

● Notes For SLCC Zoom Meeting 1-13-2026

- Hosted by Kevin
- In Attendance: Kevin, Robbie, Don, Bob, Richard C., Harry, and Chris

● Meeting summary

● Quick recap

- The group discussed various gaming acquisitions, including retro video games and hardware modifications. They explored hacking and programming aspects of vintage gaming systems, particularly focusing on Atari 2600 and Commodore Amiga technology, while also discussing the historical context of early computing technology and business strategies. The conversation ended with updates on personal projects and hardware hacking initiatives, including plans for a monthly Discord show-and-tell event.

● Next steps

- [Bob: Find and send two 1200XL boards \(preferably bad/defective\) to Pitor in Poland for PCB reconstruction/hardware hacking.](#)
- [Kevin: See if John Buel can attend a future meeting to explain more about the Discord hardware demonstration event.](#)
- [Richard and Kevin: Coordinate schedules for late January/early February \(after February 1st\) to work together on fixing the TT and potentially demonstrate it on Discord for John Buel's group.](#)
- [All participants: Consider preparing and potentially demonstrating hardware accomplishments on Discord for John Buel's group and upcoming show \(to be coordinated with John Buel\).](#)

● Summary

● Star Raiders and Joystick Upgrades

- Harry shared his recent acquisitions, including a Star Raiders video game, a touchpad, keyword controllers, and 3D printed couplers for joysticks. He discussed using the couplers to connect the CX-40 joystick with the Star Raiders controller, creating a full kit setup. Harry also mentioned an INTYNES adapter for playing light gun games on an Intellivision console. The group briefly discussed the gameplay of Star Raiders and Robotron, with Chris expressing his difficulty in understanding Star Raiders after a short play session.

● Atari Star Raiders Hacking Discussion

- The group discussed hacking and modifications of the Atari 2600 game Star Raiders, including optimized versions that fix bugs and improve performance. Kevin explained how hackers rewrite code to enhance gameplay, while Richard shared his experience attempting to code in C and Python for the Atari, though with limited success. The conversation concluded with a brief discussion about the enduring popularity of Pascal as a programming language, with Richard recalling his introduction to Turbo Pascal in a college course.

● Historical Computing and Technology Preservation

- The group discussed historical computing technology, with Kevin sharing his collection of old programs and printouts from college, including a Pascal program from 1985 and his first BASIC program from second grade. Chris shared stories about his experience with Pascal and its creator Niklaus Wirth, including how the language was commercialized and modified. The conversation concluded with Chris revealing and explaining an early cable TV set-top box called "Ed" that was developed by Visicorp using Amiga technology, which he had preserved for 40 years.

● Abandoned Commodore Prototype Story

- Chris discussed a rare machine prototype that was developed by Carl and others as part of the Commodore Amiga story, but was abandoned due to Commodore's bankruptcy. He explained that the prototype combined third-party developer components, but never went further due to the company's collapse. Chris also mentioned that Christian Simmons raised funds to buy some Commodore assets, though the story is complicated and involves licensing from Michael Batilano. The group briefly discussed the recent revival of the Commodore brand, noting that the new products avoid using the Commodore name on some items due to potential legal issues.

● New 64 Retro Computer Review

- The group discussed the development and reception of the New 64, a retro computer that builds on existing designs and community contributions. They noted its six-month development timeline and praised its reasonable pricing compared to building from scratch. While some minor issues like incorrectly installed keycaps were mentioned, the overall reception was positive, with no major criticisms found in reviews. Harry asked about the possibility of an Atari 8-bit reboot, to which Kevin responded that Atari is free to do so, though historical sales figures of the Commodore 64 and Atari 800XL were not discussed.

● Atari's Memory and Business Strategy

- The group discussed Atari's business strategy, noting that their current focus is on nostalgia and profit rather than enthusiast-driven innovation. They explored how Atari's early engineering decisions, particularly regarding memory usage in the 2600 and later systems, were driven by the high cost of memory in the 1970s and 1980s. The conversation also touched on how other companies like Sinclair and Apple handled memory constraints through creative solutions, including the use of broken chips and clever hardware workarounds.

● Atari Hardware Projects Update

- The group discussed various personal updates and projects. Bob shared that he was looking for bad 1200XL boards to send to a hardware hacker in Poland for rebuilding PCBs. Kevin found an old Atari Fan magazine and shared its contents, which included detailed information on assembly code. The group briefly discussed the strong Atari community in Poland

and the contributions of Polish enthusiasts like Lotharack. Kevin read an email from John Buel proposing a monthly Discord show-and-tell event for hardware projects, with potential for showcasing at a larger event in July. Richard and Kevin expressed interest in participating once their TT project is complete, targeting a date in late January or early February.