Norwegian Amiga freaks
goes on with Amiga magazine:
The sky is NOT the limit!!!

#amiga

guide

- **MorphOS interview**
- **Artificial Intelligence**
- **My AmigaOne: Helgis is back!**

Hope for the future

After having survived and lived through 2-3 months of bad health, I have to apologice to the readers for a little unfinished magazine. Still I guess it is true that having difficulties makes strong, and that life goes on after all.

Through coping with personal difficulties you make stronger, and by walking uphills you get the strength to walk downhills.

In other words - when sailing against the wind you learn how to sail with the wind.

My hope for the future is that this also can be reflected in the future of Amiga. Current status of Amiga is more diverse than ever. We can operate with these camps:

Classic Amiga - many still swears only to classic Amiga, and sticks to only this.

MorphOS - the followers of MOS proclaims that their workbench is better than anybody elses - maybe they are right.

AROS - Not too many swears to AROS, and the current development still seems to be slow.

AmigaOS - The most modern camp looking ahead at the future, but dependant of extremely expensive hardware.

AmigaOS - den mest fremtidsrettede leiren, men avhengig av grusomt dyr maskinvare.

In addition comes those who use emulators like UAE, WinUAE and such, but also those cheering for FPGA for instance.

The different Amiga camps makes an environment that is quite diverse.

So the one who says that Camp Amiga is divided, don't lie.

And the one who says that Camp Amiga has been struggling by walking uphills for years and years, don't either lie.

When is the southern wind gonna blow? Will we ever get that breakthrough that I think we all hope for?

Will there come a wind of nostalgity which takes the breath out of us leading us into the future?

Or are we doomed to struggle with a platform which is split up, where everybody is working against eachother instead of looking forward with the same goal and vision?

I don't myself see this vision come true. Maybe us struggling is what drives us forward? It might be that the sum of the work we all do around Camp Amiga will lift us forward in a way we don't see clearly today.

One this is clear: We have got to get the younger generations into this Amiga vision. The general Amiga freak is about to be a person with an average age of over 30, if not over 40 years old.

But what is our computer vision? Like always I guess: That Amiga should be an alternative to other well established platforms like Mac and Windows.

And if that message is brought out, I am sure somebody will lend an ear and listen.

Thomas André Fredheim

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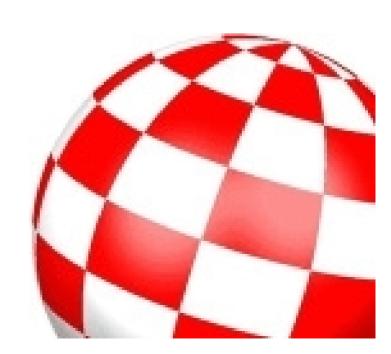
Vidar Karlsen

Helge Kvalheim

Michael Blackburn Heltne

Rune Pedersen

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Our home page:
http://amigaweb.net/

My AmigaOne

Helge Kvalheim aka Helgis at IRC is back!
Here he tells us all about his AmigaOne 500.

My name is Helge Kvalheim and I'm from Bergen, at an age of 38, soon. The machine I own is an AmigaOne 500 based on the SAM460EX motherboard, produced by the Italian company Acube Systems. The operating system I run is AmigaOS 4.1 Update 6 with loads of improvements!

In this article we will tackle how AmigaOS has progressed since the lawsuit Amiga Inc Vs Hyperion Entertainment over the rights to AmigaOS4. On September. 30 2009 Hyperion Entertainment was granted worldwide exclusive rights to AmigaOS4, including the source code for AmigaOS3.1 without limitations or ramifications for future AmigaOS4 incarnations. Hyperion Entertainment now also own the rights to the trademark Boing Ball logo, every and any AmigaOne product and AmigaOS products. This was an important day for Hyperion Entertainment and the community at large.

Since then AmigaOS4 has been in constant and intense development. In it's latest revision, AmigaOS 4.1.6 or AmigaOS 4.1 Update6, while AmigaOS 4.2 is under development. Let's take a closer look at the progression between the different versions of AmigaOS4 since it's debute in 2009.

AmigaOS 4.1 Update 1   :
Launched 14.1.2010. Improved compositor effects(fading and drop shadows), new notifications system Ringhio, DDC(Display data channel) support, AppDir: Handler and URLopen, new Startup-preferences, new icon set, MiniGL v2.2

AmigaOS 4.1 Update 3:
Launched 29.08.2011. USB 2.0 (EHCI) support, updated MUI (to ease porting of MUI-4 applications)

AmigaOS 4.1 Update 4:
Launched 22.11.2011. Emulator drawer with AmigaOS 3.x ROM and Workbench files included, RunInUAE contribution.

AmigaOS 4.1 Update 5:
Launched 28.01.2012 for AmigaOne X1000, 16.08.2012 for other platforms. Improved Warp3d drivers and IDE drivers, optimized DMA copy routine for Sam440ep and Sam460ex systems, improved classic compatibility (support for The Catweasel controller).

AmigaOS 4.1 Update 6:
Launched 30.11.2012. Auto update of system components via AmiUpdate.

At the end of July 2012 I finally received the AmigaOne 500 machine I had ordered from GGSData in Sweden. All in all I paid 2500 Dollars in getting it to Bergen in Norway.

The machine is equipped with a 1.15 Ghz AMCC PPC CPU, the media chip SM502, 2Gb DDR2 memory, 6 USB ports and Gigabit Ethernet, and last but not least a 500 GB Sata2 HD pre-

installed with AmigaOS4.1 Update 4. Since then the machine and operating system has gone trough many updates.

To update the system to AmigaOS4.1 Update 6, all updates must be installed in order. A clean installation of Update 2 (from CD) must be in place to install Update 3, then Update 4 over Update 3, Update 5 over Update 4 and so on.

My machine uses an advanced PCIe Graphics adapter, the Sapphire ATI Radeon HD 6570 1GB DDR3, with the latest registered RadeonHD v0.55(RC1)-driver. Warp3D drivers for RadeonHD is in development. The Graphics adapter is hooked to my Samsung 40â LCD HDTV with a HDMI cable.

Audio comes from the internal SM502 chip, with the latest AHI audio drivers which are still in beta. The audio quality is pretty good, and this can be felt, heard and noticed when connected to a HIFI 5.1 Digital surround speaker system. MIDI is not supported, but for general use that's not really necessary. So a second audio controller is not a necessity as the on-board in Sm502 chip provides a clear enough re-animation of the sound with it's 16-bit multichannel audio output.

As you can see in one of the screenshots I use a theme called EasyColorBlue AmiTheme, with a dark matching background. The theme utilizes the combination black and blue, giving lovely depth and perception in-line with the background.

The AmiDock has also had a slight facelift and is reminiscent of the dock in Mac OS X. Elegant, trendy and smart. And that's how I like it.

On the upper right hand side you see the application called Jack. Jack is a multi

Beneath a Steel Sky (v0.0372 cd)

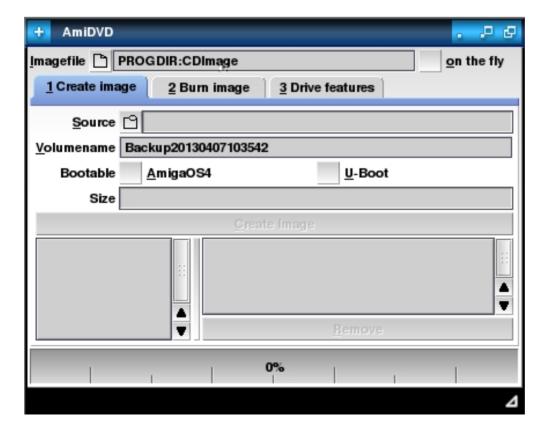LINC killed Reich when he THREATENED you.

purpose tool, it handles the calender, shows the clock, date, month, weather and a few other goodies. Everything updated via network.

Regarding network, I have a shining new AirLink Jensen 5000 AC wireless router which can use the new 802.11ac standard. Even though this is an excellent wireless

router I use wired networking with regards to performance.

Apart from this I use four extensions to the kickstart-layout for maximum performance.

I use the machine as a multimedia-system and for a bit of gaming and some general use as surfing the internet, reading email,

AmiDVD

| Imagefile | PROGDIR:CDImage | | on the fly |

| 1 Create image | 2 Burn image | 3 Drive features |

Source

Volumename   Backup20130407103542

Bootable   AmigaOS4   U-Boot

Size

Create Image

Remove

0%

OnyxSoft is releasing two software updates!
ZoomIT, ZoomIT.pobj

Updated program

ZoomIT v1.3 - (MorphOS, OS4, OS4, AROS_i386) A MUI-based magnify/zoom application.

AmiSystemRestore r1 beta7 released

This is the 7th public beta of AmiSystemRestore:

* Fixed a nasty bug, where a (deleted/changed) soft link in the Sys: partition to a folder somewhere, could cause AmiSystemRestore to delete everything inside that folder.

Downloading it: You can download it from OS4Depot.net.

FastView 1.6, NetDock 50,8, FlipPaper 1.3 and SysMon & FastCompress

New versions of FastView, NetDock, FlipPaper and very minor updates of SysMon and FastCompress are uploaded on OS4Depot (AmiUpdatable)

Amidock GMail Notifier

Qt-GmailNotifier released for AmigaOS4.

This is one of my more news worthy ports. Common on other platforms, but yet not seen on AOS as far as I know.

It lives in your Amidock and let's you know when you've got new mail.

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mElite ported to AmigaOS4! Slot Machines offensive

posted by Templario on 3-Aug-2013 22:44:48 (336 reads)

chat, downloads/uploads, music playback and composing, movie playback and photo-editing. Besides this most time is dedicated to gaming.

I have many different applications and games on the machine. Further on in this article I will try to explain what they are and what they do.

AttachYAM and YAM:
A small tool for reading e-mail (In my case the MUI based version 2.8), YAM adds a context menu entry that lets you right click anywhere in Workbench and send a file via e-mail. YAM 2.8 and later has full PPC support
for AmigaOS 4.

FastCompress:
A lightweight and efficient compression system, works via the context menu, supports LHA, LHX, Zip and 7zip formats.

Dopus:
A flexible file handling tool that lets you easily copy, past, search for files, run commands for deletion of files in a quick and timely manner. You can also mount units, move and rename files. All this without going trough the context menu. Dopus works perfectly on my system.

DiskImageGUI:
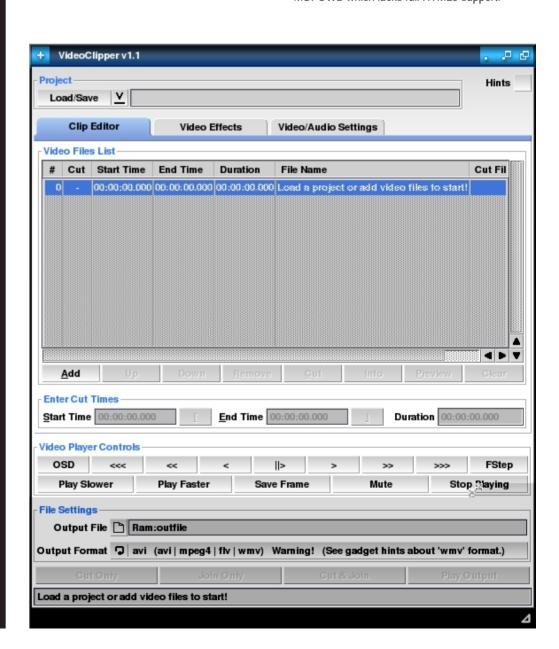This is a tool that lets you mount ISO files as pseudo-physical devices, and even supports Xbox ISO files. Extremely handy.

VideoClipper:
This tool lets you edit video clips. Very useful for editing youtube clips before uploading. The program works very well.

ClipDown:
A tool that lets you download files from sites like youtube in cases where direct playback is hampered as is the case for MUI-OWB which lacks full HTML5 support.

AmigaAMP:
Latest version of the well known MP3 Player for AmigaOS4 with full PPC support. Works like a dream on my system and the audio quality is superb. There are also loads of plug-ins available for AmigaAMP.

DVPlayer:
Fully registered release which lets you playback most DVD's, also now gained text support.

Mplayer:
Identical to DVPlayer but comes with support for a variety of different formats DVPlayer does not support, like MP4. This works very well!

Wazp3D Sofware Renderer:
As the name indicates this is a software implementation of Warp3D (as we still eagerly await the RadeonHD drivers), this makes it possible to run quite a few OpenGL based 3D games with reasonable speed.

MUI3.9:
Registered version of the alternative GUI system â MUI. This lets the user configure the layout to the extreme, as I have on my system. The result is a professional and soothing look. Easy to use and easy to understand once you get into it.

AmiCygnix:
This emulates a *nix environment on AmigaOS4, letting you run a whole host of great open source applications. Many AmiCygnix applications can run as âstandaloneâ where they appear as any other application on your desktop.

