KANSASFEST 2018 SCHEDULE

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KEY:   CF  - CAFETERIA - MASSMAN HALL
       CR  - CORCORAN HALL
       KC  - KANSAS CITY AIRPORT
       KS  - KANSAS CITY
       SAC - STUDENT ACTIVITY CENTER
             (THE PARTY BARN)
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MONDAY JULY 16
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1100-1400
KC
Peikop Endropov
- Carl Knoblock, chief taxi coordinator

Airport ride sharing.

1400-1700
CR
Super-early Dorm Check-in

For those arriving Monday, stop by the Corcoran Lobby to check in and pick up your room key.

1700-1745
CR
Newcomer Orientation (optional)

Meet in the Corcoran basement to learn tips for an enjoyable week.

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TUESDAY JULY 17
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0800-
KC
Peikop Endropov
- Carl Knoblock, chief taxi coordinator

Airport ride sharing.

1200-1530
CR
Registration

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

1530-1415
CR
Newcomer Orientation (optional)

Meet in the Corcoran basement to learn tips for an enjoyable week.

1630-2000
KC
Dinner Outing

Jack Stack (BBQ), Lidia's (Italian), Cafe Gratitude (Vegan). Gather in the Corcoran Lobby and we will make the trek together. All 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.

2100-2200
CR
KFest Committee Meeting

In case you don't see any committee members around, now you know why! (closed door)

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WEDNESDAY JULY 18
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0700-
CR
HackFest Begins

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

0730-0830
CF
Breakfast at Rockhurst

0900-1000
CR
Free Time
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!

1000-1130
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".

1130-1300
SAC (not Massman Cafeteria)
The Great KFest Kookout
- Rockhurst Catering

Enjoy the BBQ and get to know your fellow Apple II nuts. Lunch will be catered by Rockhurst Dining Services.

1230-1300
CR
Juiced.GS Staff Photo
- Ken Gagne

If you have been invited to this year's *Juiced.GS* staff photo, please meet outside the SAC at 12:30 p.m.

1300-1330
CR
Late Registration at Corcoran Hall lobby

1315-1330
CR
Welcome to KFest

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

1330-1530
CR
KansasFest 2018 Keynote
- Roger Wagner

KansasFest welcomes back one of its alumni. Though 2018 will mark Wagner's third time as a keynote speaker for the event, most current attendees haven't had the opportunity to hear him speak because his last appearance was 23 years ago. He has deep roots in the Apple II community, back to the beginnings of the platform. In 1978, Wagner started his own software publish-ing company, Southwestern Data Systems (SDS), as a vehicle for some of his first software products for the Apple II, Programmer's Utility Pack and Apple-Doc, sold on cassette. He also wrote a word processor for the Apple II, The Correspondent.

During the years he also wrote articles for the major publications of the day, including Call-A.P.P.L.E., Nibble, inCider, A+ Magazine, and GS+. Wagner is best remembered for his long-running Assembly Lines column in Softalk, teaching that first generation of Apple II users how to write software in 6502 assembly language.

He later renamed his software company to Roger Wagner Publishing and continued to provide quality software for both the 8-bit Apple II and the 16-bit Apple IIGS. His most famous contribution to the IIGS was the HyperCard-inspired program, HyperStudio, which linked pictures, audio media, and text with clickable links, a foretaste of the hyperlinked web that was to later arrive in the 1990s.

1545-1630
CR
New Product Announcements

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

1630-1715
CR
Session – Nox Archaist Update
- Mark Lemmert

This update on the sword and sorcery RPG in development for the Apple II will include a demo and technical discussion of the game's double hi-res splash screen, prototype Mockingboard support, and more!

1730-1830
CF
Dinner at Rockhurst

1845-1945
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 11th presenting at KansasFest!

2000-2200
CR
Workshop – SolderFest!
- Vince Briel & Henry Courbis

Vince and Henry will help users assemble and test a Replica 1 or other kit projects from ReActiveMicro.

Also, feel free to 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.

2115-2200
CR
Juiced.GS Staff Meeting
- Ken Gagne

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 in the basement.

2200-2300
CR
Bite the Bag
- Geoff Weiss

A time-honored KFest classic returns in honor of Roger Wagner. 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. Prizes awarded. Takes place in the side room near the main session hall in the basement.

