Subject: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Tue, 18 Oct 2016 06:46:30 GMT
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....in Russia.

I'm trying to find more about it, it LOOKS like it uses only Apple
functionality, and not Agat...but there isn't a lot of info out there.

One source seems to hint that it might have been ported from the BBC?

-uso.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Tue, 18 Oct 2016 07:20:05 GMT
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I managed to pry a file out of a random disk image, which purported to be
the game as a 112-sector DOS 3.3 file, but it looks like it's using Agat
calls or something because I was unable to get it to work.

I don't know if this is even usable or not, or if anyone can make this
work or not, but I thought I'd put it within easy reach just in case.

http://3.buric.co/klag.dsk.gz

-uso.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by qkumba on Tue, 18 Oct 2016 15:51:15 GMT
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> the game as a 112-sector DOS 3.3 file, but it looks like it's using Agat
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It's definitely not standard Apple hardware that it's expecting.
It's reading from $C2xx and $D1xx in a way that suggests entirely different ROMs and cards.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port

Posted by Steve Nickolas on Tue, 18 Oct 2016 17:41:24 GMT

On Tue, 18 Oct 2016, qkumba wrote:

>> I managed to pry a file out of a random disk image, which purported to be
>> the game as a 112-sector DOS 3.3 file, but it looks like it's using Agat
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> It's definitely not standard Apple hardware that it's expecting.
> It's reading from $C2xx and $D1xx in a way that suggests entirely different ROMs and cards.
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nod.

I was considering a port of Knightlore in the past - certainly it would be
easier to port from another machine that (1) ran off a 1 MHz 6502, (2) had
Apple-like hardware, and (3) RAN DOS 3.3, but it's probably still not that
simple. :/

-uso.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Aaron Daughtry on Wed, 19 Oct 2016 09:34:40 GMT

On 2016-10-18 17:41:24 +0000, Steve Nickolas said:

> On Tue, 18 Oct 2016, qkumba wrote:
>
>>> I managed to pry a file out of a random disk image, which purported to be
>>> the game as a 112-sector DOS 3.3 file, but it looks like it's using Agat
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> still not that simple. :/
>
> -uso.

Why not port the Level 9 Interpreter to the Apple IIGS? :-)

 http://www.ifarchive.org/indexes/if-archiveXlevel9Xinterpret ersXlevel9.html

- Alex

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Wed, 19 Oct 2016 10:20:51 GMT

On Wed, 19 Oct 2016, Alex Lee wrote:

> On 2016-10-18 17:41:24 +0000, Steve Nickolas said:
>
>> On Tue, 18 Oct 2016, qkumba wrote:
>>
>>>> I managed to pry a file out of a random disk image, which purported to be
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>
> http://www.ifarchive.org/indexes/if-archiveXlevel9Xinterpret ersXlevel9.html

>
> - Alex
>
>

Level 9 stuff doesn't interest me...

Knightlore is interesting to me first of all because of Solstice, an NES
game I enjoyed growing up and which obviously owes a lot to it, and second
because of its history as one of the first big releases from what was more
or less Rare (it has a vague connection, as well, to Killer Instinct).

-uso.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by qkumba on Wed, 19 Oct 2016 14:07:41 GMT
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I can't confirm yet that it's for the Agat. The MAME drivers for the Agat-7 and Agat-9 need some
work in order to boot, but now I'm intrigued enough to do that.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Wed, 19 Oct 2016 17:58:22 GMT
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On Wed, 19 Oct 2016, qkumba wrote:

> I can't confirm yet that it's for the Agat. The MAME drivers for the
> Agat-7 and Agat-9 need some work in order to boot, but now I'm intrigued
> enough to do that.

There is a somewhat better functional Agat emulator on Sourceforge.

I *believe* I found another copy of it on one of the disks that came with
that emulator (which was in a weird format) and then googled around to
look for it. It was set up for the Agat-9.

-uso.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Wed, 19 Oct 2016 18:04:37 GMT
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Expanding on my last post since I'm actually at the correct computer...

On Wed, 19 Oct 2016, Steve Nickolas wrote:

> There is a somewhat better functional Agat emulator on Sourceforge.
>
> I *believe* I found another copy of it on one of the disks that came with
> that emulator (which was in a weird format) and then googled around to look
> for it. It was set up for the Agat-9.
>
> -uso.

Confirming that.

The "(2e) A2 Games for Agat9" preconfigured machine has a version of
Knightlore, which runs in an Agat graphics mode but constrained to only
part of the screen. Said disk image runs a custom menu system.

-uso.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Aaron Daughtry on Fri, 21 Oct 2016 11:45:09 GMT
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On 2016-10-19 10:20:51 +0000, Steve Nickolas said:

> On Wed, 19 Oct 2016, Alex Lee wrote:
>
>> On 2016-10-18 17:41:24 +0000, Steve Nickolas said:
>>
>>> On Tue, 18 Oct 2016, qkumba wrote:
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>>> -uso.
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>>
>>   http://www.ifarchive.org/indexes/if-archiveXlevel9Xinterpret ersXlevel9.html
>>
>> - Alex
>>
>>
>
> Level 9 stuff doesn't interest me...

But Knightlore is a Level 9 game?

https://en.wikipedia.org/wiki/Knight_Orc

- Alex

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Fri, 21 Oct 2016 12:42:39 GMT

On Fri, 21 Oct 2016, Alex Lee wrote:

> On 2016-10-19 10:20:51 +0000, Steve Nickolas said:
>
>> On Wed, 19 Oct 2016, Alex Lee wrote:
>>
>>> On 2016-10-18 17:41:24 +0000, Steve Nickolas said:
>>>
>>>> On Tue, 18 Oct 2016, qkumba wrote:
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>
> https://en.wikipedia.org/wiki/Knight_Orc
>
> - Alex
>
>

https://en.wikipedia.org/wiki/Knight_Lore

Try Rare.

-uso.

On Friday, October 21, 2016 at 7:45:12 AM UTC-4, Alex Lee wrote:
> On 2016-10-19 10:20:51 +0000, Steve Nickolas said:
>
>> On Wed, 19 Oct 2016, Alex Lee wrote:
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>>> On 2016-10-18 17:41:24 +0000, Steve Nickolas said:
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>
> - Alex

Different game. Also Knight Orc was already ported to the Apple II (no graphics though).

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Aaron Daughtry on Sat, 22 Oct 2016 05:16:55 GMT
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On 2016-10-21 12:42:39 +0000, Steve Nickolas said:

> On Fri, 21 Oct 2016, Alex Lee wrote:

>
>> On 2016-10-19 10:20:51 +0000, Steve Nickolas said:
>>
>>> On Wed, 19 Oct 2016, Alex Lee wrote:
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>>>> On 2016-10-18 17:41:24 +0000, Steve Nickolas said:
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>> - Alex
>>
>>
>

> https://en.wikipedia.org/wiki/Knight_Lore
>
> Try Rare.
>
> -uso.

Right, right. Got my wires crossed :-)

- Alex

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Tempest on Sat, 22 Oct 2016 14:34:37 GMT
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But porting a graphical version of Level 9's interpreter to the IIgs would be nice.

Subject: Re: So apparently Knight Lore did (kindasorta) get an Apple][port
Posted by Steve Nickolas on Sat, 22 Oct 2016 17:50:25 GMT
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On Sat, 22 Oct 2016, Tempest wrote:

> But porting a graphical version of Level 9's interpreter to the IIgs
> would be nice.

This is true.

-uso.