AbiWord:
A open source office suite on par with Open Office and the likes. The program comes with a âstandaloneâ script seamlessly integrating itself into the AmigaOS4 environment.

Gnumeric:
Open source spreadsheet application, can be run as âstandaloneâ. Very handy for the economically conscious user.

Pidgin:
An open source multi protocol chat client with support for protocols like MSM, Yahoo, gmail etc. Can be run as âstandaloneâ.

Audacious:
An open source Mp3 player, with looks like Winamp and AmiAmp, runs as âstandaloneâ, supports streaming from shoutcast (.com) servers.

There are loads more powerful AmiCygnix programs like Homebank databases, the NetSurf web browser and a bunch of little tools and games from the open source scene.

IBrowse:
Latest available version of the well known 68k based web browser, this works very well on AmigaOS4 and is MUI based.

MUI-OWB:
MUI based port of the MorphOS-OWB version for AmigaOS4. This bolsters nearly complete HTML5 support and can handle most sites without issues. OWB is based on Webkit.

Bed Games 1:
Carola available for MorphOS&AmigaOS3.9

The classic game of rock, paper and scissors in a review programmed with Hollywood with the incentive to try to gain Carola and all her pledges before she wins you.

This "Final Version" has new graphics and great quality pictures of Carola, new sounds, new accuracy in the help menu, new graphics for your lives. Do you accept the challenge of trying to undress Carola?

This game is portable and it does not need installation, you can play from an USB stick, Pendrive, etc.

Warning: this game has sounds with explicit sexual content, please don't download it, if that could possibly offend you.

Improvements from this new version:
Compiled with the lastest Hollywood 5.3.
New graphics for the hands.
New sounds.
New pictures.
An 'only play' mode.
New versions for MorphOS and AmigaOS3.9.

Download from: www.morguesoft.com
Also available for AmigaOS4 and Windows.

Slot Machines offensive

Yes, a new version of Ami JackPot v1.21 is released, plus JackPot Corruption, plus The 7 Bandits. These are three slot machines with different machines and objectives.

Ami JackPot is for all Amiga systems, but JackPot Corruption and The 7 Bandits are only for OS3.9 (68k), Amiga OS4, and MorphOS.

These desktop games need the Hollywood plug-ins to work fine.

http://www.morguesoft.eu/Paginas/Games.htm
And download from:
www.morguesoft.info

DOSBox 0.74, Cpu speed: max 100% cycles, Frameskip 0, Program: WILLY

Amiwest 2013 coming! Are you ready?

Hello Amiga Community,

We are extremely please to announce the room rate for the AmiWest 2013 hotel. If you are planning on attending the show there is no better place to stay then the show hotel. We realize that year was not a desirable situation and the hotel facilities were, poor at best. Those who attended in 2011 will attest how nice the hotel was and the tasty breakfast in the morning.

This year's hotel will cost $76 with the booking code "AMI". That's a great rate anywhere you stay!

Along with being back at the good hotel we will also have some great news with regards to the banquet so keep an eye on the blog for announcements!

To visit the hotel's website click here:
www.hiexpress.com/sacramentone

For Brian's blog click here:
http://apps.amiwest.net/blog/

For the AmiWest main page click here:
http://www.amiwest.net/

Thanks and see you at the show.
Bill "tekmage" Borsari

BookmarkTool:
A small program making it possible to transfer bookmarks between browsers in an easy manner.

TimberWolf:
A port of the popular and very capable Firefox web browser by Mozilla. Without doubt the most advanced web browser for AmigaOS4 with full HTML5 support. Most sites work without a hitch, but lacks hardware accelerated graphics and the likes. Themes and extensions for Firefox can be used on TimberWolf in just the same way.

Blender:
An open source advanced 3D editing suite, this program enables the user to create incredibly advanced 3D graphics.

GIMP (GNU Image Manipulation Program):
This is an open source image manipulation program, those familiar with Adobe's photoshop will feel right at home. It can run âstandaloneâ and has many powerful plug-ins like filters, colour re-touching, red-eye removal, etc.

OctaMED SoundStudio v1.03c:
The well known classic music tracker, incredibly enough works quite well under AmigaOS 4.1.6. With the tool TheMaestrix, which tricks the AHI connection between the application and service into believing It's sent and received by a Meastric Pro audio controller card.

ScummVM:
A re-implementation of the Scumm game engine used by Lucasarts for many of It's classic adventure games, Sierra-online games such as the Leisure suite Larry, Kings quest, Space Quest, Police Quest series included.

There is also a 3D adventure simulator called ResidualVM, that currently has full support for games like Grim Fandango. Games like Escape From Monkey Island are also awaited to be supported by this simulator. When the Warp3D drivers for RadeonHD on AmigaOS are in place we can enjoy these at full speed!

eGame Launcher:
Fully registered version of a game launcher that can launch a great variation of games directly, without having to go trough a lot of folders to get to the game. eGame Launcher utilizes RunInDOSBox to run DOS based games directly. Dos games like Pinball Fantasies, Willy Beamish and

Prince Of Persia Classic.

BlobWars Metal Solid v.1.19:
Latest version of this fantastic SDL OpenGL game. SDL is short for Simple Direct Layer and is a multi-platform, multi purpose media library designed with portability in mind, developed by Sam Lantinga, formally with Blizzard Entertainment, currently with Valve Software, you would be surprised how many benefit from SDL.

BlobWars is an exciting, action packed platform game providing hours of fun! You control a ball-like solider set to save the Blobs home planet from an alien invasion! Fast and smooth on my system.

This is all the applications and games I have installed on my system. My Amiga system has become incredibly advanced and its fantastic. EasyColorBlue AmiTheme, higly configured MUI and GUI with flat, realistic buttons and an awesome background.

All in all my Amiga OS 4.1.6 is very stable and responsive, and looks great. I am very pleased and looking forward to AmigaOS 4.2.

NB, AmigaOS4.2 : What can we expect of the next AmigaOS incarnation?

The latest reports indicate AmigaOS 4.2 has come quite a while development wise since it was started in May 2012. So what's new in 4.2?

Amongst the biggest features expected in AmigaOS4.2 is full multi-core support. We all know the AmigaOne X1000 has two PPC CPU cores and that more AmigaOne X systems are under development, mainly the X2000 codenamed Cyrus, a 64-bit 4 core Freescale PPC CPU system, possibly ready for release by 2014.

Getting AmigaOS4.2 ready for multicore support means the ExecSG kernel will need an ever so slight touch-up, possibly breaking backwards compatibility with some existing AmigaOS4 software, we know a scheduler has been implemented that can select which core and program has priority on which core. Along the lines of how you find Windows and Mac OS X handling the problem.

A new PowerISA standard is implemented into AmigaOS4.2 to support the Freescale CPU and alike.

Gallium 3D and Mesa OpenGL is a key and central component to AmigaOS4.2, Mesa is

pushing version 9.1 as we speak (OpenGL 3.1), and said to already be implemented in AmigaOS4.2, as of now handled with software rendering, with Gallium 3D drivers for the different RadeonHD cards hardware acceleration is under development.

Apart from this AmigaOS4.2 will have a flurry of new functions, amongst others an entirely new System-API and other functions we know less about. With Gallium 3D/Mesa OpenGL a Warp3d compatibility layer will be introduced. Without doubt a whole lot to look forward to from AmigaOS 4.2.

In the meantime we can eagerly await many an update for AmigaOS 4.1 via the update system AmiUpdate, now officially part of AmigaOS4! Cool, isn't it?

If you're more into 3D-games, as I am, keep your eyes open for three very different 3D games that is very surely coming to AmigaOS4:

Return To Castle Wolfenstein (RTCW): Being ported to AmigaOS4 as we speak! On AmigaOS 4.2 this game will be making full use of the Gallium 3D/Mesa capabilities of the new operating system, with multicore support this game is bound to run like a lit pig!

Jedi Outcast and Jedi Academy: Yes, incredibly enough! With Lucasarts closed by Disney, the developer Raven Software chose to release the source code for these Star-wars games, to honour Lucasarts.

The games shipped in 2002 and 2003. Now ten and eleven years after, we could expect seeing these games run on AmigaOS4!

That concludes the article for this time! Enjoy the pictures and article!

#amiga guide magazine

New Amiga Products Dealer in France - Amedia Computer France

Hi all,

After many months of discussion with my old Amiga friend, Lionel 'Braver' Thillot (old moderator of the Best French Amiga Forum Amiga Impact), we have decided to open our own computer shop in France where we sell Amiga products : Amedia Computer France

We have some products for Amiga classic and also some Amiga NG products:
- Joysticks, Accelerator cards ACA12cc/ACA6xx, Compact flash adapters, HxC internal floppy disk emulator, cable, Indivision ECS / AGA, Keyrah v2 interface, Keyboard / Mouse adapters, Minimig's board, ARM Controller, Crystal cases, VGA to Scart cable, Mist boards, AmigaOS 3.9 CD, Sam 460EX motherboards, AmigaOS 4.1 CD, Soon available too : FPGA Arcade boards ...A new AROS compatible system is available at www.ares-shop.de.
http://www.ares-shop.de/product_info.php?products_id=31

Read more ---->

Small but still powerful enough for surfing, watching movies and playing games ... Ares Ares mini complements the available systems.
Thanks to its mini-ITX case it takes extremely little space and, thanks to the Nvidia GPU it is supported by AROS 3D System.

The base system comes with an AMD E350 M1 dual core. This circumstance makes the Ares mini a very efficient partner for Retro computing and High definition video.

Like the original AresOne even the small one is designed for AROS. * Every AROS distribution, can be used. By default, if no wishes are expressed, AEROS and IcAROS desktop(native) will be installed in their latest shape. AEROS is based (evolution wise) on Debian with a custom Kernel which uses AROS as desktopenvronment and integrates Wine .... long story short: you can access Linux / AROS, AmigaOS and Windows software.

9

NEW AROS system available

A new AROS compatible system is available at www.ares-shop.de.
http://www.ares-shop.de/product_info.php?products_id=31

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Optional enhanced guarantee for 36 months costs 69¤ - standard guarantee is 12 months.

The "optional" guarantee covers no SSD's! Any other component would be protected against failures.

The base system is composed of:
- AMD E350 dualcore M1
- 250GB standard HD or 32GB SSD
- 2GB DDR3 RAM (supports up to 16GB) (additional 2GB RAM comes for ~17¤ - changes daily so better ask)
- DVD-Burner
- LAN / Audio / DVI / VGA
- Geforce G210 with 1GB DDR3 RAM
- 6xUSB2
- Case with power supply
- AMC and the new Game G.E.M.Z

MorphOS

Time for another fine interview from MorphOS Nordic. Interview with Ilkka Lehtoranta

Intervju med Ilkka "itix" Lehtoranta

Can you tell us a bit about yourself.

My name is Ilkka Lehtoranta, living with my fiancee in Jyväskylä, Finland. I work in the machine vision industry working on C# and embedded projects.

Tell us a bit about your computer history.

It was in early 80s when I found about Commodore VIC-20 and got immediately hooked at it. It was very exciting but it was not until late 80s until got my first computer, Commodore 64. I wrote simple BASIC programs on it but I never managed to do anything serious with it. I tried to learn writing programs in machine language but without knowledge resources it was hopeless. When I got Amiga 500 I started to experience coding more seriously and crafted some small and rudimentary tools.

When did you first get in touch with Amiga and later MorphOS?

It was in late 80s when my friends were getting new Amiga 500 and I had to get one, too. Finally in 1990 I bought my first Amiga 500. Somehow I managed to get an access to A68k compiler and some system header files to experiment with Amiga coding. I wrote some small and not so small utilities in a 68k assembly. It was fun. Many many years later in 2000 or 2001 when Piru was looking for beta testers for MorphOS. The MorphOS was completely new to me. In fact I knew absolutely nothing about it nor its competitor OS4. My interest on Amiga had been wading due to lack of progress, news and general stagnation but I got interested because there were many talented persons working on it. There was finally good use for my BlizzardPPC and about same time I got in touch with people at #amigazeux who were

huge MorphOS and MUI fans. I started converting some my projects to PowerPC pestering Piru with lot of questions. The AmigaZeux is not active anymore but I wish we can meet each other in the future. Matthias Boecker who was author of AmiTradeCenter, AmiNetRadio, dynAMIte and many other famous applications and games had strong influence to my coding and we had good time when chatting about coding, chip tunes and everything in general.

What do you do when your not working on MorphOS?

Nothing really. I just relax with my girlfriend. Going out and having fun.

What are your part in the MorphOS development?

I am working on upper level components like disk based libraries and tools and utilities.

Can you give us some examples of things you have been involved in?

Fontconfig, Mixer, Multiview, Ambient and some MUI classes.