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 19
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0730-0830
CF
Breakfast at Rockhurst

0845-0930
CR
Session – Apple. II Programming Adventures
- Vince Weaver

Vince will discuss his Apple II programming adventures, which started in the 80s but only really got interesting in the past ten years or so. This includes 6502 assembly games (Tom Bombem, Talbot Fantasy 7) and graphic/ Mockingboard demos (VMW Chiptune Player,

8k Mode7 Demo). He also does unlikely things with Applesoft BASIC, such as Uthernet webservers and "ports" of modern games (Portal, Kerbal Space Program). All of this work has full source code available as part of his Linux dos33fsutils project.

0930-1015
CR
Session - Blogging II Infinitum
- Ken Gagne

More than 40 years after its debut, how is it there's still so much to say about the Apple II? How do we find what's new, and how do we spin it to make it interesting? After eight years and 500+ weekly blog posts, Ken still has plenty of new material about his favorite computer. He'll reveal the secrets of his sources, blogging and distribution platforms, and audience engagement techniques in this session.

1030-1115
CR
Session - The Other Microprocessor for the Apple II
- Jay Graham

What is the Zilog Z80? How did it come to be used in the Apple II? Jay will answer these questions and more, starting with a brief history of the Zilog Z-80 and how it came to be used in the Apple II, followed by how it works, and options (past and present) for the Apple II. He will also discuss what you need to get started to run the CP/M operating system and the wide array of software that is available for it. The session concludes with a live demonstration of how to install the card and get started running the O/S and all the software available.

1115-1145
CR
Session - NewGS
- Daniel Krusyna

Daniel is building an FPGA IIgs. Stop by to see what he has so far.

1200-1300
CF
Lunch at Rockhurst

1315-1345
CR
Session - Apple II Desktop Disassembly & Enhancement
- Michael Guidero

Michael will present ongoing efforts to reverse engineer, fix, and enhance Apple II Desktop 1.1. He will give an introduction covering the project and the people involved, a short history of the effort so far, and the long term goals. He will finish up with an appeal for more participants and a Q&A.

1345-1415
CR
Session - Lawless Legends Update
- Martin Haye

The Lawless Legends team has been working hard this year, and the game is getting close to release. Martin shows off the latest additions including the most-requested feature: auto-mapping.

1415-1445
CR
Session - Advanced Time Travel, with Applications
- Tom Phelps

We will build a series of increasingly sophisticated time machines, driven by ever more demanding applications.

1500-1530
CR
Session - VidHD: an Apple II HDMI Video Card
- John Brooks

This session covers the features and creation of a new HDMI video card for Apple II computers.

1530-1600
CR
Session - CatsGS: 60fps Destructible 2D Terrain
- Quinn Dunki

Cats GS is a new Apple IIgs game in development, and one of its main features is fully destructible 2D terrain that renders at 60 fps. This talk will go over the technical details of the terrain engine and the compromises made along the way to achieve 60 fps on an unaccelerated IIgs.

1615-1645
CR
Session - Tome of Copy Protection
- Lane Roathe

Call A.P.P.L.E. will be releasing a new printing of *The Tome of Copy Protection*, a book Bruce Jones and Lane wrote back in 83-86 and released in very limited quantities. This session covers the main topics of the book, along with a general discussion of copy protection methods, cracking, and how all of this relates to the new AppleSauce hardware/software.

1645-1715
CR
Session - Memory Testing Utility
- Andrew Hogan

Andrew demonstrates a new memory tester for the Apple II family.

1730-1830
CF
Dinner at Rockhurst

1845-1945
CR
Lightning Talks

Rapid-fire, five-minute talks on a variety of Apple II topics. We have slots for 12 talks--look for the sign-up sheet in the Corcoran lobby.

2000-2045
CR
Session - Up Close with the MAME Monster: Building Your Own Controller
- Kate Szkotnicki

You've seen it the last two years at KFest, now find out how this behemoth came to be! Join Kate as she describes the process of finding components, designing, building and wiring a controller, and setting up software. Can you use something like this on an Apple II? Probably. Can you use it with an emulator? Absolutely, it's USB! It uses a Mac so it's totally Apple-related! (No, Kate will not be using power tools in Corcoran Hall. Sorry.)

