

Tasks Report

Vega+ — Retro Computers Limited

Generated: 08 Nov 2017 11:49PM

Vega+ Issues

General tasks

Active Tasks

	Task	Start Date	Due Date	Responsible	Created By	Priority	Progress	Status
	Battery level on settings doesn't show properly			.	Lee F.	Medium	0%	(Not started)

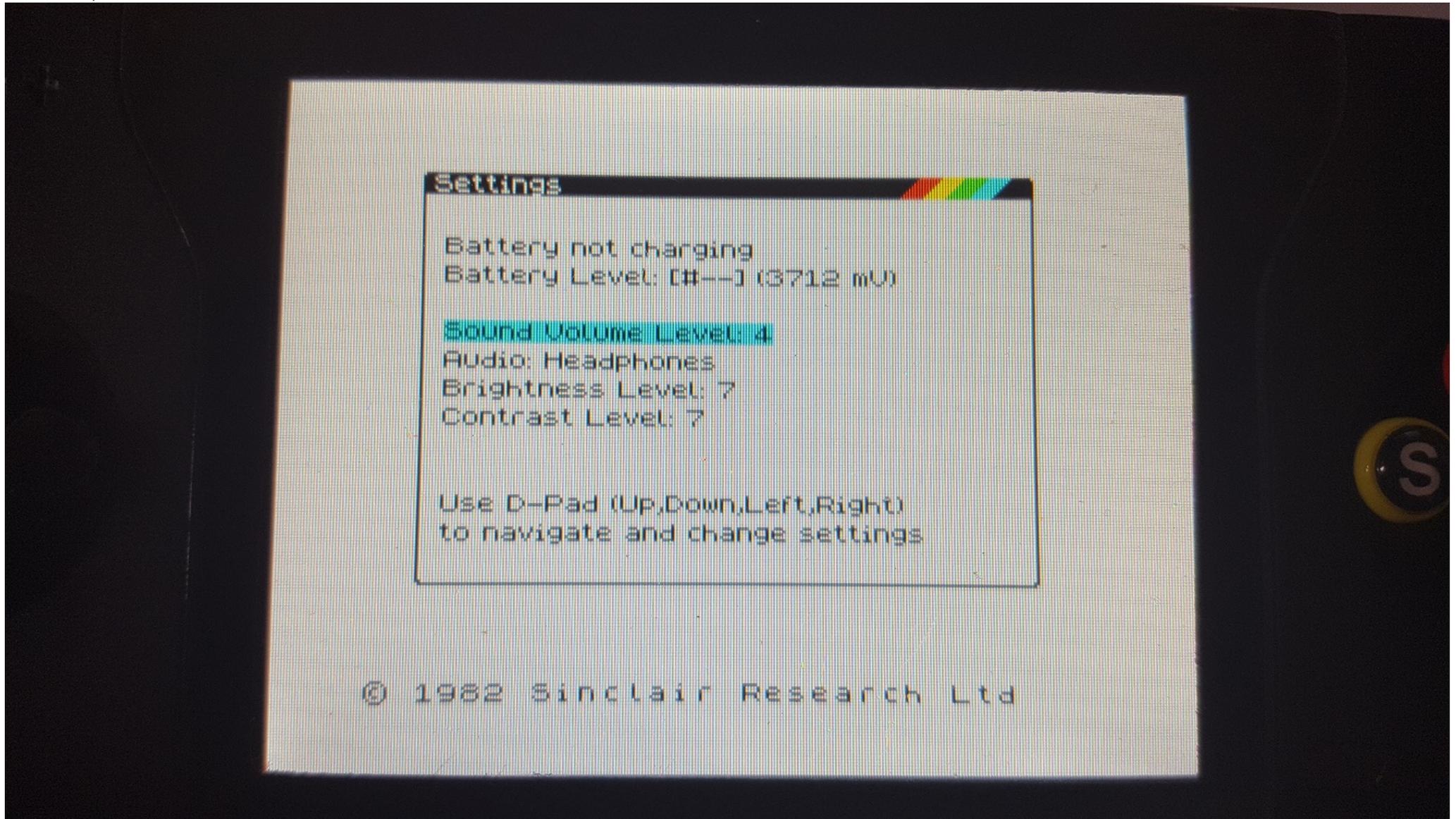
1. Lee Fogarty April 27, 2017 at 10:28PM

Reply from PP: **Battery level should work OK – can we have more details about it?**

2. Lee Fogarty April 27, 2017 at 11:41PM

The screenshot in the manual shows a charged percentage. On the units it shows a '#' instead

Does this help?



