

APPENDIX D

DIRECTORY OF COLECOVISION SOFTWARE BULLETINS

- 0001..... Colecovision Software Bulletin
- 0002..... Error in Write_Vram Routine
- 0003..... OS Bug - PTR_TO_LST_OF_SND_ADDR in wrong place
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BULLETIN NO. 0001
May 25, 1982

TO: DISTRIBUTION

cc: Eric Bromely
Marshall Caras
Robert Schenck

FROM: DAVID HWANG

SUBJECT: COLECOVISION SOFTWARE BULLETIN

The Colecovision Software Bulletin has been set up to assist Colecovision programming users to understand, maintain and develop the system/application software.

More specifically, its purposes are:

- (1) Part of the continuing effort to document the operating system (currently OS_7:OS);
- (2) Keep users updated regarding any patches and revisions of the operating system;
- (3) Function as a user's library for information exchange. Any proven routines or modules which can be used as tools to facilitate software development will be properly documented here with author(s) duly credited.

BULLETIN NO. 0002

May 25, 1982

TO: DISTRIBUTION
FROM: Z. SMITH/D. HWANG
SUBJECT: ERROR IN WRITE_VRAM ROUTINE

cc: Eric Bromley
Marshall Caras
Robert Schenck

WRITE_VRAM has a problem:

- It works as advertised for byte counts less than 100H and for byte counts that are even multiples of 100H. For other values, it subtracts 100H from the actual byte count that is written.
- Cartridge programmers should deal with this problem (and corresponding problems it will cause in any OS routine that writes VRAM, except for WR_SPR_NM_TBL) by always sending numbers of bytes that are less than or even multiples of 100H.
- They should not deal with it by padding their byte counts as this may lead to cartridges that fail when the bug is fixed.

BULLETIN NO. 0003

June 7, 1982

TO: DISTRIBUTION

cc: Eric Bromley
Marshall Caras
Robert Schenck

FROM: Z. SMITH/D. HWANG

SUBJECT: ERROR IN OS SOUND PACKAGE

There is a bug in the OS sound software:

- The data structure PTR_TO_LST_DF_SND_ADDR, which takes up 11 RAM bytes, is not located in OS RAM above 73BAH as it should be, but instead has been placed in the cartridge programmer's RAM at 7020H. Cartridge programmers should avoid using RAM from 7020H thru 702AH when the sound software is in operation.

[BULLETIN 4 MISSING]

BULLETIN NO. 0005

6/18/82

TO: DISTRIBUTION
FROM: Z. Smith/D. HWANG
SUBJECT: BUG IN OS ACTIVATE ROUTINE

cc: Eric Bromley
Marshall Caras
Robert Schenck

There is a bug in the OS Activate routine which surfaces when Activate is called on a Semi-Mobile object in Graphics Mode 1.

In this mode, Activate writes the pattern generators for a Semi-Mobile object to VRAM properly, but miscalculates the number and placement in VRAM of the corresponding color bytes when operating on generators in the upper half of the stable.

This leads to 2 problems:

- The upper half of the color table is not written by Activate.
- The color bytes intended for this half of the table are written elsewhere in VRAM possibly overwriting some other table.

Cartridge programmers should avoid using Activate to write pattern generators to VRAM in Graphics Mode 1 whenever possible. Or, if it is absolutely necessary to use Activate in this way they should count, first of all, on having to write the color table separately, and second, on guarding against the second problem listed above by isolating the color table.

BULLETIN NO. 8806
 SEPTEMBER 17, 1982

TO: DISTRIBUTION
 FROM: K. LAGACE/D. HWANG
 SUBJECT: RELEASE OF ADDITIONAL OS ENTRY POINTS
 OS_SYMBOLS:OS REV. 1

cc: Eric Bromley
 Marshall Garas
 Robert Schenck

Module Name	Address	Description	Inputs	Outputs	Regs. Destroyed
ADDB16	001B1H	Adds 8 bit signed number in "A" to 16 bit number pointed to by "HL".	- 8 bit @ in A - 16 bit @ addr in HL	Altered 16 bit @ at HL addr.	A,F,B
DECLSN	00190H	Decrements LSN of byte pointed to by "HL" without affecting MSN or "HL".	- 8 bit @ addr. in HL	Altered 8 bit @ at HL addr. Z flag if 0 C flag if -1.	A,F
DECMN	00198H	Decrements MSN of byte pointed to by "HL" without affecting LSN or "HL".	- 8 bit @ addr. in HL	Altered 8 bit @ at HL addr. Z flag if 0 C flag if -1	A,F
LSN	001A6H	Copies MSN of byte pointed to by "HL" to LSN of that byte.	- 8 bit @ addr. in HL	MSN:LSN of @ at HL addr. becomes MSN:MSN	A,F,B

FOR SOUND USE ONLY

ATN_SWEEP	0012FH	Creates attenuation sweeps by altering attenuation data stored in song data area.	See Sound Users Manual	See Sound Users Manual	All
FREQ_SWEEP	006FCH	Creates frequency sweeps by altering frequency data stored in song data area.	See Sound Users Manual	See Sound Users Manual	All
EFXOVER	002EEH	See Sound Users	See Sound Users	See Sound Users	All
LEAVE_EFFECT	001DSH	See Sound Users	See Sound Users	See Sound Users	All

[BULLETIN 7 MISSING]

M E M O R A N D U M

NO. 0009
OCTOBER 27, 1982

TO: DISTRIBUTION cc: Robert Schenck
FROM: MUSIC AND SOUND DEPT./D. HWANG
SUBJECT: SONGBIRD FILE

Effective immediately all work pertaining to music and sounds will be done in the SONGBIRD file. To play a song, a call to a descriptive label, which is supplied by the music group, will be used. For example:

CALL BELL_SOUND

Where BELL_SOUND is a global label in the SONGBIRD file which will contain all that is necessary to play that sound or song. This one call approach is replacing the former procedure such as:

```
LD      B,3      ; THE SONG NUMBER.  
CALL   PLAY_IT  
LD      B,4  
CALL   PLAY_IT
```

Within the SONG_BIRD file, song numbers will be EQUAT to descriptive labels instead of using absolute numbers.

