Kansasfest 2016 Schedule

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

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Tuesday, July 19
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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. All three eateries are close to
each other. 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 20
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0700-
CR
HackFest 2016 Begins

See https://www.kansasfest.org/hackfest/
for rules and past entries.

0730-0830
CF
Breakfast at Rockhurst

0900-1200
CR
Settle In
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 Meeting

For writers and editors of Juiced.GS only:
we'll take this rare opportunity to sit
down together and brainstorm enough content
to keep the magazine going for years to
come. Please bring an idea for a feature
or story, whether or not you want to be the
one to write it. We'll meet behind closed
doors in the side room near the main
session hall.

0930-1000
CR
Juiced.GS Staff Photo

If you have been invited to this year's
Juiced.GS staff photo, please meet in the
Corcoran lobby at 9:30 AM. Wear a dark
shirt, but bring a light / white one as
well for any necessary costume changes.

1200-1300
CR (Our lobby, not Massman Cafeteria)
The Great KFest Kookout
- Rockhurst Catering

Enjoy the BBQ and get to know your fellow Apple II nuts. This year, head Kook Kirk Mitchell is taking a well-deserved break; lunch will be catered by Rockhurst Dining Services.

1300-1430
CR
Sean's Apple II Garage Giveaway
- Sean Fahey & James Littlejohn

One never knows what goodies Sean will disperse at KFest. All items are free; however, please leave a donation to help defray the many expenses Sean has in storing, acquiring and transporting the stash. Please be thoughtful in what you grab so that everyone gets a chance to take home a treasure. Transportation of goods provided by James Littlejohn in "The Big Green Truck".

1300-1430
CR
Late Registration at Corcoran Hall

1445-1500
CR
Welcome to KFest

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

1500-1700
CR
KansasFest 2016 Keynote
- Mike Harvey

Mike Harvey, a business executive, salesperson, technologist, project manager, entrepreneur, programmer, and best known in the Apple community as the founder and publisher of Nibble magazine. Harvey started his career as a salesperson for IBM and continued with various roles at other major technology companies, including marketing at Burroughs, planning and project management at Xerox, and executive positions with several others. In October 1979, he was between jobs and thought he would start an

Apple II magazine, Nibble. The first four issues contained his own programs until he was able to attract freelance authors. Over the next 12 ½ years, he published over 16,000 pages and inspired countless technology-related careers. At its pinnacle, Nibble earned about $5 million annually, had over 100,000 readers, and had the second highest circulation among Apple II magazines, all handled via an Apple II-based order and fulfillment system that he developed. The technical challenges were considerable - for example, figuring out how to sort and print 30,000 subscriber labels in ZIP code sequence on a network of Apple IIs. The success of Nibble contributed to Harvey's publication of PC Hands On for IBM PC compatible systems and to four years of Nibble Mac. After Nibble shut down in 1992, Harvey returned to executive leadership in the mainframe industry. He retired in 2000 and now enjoys web development, photography, computer art, and travel.

1700-1715
CR
Session - Ultimate Micro: State of the Union
- Henry Courbis & Anthony Martino

With several newly released Apple II products, Anthony and Henry have been quite busy. Hear the latest news from Ultimate Micro.

1730-1830
CF
Dinner at Rockhurst

1900-2000
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. This year marks his 10th presenting at KansasFest!

2015-2115
CR
Workshop - RetroConnector Mini HackFest
- Charles Mangin

Charles Mangin from RetroConnector will
present and demo a new general purpose I/O
board for the Apple II. See what new
madness Charles hath wrought, and learn how
to take advantage of the new hardware in
your own applications. The session will
also mark the start of a "mini hackfest"
for anyone who wants to create a new
program or hack new functionality into an
existing one that takes advantage of the
new board.

Participants will receive free beta
hardware, sample assembly and BASIC code to
get started, as well as troubleshooting
assistance and access to a variety of
additional hardware and tools to complete
their entry. Entries will be reviewed, and
prizes awarded, at the end of KansasFest.
Good Luck!

2300-?
Late Night Run to Steak & Shake, Jack in
the Box, Denny's, etc.
Why sleep? You can do that when you get
home! May occur on this night or any other.

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Thursday, July 21
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0730-0830
CF
Breakfast at Rockhurst

0900-0930
CR
Session - Lawless Legends Project Update
- Martin Haye

Martin Haye will demonstrate progress made
this year on the Lawless Legends old-west
RPG, focusing especially on the tools used
to produce it: the Outlaw editor and the
Mythos runtime, designed with more than
just this one game in mind. There will also
be a special surprise.

