# the #amiga guide

ISSUE 2-2007

1992-2007

NAF - 15 years and still booting!

▶ Contest
▶ AROS test
▶ Game reviews
▶ New Amiga hardware

**#AG issue 2 / 3 - 2007**

# Contents

### Words on the Edge

Here we are again, one late night in front of a screen frantically trying to slap together an issue of #amiga guide magazine, preferably before our dear readers turn rebels on us because of our now several month delay.

Oh well, the important thing is that its out there.

Speaking of out there, Amiga OS4 Classic will be out there soon, as of now, only 19 days away.

But one has to ask, how will this turn out?

How many Cyberstorm/Blizzard PPC accelerator cards are left out there?

Will it ever even be enough to make it all worth while?

Does Hyperion have a fist full of aces up their sleeves?

Will OS4 classic coincidentally contain a bug that will allow the Sam440 the Efika and other boards run it?

Will working around the contract imposed limitations be a walk in the park or child's play?

We can only pray it is.

The price is a very nice price however, about $105. And with the current dollar situation, you get for the price of one beer at the pub here in Norway, ten copies.

It only remains to share my hopes with all of you that the current situation soon will be resolved into something new and promising in the near future.

*- Mike*

#amiga guide magazine is printed by our sponsor:
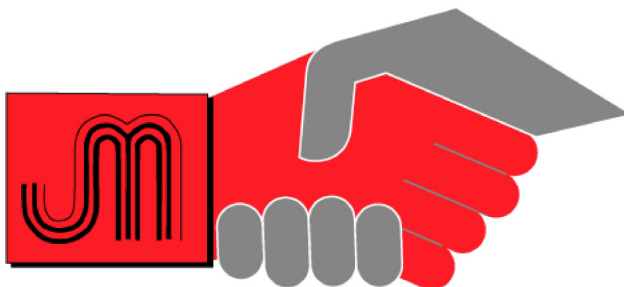


**Johansen & Michalsen a·s**
-trygge kjøp gjennom 30 år

# readme.first

### Is this the end?

Is this the end of the road? Are our dreams crushed? Are our high hopes for the Amiga future all in vain? Did we come all this way for nothing?

The answer is NO!

The good book says: «You harvest like you saws». And we have sawn. All of us Amiga freaks have been patiently working in all of our ways, praying or at least hoping for something big to happen, for something new to happen, for a miracle to occure which fulfilles our common dream of a new and alternative computer platform. We will be there!

When will something happen? How long do we have to wait? When will there be computers available to buy capable of running an existant AmigaOS4? For how much longer shall we be frustrated? I can see no promised future, no promised land.

The answer is: SOON!

Sadly the ongoing court trial between Amiga Inc and Hyperion has been delaying things for a period of time, but already now in November there will be a release of AmigaOS4 for classic PPC equipped Amigas. And this is a happening, because this is the first official AmigaOS update in years and years, it is really the first teaser of the upcoming AmigaOS4 platform soon to be available. The question is not longer «if» AmigaOS4 will be released for a modern, dedicated OS4 computer, but «when». The ongoing trial sadly has slowed things down a little, but since this trial already has been going on for almost a year, then my qualified guess is that there will be a conclusion somehow, either a verdict or a settlement, before another 6-8 months has gone, that would be before the Summer of 2008. «The one waiting for something good, is not waiting in vain.» This WILL happen!

And meanwhile it is up to you and me, the ordinary Amiga freaks, what kind of a future we want to keep building. Are we going to let evil forces tear down what we have built, or are we going to let good spirits keep building the Amiga community? This is for the future to show, and for you and me to decide.

Keep up the good hopes, and may God bless us all!

*Tommy Strand*

Amiga is a registered trademark, and the Amiga logo, Boing ball logo, AmigaDOS, Amiga KickStart, Amiga Workbench, Autoconfig, Bridgeboard and Powered by Amiga are trademarks belonging to Amiga Inc. All other trademarks mentioned are propriety to the respective owners.

---

# disk.info

### ART Episode 15

Amiga Round Table Podcast has gotten to their episode 15, and has become quite a productive gang. Hosts for ART this time are Rich Lawrence, Sean Fitzgerald, Mike Blackburn, and Bill Panagouleas. Headlines for ART 15 are:

Amiga World Got DDOS attacked (WTF?).

Dave Morse Passes.

X-Amiga Beta released.

Alchemie 7 Report is out. Alternative Show 2007.

