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# **Guide to the Gene Buckle Papers, 1981-2000 — 2021.buckle**

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English

Describing Archives: A Content Standard

Brian Sutton-Smith Library and Archives of Play at The Strong

The Strong

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Rochester, NY 14607

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URL: <https://www.museumofplay.org/collections/brian-sutton-smith-library-archives-of-play/>

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## Summary Information

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<b>Repository:</b>	Brian Sutton-Smith Library and Archives of Play at The Strong
<b>Title:</b>	Gene Buckle papers
<b>ID:</b>	2021.buckle
<b>Date [inclusive]:</b>	1981-2000
<b>Physical Description:</b>	7.0 Linear Feet (12 document boxes, 3 oversize folders)
<b>Language of the Material:</b>	English
<b>Language of the Material:</b>	Materials are in English with some instances of Japanese.
<b>Mixed Materials [box]:</b>	1-12
<b>Mixed Materials [folder]:</b>	1-3 [oversized]
<b>Abstract:</b>	This collection documents Gene Buckle's career in programming, particularly his work related to simulation games. The papers date from 1981 to 2000. The materials are comprised of conference materials, employment documents, game development documents, notes, reference manuals, and source code.

### Preferred Citation

Gene Buckle papers, Brian Sutton-Smith Library and Archives of Play at The Strong.

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## Biographical Note

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Gene Buckle is a programmer known for his work on simulations including games for Atari, Sega, and PlayStation.

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## Collection Scope and Content Note

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This collection consists of materials pertaining to Gene Buckle's career in programming, particularly work relating to simulation games. The papers date from 1981 to 2000. The collection has been divided into four series.

Series I includes game design and development documents including correspondence, notes, project proposals and reports, and source code for games including *EA Sports*, *Hard Drivin'*, *RoadBlasters*, *Road Riot*, *Werewolf: The Apocalypse*, and more. Series II consists of articles, reference sheets, software manuals, and user's guides for game systems including Sega Genesis, Sega Saturn, and Sony PlayStation and PlayStation 2. Series III pertains to conferences hosted by game development companies including Sega, Sony, and TimeWarner Interactive. Series IV contains documents relating to Gene Buckle's employment.

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## System of Arrangement

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Series I: Game development, 1981-2000

Series II: Reference, 1984-1999

Series III: Conference materials, 1987-2000

Series IV: Employment documents, 1981-2000

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## Administrative Information

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### Publication Statement

Brian Sutton-Smith Library and Archives of Play at The Strong

The Strong  
One Manhattan Square  
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[library@museumofplay.org](mailto:library@museumofplay.org)

URL: <https://www.museumofplay.org/collections/brian-sutton-smith-library-archives-of-play/>

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## Immediate Source of Acquisition

The papers were donated in three lots from 2021 to 2024 as a gift of Gene Buckle. The papers were accessioned under object IDs 121.7567, 122.7422, and 124.1124.

## Processed by

Laura Boland, August 2024.

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## Controlled Access Headings

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- Atari Games
- Computer simulation
- Game design and development
- PlayStation (Video game console)
- Programming
- Sega Genesis video games
- Sega Saturn video games
- Simulation games
- Sony PlayStation video games
- Sony video games
- Source code (Computer science)
- Video games
- Video game designers
- Andretti Racing
- Interplay Sports Baseball 2000
- Knock Out Kings
- Sega Enterprises, Inc.

- Sony Interactive Entertainment, Inc.
- Time Warner, Interactive Group
- Press Start Inc.
- Interplay Entertainment Corporation

## Collection Inventory

### Series I: Game development, 1981-2000

#### Series Scope and Content Note

This series contains game design and development documents including correspondence, notes, project proposals and reports, and source code. Games represented in this series include *EA Sports*, *Hard Drivin'*, *RoadBlasters*, *Road Riot*, *Werewolf: The Apocalypse*, and more.

Title/Description	Instances	
6502 assembler code, undated	box 1	folder 1
Airborne Atari power input output (PIO), 1993	box 1	folder 2
Airborne DSIII PCB Atari schematic, 1993	oversize 1	folder 1
ASMGEN.COM instructions assembly language code, 1983	box 1	folder 3
Area 51 concept approval, 1994	box 1	folder 4
Ball-Joy code controller data, 1994	box 1	folder 5
Baseball game file list and code [unidentified], 1994	box 1	folder 6
Boxing game bug fix list, undated	box 1	folder 7
Break dance routine to display one dance step code, undated	box 1	folder 8
.BSF file - file format, undated	box 1	folder 9
Camera module abstraction for ninja view Sega, 1998	box 1	folder 10
Cannonball Run project development status report, 1985	box 1	folder 11
Card game audio code, undated	box 1	folder 12
CDBIOS.INC macro calls for BIOS routines, 1993-1994	box 1	folder 13
CODE.DOC "useful information", 1994 August 4	box 1	folder 14
Coding notes and diagram [unidentified], 1996 May 29	box 1	folder 15
Color palette code [unidentified], undated	box 1	folder 16
Commodore basic source code, 1989	box 1	folder 17
Controller library - PlayStation library reference release v 4.1.1, 1997	box 1	folder 18
Controller library - PlayStation overview release v 4.1.1, 1997		

