# While you wait...

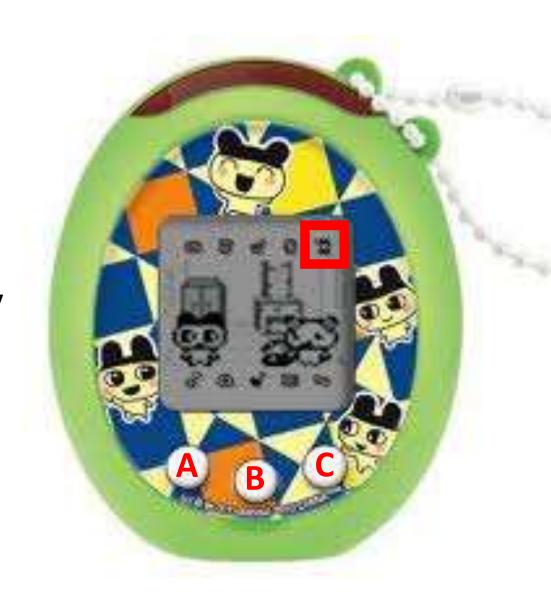
- Install Python 2.7, py(win)USB and PIL
  - http://www.pythonware.com/products/pil/
  - https://pypi.python.org/pypi/pywinusb/
- Download the Tamagotchi tools
  - https://github.com/natashenka/Egg-Shell
- Put batteries into your Tamagotchi
  - There's a few screwdrivers floating around
- Hatch your Tamagotchi
  - Press 'B' to get started
- Connect the Egg Shell board to your laptop via USB make sure it's detected as a HID





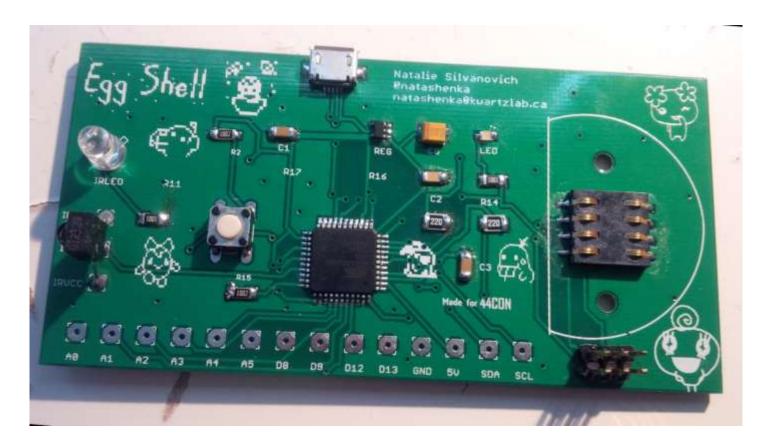
## Your Tamagotchi

- Press 'B' button and enter details to start hatching
- Once hatched, press 'A' to navigate, 'B' to select and 'C' to cancel
- The top right icon is the figure icon (only appears when figure attached)
  - Most tools use figures
- Press A + C to turn off sound
- Feed it quickly before it dies!!!



## Egg Shell Board

- Supports figure programming over SPI and IR (no software)
- Detected as a HID over USB



### Assembled at Kwartzlab



### Programming a Figure

Use figurewrite.py to program figure

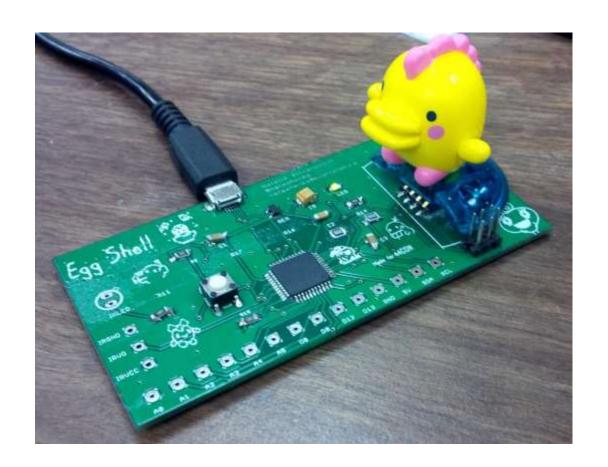
```
figurewrite.py infile
```

- Loads figure image file onto figure
- Image files must be 0x80000 bytes long
- Board must be reset using button between each load



## Programming a Figure

- Programming a figure requires pressure!
  - Push hard!
- Linux script is quite slow
  - Rubber bands at the front if holding gets too hard
  - Prize for anyone who speeds it up!



