FUJINET

Atari 8

Version 1.0 | March 2024

The One Sheet Startup Guide for FujiNet

Welcome to Your New FujiNet

The FujiNet is for use in all Atari 8bit systems with at least 32k ram

- Your Atari only boots from disk drive #1

- If you hold the [Select] key on the Atari as it boots, FujiNet won't automatically connect to the last configured WiFi, and allow you to immediately configure a new network

- The FujiNet uses USB-C for flashing updates and monitoring debug messages. A USB-C cable is not included.

- A SD card is included and is already formatted and ready for use in the FujiNet.

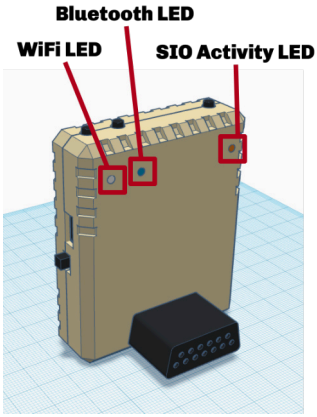
- Your FujiNet is already flashed with recent Firmware.

- The FujiNet will obtain power from the SIO port and power itself when the Atari is turned on

- More information, support links, and the firmware flasher is available at: https://fujinet.online

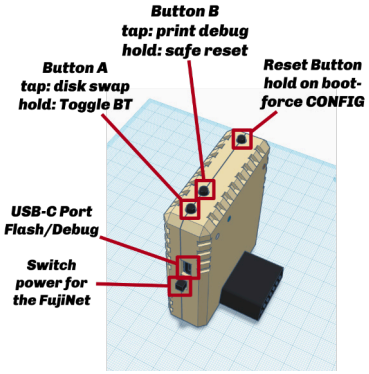
The FujiNet device has three LEDs:

- White for wifi connectivity
- Blue for BT connectivity
- Orange for SIO access



The FujiNet device has three buttons:

- A button - disk swap/toggle bluetooth
- B button - debug/safe reset
- Reset button - reset FujiNet



Startup Up

The first time you boot FujiNet CONFIG it will prompt you to connect to WiFi. You select your WiFi network and enter the password. This information is saved internally for subsequent boots.

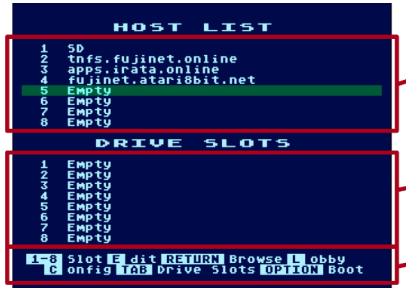
Hold [SELECT] Key on the Atari when booting to bypass saved WiFi config and force it to scan for all available networks.

About FujiNet

FujiNet is powered by the Espressif ESP32 chipset, which works on 2.4GHz WiFi networks ***only***. If you are using a "mixed" 2.4GHz/5GHz WiFi network (using both radio bands with the same SSID), it should work fine. Having a strong signal is critical for consistent loading times.

`CONFIG` was designed to be intuitive and helpful. On the main `CONFIG` screen you will see host slots on top and disk slots on bottom. You can jump between the host slots and disk slots with `TAB`. Selecting a host slot `[RETURN]` will begin the process of selecting and mounting a disk image from the host to an emulated disk drive.

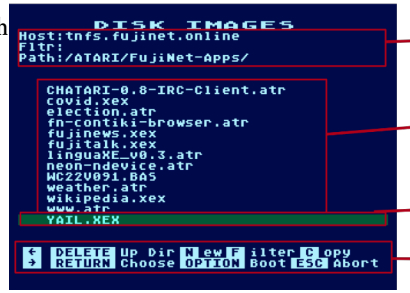
Hosts can be an IP address or hostname of a TNFS server (eg, `apps.irata.online`, `fujinet.diller.org`, `tnfs.fujinet.online`). The first host is named *SD* which points to the inserted SD card. With a host entry selected, press [E] to edit it.



Hosts are remote locations that contain disk images that the FujiNet can mount as a disk drive. They can be remote or local. IP addresses or DNS names can be used.

Commands:

`1-8` - Drive Slot
`E` - Edit a Host's Name
`RETURN` - browse files on Host
`Config` - go to config screen
`TAB` - jump between Hosts and Drives
`Lobby` - launch Lobby app
`OPTION` - boot from Drive 1

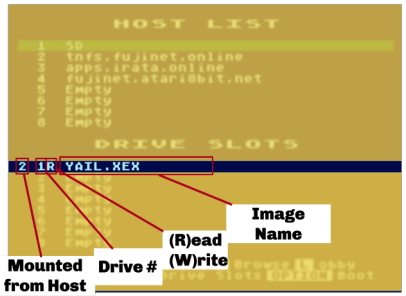


Disks:

FujiNet can mount and boot all .ATR type disk images (which contain DOS system files.

You can create new disk images on the SD card and mount them [W]rite to save any data you need

Fujinet can mount .XEX binary files and will dynamically create and boot a virtual ATR for you.

