35:26 GMT  
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---

Zenith 17k file.

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Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Fri, 22 Feb 2019 02:10:38 GMT  
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---

On 2019-02-21 22:56:53 +0000, qkumba said:

> Captain Goodnight.  
> You're welcome.  
>  
> High score are saved in GOODNIGHT.O.

Oh, baby! The one and only. Thanks bigtime!

I'll be sure to give it some thorough testing :-)

- Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 22 Feb 2019 02:20:48 GMT  
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---

Yes please.

The code-wheel protection is removed entirely, so the submarine won't ask anything, and you can just press the button on the doomsday device.

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Fri, 22 Feb 2019 03:00:08 GMT  
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---

On 2019-02-22 02:20:48 +0000, qkumba said:

- > Yes please.
- > The code-wheel protection is removed entirely, so the submarine won't
- > ask anything, and you can just press the button on the doomsday device.

Amazing. I wasn't going to ask straight away, because I should just be pleased enough that this can now run from ProDOS.

It was probably this game that put the fear of god into me that I needed to get everything right, first time, for success to occur in ALL aspects of my life ;-) I remember getting to the Doomsday device, heart pumping to have made it that far, only to f#%k up the switch sequence and lose the game. I did manage to finish it later replaying it, without cheats and use of the decoder wheel (it was our first game purchase shortly after getting a IIGS in mid '87) so was always playing on the original disk. I should have my high scores still saved on it actually :-)

- Alex

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sat, 23 Feb 2019 20:56:03 GMT  
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---

Ruski Duck 15k file.  
Genetic Drift 13k file.

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Sun, 24 Feb 2019 12:27:14 GMT  
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---

On 2019-02-22 02:20:48 +0000, qkumba said:

- > Yes please.
- > The code-wheel protection is removed entirely, so the submarine won't
- > ask anything, and you can just press the button on the doomsday device.

I've only managed to play three games, none of which I completed, but got to Doom Island on the last attempt. It all worked flawlessly, even running from System 6.0.x – except for checking the high scores – after which, it reset my IIGS.

I'll do more testing, see if the game resets when run from ProDOS 8 on its own, and hopefully get to play to the end to make sure that all

works properly.

- Alex

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 25 Feb 2019 02:55:14 GMT  
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---

The game intentionally reboots after displaying high scores.  
I hope that that's what you meant, not that it reset before displaying them.

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Mon, 25 Feb 2019 10:25:34 GMT  
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---

On 2019-02-25 02:55:14 +0000, qkumba said:

> The game intentionally reboots after displaying high scores.  
> I hope that that's what you meant, not that it reset before displaying them.

Nope, that's it, the game reboots after seeing the high scores. I would have thought after seeing the high scores a keypress would take you back to the title graphic and intro, rather than a reset.

- Alex

---

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 26 Feb 2019 18:13:40 GMT  
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---

Quadrant 6112.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 22 Mar 2019 02:58:31 GMT  
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---

Lazer Silk 12k file.

---

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 11 Apr 2019 05:28:46 GMT

---

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---

Star Blazer 19k file.

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Sun, 14 Apr 2019 00:08:45 GMT  
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---

On 2019-04-11 05:28:46 +0000, qkumba said:

> Star Blazer 19k file.

Thanks qkumba! Also thanks to 4am's recent Woz image of this, revealing the animated title screen for the first time (at least to me).

I've played through all 5 stages of the game through to its end with nary an issue.

High score support would be great if the original 5.25" disk release included it, but still over the moon about this ProDOS conversion :-)

- Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 15 Apr 2019 03:34:59 GMT  
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---

The original doesn't save them. There's no write routine in memory. If there were, be sure that I would have included it.

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Mon, 15 Apr 2019 11:53:05 GMT  
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---

On 2019-04-15 03:34:59 +0000, qkumba said:

> The original doesn't save them. There's no write routine in memory.  
> If there were, be sure that I would have included it.

Noted! Very much appreciated.

- Alex

---

---



Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Mon, 15 Apr 2019 16:02:18 GMT  
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---

Originally posted by: Anthony Adverse

On Monday, April 15, 2019 at 1:35:01 PM UTC+10, qkumba wrote:  
> The original doesn't save them. There's no write routine in memory.  
> If there were, be sure that I would have included it.

I heard you were really clever and could add one in ;) But I guess it wouldn't be a "clean" crack then...

A

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---

Subject: Re: ProDOS port announce  
Posted by [gids.rs](#) on Mon, 15 Apr 2019 16:59:29 GMT  
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---

On Monday, April 15, 2019 at 10:02:20 AM UTC-6, Anthony Adverse wrote:  
> On Monday, April 15, 2019 at 1:35:01 PM UTC+10, qkumba wrote:  
>> The original doesn't save them. There's no write routine in memory.  
>> If there were, be sure that I would have included it.  
>  
> I heard you were really clever and could add one in ;) But I guess it wouldn't be a "clean" crack then...  
>

All the rules have been broken. It has been ported over to Prodos. Anything now goes.