4. Lee Fogarty April 28, 2017 at 12:32PM

Whereas the manual has this:-



5. Tester Two April 28, 2017 at 12:34PM

If you also press the 'Up' direction key, the value displayed along side the battery level also changes, it is possible to cycle round a number of values before returning to the initial value.

6. Tester One May 03, 2017 at 1:27AM

I personally don't think it needs the voltage showing, just either a % or 1-3 bars (hashes) like on an old mobile

Beeper music plays intermittently			.	Tester O.	High	0%	(Not started)
-----------------------------------	--	--	---	-----------	------	----	---------------

1. Tester One May 03, 2017 at 1:13AM

Octode2k15 - this tune plays intermittently (looks like not enough processor time)
Octode2k16 - this tune play fine
Squeekerplus - this plays fine
Octode PWM - this plays intermittently (not enough processor time)
Squeekay - experimental hybrid 6 channel tune (3xAY, 3xBeeper) plays fine
Rudebeeps - 3 channel digital beeper tune (plays intermittently - used to play fine sometimes on first firmware if vega rebooted a few times first)

Looks like intermittent issues with beeper music may be due to processor time - optimise sound driver /increase audio chunk/buffer size ?

2. Tester One May 03, 2017 at 1:18AM

Mechanoid - speech at beginning / middle / end plays slow and stuttery
1-bit Mechanistic Beeper album - play fine

3. Tester One May 03, 2017 at 11:47PM

Spoke to my friend *** about the stuttery beeper playback on the Vega+

He says he suspects the problem is to do with beeper playback routines that switch the state of the speaker port #fe too quickly for the Vega+ to cope with.

The octode 2k15 engine switches the speaker port #fe state every 15-16 cycles
The OctodePWM engine switches port #fe state every 21-33 cycles

The octode2k16 engine (which works fine on the vega+) switches every 24 cycles
The zbmod engine (used on Rude Beeps) switches state every 12 - 192 cycles but this tune would playback with no glitches sometimes (on the original firmware) if the Vega+ was switched off and rebooted a few times - maybe once everything was totally cleared and the Vega+ fuse running a little faster/smoothier ?

Wham the music box sound engine used on lots of 80s games e.g Trapdoor / Fairlight / Knucklebusters switches beeper port #fe state every 23-32 cycles. This seems to glitch intermittently.

Can the sound driver be tweaked to cope with faster #fe port switching? He suspects this could fix the issue.

4. Tester One May 03, 2017 at 11:54PM

Uploaded a test 'wham the music box' test tune

	SD Cards can be lost inside the units			.	Lee F.	High	0%	(Not started)
	SD Card slot should be spring loaded			.	Lee F.	High	0%	(Not started)
	D-Pad should be auto-mapped to kempston in the absence of keymap file			.	Lee F.	High	0%	(Not started)

Option to save code - or instructions	Lee F.	Medium	0%	(Not started)
<p>1. Lee Fogarty April 27, 2017 at 10:24PM</p> <p>Reply from PP: At the moment this is not possible. The latest firmware already support saving the state of the machine when a game is running. We could easily extend that and allow a user to save the state of the machine when it's used for coding</p>				
<p>2. Lee Fogarty April 28, 2017 at 12:47PM</p> <p>Surely using the BASIC SAVE/LOAD commands would be more authentic?</p>				
SD Cards won't work if there is a folder present. This needs addressing as the original vega SD cards require folders	Lee F.	High	0%	(Not started)
<p>1. Lee Fogarty April 27, 2017 at 10:23PM</p> <p>Reply from PP: There are a few ways around this. For example, we could release a tool that moves the roms from the folders to the main root. Adding folders support in the current firmware is also possible, but it will require additional effort.</p>				
No combinations of keyboards work	Lee F.	High	0%	(Not started)
<p>1. Lee Fogarty April 27, 2017 at 10:29PM</p> <p>Reply from PP: The virtual keyboard is very limited and is intended to enter very short commands, like codes, or the highscore. For adventure games we planned to use a USB keyboard. Unfortunately the Linux USB driver is somewhat broken and not many keyboard are recognized. We found one that works perfectly, and we tried a few more without success.</p>				
FUSE has an option to use a virtual tape deck, which also allows TAP files to load as if they were on tape. It also allows you to skip through files on 128k machines.	Lee F.	Low	0%	(Not started)
ULA+	Lee F.	Medium	0%	(Not started)

1. Lee Fogarty April 28, 2017 at 1:02PM

There is a plugin for ULA+ available online for an older version of FUSE which can be modified to work on Vega+. I did pass this information onto Private Planet some time ago.

