

# NOTES FROM MEETING OF 15-MARCH-2001CE

Open: 7:00pm

Newsletter: Approved

Chancellor: Sensei announced that the reason for the meeting area being torn up as it was, is that the new kitty went on a kitty play rampage. <G>

In the last week, Lord Ronin had put out, both our newsletter and the 20 page newsletter for the "Meeting 64/128 Users Through The Mail". A note was added that our own Deputy Librarian #30 has just joined the group. Plus Lord Ronin spent late hours, working on two disks for the CML and our own one. Sadly his initial project for us did not pan out. At least for this month.

Our own Lord Ronin from Q-Link is in the current issue of the Lucky Report. There is a cropped shot of him on the front cover and later in the issue a full picture <thanks to #4 Lord Alberonn for the proper formatted photo> Plus a column and a half on our own militant hippy freak.

At this point in time, there has been limited results in hunting for the new location. Rents have gone up for what we have seen. Not giving up, just now need to expand the search parameters and area.

Lord Ronin is engaged in a couple of Inet buys for C= items. Hardware and software. When it arrives, he will list what there is and what

prices he is asking. A portion will go to the treasury.

The local Costco store has currently running a sale on Inkjet computer paper. Advantage brand was just over \$18 for 2500 sheets. Comes in 5 individually wrapped 500 count sheet reams. Lord Ronin bought one set and printed out the manual for Centipede. His report said that the paper is lighter and smoother than the prior brand of injet paper he was using.

Treasurer: \$6 <L.R. left the quarters this time -G->

## Commodore

Librarian: Imperial Warlord announced this months disk. He and Lord Ronin spent some time making it. Like up to 5am of the meeting day. As the first test experiment failed. Originally it was to be a disk of manuals for games and the other side to be a Dungeon from the Dungeon Creator. This didn't happen. As it seems at this moment that the Dungeon Creator grabs files from side one, where the tools are located. A full multi part adventure is started and will be released as a full game disk in the future.

This month is a double sided disk of game Dox. Many by request. Several for Bard Tale 1, 2, & 3. Bard Tale 1 manual. Bard

The Village Green

Tale 2 Command Summary Card. Bard  
Tale 2 map. Bard Tale 3 Command  
Summary Card and the code wheel.  
Impossible Mission 1 & 2 manuals.  
For a game that was released a few  
issues back, the Medieval Lords dox.  
Aliens 3, Castle Wolfenstein, and  
Might & Magic #1. This one is  
broken into 5 parts. Parts 1-4 are  
80 blocks. Part 5 is 67 blocks.  
There are tools to help you edit the  
extra lines from the files.

Lord Ronin found these as he was  
testing Wave64 in downloading at  
Project64 web site. There are others  
that he had grabbed. Some have not  
been tested. The two Bard Tale  
manuals, #2 & #3 did not come down  
correctly. As they would not unzip.  
All the files are converted to  
normal PET from ASCII. But are  
formatted for about 78 columns. Best  
if printed out. Further information  
is in the read me files on both disk  
sides.

**Amiga Librarian:** Lord  
Alberonn has been playing with a new  
toy. A prg called "Amprster". This is  
the prg that allows him to go to the  
Napster site and DL the MP3 files.  
He has collected several at this  
time. Though he has been having  
problems with the "<deleted>  
connection to that <deleted>  
Pacifier". #4 was also able to DL  
some Amiga Commercials. Which he was  
to show at the demo section. The C-  
and Vic-20 ones need either a  
different format or a different  
viewer than the one he is using at  
this time.

**Editor/SysOp:** First off, our  
new member in Vancouver Wash. Logged  
onto the BBS. Hoi there to #19,  
COYOTE66. Our newest A.C.U.G. and  
BBS member. He has some problems  
with the log on. A little help from  
me and his next one was much better.  
Just a bit more tweaking and he will  
be right on the money with the BBS.  
As he is a beginner at logging on. I  
remember how that was the first time

I logged on and didn't know a  
thing.

O.K. it isn't official and is  
just in the look over phase. But I  
am considering the Centipede  
system as a replacement for Omni.  
I don't say we are changing. I say  
that I am expanding my options.  
Thanks to Mad Max. Omni has gotten  
a few more points in my favour.  
But I am looking for more for us.  
Centipede offers 105 games. 81 of  
which can be played by C/G and  
Ansi. The rest are straight C/G.  
My biggest enjoyment is the  
freaking Manual. Now I paid Brian  
Bell <Dr. Midi> \$80 for the Omni  
system. This was to include the  
Manual. Did that at the start of  
1997ce. Guess what? No Manual  
yet!!

