

Kansasfest 2015 Schedule

KEY: CF - CAFETERIA - MASSMAN HALL
CR - CORCORAN HALL
KC - KANSAS CITY AIRPORT
KS - KANSAS CITY

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Tuesday, July 14
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0800-
KC
Peikop Endropov - airport ride sharing
- Carl Knoblock, chief taxi coordinator

1200-1600
CR
Registration

Stop by the Corcoran Lobby to check in and pick up your registration packet and name badge.

1630-2000
Dinner Outing

Jack Stack (BBQ), Lidia's (Italian), Cafe Gratitude (Vegan). Gather in the Corcoran Lobby and we will all make the trek together. We will need drivers, so if you have a car please offer a ride to your fellow KFest attendees.

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Wednesday, July 15
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0700-
CR
HackFest 2015 Begins

0730-0830
CF

Breakfast at Rockhurst

0900-1100
CR
Wind up the air conditioning, stock the coolers, set up your Apple II gear, settle in and meet your neighbors. Decorate your door for the door contest!

0900-0930
CR
Juiced.GS Staff Photo

If you are on the staff of Juiced.GS, please meet in the Corcoran Lobby and be wearing a black shirt (ideally this year's KansasFest shirt, if you've ordered one).

1100-1300
CR
Sean's Garage at KFest
- Sean Fahey with help from James Littlejohn

One never knows what goodies Sean will disperse at KFest. Transportation of goods provided by James Littlejohn in "The Big Green Truck". Please leave a donation to help defray the many expenses Sean has in storing, acquiring and transporting the stash.

1200-1300
CR
The Great KFest Kookout
- Kirk Mitchell, head kook

Enjoy the BBQ and get to know your fellow Apple II nuts. Kirk could use assistance, so step up and offer him a hand.

1300-1330
CR
Late Registration at Corcoran Hall

1330-1345

CR

Welcome to KFest

Introduction of committee members; tips and tricks for having a fantastic week.

1345-1545

CR

KansasFest 2015 Keynote

- Rebecca "Burger Becky" Heineman

Heineman learned programming at age 16 and gained fame in 1980 as the first National Space Invaders Champion with a score of 165,200. Her career soon blossomed with credits in over 250 games including classics such as Tass Times in Tonetown, Dragon Wars, Crystal Quest, The Bard's Tale III: The Thief of Fate, Battle Chess, and Wolfenstein 3D. She developed numerous titles for the Apple IIgs, other contemporary platforms such as the Macintosh and Super Nintendo, and modern platforms such as the Xbox 360 and Playstation 4. She has founded or co-founded multiple game companies, including the venerable Interplay Entertainment, and worked for many more. Heineman continues to work in the game industry, and her company Olde Skuul recently announced a new RPG, Dragons of the Rip. In addition, Olde Skuul was recently contracted by inXile Entertainment to make the original three Bard's Tale games run natively on Macintosh and PC!

1615-1645

CR

Session - UltimateApple2 and ReActiveMicro

- Launch of New Brand: UltimateMicro

- Henry Courbis & Anthony Martino

Announcements direct from UltimateApple2 and ReActiveMicro about the new brand: UltimateMicro. Related projects, possible demos, and Q&A.

1700-1800

CF

Dinner at Rockhurst

1830-1930

CR

Session - Today in iOS

- Rob Walch

Rob Walch of *Today in iOS* podcast joins us for a look at tips, tricks, and the latest in Apple's iOS and related hardware.

1945-2130

CR

Workshop - Happle Trees! Programming low-res graphics in Applesoft BASIC

- Sarah Walkowiak

Have you dreamed of bringing your Applesoft BASIC programming skills into ANOTHER DIMENSION? If so, then this workshop is for you! Be DAZZLED by stunning graphics, created by YOU in a full rainbow of sixteen LUMINOUS colors* with an UNPRECEDENTED resolution of forty by forty rectangular pixels!

This workshop will cover:

- Designing low-res graphics for the Apple II
- Creating and programming Applesoft BASIC graphics in low-res mode
- Adding simple animation to your graphics (time permitting)

Requirements:

- An Apple II* computer or computer/laptop running your favorite Apple II emulator
- For participants using Apple II computers: a floppy disk, formatted for saving Applesoft BASIC programs or disk/storage media with space to save a program (optional, but highly recommended!)
- A version of Applesoft BASIC that can support low-res graphics mode, preferably on disk/disk image to allow for saving your programs

Graph paper, sample images and colored pencils will be provided for designing graphics. If you do not have a computer with you, you are welcome to attend and sketch out graphics to try out later on your own after the workshop.

