

Notes From Meeting of
17/May/01ce

Open: 7:00 pm

Newsletter: Approved

Chancellors Report: Many things are happening in our C= worlds. Both local and in the world community. Reports are being talked about in newsletters and on the Inet. All regarding things for the C= systems. Sensei went on after these opening lines to discuss the events that Lord Ronin has reported to the group. Items for the **Shadow Land** section. Such as the upcoming E-Mail that is currently being tested in the Wave. New Wheels SC that is looking at a form of multitasking. Jeri and her 24 bit board for the 64. Plus her new work on a smaller board for an entire C=64. Colour print out with GeoPaint in the Post Script line. New out is the colour printing for GeoPublish. More information came on the Inet about the JOS system. Not only from the tester, Greg/Dac, but also from the author of JOS himself.

On the local side. Sensei talked about the work being done for the shop location and that the negotiations had been put on hold for the moment. Things have piled up and Lord Ronin wasn't able to move ahead as fast as he wanted on that line. We will be having Robert Bernardo and a guest of his (being kept secret from the members but not Lord Ronin) Around the 18th of July. We hope to have the shop and therefore the ACUG main area of meeting and support.

Sensei then turned the meeting over to Lord Ronin. Who had many things to discuss and show that night.

Treasurer: \$6.00

Commodore Librarian:

Imperial Warlord discussed the work being done during the week with the different S.I.G. groups. Many disks have been looked at, and more need to be done for the BBS. One point made was that the BBS areas are the "Official" A.C.U.G. library. Meaning that as the things are tested. They will be put on the BBS. Many are put in the special ACUG only area. Allowing the members to DL the files first. Also that area on the current BBS is a *free file* area.

There have been some requests for more 128 files for the disk. As well as some GEOS related files. The agreement is that there will be some of these disks made. But not run onto the same disk. IOW a specific C=64 disk, one for 128 users. A GEOS disk also separate. The 128 users disk will have 40/80c programmes for use. Those that are not using at this time a 80c monitor. At least have the files for reference later.

Our Penny Farthing disk for May was discussed. Side <1> is the collection of assorted tools and games. That Jim Butterfield sent to Lord Alberonn. Who asked him some questions on the ML book that Jim wrote. In a response to another E-Mail. Jim said that we could pass around and

The Village Green

put the files up on the BBS. They are not on the BBS as of yet. But a good collection of C=64 files grace this months Penny Farthing. Many are Basic and show some interesting code work. Great for the PRG class. Side <2> is the game Wings of Fury. This has been +4 trained and is given to us with permission from Mad Max at the M2K BBS. A World War 2 game. Where the player files a Hellcat plane from a carrier. First mission is a bombing run. Not easy as it uses both the keyboard and the joystick. However this is the best in GFX on the aircraft when it turns. Giving a full view. Rather than just a flip over. When the plane banks.

Amiga Librarian: New May issues from Eric on Sabrina. Been side tracked on work as he has been dealing with the very new nephew in the family. Right now still waiting for, and by the end of the month of May. We should see the new prices for the Amiga One Mother Board. More in the Tally Ho section.

Editor/Sysop: Wheels 128 arrived. The Optra 40 post script printer arrived and is being returned. Wasn't packed well and it doesn't work. Tested not on the c=, but on the Amiga 4000 Power Tower. Using Page Stream 3, and the drivers from the printers own CD. Broken and bent parts. I hope that I will get my money back. But the junk pile is going to be returned. :-(<

Because of the event that happened several weeks back. Things are still not up to the correct speed and level. As so much piled up. There is in the kibbutz several items that arrived. A printer and M-1 mouse (being sold to *30) Several game and utilities, including GEOS 1.2 in the box. A C=64 and a couple of drives. Items are being tested as time permits. Oh for the record, this time and I hope it works, this entire

newsletter is being done in Wheels 128. I must take a 128 GeoPublish that I bought from a MITM member and use the Trojan Horse killer in Maverick. But I think all in all it will work. This was not ready for a demo at the meeting.