Centipede has 771 blocks of  
manual with a step by step set up  
guide. Even some explanations of  
things. Lots I don't know and I  
will set it up for testing. But  
not as the log in BBS system. Till  
I see if this is what I want for  
us. We have been discussing this  
in the S.I.G.s and on the BBS in  
msg base 1 post #3. I decided that  
it was time to bring it out in the  
Village Green. Looking for pros  
and cons to the idea..

At the meeting night I talked  
over the CML. Which is the  
Commodore MailLink. The newsletter  
for the MTTM. Which is the Meeting  
64/128 Users Through The Mail. A  
group tht was formed in the mid  
80s. A few hundred people are  
members world wide in the group.  
Europe Canada South America and  
Australia. Sort of a loose knit  
group. More of a resource center.  
6 times a year there is the 20  
page newsletter, the CML. This is  
written by a guest editor. I just  
did the one for March. I am also  
the Managing Editor of the whole  
mess. Articles in the CML are more  
on the general to specific line.  
Coming from users that are highly  
technical to reviews from game

players. Twice a year there is a members listing. This list the members and their interests. Making it a great way to find other C= users that are into the same things you are. Some are wired on the Inet and others are not. Members are also allowed into the private mail list. Good place to learn more on the system from other users. I can give more information to those that are interested.

The files for the disks were rather interesting to use. First of course they had to be DL-ed. Then there was a problem that was covered in the GEOS S.I.G. This being the case of the name. If in graphics. The unzip prg will not see the file. Any of the characters in gfx will have the system ignore that file for unzipping. When DL-ing the file through Wave. I must name the file, all in CAPTIALS. This is lower case in stock C=. Then unzip will see it. In fact you can't easily use the R0:new name = old name trick with a full gfx name. At least it doesn't work on the 128 with the BBS DOS part. Or on my 64c. I converted some names in GEOS and the files unzipped. Well most of the ones tested. They are on this months Penny Farthing. Some failed and I will try to DL them again. Others haven't been tested yet. Next step was to convert them from ascii to normal petascii. Thanks to the asc2pet tool I got from videocam. This is easy. The large files I broke up for our use in the editors. As they have the project64 information at the start. I assumed tht you will want to remove that for your final print outs.

**Deputies:** Though illness and injury has been a factor to all of the Deputies. #30 has been slowly testing out the disks. #3 has been sorting papers and printing out Dox. #22 is working on some files for the idea of a new starters disk for users.

**S.I.G.s:** GEOS: We did work with the Wrong is Write V7 prg. That allows the user to convert from several versions of GeoWrite to Ascii. And to convert Ascii and normal Pet to different versions of GeoWrite. I did this in converting text from Inet msg to GeoWrite 2.1 and then the articles from 2.1 to Pet for the CML disk. This tool AFAIK is now PD. So it will be on the BBS Geos data store for DL-ing shortly. We also covered using the handy scanner and the hany import file for the scans. Then adjusting and cleaning them up in GeoPaint. A trick we learned is to use the dotted box tool. Then go to the eraser and click with the double click button. Erases what is on the screen.

**PROGRAMMING:** A little short on the time spent. I have found more books in the collection for specific interests. #30 is trying to make a new intro screen of animated sprites. Having trouble with this project. #22 is working on type in things from a book. Using that and some files I gave him to programme a demo.

**RPG:** Might and Magic 1 is about and this is the new one that the users just gained. More on this later.

**Demos:** Lord Alberon showed some Amiga commercials. Which IIRC came from a user years back from MTV. Interesting music. Pointer Sisters, Burt Bacharach, Little Richard, Buzz Aldrin and 2 other Astronauts, whose names I lost. Tommy Lasorta (sp?) and even Tip O'Neil were in the commercials. My comments aare more on the slogan used "Amiga from Commodore. The computer for the Creative Mind." Don't see the MS-DOS people going for creativity in their ads.

The use of the nibble copier was shown from Maverick. Plus the Penny

Farthing for this month. Showing how the different files are formatted. Though Omega-Q II does a good job of formatting them in 40 column. The charts and maps are in PET now and formatted for the larger screen.

