



SANDOLF 87

Found on a disk in a Collection I Bought

The Village Green

April 2002ce Issue

Spreading the word o j Commodore

Official Organ of the Amiga & Commodore Users
Group #447. Astoria Oregon. C= Forever!!!!!!!!!!

A.C.U.G. Officers *<who to blame>*

Chancellor: Sensei David O.E. Mohr *<the Freak In Charge>*

Treasuere: Gary L. Dupuy *<Out of work 'cause we are busted>*

Commodore Librarian: Imperial Warlord *<how many disks are there to sort?>*

Amiga Librarian: Mark E. Reed *<you want Amiga disk on what Work Bench?>*

Editor: Lord Ronin from G-Link *<someday will I learn to touch type?>*

Deputy Librarians: #30 *<convert what to PET and GEOWRITE?>* Vixen *<I can't read this scrawl>*

Amiga Representative: Scott Farly #16 *<the what means the what?>*

BBS SysOp: Lord Ronin from G-Link ID #1 *<how do I programme this drek?>*

WebMaster: Lord Alberonn I ID #4 *<Think we will move the site someday>*

The Smegging A.C.U.G. Policy Section

Beer is good, Tobacco is good. OOPPPS! wrong policy. <BG> Commodore Uber Alles!! Well good but not what needs to be written in this area. O.K. gang forget the usuall stuff. This is all open to you to reprint. just tell where you got it from. Individual articles are Copyrighted by the authors. Any questions feel free to contact us at 623 29th Street Astoria Oregon. BBS is 503-325-2905 E-Mail is lordronin@videocam.net.au

We don't condone the pirating of currently supported Commodore or Amiga software. If we find any we turn in it in to the C=/Amiga powers that be! OTOH anything not supported currently is fair game. Their Smegging Loss of sales, not ours. The objective of the A.C.U.G. is simply to expand and increase the understanding of the Commodore and Amiga Pc platforms. Encourage developement and have a bloody good time doing the above. Well it is nice to be able to say it in more comfortable language.

Next Meeting

18/April/2002ce 7pm at the Kibbutz. Sorry the GHQ is still being painted. Got Coffee and ash trays. Visitors, Smokers, Demos all welcome.

Or Call our C=/Amiga support BBS the Vacuum Tube Dedicated to the C=/Amiga and RPG dice games.

✱Notes from Meeting of 21/Mar/02ce✱

OPEN: 7:06pm

Newsletter: *Approved*

Chancellor: "One more month on hold for the shop". Our intro for the meeting this session. Sensei updated us on the shop/A.C.U.G. center progress. #30, #4, #3 and Lord Ronin Have been working on the shop. Last part done is the sanding of the "mud" preparing for the primer. Most of the priming has been done by #30 who has been volunteering his time for the work. due to finances running out again. The work has held up to the point that the primer is applied to the inside. The outside should be done before you receive the issue. Painting has to wait till April. When the disability cheques again show up. Work is slow yet it will be a much better place for us.

Going over the **Village Green** there wasn't too much that hadn't been updated in the private meetings and the e-mail on the **BBS**. The exceptions being the fact that Lord Ronin was rushed by the issue deadline he imposed. Forgetting to run the spell checker on the copy. Thinking it had already been done. understandable as his mind is occupied with a federal housing inspection. Also that for some reason he isn't aware of at the moment. The Geopublish reformatted his carefully laid out pages. Causing him to cut out over half a page. He had to rewrite the last three sentences. Missing are parts of the TSBBS file saving of /on catagories. What help he has gotten on Centipede, upcoming Omni fixes from Mad Max. Along with more information on the state of things locally.

Next a review of the **READY** from the M.A.C.U.G. Marty their President mentions for us that they have a lead on a collection of DD/DS disks if we are interested. Lord Ronin said that he will ring them up and say that we are quite interested. Nice to have direct msg to us in other newsletters. *<ed note: just finished a nice converse with Marty, see ramblings>*

F.C.U.G. **INTERFACE** has the sad news of two long time and helpful members passing away . Robert writes about his time with them and how they taught him about the club and the editing of the newsletter. We send out sympathies to their families and to the F.C.U.G. for their loss. *<Sandy Dippollet & Ralph Parrot>*

Many articles are from the Inet, as Lord Ronin runs in the Shadowland section at times. Covering Doug Cotton leaving CMD, Last TIFCU book, C= Central Market at VideoCam. *<Lord Ronin will be using that for the group>* Upcoming Expo, Back in time met, Geos Prg Seminar, New CIA-IDE, Using Google to access Comp.sys.cbm and Alt.c64, GoDot updates, Godot & BMP, plus many more articles of C= interest.

Commodore Mailink the newsletter of the MTTM group was gone over at this meeting. March issue contains, two more on "how/why I use my Commodore" articles. GEOS to TWS and the problems found, What is Programming, The new CML disk, Re-Inking ribbons,

Lord Ronin had a review of Lemon64.com. A great place for .D64 files of C= stuff. But at last attempt. The site is open to Lynx but not to Wave. The MailLink contains many more articles in the 20 pages and is worth a membership for C= supporters. Contact the group directly or the A.C.U.G. for information. Yes we are listed there as a regional support group and storage for C= things.