Newsletters that arrived this month by meeting time. Actually the first one isn't a newsletter. But the first catalogue I have seen from Centsible Software. Remindful of the older CMD ones in shape and look. 24 pages of items. new, used, limited supply and in both hardware and software. Disks (blank 81 and 41 theme) Monitors, printer ribbons and so much more. Ring 1-800-640-6211 for the order line. Even if you don't have a catalogue from them, they may have what you want. Or order a catalogue (BG)

M.A.C.U.G. newsletter "READY". Contains a bit on the report from our group on the Amiga Forever emulator stuff. Mihai and his SCPU unit. Yes he got it and the monitor isn't far behind. I'm in contact with him via E-mail. in fact he offered to send me a GeoCable. Inside is a picture of a PET 2001. having a brief description for the original and still owner of the model.

Now in the Lucky Report. Dale there almost seems to rival my own fanaticism about the Commodore. Though he isn't as militant as I am about it. Well not yet at least. (VBG) Too many good things in there to list. So feel free to look at the issue in our library at the kibbutz. I'll just say one thing to wet your C=/GEOs taste buds. How about 9 more colours in the print out? Well it is possible and there is a colour print out of it in the Lucky Report. One other bit is the GunZip prg that Todd Elliot has made available. I have that on the HD at this time. Just need to run the right convert prg on it. Still a beta test. But IIRC

it will unzip and ZIP files in the Geos environment.

At the meeting I announced that I am writing a column for the Commodore Scene in the U.K. This is on Role Playing Games. So far the first installment has been made, just a bio and a policy statement. Work is going on at the moment on other files. But that work is also part of a couple of SIGS and I'll put it in there this time. Wanderer also asked me to write "anything" for his E-Mail magazine on the Commodore. I sent one off already on the World of BBS-ing. A long one and by meeting time i hadn't heard back yet. Still more writing work for me. Wonder if I will learn to touch type?

BBS things for the moment are chaotic. No further work at this time on the Centipede OS for the replacement. On the good side. This is letting thoughts jell before doing any more work. That may have to be redone. Omni at this moment is not getting any improvements. I still have that registered letter to write to Brian. Mad Max has been helpful in the OmniNet. But if I understand things correctly. Without the needed codes. We can expect much of things in the way of improvement.

S.I.G.S: Meetings have overlapped as things are attempting to catchup.

GEOS: #22 is interested in picking up the factory copies of GEOS 1.2. As it seems that when upgraded to Geos 2.0 the files created can be copied over and upgraded. Based on what I understand from the Geos 2.0 FAQ" section. A request for Dungeon files for GEOS has been given. I will have to make a new one when #22 has his copy. #30 will be working again shortly on increasing the characters in his Ultima V font. Next session will cover copying files to a 81 disk. As the

internal drive in the 128D is bad. The files need to be tested and then wrapped for the BBS and the ACUG.

PRG: Members are moving ahead in the first book of the Commodore Introduction to Basic. Though delays are happening. As other things in life do take over at times (S). That is why there is a prg to debug on the disk this month.

RPG: Here is where the group is helping me and the articles for Commodore Scene. Copies of the files from the 64 RPG aide area have been given to the members. They are testing them out and bring back their reports. These reports along with my own. Will be made into the review for the C.S. magazine. Along with some screen shots using Snap Shot V5. This latter part is not fully worked out yet. As the files are saved as Doodle format. They need to be converted to Koala to be used by the Editor in the U.K.. Making part of the C= lesson classes on the use of the Snap Shot and GoDot.

Later the members will be playing the different games and sending me their reports. Our hope is to cover as many games as we have in our collection. But also we hope that those who are making new games will let us know so we can look at them and report on the game. Encouraging more developers.

