

# ●Notes For SLCC In-Person and Zoom Meeting 10-7-2025

- Hosted by Kevin

- In Attendance at the Library, Kevin, Robbie, Ron, Randy, Harry, and Patrick

- In Attendance for the Zoom Meeting, Kevin, Robbie, John, Bob, Richard, and Don

- Meeting summary

## ●Quick recap

- The group engaged in a detailed discussion about retro gaming hardware and software, with members sharing their experiences with various Atari systems, cartridges, and accessories. They explored different aspects of vintage gaming, including hardware modifications, emulator usage, and the challenges of collecting and preserving classic gaming equipment. The conversation concluded with members discussing their personal journeys into computing and the ongoing efforts to revitalize and improve classic systems, while also touching on modern automation projects and software development.

## ●Next steps

- Kevin to look into the 1450 case manufacturing progress and follow up with the test prints.
- John to send Kevin the eBay link for the Pico cartridges.
- Kevin to check if he has Galaga for Atari and email it to John if found.
- Richard to set up his laser engraver in the garage for better ventilation when working with plastics.
- Patrick to look up the book "Atari Roots" for learning assembly language programming.

## ●Summary

### ● Retro Gaming and Hardware Insights

- The group discussed various topics related to retro gaming and hardware. John shared his experience with a Pico cartridge, which he purchased for \$25 and found to be a good deal compared to other options. They talked about the ease of use of the Pico cartridge, which connects via USB-C and doesn't require additional cables. John also mentioned his interest in 3D printing cases for his Atari cartridges and his experience with fixing broken parts using brass pins and nails.

The conversation touched on the vast collection of Atari files available on the Pico cartridge, including copyrighted software like Indiana Jones.

### ● Retro Gaming Hardware Discussion

●The group discussed retro gaming hardware, with John sharing his new XE system and experiences with Atari joysticks and emulators. They discussed the advantages of using original hardware versus emulators, with John noting the superior feel of a brand new joystick. Kevin shared his work on fixing a fiber optic lens and mentioned his collection of Atari hardware upgrades, including a Pro System with SD card capabilities for archiving and accessing Atari software.

### ● Vintage Video Games and Computing

●The group discussed vintage video games and computing equipment, particularly focusing on different versions of Space Invaders and Galaga. Kevin explained how various game systems had different intro screens and gameplay elements, while John expressed interest in finding a legitimate copy of Galaga. The conversation then shifted to discussing old printers and computing equipment, with Kevin and John sharing anecdotes about using computers for school assignments in the 1980s, including challenges with teachers accepting typed work.

### ● Automation and Atari Computing Updates

●Richard discussed his progress on automation projects, including a background theme for tablets and integration with other apps, though he mentioned encountering some issues. John shared his experience with an Atari 130XE and Pico cartridges, expressing interest in involving his son in future meetings. Kevin recommended John explore a FujiNet for his Atari computer, suggesting it would significantly enhance its capabilities.

### ● Atari Computing Nostalgia Discussion

●The group discussed their shared interest in Atari computers, with Harry sharing his journey into computing starting with an Atari VCS in the early 1980s. They discussed various Atari models, including the 800XL and 130XC, and explored modern efforts to replicate and improve these classic systems. The conversation also touched on the revival of Atari magazines and the challenges of collecting and preserving these artifacts of computing history.