What is the biggest challenge you have been facing when developing MorphOS?

I dont think there have been any. If you have written software for Amiga then developing MorphOS is only easier due to better tools and system debugging support.

Are you working on some features that we will se in MorphOS in the future?

There will be new benchmarking tools in MorphOS 3.2. GfxSpeed is completely new program I wrote last year and DiskSpeed is a new enhanced port from AROS. Some new APIs are also coming.

What are the biggest challenges MorphOS is facing?

It is the death of PPC. We can switch to x86 or ARM but can we survive if we are going to drop the 68k compatibility?

In the event of an architecture change, what would you prefer and why?

It would be x64. It is powerful and affordable. The ARM architecture is cute but ARM gadgets on the market are highly specialized short living trendy customer electronics.

MorphOS tablet running OWB would be lovely, though.

What future if any do you see for the PPC platform?

It is slowly fading into oblivion. Nobody cares it.

Why should anyone chose MorphOS over any other OS?

They probably shouldnt it is highly specialized operating system that requires some understanding of Amiga concepts and willingness to tinker with niche hardware and small software base. You can use MorphOS for managing photos, online banking, Facebook, watching movies online and things like that but you can do that on cheap tablets, too.

But with MorphOS you can get your Amiga fix on cheap Macs and have a slightly different point of view to the world of computing. MorphOS is luckily quite easy to use. My friends dont often realize it is not an OS X when they are using OWB on my PowerBook.

What future do you see for MorphOS?

It is promising but it will be a niche OS like it has always been.

However, although the PPC as a platform has stagnated we have established solid base for future MorphOS versions. We are not just porting MorphOS to new devices or making new features but we have got a chance to enhance existing functionality. For example we have replaced APDF by VPDF and in the future old AmiTCP based NetStack is replaced with newer one. We dont have so many missing pieces like we used to have five years ago. We have made good progress and I hope we

continue to do so in the future.

What would you like to see in MorphOS in the future?

Many things. Better Unicode support, more new software from 3rd party developers and better documentation to developers. Our SDK is great but autodocs are substandard. In fact in most places they dont exist.

I was surprised when I read about MUI Royale. It doesnt do it like I want it. I am not a huge XML fan. But it does support MUI 4 features and external MUI classes without having to write code yourself. I wish we could offer something like this. We should also concentrate on usability issues to help new users to use MorphOS. I always forget this because I have been using MorphOS over ten years and have fresh install only when I buy new old Mac.

Is there anything you would like to say to the MorphOS community?

Thank you for supporting us. Dont hesitate to send complaints to us if something is broken or missing.
Ilkka Lehtoranta

Vampire 600: FPGA A600 Accelerator Preorder

News from Djole

http://www.majsta.com/

Ok now is the time to investigate how many people are interested in Vampire 600 so I can determine how much boards to produce. If you are interested send me Mail.
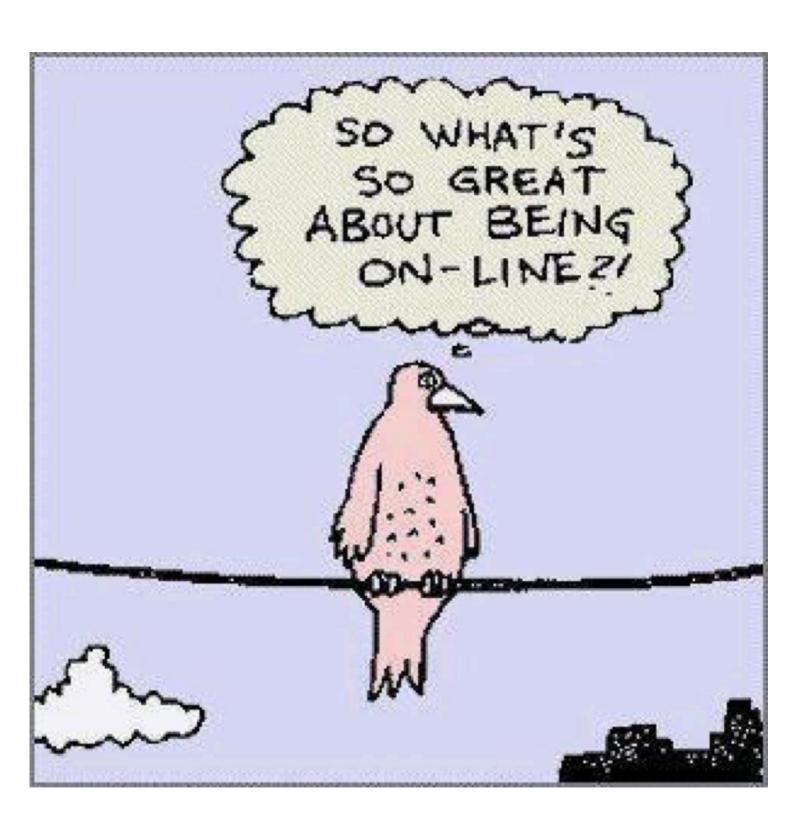
Price: 90Euros + shipping

What you get:
CPU: FPGA emulated MC68000 or MC68010 or partially emulated MC68020(your choice)
Performance: More than 6Mips
Memory: 64MB of FastRam (Zorro III space)
Autoconfig: 32MB(for now)
PCMCIA friendly: Yes

You will be informed that your order is placed by mail and listing your name in the picture attached to this topic. Sending accelerator boards will take place hopefully next month and according to the mentioned list. When your board is ready you will receive Paypal invoice to your mailbox. If you don't want to be listed just say in the mail. About guarantee don't worry I don't intend to leave I'm here to made significant influence on Amiga scene, remember Other components like OSD, loading Kickstart from MicroSD card and PS2 mouse support will be provided later with core upgrades so I suggest everyone to buy USB blaster programmer because I don't intend to stop at 6Mips Board will not have PS2 and MicroSD sockets because they are unusable inside case so we will find a way later to bring them out with another small PCB. I forget to say that all of those who had some contribution in this project will have another price or no price at all...

Amiga and AI?
Artificial Intelligence for the Amiga

Thoughts around artificial intelligense

Human brains are remarkably inefficient in some key ways: our memories are lousy; our grasp of logic is shallow, and our capacity to do arithmetic is dismal. Our collective cognitive shortcomings are so numerous I've written a book about them. And yet, in some ways, we continue to far outstrip the very silicon-based computers that so thoroughly kick our carbon-based behinds in arithmetic, logic, and memory.

Take, for example, our capacity to flexibly learn new things. Sure, I.B.M. has built monstrously fast computers to play chess and "Jeopardy!," but Deep Blue and Watson were purpose-built, dedicated machines that excel only at the particular games for which they were built; Watson, built to conquer the game show "Jeopardy!," would be hard-pressed to play chess. Your average ten-year-old, in contrast, can learn to play any number of games and well, if not quite at a world-class level.

How do human beings manage to be so flexible, and what would it take to make a machine equally supple in learning new things?

Earlier this month, Dr. Thomas Walter Murphy VII (the seventh in long line of Thomas Walter Murphys, originating with a Civil War soldier), put out a machine that could learn to play not one game but many, without any specialized prior knowledge about any particular game. For the past couple of weeks, Murphy's invention has been making the rounds on the Internet, and for anyone who was a fan of the original Nintendo, the video of its performance is a must-watch. The program conquers a number of original Nintendo Entertainment System games, like Super Mario Brothers, where it manages to discover trick moves, attempt strategies, and push its way to the end of the game. (You can download the source code for yourself.) Sometimes, even when it doesn't

quite succeed, it still fumbles its way into doing something clever. It can't win at Tetris, but it figures out that, if it pauses the game and doesn't restart, it won't lose.

The program proceeds by automating trial and error. It records everything in the Nintendo's memory, and correlates every simulated press of a joystick with particular memory locations in the game that represent a player's score. Any action that increases the score gets weighted more heavily; actions that decrease the score become less likely. In essence, Murphy aims to overpower the Nintendo through sheer brute force, not by what humans would consider actually playing the game. He writes that the "central idea … is to use (only) the value of memory locations to deduce when the player is 'winning.' The things that a human player perceives, like the video screen and sound effects, are completely ignored."

Of course, like just about any system ever put forward in artificial intelligence, the program faces the difficult-to-surmount challenge known as scale-up: what works in a few levels on a simple, older game system almost certainly won't work on larger ones. It's one thing to overpower a nearly thirty-year-old Nintendo system—by throwing gigabytes and gigahertz at an 8-bit machine with meager amounts of memory that runs a thousand times more slowly—while it is another to apply the same approach to Xbox 360 games (which require millions or billions of times more memory and vastly more computation to outmaneuver), and Murphy doesn't pretend otherwise.

Murphy—who earlier had written one of the funniest satires of A.I. research I've ever seen—seems to view the whole project as a lark. In an e-mail, Murphy told me, "My only research goals are to do work that is whimsical, surprising, and poetic." Taking apart the old Nintendo games is, for him, a

BetterWB release 2.9

 http://lilliput.amiga-projects.net/BetterWB.htm

BetterWB is a new workbench pack, much like AIAB, Amikit, AmigaSYS, ClassicWB, etc. but applying a totally different aproach. It aims to be much like an enhancement, an updated extension to AmigaOS 3.1, without all those hardware requirement penalties typically associated with these kind of packs. It is indeed a better 3.1 than 3.1 itself!

BetterWB best targets:

-Purists that believe anything beyond 3.1 is an overbloated piece of crap
-Low end Amiga computers that are left in storage deprived from any usage, and only regarded as antiques
-Users that refuse to pay big bucks in order to be able to somehow upgrade their Amiga workbench experience
-Minimig users, that are restricted to a 68000 processor
-Anyone that wishes a clean AmigaOS 3.1 like experience

Advantages:

-Works on any Amiga.
-It occupies about 8MB on a harddrive
-It is distributed as a set of floppy images
-Its usage is simple and bares a high resemblance to an ordinary 3.1 install

Drawbacks:

-No eye candy at all
-Will appear incomplete, or even a piece of dog poo for high end or heavily expanded Amiga systems (They are probably better with other workbench packs), that take care of the visual appealing components.

Requirements:

Any Amiga computer
Kickstart rom 3.1 (May also work under 3.0)
AmigaOS 3.1 disk set (May also work under 3.0)
About 8MB of storage space on a harddrive

prank; his research report is filled with lines like, "The FCEUX emulator [that simulates a Nintendo in software] is about a jillion lines of C++-ish code, was intended as an interactive GUI application, contains support for multiple different platforms, and the code is, on a scale from a pile of horse shit to not horse shit, approximately a 2." It is not a stepping stone to some ultimate A.I. system.

The prank works as well as it does because of some of the Nintendo's technical quirks, not because Murphy has stumbled on a deep truth about natural or artificial intelligence. (And as he noted in an e-mail, "The software … works well on games where there is immediate information (like your score or position in the world) that informs your global progress towards completing it. Games that require long-term planning like mazes or Tetris don't work well.")

Still, Murphy's Mario solver highlights a larger question, often neglected: Could anyone, ever, build an A.I. system that might match a human being in the sheer flexibility of learning new tasks? Alan Turing famously asked this question in his classic "Computing Machinery and Intelligence" article, but that was over fifty years ago.

The most popular approaches today focus on Big Data, or mimicking humans that already know how to do some task. But sheer mimicry breaks down when one gives a machine new tasks, and, as I explained a few weeks ago, Big Data approaches tend to excel at finding correlations without necessarily being able to induce the rules of the game. If Big Data alone is not a powerful enough tool to induce a strategy in a complex but well-defined game like chess, then that's a problem, since the real world is vastly more open-ended, and considerably more complicated.

Douglas Hoftstadter and Emmanuel Sander implicitly remind us in their new book, "Surfaces and Essences," that one strategy toward a flexible-learning A.I. might begin by looking at the human gift for analogy. Although Hofstadter and Sander overstate their case (not everything depends on analogy) and never provide an explicit algorithm, it does seem plausible that analogy is one of the most powerful tools that a ten-year-old has in his (or her) mental toolkit for learning new tasks, like a new sport or a new video game. To a first approximation, Medal of Honor is just like

Call of Duty, but with different uniforms and different weapons; Call of Duty, for that matter, is just Space Invaders but in three dimensions, played from a different perspective, and with different enemies. Once a child masters what little logic there is in a first-person shooter, that child can play a hundred different games, with relatively little recalibration. Most machines would approach each video game anew, carrying over relatively little from one game to the next. Hofstatder and Sander don't say enough about how computers might incorporate similar mechanisms, but some interesting recent work by Thomas Hinrichs and Ken Forbus of Northwestern University seems like a step in the right direction, with a serious attempt to bring analogy into the challenge of having computers transfer what they learn in one microcosm to the next.