Commodore Scene #36 arrived the day of the meeting. Bummer said Lord Ronin. Didn't get the naughty bits part. <BG>. Fast scan of the mag and not the disk was all that was available for the meeting. Article on GeoBeap 2.0, Lord Ronin has that one and is testing it right now. This is a shareware product. Article on JOS, that we need to study in an attempt to help us with JOS. Commodore Zone last issue is #16. Sorry to say that last does in this case mean last. The release of the Retro Replay with 32K of Ram and 64k for a Rom. Maurice Randall and the New HD DOS+, more articles than we had time to discuss at the meeting on a fresh read.

Treasurer: Still standing at \$6. Lord Ronin donating the cost of the newsletter again.

Commodore Librarian: This months disk is by request. One side is a collection of the traced and saved Geos files from TSBBS. Four fonts, several games and the geopack tool. Help on using the tool and the games can be gained from out Geos S.I.G. side #2 is the requested side. GoDot updates from the GoDot web site. there are more that Lord Ronin didn't collect for us, yet. These and the new ones will be on the BBS in the future. A request that came at the meeting was for some of the images from the GoDot site for experimentation. Disk demo is on a test with the Kracker Jax files. All disk work suspended as the boxes had to be moved and dusted for the housing inspection by the feds. An attempt was made to label the boxes to some degree as to content. There are 70 disk boxes crammed with disks. This doesn't count the 3 1/2" disks or the 10 count portable boxes, of which there are close to 30. Nor the plastic cabinet drawers filled with disks. Long task to sort these out one disk at a time. But imperial Warlord and Vixen are working on it with the help of #30 and Lord Ronin.

Amiga Librarian: Lord Alberonn has not had much success this month with Amiga news. He has been well to be polite disgusted at the increasing number of sites that are now banned to non windrone systems. One can't even post a msg about this problem to them. He has been doing some inet work for members of the game guild and his e-mail, a bit he ads. Waiting for the OS 4.0 said that there will be more in the Tally Ho! section.

Editor/SysOp: A lot I can say at this time. Yes I am one of the English editors for the new Go64 magazine. This is still in the works. Greg/DAC and I are working on the North American part. He being Canadian. One other is working on the European English speaking group. Articles are starting to arrive. Yes when the issues are published. We will know of it here in the Village Green first. <BG>

Thanks to Robert Bernardo, I was able to go to the website of the author of several C=

Programmes. A wrestling game, superkit 1541, warpspeed and v-max. This zip file is 7729 blocks. These are of course way over our heads. I sent them to Mad Max, who I hope can use them. He did e-mail me in the echonet mail packet that he didn't have these before. Perhaps when we are ready, he can teach us how and what they do for the C=.

Mad Max also fixed the dial string in the Term PRG. This allows me to call out with the 1010xxx number to make calls to the M2K BBS for packets and direct log ons for data steals. As well as to other BBS's. All using the term PRG in Omni. I have used this already for our packets and a test log on to the M2K BBS. Still logs in at 7200 for some reason. He also sent several operating files for me to install. These are being done a bit at a time. Hope that you will enjoy the new features.

A while back I DL-ed to my vcs account a collection of games that are fixed to work on the SCPU. Many of them have the Dox as well. Recently I have been pulling them off the account to a FD disk. Later to test and then install on the BBS. These may replace some DL games we have already. As they are improved versions that also work on a stock machine.

Centipede is on hold for the moment. Too many things are happening right now for me to focus. I have been given some help on how to make the files appear in the directories. I will attempt this feat and see if it works. There is more for me to learn in script file making. This I was told by Voyager is how I can add many things to the system. Now I need to learn how to write a script file. Be much longer than I thought to get this up for the deckers to compare and decide which one they want for the BBS.

Deputies: #30 is working on the priming of the shop area. Translating the Wasteland for the Village Green and for the BBS, translating Game Shark codes and walkthroughs to PET. Vixen trying to work with the files and make new Dox. needs to have a non Post Script Printer to print out files for the library. Gave up trying to read LR's handwriting. #16 had to work the night of the meeting. nothing for the emulators at this time.

S.I.G.S.: PRG; Almost back on the weekly schedule. Seeing how code lines may just do what we want for a game online by the end of the year. RPG; Slow on the testing for play. Most work on the Wasteland items. GEOS; Mainly in the GeoWrite work. File testing and now games to try out. GoDot; Just now getting an interest to continue the formation with this months disk. Looks good at this time.

Demos: The creation of a .D64 file on the Commodore 64c. Zipping it in Geos with the GeoZip PRG on the 128 with SCPU. moving the files to the echonet area. Then sending them off with the network packet to M2K BBS. Hope they came over all right Mad Max. We did note that 406 dashed lines on the screen was equal to 205 blocks.

Discussion/Close: Text File Reader with the new information on Centipede. new files explaining some of the new items that mad Max made for the Omni system. These will be placed in Drek #1 BBS. They can be reached from the main menu.