0945-1045
CR
Session - Apple II Emularity: The Deep Dive
- Jason Scott

Infinite Apple II online experiences in the
browser producing greater and greater
fidelity in recovery of critical computer
history, blah blah.... We've now achieved
the dream of Apple II emulation - it's
ubiquitous, it's in the browser and
therefore instant, and it's repeatable. Now
let's start treating it like a real
technology and utility, and talk about how
to work with it. This talk covers the
basics of what's going on under the hood,
the unique aspects of MAME's emulation of
Apple II (and III, and //c, and...) and
then goes much deeper into how you can get
the best experience out of working with
this emulation system (The Emularity), both
at the Internet Archive and your own sites.

1100-1145
CR
Session - Silicone Molding and Resin
Casting Small Parts
- Kathryn Szkotnicki

Join Kate as she demonstrates how to
prepare small parts for mold-making, create
the mold, and make copies of small plastic
parts.

1200-1300
CF
Lunch at Rockhurst

1315-1415
CR
Session - A2SERVER, A2CLOUD and Raspple II 2016
- Ivan Drucker

Can you believe it? A2SERVER, A2CLOUD, and Raspple II have received some exciting updates for 2016. For example, did you know you can now get a IIGS on the internet without an Uthernet card? With A2SERVER you can. Come to the session and see what else is in store.

If you're unfamiliar, these all use the oh-so-cute Raspberry Pi to enhance your Apple II. A2SERVER is a LAN file server and network boot host for Apple II's. A2CLOUD is an internet access device, file transfer tool, and virtual hard drive for Apple II's (even the IIc). Raspple II ties them both together in a single easy-to-install package.

1430-1500
CR
Session - Photoshop for the IIGS
- Geoff Weiss

There is no chance that Adobe will ever develop Photoshop for the Apple IIGS. But, the next best thing will be available during this session. Using the power of GNU Image Manipulation Program (GIMP) and python, anybody will be able to create native IIGS graphic images. Convert your favorite picture to the IIGS. Draw new images. Export images straight into IIGS images formats--watch for the release of this component during this session. Bring your computer with GIMP (2.6 or later) and python (2.6 or later) installed. The IIGS awaits new graphic files. Somebody might just go ape over this.

1500-1530
CR
Session - Steamed Apples
- Ken Gagne

Steam is the largest online marketplace for PC, Mac, and Linux games, making it easy for independent game developers to distribute their software. But indie game developers often lack the resources of major game studios. What they lack in funding, they make up for in creativity, turning to classic games and genres for inspiration. We'll look at many Steam titles where the Apple II influence is strong, suggesting modern games that will appeal to classic gamers.

1545-1615
CR
Session - Ultimate Micro PSU Project
- Anthony Martino & Henry Courbis

Learn more about Ultimate Micro's new replacement power supply for the Apple II. The Universal PSU Kit is designed to be installed in your existing Apple II or /// Power Supply Enclosure and replace your old Power Supply PCB. All connections can be made by the user and are safe, simple, and designed to last for the next decade and beyond of use. The Kit is also uninstallable and the enclosure isn't modified in any way.

1615-1700
CR
Session - Disks, EDD, Copy Protection & Emulators
- Paul Hagstrom

The EDD+ card and "I'm fEDD Up" has enabled us to take low-level images of the data on our aging disks. These files contain all the bits as they are read off the disk, bringing us closer to the ultimate goal of preserving copy protected disks, and being able to boot them in emulators. But how do you use an EDD file? What is in there? And why doesn't it actually, you know, work? Paul Hagstrom will discuss what is actually stored on our disks, how the hardware reads or fails to read it, what emulators do and don't yet do, how EDD compares to other disk image formats, and the workings of a

program he's been developing to
convert/repair EDD files.

1730-1830
CF
Dinner at Rockhurst

1900-2000
CR
Roundtable - Manufacturing and/or
Programming for Kewl Dewds & Dewdettes
- Dagen Brock (convener)

Depending on interest, we will have informal
roundtables for folks to discuss
manufacturing and/or programming related to
the Apple II. Gather with your fellow
programmers to trade ideas; share your
manufacturing tips such as taking your
circuit boards from idea to reality.

2000-2100
CR
Workshop - SolderFest!

Bring your soldering projects and work
alongside others. Share tips and tricks,
and get help from those with years of
experience. Don't forget to bring your own
soldering iron, solder, etc.

2130-2230
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.

2300-?
Late Night Run to Steak & Shake, Jack in
the Box, Denny's, etc. Sleep is overrated.
May occur on this night or any other
depending on interest.