**D**ISCUSSION: More talk on the fact that there really were Amiga Commercials. Disproving the talk that there never were any Amiga Commercials. Talked about the C= ones that we would like to see in the future. \*30 has problems with the 1200 1670 modem. We think it might be settings. Also settings on his Sieksha printer. So it will work with the C=. Works with his Amiga. Talk about the Centipede BBS system and what it may do for us. \*4 spoke about looking into an Amiga BBS. Cost vs. features problem. More on that as he researches.

**C**lose: 8:04pm to further SIGs and dicusions.

### LORD RONIN'S RAMBLINGS

Well Chummers: There is a lot going on here with the group. Small in numbers. But big in interests.

First order of biz. The *pacifier* situation. To be blunt is "sucks". no way can I log on the direct dial shell account and go to pine. Recently I can't even go to the telnet and hope to stay on. Keep getting the carrier drop.

Recently for a lark. I was on the Inet. using the Wave64 through my new site at videocam. Oh yeah addy

lordronin@videocam.net.au

is the new addy for me. anyway I telnetted to pacifier and bang. I could do my pine e-mail there. Mind you now. The tech support says that there is nothing wrong!!!

Well I didn't like their attitude and sent them an earfull of what I thought. Politely this time around of course. But still rather stern. In fact the day that I am finishing this article and printing out the newsletter. Lord Alberonn tried to gain information on FIDO. Using pacifier he was told that it was "FORBIDDEN" he didn't have permission from the server to look at the site. So we used my account at videocam and there we saw the info. he called tech support. They didn't have any answers. They could see the site. YEah weel funny the next time he logged on. Which was just a few minutes later. Bingo he now could see the Fido net site. Go figure?!

So yeah we are looking about for a new Inet server.

Videocam is a dream. At least here I get *HELP* when I ask for it and in about 12 hours or less. Gaelyne has been a dream for the work she has spent in explaining things to the ignert dum ork. I have gone there in Wave 64 did a bit of DLing. Generally having a great time. Still a lot to learn, but here they will teach me and not shuffle me off.

I will have more on that after I am familiar with the way things work. Also after I get the Wave 128 system set up. I have Wave 128 and GEOS 128. Just waiting for the Wheels from Maurice.

No report from our gamers on the Might & Magic 1 game. Problems have kept the RPGers off of the game. As well as off of the regular BBS call ins.

BTW: there is a tool that I have yet to use at videocam. One that will convert gif and jpeg for us and size it to C= standards. There are a few Wasteland maps I would like to get and play with in GEOS.

# The Tally Ho!

The ACUG  
Amiga Section  
& Comics!

Issue 20-April, 2001ce

## AmigaOS 4.0?

*The link to this file was on Amiga.org. I just joined the AmigaOne list at Yahoo! groups and after scanning the archive of posts, I think that this information is accurate. (Otherwise it would not be here.)*

01 April 2001 10.00pm GMT

Fleecy was kind enough to post the infos released at St. Louis on the AmigaOne mailing list and he commented it too :) He did a great job answering all questions posted there. So I had to do a lot of work editing all answers but the result is here for the pleasure of the community :) Please spread all around the world...

Philippe 'Elwood' FERRUCCI - Only Amiga makes it dreamable !  
Jay Miner Society / Phoenix Platform Consortium  
Amiga Translator Organization  
<http://elwoodb.free.fr>

Hey there 8-)

We have nothing to hide (except when the lawyers get involved) and I would rather people have the truth, even if they don't like it, than some rumours. So here we go...

Amiga's strategy has always been to provide a complete solution, the Amiga Digital Environment which provides a seamless environment for content, data, applications and users on any device and across any network. In effect, the technology becomes invisible.

In working hard with Tao, and our other partners, such as Sharp, and others, still to be announced, and in talking and listening to the Amiga community, we have enhanced our strategy to provide a better, complete solution for all parties.

The AmigaDE itself is progressing rapidly, as will soon be seen with the Sharp product releases. In the past we have targeted the AmigaDE as being both a hardware host and a software host product from

cell phone to server.

The home server is a key part of our Domestic Digital Habitat (TM) concept, providing a communications gateway, digital content storage facility and QoS router around the Domestic Digital Habitat.

Since we already have the AmigaOS, are moving forwards with AmigaOS compatible new hardware, and have a vast legion of people who still want to use, develop for and purchase, the AmigaOS, we have decided that instead of bringing out a standalone AmigaDE for this market, we will take the best of the new and integrate it with the best of the old.