Request for the spells for the 1st level M.U.s in the Tunnels & Trolls PBEM. More PBEMs on the BBS <oy my fingers> Up coming Geos Files being saved from the TSBBS disks. Along with the collections of files not even seen yet from the disks. new shop layout <again revamped> for the A.C.U.G. What items of C= will be running at the shop and usable by members. Working on a Post Print walkthrough of a Play Station game. Trying it out in booklet form. that is proposed for next S.I.G. on Geos. Meeting closed at 8:20 for gaming and S.I.G.s

The Wasteland walk through: part 8

Back to the "downtown" area. Downtown - east (again): go to Leroy's Place (by the "bus") - go to arms counter ("store"). Sell the 3 leather jackets, if you need any 7.62mm ammo, then buy clips so Thrasher and Snake Vargas have 3 clips each! Buy 3 "tni"s for Angela Deth! Exit the "store", ("save" the game), leave Leroy's and go north to the "blocks and junk blocking the alley!" Use the "tni" to blast through. Stop, - switch weapons to smg's or a/r's if you've got 'em! (2 smg, 2 assault rifles, 2 pistols) use the "tni" again to blast through remaining "junk"! A gathering place for "jerks"!

Attack fire "full automatic" at the groups. Each Ranger attacks 1 group! Use smg on small groups, A/R on large groups. 4 groups are: "1", "2", "3 & 4", and "5"! "Reload" before going in - "more jerks ahead"! After you've killed the "Jerk leader", reload, and switch weapons back to axes or knives! Most of the loot is "junk" - knives, clay pot, jug, pistols, ammo. Take - the AK 97 assault rifle, 7.62mm Ammo, and Bloodstaff (another "fake"). Leave the "Geiger Counter", soon we'll find another "free" one! That's it for Downtown-east!

Back to the street and continue to the west. Another "Downtown"! Enter new location... Downtown-west: this place is also "infested" with "jerks"! Just watch your "Con" that your "health" doesn't get too low! Continue west to the doorway of a building to the north. Kill the "jerks" in the doorway, take the Bloodstaff (don't ask!), "stairs" in north wall go to the "basement", "click!" a harmless "cinderblock" trap, by the east wall is a "Bloodstaff verification table", the loot is some cash, ammo, & robe. - test your "Bloodstaves" - (crunch, crunch, less "junk" to carry!) Exit the building, go toward building south-west, this is - Hobo Dogs (the local fast-food restaurant), the "prices" are reasonable, but one look at the menu makes you wonder if this place is "connected" to the "Waste Pit", the "Temple of Blood", or what. No, I wouldn't eat here!

Behind Hobo Dogs, the entrance is on the east side, use "picklock" on the door, "Bill Dugan, Representative, Temple of Blood" appears to be on "vacation". There's just a "Clay Pot" to be found on his desk. Next building east (by the "truck") contains 3 "shops" and stairs to an "area" in the rear: Crowley's Occult Shop - figure is asleep, - always! Use "perception" on the crystal ball for laugh. Hollywood Style Shop - check-out the "old posters" on the walls and the "bulletin board" on the south wall - pressing "down arrow and space bar". (just "junk" & Wasteland "credits".) Abandoned Art Gallery - now just a "shelter" for the homeless bums that don't want to be Hobo Dogs! (See, I told you not to eat there!) The two figures here are "thirsty bums". Go back to Leroy's Place (Downtown-east) and get" three (3) Snake Squeezins". (only \$10 each) One of the "bums" will drink and "fall asleep",

Executive Update - Amiga Status Announcement

Bill McEwen - March 25, 2002

Greetings once again - To One and All:

Fresh from a fantastic showing at the Embedded Systems Conference in San Francisco, where Amiga Anywhere wowed and amazed commentators, developers and potential customers alike, I wanted to take the time to get the Amiga community caught up on our flagship project, the AmigaOS.

Contrary to the nonsense that is being spread about by a few very noly people, the AmigaOS is more than alive and well and we have very exciting plans for the future with more hardware designs and exciting new features. We have very long term life and long term goals for this amazing product.

We look to the AmigaOS as the desktop solution and Amiga Anywhere as the embedded solution for Cell Phones, PDA's, Set Top Boxes, Internet Appliances and some other new products. When AmigaOS 5.0 hits the road then you will see these code bases merging and the two worlds will allow the content to co-mingle and proliferate.

Another way to view this is that AmigaOS is for the Amiga Community whereas Amiga Anywhere introduces Amiga to the rest of the world. It is then that they can join us and be part of the Amiga community. It is all about market share and the opportunity to further expand and grow the Amiga market and user base.

As you know, we took the strategic decision to outsource development of the next generation hardware and compatible AmigaOS version. This was done to allow us to concentrate on AmigaOS5, our long term goal, whilst also providing a compelling and high performance path from AmigaOS3. What this does is give the Amiga community a product that they can be proud of in the short and medium term.

The hardware contract was awarded to Eyetech Limited, of Stokesley, England, and the software contract was awarded to Hyperion Entertainment, of Belgium. Both companies have an impressive reputation for quality products and a deep commitment to the Amiga, having played a major part in keeping the platform going through the last five years.

These two contracts underlie the first new combined Amiga hardware and software product in over 8 years; the AmigaOne, a product whose features and functions were set after looking at the thousands of mails, articles and comments generated by the community. A PowerPC (PPC) CPU was asked for and it was selected. The ability to take advantage of the latest video and audio technology was demanded and it was successively built in. USB support was talked about and we obliged. A better filesystem, integrated TCP/IP and 3D, an enhanced Workbench; all have been designed into AmigaOS4.