Assorted Tangents.

*Source: amigaweb.net*

### Smart Filesystem 1.277

The advanced file system for Amiga Joerg Strohmayer released a new version of the popular filesystem. Smart Filesystem Home Page: http://strohmayer.org/sfs/

*Source: amigaweb.net*

### Dave Morse passed away early November

Dave Morse, Amiga Co-Founder, 1943-2007 Dave was born April 15, 1943 in Lexington, MA and passed away on November 2nd, surrounded by his family. Published in the San Jose Mercury News on 11/7/2007.

*Source: amigaweb.net*

### Halloween Game for Classic Amiga

Cammy of #amiga at EFnet gave us all a Halloween surprise!

(quote)

HAPPY HALLOWEEN EVERYONE!

Here's a Halloween gift for you, the first demo of our Halloween Nightmare game. It should work on any Amiga with a Hard Drive, and at least 1MB RAM. - http://www.spin.net.au/~amiga/HalloweenNightmareDemo.lha - Let me know if there are any problems, the animation and stuff will be fixed in the full game

(/quote)

I still did not try this out, but I leave this Halloween surprise for you to open yourself! HAPPY HALLOWEEN to all of you from all of us!

UPDATE: Check out: http://saivert.xerc.biz/HalloweenNightmareDemo.avi

For further information or questions about the game, please email Cammy aka Moya at undergroundarcade@gmail.com

*Source: amigaweb.net*

### AmigaOS 4.0 Classic Available For Purchase / Pre Order  AmigaOS 4 Classic

Pre order for Classic Amigas with Blizzard PPC or Cyberstorm PPC. Price revealed.

Amiga OS4 Classic finally is available for those lucky enough to own either Cyberstorm PPC or Blizzard PPC accelerator. And the early birds vesalia.de, has revealed the price of the new OS. What are they asking you say? 87.90 Euro's please. Note that they of course wont ship before Novermber 30. yes 2007. That's right, this November 30. 2007.

*Source: amigaweb.net*

### 5121 Efika ships to selected Developers

Great news for all Morphers  5121 Efika ships to selected Developers.

BBRV announced October that the Efika 5121 is ready for eager developers to hack away on. More on BBRV's blog at: http://bbrv.blogspot.com/2007/10/5121efika-ships.html

*Source: amigaweb.net*

### IBrowse - status update

### IBrowse 3.0 on its way to OS4

Oliver Roberts talks about the development plans of this Amiga browser.

Some information regarding the IBrowse status showed up on Amigaworld.net forums. Oliver Roberts, the member of the IBrowse team, talks about the development of this Amiga browser.

Quote:

IBrowse development continues, and admittedly we did have a rather long break after 2.4 was released. There will be no Christmas release again this year - too stressful, from last year's experience.

IBrowse will be available again for purchase at some point - we have some interest from various distributors, but Stefan has been busy, so we've yet to reach a conclusion in this matter. I'm afraid I can't give a timeframe on this.

Summing up regarding the various questions... Yes, open issues are not directly a sign of development, but busy beta testers. No doubt some of you will

have noticed the resolved count increasing, which of course does indicate development is in progress (also not that many changes and fixes do not even have an associated bugtrack entry, so will never show up in any counts).

Yes, there will be an OS4 native version of IBrowse 3.0. David Burstroem already did a lot of work on porting IBrowse, and in recent months I have been working at moving this part of the project to completion. Contrary to comments I have read elsewhere, porting IBrowse to PPC is by no means a trivial task - not only was the IBrowse source code heavily reliant on SAS/C specific features, there are also chunks of 68k assembly code, some of which still need to be ported back to C, while some of it needed to be ported to PPC asm (low level stuff which simply isn't possible in C, and an integral part of IBrowse's threading implementation).

As for CSS/DOM, again David did already write the CSS parser a while ago for IBrowse 3.0, although in many ways the parser is the easy part - the layout engine will be where most work needs to be done. More frequent updates are planned, but it's pointless until we have IBrowse 3.0 in a usable state, and by that I mean as good as 2.4, but with some CSS support and improved DOM support. We will release 3.0 as soon as we can, even though this will most likely mean CSS support is not complete (but usable/stable), and then we can release more frequent updates from that point on as CSS/DOM support is improved. That's the plan as I see it, at least.