Another artificial-intelligence maverick, Ben Goertzel, has been questing for what he calls (borrowing the phrase from Mark Gubrud) "artificial general intelligence." Goertzel's goal, which he has been championing both through his own work and a series of conferences he has organized, is to build machines that can solve many different problems, without requiring human hand-tailoring for each one. So far as I can tell, though, his progress thus far has been relatively limited. And I am not confident that an approach like Deep Learning (which I critiqued in November) will solve the A.I. problem either. True A.I. might be feasible in two or three decades, but we simply aren't there yet.

What is clear to me, however, is that the A.I. world needs more adventures like Thomas Murphy's. Most current A.I. work focuses enormous power on a single problem (like recognizing syllables in a stream of speech), but the field shouldn't forget that fine-tuned solutions for individual problems still don't constitute a general solution to the larger challenge before A.I.: making machines that are smart enough to learn new things, all by themselves.

IRC-chat:
Bil Herd

Log from the IRC chat with the Commdore legend.
Thanks to Opus at #Amiga @ EFnet
that this could happen

ï»¿06[23:02] * BilHerd (~bil@static-98-110-70-181.cmdnnj.fios.verizon.net) has joined #Amiga

06[23:03] * +Bjander (~belxjande@111-90-13-24.koalanet.ne.jp) Quit (Remote host closed the connection)

06[23:03] * Bjander (~belxjande@111-90-13-24.koalanet.ne.jp) has joined #Amiga

04[23:03] * AmigaOne sets mode: +v Bjander

[23:05] <Whitesnak> he can't be beaten :s

03[23:06] <Bandis> Whitesnak http://www.youtube.com/watch?v=pPk7gllRZm4

[23:06] <@CDeth> hes busy!

03[23:06] <Bandis> noooo

03[23:06] <Bandis> is he still playing ?

[23:06] <Whitesnak> playing robocop vs terminator live

03[23:06] <Bandis> ah no more childrensgame

[23:07] <@CDeth> this is where whitey learns to solve all his problems with gun violence

[23:07] <Whitesnak> this is an 18 this game

03[23:08] <Bandis> Whitesnak I hope u get money from all the commercials I have to watch when tuning into your channel

03[23:08] <Bandis> should be a fucking millionaire by now

[23:08] <BilHerd> adblock?

[23:08] <@CDeth> omg bill herd!

[23:08] <@CDeth> holy smokes

03[23:08] <Bandis> :o

06[23:08] * mikerm (~mikerm@c-68-35-113-191.hsd1.nm.comcast.net) has joined #Amiga

[23:08] <@CDeth> i have a commodore 128d next to me man :)

[23:09] <BilHerd> working?

[23:09] <@CDeth> yep still works :)

[23:09] <smilertoo> metal or plastic case?

[23:09] <@CDeth> metal, the CR model

[23:09] <BilHerd> we didnt design them to work more than 13 months. >:)

[23:09] <@CDeth> haha

03[23:09] <Bandis> lol

[23:09] <BilHerd> The D was supposed to be released at the same time as the flat, but alas

[23:09] <Whitesnak> man

[23:10] <Whitesnak> rapid fire finger

[23:10] <Whitesnak> lol

[23:10] <BilHerd> I heard the metal case ones have a lot of video noise

[23:10] <smilertoo> mine still works as well

[23:10] <GeorgeJ> dead or alive you're coming with me!

[23:10] <smilertoo> very hard to get a good picture on modern tvs

[23:10] <smilertoo> amazing how much empty space is inside them

[23:10] <@CDeth> i havent had this one too long, but a deal came along....still working on getting a PAL model c64 running here

[23:10] <@CDeth> i ordered one from england and the keyboard is broken

[23:11] <smilertoo> my spacebar is iffy

[23:11] <@CDeth> now i gotta find a 64C at a yard sale and scalp it :)

[23:11] <BilHerd> Yeah the shift Q not working? That was our fault

[23:11] <smilertoo> c64c keys fit c128d kb?

[23:11] <@CDeth> 128d keyboard works fine but its NTSC !

[23:12] <BilHerd> Are you refering to the legends on the key caps?

[23:12] <@CDeth> if only you designed a pal/ntsc jumper in it hehe

[23:12] <smilertoo> i need to get a cardboard floppy placeholder, keep some dust out

[23:12] <BilHerd> What about Secam?

11[23:12] * smilertoo slaps Whitesnak around a bit with a large trout

11[23:12] * smilertoo slaps ED209 around a bit with a large trout

[23:12] <BilHerd> Three position jumper tehn. >:)

[23:13] <smilertoo> we blow our nose at secam

[23:13] <@CDeth> hehe

[23:13] <BilHerd> and fart in their general direction…

[23:13] <@CDeth> have you seen the new demos they make for 8 bit commodores now? they're insanely good, and all PAL mode

[23:13] <BilHerd> PAL always stressed the bus timings a little more too

[23:14] <@CDeth> do you still mess with them bill?

[23:15] <BilHerd> It's Bil actually ;) I try and mess with faster systems tho I have a Commodore LCD I might try and get working

[23:15] <@CDeth> i was working on a car at work, broke open the backup sensor thing in the rear bumper, and thought of you :)

[23:15] <@CDeth> oh just one l, interesting, thought it was a nic thing

[23:15] <BilHerd> Its weird to have the Ford salesman try and explain to me how it works.

[23:15] <@CDeth> hehe

[23:16] <@CDeth> i was changing a bumper and half of the things broke in half

03[23:16] <Bandis> Seems Commodore engineers were kept on a short leash and resource budget when developing new computers, maybe more so than the competition

[23:17] <@CDeth> before the little brown man took over mehdi ali

03[23:17] <Bandis> or maybe lots of moving targets

[23:17] <BilHerd> After Jack left there was no leash, and you earned resources by proving things worked.

[23:17] <BilHerd> The C128, such as it is, was designed because we weer bored and no-one told us we couldnt do it.

[23:18] <@CDeth> nice :)

[23:18] <BilHerd> After they saw a C64 game running on the prototype my budget went up. :)

06[23:18] * +Bjander (~belxjande@111-90-13-24.koalanet.ne.jp) Quit (Remote host closed the connection)

06[23:18] * Bjander (~belxjande@111-90-13-24.koalanet.ne.jp) has joined #Amiga

[23:18] <@CDeth> lol

04[23:18] * AmigaOne sets mode: +v Bjander

[23:18] <BilHerd> Unfortyunaetly I ended up drawing resources away from the LCD and I would argue that thats the machine we should have built.

[23:19] <@CDeth> a portable model?

[23:20] <smilertoo> id still like a modded sx64 one day

[23:20] <@CDeth> i want an sx64, just PAL! lol

[23:20] <BilHerd> Yeah, theer is a picture of it on one of the splach screens at c128,com or got to commodorelcd.com to see mine

03[23:20] <Bandis> you always hear the

story about the C= boss who was convinced by some other that there was no market in portable computers and thats what killed C= lcd manufacturing
[23:20] <@CDeth> neat
[23:20] <BilHerd> TRUE Marshal Smith was the CEO
06[23:21] * +Bjander (~belxjande@111-90-13-24.koalanet.ne.jp) Quit (Client Quit)
[23:21] <@CDeth> i like the bleprint!
[23:21] <BilHerd> Jeff Porter had personally taken orders for about 15k in a day at CES but you couldnt convince Smith
[23:21] <smilertoo> looks like a modded plus4
[23:22] <@CDeth> someone win the lottery, start back up production!
[23:22] <smilertoo> they didnt do affordable colour lcd back then did they
[23:22] <BilHerd> The keys were very short travel but the bevels and feel made them look and feel very tactile, which was kind of cool for back then
[23:23] <BilHerd> No color LCD. We owned the only american LCD plant also (Eagle Pitcher)
[23:23] <Darth_X> wow
[23:23] <@CDeth> that woulda been revolutionary!
[23:23] <BilHerd> I was yhinking about making a version that ran the old code but CommodoreUSA probably has the rights.
[23:24] <Darth_X> does anyone know who is running C=USA now
[23:24] <smilertoo> i remmeber being so impressed with the sx64 tiny crt, now i look at it and think...thats blindness just waiting to happen
[23:24] <@CDeth> bah c=usa
[23:24] <BilHerd> I have a new one in the box still... well not new... unused
[23:24] <@CDeth> some of us still use real commodores :)
[23:24] <smilertoo> sx64 didnt sell many here, uk was full of paupers
[23:24] <BilHerd> SX64 monitor I mean, not the whole computer
[23:25] <smilertoo> most here used tape decks
[23:25] <@CDeth> i bet it would be fun looking thru bil's basement
03[23:25] <Bandis> BilHerd I think CommodoreUSA only has trademark rights, slap Commodore stickers on PC hardware. that kind of things
[23:25] <BilHerd> You had to carry two at atiime or you could dislocate a shoulder.
[23:25] <@CDeth> lol
[23:25] <BilHerd> Trademark the log and the software maybe?
[23:25] <@CDeth> imagine if they had batteries!
[23:25] <BilHerd> logo

[23:26] <@CDeth> the owner of commodore usa died i think
[23:26] <BilHerd> lol... we used Double A batteries just to get passed the problem.
[23:26] <@CDeth> early last year, thought i read an article on it
[23:26] <smilertoo> would a retro fitted tft sx64 use little enough power to last on modern battery?
[23:26] <BilHerd> Really???   I have spoken with him.
[23:26] <BilHerd> NO, kill a car battery in 22 minutes. ;:
[23:26] <BilHerd> ;)
[23:27] <@CDeth> we'll go chop some electric cars up :)
[23:27] <BilHerd> golf carts
[23:27] <smilertoo> how can a 1mhz cpu use so much power
[23:27] <BilHerd> monitor
[23:27] <smilertoo> change the monitor for a modern tft
[23:27] <BilHerd> and put teh rest of the design (except SID) in an FPGA
[23:28] <smilertoo> nah
[23:28] <smilertoo> fpga dont seem to quite work
[23:28] <smilertoo> i have the turbo chameleon
[23:28] <BilHerd> For SID or other?
[23:28] <smilertoo> it just seems to have issues
[23:28] <BilHerd> So did the C64
[23:28] <smilertoo> games run fine my c64 but crash after 10mins on the fpga
[23:29] <BilHerd> I will bet you a cup of coffe they are glitching DRAM control lines
[23:30] <BilHerd> c128.com
[23:30] <BilHerd> shit sorry wrong keyboard
[23:30] <@CDeth> do you have any amigas bil?
[23:31] <smilertoo> what i relay need is an on crt monitor
[23:31] <BilHerd> Ok, now I mean to type... to see my basement check out c128.com/c116
[23:31] <@CDeth> 21's are cheap
[23:31] <smilertoo> is an old crt....
[23:31] <mikerm> Wait, That name sounds really familiar.
[23:31] <smilertoo> balls to 21",theyre massive
[23:31] <mikerm> Bill Herd...
[23:31] <smilertoo> 15" will do
[23:31] <@CDeth> you think? :)
[23:31] <@CDeth> one L!
[23:32] <@CDeth> i bet he gets that a lot lol
[23:32] <BilHerd> Bil actually ;)
[23:32] <Darth_X> I've always wanted to know: why one L? ;-)
[23:32] <Darth_X> Bil
[23:32] <mikerm> Whats what I meant :P
[23:32] <mikerm> er, Thats

[23:32] <@CDeth> its a good coversation starter
[23:32] <mikerm> Wait, are you THE Bil Herd?
[23:33] <BilHerd> Got the idea from my printed report card in Jr. High where they printed my name William with one L, I asked why they said it was easier for the computer (they lied)
[23:33] <@CDeth> lol
[23:33] <@CDeth> nice :)
[23:34] <BilHerd> So I said it's easier for me too and started spelling it that way, 6 months later I got 10 points taken off of a semifinal math test for mispelling my name
[23:34] <Darth_X> hehe.. gotta make life easier for the computer ya know ;-)
[23:34] <BilHerd> and the rebel in me loved it.
03[23:34] <Bandis> lol
[23:34] <@CDeth> hehe
[23:34] <BilHerd> Later I came to understand it was easier for the person typing names INTO the computer
[23:35] <BilHerd> Mikern... well I am A Bil Herd, havnt met any others if they are out there.
[23:36] <mikerm> Well, the one who worked for Commodore, and not just some random guy with a nick of the name. :)
[23:37] <BilHerd> That I did
[23:37] <@CDeth> 49 dollars for a 116, thats amazing
[23:37] <BilHerd> Still a good price, you get a #%^#$% arduino for that
[23:37] <smilertoo> my cousin got a c16, he wasnt happy
[23:37] <@CDeth> hehe
[23:37] <mikerm> Well, thats cool! I've only ever met one other person in the business of days past was an engineer from MITS.
[23:37] <BilHerd> Of course 1984 dollars was like $1,324 equiveleny
[23:38] <BilHerd> equivelent
03[23:38] <Bandis> mikerm this Bil I guess :D http://upload.wikimedia.org/wikipedia/commons/d/d3/BilHerd%26DaveDiorio.jpg
[23:38] <BilHerd> heh... I was your basic high school dropout
[23:38] <mikerm> Love the hair
[23:38] <BilHerd> I get a lot of grief over the shorts these days
[23:38] <BilHerd> Would still have long hair if I could grow it
[23:39] <mikerm> Who wears short shorts!? Bil wears short shorts!
[23:39] <@CDeth> anyone back then looked silly, i was a pumpkin pie hair cutted freak :)
[23:40] <mikerm> oh, heh 1983...
[23:40] <BilHerd> c128.com/images/scan0009.jpg You can tell it was the 80's