The excitement is growing. The AmigaOne is already running PPC Linux, AmigaOS4 is progressing rapidly on 68K Amigas equipped with PPC accelerators and integration is currently underway. Orders for developer boards are already being taken and many developers are working closely with the AmigaOS4 team to ensure that their applications are optimized for the future.

It has been a long haul and there have been many bumps on the road. With the world economy starting to move out of recession, and the success of Amiga Anywhere, Amiga Inc is moving from strength to strength. It could not have been done without the support and commitment of the Amiga community and we want the community to know that we share its support and commitment to the success of both our product lines, Amiga Anywhere and the AmigaOS.

Hardware Update

Last month, Fleecy Moss, CTO of Amiga Inc visited the headquarters of Eyetech and spent a few hours with Eyetech management, engineers and their newest addition, a PPC mother board that will be the at the heart of the AmigaOne. Running a version of PPC Linux specially designed for it to permit evaluation, the board and its peripherals performed flawlessly with the system being very responsive, boding well for an optimised and efficient AmigaOS in the future.

The original hardware plan for the AmigaOne was to create two products, a motherboard with an integrated A1200 interface, allowing for the first version of AmigaOS4 (4.0) to be completed quickly by still having access to the AA chipset, and a second product, a standalone board that would work with the second version of AmigaOS4 (4.2), which would be independent of the AA chipset.

Over the past 6 months, advances in hardware have meant that the second product is actually going to be available before the first. As a result, the hardware strategy has been updated. The AmigaOne will be built around a revision 1.5 motherboard. This board will be completely independent of the AA chipset and will not need a connected A1200 in order to run AmigaOS4. There will be no motherboard with an integrated A1200 connector. Instead, Eyetech are planning on developing a PCI to A1200 product for those who wish to run older Amiga software that requires direct access to the AA chipset. In effect, the A1200 will be like just another graphics card plugged into the PCI bus of the AmigaOne.

Using this approach it is also technically feasible to use the PCI-cable interface to connect to an A314000 via the CPU slot connector - and even to an A2000 via a CPU pin header. These interface variations may follow later, depending on demand.

The current hardware specification for the AmigaOne is as follows;

- CPU - any G3/G4 to the currently available speeds
- Memory - 2 133 MHz SDRAM slots for upto 2GB
- Graphics support - (2x AGP plus 66MHz PCI)
- Card expansion - 4 PCI slots
- Legacy Support
 - a) FDD
 - b) Serial
 - c) Parallel
 - d) PS2 keyboard and mouse
- Integrated Systems support
 - a) 2 USB connectors plus 2 headers
 - b) 10/100 Mbps Ethernet
 - c) AC97 (Audio)
 - d) MC97 (Data/Fax/Modem)
 - e) UDMA 100/ATAPI - 2 channels (4 devices)

Beginning on the 18th of March, developers and dealers can order developer versions of the boards, allowing them to

Eric Schwartz's Sabrina Online - Episodes 219-222

Sabrina Online by *Eric W. Schwartz* ©2002

"Where do they get shoes?"



Sabrina Online by *Eric W. Schwartz* ©2002

"An armada can't fight a puppy"



Sabrina Online by *Eric W. Schwartz* ©2002

"Girl talk"



Sabrina Online by *Eric W. Schwartz* ©2002

"What could a title add?"



<http://www.sabrina-online.com>

evaluate the product and to be prepared for optimizing their applications for AmigaOS4. To order a developer board, please use Eyetechn's online shop. (<http://www.eyetechn.co.uk>)

For more information on the AmigaOne hardware, please visit Eyetechn's AmigaOne pages. (<http://www.eyetechn.co.uk/amigaone/>)

Software Update

Hyperion Entertainment have assembled the cream of Amiga developers to work on AmigaOS4.0, guaranteeing both high quality and high performance in the final product and ensuring that AmigaOS4.0 and beyond will be a true Amiga product, created with due care and attention to the philosophy and practices that have always made Amiga solutions the envy of the world.

AmigaOS4.0 is currently being developed on Amiga 4000s equipped with CSPPC accelerators, and integration is now underway on the AmigaOne 1:5 boards provided by Eyetechn.

The aim of AmigaOS4.0 is five fold;

1. to provide a transition from the 68k based custom chipset Amiga hardware to PPC based pluggable sub system hardware
2. to provide as great a degree of backwards compatibility as is possible
3. to optimise the AmigaOS for its new hardware foundation
4. to move the AmigaOS forwards, offering new features and high performance all wrapped up in the traditional easy to use Amiga architecture
5. to prepare the way for AmigaOS5

Its feature set as currently defined is as follows;

Exec SG (Second Generation) - A rearchitected and reimplemented Exec core services manager that allows the deployment of AmigaOS4 to any suitable PPC hardware including but not limited to the Amiga One, Blizzard PPC, Cyberstorm PPC, Shark PPC from Elbox, Pegasos from bPlan etc.

The following features are being added;

1. Hardware abstraction layer
2. Virtual memory
3. New library interface
4. Resource tracking and management
5. Optional memory protection
6. WarpOS backwards compatibility

68k emulation - This is key to AmigaOS4.0 as many of the less performance crucial OS elements, as well as the entire body of Amiga third party applications will require it in order to work. The latest Just In Time (JIT) techniques are being employed to ensure maximum performance, with hand tuning of many areas to accelerate the Amiga architecture.