* All colors not available on monochrome monitors

** Workshop programs will be tested on an Enhanced Apple IIe, AppleWin (PC) and Virtual II (mac). [Apple II GS users are welcome, assuming they can access BASIC/ProDOS]

2130-2230

CR

Workshop - Apple II Xcode

- Jeremy Rand

Come with a Mac OS X laptop running 10.9 or 10.10 and leave with all the tools installed and setup so you can write your own Apple // programs in C or assembly using Xcode. Build the sample project and learn a tiny bit of C as your launch pad for creating your own projects.

2230-0000

CR

Bite the Bag - a time-honored Kfest classic

- Geoff Weiss

How low can you go? You don't have to be Bilbo Baggins to play this game. This is something that you can really sink your teeth in. Pick up a paper bag with only one limb on the ground. The bag gets shorter and shorter in every round. Who will be crowned champion? Who will sing the soggy paper bag blues? Who will faceplant? Don't miss the fun. Prize awarded.

2300-?

Late Night Run to Steak & Shake, Jack in the Box, etc.

Why sleep? May occur on this night or any other.

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Thursday, July 16

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0730-0830

CF

Breakfast at Rockhurst

0900-0945

CR

Session - Firmware on EPROMS: A Key to Apple II Forever

- Stephen Buggie

Most computer equipment contain EPROMs on their circuits: CPUs, printers, interface cards, or peripherals. The EPROM chips contain firmware code to control operation of the device. An EPROM looks like a large IC chip: It is wide, with 24 to 40 pins. There is a small round window in the center of the upper side of the chip, with a microlattice of fine metal wires visible through the clear quartz-glass window. The EPROM chips can be erased and reconfigured by hours of exposure to ultraviolet light, followed by software-controlled "burning" of fresh code. The use of EPROMs allows the periodic upgrading of firmware. In my presentation, EPROMs and related hardware will be shown and discussed. Knowledge about EPROM technology should be shared among Apple II devotees because the EPROMs can go bad after years of service. The firmware code can be stored on floppy disks, and then used to rejuvenate EPROMs that have gone bad. In the long run, spanning future decades, Apple II equipment will survive only if the firmware code on the EPROMs has been preserved on disks; once on disk, the code on could be preserved for indefinite archiving by recopying it to other long-lasting media such as CD-ROMs or flash drives. Apple II users should learn EPROM-burning skills, with the needed hardware, to create fresh copies of the firmware code for themselves and to be shared widely with others.

1000-1030

CR

Session - Mouse Programming

- Quinn Dunki

Mouse programming on the Apple II is a fascinating mix of old and new software paradigms. It's old fashioned ROM-entry-

point style programming, but with slight nods towards modern API design and relocatable driver code. I spent some time working out all the gotchas in this, and will share that hard-earned knowledge with you. You'll leave the session with a basic mouse driver that you can tweak and use in your own programs.

1045-1145

CR

Session - Pascal as my second language
- Jay Graham

This session will briefly cover the Pascal operating system and compare the various Pascal compilers and interpreters for the Apple II. It give an overview of the Pascal language itself, provide a useful guide to learning Pascal and then compare and contrast the available Pascal programming environments for the Apple II series of computers. This session is perfect for those of you who have mastered BASIC and want to delve into structured programming languages. No knowledge of programming will be required, but it is certainly a plus.

1200-1300

CF

Lunch at Rockhurst

1330-1415

CR

Session - LCD Conversions
- Javier Rivera

Javier explains his techniques and tricks to convert Apple monitors to LCD. He will show his LCD conversion and also a small "show and tell" of past conversions and techniques.

1430-1500

CR

Session - 5 Apple Crashes
- Jason Scott

Jason Scott describes five times he has had to crash Apple IIs into popular culture in the past year, the experience of it, and

why we can expect many more crashes in the future.

