

# TBBLUE SD Distribution v.0.8b:

Latest distribution is always found at <http://www.specnext.com/latestdistro/>

Here's the latest SD image with everything you need to get your Next updated and running!

## OBLIGATORY DISCLAIMER: READ THIS POST IN ITS ENTIRETY BEFORE ASKING FOR HELP

In the links below you will find TBBLUE v.0.8b SD card distribution containing the following changes over version 0.8a:

### System Software

- New Core 1.10.026** with a enhanced Copper (Instruction list updated to 2K), Updated DMA (DMA now implements all DataGear functions). Stabilized NextReg and Z80N extensions. General bugfixes.

NOTE: This is the LAST release compatible with Firmware versions 1.04e and 1.04f. Starting with the next version, Multicore support has been added accessible via OUT commands which will require a different Firmware file)

- New NextOS 1.97c** in two versions: one with Geoff Wearmouth's Gosh Wonderful 1.33 48K ROM (Default) which is now FULLY compatible with games utilizing the Nirvana/Nirvana+ Engines and one with the standard 48K ROM Also additional fixes in loading of several games which were previously incompatible with even original 128K machines. Changes include improved boot up speed, fixed bugs, code cleanup and extensive use of NextReg and Z80N extended opcodes. This version has also several new commands DEFPROC...ENDPROC, LOCAL and MOD instead of %, DRIVER for installable Interrupt driven drivers (such as the mouse driver), full support for 3 AYS via the PLAY command and has reorganized commands that return values into variables to all use the COMMAND...TO....variable syntax.

- Updated Gosh Wonderful 1.33 48K ROM** by Geoff Wearmouth with improved compatibility (see above) and code clean-up.

- New INSTALL/UNINSTALL** dot commands to install drivers from NextBASIC and NextOS

- New MOUSE Driver** utilizing the new DRIVER infrastructure of NextOS

### Games

- New WARHAWK/Next** 2-level Playable Next-only Game Demo by Michael Ware, Jim Bagley and Lobo Trans

- New Nextoid!** Arkanoid-style Next-only Game by Lampros Potamianos

- New Trashman** ZX Spectrum 48K game by Malcolm Evans who has kindly allowed distribution

Games folder now includes a special ZX81 folder with games directly loadable by the browser. Version 0.8b contains the following:

- New 3D Monster Maze** by Malcolm Evans. That is CORRECT! This all time classic comes to the ZX Spectrum Next via Paul Farrow's (fruitcake.plus.com) ZX81 Emulator!

- New 3D Defender** by Malcolm Evans. Also require's Paul Farrow's ZX81 Emulator

- New cave81** by Marco Varesio (Please support the author by visiting <https://retrobits.itch.io/cave81/purchase>)

Starting with this release, there's also a folder named **c:/sources/** in which we will place all source code pertaining to software provided with your Next or to ease your development lifecycle. Also from this release due to popular demand, the archive of the distribution will be in both **zip** and **7z** formats.

## Installation

Prepare the card as per the instructions [here](#). Firmware file will be replaced.

\*\*\*\*\***WARNING**\*\*\*\*\*

USERS OF FlashAir CARDS are advised to perform ALL file copy operations locally on their PC/MAC and NOT over the air.

\*\*\*\*\***IMPORTANT NOTES**\*\*\*\*\*

- If your current firmware is older than 1.10.10 you may experience issues with your keyboard and/or display. Please follow the expanded instructions in the previous versions of the TBBLUE distributions and the Quick Start guide [here](#) to flash your core or the quick instructions on step #2 below. (Try the instructions below first and if you get stuck check the previous versions)
- Default **config.ini** settings assume an HDMI monitor. If you're using a VGA monitor you should delete your **config.ini** file located in **c:/tbblue/** and replace it with the **config.ini.VGA** file (also located there) renamed to **config.ini**. **YOU ARE STRONGLY ADVISED TO EXPERIMENT WITH DIFFERENT DISPLAY SETTINGS (Display modes 0 to 6 that is) TO ACHIEVE THE BEST RESULTS FOR YOUR DISPLAY AS THE DEFAULT CHOSEN (HDMI) ALTERS THE TIMINGS SLIGHTLY AND CERTAIN OLDER PROGRAMS MAY NOT DISPLAY PROPERLY (especially certain Demos). VGA modes (Settings 0..6) ARE timing accurate although the user may experience faster execution as each setting with the exception of 0 makes things faster (but keeping timings relative)**

## Flashing the new core

### 1. For people with functioning keyboards after boot and/or membranes (but which also have PS/2 keyboards)

Let the machine boot normally, then press and hold **U** on your PS/2 keyboard, then tap momentarily on **F1** (still holding **U**) and release **U** when you see the updater module. Press **Y**, wait until all flashing is completed, then power down the Next and REMOVE ALL CABLES. Wait a little and then plug everything back up again. If you have a VGA you need to replace your **config.ini** (see above) or edit it and set the second number after the machine type to 0. If you're in Brazil, Japan, the USA or Canada or any country that uses normally an NTSC TV signal (or a PAL 60 signal), chances are your monitor only supports 60Hz, so go ahead and tap **F3** now -or alternatively you can change the [**50\_60**] setting to 1 from **config.ini** or by editing the settings at boot time with the EDITOR module (Press **SPACEBAR** when prompted on boot then press **E** to edit your settings)

### 2. For people with Perixx PS/2 keyboards and/or keyboards with a similar controller on board AND people with membranes that are not functioning or having trouble entering the UPDATER module.

- Enter AntiBrick (AB) mode by removing all cables (including HDMI), pressing and holding M1 and Drive (simultaneously), then reapplying power (no HDMI or VGA yet) waiting a few seconds (2-3) and releasing the keys, then reconnecting the display lead that worked for you previously. Press **Y** for update. If **Y** cannot be pressed then the press M1 button for **Y** or Drive button for **N**
- Follow the instructions in Step 1 to boot the system.

## Credits

Article image: Image of cards piling up by MrGAWN  
<https://mrgawn.deviantart.com/>

TBBLUE Core/FW: Victor Trucco (with input from Mark Smith)

Warhawk: Michael Ware, Jim Bagley, Lobo Trans / Distributed under License

Nextoid!: Lampros Potamianos / Distributed under License

3D Monster Maze, 3D Defender, Trashman: Malcolm Evans / Distributed under License

cave81: Marco Varesio / Distributed under License

Mouse driver: Tim Gilberts and Chris Cowley

NextOS: Garry Lancaster (<http://www.worldofspectrum.org/zxplus3e/>)

Gosh Wonderful: Geoff Wearmouth (<https://twitter.com/warmtoffee>)

ZX80/81 Emulators: Paul Farrow (<http://www.fruitcake.plus.com>)

Demos: David Saphier, Geoff Wearmouth, Michael Ware, Jim Bagley

Utilities: Jim Bagley, Geoff Wearmouth, John M Kerr (<http://mycodehere.blogspot.com>)

Dot Commands: esxDOS team and contributors, Allen Albright, Tim Gilberts, Jim Bagley, Garry Lancaster