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Friday, July 22
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0730-0830
CF
Breakfast at Rockhurst

0900-0945
CR
Session - Emulators: You're Doing It All
ROM
- Dagen Brock

Emulation is a bit of an arms race, with
various emulators all chasing perfection of
their respective platforms. Developer,
Dagen Brock, went on a quest to make some
small improvements to the seminal Apple
IIGS emulator, KEGS/GSPort. After getting
some initial success in modernizing the
code, he was ready to really start tearing
into the heart of the emulator. This is
when he realized that we've been thinking
about emulators incorrectly, as single
threaded applications which simply sit in
front of a user. Instead, drawing on his
experience working on Cloud Computing and
Virtualization, he surmised that we should
think about emulators as virtual machines.
Instead of a hypervisor, we have the
emulator application which one could use to
provide an API in-and-out of the virtual
machine. This is the things work in the
cloud.

Come see a new paradigm in emulators. It's
no longer just an app. The magic is in the
addition of a socket communication API that
decouples the emulator from only existing
within a process space. You can now ask the
IIGS emulator to let you see inside from
outside and vice-versa, the IIGS can talk
back to us to tell us about events. With
this, it presents all kinds of remote
automation and debugging opportunities. It
can still be a single virtual Apple IIGS,

or one can orchestrate a cluster of Apple IIGS'es.

Dagen will showcase his latest emulator, his launcher application, his debugger and the socket API that makes it all possible, and give us his future desires for applications of this technology.

1000-1030
CR
Session - Picking Apart the IIc Plus ROM
- Quinn Dunki

The IIc Plus has been a bit of a dark horse in the 8-bit line. It was the only 8-bit that didn't have a full ROM source code listing in the manual, and very little seemed to be known about it. The Technical Reference Manual for it marked Apple's shift away from indulging hobbyists, and more towards locking things down. This will be a talk about Quinn's odyssey to unlock the mysteries of the IIc Plus, and modify some of its more annoying behaviors.

1045-1100
CR
Session - Retrobrite Restoration
- Henry Courbis & Anthony Martino

Retrobrite is nothing more than a big conspiracy to help raise eBay prices. Henry and Anthony will present detailed statistics and data to prove how everyone is being brainwashed by this popular process. In addition, they'll demonstrate a solution to restore the old patina that was destroyed by retrobriting.

1115-1145
CR
Session - A.P.P.L.E.'s Blast from the Past
- Brian Wiser & Bill Martens

Join Brian Wiser and Bill Martens for the latest product announcements and surprises from the A.P.P.L.E. users group and Call-A.P.P.L.E. They've been busy! :-)

1200-1300
CF
Lunch at Rockhurst

1315-1345
CR
Session - PERCOL-8: Re-inventing the Apple II for Today's Kids
- Melody Ayres-Griffiths

Canadian Melody Ayres-Griffiths and her Australian wife April will be demonstrating the successor to their Apple II BASIC interpreter DiscoRunner, the Go-ported quasi-emulator PERCOL-8, a compatible, cloud-connected, 3D-enhanced update to the Apple II environment intended to introduce today's kids to 1980s computing "with the rough edges filed down and sparklers applied." PERCOL-8 provides numerous enhancements while maintaining compatibility with both Integer and Applesoft BASIC, 6502 machine code and Apple LOGO. These include cloud-based file services, an integrated BBS for messaging and chat, Internet multi-player gaming support, an OpenGL-based VDU, enhanced sound architecture, improved editing tools and a "piggyback" function syntax.

1345-1445
CR
Session - Automated Verification of Copy Protected Disk Images
- Mark Pilgrim

In modern times, there has finally emerged a combination of Apple II hardware and software that can preserve most copy protected original disks in their original form. But how can we ensure that such disk images are error-free? Mark will present some promising original research.

1500-1600
CR
Session - Bytes of Apple II History: Touching the World with Telecom
- Steve Weyhrich

Before there was the Internet we know today, enterprising businessmen set out to find a way to make mainframe computers pay for themselves at night. What they created were communities that were tighter than any of today's Internet web sites. Hear about the rise and fall of The Source, CompuServe, GEnie, Delphi, and America Online, and how they laid the foundation for the online world of today.

1615-1700
CR
Session - Drawing Text Characters on DHR Graphics in Color
- John Lane

John has written machine language routines to draw characters in double hi-res graphics. Character size is set at 28 pixels wide by 16 scan lines. The routines use black or white characters depending on background color. The background color is one of 8 colors and the colors used are red, DK blue, DK green, brown and their four composite opposites of aqua, yellow, pink, LT blue. This gives 20 characters across the screen which John believes is optimal for DHR.

1715-1800
CR
Pizza from Juiced.GS
- Ken Gagne

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!