*Source: amigaweb.net*

### Unofficial MorphOS update

Assign 50.8 Changes: Fixed bug: output format is now exactly the same as in official version  sourceforge.net

### DiscreetFX Partners Makes an Urgent Appeal to the Amiga Community

Hello Fellow Amiga users

Like many of you I tuned to this weekends events at the Pianeta Amiga show hoping for good news and the availability of Amiga OS 4.0 hardware. And like many of you I was very disappointed to see that OS 4.0 is still not available and the stalemate continues. This deeply saddens me, in another life I was an Amiga owner and enjoyed it for many years before I became an investment banker and no longer had

time for Amiga fun. Today I have no Amiga systems but still have hopes for a new beginning. When the CEO of DiscreetFX came to me in early October 2006 with an idea to raise capital and attempt a buyout of the company I got excited. We hashed out a plan to bring Amiga back on mobile devices. Not the now out of business DE stuff but instead with OS 4.0. Today's smart phones are like the early 1980's battle of different computer platforms fighting to gain market share and user-bases. In the mobile space there is no 90% Microsoft dominance and Amiga could have a chance. The desktop would not be ignored, each would feed the other. Read more at: http://amigaworld.net/modules/news/article.php?storyid=3958

### Acube officially launches Sam440ep

Following it's promise to deliver real products and not only words, ACube Systems is pleased to announce the immediate availablilty of Sam440ep mainboard in these configurations:
Mainboard only -
533 Mhz cpu, 512 MB DDR Ram, ATI Radeon M9 64Mb and Audio 5.1 onboard - Euro 459,00
667 Mhz cpu, 512 MB DDR Ram, ATI Radeon M9 64Mb and Audio 5.1 onboard - Euro 489,00
Complete systems -
533 Mhz cpu, 512 MB DDR Ram, ATI Radeon M9 64Mb and Audio 5.1 onboard, Psile case (Black or White), SATA DVD-RW, SATA 80 Gb Hard Disk, Logitech Optical Mouse - Euro 765,00
667 Mhz cpu, 512 MB DDR Ram, ATI Radeon M9 64Mb and Audio 5.1 onboard, Psile case (Black or White), SATA DVD-RW, SATA 80 Gb Hard Disk, Logitech Optical Mouse - Euro 795,00

Custom configurations are possible.

All prices excluding local taxes and shipping costs from Italy. We deliver only with International Couriers that allow online tracking of the package.
For resellers and developers discounts please contact us.  Send your orders or questions to info@acube-systems.com

### Bill McEwen Has Written An Open Letter To The Amiga Community

On Amiga.com an open letter to the Amiga Community sufficed not long ago, in this letter Amiga has tried to answer some of the criticism that the company has faced

these past few months. The letter:

An Open Letter To The Amiga Community

 Over the last several months and in fact couple of years, Amiga has continued our software and business development and generally kept quiet. This path of quietness was chosen so that we communicated only when there was a development that culminated in a product that could be purchased.

 In recent weeks, our being quiet has been interpreted as weakness or an open invitation to attempt harming our business relationships and opportunities with partners and customers.

 Amiga is dedicated to providing a new operating system and digital environment for the Amiga community and the broader public, and to delivering products and services that are used by a variety of third party consumer electronics companies.

 Amiga has never wavered from the path that was laid out and will deliver on that promise.

 I am writing this letter to all in the Amiga community, past, present and future.  We have learned a great many lessons over these years together.  We made many mistakes, and not every partner we selected turned out to be the best or the most ethical.  We can certainly point fingers and blame others, but it really does not matter.  What matters is that contrary to a great deal of the nonsense that I am reading lately, Amiga at no time has ever abandoned our goals, the Amiga community and our dream.  I recently read a post about how OS 4 should power a phone, and somehow this is supposed to be an epiphany that the Amiga OS could power more than a desktop.  This has long been part of our core business plan, Amiga entered into and paid for an agreement to develop a pilot of an embedded version of OS 4 in 2005.  Amiga lost a deal worth more than 250,000 units because the development was not properly handled. Amiga has been working and negotiating with third party OEM's and ODM's for far more units than the iPhone® has shipped and we still are unable to provide the product.  The people who are being hurt are the legitimate third party developers who worked hard on OS 4.0, the customers

that we are losing and the community.

