

- **Notes for SLCC-Atari Zoom Meeting 9/15/26**

- Hosted by Kevin
- In Attendance, Kevin, Robbie, Don, John Z., Glenn, Scott, Harry, Bob, Ron, Chris

- [Review action items](#)

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- **Meeting summary**

- **Quick recap**

- This was a computer hobbyist group meeting where members discussed various retro computing projects and recent activities. Kevin led the meeting and shared updates about his recent fishing trip and family visit.. Harry presented 3D-printed upgrades for Kevin's Atari ST side cartridge and drive lever, addressing connectivity and alignment problems. Glenn discussed his progress with FujiNet and MIO source code recovery, successfully rescuing and sharing the MIO source code with the community. John shared his work on TNFS server development and mentioned his upcoming Starship launch viewing plans. Chris updated the group on his collaboration with Steve regarding ReFalcon board restoration and his work porting AI MCP developer tools to PowerPC OS 4.

- **Next steps**

- **Bob**

- [Back up the data on the microSD card used with the SIO to SD adapter.](#)

- **Chris**

- [Coordinate with Steve \(ReFalcon\) to document and attempt to resurrect the Sparrow prototype boards.](#)

- **Glenn**

- [Troubleshoot the 551 drive with the 5.25 inch drive that is not starting up.](#)
- [Set up and test the SIO to PC adapter to improve reliability with FujiNet and Sparta DOS.](#)
- [Acquire the August issue of Compute's Gazette \(or access the article from AtariBasics.com\) for the 1400XL article.](#)

- **Harry**

- [Add a third floppy drive connector to the "grease weasel" cable using the crimp tool.](#)

- **Kevin**

- [Double check the email addresses in the SLCC-CSL group to ensure Ron and others receive future invitations.](#)
- [Fix the solder joints on the microSD slot of the side cartridge for the ST, as per Harry's note.](#)
- [Follow up with the contact at the Computer History Museum to arrange access to the 1650 and 1850 XL prototypes for inspection and photography.](#)
- [Contact the Computer History Museum about arranging an oral history recording session for his uncle.](#)
- **Summary**
- **Casual Team Discussion Meeting**
- The team held a casual meeting where Kevin shared details about his recent fishing trip. The conversation then shifted to gaming, with participants discussing classic Atari games like Alien vs. Predator and Rescue on Fraculous, including a humorous story about John Hardy's prank eBay listing. The conversation ended with participants sharing memories of Lucasfilm games from the 1980s, including Ball Blazer and Koronis Rift.
- **Atari Hardware Technical Issues Discussion**
- The group discussed technical issues with Atari hardware, including a side cartridge for the ST system that had microSD functionality problems, which Harry diagnosed as likely bad solder joints. They also discussed challenges with a 5.25-inch drive lever that only worked properly when a disc was present, which Harry had successfully addressed by 3D printing a replacement part. The conversation included a brief discussion about early computer systems that displayed developer names on boot screens, with Glenn mentioning his work to correct inaccurate names on a 1400 system based on information from former Atari engineer Jerry Jessup.
- **Retro Computing Discussion Meeting**
- The group discussed retro computing, with Harry and Kevin talking about using SD cards and floppy disks with their Atari ST systems. Kevin shared his experience using an Atari ST to draw house maps for an insurance company in high school, earning \$50 per house. The conversation then shifted to VCF West, where John mentioned attending but not purchasing a 1200XL. The conversation ended with technical difficulties as John's connection dropped, and R
- **Video Equipment and Health Update**
- Ronald shared that he had a health issue over the weekend, pulling a muscle in his abdomen, but it was treated with anti-inflammatories and he is recovering. He discussed ordering a SCART cable from the UK for his RetroTINK 5X to improve video output quality, explaining the international shipping costs

involved. Harry mentioned his own experience with VGA cables and jailbars on his screen, and both Ronald and Harry discussed using TOS switchers with their ST systems.

- **Atari SIO Connector Technical Issues**

- Bob experienced a technical issue with his Atari system's SIO connector when trying to access an SD card, which prompted a discussion about the importance of data backup. Bob mentioned having spare SIO connectors and other vintage computer components, including valuable 40-pin ICs like GTIAs and Bokeys, which can be found in certain Atari cartridges. The group discussed the rarity and value of components like Pokeys, with Glenn noting that policy restrictions might apply to purchasing additional components after previous purchases.

- **Arcade Machines and Computer Festivals**

- The group discussed arcade machines and their restoration, with Kevin noting it has become a significant business. Chris shared insights from a dinner with Noah Falstein, who worked at Lucas Arts and was involved in early game development. The conversation then shifted to comparing different vintage computer festivals, particularly VCF Midwest and VCF West, with participants discussing pricing strategies and event formats at these shows.

- **Floppy Drive and FujiNet Updates**

- Harry shared that he found a crimp tool in his garage and demonstrated how to use it to connect a third floppy drive connector to a cable, discussing its advantages over using a vice for connecting IDE cables. Glenn updated the group on his recent progress with his FujiNet setup, including troubleshooting issues with SIO conflicts and successfully rescuing MIO source code from an old 720K ST disk. Glenn posted the MIO source code on AtariAge and mentioned plans to order SIO to PC equipment to improve reliability.

- **Computer Software Preservation Discussion**

- The group discussed archiving and preserving old computer software and hardware, including C64 disks and Atari computers. John mentioned working on a TNFS server to store old archives and noted that Glenn could access his newsletter content instead of purchasing Compute's Gazette. Kevin shared plans to visit the Computer History Museum's warehouse to photograph rare prototypes including the 1650 and 1850 XLs, which were connected to Sony's PlayStation 2 design. Scott provided an update on his recovery from ACL surgery and mentioned that the Starship launch was rescheduled to next Tuesday the 22nd.

- **Falcon Launch and Operations Updates**

- The group discussed a scrubbed Falcon 9 launch at Vandenberg Air Force Base's Space Launch Complex 6, with Glenn explaining the facility's history and SpaceX's plans to potentially bring Starship operations to the West Coast. Chris shared updates on his work with ReFalcon, including giving Steve three Sparrow boards to restore and document, while also mentioning his porting of an AI MCP developer tool to PowerPC OS 4. Robbie announced he would be unavailable for the next meeting as he will be on a cruise to Norway to see the Northern Lights, though he would remain available for a few more weeks before the trip.
- **Attendees:** Kevin (Organizer), chris (External), John Zielke - North Carolina (External), Ronald Devine (External), bob1200XL (External), Harry Haramis (External), Scott (External), John Zielke - North Carolina (External), Don (External), Glenn (Not the 5200 Man) (External), Robbie (External)