1500-1530

CR

Session - Apple II SuperMegaSplodaGanza
- Dagen Brock

Eminent Apple IIs enthusiast Dagen Brock will give 30 slides in 30 minutes on why his Apple II's are having the best year ever. Hold on to your seats and buckle your face as he exposes an immense set of events and details that will forever change your view of computing and the human condition.

1545-1615

CR

Session - E7 E7 E7 EE: the story of the greatest copy protection ever invented
- Mark Pilgrim

Learn the secret behind the bitstream that revolutionized Apple II copy protection: a runtime routine that could determine if it was running on an original disk.

1615-1645

CR

Session - M0100 - Great Apple Mouse, or Greatest Apple Mouse Ever?
- Charles Mangin

A deep dive into the Apple M0100 Mouse, the Apple II mouse interface, and updating them for the modern era.

1700-1800

CF

Dinner at Rockhurst

1830-1845

CR

Session - Lawless Legends update
- Martin Hays

Quick demo of game engine and artwork developments during the past year for Lawless Legends, the 8-bit wild-west RPG.

1845-1945

CR

Session - Perspectives on Apple from the Atari Side

- Rob McMullen, Kevin Savetz, Wade Ripkowski

Three Atari Podcasters: Kevin Savetz, Wade Ripkowski and Rob McMullen invite you to hear how Apple and Atari founders briefly crossed paths, and learn the similarities and differences between the Apple II series and Atari 8-bit computers. A summary of the differences in hardware architecture, memory map and graphics will be covered, as well some design decisions that rendered the Atari as less expandable than the Apple II. A brief examination of the (many) marketing and management failures that relegated the Atari to well below Apple II sales will also be discussed.

1945-2145

CR

Workshop - Replace those broken keys

- Charles Mangin

"Does your otherwise perfect realization of Woznian Perfection have +gasp!+ missing keys? Broken or missing keycaps? Switches that have clicked their last? Suffer no more! Even you, yes YOU, can replace those unsightly blemishes, and bring the gap-toothed smile of your your Apple II back from the brink.

Bring along your Apple II, II+, IIe or IIfx with its broken embarrassment of a keyboard and a soldering iron (or borrow one). Some replacement key switches and posts will be available for the real goners; the rest I hope to be able to help you repair. Through a combination of elbow grease, contact cleaner, and dumb luck, I guarantee nobody leaves without a working keyboard**.

* depending on availability. Nominal fee may apply. Void where prohibited.

** not a guarantee.

This will be a hands-on session, so please

bring a soldering iron.

1945-2145

CR

Workshop - Make your own Apple IIc to NightOwl connector cable!

- Chris Torrence

Hands-on session to enable you to make your very own connector to go from the Apple IIc video expansion port to the NightOwl LCD screen. I'll provide the DA-15 connectors and connector hoods, as well as heat shrink tubing. You provide a DC barrel jack (5.5mm outer diameter, 2.1mm inner diameter) with at least 2 feet of wire still attached, as well as an RCA composite video cable, also at least 2 feet. I have 1 soldering station, so if you have a soldering station, please bring it along!

1945-2145

CR

Workshop - Briel Kit building

This is an informal gathering of folks that would like to work on their pre-ordered Vince Briel kits. Soldering iron and accessories required. Spectators welcome!

2145-2230

CR

Ryan Suenaga Memorial Krispy Kreme Night

Come enjoy some warm donuts and cold milk, as Ryan would've wanted. A donation jar will be available, with 100% of the proceeds going toward his scholarship fund.

2200-2300

Apple II Game Tournament - Lit'l Red Bug and Flapple Bird

- Michael Sternberg & Dagen Brock

There will be two games in this year's tournament:

1) Dagen Brock's "Flapple Bird"
"Flapple Bird" is the lo-res masterpiece created by Kansasfest attendee, Dagen. Each contestant will play a minimum of three

rounds, retaining their highest score.

2) Bob Bishop's "Lit'l Red Bug"
Contestants will play the game, "Lit'l Red Bug", created by Bob Bishop and published as a type-in program in the January 1981 issue of Creative Computing (pp.128-131). Game paddles will be used as input: one for steering and one for throttle. All participants play one round. The players in the top-scoring half go onto the next round, continuing until a round of two players meet to decide the champion. The initial order of players will be determined by a seed round where players submit a single-round score individually. The highest-seeded player will go last.