[23:40] <mikerm> I was born in 1983...
[23:41] <mikerm> That seems 70s to me
[23:41] <BilHerd> lol... I just noticed the tequela bottle sitting there in the airport
[23:41] <mikerm> And the other beer bottles being held, heh
[23:42] <BilHerd> TWe checked to see how many would trip the metal sensor... the Vegas staff had a good sense of humor (This was 85 CES show)
[23:42] <@CDeth> that tall guy on the left is the ram stealing guy from the deathbed vigil
[23:42] <mikerm> ahhh
[23:42] <@CDeth> forget his name
[23:42] <BilHerd> Yes Greg Berlin, grandson of Donovan Berlin the designer of teh P40 Warhawk the Flying Tigers flew in WWII
[23:43] <BilHerd> Dave Haynie is in the hawaian shirt bending over
[23:43] <@CDeth> wow :)
[23:43] <BilHerd> Judy Braddick is the girl with the beer, she had just finished writting the CBM version of Tennis and had worked on the LCD's OS
[23:43] <mikerm> oh nice
[23:44] <@CDeth> women sure pulled their pants up high back then
[23:44] <BilHerd> Guy in front is hedley Davis who went on to work on the XBos for the evil empire
[23:44] <@CDeth> he looks evil, not suprising!
[23:46] <Darth_X> heh!
03[23:46] <Bandis> BilHerd the first XboX?
[23:47] <BilHerd> Ya, he knows why they missed christmas and why the thing winds up like a jet engine everytime you turn it on.
03[23:47] <Bandis> if so, atleast that first one didnt brick like the 360
08[23:47] <Whitesnak> and that's gonna do it for this bandisday night throwdown
[23:47] <BilHerd> Is Andrew Clark on the channel? He is who asked me to swing by.
[23:47] <@CDeth> is that opus?
[23:48] <Darth_X> yeah
[23:48] <mikerm> Yeah, my original and very modified xbox still works fine. All of my friends 360's have died.
[23:48] <smilertoo> my x360 survives mainly because its so noisy i dont use it
[23:48] <BilHerd> they had issues characterizing the IOCELL interfaces for the DRAM
[23:49] <@CDeth> opus is the man :) everyone likes that guy!
03[23:49] <Bandis> I bet the XboX1 was a learning experience for MS. they didnt make much hardware uptil then (except for keyboards/mice)
[23:49] <BilHerd> Reminds me of either Bloom County or a Kansas song
[23:50] <@CDeth> reminds me of directory opus lol
[23:50] <Whitesnak> http://www.twitch.tv/whiteysnakey
03[23:50] <Bandis> anyway, BilHerd so you left by your own will from C= when the 8bit days ended ?
03[23:51] <Bandis> or was it reorganisation etc.
[23:51] <BilHerd> I was stupid, I thought I could do what I was doing at other companies and somone appealed to my ego telling me how much I could do for them
[23:51] <BilHerd> They freaked
[23:53] <BilHerd> I was in charge of teh PAL version of teh Amiga my last week at CBM... so it wasnt an 16 bit thing, I just thought they were going to close sooner rather than ;ater and I didnt want to be competeing for jobs with people that had actual degrees
[23:53] <BilHerd> later
[23:54] <mikerm> MAy have been a good thing then.
03[23:54] <Bandis> well C= had a few good years with Amiga
[23:54] <@CDeth> mine are still booted up :)
03[23:54] <Bandis> their lucky purchase from Jay
[23:55] <BilHerd> YEah they didnt close for quite a while, meanwhile people that had worked for me were promoted and didnt want me around acting crazy >:)
[23:55] <mikerm> Crazy is better than office stiff boring though...
03[23:56] <Bandis> BilHerd so was it "upstart" like to work at Commodore or more corporate IBM like ?
[23:56] <BilHerd> I was credited with bringing an Animal House atmosphere to the place
03[23:56] <Bandis> lol
[23:57] <@CDeth> nice :)
[23:57] <BilHerd> My record was 11 days without leaving
[23:57] <BilHerd> Would carry a case of beer in on my shoulder and dare the guards to say something. >:)
03[23:57] <Bandis> but sometimes that is what is needed when you need to reach deadlines
[23:57] <mikerm> O_o
[23:57] <@CDeth> hehe you just dont hear of ppl doing stuff like that anymore
[23:58] <BilHerd> We did the C128 in 5 months including 4 custom chips
[23:58] <mikerm> Yeah, that would promptly get me fired
[23:59] <BilHerd> I was never worried about getting fired, I was woried about not getting done on time.... one day I realized that the middle managers acted the way they did because THEY were afraid of getting fired
Session Time: Sat Mar 23 00:00:00 2013
[00:00] <mikerm> Yeah, that seems to be how it goes these days
06[00:00] * Maccer (~Ted@199.168.141.31) Quit (Ping timeout: 252 seconds)
03[00:00] <Bandis> unless you have some key skill or knowledge
[00:00] <mikerm> Well, I would say management overall is just worse, but mostly because they are painfully out of touch with the world.
03[00:01] <Bandis> middle managers are dime a dozen
[00:02] <Whitesnak> What about a new C64 DTV :)
03[00:02] <Bandis> :>
[00:03] <@CDeth> or jeri ellsworths phone #!
[00:03] <BilHerd> Jeri had a license under the toy company she worked for... so back to teh rights issue if trying to do again.
[00:03] <@CDeth> ill call her and ask :)
[00:04] <BilHerd> She told me later I had done the sprite collision logic, I had done something to show her how I would do it and she stuck it in.
[00:05] <Whitesnak> if rights are an issue china is always willing to help out in that area :)
[00:05] <mikerm> heh
[00:05] <BilHerd> Yeah imagine your second concern when doing a prod is how to keep the company you hired to build it from stealing from you.
06[00:08] * \\Mr_C\\ (mrc@adsl-98-89-20-220.mgm.bellsouth.net) Quit
03[00:09] <Bandis> Whitesnak what about a A500DTV ? ;)
[00:09] <@CDeth> forget that, a new amiga motherboard with AAA!
[00:09] <BilHerd> Just run it as an emulator and not tell anyone
[00:10] <BilHerd> Hey gotta run, was good hanging out with y'all
03[00:10] <Bandis> nice talking to ya!
[00:10] <mikerm> Nice to meet you
[00:10] <@CDeth> nice to meet ya bil, hang out anytime!
[00:11] <BilHerd> Later guys :)
06[00:11] * BilHerd (~bil@static-98-110-70-181.cmdnnj.fios.verizon.net) Quit

Takk for IRC-logg:
Bandis, söta bror ;)

Thanks for IRC log, Bandis...

IRC-chat:
Steven Sollie

Log from IRC chat with
head of the AmigaOS coders

[00:00:48] <@Kelli217> Here we go...

[00:01:21] * +ssolie taps the mic

[00:01:35] <@Ken> ouch!

[00:01:48] <@Kelli217> Okay, welcome to the second in a hopefully two-episode series of Q&As with people of note to the Amiga community.

[00:02:21] <@Kelli217> With us today is Steven Solie. ssolie, give a little opening spiel, then we'll get to questions.

[00:02:44] <+ssolie> A speech? ok.. ok...

[00:03:01] <@Kelli217> nothing big, a paragraph or two

[00:03:02] <+ssolie> I call myself the AmigaOS Development Team Lead

[00:03:04] * ddni (b01aafc3@ircip1.mibbit.com) has joined #Team*AMIGA

[00:03:25] <+ssolie> that means I herd cats.. I mean try to organize all the professionals working on AmigaOS

[00:03:47] * Spectre660 (~mrnobody@209.59.126.35) has joined #Team*AMIGA

[00:03:47] * Belinda (~Belinda@ARennes-651-1-340-33.w2-14.abo.wanadoo.fr) has left #Team*AMIGA

[00:03:48] <+ssolie> I usually converse with everyone associated with AmigaOS in one way or another.

[00:04:05] <+ssolie> My hope is that I can answer some questions which the Amiga community at large have.

[00:04:32] <+ssolie> so, fire away...

[00:04:58] * Belinda (~Belinda@ARennes-651-1-340-33.w2-14.abo.wanadoo.fr) has joined #Team*AMIGA

[00:05:42] <@Kelli217> <CDeth> have you been in contact with the developers of ultimateppc, on getting it to work with os4x?

[00:06:08] <+ssolie> I remember those guys. They emailed me a while back asking if 4.x would run on their hardware.

[00:06:32] <+ssolie> We have not really chatted since. Perhaps they are waiting on me or I am waiting on them?

[00:06:45] <+ssolie> In any case, I haven't seen any hardware yet.

[00:06:49] <+ssolie> next question

[00:07:10] <@Kelli217> <alef> Hi, Steven. I guess I am off topic; NAF (http://amiga.no/) sent 2 emails to both Amiga Inc. and Hyperion about licensing Amiga name for promo products like this: http://garantert.net/Amiga/promo/AmigaNO-Tshirt.jpg ...but no answer...Can we get an official license? We want to build a promo product series for sale, but want to do it legally

[00:07:35] <+ssolie> yeah, that can be tricky I know

[00:07:57] <+ssolie> both Amiga Inc. and Hyperion have lawyers that must approve things and they are a tad shy sometimes

[00:08:26] <+ssolie> for Amiga Inc, you should use their contact form on their web site... hopefully that is enough to get their attention

[00:08:50] <+ssolie> for Hyperion you could try emailing me and I'll forward on the request to Ben Hermans

[00:09:21] * RocketScience (~rktsci101@69.157.171.13) has left #Team*AMIGA

[00:09:29] <+ssolie> I know Hyperion have granted license but I'm not so sure about Amiga Inc.

[00:09:38] <+ssolie> licenses that is

[00:09:45] <+ssolie> next question

[00:09:48] <@Kelli217> <eliyahu> can you comment on which of the major features mentioned back at amiwest 2010 – and recently on the hyperion blog – will make it into AmigaOS 4.2? multi-core support? an openGL stack? the long awaited, A-EON-funded, W3D drivers for radeonHD cards, etc.?

[00:10:08] <+ssolie> If I knew myself I would tell you. :-)

[00:10:33] <+ssolie> Basically, we work hard on all the features and at some point Hyperion says "ship it" and we figure out which pieces are high enough quality to include.

[00:10:51] <@Ken> hold up for a few min guys :-)

[00:10:55] <+ssolie> So I could take a guess at which ones are going to make it but really it is early.

[00:11:34] <+ssolie> I was just talking to Timothy (a Hyperion director) and they are getting anxious to ship something so that's good news I suppose

[00:11:40] <+ssolie> next question

[00:11:43] <@Kelli217> <broadblues> Do you consider yourself an amiga god or merely a saint?

[00:11:49] <@Kelli217> ;)

[00:12:13] <+ssolie> lol... I seem to remember asking this of myself today. :-)

[00:12:24] <+ssolie> It's a joke guys. Calm down moo bunny crowd. :-)

[00:12:27] <+ssolie> next question

[00:12:52] <@Kelli217> <eliyahu> can you comment as to 1) why hyperion has ceased open communication regarding planned features and development milestones reached, and 2) will hyperion reconsider?

[00:13:16] <+ssolie> There was some discussion about this recently.

[00:13:46] <+ssolie> Hyperion was posting on AmigaWorld.net about all sorts of things.

[00:13:56] <+ssolie> As many know, it didn't work out very well... ;-)

[00:14:15] <+ssolie> So it seems the mode of operation will be shut up until it ships again. Sorry, but that is the current policy.

[00:14:18] <+ssolie> next question

[00:14:41] <@Kelli217> The next 423 questions come from eliyahu. Wait just a moment while I try to get them ready.

[00:15:12] <@Kelli217> <eliyahu> can you comment on if updated printer drivers via gutenprint, CUPS, or the like will be integrated into AOS4 at some point? in the OS4.2 release?

[00:15:32] <+ssolie> It is certainly on my radar now.

[00:15:40] <+ssolie> I would like to see some more investment in printing.

[00:16:10] <+ssolie> However, we don't really have the devs to handle printing at the moment. It is not a job most devs want to be honest.

[00:16:26] <+ssolie> Once Gutenprint is up to snuff we will of course want to see that included.