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Correspondence "A case for limited use of C++", 1996 April 8	box 1	folder 20
Correspondence "Competitive update: Netscape", 1997 February 11	box 1	folder 21
Correspondence "Edge technical support", 1994 January 27	box 1	folder 22
Correspondence "How software companies die - Orson Scott Card", 1995 March 6	box 1	folder 23
Correspondence "ZIP files" [SGOLF96], 1996 October 24	box 1	folder 24
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Digital Empires playtest edition v 1.0, 1993 July 15	box 1	folder 27
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Driving simulator - Atari , 1986	box 1	folder 30-32
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Driving simulator - Atari ADSP/ADSP II, 1987	box 1	folder 34
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Driving simulator games - Atari main binder, 1987-1991	box 2	folder 2-3
Driving simulator games - Atari main binder code, 1987-1991	box 2	folder 4
Driving simulator games and Asteroids - Atari schematics, 1987-1991	oversize 1	folder 2
Driving simulator SOUND.C [sound code], 1988	box 2	folder 5
"Code listings for drivin' game" sound code, 1988	box 2	folder 6
Driving simulator - Atari sound schematics, 1987	box 2	folder 7
Driving simulator - Atari "Street" driver, 1989-1992	box 2	folder 8-10
Driving simulator - Atari "Street" driver, 1989-1992	box 3	folder 1
Atari "Street" game dev binder	box 3	folder 2
Drone routines code, undated	box 3	folder 3
DS II RAM schematics, 1989	box 3	folder 4
"Dynamic instance manipulation" development document, circa 1999	box 3	folder 5
EA Sports Boxing (Odessa) camera control module, 1997	box 3	folder 6
Edge 16 - Sega, 1994	box 3	folder 7

forcefx.c code routines for forced feedback, 1997	box 3	folder 8
Futuristic City - Sega entry point code, 1998	box 3	folder 9
Futuristic City - Sega main code, 1998	box 3	folder 10
Graphics terminal project - Atari, 1981-1982	box 3	folder 11-12
Gridlock (IBM PC) source code, tools, graphics [6 - 5.25" floppy disks], circa 1980s	box 3	folder 13
Gridlock version A28 with robots [5.25" floppy disk], circa 1980s	box 3	folder 14
Hard Drivin' - Atari, 1984-1992	box 3	folder 15-16
Hard Drivin' - Atari, 1984-1992	box 4	folder 1-2
Hard Drivin' - Atari game binder, 1984-1992	box 4	folder 3
Hard Drivin' - Atari multisync board specs, 1988-1989	box 4	folder 4
Hard Drivin' (Atari ST) source code [5 - 5.25" floppy disks], circa 1990	box 4	folder 5
Hard Drivin' - Atari strain gauge break (SGB), 1998	box 4	folder 6
Input.h code input API function prototypes, 1999-2000	box 4	folder 7
IP.ASM file code boot program main CPU, 1993	box 4	folder 8
M.A.C.H. 3 briefing file, 1983	box 4	folder 9
Macros files - SEGASTD.INC, MAINMAC.INC, SUBMAC.INC, 1993	box 4	folder 10
MAINOS.INC VRAM layout code, 1993	box 4	folder 11
MAKEALL.BAT zip file directory, circa 1995	box 4	folder 12
mcmg.obj disassembled source code, 1989 April 5	box 4	folder 13
Microsoft Windows CE for Dreamcast v1.0, 1999 January	box 4	folder 14
Mud, Sweat, and Gears - Press Start Inc., 1999	box 4	folder 15
Mud, Sweat, and Gears technical design document, 1999 November 4	box 4	folder 16
Multi-player network notes - Atari, undated	box 4	folder 17
Music box code [unidentified], undated	box 4	folder 18
NASCAR - EA Sports, 1997	box 5	folder 1
NASCAR "Fishbone" technical design document v1.2, 1997 January 15	box 5	folder 2
NASCAR Racing technical design document v1.2, circa 1997	box 5	folder 3
Notebook, undated	box 5	folder 4
Nuclear attack simulator source code, undated	box 5	folder 5