Demos: Lord Ronin displayed the Wheels connection through Harborside. A new server that Lord Alberonn has picked up. This was compared to the older server Pacifier. Which has been a pain for the last 6 months. Lord Ronin showed how things were locking up at Pacifier. Long telnet delays. But none of this happened at Harborside. he said that he was switching himself. After

collecting his mail and folders from Pacifier account. the 4 attempts to go to e-mail in PINE through Pacifier to videocam. Showed the difference, as there was only one connection to videocam through harborside.

Several tools and games from this months Penny Farthing were shown to the group. Listers and checkers. Plus a few text games that are small and simple. Also in basic for our programmers to tear apart. <VBG>

Lord Alberonn showed the game "dynAMite". An online Bomberman Clone. Played on the Inet. But only with Amiga PCs. Game is Free Ware.

Close/Discussion: Some talk on how we can do all this with our systems. While other systems are so bulky. A report on problems faced by a user of the heretic system in trying to install an ansi term prg with nutscape running. Failure was the result. While we are as powerful and less complicated to own and operate. Ideas about the future and use of the BBS when the new system is finally tested and installed. Questions on the games to test for the reviews. Status of the Dungeon Creator work. On hold at this time. Questions on some of the orders and bids that Lord Ronin has made in the Inet. Including a Amiga 2000 system <less monitor> with many disks. The possibility of a used Turbo 232 and other Geos related items in a buy. Though nothing is stable at this moment. The members are watering at the mouth in anticipation of more C= items. <SEG> Meeting closed at 8:20pm

Lord Ronins Ramblings

As I write this the day after the meeting. This is being done in Wheels 128. The day was spent trying to make everything work. many problems showed up. Disk

errors on the GEOS 128 disks themselves. Lots of T&E, and in the end I am looking at a screen that is 80 wide. No more sliding back and forth. Since this is hooked up to the SCPU. Speed is great. Not that I have printed any thing. Nor have I installed Wave 128 yet. In fact that is unwrapping at this moment. Then I need to run a convert on it. I even made a little menorah for the 80c screen. <BG>

There will be a pause here of a few days. Before I am ready to do more on this article and edition. True I have copied over many things from different files. Ones that were used for the 64. The fonts in here are familiar to you from the last issue. I used the same ones as a test. Nice and sharp letters on the screen. Even the fancy Elvira and Robin Hood ones. Wonder what Reagal will look like at the Shadowland input. Now I am going to test the 128 GeoSpell and make a new dictionary for this version. Then later I'll update this article with a review of Wheels 128 and Wave 128. Space permitting of course. <G>

Hey it is later. OK a couple of days later. I have played a lot with this over the weekend. Been online with Wave 128 and had fun. Now there is an important announcement to come. So I must shorten this review a bit.

Working in the 128 80c environment is a pleasure. No more slipping side to side screen. The whole width of the text is visible. All of the prior work was done in the GeoSpell and it came out fast and easy. just as it does in the 64 mode. GeoPaint is another matter. This one requires me to shut down the computer from either BBDS or Wave work. As there is an error tht appears. Residual memory it

The Tally Ho!

The ACUG
Amiga Section
& Comics!

Issue 22-June,2001ce

Sharp demonstrates Amiga DE applications at 2001 Business Show in Tokyo

(May 22, 2001) Sharp Corporation today began demonstrating applications provided by Amiga on the Sharp Zaurus hand-held computer at the Business Show 2001 in Tokyo, Japan.

Sharp estimates that there were over 60,000 attendees at the show on this, the opening day of the show.

“Amiga believes that there is a very bright future for applications written for the Zaurus device as well as future hand-held devices produced by Sharp” said Bill McEwen, President and CEO of Amiga Inc.

This was Sharp’s first public showing of AmigaDE applications. The Business Show 2001 is the largest showcase in Asia of office, information, and communications technologies. The show runs through May 25 and expects to draw 400,000 visitors.