---

---

Subject: Re: ProDOS port announce  
Posted by [Steve Nickolas](#) on Mon, 15 Apr 2019 18:05:38 GMT  
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---

On Mon, 15 Apr 2019, I am Rob wrote:

> On Monday, April 15, 2019 at 10:02:20 AM UTC-6, Anthony Adverse wrote:  
>> On Monday, April 15, 2019 at 1:35:01 PM UTC+10, qkumba wrote:  
>>> The original doesn't save them. There's no write routine in memory.  
>>> If there were, be sure that I would have included it.  
>>  
>> I heard you were really clever and could add one in ;) But I guess it wouldn't be a "clean" crack then...  
>>  
>

>  
> All the rules have been broken. It has been ported over to ProDOS. Anything now goes.  
>

I've created a monster.

-uso.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Mon, 22 Apr 2019 21:45:20 GMT  
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Originally posted by: frank\_o\_rama

Oops i think asimovlookerafterer put this in uso's directory by mistake.  
f

On Wednesday, April 10, 2019 at 10:28:47 PM UTC-7, qkumba wrote:  
> Star Blazer 19k file.

---

---

Subject: Re: ProDOS port announce  
Posted by [Steve Nickolas](#) on Tue, 23 Apr 2019 02:07:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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On Mon, 22 Apr 2019, frank\_o\_rama@hotmail.com wrote:

>  
> Oops i think asimovlookerafterer put this in uso's directory by mistake.

Yikes!

I've been having electrical problems at my apartment which mgmt can't be bothered to fix (currently trying to get help in relocating) and can't even use the computer with my 6502/Apple ][ tools right now.

-uso.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 07 May 2019 05:14:59 GMT  
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---

Rampage. Double-hires, requires 128kb RAM.

High scores are saved in RAMPAGE.6.

---

---

Subject: Re: ProDOS port announce

Posted by [Alex Lee](#) on Tue, 07 May 2019 10:20:41 GMT

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---

On 2019-05-07 05:14:59 +0000, qkumba said:

> Rampage. Double-hires, requires 128kb RAM.  
>  
> High scores are saved in RAMPAGE.6.

Awesome!

- Alex

---

---

Subject: Re: ProDOS port announce

Posted by [Tempest](#) on Tue, 07 May 2019 14:38:44 GMT

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---

On Tuesday, May 7, 2019 at 1:15:01 AM UTC-4, qkumba wrote:

> Rampage. Double-hires, requires 128kb RAM.  
>  
> High scores are saved in RAMPAGE.6.

Rampage on the Apple II gets dinged for being a bit slow, but to me that's what made it playable (same with Arkanoid). It's still my favorite version of the game (although the Lynx version is a lot of fun too).

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Subject: Re: ProDOS port announce

Posted by [Anonymous](#) on Tue, 07 May 2019 21:23:57 GMT

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---

Originally posted by: Frank M.

Sweet! Thank you for filling my request!

f

On Monday, May 6, 2019 at 10:15:01 PM UTC-7, qkumba wrote:

> Rampage. Double-hires, requires 128kb RAM.  
>  
> High scores are saved in RAMPAGE.6.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 08 May 2019 17:22:04 GMT  
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---

You're welcome.

During gameplay, press ESC and then type "KEN HURLEY" for the secret message (but it ends the game).

---

---

Subject: Re: ProDOS port announce  
Posted by [Tempest](#) on Wed, 08 May 2019 19:18:01 GMT  
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---

On Wednesday, May 8, 2019 at 1:22:06 PM UTC-4, qkumba wrote:

> You're welcome.

>

> During gameplay, press ESC and then type "KEN HURLEY" for the secret message (but it ends the game).

Nice! I never knew about that easter egg before.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 09 May 2019 00:26:41 GMT  
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---

Originally posted by: Todd Holcomb

If anyone is looking for a quick way to get Qkumba's latest conversions directly on their Apple II HD, I've got the compressed individual game folders in the Download section of my BBS. Just download the file at a blazingly fast 9600 baud ;), unshrink the folder to your HD, and fire up the game!

Captain's Quarters BBS  
telnet://cqbbs.ddns.net:6502

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sat, 29 Jun 2019 15:18:50 GMT  
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Gold Rush 12k file.

---

---

Subject: Re: ProDOS port announce

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Posted by [qkumba](#) on Sat, 29 Jun 2019 19:21:22 GMT

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---

Cyclod 14k file.

---

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Subject: Re: ProDOS port announce

Posted by [Anonymous](#) on Sun, 30 Jun 2019 15:04:58 GMT

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Originally posted by: Todd Holcomb

Question: Is there a way to download from the "incoming" folder of Asimov or do you have to wait until it's put in its proper folder? I can FTP download from every folder but that one...

---

---

Subject: Re: ProDOS port announce

Posted by [Michael J. Mahon](#) on Sun, 30 Jun 2019 17:36:28 GMT

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Todd Holcomb <toddholcomb6@gmail.com> wrote:

> Question: Is there a way to download from the "incoming" folder of  
> Asimov or do you have to wait until it's put in its proper folder? I can  
> FTP download from every folder but that one...  
>

You have to wait.