Off-Road driving game - Atari, 1985	box 5	folder 6
Off-Road Outlaws, R n' R Racing demo, 2000	box 5	folder 7
Parser code [unidentified], undated	box 5	folder 8
PGA Tour '97 - PlayStation technical design document v1.0, 1996 February 2	box 5	folder 9
PGA Tour '98 - PSX and Saturn concept design v1.0, 1996 October 10	box 5	folder 10
PlayStation 2 programmer tool runtime library release 1.1, 1998-1999	box 5	folder 11
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PlayStation 2 programmer tool runtime library release 1.5 preliminary sound library for EE, 1999 November	box 5	folder 14
PlayStation 2 memory card file system standard v2.3, 2000 August 25	box 5	folder 15
Polygon display software, new system documentation, 1992	box 5	folder 16
PSX data transfer [unidentified], circa 1996	box 5	folder 17
PSX tasks spreadsheet movies, 1998 July 2	box 5	folder 18
PSX texture packer v 1 code, circa 1995	box 5	folder 19
PVRConv how to use, undated	box 5	folder 20
Quantam Black Jack printout, undated	box 5	folder 21
RADGEN, RAD to Genesis convertor, 1993	box 5	folder 22
Rad Rhino and Awesome Possum progress reports [Awesome Possum Kicks Dr. Machino's Butt], 1992	box 5	folder 23
RBI '95 Genesis schedule, 1994	box 5	folder 24
RBI '95 Sega CD cinematic overview, 1994	box 5	folder 25
RBI '95 Sega CD dev board RAM map, undated	box 5	folder 26
Region01.RDF region description file code, circa 1997	box 5	folder 27
REM CREATE CDSYS.BIN code, undated	box 5	folder 28
RenderGlide.c - 3DFX glide rendering module, 1998	box 5	folder 29
Renderware 3 art issues, undated	box 5	folder 30
Renderware 3 (PS2 Gold - 1.3 update) release notes, 2000 January	box 5	folder 31
Revision history code - Sega, undated	box 5	folder 32
Road Blasters (Genesis) source code and graphics [5 - 3.5" floppy disks], circa 1987	box 5	folder 33

Road Riot notes and code, undated (circa 1993)	box 6	folder 1
Road Riot test report - Sega, 1993	box 6	folder 2
Screen.c code, undated	box 6	folder 3
SC.XREF (1.1) code, 1981	box 6	folder 4
sec_us.inc US security code - Sega, 1992	box 6	folder 5
Sega OS functions index, 1993	box 6	folder 6
Sierra Championship Boxing "History of Boxing" reference, 1984	box 6	folder 7
SOUND.C sound package code, undated	box 6	folder 8
SP.ASM file code, 1993-1994	box 6	folder 9
Status meter code - Capcom, 1995	box 6	folder 10
Technical Magic - Atari code, 1981	box 6	folder 11
Technical Magic - Atari schematics, 1981	oversize 1	folder 3
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Technical Magic - Atari system IV buffer schematic, 1985	box 6	folder 14
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tlProjectVertices2 faster projection code, 1997 August 25	box 6	folder 17
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Virtual Pool 3 scope definition, undated	box 6	folder 19
VOX codes [unidentified], undated	box 6	folder 20
Werewolf: The Apocalypse, 1996	box 6	folder 21
Werewolf: The Apocalypse layout status enemy distribution list, 1996 March 1	box 6	folder 22
Werewolf: The Apocalypse milestone 5-9, 1995-1996	box 6	folder 23
Werewolf: The Apocalypse technical design document (PSX), 1995	box 7	folder 1
Werewolf: The Apocalypse "Wolf 521 stuff" code, 1996	box 7	folder 2

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## Series II: Reference, 1984-1999

## Series Scope and Content Note

This series consists of articles, reference sheets, software manuals, and user's guides for game systems including Sega Genesis, Sega Saturn, and Sony PlayStation and PlayStation 2.