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AO Editorial - Why Linux Needs Amiga

James Russell, Editor-in-chief-at-large for Amiga.org give us his input into why Linux needs the up-and-coming AmigaDE platform.

One of the biggest questions I come up against when talking to people about the new Amiga platform, and specifically about Amiga’s deals with Red Hat to be the multimedia platform for Red Hat Linux, is “Why does Linux need Amiga?” Tough question – until today.

Today I read that Id Software,

creator of Quake III Arena, had scrapped the retail version of the game for the Linux platform. Id software CEO Todd Hollenshead said: “It [Linux] is a support nightmare due to the multiple flavors of popular versions (of Linux) and the ever-changing kernel. Retailers don’t want it, and the Linux Q3A sales were disappointing.”

When I read that everything came clear. Linux is made to splinter and go in every possible direction. The constant kernel updates and the eternal command-line dependency, while seen as flexibility to its user base, are the same reasons that the software developer environment at large sees Linux as a massive ball and chain.

Commercial software in a free software environment

The biggest problem facing commercial software efforts is that Linux users are used to getting software for free. Pretty much all Linux distributions come with a ton of free software packages available, from Netscape 6 to StarOffice to Quake, even, most Linux software is free.

Free communication and developer software abounds on Linux, of course, including Web software like ICQ For Java, RealPlayer 7, and Netscape 6, which includes the first official AIM client for Linux and the official first Linux e-mail client to allow access to AOL Mail.

But non-free commercial software is fairly scarce on Linux, and when it does come out it tends to fail in the commercial market, as Quake III Arena has done. As far as

commercial games – that is, those where the game creators intend to make money – the Linux market is anything but the prime choice; and this is especially true given Linux’s low share of the consumer operating system market. Most of the platform’s real users use Linux in a server/networking environment, for example, which is not a big gaming lot. And even those Linux users that are gamers tend to use other, more established platforms like Nintendo or the Playstation for games, because new software is released regularly for those systems.

In the end, with competition like Nintendo, Sony, and Windows, the Linux gaming market is just not lucrative enough to warrant the resources it would take to port games to Linux – and the monstrous effort it would take to support those games – quite yet.

Enter Amiga

Armed with a legacy of being the most capable gaming platform on the market, the new Amiga DE can run hosted within any major software environment (like Windows and Linux, to start). At under 5MB total, the Amiga DE can even run piggy-back on game discs for Nintendo’s Game Cube and Sony’s Playstation. The user need never see the Amiga environment, games need only include the pieces of the Amiga DE that require running through a host operating environment.

For game developers, Amiga’s powerful multiplatform, multimedia-centric Amiga DE is a dream come true. After all, why should developers slave away

writing one game over and over again when they can write it once, optimize it for specific platforms if desired (Amiga's operating system is real-time and thus quite fast), and release it on all major software platforms - including Linux - simultaneously. Suddenly Windows becomes a choice, not a given - and the world will be well.

Linux users and Amiga
 So why does Linux need Amiga? Well, believe it or not, there are Linux users that will want to use and buy Amiga software. Luckily, they can. Linux users will be able to run the Amiga DE hosted within Linux - granted, with a speed hit that they wouldn't get running the Amiga natively. But with decent hardware, a noticeable speed hit becomes an insignificant millisecond, and eventually the diminishing returns with new, more powerful processors will nullify the perceptible effect of that speed hit entirely.

And, if the Amiga is to be a platform even worth mentioning, it will have more software than just games. Ports of StarOffice and Mozilla (and thereby Netscape 6 and beyond) are already planned for the new Amiga DE. Once Amiga software starts being released simultaneously without porting (although platform-specific optimizations are possible with the Amiga DE) to Windows, Linux, and popular game consoles like Nintendo's Game Cube, I think game companies - and other software companies - will start jumping back Amiga way like a plague of locusts. And Linux developers will come along.