Otherwise the incoming folder would become a swap box for the world. ;-)

--

-michael - NadaNet 3.1 and AppleCrate II: <http://michaeljmahon.com>

---

---

Subject: Re: ProDOS port announce

Posted by [Anonymous](#) on Mon, 01 Jul 2019 02:06:06 GMT

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Originally posted by: Todd Holcomb

On Sunday, June 30, 2019 at 12:36:34 PM UTC-5, Michael J. Mahon wrote:

> You have to wait.  
>  
> Otherwise the incoming folder would become a swap box for the world. ;-)

Sounds cool! Kinda like a modern AE line...

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Tue, 02 Jul 2019 00:16:04 GMT  
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Originally posted by: Brian Patrie

On 30/06/2019 21.06, Todd Holcomb wrote:  
> On Sunday, June 30, 2019 at 12:36:34 PM UTC-5, Michael J. Mahon wrote:  
>  
>> You have to wait.  
>>  
>> Otherwise the incoming folder would become a swap box for the world. ;-)  
>  
> Sounds cool! Kinda like a modern AE line...

Whilst it might be fun (albeit dangerous) to have such a thing, Asimov's incoming folder should not be it. :)

---

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 08 Jul 2019 21:08:00 GMT  
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Axis Assassin 21k file.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 15 Jul 2019 03:56:50 GMT  
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---

Zaxxon (48kb, non-Mockingboard version).  
The Mockingboard and 128kb versions will require some creativity on my part.

---

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 17 Jul 2019 16:13:26 GMT  
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Alien Typhoon 20k file.

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---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 18 Jul 2019 02:24:40 GMT  
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---

Black Magic.

---

High scores are saved in BLACK.MAGIC.6.

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---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 18 Jul 2019 05:21:33 GMT  
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Originally posted by: Frank M.

was the only difference on the 128k zaxxon the double-hires splash screen and switchable  
mockingboard? not sure it was a legit release.

Looks like BC's got updated to support the ][+ as well...

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 18 Jul 2019 13:54:09 GMT  
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---

> was the only difference on the 128k zaxxon the double-hires splash screen and switchable  
mockingboard? not sure it was a legit release.

It seems so. There's a 64kb Mockingboard version, so the 128kb version might be based on that,  
with the addition of the screen.

> Looks like BC's got updated to support the ][+ as well...

Yes, finally I have finished replacing all of my old 65C02 ports with 6502 versions.

---

---

Subject: Re: ProDOS port announce  
Posted by [Antoine Vignau](#) on Thu, 18 Jul 2019 16:48:28 GMT  
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---

Zaxxon dhgr was an official release and included in the hgr version.

When I cracked it in late '80s, it was a complete surprize to see the dhgr title screen. I don't  
remember the details but I think it was visible only on the //c or //e,

Antoine

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 18 Jul 2019 20:37:11 GMT  
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---

Originally posted by: Frank M.

On Thursday, July 18, 2019 at 9:48:30 AM UTC-7, Antoine Vignau wrote:

- > Zaxxon dhgr was an official release and included in the hgr version.
- >
- > When I cracked it in late '80s, it was a complete surprize to see the dhgr title screen. I don't remember the details but I think it was visible only on the //c or //e,
- >
- > Antoine

I should have figured. The dhr screen looks a little too nice to have been done by a punk teenager. :)

Also, the gameplay seems identical.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 18 Jul 2019 21:55:30 GMT  
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Xevious 24k file.  
High scores are saved in XEVIOUS.HI.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 19 Jul 2019 02:05:45 GMT  
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Roadblock 10k file.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 19 Jul 2019 02:09:52 GMT  
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Ballblazer 13k file.

---

Subject: Re: ProDOS port announce  
Posted by [Michael J. Mahon](#) on Fri, 19 Jul 2019 03:10:03 GMT  
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qkumba <peter.ferrie@gmail.com> wrote:

- > Ballblazer 13k file.
- >



Wow, Peter—you're on fire! ;-)

--

-michael - NadaNet 3.1 and AppleCrate II: <http://michaeljmahon.com>

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 19 Jul 2019 03:19:24 GMT

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---

Cubit 9k file.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 19 Jul 2019 03:20:41 GMT

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---

> Wow, Peter—you're on fire! ;-)

It's KansasFest week so I have the opportunity. :-)

---

---

Subject: Re: ProDOS port announce

Posted by [Anonymous](#) on Fri, 19 Jul 2019 04:01:18 GMT

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---

Originally posted by: Frank M.

On Thursday, July 18, 2019 at 8:20:43 PM UTC-7, qkumba wrote:

>> Wow, Peter—you're on fire! ;-)

>

> It's KansasFest week so I have the opportunity. :-)

yow! can hardly keep up over here... :)

had to finally split up my monolithic folder there's so many now (no way to alphabetize new additions--copyll+ maxes out at 248 entries).

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 19 Jul 2019 04:25:04 GMT

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---

Watch Mark Pilgrim's presentation on the KFest live-stream on Saturday.

We have a solution to your problem.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Fri, 19 Jul 2019 04:33:38 GMT  
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---

Originally posted by: Frank M.