No one wants to see OS 4.0 shipping more than Amiga does. Amiga tried for more than 3 years to work on and work with the necessary parties to reach that goal. Millions of dollars were offered, and refused, millions of dollars offered to make sure that the third party developers were paid, and yet without the third parties being consulted Amiga efforts are denied and frustrated. With these activities and continued efforts Amiga is the one that is portrayed as being in the wrong by those who are driven by self-interest and who do not care about the best interests of the broader Amiga community. We want to be particularly clear on the following point: Contrary to what has been said in public forums, Amiga has never expected to or tried to take intellectual property rights or money away from the legitimate, independent third party developers who worked (and continue to work) on OS 4.0, In fact, if our last offer had been accepted, these developers would have either been paid by now, or at least would be seeing a revenue stream, and millions of customers would have Amiga running on their systems - whether computers, mobile devices or phones.

In fact, Amiga's consistent position has been that Amiga would assume all of the legitimate third party contracts and make sure that all legitimate outstanding amounts are paid.

What many of you do not seem to understand is that KMOS (now known as Amiga, Inc.), which acquired the tangible and intangible assets of the Amiga business in 2004, was and is a company with new financial wherewithal and new strengths. We have added people with proven records and they are keeping us focused as a company. We are able to focus our attention on developing products and technology that will drive revenue and our future as a company.

For those of you wanting to point fingers and blame Amiga for the fact that OS 4.0 is not shipping, you are pointing your fingers at the wrong people, and frankly I am not going to sit quietly any longer and let this unfounded criticism continue.

New hardware is indeed being developed, and we have selected the first 3rd party manufacturer that will build in high quantities, and yes, this new hardware is being delayed because OS 4.0 is needed to complete the package and to resolve certain technical issues. As I said before, no one wants OS 4.0 shipping more than Amiga.

The OS 4.0 situation could be resolved very quickly. We have tried. We were forced to take a legal course when the other side would not even mediate (which the contract calls for). This situation can still be resolved without the courts, but it cannot be a one sided solution.

With regard to recent comments about Tao and Intent, the reality is that Amiga does not support Intent and we have not since before Tao was forced into receivership. We have been working on our "AA2" solution for Amiga Anywhere. We wanted to keep quiet about it until the SDK and documentation were completed and made public when it was ready to ship. However, because of recent posts where incorrect statements have been made, we want to let you all know that Amiga Anywhere is not dependent on intent and that the new solution is in the pipeline .

My last point concerns a recent post about another company making offers for Amiga. This is categorically false. A bona fide offer was never received. Amiga received a letter that asked for our financials. In the phone conversation that followed, we explained to the contact at the other company our current valuation based on the last round of funding we had completed, and then gave them the current valuation on the round that is in the process of closing, and we were told that there was no way they could even get close to those numbers.

Amiga is making great strides and technical progress on our products and services, and with the partners and companies that Amiga has amassed not only in the cell phone space, but in other consumer electronics disciplines as well. With the new people who have joined, our recent acquisition in India, Amiga is opening the doors to a long term strategy that the community can support, respect and be proud of.

One of my frustrations lies with the fact that this Amiga team sacrificed a great deal to deliver on our promises. I want to thank the loyal members of the Amiga community for sticking with us through thick and thin.

Bill McEwen

*All above news:*

*Source: amigaweb.net*
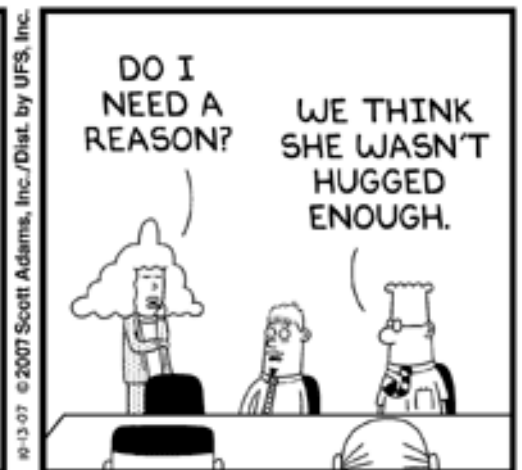


© Scott Adams, Inc./Dist. by UFS, Inc.

During the speech, the rev. B of the motherboard has been shown. It's a prerelease version which is being betatested in these months. Unfortunately, it couldn't have been shown running since the entire event has been hosted on a bus (!), traveling across the region around Udine. In the next weeks the newer rev. C should be released, which will be the final version before the release one. Tretene has pointed out that the differences between the revisions are minimal.

The Sam440 board is going to be released at the end of September, during the Italian Pianeta Amiga show; during the show it will be possible to buy it!