It should be possible to re-colour existing games via the keymap file, so should be used. There are also titles on the Vega/Vega+ that simply won't work without ULA+ without being changed by the authors or removed from the games list.

	The virtual keyboard - you press a letter and it closes so you have to access it again. This is totally useless. How can people play adventure games like that?			.	Lee F.	High	0%	(Not started)
	When you first turn the device on, why doesn't the screen turn white to immediately indicate the unit is on & booting? This confused a lot of people.			.	Lee F.	Medium	0%	(Not started)
	Some of the units were dead this morning as the battery had drained. This seems to be if you switch off without using the shutdown option. Is it possible to put into standby when it's not used?			.	Lee F.	Medium	0%	(Not started)
	AVI recording as per campaign			.	Lee F.	High	0%	(Not started)
	Can you add an item to the settings menu to toggle the border on/off? I believe this is a feature of fuse, and would improve the playing area considerably. As 99.99% of titles don't need the border, this can be off by default (I can only think of one game that uses it on the title screen, and one that uses it during gameplay)			.	Lee F.	Low	0%	(Not started)

1. Lee Fogarty April 27, 2017 at 10:34PM

Reply from PP: This is not a good idea.

<p>Is it possible to add an "ins" file to the info screen? This will allow us to put the instructions into the games, the d-pad would be needed to scroll up/down. If it's not possible, can the instructions be added to the keymap file?</p>			.	Lee F.	Low	0%	(Not started)
<p>There seems to be a bug with the f and s buttons being mapped to numbers? When pressing f on buzz saw it starts the game on level 2</p>			.	Lee F.	High	0%	(Not started)
<p>The virtual keyboard can take several attempts to register a keypress - especially if there is music playing.</p>			.	Lee F.	High	0%	(Not started)

1. Tester One May 03, 2017 at 1:31AM

An example game is GB air rally in the list

<p>When you reboot the unit, the settings are not saved, e.g. no volume configured, after reboot volume is reset to the default value. This is the same for screen brightness and contrast. If these settings cannot be stored within the firmware, then why not to a configuration file on the SD card?</p>			.	Lee F.	Medium	0%	(Not started)
--	--	--	---	--------	--------	----	---------------

<p>The Vega+ has exhibited a couple of strange behaviours. It has not booted on occasion when powered on. Just before you get the famous ZX spectrum 1982 text, it has just frozen with the white border and black screen. On another occasion it has just gone to a black screen when playing a game.</p>			.	Lee F.	Medium	0%	(Not started)
<p>All games on the SD card pick up the first entry as the keymap, despite the games.txt file being correct - this means at the moment that only one game can be added to the SD card at a time.</p>			.	Lee F.	High	0%	(Not started)

1. Lee Fogarty April 27, 2017 at 10:32PM

Reply from PP: I'm not really sure what the problem is here, could I have some more information?

2. Lee Fogarty April 27, 2017 at 11:37PM

This may have been mis-reported. Or it could be the new firmware, but the problem appears to be that the previously loaded keymap stays in use when switching titles. This is only an issue when using the SD card

3. Lee Fogarty April 28, 2017 at 12:14AM

My mistake - the details from the first game in the games.txt file are always used no matter what game is loaded.

4. Tester Two April 28, 2017 at 12:18PM

Agree with Lee's description here. If you have a number of games files on the SD card, named A,B,C and D etc... Then the game file for A is always displayed regardless of which game you currently have loaded. This is still the case after the unit has been rebooted.

<p>Add to favourites doesn't work</p>			.	Lee F.	High	0%	(Not started)
---------------------------------------	--	--	---	--------	------	----	---------------

1. Lee Fogarty May 02, 2017 at 10:40AM

Correction - Add to favourites does work. Not by pressing 'S' as stated on-screen - press '1' instead.

