

The CoCo community is full of a lot of smart and helpful people and I couldn't have done this without the help of many people and I just wanted to list them all here. I hope I haven't missed anyone.

Thanks to John Kowalski (Sock Master) for showing the world that the CoCo 3 is capable of running complete and accurate versions of arcade video games with his version of Donkey Kong. Also my audio playback code is loosely based off of his audio playback routine used in Donkey Kong.

Thanks to Chris Lomont for his great CoCo hardware summary PDF and his Pac Man hardware information.

Thanks to Richard Goedecken for his wonderful open source Dynosprite game engine, which I looked through from time to time to help figure out how the CoCo 3 works.

Thanks to Mark McDougall for his encouragement and helpful tips programming the CoCo 3. A comment he made helped me realize that I can combine Stack Blasting with Compiled sprites to make them even faster.

Thanks to Curtis L. Boyle for his optimizing tips especially a great tip about drawing the compiled sprites from the bottom up since I'm pushing the stack data to draw the sprites.

Special thanks to William Astle for his awesome LWTOOLS/lwassm program.

Thanks to Robert Gault and William Astle (again) and others whom I'm probably forgetting for answering my questions on the CoCo email list.

Thanks to Neil Blanchard for sending me some joysticks to test with and selling and building the Sega Joystick adapter for the CoCo 3. If you are going to use a joystick to play Pac Man you have to use the adapter as the regular Joysticks are too difficult to use. The real Pac Man uses a digital joystick.

Thanks to John Linville for designing the Sega Joystick adapters and his help with the joystick routines.

Thanks to Nickolas Marentes for some info on how to minimize the audio buzz while reading the Joystick info.

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