2100-2200
CR
Ryan Suenaga Memorial Krispy Kreme Night & Tie One On Contest

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

We'll also have the Tie One On contest, so wear your most outlandish tie and impress Roger Wagner! Prizes!

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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FRIDAY JULY 20
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0730-0830
CF
Breakfast at Rockhurst

0845-0930
CR
Session - The $6502 Pyramid
- Kevin Savetz

Kevin continues the tradition of Apple II-themed game shows, this time with a hilarious word guessing game.

0930-1015
CR
Session - Fun with Applesauce and WOZ Files
- John Morris

John will show off the finalized Applesauce hardware and run it through its paces. There will also be an explanation of the new WOZ disk image format that encapsulates disks with the copy protection intact. Finally, there will be a demo of the fun things you can do with this new stuff.

1030-1115
CR
Session - "Upcycling" Apple II Classics with MicroM8
- Melody & April Ayres-Griffiths

Melody and April from Paleotronic will show attendees how to "upcycle" classic games using Paleotronic's Apple IIe emulator, microM8. microM8 enhances the traditional Apple II gaming experience by adding various emulator-only features such as 3D voxel rendering of pixels, color remapping, 3D camera movement, graphical backdrops and overlays, and more. All of these features can be automated via parallel-executing BASIC control programs, which can interact with the environment of an emulated session to create a renewed, novel experience more attractive to younger users, all without modifying the underlying Apple II software.

They'll also take a look at their Apple II disk-image management tool diskM8, and give away a few printed copies of the first issue of *Paleotronic Magazine*, which includes an interview with Steve

Wozniak about the development of the Disk][.

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

Join Brian and Bill for an overview of the oldest user group from 1978 - A.P.P.L.E. - and member benefits like *Call-A.P.P.L.E.* magazine that continues to be produced. Learn about their recent books such as *Tome of Copy Protection*, *The Apple House*, *All About Applesoft: Enhanced Edition*, and others beyond their previous nine books. They have new software manuals too, like *Big Mac: Macro Assembler*. A few surprises are likely.

1200-1300
CF
Lunch at Rockhurst

1315-1400
CR
Session - Postscript on the Apple IIgs
- Geoff Weiss

The Apple IIgs System Software comes with two components to leverage printing to Postscript printers. The most common is the Laserwriter printer driver which converts Quickdraw II drawing and IIgs native bitmap images into Postscript code. Apple also provided IWEm, which is a Postscript program that emulates an Imagewriter II printer.

This session will include a solution to provide compatibility with more Postscript printers with the Apple IIgs. Also, one can take the results from the Laserwriter printer driver (from a real or emulated IIgs), load the contents into Ghostscript, and generate a PDF file. Print from a IIgs and kill more trees.

CR
Session – Apple II Smorgasbord
- Tony Diaz

We don't know what Tony will share, but it's guaranteed to be Apple II related.

CR
Session – What's New in ProDOS 2.5
- John Brooks

This session goes through the new features in ProDOS 2.5 and BASIC.System 1.7.

CR
Session – Powerboosting the IIgs and IIe
- Stephen Buggie

A weakness of the IIgs and IIe is that the standard Apple-brand power supply is insufficient for operating the computer when it is fully loaded with power-hungry interface cards. When overloaded, excessive heat is generated, the computer may malfunction, or the computer may stall entirely.

The solution is to change to a more robust power supply that produces the same voltages (+5v, +12v, -12v, -5v) needed by the Apple. Early IBM power supplies generate these voltages, expressed with much larger watt capacity. Standard internal power supplies for the Apple II merely generate 30-40 watts of DC power, but fan-cooled IBM power supplies generate 150-300 watts of clean DC power.

In this presentation, attendees will be shown, step-by-step with close-up photos, how to adapt an older IBM power supply to serve as an external power source for the IIgs or IIe. The IIgs and IIe versions are identical, except for the power plug that connects to the Apple's motherboard. Possible suppliers will be identified for scarce parts (e.g., the Molex-7 female plug for the IIgs, or the six-pin female plug for the IIe).

The large power supply rests on the floor beneath the computer table, connected to the motherboard by a five ft six-wire color-coded cable. Its external placement keeps heat away from interface cards and motherboard; fan-cooling enables the power supply to run continuously 24/7. Optional accessories that can be added to the power supply include the following: yellow and red LED indicator lamps added to the DC +12v and DC +5v power lines; speed-control potentiometer added in series to the DC fan power line; protective felt glued to the lower surface to protect the hardwood floor under the computer table; and retaining the Molex-4 female sockets to power other computer accessories.