[00:16:37] <+ssolie> I haven't seen much discussion about CUPS recently.

[00:16:43] <+ssolie> next question

[00:16:48] <@Kelli217> <eliyahu> can you discuss just how far along development of AOS got to support the netbook project before it was cancelled? when and why was it cancelled?

[00:17:03] <+ssolie> It boots up to Workbench.

[00:17:27] <+ssolie> The project has not been cancelled to my knowledge.

[00:17:39] <+ssolie> It is officially "on hold" last time we chatted about it.

[00:17:53] <+ssolie> I know A-Eon did some work to try and revive that project and that didn't work out.

[00:18:00] * guruman (~user@host132-182-dynamic.20-79-r.retail.telecomitalia.it) has joined #Team*AMIGA

[00:18:12] <+ssolie> The main problem seems to be that the manufacturer keeps changing their story (and pricing).

[00:18:37] <+ssolie> So, if (big if) they come back to Earth we still might see that go forward is my understanding.

[00:19:18] <+ssolie> It is a real shame the rules were changed after the announcement at AmiWest... I guess that is why Hyperion doesn't

like to say things.
[00:19:25] <+ssolie> next question
[00:19:28] <@Kelli217> <eliyahu> are there any SDK updates planned in the near future? what would be included/updated?
[00:19:51] <+ssolie> I plan to release an updated SDK before the AmiWest show in October to support the programming classes being offered.
[00:20:08] <+ssolie> I was going to do the work myself so I can say that.
[00:20:21] <+ssolie> I just have to finish up a couple of other things first.
[00:20:23] <+ssolie> next question
[00:20:37] <@Kelli217> <eliyahu> how many developers are still actively contributing to AOS4 development? how many active beta testers do you currently have?
[00:21:00] <+ssolie> I don't believe I am allowed to divulge figures on anything.
[00:21:23] <+ssolie> However, I can point out we have had 44 updates since Update 6 and I just added two new developers to the team this week.
[00:21:37] <+ssolie> next question
[00:21:47] <@Kelli217> <eliyahu> will there be any look-and-feel changes in the GUI for OS4.2? what is planned?
[00:22:11] <+ssolie> Yes, our artist friends just love to change that look every major release.
[00:22:30] * TrevorD (~androirc@2.126.118.25) has joined #Team*AMIGA
[00:22:31] <+ssolie> I'm not sure myself what they have planned but I'm sure it will look great.
[00:22:34] <+ssolie> next question
[00:22:46] <@Kelli217> Okay, wow, those 423 questions went by fast. Next one up is... <alef> who is the correct source to contact regarding Amiga license? Amiga Inc or Hyperion?
[00:23:08] <+ssolie> That is difficult to answer because it depends on which mark you want to license.
[00:23:20] <+ssolie> If you are talking the Amiga mark then Amiga Inc. is the place to go shopping.
[00:23:35] <+ssolie> If you are looking for AmigaOne or the Boing Ball then Hyperion can help you out.
[00:23:35] * Alf (~androirc@dab-ell2-h-74-7.dab.02.net) Quit (Leaving: AndroIRC - Android IRC Client (http://www.androirc.com))
[00:23:43] <+ssolie> next question
[00:23:57] <@Kelli217> <ddni> do betatesters have warp3d on their x1000?
[00:24:42] <+ssolie> I suppose that is a sneaky way of asking when A-Eon's Warp3D driver will be ready.
[00:24:55] <+ssolie> That would be A-Eon's question to answer.
[00:24:57] <+ssolie> next question
[00:25:30] <@Kelli217> <vapor> Now that AmigaOS has sudo open hardware why aren't more drivers being developed for varoius cards etc..? From this user...The NG hardware is not an A500.
[00:26:14] <+ssolie> Hmmm... not sure about the

question there.
[00:26:29] <+ssolie> Maybe you mean 3rd party PCI cards and such.
[00:27:03] <+ssolie> Well, don't depend on Hyperion to do all the work. If there is some PCI card out there you like try posting the forums and see if you can get the attention of 3rd party devs.
[00:27:10] <+ssolie> What I can do is help the 3rd party devs.
[00:27:26] <+ssolie> We can provide access to details and even do special fixes if they need them.
[00:27:47] <+ssolie> I am also working on an updated Amiga device example for the wiki all in C.
[00:27:54] <+ssolie> This will help out 3rd party devs as well.
[00:27:59] <+ssolie> next question
[00:28:04] <@Kelli217> <TheKorn> Are you currently using an Amiga for this Q&A session? If so which model?
[00:28:16] <+ssolie> I'm using an iPad at the moment.
[00:28:31] <+ssolie> My Amigas are busy compiling OS code and I have one driving another.
[00:28:50] <+ssolie> I figured if they crashed and burned you would no appreciate the in/out messages.
[00:29:03] <+ssolie> not
[00:29:22] <+ssolie> I have an AmigaOne 500 and an AmigaOne X1000 working together at the moment.
[00:29:26] <+ssolie> next question
[00:29:28] <@Kelli217> <ddni> we all assume 4.2 will come as a package. is this still the case or will auto update deliver it iteratively?
[00:29:56] <+ssolie> The plan is to deliver 4.2 as a package again (e.g. ISO, instruction booklet, etc.)
[00:30:10] <+ssolie> I would also like to see a "download only" option to save a few bucks.
[00:30:20] <+ssolie> I don't know if Hyperion will go for that but I try. :-)
[00:30:23] <+ssolie> next question
[00:30:25] <@Kelli217> <Derfs> can you tell us anything about a workbench replacement?
[00:31:14] <+ssolie> I'm not keen on scrapping code. You lose many man-years of work when you toss code.
[00:31:39] <+ssolie> I'm hoping we can enhance the current Workbench to the point it is more modern.
[00:31:57] <+ssolie> There is a bit of disagreement in the dev team on this but such are these things.
[00:32:07] <+ssolie> At least some work is being done in that direction now.
[00:32:10] <+ssolie> next question
[00:32:12] <@Kelli217> <^ktadd> I've made good use of the programming modules at AmiWest. Any chance of doing a debug module this year?
[00:32:39] <+ssolie> That is actually the focus this

year at AmiWest.
[00:32:56] * +ssolie goes to look up the url quickly
[00:33:29] <+ssolie> at http://wiki.amigaos.net in the Tutorials section you'll see a quick synopsis of what is planned
[00:33:44] <+ssolie> look under the "AmiWest 2013 Programming Conference Synopsis"
[00:33:49] <+ssolie> next question
[00:33:53] <@Kelli217> <alef> I guess I am off topic; I put myself on the AmigaOne X1000 order list. Any news about delivery and/or production run?
[00:34:18] <+ssolie> That is an A-Eon question but I think I can elaborate a little without being shot. :)
[00:34:30] <+ssolie> The demand for the X1000 continues to be strong.
[00:34:54] <+ssolie> They will keep making more as long as demand is there... I think you have a good chance of getting one.
[00:35:00] <+ssolie> next question
[00:35:02] <@Kelli217> <duga> Will you drop support for any of the hardware supported in 4.1 when you release 4.2?
[00:35:19] <+ssolie> I had the question when I talked to Timothy today...
[00:35:31] <+ssolie> A decision is still pending on what platforms will still be supported.
[00:35:37] <+ssolie> The big question is classic.
[00:36:03] <+ssolie> Sales are still strong so it is difficult to just say "No more platform X" when they give you money. :)
[00:36:24] <+ssolie> So as of right now, everything is still supported. We certainly didn't branch the code base or anything.
[00:36:47] <+ssolie> However, management could decide otherwise. The code will be ready either way.
[00:36:49] <+ssolie> next question
[00:36:51] <@Kelli217> <noXLar> will ahi audio system be updated?
[00:37:17] <+ssolie> I have heard some rumbling from a certain developer regarding AHI recently myself.
[00:37:58] <+ssolie> There is no current focus on replacing/repairing AHI but I suspect that could change.
[00:38:06] <+ssolie> We have been updating the driver recently.
[00:38:10] <+ssolie> drivers even
[00:38:22] <+ssolie> The Envy24HT and HDAudio drivers for example.
[00:38:47] * SinanGurkan (~SinanGurk@95.8.186.250) has joined #Team*AMIGA
[00:38:53] <+ssolie> As long as AHI isn't "in the way" we will keep it as is.
[00:38:59] <+ssolie> next question
[00:39:02] <@Kelli217> <broadblues> What can you tell us about Cyrus?
[00:39:14] <+ssolie> He is some Greek architect.
[00:39:17] <+ssolie> long dead
[00:39:28] <+ssolie> or do you mean the new

boards?

[00:39:30] <+ssolie> :)

[00:39:41] <+ssolie> Again, an A-Eon question but I can speak a little to it.

[00:40:03] <+ssolie> We have a Freescale P5020 on those guys.

[00:40:22] <+ssolie> The hope is to have beta systems running by AmiWest timeframe.

[00:40:42] <+ssolie> but you never know with brand new hardware... it takes a little while to hammer out the issues

[00:41:06] <+ssolie> The cost should be between a Sam460ex and an X1000 I believe but A-Eon needs to confirm that one.

[00:41:21] * ktadd (~Kevin@c-76-102-24-227.hsd1.ca.comcast.net) has joined #Team*AMIGA

[00:41:34] <+ssolie> I am really excited about Cyrus myself. that is one great board..

[00:41:58] <+ssolie> A-Eon will be blogging/new releasing about it soon I expect.

[00:42:02] <+ssolie> next question

[00:42:04] <@Kelli217> <ddni> any comments on Hollywood being made available for sale again? Is its approach to coding valued by core devs?<ddni> any comments on Hollywood being made available for sale again? Is its approach to coding valued by core devs?

[00:42:16] <@Kelli217> OOps, double paste...

[00:42:24] <+ssolie> I just found about Hollywood this morning.

[00:42:53] <+ssolie> I certainly value Hollywood and I have a copy.

[00:43:17] <+ssolie> I also know some really hate Hollywood for some reason.

[00:43:34] <+ssolie> I suppose it is the whole idea of a layer on top of the OS or something.

[00:43:59] <+ssolie> I'm not sure what the other core developers think about Hollywood but I've never heard anything negative from them.

[00:44:11] <+ssolie> It is great product overall. Highly recommended.

[00:44:13] <+ssolie> next question

[00:44:13] * ktadd (~Kevin@c-76-102-24-227.hsd1.ca.comcast.net) Quit (Connection reset by peer)

[00:44:13] * ^ktadd is now known as ktadd

[00:44:15] <@Kelli217> <ddni> Current support for hyperions game back catalogue is patchy in os4. Will this improve? shogo heretic2 etc

[00:44:35] <+ssolie> This may be surprising but I don't really speak for Hyperion directly.

[00:45:01] <+ssolie> So I don't know what they have planned for their catalog really.

[00:45:09] <+ssolie> I keep focused on AmigaOS as much as possible.

[00:45:27] <+ssolie> We will keep adding better support for their games of course as necessary.

[00:45:33] <+ssolie> next question

[00:45:35] <@Kelli217> <Derfs> do you see contribs for AmigaOS 4.2 using Qt? what do you think of alfkil's work?

[00:46:06] * @JimS

(JimS@ACA2FE7C.ipt.aol.com) Quit (Ping timeout)

[00:46:09] <+ssolie> I fully support the Qt effort.

[00:46:20] <+ssolie> Hyperion have said as much as well.

[00:46:44] <+ssolie> It is really great work and I have worked with Alfkil directly to help him out.

[00:47:04] <+ssolie> Alfkil tends to find bugs in the deepest places in the OS... he's good.

[00:47:23] <+ssolie> At one point we discussed using Qt as a GUI replacement even.

[00:47:28] * JimS (JimS@ACA2FE7C.ipt.aol.com) has joined #Team*AMIGA

[00:47:28] * ChanServ sets mode: +o JimS

[00:47:34] <+ssolie> That may or may not happen but shows you the importance of that effort.

[00:47:37] <+ssolie> next question

[00:47:40] <@Kelli217> <tekmage> the P5020 is the e5500 core, will the e500MC or e6500 be supported as well?

[00:48:00] * SinanGurkan (~SinanGurk@95.8.186.250) Quit (Ping timeout)

[00:48:11] <+ssolie> Hmm... that's a lot of number and letter combinations there.

[00:48:27] <+ssolie> In other words, I don't really know the details and can't answer at this time.

[00:48:32] <+ssolie> next question

[00:48:44] <@Kelli217> <vapor> Should the AmigaOS community align itself with any particular Linux distro in a co-operative manner? Your opinion?

[00:48:58] * guruman (~user@host132-182-dynamic.20-79-r.retail.telecomitalia.it) Quit (Leaving: I love jahc)

[00:49:14] <+ssolie> I suspect this has something to do with last week's special guest.

[00:49:37] <+ssolie> I think the AmigaOS community can do whatever it wants to do.