	Load state shows 8 slots no matter how many slots are used			.	Lee F.	Medium	0%	(Not started)
<p>1. Lee Fogarty April 28, 2017 at 12:20AM</p> <p>This also means you can select a slot with nothing in it, and the unit crashes.</p>								
	RZX recording/playback is possible in FUSE - why not Vega+?			.	Lee F.	Medium	0%	(Not started)
	When a game has been loaded, the option is available on the menu to 'Apply pokes', would it be possible to add a pause/press any key option after the pokes are applied. Currently the screen briefly displays a blue screen whilst the pokes are applied and then disappears.			.	Lee F.	Medium	0%	(Not started)
	In the 'Settings' screen, it would be nice to have a 'Current Firmware Version' field. I think version tracking information is important, especially so when a product is so new and is still being evolved.			.	Lee F.	Medium	0%	(Not started)
	There is a strange high pitched noise on loading some games (not sure if this was put there on purpose - Auf Wiedersehen Monty in the inbuilt list is an example)			.	Lee F.	High	0%	(Not started)

There are still bugs to do with Beeper sound, games which highlight these issues are Manic Miner (title), Jet Set Willy (title), Trapdoor (title) and Great Escape (Title).			.	Lee F.	High	0%	(Not started)
---	--	--	---	--------	------	----	---------------

1. Lee Fogarty April 28, 2017 at 12:55PM

On MM & JSW the music plays very intermittently (although not 100% of the time). Also even when the volume is turned down to zero there is still audible clicking heard on MM.

2. Tester One May 03, 2017 at 1:38AM

The audible click on MM at volume zero only happened once, not repeated since

The '1' key intermittently reads joystick right and also blue key (bottom right). I've written a little program to prove this.			.	Lee F.	High	0%	(Not started)
--	--	--	---	--------	------	----	---------------

1. Tester One May 03, 2017 at 1:35AM

I've attached the little program I wrote to check which keys are mapped to keypad/buttons and also the ascii codes presented by the VK.

This highlighted a bug where the 1 key is intermittently reading keypad right or blue key

If you add a .TAP file but do not create an associated .ZKX file, the game does not appear in the SD card list. I expected that if no ZKX file existed then the menu list would display just the filename.tap but it doesn't.			.	Lee F.	High	0%	(Not started)
---	--	--	---	--------	------	----	---------------

To remove a title from the favourites list, you have to go to games list and press '1' again. This should happen on the favourites list too			.	Lee F.		0%	(Not started)
---	--	--	---	--------	--	----	---------------

Emptying the favourites list causes major issues.			.	Lee F.		0%	(Not started)
---	--	--	---	--------	--	----	---------------

1. Lee Fogarty May 02, 2017 at 10:57AM

Test case:-

1. Add a title to the favourites list by pressing '1' (a reported bug - not 's' as stated)
2. View favourites so you can see it.
3. Go back to games list and deselect the game by pressing '1' again.
4. Reboot the unit.

Now you can't access the games list or favourites as the unit crashes. This only seems to be an issue if the favourites list has been emptied.

2. Lee Fogarty May 02, 2017 at 11:03AM

To access the favourite and games list you now have to start a game up from sd card first. The first game will be highlighted red in the games list. Deselect this and select any other and the unit will work fine again

As there is no +3 setting certain games won't run due to incorrect contended memory mapping and you can't have all ram mode.			.	Lee F.		0%	(Not started)
How is the machine model chosen? There is no menu option for it. Should the keymap file have an option for machine type?			.	Lee F.		0%	(Not started)
With brightness 7 contrast 7 (default) you don't get the distinction between bright 0 and bright 1 hence only 8 colours.			.	Lee F.		0%	(Not started)

1. Lee Fogarty May 02, 2017 at 11:01AM

Putting contrast at 6 fixes this,

2. Tester Three May 02, 2017 at 6:03PM

if you reduce the brightness and contrast the screen flickers and gets worse with each reduction, I agree that at full brightness and contrast you cannot see non bright colours

	Load saved states reboots when file not found			.	Lee F.		0%	(Not started)
<p>1. Lee Fogarty May 02, 2017 at 12:24PM</p> <p>When choosing to load a saved state for a title, all 8 slots are shown red (they probably shouldn't show at all, and display "no saved titles"). If you try to select a saved state that's red, the display says file not found, then resets.</p>								
	Memory leak			.	Lee F.		0%	(Not started)
<p>1. Lee Fogarty May 02, 2017 at 12:35PM</p> <p>Games run strangely (particularly music) when switching between games. This is more noticable with AY music. After a few games, you need to reboot the unit.</p>								
	Erratic music for a few seconds after a game initially loads.			.	Lee F.		0%	(Not started)
	<p>Dead Vega+</p> <p>I put the Vega+ on charge last night and left it face down so the brightness didn't keep everyone awake. I picked it up this morning and the screen was off. I attempted to power the unit up and only get a response from the LED on the rear of the unit.</p> <p>The LED is showing green that alternates to off and back on again. Periodically after power cycling the unit, it alternates between green and red. No life from the screen. I have assumed it didnt charge but after putting it back on charge, there is no change.</p> <p>Had a multimeter on the battery and its showing a consistent 3.25 volts.</p> <p>I redownloaded the</p>			.	Tester T.		0%	(Not started)