The version on sale will be the "End User" one, while there's another version, the "Embedded" one, I don't remember if the release date of this version has been announced, too (if it will be released at the same time as the End User one, for example).

The OS shipped with the board will be Crux Linux, a distribuition specialized in PPC support, while the price tag should be in the same range as declared last year during the Pianeta's presentation. They are now evaluating in which configurations to sell the board, what seems most likely is that the End User one will have 512M of RAM directly soldered onboard.

# Codex Alpe Adria

## Report from the Amiga fair

unusual and smaller, the meeting has turned out to be quite enjoyable. I have been present in the central and most important part of the event, i.e. on Saturday the 7th of July, I'm going to write about what I believe has been the most interesting part, the speech by Max "M3x" Tretene about the Sam440 motherboard.

Text: Varthall / UpRough
Translation: Tommy Strand



SAM 440 EP

This is a small report from the Codex Alpe Adria fair, which was held from 6th to 8th of July 2007. This year's event has been quite different from the past ones, since it was much less focused on computing in general and more on social contacts. It has been in fact an opportunity to spend some time among friends, rather than sitting in front of a computer!

There have been some problems with the organization, too, one of which was the fact that a demoscene meeting have been organized during the same days, so a different program had to be arranged. I must say that nevertheless everything has been organized well, most of the things went smooth and, although
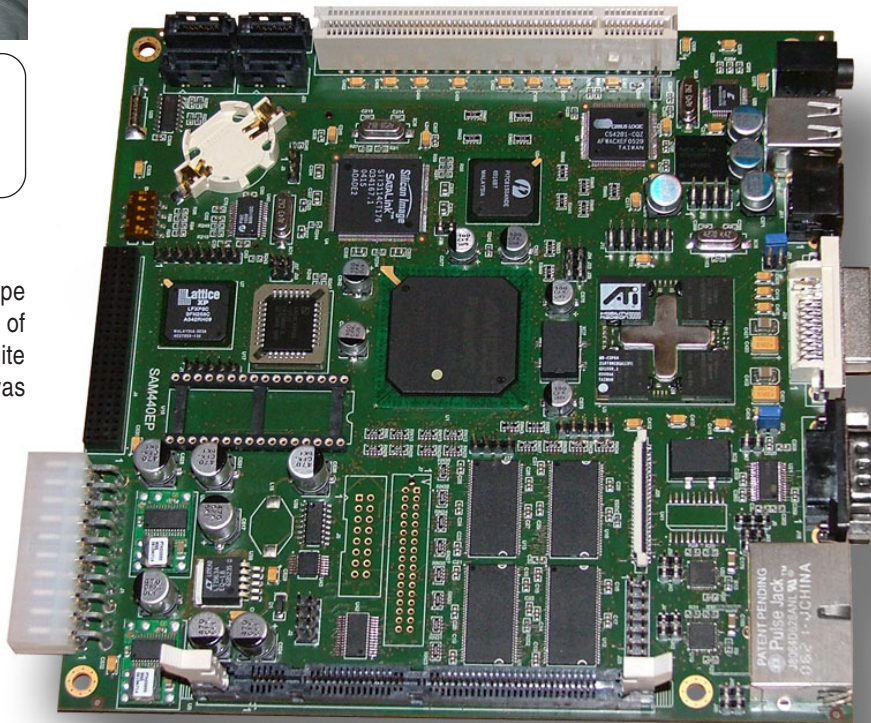
*Bernd (UAE), Dennis (Minimig) and Jens (Clone-A) exchanging ideas and having fun during Codex Alpe Adria 2006*

At the moment the only version of Linux running is a custom one, partly derived from the distribution released with the reference board of the AMCC CPU used on SAM, and partly from Debian.

Other planned OSes are FreeBSD, an AROS bounty has been opened but not assigned yet, while there have been some informal contacts with the MorphOS team, although nothing has been decided yet.

Regarding OS4, it was and still is the most important reason for this project. At the moment even ACube can't predict when and how the court case will finish (they are following the proceedings through the public available court documents), they have confessed they prefer to focus on the development and release of the board. As already known, the version of UBoot which will be shipped with Sam will be 1.2.0. It is probable that this version will be available for A1 users too, since the SAM version of UBoot differs of just 5% from the A1 version, at the moment they have just stated that this release has a low priority.

