Steem SSE 4.2.1 release notes

Atari ST

The Atari ST was a legendary 16bit computer of the Eighties.

Steem Engine, by Anthony & Russell Hayward

Steem is a legendary Atari ST emulator for the PC, both accurate and easy to use thanks to its great user interface.

Steem SSE

Steem SSE stands for ***ST E**nhanced **EM**ulator **S**ensei **S**oftware **E**dition*. It is an updated version of Steem. Some say an improvement, some say it's worse! Sensei Software Edition is a growing company.

Licence

Steem is free open source software. The licence is GPL3 as chosen by Steem authors.

Installation

Extract files to a folder of your choice. There's no setup program.

Windows builds: Steem32D3D is the main 32bit build, Steem64D3D is the main 64bit build.

When you run a Steem SSE build for the first time, based on the file name, it proposes to add a link to the new version in your start menu if you care about that.

Steem SSE can work with various plugins, please check *Third-party* in the manual.

Linux builds: check doc/steem sse linux readme.txt, Steem SSE won't run without some libraries. Linux builds lack some of the advertised features.

v4.2 Notices

Windows builds: Windows 2000 not supported anymore, Windows XP or later required, this is because of DirectMusic support, and custom disk pictures (GDI+).

GUI changes:

- Left click and right click have been reversed for hard disk icons. Left to switch on/off, right to open the settings.
- Wrench icon for configurations removed from tool box (configs still available in settings and disk manager).
- Settings to control start/stop with F12 or Pause moved to the Keyboard/Mouse tab.

Linux builds: RtAudio and PortAudio not supported anymore, Steem SSE supports Pulse Audio.

v4.2.1 Features

Redesign of the settings box

Settings have been shuffled around again. No more option to show all settings. New Quick Settings page to give you maximal control in one place. Option pages can be rearranged by drag & drop.

There are also some other additions like a volume slider for digital sound, parameters for video rendering and more.

Status bar

The status bar doesn't react to clicks anymore (design choice).

Disk Swappers

Steem SSE has two disk swappers. One is called smart because you don't need to create a list, Steem SSE will look for the next or previous disk in the current folder or archive. Accessible through shortcuts, the classic menu or the context menu.

If the disk image is found, Steem SSE will insert it and mention the name in the status bar (or on the OSD) for a while. If not, nothing happens. Searching may take a while especially going backwards because Steem SSE must check inside archives.

You may assign two shortcuts for *Previous disk* and *Next disk*. Otherwise, right click on the inserted disk in the disk manager to reveal the items in the context menu.

(v4.2.1) The second disk swapper uses a m3u file containing a list of disks. To activate the swapper, insert the file as you would a disk image, in the disk manager. The swapper will deactivate automatically if you insert another disk.

An example of list is (file test.m3u):

```
# same directory

Arkanoid.MSA

MGT -STK.STW

# in another directory

../Demo/3615GEN4 ALF.ZIP

# same directory

Buggy Boy (1988)(Elite).zip
```

It's as simple as that. It works with absolute or relative paths.

The smart disk swapper is always active, except when a m3u file is in use.

Disk manager: bigger icons and custom disk pictures

Sizes go from 16x16 to 128x128 (which causes some bloat of the executable since v4.2.1).

The disk manager will display custom disk pictures. The images must have the same name as the disk image or archive, extension included, plus the picture extension (jpg, png, bmp).

For example:

Barbarian (Psygnosis) Disk A.rar

Barbarian (Psygnosis) Disk A.rar.jpg

Barbarian (Psygnosis) Disk B.rar

Barbarian (Psygnosis) Disk B.rar.jpg

A lot of disk pictures are available at atarimania.

If there's a picture file called exactly "diskimage.png" in the directory where the disk images are, this will be used for all those disk images (except for those with an individual custom disk picture). This can be useful for collections.

Updating

Startup setting "Check for updates" must be ticked.

Steem checks at sourceforge if a new build is available.

Windows builds: licurl.dll or libcurl-x64.dll needed. Included in the download package.

v4.2.1 Emulation improvements

Resolution split

Games like The Pawn use a shifter trick to display the text in medium resolution and the pictures in low resolution. Some lines are in a different resolution. It is of course emulated since long.

More recently, some demos split the lines themselves so that the screen shows a low resolution column and a medium resolution column.

For technical reasons it is tricky to emulate in Steem without some glitches.

Steem SSE Web site

http://sourceforge.net/projects/steemsse/

There you will find a blog, a forum, all versions of Steem SSE and the source code (subversion repository).

R0

Initial release, full of bugs

19 July 2026

R1

Turbo Drive: also for STX images directly handled by Steem

Improve rendering when changing options while emulation is not running

Quick Settings: add some hints

Updating: if the startup option is checked, Steem SSE will check if there's a new version of the build you're using and warn you if that's the case, but no direct download. Libcurl DLL needed.

30 August 2026