firmware update and have tried to apply this again, I cant get into the boot menu to apply it. I will attempt to recharge it but I dont think its that.

Fixes to be re-tested

When we receive updated firmware, bug fixes will be moved here for re-testing

Active Tasks

	Task	Start Date	Due Date	Responsible	Created By	Priority	Progress	Status
	A "Loading game, please wait" screen has been added to inform the user when the unit is busy			.	Lee F.		0%	(Not started)

1. Lee Fogarty April 27, 2017 at 11:55PM

It would be better to show the .scr loading screen file that is available on WoS or can be got easily for new titles

2. Tester One May 03, 2017 at 1:22AM

I like this addition but I'm sure games off the SD card used to load quicker with the initial firmware

3. Tester Two May 22, 2017 at 11:09AM

I'm happy with this modification. Seeing the .scr screen would be a nice addition but not essential.

	No combination of TV's or cables produces any output			.	Lee F.	High	0%	(Not started)
--	--	--	--	---	--------	------	----	---------------

1. Lee Fogarty April 27, 2017 at 10:25PM

Reply from PP: The current firmware supports TV out. To enable it, you have to reboot the Vega+ and immediately press the BOOT button (TOP right button). This will start the Vega+ in TV-OUT mode, and the LCD screen will be black. The BOOT button needs to be pressed immediately after the boot, sometimes is a bit difficult to do that, and we are optimizing this in the latest firmware

2. Lee Fogarty April 27, 2017 at 11:57PM

Reply from PP: The Vega+ can also be connected to a TV using a standard cable for both audio and video. To put the Vega+ in TV output mode, simply start the unit by pressing the RESET button (or the POWER button if the unit was off). As the GREEN LED turns ON, immediately press the BOOT button (top right). The unit will then boot into TV out mode, - the screen will stay black and the audio on the device should be muted. To start the Vega+ in the normal mode, simply press the RESET button again.

3. Lee Fogarty April 27, 2017 at 11:59PM

This still doesn't work. I get nothing but an annoying buzz unless I pull the cable out of the unit slightly - then the buzzing stops, and I have two displays on TV using 1/4 of the screen each, and the display is unwatchable due to the low quality.

4. Lee Fogarty May 02, 2017 at 10:41AM

Could this be a difference between NTSC/PAL? There is no option to decide which to use...

5. Tester Three May 02, 2017 at 5:58PM

I have tested the tv out on 4 different TV's, 1 plasm and 3 lcd (panasonic viera, LG, Sharp, Philips) with no output on the current firmware

the original firmware manage to put something out but it was black and white and reminded me of rf drift when a TV would 'lose' the signal on the old spectrums ans you had to tune in again

May 02

10:41AM May 02 10:41AM

Lee Fogarty commented on this task

Could this be a difference between NTSC/PAL? There is no option to decide which to use...

Apr 27

11:59PM Apr 27 11:59PM

Lee Fogarty commented

This still doesn't work.

I get nothing but an annoying buzz unless I pull the cable out of the unit slightly - then the buzzing stops, and I have two displays on TV using 1/4

of the screen each, and the display is unwatchable due to the low quality.

Apr 27

11:57PM

Apr 27 11:57PM

Lee

Fogarty commented

Reply from PP: The Vega+ can also be connected to a TV using a standard cable for both audio and video. To put the Vega+ in TV output mode, simply start the unit by pressing the RESET button (or the POWER button if the unit was off). As the GREEN LED turns ON, immediately press the BOOT button (top right). The unit will then boot into TV out mode,

Some work has also been done to address the reactivity time of the UI, which now should feel much better.				Lee F.		0%	(Not started)
On occasion, using headphones also outputs to the speaker unless the unit is rebooted.				Lee F.	Medium	0%	(Not started)

1. Lee Fogarty April 21, 2017 at 12:56PM

Test Procedure:

Reset Button

Settings - Audio : Headphones

On / Off Button or Red (top right) button to quit settings menu

On / Off Button

Access SD Card or games list - load a game

-- Sound now on headphones

On / Off Button

Access Settings - Change anything (e.g volume up/down or brightness/contract up/down)

Or Access Game Info

Or Access Virtual Keyboard

On / Off Button or Red (top right) button to quit

-- Sound now coming out of headphones & speaker (even though option is still headphones)

Only way now to get sound to output just through headphones is to start all over again

NB: Using the + - volume control buttons works fine when on headphones and doesn't affect operation

The bug appears to be at the exit point of the Vega + menu returning to the playing game that causes the sound output to corrupt.

2. David Levy April 21, 2017 at 4:03PM

Thank you Lee.

We shall be meeting with Janko and Davide on Monday to go through the list of issues.

Best,

David

There is also an issue with "trapdoor" and several other titles, the music can be erratic - is this a ram issue?				Lee F.	High	0%	(Not started)
--	--	--	--	--------	------	----	---------------

Remap game keys. This function allows you to modify the standard key mapping of a game. There is also an option to make the changes permanent by saving the modified key mapping to the Micro SD-Card.

Lee F.

0%

(Not started)

1. Tester Two April 28, 2017 at 12:41PM

Nice feature. However, Still some work to do in my opinion.

You can already create a .ZXX file to accompany the .TAP file on the SD card, if you then decide to remap the keys through the Vega+, it saves these changes to a .TAP.INI file. The contents of which mirror the K: line in the ZXX file.

I think it would be better to amalgamate the two files in to one. i.e. create/update the existing .ZXX file, you could then add in any additional lines such as the descriptions (D), Model (M) and Pokes (P) etc. into the newly created file. It seems a bit wasteful/pointless having two file that essentially do the same thing.

2. Lee Fogarty April 28, 2017 at 1:22PM

Is is possible to "remap" if there is no keymap file? the latest firmware maps to QAOPM if there is no file present. In theory you should also be able to remap these too.

3. Tester Two April 28, 2017 at 1:57PM

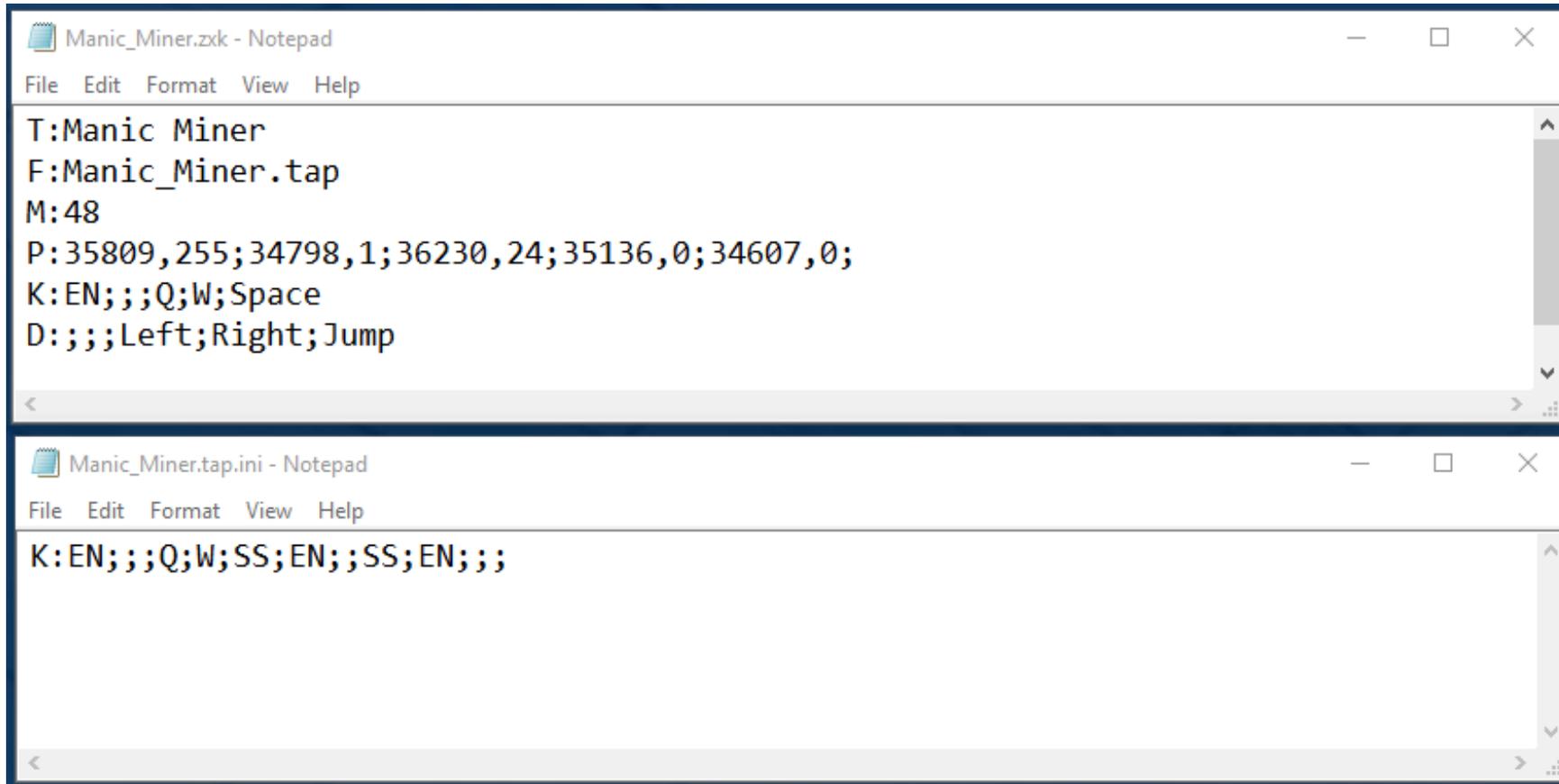
Yes it is, when you save the keymap it writes to a file on the SD card called <filename.TAP.INI.