[00:50:06] * SinanGurkan (~SinanGurk@95.8.186.250) has joined #Team*AMIGA

[00:50:07] <+ssolie> I can only help to try and build the best AmigaOS we can and give the users something to use and enjoy.

[00:50:36] <+ssolie> If you guys want to go cooperate with the "OS4" Linux distribution that is your business

[00:50:49] <+ssolie> Personally, I don't have time to be distracted.

[00:50:51] <+ssolie> next question

[00:50:57] <@Kelli217> ALL: No more question submissions, please... we want to wrap things up soon.

[00:51:10] <@Kelli217> <noXLar> will Dockies be updated with the upcoming AOS 4.2?

[00:51:31] <+ssolie> I haven't looked into Dockies in a while to be honest.

[00:51:43] <+ssolie> Yes, we should at least fix some more bugs in that area.

[00:51:49] <+ssolie> Thanks for the reminder. :)

[00:51:51] <+ssolie> next question

[00:52:05] <@Kelli217> <ddni> amicygnix. manna from heaven or devil spawn?

[00:52:48] <+ssolie> I have personally donated to AmiCygnix several times. The value of X-Windows should not be overlooked.

[00:52:50] <+ssolie> next question

[00:53:04] <@Kelli217> <duga> Any news on Spotify support in OS 4.1 (own client or the web player that's relying on Flash support)?

[00:53:21] <+ssolie> I have not had a status report from the Spotify guys in a while.

[00:53:48] <+ssolie> I suspect they are busy with other platforms but I don't know.

[00:53:52] <+ssolie> next questino

[00:53:55] <+ssolie> question

[00:54:22] <@Kelli217> Actually, I cleared my question queue a tiny bit early. Any final comments or summaries?

[00:54:33] <+ssolie> I tried to type fast. :)

[00:54:39] <@Kelli217> :)

[00:55:14] <+ssolie> Sorry I don't have all the direct answers...

[00:56:08] <@Kelli217> Well, instead of answers, any heartfelt pleas for understanding and compassion? ;)

[00:56:28] <+ssolie> well... could you guys please stop fighting on amigaworld.net ?

[00:56:34] <+ssolie> it is really getting out of hand... come on.

[00:56:58] <@Kelli217> Ah, one last question and a thank you

[00:57:01] <+ssolie> I couldn't believe the amount of bickering in the Silicon Dreams/VCF topic

[00:57:20] <@JimS> If Amigans didn't fight, they wouldn't be Amigans. ;-D

[00:57:35] <@Kelli217> <noXLar> would the network stack be updated to modern standard?

[00:57:59] <+ssolie> Depends what you consider to be modern of course... I assume IPv6

[00:58:13] <+ssolie> I don't see much point in updating the stack to just support IPv4

[00:58:35] <+ssolie> I do want to add better wireless support.

[00:58:48] <+ssolie> beyond that, we need a new IPv6 stack and that project is a ways off

[00:58:51] <+ssolie> next question

[00:58:54] <@Kelli217> And finally, this thank you: <alef> I gotta say I think we all appreciate the work of Steven Solie and all the rest of the coders. We wish you all luck in your hard work towards a better future for the NG Amiga.

[00:59:49] <+ssolie> back to asha chat?

[00:59:58] <@Kelli217> yep.

[00:59:58] <@Valiant> Agreed, thank you for taking time from your busy schedule to update us

[01:00:09] <+ssolie> thanks Kelli217 !!!

[01:00:12] <@Ken> thanks ssolie :-D

[01:00:25] <@JimS> Yep, thanks for visiting us

[01:00:31] <@Kelli217> We now return you to your reagularly scheduled craziness.

[01:00:47] * Kelli217 sets mode: -m

IRC-chat:
Trevor Dickinson

Log from the IRC chat with
the AmigaOne X1000 developer

[23:02:04] * TrevorDick (~TrevorD@222-153-147-228.jetstream.xtra.co.nz) has joined #Team*AMIGA
[23:02:31] <@Valiant> Welcome, Trevor
[23:02:35] <@Kelli217> There he is! Trevor, please say a few rods, and then we'll start in with the questions.
[23:03:02] <@JimS> welcom
[23:03:13] <@Kelli217> words, not rods
[23:03:27] * Kelli217 sets mode: +v TrevorDick
[23:03:30] <+TrevorDick> I thought I would have to cancel because of the earthqukes ..so if I suddenly disappeare
[23:04:24] <+TrevorDick> OK I'm already to go - first question please
[23:04:32] <@Kelli217> Sorry, I was a bit slow giving you voice...
[23:04:48] <@Kelli217> Okay, first question: <bike> Can you tell us what the expected price is for the AmigaOne x2000 aka Cyrus?
[23:05:40] <+TrevorDick> Good question..it is so early in the development cycle to provide an answer.
[23:05:47] * afk|Cat (afkCat@s529db083.adsl.online.nl) has joined #Team*AMIGA
[23:05:54] * afk|Cat is now known as SceneCat
[23:05:57] <+TrevorDick> If you followed the Nemo development you will know what I mean.
[23:06:31] * rwo (~rwo@95.154.21.8) has joined #Team*AMIGA
[23:06:39] <+TrevorDick> Although we hope the 2Ghx model will come in under the A1-X1000 pricining, there is no guarantee
[23:06:43] <+TrevorDick> next question
[23:06:59] <@Kelli217> <bike> Can you tell us about the differences between the freescale 5020 and 5040 cpu? And in what kind of a process was that cpu chosen over others?
[23:07:32] <+TrevorDick> bothe Freescale CPUs from the same stable
[23:07:58] <+TrevorDick> 5020 Freescale have comitted to a long term 10 year support
[23:08:26] <+TrevorDick> Price & performance a consideration
[23:08:33] * amigakit (~amigakit@80.229.113.254) has joined #Team*AMIGA
[23:09:28] <+TrevorDick> 5020 dual core, 5040 quad core but price and real availability still an unknown
[23:09:37] <+TrevorDick> next question
[23:09:45] * Ddni (b01aafc3@ircip1.mibbit.com) Quit (Leaving: http://www.mibbit.com ajax IRC Client)
[23:09:59] * imagodespira (~imagodesp@46.115.102.180) has joined #Team*AMIGA
[23:10:06] <@Kelli217> Ok, everybody hold off on your questions, we have a serious backlog already. The next question is...
[23:10:11] * Ddni (b01aafc3@ircip1.mibbit.com) has joined #Team*AMIGA

[23:10:22] <@Kelli217> <bike> Will it be a complete system as the x1000 or available as a DIY, motherboard only?
[23:11:06] <+TrevorDick> As I said very early in the development cycle.. I prefer complete systems, Matthew prefers both boards and systems.
[23:11:11] <+TrevorDick> Next question
[23:11:37] <@Kelli217> <bike> What are the requirements to enter the beta program?
[23:12:04] <+TrevorDick> Again too early ... do I sound like a broken record?
[23:12:08] <+TrevorDick> next question
[23:12:13] <@Kelli217> <bike> Anything more you can tell us that is not already known about the project, differences in the xena/xmos for instance. What does the fpga do?
[23:12:49] <+TrevorDick> All I can say is it will have a Xena/Xorro combination.
[23:12:52] <+TrevorDick> Next question
[23:13:46] <@Kelli217> Combined question: <bike> What is the current state of AmigaOS4.2 with regards to supporting the X2000? <vox> Do you expect AmigaOS 4.2 and OpenOffice and Timberwolf ports to be done by the time Cyrus will be availiable?
[23:14:26] * imagodespira (~imagodesp@46.115.102.180) Quit (Connection reset by peer)
[23:14:30] <+TrevorDick> Your questions should be really directed to Hyperiion with regards to AmigaOS 4.2
[23:15:10] <+TrevorDick> We want 4.2 for the AmigaONE X1000 - it is currently be used to develope the code. :-)
[23:15:18] * Damocles (~FooTM@adsl-65-9-225-21.mia.bellsouth.net) Quit (Leaving: ChatZilla 0.9.90.1-2013070921 [Firefox 22.0/20130618035212])
[23:16:04] <+TrevorDick> I presume you mean Libre Office? That is an A-EON funded project and timescales depend on the developers main OS4 workload
[23:16:22] <+TrevorDick> Timberwolf is not one of our projects at the moment
[23:16:25] <+TrevorDick> next question
[23:16:53] <@Kelli217> Humorous question: <bike> On the Cyrus board theres the text - " BOOT SD REMOVE AT THE RISK OF DEATH " -

Will this be used a sales pitch?
[23:17:02] <+TrevorDick> :-)
[23:17:55] <+TrevorDick> It was actually quite funny...the engineers placed that on the board but the Varisys director's did not know until they showed us the board a week or so ago.
[23:18:24] <+TrevorDick> I thought it was funny ...I'm not sure Adam and Paul were that amused?
[23:18:27] <+TrevorDick> Next question
[23:18:29] <@Kelli217> <vox> New board will set limit up to 16GB DDR3 RAM (X1000 has 8GB limit?) Do you expect AmigaOS to be able to use this kind of possibility?
[23:19:05] <+TrevorDick> Again a question for Hyperion & AmigaOS 4 developers.. but I certainly hope so.
[23:19:09] <+TrevorDick> Next question
[23:19:31] <@Kelli217> Hmm... the next question in my queue is related to that, so I'll skip it... just a moment
[23:20:00] <@Kelli217> <vox> Is Cyrus Freescale CPU new ISA previously announced to be supported in AmigaOS 4.2?
[23:20:20] <+TrevorDick> As with the Nemo board there are a few Easter eggs on the Cyrus Plus board BTW
[23:20:31] <+TrevorDick> yes
[23:20:35] <+TrevorDick> Next question
[23:20:40] <@Kelli217> <vox> e) Will there be more modern XMOS chip onboard (they have recently announced their quad cores, kind of) and what kind of uses do you expect? Will it ever be possible to add more programmable, DSP like, FPGA or similar chips via XORRO?
[23:21:30] * Boot_WB (Boot_WB@adsl-77-86-63-180.karoo.kcom.com) has joined #Team*AMIGA
[23:21:37] <+TrevorDick> All good questions. We are now turning our focus to Xena and Xorro issues. Expect some news in the near future... but not 2 more weeks ;-)
[23:21:38] * Boot_WB (Boot_WB@adsl-77-86-63-180.karoo.kcom.com) Quit (Connection reset by peer)
[23:21:49] <+TrevorDick> next question
[23:22:17] <@Kelli217> <vox> Since its expected that X2000/4000 will be available longer then X1000 (primarily the CPU choice of PA Semi in past) will we have longer and better PR campaign of "return of AmigaOne

top model", and everything that looks like started back in 2010, but not done well enough

[23:23:19] <+TrevorDick> Ah.... if you are asking will we be marketing to the wider Computer world no

[23:23:23] <+TrevorDick> next question

[23:23:27] <@Kelli217> <vox> Now with a great driver, can we have onboard 7.1 sound as standard?

[23:23:49] <+TrevorDick> Depends on the hardware.

[23:23:53] <+TrevorDick> Next question

[23:25:19] * ToAks (~user@56.79-160-91.customer.lyse.net) Quit (Connection reset by peer)

[23:25:21] <@Kelli217> eliyahu TrevorDick: glad to hear everyone in your family in NZ is safe. could you comment on the current state of the contracted W3D drivers? have the friedens already supplied you and/or other testers with initial builds already?

[23:25:59] <+TrevorDick> Thanks. We had hoped that we would have had a demo running at the Silicon Dreams show.

[23:26:11] * ToAks (~user@56.79-160-91.customer.lyse.net) has joined #Team*AMIGA

[23:26:50] <+TrevorDick> Of course this is not an official Hyperion development but a A-EON paid development with the developer. It has proved more difficult than first anticipated.

[23:27:06] * ktadd (~Kevin@c-76-102-24-227.hsd1.ca.comcast.net) has joined #Team*AMIGA

[23:27:23] <+TrevorDick> However, it has helped the Gallium development ..so I suppose that's a bonus for AmigaOS4.2.

[23:27:48] <+TrevorDick> Again, the devleoper works on this in his spare time when he is not on OS4 work.

[23:27:57] <+TrevorDick> Next question

[23:27:58] <@Kelli217> <Derfs> so how is the plan for an AmigaOS Laptop coming along!

[23:28:01] * Guest (~Guest@99-13-233-123.lightspeed.iplsin.sbcglobal.net) has joined #Team*AMIGA

[23:28:25] <+TrevorDick> Interesting question! ;-)

[23:28:43] <+TrevorDick> Discussions are ongoing... Watch this space.

[23:28:47] <+TrevorDick> Next question

[23:28:55] <@Kelli217> This is probably a Hyperion-focused question, but: <vox> Will Cyrus be fully supported (all onboard components, 3D graphic, 2 or 4 cores) by AmigaOS 4.2?