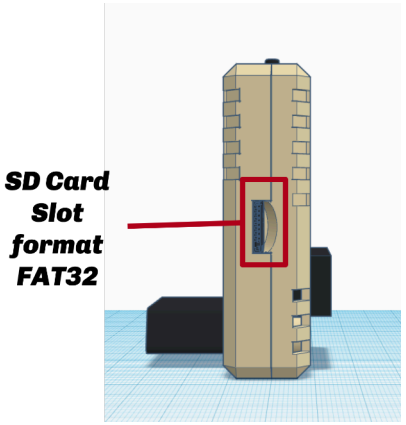


Mounted Disks:

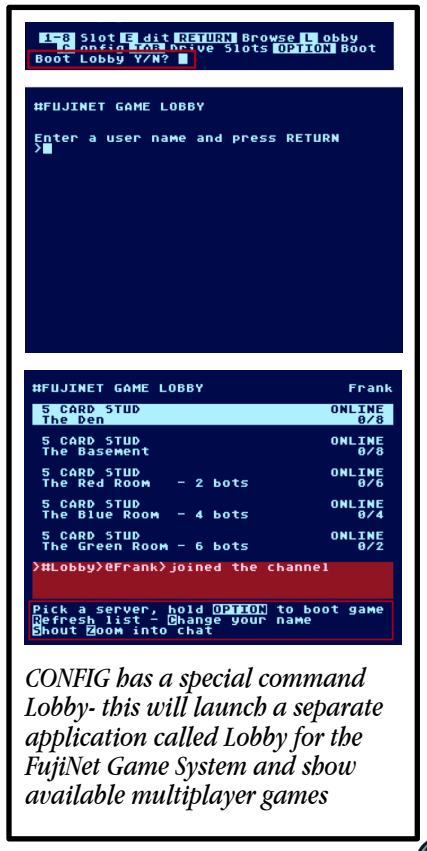
Each mounted disk has some status shown on the main screen.

The Drive number shows the emulated drive number presented to the host. Atari will only boot from Drive 1.

R/W status shows if the disk is mounted as Read or Writable.

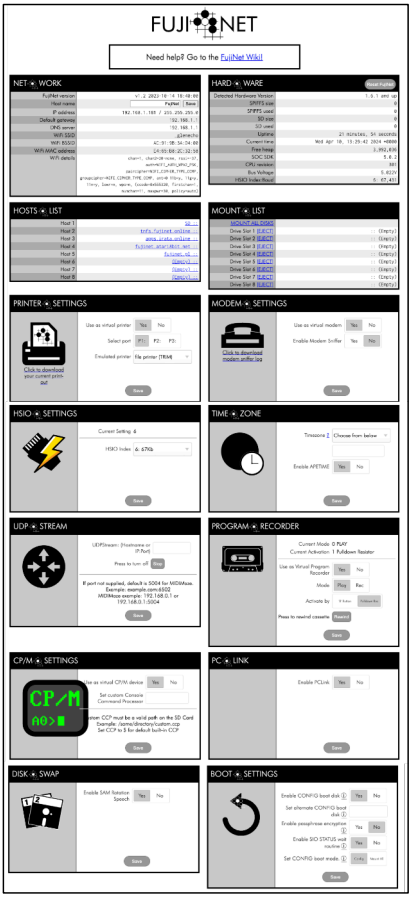


Game Lobby



CONFIG has a special command Lobby- this will launch a separate application called Lobby for the FujiNet Game System and show available multiplayer games

Web Config

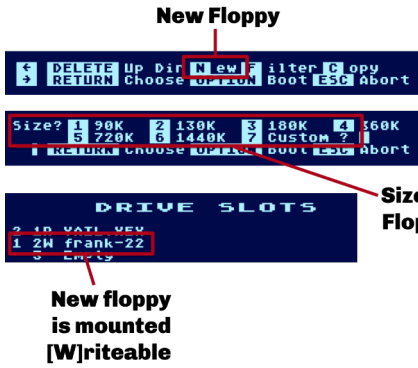


Your FujiNet makes available a sophisticated web-based configuration interface when you visit your device's IP address while it's powered on.

To find the IP address, use the [C] "Show Config" option, available in the main screen of the `CONFIG` program. Note the IP address of the FujiNet. Browse to that address with a browser on the same network.

Using this you can configure:

- **Explore TNFS hosts**
- **Mount and unmount disk images**
- Virtual Printing (model to emulate)
- Virtual Modem
- HSIO - high speed SIO settings
- Time and Time Zone info
- UDP streaming
- Virtual cassette
- CP/M emulation
- PC-Link
- Swapping disk slots
- Boot settings - for SpartaDos and others



Create a blank, writable floppy image on the included SD card.

- *Choose the SD host and press enter*
- *Choose N for a new floppy*
- *Choose a size - 90k is standard – Provide a name for the floppy*
- *Mount the floppy in a drive other than 1 (which will boot)*
- *Ensure you mount [W]riteable*
- *Save your data on the floppy*