PPC native connectivity suite - this was the most requested feature from the community, integrated connectivity, and given its importance, we trusted its development to Olaf Barthel, one of the most respected Amiga developers in the world. He has not disappointed, with benchmarks suggesting that the new AmigaOS4 solution is faster than any other available solution. Its feature set includes;

1. implemented as a single shared library
2. compatible with the Amiga standard "bsdsocket" API, as defined by the AmITCP product
3. enhanced API for more control over the inner workings and configuration
4. built-in DHCP client
5. Internet Superserver (inetd)
6. IP filtering and networking address translation
7. drivers for asynchronous PPP (dial-up networking) and PPP over Ethernet
8. SSLv2

PPC native reimplementation of the Amiga File System (FFS2) - FFS2 is a fully backwards compatible re-implementation in C of the Fast File System. It supports media greater than 4 GBytes, and a new variant of the file/directory name storage format which allows for long file names (up to 108 characters). Salvage and recovery tools will also be included that support both FFS2 and SFS.

PPC native CD file system - the feature set for this second most requested feature of AmigaOS4 is as follows;

1. Joliet support
2. RockRidge support
3. CDDA support
4. multi-session support
5. Video CD support

We also intend to add support for mixed audio/data CD's and support for the HFS and HFS+ filesystem as used by Apple.

PPC native RTG system - with the AmigaOne supporting both AGP and PCI graphics cards, the ReTargetable Graphics system is crucial to high performance. Redesigned and reimplemented for AmigaOS4 and the AmigaOne, a team lead by the creators of the Picasso96 solution will ensure the highest quality graphics display for the consumer, whether gamer, artist or general user. In addition, hand tuned drivers are being written to support the following graphics cards, with more to be announced later.

1. Permedia 2
2. Permedia 3
3. Voodoo 3
4. Matrox G450/G550
5. ATI Radeon

Amiga3D - developed from the pioneering Warp3D solution offered by Hyperion and now available on both the AmigaOS and AmigaDE, this 3D solution offers the power and simplicity of a low level 3D interface, allowing developers to create

blazingly fast 3D applications without the overhead of a faster 3D solution such as OpenGL. Hand tuned hardware drivers for the above mentioned graphics cards will provide even higher performance. Whoever said games are irrelevant on the Amiga is in for a surprise.

OpenGL 1.3 support (mesa 4.0) - whilst Ami3D allows the developer to get down close to the metal, OpenGL is the standard for a full 3D solution. AmigaOS4.0 will offer OpenGL1.3 support by implementing mesa 4.0 on top of Ami3D, giving developers the 3D choice of performance and feature set.

PPC native RTA - With the introduction of PCI card support, the Amiga community now has access to the latest in audio hardware. Given its excellent collection of audio software, such as Audio Evolution, Samplitude and others, this AHI compatible solution will allow the AmigaOne to become a major force in audio creation. With support for most existing Amiga audio cards as well as Soundblaster live and Soundblaster 128, the future has never sounded so good.

PPC native GUI system - the entire look and feel of AmigaOS is being reworked; Intuition is being rewritten and enhanced, to give a PPC native foundation to the AmigaOS interactive environment.

Reaction, the BOOPSI based component GUI system has been reimplemented and enhanced for seamless integration with the AmigaOS.

Many new classes are being developed whilst drag and drop will be supported across the system.

Matt Chaput, designer of the famous GlowIcons is taking a leading role in the look and feel, ensuring that AmigaOS4 will look both modern and unique.

A PPC version of AmiDock will also be included, ensuring that Workbench continues to be the most usable environment of all the desktop platforms.

PPC native CLI - the tool of choice will be removed of annoying bugs and enhanced to make it even more useful.

SCSI interface - SCSI will be supported, allowing the many devices already owned by Amigans to be used, but with particular attention being paid to SCSI devices that use the SCRIPTS controller, for the next generation of devices.

AmigaInput - A new framework for managing input devices is being designed as a prelude to the requirements for AmigaOS5. This will appear in AmigaOS4 and become a crucial part of the developing Amiga solution.

USB - USB was to be introduced in AmigaOS4.2 but given the development of the i15 motherboard, parts of it will be introduced in AmigaOS4.0. Currently this will allow USB mice and keyboards to be supported but, if all goes well, new devices will be added as they become available, with scanner support next in line.

PPC datatypes - the datatypes system has been implemented and extended within the AmigaDE, demonstrating our commitment to superior Amiga technology. With the move to PPC, the system and many of the datatypes will also be moved across, increasing their performance dramatically.

PPC Storage Toolbox - a set of functions allowing for the management of fixed and removable storage devices.

PPC font engine - surprisingly one of the most requested features for AmigaOS4.0, a brand new font engine will be added to the AmigaOS, providing support for both True Type and Open Type fonts. In addition, bullet.library and diakfont.library will be reimplemented and enhanced and a contract with Agfa for 12 truetype fonts has been negotiated.

