

8605 West Douglas Ave.
Milwaukee, WI. 53225
December 21, 1985

ARCADIAN
3626 Morrie Dr.
San Jose, Ca. 95127

Dear Robert:

Thanks for responding to my 8 June and 7 June letters sent to Don Gladden, whom I have not received a response from.

I have a lot of information that I would like to share with the ARCADIAN. However, I question some of the information that I have as to whether or not you can publish it due to possible infringements on copyrights or perhaps patents. What I will do is send my own creations (tutorials, upgrades, whatever) to Don Gladden and to you I will send any questionable material indicating the source(s) of info for you to do with as you desire. It is my desire that support of the Astrocade home computer will continue.

Right now I have doubts that the ARCADIAN will continue publishing issues. Upon receipt of the next issue (Dec. '85?), I will send an article to Don detailing a power transformer substitution for the Astrocade computer. After receipt of each future issue of the ARCADIAN, I will send to Don a tutorial on programming the Astrocade computer in machine language. I have already written several tutorials on this subject just waiting to be submitted to the ARCADIAN. Further material on other subjects will be sent to Don or yourself, of course at my discretion.

You asked me if I was aware of the Balchek program. Did you know that there exists a Balchek II? Yes, there is! Balchek II is an improved version of Balchek enabling its user to also check a RAM add-on. I have gone through the disassembled listing of Balcheck, have made some changes and deleted some of the useless routines to allow room to check a RAM add-on. Yes, Balchek II does exist, although not quite finished yet. I have a copy of it on tape. Wish you could see it.

There is something else I wish you could see. That is, the Astrocade home computer running with a high resolution map (320x204 pixels). What a difference! I have resolved the high resolution gliche problem described in my June '85 letter I sent to Don. I am currently writing an 8K byte software package to be eventually burned on an EPROM. The package will contain an improved 2K byte high resolution version of Bit Fiddler's MLM, 2K bytes for 33 high resolution subroutines (similar to the on-board subroutines) and 4K bytes devoted to extended high resolution graphic subroutines. My Astrocade computer can now operate with a low or high resolution map. Unfortunately, modifications were required on the motherboard to get the on-board custom address and data chips to operate in the high resolution mode. I can't see any way of getting the on-board custom chips to operate in high resolution without making some modifications to the motherboard. You mentioned John Perkin's efforts. What did he do? Perhaps a second set of custom chips and associated circuitry could be utilized as an add-on, but where would one get the custom chips from? Or perhaps the circuitry could be provided as an add-on and then the 3 on-board chips removed from their sockets and placed in their respective add-on sockets? It would be nice to come up with a simple means of providing any Astrocade user, how few there may be, the option of high resolution graphics, but it doesn't look like that's going to happen. Any comments?

Sincerely,
Michael C. Matte
Michael C. Matte