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ADSP-2101 cross-software manual preliminary draft, 1989	box 7	folder 3
CD Creator manual [copy], circa 1994	box 7	folder 4
EA, PSX-OS binder, 1994	box 7	folder 5-7
Imagination Technology Corporation System IV user guide, 1984	box 7	folder 8
Interplanetary Wizards of the Texas Plains graphic novel, 1993	box 7	folder 9
MegaGraph Graphics Library reference manual v2.0, 1995 April	box 7	folder 10
MON 64 manual, undated	box 7	folder 11
Rasterizing Polygons in Image Space, 1995	box 8	folder 1
RenderWare API reference manual v3.0, circa 1999	box 8	folder 2
Sega CD Cinepak user's guide, 1993	box 8	folder 3
Developmental vol. 4, no. 1 [Sega developer tech support news letter], 1997 January-February	box 8	folder 4
Sega Dreamcast roadmap system chapters, undated	box 8	folder 5
Sega - Setup SDK and GD-ROM manual, 1997	box 8	folder 6
Sega - specifications of the address checker for mega drives, undated	box 8	folder 7
Sega - PSG (programmable sound generator) manual, undated	box 8	folder 8
"Sega Genesis dev docs" binder, 1989	box 8	folder 9-10
Sega Genesis quick reference, 1991 April 8	box 8	folder 11
Sega Genesis reference sheets, 1992 November 5	box 8	folder 12
Sega Genesis software manual, 1989	box 8	folder 13-14
Sega Genesis software manual [9 - 5.25" floppy disks], 1990	box 8	folder 15
Sega Genesis software manual [9 - 5.25" floppy disks], 1990	box 9	folder 1
Sega Saturn CD communication interface user's manual, circa 1995	box 9	folder 2
Sega Saturn development documentation binder, 1994	box 9	folder 3-6
Sega Saturn introduction manual, 1994	box 9	folder 7-8
Sega Saturn introduction manual, 1994	box 10	folder 1-2
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Sony "The Book of Pray Station vol.1," [library reference version 3.0 alpha], circa 2000	box 10	folder 4-5
Sony - development tool manual "DTL-T10000" [English and Japanese], 1999	box 10	folder 6
Sony - GTE command reference packet, 1996	box 10	folder 7
Sony - GTW programming guide version 1 [2 copies], 1996 July 19	box 10	folder 8
Sony Computer Entertainment Inc. "Memory cards", circa 1999	box 10	folder 9
Sony PlayStation - programmer tool manual "DTL-H2500" [English and Japanese], 1996	box 10	folder 10
Sony PlayStation - Psy-Q development environment, reference manual, 1994	box 10	folder 11
Sony PlayStation 2 - run-time library reference, 1999	box 10	folder 12

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## Series III: Conference materials, 1987-2000

### Series Scope and Content Note

This series pertains to conferences hosted by game development companys including Sega, Sony, and TimeWarner Interactive.

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3D computer graphics seminars reference notes I, Time-Warner Interactive, 1995	box 11	folder 1
DevCon '96 conference proceedings, 1996	box 11	folder 2
"Art Pathways: getting Graphics into NGPS Format," The Next Generation PlayStation Developers Seminar, 1999, June	box 11	folder 3
"A Tale of Two Dinosaurs: Creation and Evolution of a Simple Graphics Renderer," The Next Generation PlayStation Developers Seminar, 1999, June	box 11	folder 4
Product planning session game ideas and minutes, 1983	box 11	folder 5
Brainstorming session, 1987 December	box 11	folder 6
M2 Bootcamp 3DO Company, 1995 July 26-27	box 11	folder 7
PlayStation Developer Seminar Fall '96 notebook, 1996	box 11	folder 8
Sony "Using overlays/sample code" from dev seminar, 1996	box 11	folder 9
PlayStation Game Developers Conference binder San José, 1996 March 11-12	box 11	folder 10-11
PlayStation Game Developers Conference binder San José, 1996 March 11-12	box 12	folder 1

PlayStation Game Developers Conference binder Silicon Valley, 2000 April 4	box 12	folder 2-4
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Sony Computer Entertainment Inc. software development seminar, 2000	box 12	folder 7
Time-Warner Interactive brainstorm '94 conference, 1994	box 12	folder 8

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## Series IV: Employment documents, 1981-2000

### Series Scope and Content Note

This series contains documents relating to Gene Buckle's work with Atari, Press Start Inc., and Time-Warner Interactive. The documents include contact lists, forms, an organizational chart, and confidentiality agreement with Lucasfilm Ltd.

Title/Description	Instances	
Atari employee feedback appraisal form [blank], 1987	box 12	folder 9
Atari warranty registration cards, undated	box 12	folder 10
Customer service activity forms, 1981	box 12	folder 11
Lucasfilm Ltd. confidentiality agreement, 1987	box 12	folder 12
Organizational chart, 1994	box 12	folder 13
Press Start Inc. phone list, 1997	box 12	folder 14
Press Start Inc. telephone and address list, 1999-2000	box 12	folder 15
Time-Warner Interactive personnel forms [blank], 1994-1995	box 12	folder 16

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