In addition, many Amiga developers are coming forwards and demonstrating their commitment to the AmigaOne and AmigaOS4; in particular

1. Special PPC native OEM version of Ibrowser 2.3
2. PPC native version of MUI for applications that require it
3. Special PPC native ITC version of Audio Evolution

All in all, AmigaOS4.0 is shaping up to be a very compelling and exciting product which in combination with the AmigaOne will provide the product that we have been waiting so long to offer to the Amiga community.

Whilst the changed schedule for the AmigaOne boards is very welcome, it has added AmigaOS4.2 work to the schedule for AmigaOS4.0, namely the abstraction of the AA chipset. Coupled with the need to reimplement certain features included by Haage and Partner in AmigaOS3.5 and AmigaOS3.9, this may push out the final consumer delivery date; an analysis is underway at the moment to determine this.

The Amiga community is owed a great debt by Amiga Inc and, with the success of AmigaDE now allowing us to build revenues and increase resources, the long layed plans for the future of both the AmigaDE and the AmigaOS can be put into action. Thanks for all your support and here's to the future.

Signed on behalf of Amiga Inc, EyeTech, Hyperion and all those working together for the future of the Amiga

Bill McEwen
CEO
Amiga Inc
Snoqualmie, WA
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Apologies from the Editor

Sorry for the tiny font, but this info was way too important to wait for two months to print. And besides, perhaps this is more good news to all of you who have been waiting for any sort of info on what's goin' on with the AmigaOne and OS 4.0. (I was wondering myself what the heck has been going on. To hear that most of the hardware is up and running is a good thing, now we need to get it out so we can play. I'm really happy at the idea that there may be a connector for my A4000 as well. I was drooling over the idea when they started talking about hooking up my current A4000 motherboard to the new motherboard and saddened at the announcement the AmigaOne 4000 was dropped. Oh well, I can hope it comes out and I can have a much faster Amiga that I can run the new Amiga OS on as well as play with Linux much faster than my current attempts have been going.

Other "bum" drinks and asks for more, second drink puts him "asleep" too, but, first he "Mumbles the name of the Club where he lost all of his money". The "name" of the Club is the password!

(Acapulco) The "stairs" between these "shops" lead to a "wooden platform area for the restaurant customers". The figure standing by the east stairway is a "vendor" selling Snake Squeezins for \$15 each. "Sit" at a table and the second figure appears, a "musician" to "entertain" you. As you "change tables", he follows you. Nothing else! You can "climb" over the west railing. Okay, now you've got the "password" to the Private Club in the Downtown-east section. Remember, the "bum" said that he lost all of his money there - try, but you won't do any better! If you walk by the figures at the table, you'll over hear them talking. "The Mushroom Bishop sent out his priest to investigate the murders, but no one has seen him for days." (You won't learn anything new at the "club"!)

* The best is saved for last - but only if you're really in a "destructive mood"! In the north-east corner of Downtown-west there is a "working" Howitzer, but no "shells" around. If you're so inclined, go back to the Ammo Bunker (by the Police Station) and pick-up the Howitzer shells! Use the Howitzer Shells on the Howitzer and "select" a "direction" and "trajectory" to fire. (your targets are:)

A) west, low - wall of building to your west.

B) west, high - wall of building to your west.

C) south-west, low - road in front of Occult Shop.

* D) south-west, high - west wall of Hobo Dogs and north-west area of office behind. If you do, check-out the "surviving waitress", before she dies!

E) south, low - wall between the Hollywood shop and the former Art Gallery.

F) south, high - the south east corner of wooden platform behind the three shops.

(No, you can't kill the musician.) If you're "lucky" you may raise a skill level, but if you're really unlucky, a shell may explode in your face and destroy the Howitzer! Also, now you've got to "climb" over the rubble you just created! If you're only feeling a "little bit destructive", you can use your axe to "chop down the trees here". No, George, they're not cherry trees. There's no experience to be gained - you're Rangers, not "lumberjacks"! Enough nonsense! Back to the game!

Exit Downtown-west, along the roadway to the west. You're now on the road that separates north-west and south-west Needles! Continue west, just one more building to the north. The Gas Station: this building - formerly a gas station, now just a garage - is "empty", except for a figure in the corner. The "sleeping attendant" wears a hat that says "bug off". We'll be back here later, after we recruit "Ace" to get the "broken jeep" running!

North-west Needles: Finally, the last section of Needles. Stand outside the north-west corner of Needles and wait for night. (Hold the "left arrow" key until the "Game Clock" is 18:00) When you enter, look for the "Radiation" hazard symbols to the south and east of the building/Temple! Remember, when you come out the front door you can go west or north-west "safely", otherwise stay along the sides of the building! We're going in equipped with knives, there will be many deadly robots (hunters & killers) along the way, but we should be able to kill them and retreat back out to regain our "health" before going back in!

Enter the Temple of Blood, kill the "guards" inside the door, leave the loot (Carbines & Ammo). Go to the 3 doors along the west wall, use "picklock" on each!

1) Storage room, leave the Throwing Knives and jugs there.

2) Empty room. Message on wall is about launch code - "Motekim"!

3) Empty room. Message on wall is that this room is "full of blood".

Go through door at north end of corridor, then the second door to the east, kill the "executioners",

use the "Control Panel" to deactivate the laser & free the "hostage" (Hobo). Recruit (hire) the "Hobo", (the info here describes a "chamber of horrors", priests collecting blood from small wounds in the victims.) Take the Bloodstaff (no, not yet!) and a knife for your new "recruit" (Ralf). The room to the west is just "ole Sparky", a nice warm seat for "one at a time".