2300-2330

CR

Firefly - Shiny & New

- Brian Wiser

An overview of recent games and Firefly fan films, complete with trailers! Bring your Firefly questions :-)

2300-?

Late Night Run to Steak & Shake, Jack in the Box, etc. Sleep is overrated. May occur on this night or any other depending on interest.

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Friday, July 17

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0730-0830

CF

Breakfast at Rockhurst

0845-0945

CR

Session - What's a CoCo?

- John Linville

This talk will present information on the Tandy Color Computer, a system which was a contemporary of the Apple II line from the

II+ through the IIgs. While this is a different system from a different vendor, there are some interesting points of comparison between the CoCo and the Apple II line.

This talk will offer both historical and technical information about the Tandy Color Computer.

0945-1045

CR

Session - WeeGUI

- Quinn Dunki

WeeGUI is a new tool for generating quick and easy graphical user interfaces for your AppleSoft BASIC or assembly language programs. Whether you want to write the next ProTERM, or just want a nicer looking way to launch your rockets, WeeGUI has you covered. Keyboard control? No problem. Got mouse? Easy peasy. Come to this session and learn how WeeGUI works, get your free copy, and start building cooler programs!

1100-1145

CR

Session - Proper Retrobrite Techniques

- Javier Rivera

Javier discusses his experience retrobriting, his techniques, disassembly, and examples of success. Includes an outdoor demonstration.

1200-1300

CF

Lunch at Rockhurst

1330-1430

CR

Session - Sequencer-Controlled Music

Synthesis for the Apple II

- Michael Mahon (with demo by Charles Mangin)

Describes a wavetable music synthesis program for 8-bit Apple II's that is controlled by an external sequencer. Both the method of real-time synthesis and the

method of external control is explained. Includes a demonstration of the system by Charles Mangin.

1445-1545

CR

Session - Sir Clive Sinclair Spectrum, Woz Apple II, Roland Moreno Smartcard and Murdoch's NDS
- Jan Saggiori

Jan recounts his journey from a passion for the ZX Spectrum at age 12, to the Apple IIe in high school, to working IT for large corporations. He worked on one of the largest cases in the world of corporate piracy by pay-TV smart card maker NDS (owned by Rupert Murdoch) and Cisco.

1600-1645

CR

Session - Unboxing & Let's Playing the Apple II
- Ken Gagne

"Unboxing" videos are big on YouTube, with millions of people tuning in to watch your first impressions of a commercial product. When it comes to software, "Let's Play" is an unboxing's natural successor: a video that combines A/V capture of your favorite computer games with original audio commentary and narrative. Rather than provide a direct, unadulterated recording of a product, you share with your audience your personal experience and history with the software. In this session, the host of YouTube channel Gamebits will explain the appeal of unboxings and LPs and how and why to record them for an Apple II and publish them on YouTube, building a community and perhaps a profit along the way.

1715-1800

CR

Pizza from Juiced.GS

The pizza party is brought to you by Juiced.GS, whose publisher will take the opportunity to share news of the magazine's future.

1800-1830

CR

Awards and Contests

Presentation of the Apple II Forever awards, Crazy Tie contest, Door contest, contest contest.

1830-1900

CR

KFest Group Photo

Right after the awards we will assemble in the Corcoran lobby for the annual KansasFest group photo. Ahh, the memories!

1915-2000

CR

Session - PLASMA - a new programming language for the Apple II and more
- David Schmenk

Covers the development of PLASMA - Proto Language Assembler for Apple. Includes the history of VMs, development timeline, and usage in Lawless Legends/Rogue.

2015-2030

CR

Session - RetroConnector product updates
- Charles Mangin

Updated and new products from RetroConnector.

2045-2145

CR

Session - Space Station: an interactive text adventure
- Ken Gagne

Interactive fiction has taken on a new life... in fact, it is *literally* alive*. Come play a text adventure where the parser has been replaced with a human being.

You awake from cryonic suspension aboard a space station, apparently the only surviving crew member. You feel the station shake as an explosion impacts its shields, but will they hold?

Two-word input has never been more fun!
Bring a paper and pen for mapping and
notes. ATTEND SESSION and HAVE FUN!