1930-2100
CR
Game Tournaments: 4play KABOOM! & Structris iOS

Michael Sternberg will be coordinating the KABOOM! Tournament. KABOOM! is Bomberman for the IIGS in all its glory, released in 2015 by NinjaForce. Four can play simultaneously thanks to Alex Lukacz's new 4play Joystick Card for the Apple II. The 4play is not generally available yet, but one's been flown over from Australia especially for this event!

Brian Wiser and Bill Martens will facilitate the Structris iOS tourney. Experience new, faster unlimited levels and mayhem with a neo-classical soundtrack as you strive to avoid being crushed by blocks from The Evil Programmer! Structris is an alternative take on the Tetris theme, created for the Apple II by Martin Haye and hence ported to iOS with new features.

2300-2330
CR
Video linkup with WOzFest (Sydney, Australia)
- Sean McNamara

Video chat with Australian Apple II enthusiasts gathering in Sydney.

2300-?
Late Night Run to Steak & Shake, Jack in the Box, Denny's, etc. Sleep is for lightweights! May occur on this night or any other.

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Saturday, July 23
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0730-0830
CF
Breakfast at Rockhurst

0900-0930
CR
Session - Getting Back to 3:59: A 4am Uncrack
- Martin Haye

When @4am deprotects a piece of software, the result is necessarily different from the original floppy disk. Martin Haye (in his usual "performance art" style) will begin with a cracked disk image, undo the changes, restore the copy protection, and produce a disk that is almost indis-tinguishable from the original. Along the way we'll learn a little about assembly language, disk drives, and software protection.

0930-1000
CR
Session - Reverse Engineering Jumpman
- Rob McMullen & Kevin Savetz

Rob McMullen and Kevin Savetz are two Atari 8-bit podcasters who are huge fans of the classic platform game Jumpman. They interviewed the author, Randy Glover, in the Antic podcast interview series and discovered that the source code is likely lost forever. They began reverse engineering the Atari 8-bit version using Omnivore (Rob's Linux/Mac/Windows program for reverse engineering 8-bit disk images) with the intent to create new levels and add new features to the game. They will demo Omnivore and discuss their progress on Jumpman, and in a KansasFest exclusive: they will share their documentation with the public for the first time.

- Jumpman: http://www.atarimania.com/game-atari-400-800-xl-xe-jumpman_2713.html
- Randy Glover interview: http://ataripodcast.libsyn.com/antic-interview-171-randy-glover-jumpman
- Omnivore, the Atari 8-bit Binary Editor: http://playermissile.com/omnivore

1015-1045
CR
Session - A Blast from the Past: Emulating the Burroughs 220
- Michael Mahon

The oldest computer Michael ever programmed was the Burroughs 220. It was the last commercial vacuum tube computer, running at a blazing 5,000 instructions per second, with 5,000 eleven-digit words of memory! Many have probably seen it on TV, as Batman's "Crime Computer". ;-) Yet, it could do wonderful things, like run Algol 58 and support interactive graphics. It was a "personal computer" to Michael, and he was delighted to find that he could simulate it (at about half its native speed) on an Apple II. Join him in this session to share the joys of recreating a classic digital computer.

1045-1100
Session - Ultimate Micro RAMWorks III Project
- Henry Courbis & Anthony Martino

Learn about Ultimate Micro's effort to bring back one of the best known Apple II memory cards.

1115-1200
Session - A Totally New Dimension to Apple II Graphics
- Peter Neubauer

Compared to contemporary 8-bit machines, Apple II game graphics are challenging to program and lackluster. Several companies

offered video cards based on the Texas Instruments TMS9918A Video Display Processor (VDP) to enhance the Apple II's video capabilities. These cards saw limited sales and poor software support due to cost, but there's much untapped potential including enhanced games, superior graphics, and original multi-monitor software. Peter Neubauer will lead a tour of the TMS9918A, show how to write software for the VDP, and explore potential new applications.

1200-1300
CF
Lunch at Rockhurst

1315-1415
Session - Live Recording of Retro Computing Roundtable
- Kevin Savetz

Kevin Savetz takes over the Retro Computing Roundtable, throws away the table, and does a live recording featuring Apple][related games. Audience participation and petty arguments are guaranteed.

1415-1445
Session - M0re M0100 M0use Madness
- Charles Mangin

Charles shares the results of another year's research into the mysteries of the M0100 mouse and its kin. Bring your mouse, and get to know the critter a little better.

1500-1515
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 2016 behind-closed-doors judging

1630
CR
Awarding of HackFest 2016 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, Denny's, etc. You can always sleep on the plane or at a rest stop.

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Sunday, July 24
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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!