The other room to the east is an "Electric Torture Room", you can use "picklock" on the door, but don't bether entering! You probably need another "rest" by now! Exit the Temple, and exit Needles. Just stand at the outside edge and rest (Esc key) since Ralf has no "Canteen"! When "fully rested", check your "7.62mm" ammo supplies - each Ranger needs "5" (A/R or not - we'll get A/R's!) Go to Leroy's and buy the Ammo needed!

Re-enter the Temple of Blood, go west to first door to the north, sit at each of the 2 chairs just inside the door - (both repeat a previous launch code message). All other chairs are "occupied". Go toward the altar, then east and follow corridor to the end. Enter the "locker room" to the north! Take the Kevlar vest, equip Hell Razor with it, than "trade" his bullet-proof shirt to "Ralf". Equip "Ralf" with bullet-proof shirt! Enter the "locker room" to the south, just take the 2 bullet-proof shirts. (We'll sell them later.)

Enter the "Holy Game Grid" room to the west. Kill the two "guards" inside, take the Mac (SMG) for the Ranger (Thrasher) who still needs an smg! Play the game - If you must know the proper path it's: (just like reading) N, W, W, W, W, N, N, E, E, E, E, S, E, E, N, N, N, N, W, W, S, W, W, W, W, N, N, E, E. You can go straight at the figure to the north. The only requirement is the correct answer at the end! The answer is "30" (steps)! Suddenly you're standing on a small wooden dock. Go to the "Island" to the North. (swim to the island). Once across, stop and rest (left arrow) on the other side! ("moat scum" and fish may inflict minor damage.)

First, there are 4 "snipers" - one at each corner of the "island". Just go all around the "outside" killing them with axes or knives! (Your armor protects you) Take the NATO A/R for the Ranger who needs it "the 2 SMG's for Dan Citrine & Mayor Pedros" the 1 M-19 rifle for Ralf (and "2" 7.62mm clips) " any Bloodstaves - (do you have to ask?) Second, approach the "door" on the north side of "island". Change all weapons - A/R's for all Rangers! Smg's for 2 Recruits! Rifle for 1 Recruit! Use "picklock" on the Large Wooden Gate, jump across the Pressure Sensitive Plate!

("Stepping" on the plate "activates" the Auto Turret!) (a "deadly killing machine!") Attack the Patrols you encounter - fire "full automatic" (just "fire at" odd numbered groups - 1, 3, & 5) reload the "empty" weapons! Continue all around the outside of the "smaller" room and kill all of the Patrols as you encounter them - again - fire "full automatic" Just take all of the Cash, 7.62mm clips, M-19 Rifles, and any Bloodstaves you find in this area! Leave the "Rockets", "Power Packs" and other "Ammo" behind for now! (We can come back for them!)

Next month we continue on in Needles. More to do and the fun never stops. <VBESG>

□ Lord Ronins Ramblings □

Right, just a little over a week before the meeting. Time for me to finish this part up and tell you what has happened up to this point.

Hard Drives: These have not arrived yet. I trust the sender, also know that he has some family problems and health problems at this time. I did ask and was told that there had been things that had delayed his shipping the drives. But that they would be forth coming when he was able.

Disks: Talked with Marty at M.A.C.U.G. regarding the disks that he mentioned. Sorry to relate that in our phone conversation. he told me that the last time he was at the event. There weren't any disks at all for us. however he will keep an eye out for disks that are usable for us. I mentioned that we were interested in about 500. If the price is right of course <BG>

New Member: Well technically he isn't a new member but a returning one after a few months absence. Geddy Hewitt a.k.a. #22 has renewed a L.D. membership. Though he is unable at this moment to log onto the BBS to collect the disks. Arrangements are being made to send him the Penny Farthing. Welcome back #22.

C= Stuff: Having been off line for a few days. See BBS stuff below. I had over 1891 msg to filter this day. Chopped a lot out with out reading them on some lists. However I did respond to one that offered me games with dox on most of them and C= hardware, being joysticks, C=64 and a 1541 drive. Another individual offered up a host of C= manuals. Some i have and others I don't have. I opted for the entire collection. Duplicates will be offered to the A.C.U.G. members before going to the new shop. The non duplicates go into my collection. To be used of course in our future understanding of the C=.

Da BBS: There is the Orc speak for this issue. <G> There have been some problems and a lot of down time on the BBS. Mad Max sent several update packets over a period of months. I finally opened them up. Which was fun. Had to change the case of the names on most. Well autoboot was a mistake to change the case. But that was an easy fix. Now then the idea was to have on logins new things pop up for the deckers.

Things like the Activity charts in CG and and Ascii for 40/80c. A fixed Lotto Game with the saying showing up. A speed selector for the decker. Our hope is that the slower baud users can select to use this and that will help them in the DL of files. As in the past with the use of the SCPU 300 baud callers couldn't DL. A today in history and birthday file. ALong with that a new entry menu. So that you can move to specific areas on the BBS.