On Thursday, July 18, 2019 at 9:25:05 PM UTC-7, qkumba wrote:  
> Watch Mark Pilgrim's presentation on the KFest live-stream on Saturday.  
> We have a solution to your problem.

Yes I saw the teaser images. looking forward to it.

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---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 19 Jul 2019 05:46:10 GMT  
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---

Frogger II.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 19 Jul 2019 06:13:41 GMT  
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---

Galaxy Gates 8k file.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Fri, 19 Jul 2019 13:16:12 GMT  
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---

Originally posted by: Todd Holcomb

What a conversion machine!

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 19 Jul 2019 16:02:55 GMT  
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---

Horizon V 19k file.

---

---

Subject: Re: ProDOS port announce

---

Posted by [qkumba](#) on Fri, 19 Jul 2019 16:04:17 GMT

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---

Horizon V 19k file.

High scores are saved in HORIZON.V.HI.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 19 Jul 2019 18:24:51 GMT

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---

Kamikaze 8k file.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 19 Jul 2019 21:42:09 GMT

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---

Labyrinth 19k file.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Sat, 20 Jul 2019 00:22:28 GMT

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---

Laser Bounce 9k file.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Sat, 20 Jul 2019 02:31:02 GMT

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---

The Bilestoad 22k file.

---

---

Subject: Re: ProDOS port announce

Posted by [Alex Lee](#) on Sat, 20 Jul 2019 04:37:34 GMT

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---

On 2019-07-20 02:31:02 +0000, qkumba said:

> The Bilestoad 22k file.

Does this include bug fixes from the older release? Same question for BC's Quest for Tires and a couple of other ones as well.

Very much looking forward to the announcement on the frontend side of things!

Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Sat, 20 Jul 2019 05:21:32 GMT  
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---

On 2019-07-15 03:56:50 +0000, qkumba said:

- > Zaxxon (48kb, non-Mockingboard version).
- > The Mockingboard and 128kb versions will require some creativity on my part.

I seem to be getting all sorts of screen glitches after initiating a second game (it plays fine on my ROM3 IIGS throughout the first game, but as soon as you get to the isometric playfield for a second game, big screen glitches appear on the right hand side and the game slows to a crawl.

Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Sat, 20 Jul 2019 05:27:52 GMT  
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---

On 2019-07-18 21:55:30 +0000, qkumba said:

- > Xevious 24k file.
- > High scores are saved in XEVIOUS.HI.

I've new found respect for the Apple II version of Xevious! Although the frame rate isn't near the arcade original, the full screen scrolling and gameplay feels the same. It scratches my itch for playing one of my very favourite top down scrolling arcade shooters, Terra Cresta.

Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sat, 20 Jul 2019 13:05:06 GMT  
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---

- > I seem to be getting all sorts of screen glitches after initiating a
- > second game (it plays fine on my ROM3 IIGS throughout the first game,

- > but as soon as you get to the isometric playfield for a second game,
- > big screen glitches appear on the right hand side and the game slows to
- > a crawl.

Bug reports to the ProDOS port bug report thread. :-)  
However, I see what you mean. I'll fix it.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sat, 20 Jul 2019 13:06:10 GMT  
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---

- >> The Bilestoad 22k file.  
>  
> Does this include bug fixes from the older release? Same question for  
> BC's Quest for Tires and a couple of other ones as well.

If you have details, please add them to the ProDOS bug report thread, and then I'll check.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 23 Jul 2019 01:20:38 GMT  
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---

Aztec.  
I have tried repeatedly over months to make a compressed version, but the game reads and writes to essentially random locations over the whole disk, so today I gave up and just wrapped the disk image.  
ProRWTS is literally booting the disk and translating the DOS sectors to ProDOS blocks.  
At least it works.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 23 Jul 2019 03:52:32 GMT  
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---

Seafox 19k file.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 23 Jul 2019 04:27:36 GMT  
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---

The Spy Strikes Back 10k file.  
High scores are saved in SPY.STRIKES.HI.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 24 Jul 2019 02:38:48 GMT  
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---

Asteroid Blaster 7k file.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 24 Jul 2019 02:39:00 GMT  
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---

Star Thief 9k file.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 24 Jul 2019 22:27:27 GMT  
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---

Beyond Castle Wolfenstein.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 25 Jul 2019 01:41:47 GMT  
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---

Hyper Head-On 7k file.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 25 Jul 2019 01:42:04 GMT  
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---

Free Fall 15k file.

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 20 Aug 2019 01:59:14 GMT  
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Sea Dragon

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 20 Aug 2019 01:59:45 GMT  
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---

> Sea Dragon

High scores are saved in SEA.DRAGON.4.

---

---

Subject: Re: ProDOS port announce

Posted by [Polymorph](#) on Tue, 20 Aug 2019 05:41:05 GMT

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---

On Tuesday, August 20, 2019 at 11:59:46 AM UTC+10, qkumba wrote:

>> Sea Dragon

>

> High scores are saved in SEA.DRAGON.4.

Oooh, I do love me some Sea Dragon!