2200-2300

CR

Programmers Roundtable

This is an informal time for Apple II
programmers to gather to discuss and share
resources.

2300-2330

CR

Video linkup with W0zFest (Sydney,
Australia)

Video chat with Australian Apple II
enthusiasts gathering in Sydney.

2330-?

Late Night Run to Steak & Shake, Jack in
the Box, etc. Sleep is for lightweights!
May occur on this night or any other.

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Saturday, July 18

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0730-0830

CF

Breakfast at Rockhurst

0900-0930

CR

Session - Interviews: Save the community's
stories

- Kevin Savetz

I have done dozens of interviews of Atari
people for the ANTIC podcast, from CEOs, to
coders, magazine publishers to manual
writers, to at-home crackers. By doing so,
I've created a trove of oral history about
the early computing community. (Bonus: In
the process, I've unearthed source code and
design documents that have never before
been public.)

I'll share some particularly interesting
snippets, and tell you exactly how I do
this -- including my philosophy, research
tools, and technical bits -- so that YOU
can preserve the history of the Apple II.

0930-1000

CR

Session - FD 2015: What happened to Logo?
- Peter Neubauer

The Logo programming language was popular
for teaching children among educators and
academics during the heyday of the Apple
II. Logo promised to revolutionize
education through the limitless microworlds
that personal computers enabled. By the end
of the 1980s, there was growing
disillusionment with Logo. Two Logo
vendors, Terrapin and LCSI, survive today,
but the world of Logo is much different.
Why did the excitement about Logo fade?
Where can we see the influences of Logo
today? What happened? How can you use Logo
today?

1015-1100

CR

Session - What is Fahrfall?
- John Fahrfall

This talk covers Fahrfall, a long term
project of mine. Fahrfall has been the
subject of several of my Retrochallenge
projects over the past few years, and it
has developed a strong following among
users of the Tandy Color Computer. Fahrfall
recently became the first Tandy CoCo
software released on ROM cartridge in 20+
years.

My Retrochallenge 2015/01 project involved
porting Fahrfall to the Apple IIe/IIc/IIgs
line of machines. This talk will recap that
effort and discuss future plans and
possibilities for Fahrfall. Could this be
the next Structris? :-)

1115-1145

Session - A.P.P.L.E.'s Blast from the Past
- Brian Wiser & Bill Martens

Join Brian Wiser and Bill Martens for a brief overview of the A.P.P.L.E. Users Group and Call-A.P.P.L.E. Hear new product announcements and a few surprises.

1200-1300

CF

Lunch at Rockhurst

1330-1430

Session - Japanese on the Apple IIGS... continued

- Ian Johnson

Last year, I shared the history of the GS/OS Japanese environment developed by users of the NiftyServe Apple II & GS Forum (FAPPLE) in the early 1990s, showing how applications can be localized using existing software. This year I will demonstrate solutions to some remaining problem areas, with a focus on the Toolbox.

1445-1515

CR

New product announcements

If you have a new product announcement, this is the time to share it!

1530-1730

CR

Apple II Exhibition Hall / Swap Meet / Vendor Fair

Bring out your gear, set it up, and we can all enjoy each other's hacks, machines, etc. This is also a good time to lay out your wares for sale.

1530-1600

CR

HackFest 2015 behind-closed-doors judging

1630

CR

Awarding of HackFest 2015 Prizes

1730

KS

Informal trip to local restaurants - gather

in the Corcoran Lobby and we will disperse to local area restaurants. We will need drivers, so if you have a car please offer a ride to your fellow KFest attendees.

2200

KS

Coin-op Arcade & Movie Night

- on the town or in the dorm, stay tuned for details

2300-?

Last chance for a Late Night Run to Steak & Shake, Jack in the Box, etc. You can always sleep when you're home.

=====
Sunday, July 19
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0800-0900

CF

Breakfast at Rockhurst

1100-1300

CR

Move out of dorms

1300

CR

Latest time for checkout.

Please turn in your card to a KFest Committee member or check out at the RA desk

PLEASE DO NOT FORGET TO TURN IN YOUR KEY AND CARD.
THEY COULD COST US \$100!!!

1300-?

You are free (not FREE) to spend the afternoon visiting with old and new friends, exploring Kansas City, etc.

SEE YOU NEXT YEAR!