In other words, Amiga will offer as the home server solution, a product that is a newly revitalized and expanded AmigaOS, with the AmigaDE tightly integrated into it. Users can thus continue to use the best of the AmigaOS, can work within the AmigaDE, or can work in both of them, transparently using the other as the user environment becomes one. Developers can now stay with the AmigaOS and develop for the AmigaDE on one machine, getting the best of both worlds.

For PDA, Cellphone, STB, Console and Digital Appliance companies, they can run the AmigaDE native, or hosted on their devices, and have access to all of the AmigaDE content and device set. Families and businesses can buy Amiga Digital Repositories that provides a single universal layer. Disenchanted Windows, Linux and Apple users and developers now have a new, modern, exciting product and Amigans get to keep maintain their march into the future on the platform they chose.

Once again, Amiga has tried to bend over backwards to show its commitment to the Amiga ideals and community. We have been worked ferociously behind the scenes with users and developers to create a single, harmonious product concept that has only a single target, the future.

Amiga Inc will bring management and control of the

AmigaOS back inhouse. Haage and Partner have done a great job with OS3.5 and OS3.9, and will continue to work, with other contractors to help develop OS4 as we move it forwards, but as owner, Amiga Inc will now set the direction and agenda for our entire product set.

What does this mean for Amigans wanting to buy the AmigaOne? It means that the OS that will run on the AmigaOne is AmigaOS4, a PPC OS that takes full advantage of the new hardware, and that will come, (in OS4.2) with a fully integrated AmigaDE layer. With the clever design of the Eyeteck AmigaOne, getting access to the classic Amiga (think of the classic as just another hardware card attached to the AmigaOne), there should be full compatibility for older apps whilst getting the full benefit of the new AmigaOS4 (no more crippled emulators or context switching solutions) and the AmigaDE (binary portability, a massive content pool for both developers and users alike) and Java.

Why those decisions now:

I have spent hours a day trying to bring all the Amiga developers together but it seems there is just too much hatred. In the end there can only be one AmigaOS, and one Amiga Inc company moving it forwards. Amiga has retaken control: we have taking OS4 in house for design and management. But we're still working directly with many contractors (H&P being one of them) and looks forwards to all working with us to make a better Amiga in the future...

What will AmigaOS4.x be ?

Firstly it will be cleaned up and made to run very efficiently on a new piece of standard hardware. It will be made retargetable, to remove any of the old hardware dependencies, and then we will add features to support the new zico specification, such as PCI, USB, Firewire, Virtual Memory

etc. We will also add other features, such as full Mesa support, a brand new audio architecture. The AmigaDE of course will be fully integrated, bringing lots of content and java to the platform for the first time, and there are lots of other things in the pipeline as well, that may be in OS4 or may be introduced in OS5.

We are working with the Picasso boys to create a new standard, but it will be close enough to their old one to recognize. Developers write a Picasso code for now, and stay in touch. I want to get all serious developers together so that we can really help each other, rather than the riot that we have now 8-) We are working with Hyperion and the Picasso team to create a new set of APIs, Ami2D and Ami3D that will allow us to take full advantage of the future hardware without any hacks as we have had to have in the past.

Features of next AmigaOS (V4 -> V5):

- A brand new TCP/IP-stack, written from scratch.
- A new datatypes-system, especially for streaming will be achieved with the ACM and streaming system.
- The Audio system will be the best of any system out there. We have 5 of the best audio people in the world working on it.
- 2D and 3D APIs, integrated into the gfx-system instead of hacked-in like now are underway, and with our close alliance with Matrox, there will be not only standard high level APIs but GLIDE like low level APIs to really take advantage of Matrox cards.
- a new Workbench from OS4.5 on
- an improved intuition.library with OS4.5
- hardware-independency with OS4.2
- a new filesystem with OS4.0, more information will be released when we've tested it 8-) It is designed to be compatible with FFS but much faster.
- a good printer-system with drivers for more printers will probably make it in OS4.2, waiting for

## Eric Schwartz's Sabrina Online Marathon - Episodes 131-140

**Sabrina** Online by *Eric W. Schwartz* ©2000

"Possibly not until graduation"



**Sabrina** Online by *Eric W. Schwartz* ©2000

"I call them Publicity and Marketing"



**Sabrina** Online by *Eric W. Schwartz* ©2000

"Baby up to the bar"



**Sabrina** Online by *Eric W. Schwartz* ©2000

"The little nipper"