Approaching maximum damage! <BEEP!><BEEP!><BEEP!><BEEP!> ;-)

---

---

Subject: Re: ProDOS port announce

Posted by [Oliver Schmidt](#) on Tue, 20 Aug 2019 15:39:38 GMT

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---

qkumba <peter.ferrie@gmail.com> wrote:

>> Sea Dragon

>

> High scores are saved in SEA.DRAGON.4.

>

I guess you sort of wait for the question why not SEA.DRAGON.HI "as usual"

- so here it is ;-)

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Tue, 20 Aug 2019 17:30:32 GMT

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---

:-) It would take more code, and the environment is rather constrained.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Tue, 20 Aug 2019 17:31:06 GMT

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---

> Approaching maximum damage! <BEEP!><BEEP!><BEEP!><BEEP!> ;-)

Air-level critical!

---

---

Subject: Re: ProDOS port announce  
Posted by [gids.rs](#) on Wed, 21 Aug 2019 22:42:20 GMT  
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---

No challenge is too great!

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 30 Aug 2019 04:33:09 GMT  
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---

Knights of Legend.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 30 Aug 2019 04:35:12 GMT  
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---

> Knights of Legend.

I haven't tried installing a new region, though. That seems unlikely to work since there's no way to insert a disk.

I can make another version with another region installed, though, if anyone has one.

---

---

Subject: Re: ProDOS port announce  
Posted by [Tempest](#) on Fri, 30 Aug 2019 18:00:56 GMT  
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---

On Friday, August 30, 2019 at 12:35:13 AM UTC-4, qkumba wrote:

>> Knights of Legend.

>

> I haven't tried installing a new region, though. That seems unlikely to work since there's no way to insert a disk.

> I can make another version with another region installed, though, if anyone has one.

Thank you for this! The disk swapping in the original is insane.

Is the region thing like an expansion pack? Did they make any?

---

---

Subject: Re: ProDOS port announce  
Posted by [Tempest](#) on Sat, 31 Aug 2019 13:46:11 GMT  
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---

Wikipedia answered my question:

---



>> The game had support to add region and adventure modules, which were supposed to be released starting in 1990. However, no modules were released due to Todd Mitchell Porter leaving Origin and taking the rights to Knights of Legend with him.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sat, 31 Aug 2019 18:33:15 GMT  
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---

Originally posted by: Todd Holcomb

On Thursday, August 29, 2019 at 11:33:10 PM UTC-5, qkumba wrote:  
> Knights of Legend.

FYI - it looks like this got misplaced in the san\_inc\_dos folder on Asimov.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 04 Sep 2019 01:01:58 GMT  
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---

I uploaded accidentally without the "PRODOS" tag, which is how it ended up there. I've asked for it to be renamed. I'll ask for it to be moved, too.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 04 Sep 2019 01:02:26 GMT  
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---

Buck Rogers!

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Wed, 04 Sep 2019 01:05:21 GMT  
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---

> Buck Rogers!

Press a key during the load to show the Easter egg instead of playing the game.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 05 Sep 2019 04:18:35 GMT  
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---

Wasteland.

---

---

Subject: Re: ProDOS port announce  
Posted by [alelee76](#) on Fri, 06 Sep 2019 07:00:55 GMT  
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---

On Thursday, 5 September 2019 14:18:37 UTC+10, qkumba wrote:  
> Wasteland.

Woah.

Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [Tempest](#) on Fri, 06 Sep 2019 16:21:49 GMT  
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---

I'm surprised about that one too. Amazing!

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 06 Sep 2019 17:12:27 GMT  
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---

My techniques are improving. :-)

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 06 Sep 2019 17:12:47 GMT  
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---

Diamond Mine 18k file.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 06 Sep 2019 17:22:42 GMT  
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---

> My techniques are improving. :-)

Regarding Wasteland, I suggest that you backup the WASTELAND.1 file before playing, so that you have a pristine master whenever you want it.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sat, 07 Sep 2019 00:00:29 GMT  
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---

Originally posted by: fadden

On Friday, September 6, 2019 at 10:22:44 AM UTC-7, qkumba wrote:  
> Regarding Wasteland, I suggest that you backup the WASTELAND.1 file before playing, so that you have a pristine master whenever you want it.

I was wondering about that -- I vaguely recall the Wasteland manual advising that updates are written to the disk.

You may want to put a note to that effect on the disk image itself (readme.txt).

If you want to get carried away, distribute the disk with the file locked. If the launcher sees it locked, print a message encouraging the user to make a backup. If they want to continue (Y/N), unlock the file and execute as usual.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 12 Sep 2019 21:07:44 GMT  
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---

Situation Critical.  
High scores and settings are saved in SITUATION.99.

---

---

Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Fri, 13 Sep 2019 22:20:47 GMT  
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---

On 2019-09-12 21:07:44 +0000, qkumba said:

> Situation Critical.  
> High scores and settings are saved in SITUATION.99.

Superb!

- Alex

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 23 Sep 2019 04:49:04 GMT  
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---

Short Circuit.

High scores are saved in SHORT.CIRCUIT.1.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 26 Sep 2019 00:04:46 GMT  
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---

Originally posted by: Todd Holcomb

On Sunday, September 22, 2019 at 11:49:06 PM UTC-5, qkumba wrote:  
> Short Circuit.  
> High scores are saved in SHORT.CIRCUIT.1.