4. Lee Fogarty April 28, 2017 at 2:07PM

So we've accidentally stumbled across a major new feature that means nobody needs to use external utilities to create keymaps? All it needs is to be in the correct format, and maybe a field to add a title if the title field doesn't exist?

Can you post the INI file so we can see the difference between that & a zxx file?

Copy of self written .ZKR file for Manic Miner followed by the ini file created after loading the game and remapping the keys through the onscreen editor.



Close Pending

Items to be agreed to close pending final testing.

Active Tasks

Task	Start Date	Due Date	Responsible	Created By	Priority	Progress	Status
------	------------	----------	-------------	------------	----------	----------	--------

Buttons should be defaulted to QAOPM in the absence of keymap file (same as original vega)			.	Lee F.	High	0%	(Not started)
--	--	--	---	--------	------	----	---------------

1. Lee Fogarty April 27, 2017 at 10:31PM

Reply from PP: I was not actually aware of this – it should be easy to set a default key map for the games that miss it.

2. Lee Fogarty April 27, 2017 at 11:53PM

Reply from PP: A default key mapping has been added to games that don't have a key mapping at all.

3. Lee Fogarty April 28, 2017 at 2:38PM

This will be tricky to fully test across all games, but the ones I have tried work as expected. Moved to close pending...

When games are put on the SD card, if they don't appear in the SD Card games list. I did manage to get the games list to appear once, but after removing the SD card and reinserting, the list has never been displayed again. In most cases the 'game_details.txt' file was created. In all the times I tested this; the TAP file was always accompanied with a matching ZXK file . In some cases the TXT file was populated with the combined contents of the ZXK files, in others the file was created but remained empty. After each test, the TXT file was deleted allowing the Vega+ to rebuild it on boot up.			.	Lee F.	High	0%	(Not started)
--	--	--	---	--------	------	----	---------------

1. Tester Two April 28, 2017 at 2:02PM

I have not experienced this issue since applying the firmware update yesterday. Repeated tests have not replicated the issue.

2. Lee Fogarty April 28, 2017 at 2:13PM

It's not something I was able to initially re-create. Can others test to be sure, then we can close this issue :)

3. Tester Two May 22, 2017 at 11:10AM

This issue appears to be resolved on my Vega+. I have had no further issues.

Save state needs to have game name			.	Lee F.	Medium	0%	(Not started)
------------------------------------	--	--	---	--------	--------	----	---------------

1. Lee Fogarty May 02, 2017 at 12:20PM

I've moved this to close pending as it's not a genuine bug - it's a different issue raised elsewhere

Generated for Lee Fogarty at 11:49PM 08/11/2017

Manage your projects quickly and easily! Signup for [Teamwork Projects](#)