**Sabrina** Online by *Eric W. Schwartz* ©2000

"Up, out, and away"



Sabrina Online by *Eric W. Schwartz* ©2000

"... Said the spider to the fly"



Sabrina Online by *Eric W. Schwartz* ©2000

"Backing down until cornered"



Sabrina Online by *Eric W. Schwartz* ©2000

"Painful revelation"



Sabrina Online by *Eric W. Schwartz* ©2000

"Notice she didn't say 'I'"



Sabrina Online by *Eric W. Schwartz* ©2000

"High hopes"



USB, and for the full benefits, OS5, the PDP media system. This one is a new media product - lossless physical to digital to physical - any human sense in the physical world, digitised, stored, manipulated and passed back.

Hardware required for the next versions:

AmigaOS4 will only run on hardware that conforms to the zico specification - currently that is the Eyetech AmigaOne (which also offers full backwards compatibility with AA chipset access applications) and the bPlan AmigaOne, which will run AmigaOS4 apps and older apps which use retargetable coding. This OS4.0 will be launched in the summer, with 4.2 and 4.5 coming out at six month intervals. OS5 will be late next year.

Amiga Inc has an agreement with bPlan to build an AmigaOne. AmigaOne computers run Amiga Inc software. Whatever else ran on it is nothing to do with us. We look forwards to other Amiga hardware companies developing zico based solutions and are actively talking to them.

AmigaOS4 will be PPC only, with a 68k emulator. OS5 will spread to other next generation chipsets. We have tried our best to please as many people as possible but anyone who has a PPC accelerator knows the costs involved in that system. To really move forwards, it has to be new hardware without any hacks or bodes so those people will have to switch from their accelerator to the A1. The new AmigaOnes will be cheap enough and expandable, and will be orders of magnitude faster than the existing products. There is a possibility of a software compatibility layer, but the performance would most likely kill its usefulness compared to an AmigaOne. And the price of such a system will be very high.

No more native AmigaDE:

It will not be hardware hosted on machines aimed at open desktop class or higher because all of our partners, including the ones who



## CENTIPED

For those not into the BBS and for our exchanges. Here is a bit of an update on what we have found in this BBS OS

**QUOTE:** Yup you can quote an entire msg. Or bits of one in Centipede. We have done quotes at different parts of a msg and put it in the msg. BTW can't do that on Omni.

**BAR LINE:** You can place a bar that will appear in the center of the screen. Works like a separator. Also not on Omni.

**AUTOGRAPH:** A little feature that makes your handle in a pretty coloured display. Show up centered at the end of your msg. Not on Omni either.

**CENTERED:** This feature allows you to center the last written line. Looks more set for 40c users though. Not on Omni.

**SIGNATURE:** This one is on Omni. Centipede just allows 9 of them while Omni allows only one. And requires a sub-partition for the sig files. I haven't tested this one too much. What I have found is that I am not locked in at 10 lines as Omni. Sending it to the msg does seem to also auto send the msg on Centipede.

**RAINBBW:** This uses the pre set colours that I installed in both Omni and Centipede. No difference in this feature.

**FLASH:** This feature allows the characters to flash. Note that not all term prgs support a flash. Omni can turn on but not off. Centipede = both

**FULL SCREEN EDITOR:** Omni doesn't have one. This is where you can adjust your msg. Without a mess of weird stuff on the screen. Cursor around and adjust the characters you typed. Yeah I have to do that a lot <BG> Negative side is that many of the other features are disabled in this option.

**REVIEW:** These command options and a few others are available from the two major help menus. When you are writing a e-mail or a msg in the msg bases.

**GAMES:** Yeah what most are interested in seeing. <BG> Well there are a lot as mentioned before. Testing is being done. Some repair is needed. But I can make better directional menus for our use. Where you can press a key then go to the different game theme menus. Where there is a bit of a description for you. Not possible in Omni.

**FILES:** here we have the problems!!

Next Meeting:  
7:pm on 19/April/01ce  
At the below addy.

Gut Yon Tov to all

BBS: 503-325-2905  
300-14.4k C/G and ansi/ascii

Voice: 503-325-1896  
Live human or machine {BG}

Chancellor: Seasei David O.E. Mohr  
Treasurer: Gary Dupuy  
C- Librarian: Imperial Harlord  
Amigo Librarian: Mark Reed  
Editor: Lord Romain From 0-Link  
Deputies: #30, #3, #22

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