During the speech it has been asked if the board will follow the CHRP specifications, which would make it compatible with most of the Linux PPC distros available. As I have understood, the CHRP specifications require the use of OpenFirmware, so any OS destined to CHRP machines would have to be adapted in order to run under a different firmware. Tretene has said that UBoot has now a compatibility interface for OpenFirmware, which should make it possible to run Linux distros for CHRP machines under Sam440, too. During the meeting the official case for Sam has also been shown (it's the Nexus Psile case), it looks quite elegant and resembles the one of the Mac Mini. The case included a SATA slim DVD reader (I guess it was a writer, too).

The latest issue of the Bitplane magazine has also been released; it contains an article describing the Phoenix Project, a group of programmers (25 or so at the moment I have been told) which are developing software for OS4. Their first projects are a GUI for Transmission, the Bittorrent P2P client, and the X11 port of Firefox. At the moment the port is proceeding well, all the dependencies have been resolved (which should mean that a first executable already exists), there are now some issues with a library which have to be cleared.

Also, a test and working version of VLC with the GUI exists (again under X11), but it won't be released since it's too slow for normal use, it will require a native port to be usable. Another goal of the team is to bring on OS4 the remakes of old Amiga games that have been recently released for other platforms, a nice idea without any doubt.

That's all for now, I will hopefully write about the whole event in another review. If there's any error or omission, feel free to point it out.

Varthall/Up Rough, 09/07/2007
Reprinted with permission.

*The city of Trieste by night, home of Codex Alpe Adria*

# AROS
## Amiga Research Operating System

Text: Michael Blackburn Heltne

localgost@gmail.com

### AROS - The Beginning
AROS is an open source project started in 1997, but the roots of the project goes back to 1993. As the situation for Commodore was getting pail, a bunch of Amiga fans got together and discussed what could be done to increase the acceptance of their beloved machine. The project AROS was born.

### AROS - The Birth
After two years of discussion not a single line of code had been written and people were still arguing over what should be implemented, how and what a so called modern OS should include or not. But some things were clear, they needed to fix bugs, and add features. During the winter of 1995 though, Aaron Digulla got fed up with the situation and posted an RFC (request for comments) to the AOS mailing list, in which he asked what the minimal common ground might be. The conclusion was that almost everyone would like to see an open OS which was compatible with AmigaOS 3.1. Work finally began and AROS was born.

### The Current Situation
And where are they today: AROS can either run on top of Linux or BSD, or it can be installed natively on x86 and PPC computers, or run in QEMU or any other virtual pc on top of Windows or OSX. If you wish to install AROS natively, you are advised to look thoroughly trough the list of compatible hardware before installing, the list can be found on the following link. http://en.wikibooks.org/wiki/Aros/Platforms/x86_support

### AROS for the EFIKA
Efforts are under way to port AROS to the Efika (a small ppc board Genesi will use for it's next MorphOS). A bounty that was set up to have it done was recently accepted by John Hedditch, who works as a physicist in Melbourn, Australia. Work on the port will begin once he receives the Efika board. According to John the majority of the work lies with getting the device drivers working properly.

### Compatibility and Applications
AROS is still not 100% AmigaOS3.1 compatible. But applications need only to be recompiled for them to work with AROS. There are also a lot of applications that already have been ported to AROS, amongst them you'll find the one listed on page 11.

### Download
Both the Binaries and Source code for x86 and PPC is available for anyone to download from the AROS sourceforge site, http://aros.sf.net. There you'll find a Software development kit, some contributed programs, a bootable CD and floppy images. The bootable Live CD contains the contributed programs package, these really do come in handy when trying out AROS as the base distribution only contains the most necessary applications.

### Nightly Builds
AROS is now being released as so called nightly builds, a nightly build basically means that the source code is built that night, with all the latest changes to the code included and immediately after available for download. This code has not been tested in anyway and may contain a few bugs. Most of the time though this works out just fine. Nightly builds are a lot more useful when it comes to tracking down bugs, anyone using the nightly build is encouraged to report any bugs they find via the bug tracker. This is very important, since bugs that aren't known to the developers can't be fixed.

### Aros for AmigaOS - AfA
The existence of AROS has also gien birth to other projects, like AROS for AmigaOS,

## : operating system

AfA for short. What AfA does is port more current and advanced core libraries from AROS to AmigaOS. The goal they've set them selves is mainly to bring modern features like Antialiasing (AA) to AmigaOS. One of the latest achievements of this project is a library which brings OS4 or dual 32 bit ".png" icons to AmigaOS. AfA like AROS is open source, so anyone who wants to can contribute to the project. This project is quite interesting and worth a look or two.