Of course, all of this hinges

Eric Schwartz's Sabrina Online Marathon - Episodes 151 - 160

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Sabrina Online by *Eric W. Schwartz* ©2000

Post-order*



Sabrina Online by *Eric W. Schwartz* ©2000

*Ointment, meet fly



Sabrina Online by *Eric W. Schwartz* ©2000

*Windows not me



Sabrina Online by *Eric W. Schwartz* ©2000

*Signs of a couple



Sabrina Online by *Eric W. Schwartz* ©2000

*The Cincinnati peace accord



on the final Amiga DE actually being released, but the early version has already been released as an SDK. While the SDK is an early release, it's still one release more than the Amiga platform has seen in a decade (not counting bug-fix point releases of the Classic Amiga OS, like the new Amiga OS 3.9), and it gives me new hope for Amiga's future – and the untarnishing of its legacy.

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Editorial: From Commodore to Amiga Inc. Part I: Executive Slaughterhouse

The first part in a three-part series of three articles by Amiga.org editor-in-chief James Russell comparing the two companies that nearly killed the Amiga – Commodore and Gateway – with the company that now controls Amiga's fate in its hands – Amiga Inc. First up: Commodore.

From Commodore to Amiga Inc.

Part I: Executive Slaughterhouse

Almost everyone who remembers the 1980s computer era remembers Commodore. Even if they don't remember hearing of Amiga, they remember the company who made the Amiga famous. Some of these people even remember Commodore going bankrupt. But most people don't know that Commodore killed itself.

I used to assume Microsoft had somehow kill Commodore, even if unintentionally by just eating the market for PC operating systems alive. But in truth, Commodore made some bad mistakes through the 1980s, and much worse mistakes in the 1990s, that had nothing to do

with any company but Commodore. (The focus of this article is on Amiga-era Commodore, but an awesome book on the subject of Commodore throughout its tragic history can be found in *The Secret Guide to Computing* by Russell M. Walter [Russell M. Walter Publishing, 2000].)

In this series of three articles I aim to compare and contrast the two companies that nearly killed the Amiga – Commodore and Gateway – to Amiga Inc., the company now attempting to resurrect the Amiga's promise. This first article discusses Commodore and the major missteps the company made with the Amiga.

The tragedy of the Commodore 128

The Commodore 128 was the follow-up to the popular Commodore 64, and this was Commodore's first misstep with the Amiga brand. Even Apple was smart enough to push only the Macintosh brand once that computer was released (although they botched it up by not providing an upgrade path for Apple II users). Commodore should have transitioned C64 users to the Amiga, made the Amiga emulate the old C64 software to ease that transition, and then heavily marketed the Amiga brand throughout the computer industry, from multimedia workstations to business machines. One brand, one platform, one marketing team, with one goal: push Amiga. Instead, Commodore weakly marketed both the Commodore 128 and the Amiga for years.

Trouble at the top

After Commodore's founding CEO left the company when Commodore's other major stockholders refused to allow his sons to rule in his wake, he sold all his shares in the company (at about

\$40 a share – for a total of about \$80 million dollars). When he was gone, the CEO slaughterhouse commenced. When the remaining majority stockholder (Prudential Insurance) saw that Commodore was making less money than it once had, Commodore's board of directors started hiring and firing CEOs in rapid succession, trying to find someone who would make the company more profitable. Finally the stockholders settled on CEO Mehdi Ali.

Mehdi

When a company's engineers don't just hold their executive team in contempt, but feel actual, bona-fide loathing for their chieftains, something's wrong. By the time Commodore went bankrupt, Commodore's engineers really didn't like the last executive team, led by CEO Mehdi Ali. It could be said some of them hated him. In Dave Haynie's *Deathbed Vigil* video, they burn an effigy of him.