[23:28:56] * AmigaSociety (~amigasoci@174.33.229.112) has joined #Team*AMIGA

[23:29:38] <+TrevorDick> Yes, you are right it is a developer question..but I would certainly hope so.

[23:29:43] <+TrevorDick> Next question

[23:29:50] <@Kelli217> <eliyahu> on the subject of libreoffice, can you share what quality requirements the port would have to meet prior to release, such as performance metrics, use of

native UI gadgets, etc.? any new progress to report?

[23:30:18] * bimini (~bimini@86-43-206-33-dynamic.b-ras1.wtd.waterford.eircom.net) has joined #Team*AMIGA

[23:30:48] * Runern (~Runern@ti0057a380-dhcp1220.bb.online.no) Quit (Leaving: HydraIRC -> http://www.hydrairc.com <- Nine out of ten l33t h4x0rz prefer it)

[23:31:09] <+TrevorDick> Fo me it would have to be stable and reliable....otherwise it would not be of much use. We get a weekly update from the developer ... he is squashing bugs!

[23:31:13] <+TrevorDick> next question

[23:31:15] <@Kelli217> <eliyahu> there have been a great many claims made by roberto dohnert, purveyor of the os/4 openlinux distro, one of which was that he was dealing with you on possible resale opportunities, porting his distro to the X1000, etc. could you comment on what, if any, dealings you have had with mr. dohnert and what plans, if any, you have made with him?

[23:31:32] * Runern (~WATCHMAN@ti0057a380-dhcp1220.bb.online.no) has joined #Team*AMIGA

[23:32:10] <+TrevorDick> Yes I have been in contact with Roberto. My interest is simply a custom built easy to install Linux distro for the AmigaONE X1000.

[23:32:30] <+TrevorDick> I spotted and bloed about the OS4 Linux last year.

[23:33:51] <+TrevorDick> However, since we first spoke.. our own team of AmigaONE X1000 specialists have now created a very simple Live DVD install for the A1-X1000 which is as easy as installing Linux to a PC.

[23:34:09] <+TrevorDick> The latest improvement even sets up the Boot menu.

[23:34:16] <+TrevorDick> Next question

[23:34:18] <@Kelli217> <Derfs> do all your future plans involve mid to high end hardware, or are you looking at other hardware projects like accelerators, fpga etc?

[23:34:59] <+TrevorDick> Good question. We are looking at other developments for both the next-gen and classic markets...both hardware and software..

[23:35:07] * chris1234 (~chris1234@b.clients.kiwiirc.com) Quit (Leaving: http://www.kiwiirc.com/ - A hand crafted IRC client)

[23:35:22] <+TrevorDick> actually it more than looking we are working on several projects at the moment. :-)

[23:35:26] <+TrevorDick> next question

[23:35:34] <@Kelli217> <eliyahu> does A-EON plan at any time to introduce a smaller-factor motherboard, such as the original cyrus layout?

[23:37:00] <+TrevorDick> We are keeping our options open ,, unfortnately the smaller factor board did not really reduce the cost of manufacture very much ..especially when you factor in NRE

[23:37:22] <+TrevorDick> So we decided to

concentrate on the larger board for the timebeing.

[23:37:32] <+TrevorDick> What the future brings....... ?

[23:37:35] <+TrevorDick> Next question

[23:37:37] <@Kelli217> <eliyahu> does A-EON plan on partnering with acube systems at some point on joint hardware production?

[23:38:24] <+TrevorDick> We are currently in discussions with ACube about potentioal future collaboration.

[23:38:27] <+TrevorDick> Next question

[23:38:44] <@Kelli217> EVERYONE: We have MORE than enough questions to complete the hour. Please, no more questions. <eliyahu> does A-EON plan on being at amiwest this year, and do you plan to demo cyrus and/or development builds of AOS running on it?

[23:39:34] <+TrevorDick> Yes we will be at AmiWest and I hope Matthew ill be bring AmigaONE X1000 systems to sell.

[23:39:54] <+TrevorDick> We will also bring along the prototype Cyrus boards for a look and see.

[23:39:57] <+TrevorDick> Next question

[23:39:58] <@Kelli217> <eliyahu> lastly, a personal question: has your experiences over the past few years bringing the X1000 to market, and continuing to invest in the amiga platform changed your view of the amiga community? would you say you still enjoy the amiga as a hobby more, less, or about the same as you once did?

[23:40:15] <+TrevorDick> Difficult question to answer.

[23:40:58] <+TrevorDick> I enjoy meeting and talking to fellow Amiga enthusiasts whatever the colour of their OS

[23:41:33] <+TrevorDick> I learned to grow a thicker skin and not to react to all the comments

[23:41:43] <+TrevorDick> do I still enjoy it?

[23:41:45] <+TrevorDick> Yes

[23:41:51] <+TrevorDick> Next question

[23:41:51] <@Kelli217> <Derfs> can you tell us a bit more details about Cyrus - how many PCIe, PCI, USB, 10Gb ethernet?
how fast the PCIe slots are? sound provided by external card?

[23:42:41] <+TrevorDick> The Cyrus specs will change as we go through the prototype stages and revisions.

[23:43:21] <+TrevorDick> We took a concious decision a while back to provide sound with a PCI or PCIe card.

[23:43:32] <+TrevorDick> Next question

[23:43:35] <@Kelli217> <PaulS> can you give an indication of how many boards/machines are out there already?

[23:44:01] <+TrevorDick> I've recently answered this question in another interview.

[23:44:20] <+TrevorDick> For the A1-X1000 more than 200, less than 2000

[23:44:21] * RocketScience (~rktsci101@69.157.171.13) has joined #Team*AMIGA

[23:46:41] <+TrevorDick> next question
[23:46:42] * ToAks (~user@56.79-160-91.customer.lyse.net) Quit (Ping timeout)
[23:46:44] <@Kelli217> <stinger> Between hardware makers and OS developers (A-EON/Hyperion), who's responsible for hardware drivers?
[23:47:39] <+TrevorDick> With the A1-X1000 originally it was Hyperion. However, the hardware manufacturers are now taking on this responsibility.
[23:47:42] <+TrevorDick> Next question
[23:47:46] <@Kelli217> <Ddni> Warp3D what stage are we at? Gallium 3D what stage are we at?
[23:48:38] <+TrevorDick> Gallium 3D ...Hyperion questions.. warp3D works under debug mode but slow....debugging continuing.
[23:48:42] <+TrevorDick> Next question
[23:48:50] <@Kelli217> Here's a more light-hearted question: <Ddni> do you actually like the B52s music?
[23:49:11] <+TrevorDick> ah...........can I say no...runs and hides
[23:49:15] <+TrevorDick> next question
[23:49:16] <@Kelli217> <Ddni> ssolie answered a lot of questions by saying That is an Aeon issue ask them, you have answered a few stating That is a Hyperion question ask them. Is the relationship so tense that you wont comment on each others projects?
[23:50:14] <+TrevorDick> I have a good relationship with Steven Solie. Hyperion have a policy of not releasing information until a product or update is ready.
[23:50:50] <+TrevorDick> BTW I am staying with Steven when I visit Cananda for AmiJam in September.
[23:50:54] <+TrevorDick> Next question
[23:50:55] <@Kelli217> <pjsX1K> Any plans to support gfx card video decoders with the new RadeonHD drivers?
[23:51:46] <+TrevorDick> One step at a time... lets get under OS4 first...already works fime on the A1-X1000 under linux.
[23:51:49] <+TrevorDick> next question
[23:52:08] <+TrevorDick> lets get 3D under OS4 first
[23:52:14] <@Kelli217> Combined question: <PaulS> Will the PA Semi processors be phased out, and did you needed to switch to freescale because of PA Semi availability or price? <vox> AmiKit commented that if there is demand more X1000 batches will be made until Cyrus is ready. Since it will take 1-2 years to have Cyrus ready and fully supported, does A-EON considers this?
[23:53:07] <+TrevorDick> PA Semi availability and price. There is no shortage of PA Semi CPU ..if you are willing to pay the price.
[23:53:21] * zzd10h (~zzd10h@37.161.214.217) has joined #Team*AMIGA
[23:53:58] <+TrevorDick> The original project was based on a $500 CPU. We have paid anything

from $600 to $1000 each since Apple closed the manufacture.
[23:55:14] <+TrevorDick> We (AmigaKIt and myself) jointly subsidised the CPU price increase and did not pass these on to the customer.
[23:55:51] <+TrevorDick> Yes we will build more Nemo boards id the demand continues and the CPU price is OK
[23:55:55] <+TrevorDick> Next question
[23:55:57] <@Kelli217> <Derfs> do you have any future plans working with Hans de Ruiter after he did such a good job on the 2D drivers
[23:56:05] <+TrevorDick> I hope so
[23:56:57] <+TrevorDick> HObviously he is trying to build his own software business...but I am in fairly regular contact since we only live 40 mins apart.
[23:57:01] <+TrevorDick> Next question
[23:57:03] <@Kelli217> <Derfs> your business seems to be aimed for Hardware, with a few software projects on the side, but all for AmigaOS. Are there any plans for anything a-eon does to include MorphOS or AROS support?
[23:57:31] <+TrevorDick> I want to support all Amiga flavours.
[23:57:35] <+TrevorDick> Next question
[23:58:07] <@Kelli217> <Ddni> Are there still loaner systems available for new developers?
[23:58:16] * CDeath (~Amiga@cpe-76-188-104-130.neo.res.rr.com) Quit (Ping timeout)
[23:58:43] <+TrevorDick> There are a couple of loaners systems currently available (a Sam440 & an A1-XE)
[23:58:47] <+TrevorDick> Next question
[23:58:56] <@Kelli217> Combined: <AmigaSociety> Ask Trevor... When will Linux for X1000 DVD be done for download? <Rigo> Isn't there enough Linux distros for the X000 already? It's suposed to be an AmigaOS machine remember :)
[23:59:01] * zzd10h (~zzd10h@37.161.214.217) Quit (Client exited)
[23:59:08] <+TrevorDick> :-)
[23:59:46] <+TrevorDick> The Live DVD will be available shortly ...just making a couple of tweaks.
[00:00:10] <+TrevorDick> Yes there are emough Linux distribution on the A1-X1000
[00:00:17] <+TrevorDick> Next question
[00:00:18] <@Kelli217> Last one, another combo: <mbrantley> only ask my question if not already asked... Does driver development already done on Nemo in any way make driver development for Cyrus project shorter or easier? <vitux> the company that adquired Varysis, help the rapid development and delivery of Cyrus?
[00:00:42] * zzd10h (~zzd10h@37.161.214.217) has joined #Team*AMIGA
[00:01:33] <+TrevorDick> Driver development .. for onboard drivers it helps because it gives the developer more experience. For plugin cards ..it means the OS4 drivers are done.
[00:02:00] <+TrevorDick> The company that

bought Varisys ?
[00:02:04] * @Ken (~Ken@c-24-4-45-28.hsd1.ca.comcast.net) Quit (Connection reset by peer)
[00:02:29] <+TrevorDick> Not sure if that will affect their technical operation at all?
[00:02:34] <+TrevorDick> One last question
[00:02:52] <+TrevorDick> Next question and last one before I go
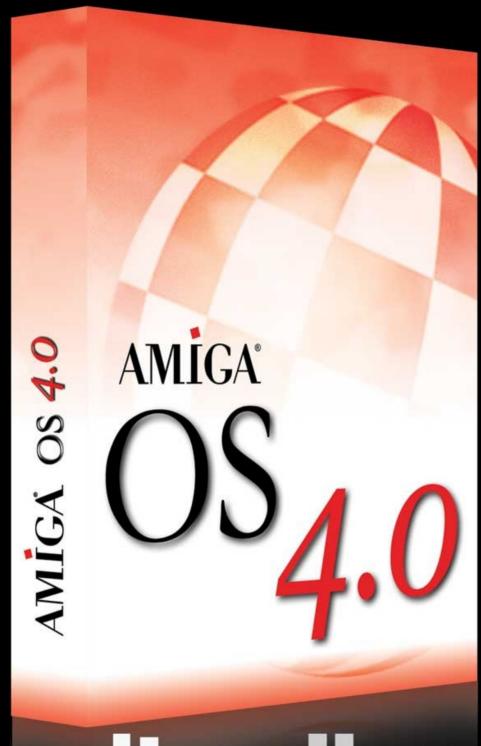[00:03:12] <@Kelli217> I don't have any remaining in my queue. You can go if you need to.
[00:03:20] <@Valiant> Thanks for taking from your valuable time to be with us today, Trevor
[00:03:22] <+TrevorDick> OK thanks
[00:03:37] <@JimS> Indeed... thanks for visiting
[00:03:39] * zzd10h (~zzd10h@37.161.214.217) Quit (Client exited)
[00:03:47] <+TrevorDick> OK got to run

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