- **Notes For SLCC-Atari Zoom Meeting 2/10/2026**
- **Hosted by Kevin**
- **In Attendance, Kevin, Robbie, Don, John, Mariano, Richard Chennault, Richard Diaz, Ron, Scott, and Bob**
- **Meeting summary**
- Quick recap
- The meeting focused on various topics related to Atari computers and their accessories. Participants discussed software updates, hardware upgrades, and troubleshooting tips for different Atari models. Richard Chennault shared his experience with running large language models on his home computer and introduced a potential new meeting space at the American Legion Post 117 in San Leandro. The group explored options for connecting Atari computers to the Internet and discussed a new modem replacement project. Mariano presented a basic programming puzzle and shared his progress on a dinosaur game for the Atari. The meeting also included a review of a new device for Commodore computers and a discussion about inventory management at Fry's Electronics. Kevin shared anecdotes from his time working at Fry's, including stories about inventory challenges and security measures.
- **Next steps**
- Richard Chennault: Send Scott the YART (Yet Another RAM Test) software for the Atari 800XL after locating it in his archive.
- Richard Chennault: Take pictures of the Veterans Memorial Hall meeting space (including layout and number of power outlets) and share with the group at the next meeting.
- Mariano: Send the Atari Basic "dinosaur game" to the FujiNet team for possible online/high score features.
- Kevin and Richard Chennault: Consider/plan for a possible in-person meeting/hands-on session at the Veterans Memorial Hall, including follow-up discussion at the next meeting.
- Scott: Test the RAM and upgraded memory on the Atari 800XL using the YART software once received.
- John: Share IZArc download link (or method) for extracting ARC files with the group (implied by discussion, for group benefit).
- **Summary**
- **3D Tool and Personal Updates**
- The group discussed various personal updates and activities, including Mariano's work session, John's family being sick, and Scott's efforts to organize screws. They also talked about a 3D-printed tool for checking nut sizes, which Scott had created using a .2mm nozzle. The conversation concluded with Richard Chennault being introduced and Scott mentioning a utility called YAMT for memory testing, though he couldn't find it online.
- **Atari Memory Test Program Discussion**
- The group discussed a memory test program for the Atari 800XL, which Richard Chennault mentioned he had previously shared with Scott. Scott had attempted to locate the program at AtariAge but was unable to find it. Richard agreed to email the program to Scott once he located it in his archive. The conversation also touched on various hardware and software tools for testing and profiling Atari systems, with John mentioning the receipt of a system check tool that confirmed the RAM was functioning correctly on his 130XC and 800XL, though he noted some video issues with one of the XLs.
- **ST System Upgrade Experiences**
- Ron shared that he had successfully restored his old ST system and tested its functionality, noting that the drive works well for formatting and reading disks but faces issues with running certain programs due to an un-upgraded 4MB memory. Mariano discussed his experience upgrading his ST with a Gotek and a TOS upgrade, highlighting the benefits of the Gotek for running floppy images without additional memory. Kevin recommended using EmuTOS instead of TOS 2.06 for better compatibility and ease of use, as it eliminates the need for a hard drive driver and bit swapping when transferring files between an ST and a PC.
- **Emutos and Atari Projects Update**
- The group discussed the Emutos software, which is a drop-in replacement for TOS 1.0 and is backwards compatible with early software releases. Richard Chennault suggested running it off a hard drive, which still works. Kevin and Richard Chennault agreed to meet in two weeks to work on Atari-related projects. The conversation also touched on the upcoming Vintage Computer Festival in Southern California and the importance of grounding wires in Atari systems. The group shared experiences with Atari programming books, with Scott having a well-used original mapping chart and Mariano having a PDF version.
- **Atari Dinosaur Game Development**
- Mariano demonstrated an Atari Basic game featuring a dinosaur that avoids cacti, which he plans to share with the FujiNet team for an online version. The group discussed the game's implementation, with Mariano explaining his use of basic programming techniques and string manipulation. They also solved a series of puzzles related to movies, with Mariano revealing the answers and explaining the logic behind them. The conversation concluded with a brief discussion about using fractal subroutines to create leaves for the game's plants and the possibility of adding high scores.
- **Programming Tools and Challenges**
- The group discussed various topics including diagnostic cartridges for ST, STE, TT, and Falcon computers, as well as memory and graphics card testing tools. Mariano shared a programming puzzle and mentioned posting them on an Atari AV Reddit page. Richard Chennault shared his experience with running large language models on home computers, using a tool called Conductor to assist with programming projects. The conversation also touched on optimizing programs and the 10-line contest for programming challenges.
- **Veterans Hall Meeting Space**
- Richard shared that he recently joined American Legion Post 117 in San Leandro, which offers free meeting space at the Veterans Memorial Hall. The hall, built in the 1930s, has better internet than the library and allows bringing in food and drink, with meetings able to be held in the main room or larger hall depending on needs. Richard agreed to take photos of the space and count power outlets, while the group discussed the possibility of using the venue for future events and meetings where they could bring equipment and work collaboratively.

- **800XL Repairs and Testing Updates**
- The group discussed testing RAM and other components on an 800XL computer, with Scott reporting he had replaced a broken resistor and upgraded the memory. They identified the correct version of SysInfo software as 2.26, which Mariano located. The discussion concluded with Scott noting that the real-time clock battery had died, though the rest of the system appeared to be functioning well after his repairs.
- **Atari ARC File Decompression**
- The group discussed how to open and decompress an old ARC file from an Atari system. They determined that the file needs to be placed on a disk and run on an Atari with the appropriate decompression software, though the exact software was unclear. Scott discovered he could use SpartaDOS on an SD card to decompress the file. The conversation also touched on how to connect Atari Falcon and TT computers to the internet, with Kevin suggesting using Netby, though he noted that these devices might be difficult to find for sale. John successfully decompressed the file using a Windows program called IZArc running in Wine.
- **IZARC and Atari Modem Updates**
- The group discussed the installation and use of IZARC, a software tool for creating self-extracting archives, with John explaining how to download and set it up using three files. They also talked about modem technology, with Kevin sharing information about a new WiFi modem replacement card that fits into an Atari modem, which could help connect Falcons and TTs to the internet. The conversation concluded with a discussion about a YouTube personality named TJ Ferrera who creates content about Atari equipment modifications.
- **Hardware Modem Build Discussion**
- The group discussed various hardware devices, including modems and computer components, with Richard Chennault sharing a link to a Tindee project for a custom modem build. They explored the possibility of building and modifying these devices, with Richard Diaz noting that some components are pre-soldered. The conversation touched on the revival of BBS systems and the availability of retro computing content across different platforms. Mariano mentioned submitting an article, and the group noted their long-standing presence in the Compute Gazette since its early issues. The conversation ended with a question about the timing of their regular meetings.
- **Inventory Management and Security Experiences**
- The group discussed meeting times and inventory management experiences, particularly at Fry's Electronics. Kevin shared his experience managing physical inventories at Fry's, explaining how he implemented a self-inventory system that saved the company millions while improving accuracy. The conversation also touched on security measures at Fry's, including strict policies for electronics check-in and a memorable incident involving a wealthy pharmaceutical CEO who attempted to steal a Playboy magazine. Mariano mentioned plans for a Midwest Gaming Classic exhibit in Indianapolis next month.