I don't see this in the incoming or san\_inc\_prodos folder on Asimov...

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 26 Sep 2019 01:57:13 GMT  
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---

/incoming/short%20circuit%20PRODOS%20(san%20inc%20pack).dsk

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 26 Sep 2019 02:06:12 GMT  
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---

Originally posted by: Frank M.

On Wednesday, September 25, 2019 at 6:57:15 PM UTC-7, qkumba wrote:  
> /incoming/short%20circuit%20PRODOS%20(san%20inc%20pack).dsk

or...

[https://github.com/a2-4am/4cade/blob/master/res/dsk/short%20circuit%20PRODOS%20\(san%20inc%20pack\).dsk](https://github.com/a2-4am/4cade/blob/master/res/dsk/short%20circuit%20PRODOS%20(san%20inc%20pack).dsk)

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---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 26 Sep 2019 04:20:00 GMT  
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---

Originally posted by: Todd Holcomb

On Wednesday, September 25, 2019 at 9:06:14 PM UTC-5, Frank M. wrote:  
> On Wednesday, September 25, 2019 at 6:57:15 PM UTC-7, qkumba wrote:  
>> /incoming/short%20circuit%20PRODOS%20(san%20inc%20pack).dsk

Must've forgotten to hit refresh in Cyberduck...

> or...

> [https://github.com/a2-4am/4cade/blob/master/res/dsk/short%20circuit%20PRODOS%20\(san%20inc%20pack\).dsk](https://github.com/a2-4am/4cade/blob/master/res/dsk/short%20circuit%20PRODOS%20(san%20inc%20pack).dsk)

Cool - thanks! I just bookmarked 4cade/res/dsk directory for future releases.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 27 Sep 2019 21:00:15 GMT  
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---

Flight Simulator 2.  
Just the base disk right now, but I have some ideas for the scenery support...

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Fri, 27 Sep 2019 21:27:49 GMT  
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---

Originally posted by: Bobbi

On Friday, 27 September 2019 17:00:17 UTC-4, qkumba wrote:

> Flight Simulator 2.

> Just the base disk right now, but I have some ideas for the scenery support...

\*\* jumping up and down in excitement \*\*

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sat, 28 Sep 2019 19:13:11 GMT  
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---

Originally posted by: inexorabletash

Re: FS2

Hooray! Also bouncing up and down. :) Do I notice less garbage on the hires screen during loads, or have I just not exercised it enough? Per Computist, the original I/O routines were a little convoluted...

Re: Scenery

Keep a port of Jet in mind at the same time since it can also use the scenery disks. I'll be curious what you come up with - a custom "port" per scenery disk, a way to swap "disks" within the game,

or reworking the index mechanism so that all scenery areas can coexist at once (not sure how that would handle overlaps or coordinate re-use, though), or something more clever.

Also, I have the physical disks that aren't up on Asimov (SD11 and Western Europe SD14) when you get that far. Just need to team up with someone with an AppleSauce.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sat, 28 Sep 2019 23:45:52 GMT  
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---

Originally posted by: Bobbi

On Saturday, 28 September 2019 15:13:13 UTC-4, inexora...@gmail.com wrote:

> Re: FS2

>

> Hooray! Also bouncing up and down. :) Do I notice less garbage on the hires screen during loads, or have I just not exercised it enough? Per Computist, the original I/O routines were a little convoluted...

>

> Re: Scenery

>

> Keep a port of Jet in mind at the same time since it can also use the scenery disks. I'll be curious what you come up with - a custom "port" per scenery disk, a way to swap "disks" within the game, or reworking the index mechanism so that all scenery areas can coexist at once (not sure how that would handle overlaps or coordinate re-use, though), or something more clever..

>

> Also, I have the physical disks that aren't up on Asimov (SD11 and Western Europe SD14) when you get that far. Just need to team up with someone with an AppleSauce.

Ah wow ... I have been looking for Western Europe (the scenery, not the landmass itself!) I used to have that on PC and would love it for Apple II.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sun, 29 Sep 2019 22:45:29 GMT  
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---

Only seven scenery disks plus the two STAR disks for Japan and San Francisco were released for the Apple II. Perhaps the PC disks could be back-ported, though.

---

---

Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sun, 29 Sep 2019 23:00:12 GMT  
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---

Originally posted by: Bobbi

On Sunday, 29 September 2019 18:45:31 UTC-4, qkumba wrote:

> Only seven scenery disks plus the two STAR disks for Japan and San Francisco were released for the Apple II. Perhaps the PC disks could be back-ported, though.

I never could find a definitive list of which scenery disks were released for which platform. Porting the scenery from the PC version is an interesting thought though!

---

---

Subject: Re: ProDOS port announce

Posted by [Anonymous](#) on Mon, 30 Sep 2019 03:42:59 GMT

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---

Originally posted by: inexorabletash

1,2,3,4,5,6,7,11, Japan (13), Western Europe (14) and San Francisco STAR were released for the Apple. I have Originals of all but #5.