On their web page you can find more information about this project and some other rather nice projects the developers are working on, the AfA projects web page address is
http://amidevcpp.amiga-world.de

**Latest News**
Latest news about AROS EFIKA bounty
The orginal developer assigned to the EFIKA Bounty asked to be relieved from the bounty do to time constraints of being a new dad, family health issues and work demands. EFIKA bounty has been reassigned to Bill E, aka Tigger.

**The Amiga Guide's comments**
It is with a great positive and optimistic feeling we consider AROS as a part of the computing world that makes diversity a true and valuable thing, not only in the Amiga world in special, but also in the computing world in general. Any market with a diverse offer tends to reach a broader user base, and AROS is a really exciting alternative, since it is based not only on open sourcecode, but also is anchored in hardware that is rather easily accessible. AROS is an important foot of the diverse Amiga platform, if yet an unfinished one.

**Some useful links regarding AROS:**

AROS
http://aros.sf.net

List of Compatible hardware
http://en.wikibooks.org/wiki/Aros/Platforms/x86_support

WinAROS
http://amidevcpp.amiga-world.de/CMS

Aros for AmigaOS
http://amidevcpp.amiga-world.de

Useful documentation
http://en.wikibooks.org/wiki/Aros

Applications for

# AROS

| | |
|---|---|
| E-UAE | The Amiga emulator |
| Amosaic | A web browser |
| Directory OPUS | The popular File manager |
| LunaPaint | Painting program written by Hogne Titlestrand |
| Quake | The classic FPS |
| Doom | The even more classic FPS |
| Dosbox | The open source DOS emulator Mame Multiple Arcade Machine Emulator Vice The c64, c128, PET, plus4 and vic20 emulator |
| BWBasic | Old 1992 BASIC language interpreter. |
| C Compilers | GCC, TCC, LCC |
| FALSE | False can be classified as an exotic language, so it will most likely not be used for serious development, although it can be lots of fun Free Pascal (aka FPK Pascal) is a 32 and 64 bit professional Pascal compiler. |
| GAS ASSEMBLER | GNU assembler, is the default GCC back-end. |
| LUA | A powerful light-weight programming language designed for extending applications. Lua is also frequently used as a general-purpose, stand-alone language. |
| NASM Assembler | An 80x86 assembler designed for portability and modularity. |
| Python | Scripting language which has become quite popular, because of its nice design and features. |
| Regina REXX | A portable ANSI compliant REXX interpreter. The goal for the AROS port is to be compatible with the ARexx interpreter for the classic AmigaOS. |

Other programs also are ported like:
unzip, lha, untar, bzip2, unsit, ungtz, unace, unsqsh, unrar, ppunpack, unlzx, unarj, undms, unshar

All these and many more are available for AROS.
A comprehensive list can be found on:

http://en.wikipedia.org/wiki/AROS_Programs

AROS

THE AMIGA RESEARCH OPERATING SYSTEM
ROAD TO 1.0

Wanderer Window Icon Tools

New Drawer...    aN
Open Parent      aK
Close
Update

Select Contents   aA
Clear selection    aZ

Snapshot

View
Sorted

Clean Up          aU

By name
By Date
By size

Reverse
Drawers first

AROS Live CD:

Classes
Docs
Libs
Rexxc
System
Utilities

Development
Fonts

Demos
Extras

Presets

AROS Live CD:Prefs

EnvArchive

Ram Disk

AROS Live CD:Tools/Commodities

DepthMenu
FKey
Opaque

ClickToFront
Exchange
Caps Lock
NoCapsLock

# Trashcan

This coloumn contains rumours,
half truths, philosophy and pure nonsense mixed with
direct lies. The #amiga guide only takes partly
responsibility for the contents of this page..

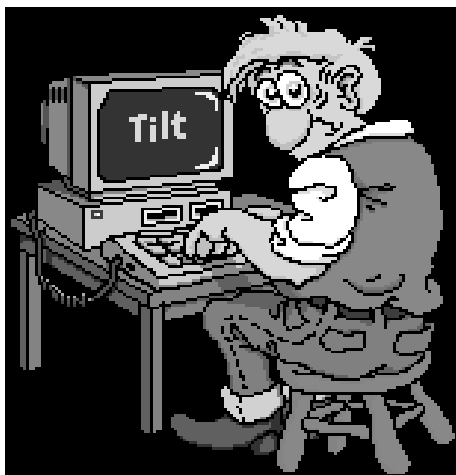**Another fine day @ top of the Amiga world**

AMIGA

SHAKIRA

OS 4.0

by frost

ramses@augusta.de

# Tilt

Here is the coloumn for games
reviews here in #AG.