# Testing the Board

- Load Egg-Shell/test/itworks.txt
- Attach figure



### Creating Your Own Picture

- Find a 48 x 31 picture
  - Or use one from /samples
- Save it as a 16-bit bitmap using four tones
  - Note that images are three-tone. Dark grey, grey and white show up as expected. Black is transparent.
- Run

- Load image
- Attach figure



### Creating a Tamagotchi Music Video

- Create a script for your 'video'
  - See /itemmake/samplescript
- Add images and sound
- Run
  - itemmake.py <script> <outfile>
- Load image
- Buy item
  - There's entropy involved!
- Use item



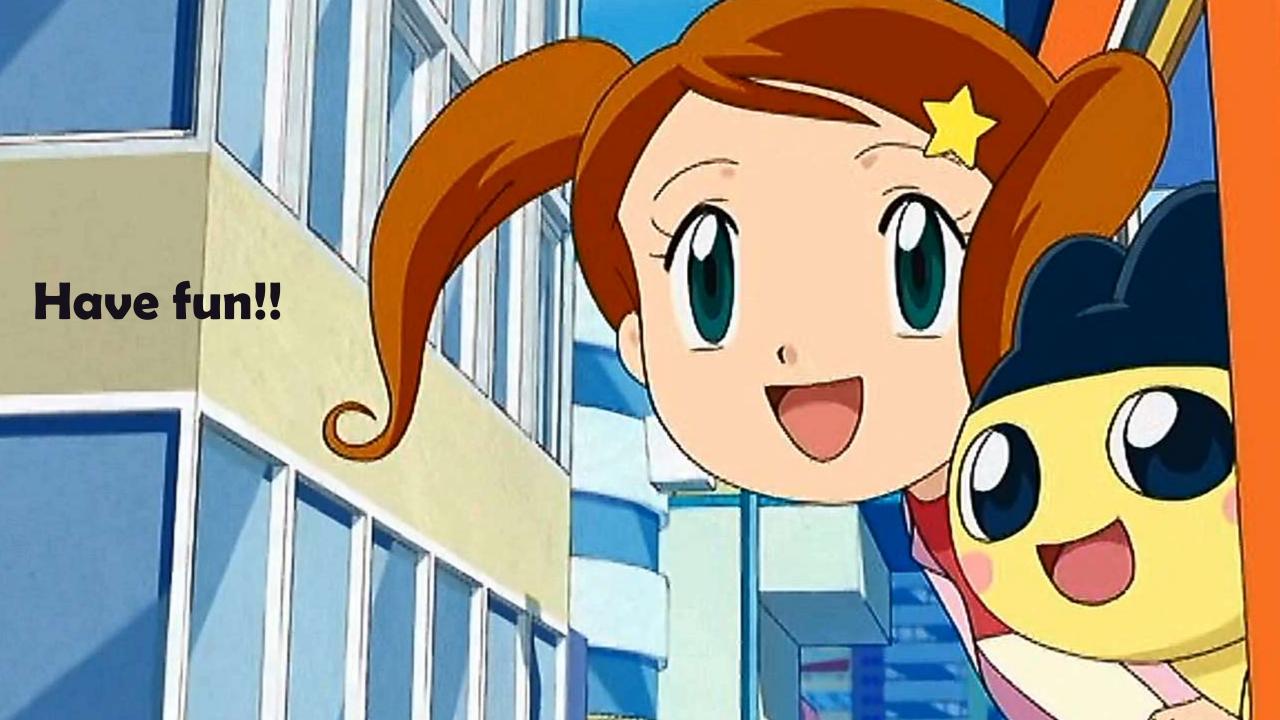


## Writing Assembly

- Write 6502 assembly
  - See /6502/samples
- 0x100 0x200 is usable RAM
  - The stack is great too
- Check README for convenience functions
- Run

- Load image onto figure
- Play "Sound Block" in the figure games





### Questions?









natashenka@kwartzlab.ca @natashenka





Don't forget to show me all the cool stuff you made!