Mehdi Ali was the last CEO to be appointed by Commodore's board of directors. Some of the blunders he and his highly paid (Ali was said in the video to have been paid something like \$2 million a year) executives were responsible for include:

° The oft-derided "Amiga Jr." project, which was born in 1991 when Commodore's new engineering head executive (the man responsible for the failed PC Jr. project at IBM) told Amiga engineers to make a "cheap" Amiga. The engineers were decidedly unthrilled with the new direction, but had no choice but to make the new machine. When it was done, not one of the internal Commodore sales teams would order the thing. The engineering team themselves detested everything about the new design, and when it was scrapped they

quickly went back to work on the 3000+, which became the Amiga 4000. The 4000 was a decent machine, but it was not what it could have been after so much time and engineering resources had been wasted on making the cheap Amiga.

° The new executives demanded huge cuts in research and development, and got much of what they asked for. Research and development is a technology company's very lifeline - but the legendary, never-finished AAA chipset, which had been in process since 1989, still wasn't done in 1994.

° The brutal slaughter of a deal with Sun Microsystems that would have made Sun an OEM for Amiga computers. Sun wanted to use Amiga's version of Unix for Sun's low-end Unix solution. Mehdi Ali and his team sabotaged the deal twice by demanding a fortune in licensing fees. Sun eventually gave up and Amiga's chances to expand into the Unix market dried up forever.

The end of Commodore

In 1993 Commodore released the first CD-based gaming system: the Amiga CD32. The CD32 was an exciting product, and it was estimated at the time that if Commodore had produced even 400,000 of the CD32 in time for Christmas 1993, the company may actually have been saved from the abyss. But it wasn't to be. The CD32 was released in time for the 1993 Christmas season, but Commodore ran into hardware supply problems and was only able to produce 100,000 units of the system in time for the holiday. The company laid off its employees in stages in early 1994, and by mid-year, Commodore was no more.

appears to be after testing. In 80c mode the images are nice and I can now (fingers crossed) make larger width labels for our disks each month. More on the line of the professional C= labels. Well an attempt at least. Images from 64 GeoPaint have worked, including the images in the handy scanner photo albums. In 80c they are stretched looking. But they do print out fine. In 40c on the 128 Wheels. They also look fine.

Many features and programmes haven't been tested yet. I have a lot of them, but at least my first worry about fonts is groundless. Now to the WAVE-128. The screen is clean and the letters in 80c are easy to read. I do have to recharge some of my PINE colours from the 64 colour scheme to the 128 one. Harborside has been very good in usage. Recently it seems that it is a bit heavy and things haven't run as fast as they did before. I will be going for my own account there in the near future. Videocam is a dream with Wave 128. Everything is easy to read and the colours and menus are simple yet fantastic to behold on the Inet for us.

Shadowland

This isn't a rumour. This is the important announcement. Effective 1/June/01ce. IOW past the time you are reading this, CMD will have dropped the entire C= line. no more orders and they are selling off the rights for the hardware design. This came to me in a msg that was forwarded from the comp.sys.cbm list to the C= mail lists. A few days of complaints have been on the mail lists. Till just recently Maurice Randall let it out that he is in discussions with CMD for the whole ball of wax. Including GEOS. He mentioned many of the upgrades he wants to do and possibly could have done before. So we are all

hoping that Maurice does score up the CMD stuff. As that would be RamLinks, SCPUs, HDs, Turbo Carts etc. I'll have more on this over the weeks on the BBS.

Mihai in Romania sent me a GeoCable. Hunting for the right Drivers

Dale Sidebottom of the Lucky Users Group. Has been kind to sell me a new Optra 40 Postscript printer in a manner that I can afford. Many thanks go to Dale. A true member of the C= Community

Vacuum Tube BBS will be down sometime during this month. As the internal 1571 drive needs a full re-align job.

Contact made with some Centipede SysOps and the man that runs the Network. Asking many questions. Hope to have replies to speed up the work on testing and converting.

File work is being done on the BBS GEOS and more screen/note writers are being tested for UL. Yes some games as well.