Well there have been problems. Lots of bugs that showed up on my end and not on the mirror set up that Mad Max created. As I write this piece. We have spent a lot of time on the phone, and most readers know how much I hate voice phones. Time on the BBS by Mad Max hunting out the problems. Now we have the entry menu up. In fact Vixen made the 40/80c CG screens for it already. The undelete feature is working in the E-Mail. Though the new menu for that information has yet to be created. The Today in history is working. I would like members to give me some information on local history dates of the area. Also your birthdays so I can install them in the file as well.

Through all of the work being done Mad Max has been rather patient with the ignorant dumb Orc here in explaining things. As they have to be step by step. Still to have the activity chart show up. Now though you can select the speed of either 20 Mcps or 2Mcps for your logon into our Matrix. The early entry menu will allow you to select the main menu, regular log on, online game menu, Nuke War <#22s favourite>, BBS

information, E-Mail, net Mail, Msg base and more to go to on the BBS. Lotto now has the saying coming up. A bit fast I think and no option yet for another saying shown. This is a work in progress. Yet it is a great leap forward for Omni and will be excellent when this BBS system is released in the new form. Great work and help from Mad Max. Without Whom the BBS would be down at this time.

Files: A lot of work on files has been going on the BBS in the background. moving them from bulky partitions to subpartitions in order to better organize them for our use. More Geos files are going up soon. After the main file areas are rebuilt and hard copy print outs of the listings are made for a comparison. Long job but the end result will be something more easier for the members to use. O.K. by that I mean as this BBS holds the software library. A method of making the list of files available for users that are new or not able to enter the BBS yet. So the hard copy is needed to show the users. Also a disk in PET will be made of the listings. Area by area, so that the different topics can be selected easily. Yeah I know I have a tendency to subdivide a lot. <EG>

Upcoming Projects: Man there are a lot of them. I am behind in so much right now that I have forgotten all I am to do! <G> Well besides the BBS work. File testing, writing about the C=. That sort of thing. We are working on Post Print in making booklets. At this time we have made a 26 page booklet and are looking at one that is double the page number. These are walkthroughs that we have gained for the Play Station system. Eventually the PET version will be on the BBS for DL. GoDot is another project that we are starting. There are more files for me to DL from Arndt's site. Oh yeah that reminds me. We are now exchanging with Load Star. <Hi Dave> Need to return to the mega campaign game we were working upon with the Dungeon Creator PRG. More reviews for Commodore Scene on RPGs. Still have more tools to review for that part. Before going into the games them selves.

New Modem: The BBS "maybe" getting an upgrade modem. We have a 28.8 that we were going to use. But just recently a USRobotics 56K came our way for test and if it works we can use it on the BBS. Problem is that it has that X2 something part for the windrones. But Lord Alberonn found that it does V90. There may be no problem or a configuration for us to use. O.K. enough for now. Space is a little strange in the issue set up. See you at the meeting and/or in the Matrix.

oClassifieds@

Cover for keyboard of a stock Bread Box style Commodore 64. Does NOT!!! work on a C=64c model. Still in the box. Dox on the box itself. Original Price Sticker says "\$13.97" Selling for \$7 to A.C.U.G. members.

There are now a fair sized collection of unformatted never used disks. These are in the 5 1/4" size for the 1541/1571 use. Most are cut on just one side. Going rate for A.C.U.G. members is still 75 cents. They may be picked up at the Kibbutz.. Special April through May rate of 10 disks for \$8 USD.

There are also several disks that are formatted with programmes on them that have yet to be sorted and copied. These will be sold at the special club rate to members. At this time and due to the increased scarcity of the disks. The cost would be around 25 cents for the used disks. Please wait till they are ready for use before placing your order.

See Lord Ronin for information on some sources for Commodore items including disk notchers. he has been working on finding us sources of new and used material for our beloved PC.

WELCOME Back

A big welcome back to our returning Member #22. <Geddy Hewitt> Say #22 I'll need some information from you for the BBS files. We can do that in Inet stuff. #22 is for the moment in California. Where he has continued his Jujitsu training and now has his Commodore PC. Though I may be wrong. I understand that he may need a Modem. If that is so, I don't have a spare one. But do have a spare SwiftLink card for sale. That will take him to 38.4Kbps. unless I rip it open first to upgrade the crystal to the equivalent of a Turbo 232 at 56K+ baud. <SEG>

Anyway till he can log on and collect the Penny Farthing disks. Which I want to add he has paid a year in advance to gain. Arrangements are being made to ship him the disks and a new <read that as updated> Starters disk. Right after I create a new one. Containing specifically some Geos Tools and other items <BG> now that I have opened up more of the files.

At this time a collection of things are being readied to send to #22. This also includes his lost, but still on the ✓ Amiga 4000 of Lord Alberonn, Martial Arts Note Book.

On that line my hope is to soon be able to take photos with the 35mm camera me mum sent me years ago. Have the images put on a disk. The use GeoDos to transfer them to the SCPU RAM. In the long run, this will be my new illustrated training manual and the one I will need to hopefully gain my Professorship in Jujitsu. This experiment has not yet happened. Now if I can find a Computer Eyes PRG. Then the videos we will be making can be used and converted in images to GeoPaint. Those could then be put out in one of the training booklets we have discussed in the Geos S.I.G.

That's it for the updates this time through. Time to print this out in Post Print and hope that it works as usual. <BG>

