- **Notes for SLCC-Atari Zoom Meeting 3/10/26**

In Attendance, Kevin, Robbie, Don, Harry, Mariano, Richard Chennault, Ron, Scott, Bob, and Chris

Meeting summary

- **Quick recap**

This meeting was a casual gathering of Atari 8-bit computer enthusiasts where participants shared updates on their projects and discussed various technical topics. Mariano demonstrated his work on a dinosaur game in assembly language, showing progress on music, graphics, and gameplay mechanics. Richard discussed his ongoing FujiNet project, including challenges with testing and implementation of AI-assisted software development tools. Chris presented a comprehensive demo of his MCP (Model Context Protocol) system for remotely controlling and debugging Amiga computers, which included features like remote debugging, memory inspection, and screen capture capabilities. The group also discussed various hardware topics including disk drive testing, RAM expansions, and printer interfaces, with several members sharing experiences with repairing and upgrading their vintage computers.

- **Next steps**
  - **Summary**

    Kevin: Formulate and send a reply regarding the TT project to the relevant party (as discussed with Richard).

    Richard: Review with Kevin the recent software changes and additions (e.g., FujiNet Lite integration, food unit light) for the ongoing software project.

- **Casual Team Check-in Meeting**

  The meeting began with casual conversation and technical setup. Participants shared personal updates, with Don mentioning his location in Florida, while Bob reported pulling about 500 feet of wire.

- **MIO Device Testing Solutions**

  Kevin discussed testing an MIO device without a connected drive, and the group explored options for testing floppy drive speed, particularly for an early 810 model that was acting temperamental. Richard suggested using a BASIC program loaded from cassette as a potential solution, though this would be time-consuming. The group also discussed how Happy Drive utilities would not work without a Happy

drive installed, and Kevin mentioned he might need to use a drive emulator as a workaround for his specific issue.

- **Atari Game Development Updates**

The group discussed technical solutions for running speed tests on an Atari system, with Kevin expressing a preference for a simple cartridge solution. Mariano provided an update on his dinosaur game development, mentioning improvements to the music and work on the Cactus algorithm to prevent impossible jumps. The discussion included lighthearted banter about potential game features, including the possibility of adding Easter eggs and considering how cacti might affect dinosaurs in the game.

- **Game Demo and FujiNet Development**

The group discussed Mariano's progress on developing a game demo in assembly language, which now includes features like scoring, music, and basic gameplay mechanics. Mariano demonstrated the current version and discussed challenges with running the emulator on Linux using Wine. Richard shared updates on his software project involving FujiNet development, including the implementation of FujiNet Lite and use of AI agents for code development and testing. The team also briefly discussed a potential memory expansion project for the Atari TT computer.

- **Python FSUA Runtime System Demo**

Chris demonstrated a Python-based runtime system for FSUA running on a Mac that includes a REST interface, UI, and MCP (Model Context Protocol) interface. The system features a bridge running on the Amiga that connects via serial but appears as TCP/IP on the host side, allowing for remote control and introspection of Amiga applications. Chris showed various capabilities including logging, variable management, remote code execution, memory editing, and screen capture functionality, which enables AI-assisted development and debugging on the Amiga platform.

- **Amiga Remote Debugging Tool Demo**

Chris demonstrated a new tool he developed for the Amiga that enables remote debugging and control capabilities, including screenshot functionality and crash hook monitoring. He offered to share the repository with the team and mentioned he had implemented several versions of RAG on his Git repo. Richard expressed interest in porting similar functionality to the Atari platform, and Chris recommended building a UI to accelerate problem identification, suggesting React for implementation.

- **AI Investment and Market Insights**

Chris discussed his investment in learning AI skills and tools, mentioning his work with various AI platforms at Intuit and a $500 million agreement with multiple AI providers. He shared insights about Anthropic's competitive advantage over OpenAI, particularly in coding applications, and highlighted the demand for Cerebrus's wafer-scale AI chips. The conversation concluded with a discussion about the impact of AI on job markets, with Chris noting the contrast between historical technological transitions and current concerns about AI displacement of white-collar work.

- **Retro Computing and Tax Discussion**

The group discussed various topics including tax contributions by knowledge workers, retro computing hardware, and entertainment. Chris shared information about tax data he researched using ChatGPT regarding white-collar workers' tax contributions. The conversation then shifted to Atari computers and the MCP system from the movie Tron. Scott provided an update on repairing an 800XL computer with custom RAM upgrades, successfully resolving memory and keyboard issues. The discussion concluded with conversations about The Muppet Show on Disney+ and various computer drives, including a successful test of a 1541 drive that Harry received from Ronald.