Following the presentation, reprints of Stephen's *Juiced.GS* article on the power-boosting topic will be distributed. Also, at the end of the session, the power supply shown as a sample will be given away in a free raffle for attendees.

CR
Session – So You Want to Write an FST
- Kelvin Sherlock

Kelvin discusses how File System Translators really work and some advice for anyone who wants to write their own. Particular emphasis is placed on the GS+ Emulator's Host FST, which makes sharing files between the emulator and the host system a snap.

CR
Session – The BBC Micro
- Neil Forsyth

Neil will give a technical overview of the BBC Microcomputer as well as its genesis and influence on a UK generation.

1730-1815
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.

1815-1845
CR
Awards and Contests
Presentation of the Apple II Forever awards, Door contest, contest contest.

1845-1915
CR
KFest Group Photo

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

1930-2200
CR
Game Night

Attendees are welcome to gather in the Corcoran basement to play board games, RPGs, Apple II games--you name it!

2100-2200
CR
Big Mega Podcast

Podcasters in attendance gather in the chapel for their annual round table discussion. (closed door)

2300-2330
CR
Video linkup with WOzFest (Sydney, Australia)
- Sean McNamara, April & Melody Ayers-Griffith

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 21
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0730-0830
CF
Breakfast at Rockhurst

0845-0930
CR
Session - Turn Your Apple II into an 8-bit Weapon
- Charles Mangin

Charles will demonstrate the hardware and software used to produce the audio tracks on the latest 8 Bit Weapon album, *Class Apples*. This was the first full length album created entirely from sounds generated by an Apple II. Now you can turn your own Apple into a musical instrument, connected via a MIDI-to-serial connector designed by Charles, and controlled by Michael Mahon's software, DMS.

0930-1015
CR
Session - Infocom's Non-Interactive Non-Fiction
- Kevin Savetz & Carrington Vanston

Carrington and Kevin host *Eaten by a Grue*, a podcast where they are playing every Infocom interactive fiction game. Infocom also released several non-IF programs, including a series of digital comics, a board game, a database, and more. The intrepid hosts delve into Infocom's lesser-loved works and discuss their place in the company's canon.

1000-1200
CR
HackFest Behind-closed-doors Judging

1030-1100
CR
Session - Teaching an Old Zork New Tricks
- Peter Ferrie

Peter will describe the enhancements that he made to the Z-Machine interpreter that led to the creation of a ProDOS-compatible interpreter, as used by the Pitch Dark GUI.

1100-1145
CR
Session - It Is Pitch Dark
- Mark Pilgrim

You are likely to be eaten by a GUI. (A modern reimagining of how to interact with classic interactive fiction.)

1200-1300
CF
Lunch at Rockhurst

1315-1400
CR
Session - Vintage Computer Design and Repair with 3D Printing
- Alexander Jacocks

This session covers the use of 3D printing to both upgrade and repair vintage computers. For example, Alex is currently designing a new Baby-AT case for a 386sx motherboard and printing some replacement keycaps for a ZX Spectrum 128. He has done this sort of work for over a year and will share how it is done.

Alex will bring and demonstrate measuring tools and techniques, where to find physical specifications, and talk about techniques for getting the most out of 3D printers.

1400-1430
CR
Session - Fast HGR Font Rendering
- Rob McMullen

Rob will describe techniques needed in 6502 assembly to draw font characters (or game tiles) to the Hi-res screens, starting from the basics all the way up to highly optimized code for the fastest font rendering this side of an Atari.

1430-1500
CR
Session - The First Laserdisc Video Game
- Kevin Savetz

What was the first video game that used a laserdisc? Dragon's Lair? Astron Belt? No and no. The first laserdisc-based video game was a text adventure that ran on the Apple II.

1515-1715
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.

1630
CR
Awarding of HackFest 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-?
Late Night Run to Steak & Shake, Jack in the Box, Denny's, etc.

Last chance for a Late Night Run. You can always sleep on the plane or at a rest stop!

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SUNDAY JULY 22
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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!

Rev 180710