

# Rules for the ABBUC Software-Contest 2013

Also in 2013 the ABBUC organizes a software contest. There is a total prize money of 1000 Euro! Those are the rules:

## 1. Participants

Everybody is allowed to enter the competition as an author or team of authors with one or multiple entries/programs. ABBUC membership is not needed. The chairmen and the head of software resort are excluded from the competition.

## 2. Conditions of participation

2.1 Every entry must:

- a) be a game, application, tool/utility, programming language or DOS
- b) be fully functional on a stock PAL Atari 800XL (64KB) or 130XE (128KB) with an Atari 1050 disk drive and without any additional special software
- c) be available on one or more not copy protected 5.25" disk-side(s) or corresponding ATR-images with 90KB or 130KB in size.
- d) have the words "ABBUC software contest 2013" on the start screen
- e) be in German or English language, as far as it contains text

2.2 Not allowed are commercial products, previously released programs (e.g. released in internet, magazines) as well as programs, that already participated on earlier ABBUC contests. The entry must not be published before the contest has ended. That is after the ABBUC annual general meeting ("JHV").

2.3. Also allowed as entries are:

- a) further development of an already released program, if the program is essentially extended or changed
- b) Conversions from other computer platforms
- c) Program collections, if the programs are thematically coherent (e.g. a DOS and its utilities)

2.4 Additionally the following has to be submitted besides the program:

- a) A short description (manual) not longer than 2 pages (DIN A5) written in normal font size, and three screenshots. This is for the release in the printed "ABBUC Magazin".
- b) A detailed documentation, if the short description is not sufficient to fully understand the program.
- c) The postal address and bank account data of the author for the eventual shipping or wiring of the prizes.

Any documentation must be in German or English language as ASCII-text file or PDF document. The Text must be printable and usable for copy & paste (no copy protection, no text as picture).

### **3. Submission**

The program and its documentation has to be send to the head of software ressort by post or email no later than 31.08.2013 22pm (GMT+1, German daylight saving time). Bug fixes of software handed in earlier are still possible until this deadline. The timely reception will be confirmed by email and in the ABBUC forums.

### **4. Test and evaluation of the programs**

The head of software ressort checks if the program meets the conditions listed under topic 2. In case of doubt he will in cooperation with the first chairman of the ABBUC about the admission.

The ABBUC reserves the right to:

- a) reduce the price money if the entries do have bad quality
- b) not to finish the competition if there are less than three (3) submissions of different authors. In this case the programs can participate again at the following ABBUC software competition, as long as they are not released otherwise until then

### **5. Release for ABBUC members**

The admitted programs and their short descriptions will be released on 5.25" disk(s) in the next "ABBUC Magazin". After shipping of the "ABBUC Magazin" the programs and documentation will be available as download for ABBUC members only in a protected area of the website.

### **6. Presentation through the author(s)**

The authors(s) can present their programs before as well as after submission in any way they like, e.g. videos, screenshots and/or short descriptions in the internet. The programs themselves must not be published before the ABBUC annual meeting (JHV).

### **7. Voting**

Only ABBUC members can vote. Every program can get from 0 (very bad) to 10 (perfect) points. There are the following ways to vote:

- a) Fill in the ballot paper included with the next "ABBUC Magazin" and send it to the club central
- b) Send an email to the club central, containing your votes, name and ABBUC membership number
- c) Fill in the ballot card at the ABBUC annual meeting (JHV) and provide it to the first chairman

In cases a) and b) the votes have to be at the club central no later than one (1) week before the ABBUC annual meeting (JHV), which normally takes place at the end of October.

## 8. Results

At the ABBUC annual meeting (JHV) all programs will be presented by the head of software ressort in a way coordinated with the first chairman and the moderator of the JHV. After the public part of the JHV all votes are counted. The more points a program gets, the better it is ranked. If multiple programs have exactly the same amount of points the share the prizes regarding their ranking. The ranking will be announced at the JHV which then officially end the contest. The result will be published in the following "ABBUC Magazin" and the ABBUC forums.

## 9. Prizes

The ABBUC provides the following prizes:

1. Place: 500 Euro
2. Place: 250 Euro
3. Place: 125 Euro
4. Place: 75 Euro
5. Place: 50 Euro
- 6.-10. Place: a small material prize

The prizes will be delivered through wiring by bank (cash prizes) or shipping (material prizes). If the contest doesn't take place due to insufficient participants regarding topic 4b), the prizes will be added to following contests, if not the ABBUC members vote for a complete cancellation of the software contest.

## 10. Public Release

After the JHV every author can freely act about his program and release it to the public. The copyright remains at the author(s). The ABBUC itself will not release the programs to the public without approval of the author(s).

## 11. Foreclosing

The ABBUC software ressort will immediately disqualify programs which are identified as plagiarism or commercial Atari 8 Bit software. If such a case is identified after the prizes are handed out, the participant will be excluded from all ABBUC contests. The participant then has to immediately return the cash or material prize to the ABBUC. Any recourse to courts of law is excluded. All rights reserved.

## Contact data:

Club central: Email: wolfgang at abbuc punkt de, Post: ATARI Bit Byter User Club e.V., c/o Wolfgang Burger, Wieschenbeck 45, 45699 Herten, Germany

Head of software ressort: Email: software at abbuc punkt de, Post: Herzogin-Clara-Str. 17, 38442 Wolfsburg, Germany

## General Hints

Advise: It's not sufficient if a program runs with an Emulator. Who has no ability to test his software on real hardware please note the following:

The RAM under the OS-ROM and the BASIC is filled with random values after switching on a real Atari (mostly \$FF and \$00). Atari Emulators often have 0 here.

Before changing the display list (DLISTL/H) or switching on or off the screen (DMACTL) a vertical blank should take place (wait for it). Otherwise on real Ataris, especially with enabled DLIs, interferences (flickering) or even crashes may occur.

Sound should be initialized at the start and after each load operation with AUDCTL=0, SKCTL=3, otherwise it will sound false. Also the total volume of all four (4) channels should not exceed 32, otherwise sound on real Ataris is distorted.

The program has to run on PAL-Ataris. There are following differences to NTSC:

- The VBI runs at 1/50 second (instead of 1/60 second)
- Color palette is different
- At PAL the vertical blank is notably longer

Programs in XEX-format have to run as ATR also, regarding topic 2.1c). That means, other than the Emulator direct start the XEX file has to be startable with XEX-loader in memory.

Most loaders need \$700-\$BFF, zero page \$43-\$49 and all SIO memory locations.

The Emulators Altirra and Atari800Win offer color palettes that are not correct. E.g. the doors in "Project M 2.0" do not have the colors red, green, blue as in Altirra but brown, white-blue, blue-violet. A game developed on an Emulator can show different colors on real Ataris.

The SIO runs slower with a 1050 than with SIO2XXX-devices or Emulators. This might lead to timing problems, if the program has a self-written SIO-routine or runs interrupts while loading.