<https://flic.kr/p/2hnWrMS>

8 and 10 were never released for any platform. 9 and 12 and Hawaii would need porting.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Thu, 10 Oct 2019 01:48:01 GMT

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---

Guardian 8k file.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 22 Nov 2019 03:02:09 GMT

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---

Skyfox!

And yes, you can fly through the clouds.

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Fri, 22 Nov 2019 03:14:35 GMT

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---

Oh, and I fixed the game bug so it plays Mockingboard music on the GS, too.

---

---

Subject: Re: ProDOS port announce  
Posted by [roughana](#) on Fri, 22 Nov 2019 05:08:41 GMT  
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---

qkumba <peter.ferrie@gmail.com> wrote:

> Skyfox!

Yay. Thank you.

> Oh, and I fixed the game bug so it plays Mockingboard music on the GS, too.

I assume you mean via a Mockingboard rather than some Ilgs ensonic emulation of a non existent Mockingboard.

I did notice with old cracks that the title animation hangs if there is no joystick plugged in. Is this something that is fixable?

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 22 Nov 2019 15:12:23 GMT  
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---

>> Oh, and I fixed the game bug so it plays Mockingboard music on the GS, too.

> I assume you mean via a Mockingboard rather than some Ilgs ensonic

> emulation of a non existent Mockingboard.

Of course. The game supports the Mockingboard, but due to a "bug" (really an unfortunate assumption) it could never play music on the IIGS or enhanced Ile. Neither of those machines existed at the time.

> I did notice with old cracks that the title animation hangs if there is no

> joystick plugged in. Is this something that is fixable?

The game requires a joystick to play, so I think that's fair.

---

---

Subject: Re: ProDOS port announce  
Posted by [TomCh](#) on Fri, 22 Nov 2019 21:17:19 GMT  
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---

On Friday, 22 November 2019 15:12:25 UTC, qkumba wrote:

>>> Oh, and I fixed the game bug so it plays Mockingboard music on the GS, too.

>> I assume you mean via a Mockingboard rather than some Ilgs ensonic

>> emulation of a non existent Mockingboard.

>

> Of course. The game supports the Mockingboard, but due to a "bug" (really an unfortunate assumption) it could never play music on the IIGS or enhanced Ile. Neither of those machines existed at the time.

>

I'm intrigued... please share some details about this Skyfox bug/assumption for MB on an



enhanced //e!

---

---

Subject: Re: ProDOS port announce

Posted by [qkumba](#) on Sat, 23 Nov 2019 16:27:22 GMT

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---

The assumption is that LC stays mapped in when an interrupt fires.

That was the case for the II+ and the original ILe.

It changed on the enhanced ILe and the IIGS.

Now the re-vectored FFFE/FFFF isn't used. It always goes through \$3FE/3FF, after the ROM handler in \$Cxxx space runs first and maps ROM in.

One-on-One had the same issue.

The fix is to hook \$3FE/3FF as well, and re-enable LC before jumping to the original handler.

---

---

Subject: Re: ProDOS port announce

Posted by [Anonymous](#) on Sat, 23 Nov 2019 16:41:18 GMT

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---

Originally posted by: fadden

On Saturday, November 23, 2019 at 8:27:25 AM UTC-8, qkumba wrote:

- > The assumption is that LC stays mapped in when an interrupt fires.
- > That was the case for the II+ and the original ILe.
- > It changed on the enhanced ILe and the IIGS.

IIRC this changed the behavior of the Reset key as well. It allowed you to map alt RAM, boot a game, and then hit Reset to return to base RAM with the game nicely captured. Sort of a poor man's NMI card.

---

---

Subject: Re: ProDOS port announce

Posted by [Vince Weaver](#) on Sat, 23 Nov 2019 18:35:56 GMT

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---

On 2019-11-23, qkumba <peter.ferrie@gmail.com> wrote:

- > The assumption is that LC stays mapped in when an interrupt fires.
- > That was the case for the II+ and the original ILe.
- > It changed on the enhanced ILe and the IIGS.

Wait, on an enhanced ILe it somehow skips the LC FFFE/FFFF vector if the LC is mapped in?

What does a Ilc do?

Vince

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Mon, 25 Nov 2019 02:48:35 GMT  
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---

> Wait, on an enhanced Ile it somehow skips the LC FFFE/FFFF vector if the LC  
> is mapped in?  
>  
> What does a Ilc do?

I've confused myself. On the GS, the FFFE/FFFF is ignored. \$Cxxx space always gets control immediately, maps in ROM and then dispatches the interrupt.  
On the enhanced Ile and the Ilc, if the default \$Cxxx handler is used, then ROM gets mapped in before the interrupt is delivered, but FFFE/FFFF is used and can be hooked.

---

---

Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Tue, 26 Nov 2019 20:58:26 GMT  
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Ultima III.

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Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Fri, 29 Nov 2019 20:39:56 GMT  
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Originally posted by: Todd Holcomb

On Tuesday, November 26, 2019 at 2:58:28 PM UTC-6, qkumba wrote:  
> Ultima III.

Day #4 of sitting in the Incoming directory, unable to download... :(

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Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sat, 30 Nov 2019 01:25:42 GMT  
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Originally posted by: James Davis

On Friday, November 29, 2019 at 12:39:58 PM UTC-8, Todd Holcomb wrote:  
> On Tuesday, November 26, 2019 at 2:58:28 PM UTC-6, qkumba wrote:  
>> Ultima III.  
>  
> Day #4 of sitting in the Incoming directory, unable to download... :(

Give thanks, it's that weekend!

---

Subject: Re: ProDOS port announce  
Posted by [sicklittlemonkey](#) on Wed, 04 Dec 2019 07:05:08 GMT  
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On Wednesday, 27 November 2019 06:58:28 UTC+10, qkumba wrote:  
> Ultima III.

Wow.

Thank you for reporting thy victory!

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 20 Dec 2019 05:02:24 GMT  
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Force 7 27k file.  
It boots from slot 6 on game over. That's hard-coded.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Sun, 05 Jan 2020 05:05:18 GMT  
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Exterminator 16k file.  
High scores are saved to HISAVE.

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Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Sun, 05 Jan 2020 17:09:53 GMT  
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Originally posted by: Todd Holcomb

On Saturday, January 4, 2020 at 11:05:19 PM UTC-6, qkumba wrote:  
> Exterminator 16k file.  
> High scores are saved to HISAVE.

Some interesting history about Exterminator (AKA Eliminator):

The Eliminator, distributed by Adventure International, was an adaptation of the arcade game Defender, released by Williams Electronics in 1980. Adventure International sold The Eliminator (the definite article "the" was part of the title) for several computers:

- the Apple II version, written by John Anderson, was also released in 1981
- the Atari 400/800 version, written by Steve Coleman, was released in 1982

a fairly close clone of Defender. Adventure International was concerned about the liability of such a close clone and requested changes to lessen the similarities to Defender. The new version, which was known as The Eliminator, replaced the scrolling landscape of Defender with a series of platforms.

John Anderson's Apple II version of The Eliminator (his first Apple II game) also began as a

limit similarities to Defender. John Anderson decided to change his version to take place in open space, making it vastly different from Defender. Much later, he stated that he regretted that decision and felt that he should have kept it closer to Defender.

- Anyone know why the name was changed from Eliminator to Exterminator? I found the game with the Eliminator titlescreen as well...

Todd

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Fri, 24 Jan 2020 00:52:29 GMT  
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Ming's Challenge.  
High scores are saved to MING.I.  
Press 'P' at the title to configure the difficulty.

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Subject: Re: ProDOS port announce  
Posted by [qkumba](#) on Thu, 06 Feb 2020 18:12:29 GMT  
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Wings of Fury.  
High scores are saved in WOF.Z.

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Subject: Re: ProDOS port announce  
Posted by [Anonymous](#) on Thu, 06 Feb 2020 23:56:40 GMT  
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Originally posted by: Todd Holcomb

On Thursday, February 6, 2020 at 12:12:31 PM UTC-6, qkumba wrote:

> Wings of Fury.  
> High scores are saved in WOF.Z.

Thank you!!

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Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Thu, 13 Feb 2020 08:32:43 GMT  
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On 2020-02-06 18:12:29 +0000, qkumba said:

- > Wings of Fury.
- > High scores are saved in WOF.Z.

Huzzah! So many thanks!

Alex

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Subject: Re: ProDOS port announce  
Posted by [Alex Lee](#) on Thu, 13 Feb 2020 08:50:51 GMT  
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On 2020-01-05 17:09:53 +0000, Todd Holcomb said:

- > On Saturday, January 4, 2020 at 11:05:19 PM UTC-6, qkumba wrote:
- >> Exterminator 16k file.
- >> High scores are saved to HISAVE.
- >
- > Some interesting history about Exterminator (AKA Eliminator):
- >
- > The Eliminator, distributed by Adventure International, was an
- > adaptation of the arcade game Defender, released by Williams
- > Electronics in 1980. Adventure International sold The Eliminator (the
- > definite article "the" was part of the title) for several computers:
- >
- > was released in 1981
- > - the Apple II version, written by John Anderson, was also released in 1981
- > - the Atari 400/800 version, written by Steve Coleman, was released in 1982
- >
- > Space Defender, a fairly close clone of Defender. Adventure
- > International was concerned about the liability of such a close clone
- > and requested changes to lessen the similarities to Defender. The new
- > version, which was known as The Eliminator, replaced the scrolling
- > landscape of Defender with a series of platforms.
- >
- > John Anderson's Apple II version of The Eliminator (his first Apple II
- >
- > Adventure International wanted changes to limit similarities to
- > Defender. John Anderson decided to change his version to take place in
- > open space, making it vastly different from Defender. Much later, he

- > stated that he regretted that decision and felt that he should have
- > kept it closer to Defender.
- >
- > - Anyone know why the name was changed from Eliminator to Exterminator?
- > I found the game with the Eliminator titlescreen as well...
- >
- > Todd

Another interesting tidbit – the Apple IIGS game Space Shark is basically a 16-bit remake of Eliminator by Miami Software/The French United Crackers Klan:

<https://www.whatisthe2gs.apple2.org.za/space-shark>

Alex

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