If you think there are some games
that should be tested, please write a test
and send by email to service@amigaweb.net.

Title
**Larry 3**
Game Type
**Adventure**
Company
**Sierra On-Line**
Released
**1990**
Players: **1**
HD Installable  **Yes**
Compatibility  **All**



Text: Michael B. Heltne
mike@naf.as

W hen Larry Laffer finally married Kalalau in Nontoonyt, at the end of his last caper, it seemd he had settled down to a respectable family life on the idyllic island. How then, could any of his further adventures have that same spirit?

 Simple! Not only has the island now undergone a major tourist development with new attractions in the worst possible taste, but Larry arrives home one night to find Kalalau in a hot tube with her new lover, Bobbi. How could she possibly find another man more interesting than Larry? The answer is she did not. Work that one out for yourself, or buy the game!

 Divorced and broken-hearted, Larry, with a sudden resolve, vows never to enter a serious relationship again. Indeed he will allow himself to be enjoyed by the many female tourists who visit Nontoonyt for a good time. And so, the little fellow clad in blue shirt and shorts, steps into a phone booth in the middle of the jungle, and changes into that famous white attire,



transforming once more into Leisure Suit Larry!

 Leisure Suit Larry III: Passionate Patti in Pursuit of the Pulsating Pectorals is far naughtier than Larry II, and like Larry I five questions must be answered before starting the game. But this time, the marks out of five determine at what level you play it. Three gives you `Pretty Dirty', four offers `Really Filthy', while five takes you into what you probably bought the game for: `Totally Raunchiest'. The differences in play between these levels are fairly subtle but nevertheless noticeable - the level of the blinds in a lady's bedroom, and amount of bikini worn by a sunbather, for example.

 Definitely an adult game, this, and certainly not to be bought as a gift for a twelve-year-old. This warning is well illustrated in Larry's first conquest, a lovely young lady called Tawni, found sunbathing

topless on Nontoonyt's polluted beach. Larry soon finds a suitable gift to impress her, and she repays him in kind right there on the sand, fully-animated and to music! Pity about the crabs...

 The game itself is not easy, and unlikely to be purely a romp for Larry. Sacked by his boss, Larry is penniless, and has to trade wits for oats. The game's narrative form is belied by the initial appearance that things can be done in almost any order, once one or two essentials are out of the way. But second visits to earlier scenes offer useful objects not available earlier, and these are triggered by definite game events.

 Patti herself has not turned up yet in my game, but I was assured by author and programmer Al Lowe when I met him last year, that Patti is playable as an alternative character when she appears, and things can be seen from a different angle.

 The graphics are superb, with excellent animated sequences, all accompanied by sound effects and catchy music including the now-famous Larry theme tune. The parser and vocabulary range seem to have been improved over recent Sierra adventures, although movement is sometimes rather slow, and the system would be improved immensely by the inclusion of a GOTO (location) command, to allow instant transportation to previously visited places. My only criticism is what seems to be a glitch in the SAVE GAME facility - I could only save one position (twelve are promised) before my disk was diagnosed as full.
Larry III comes with an illustrated coloured guide to Nontoonyt island, and five disks. Now that is big!

# EFIKA 5200B

**Efika is a motherboard based on the PowerPC, and MorphOS2.0 is supposed to support it when ready. Stian writes a review...**



Tekst: Stian Strøm
stianstr@online.no

EFIKA is based on the MPC5200, a so called system-on-chip solution from FreeScale Semiconductor. The CPU is a PowerPC based and has good performance even though it's "only" 400 MHz. The card is very small in physical size, but it still has everything you need integrated (with the exception of a graphics card).

### Foreword
A few months ago I ordered one of the last Pegasos II systems on sale from Genesi.

But after I had mounted the system and turned it on, all I could see was a black screen. Therefore I had to return the card to Genesi for repairs and in the meanwhile they offered me a free EFIKA card. This was an offer I simply couldn't refuse.

### First impressions
About a week later I received the card by FedEx from the US. The first thing that hit me was how incredibly small this card really is. The card is actually only 118 mm x 153 mm x 38 mm.

### Specifications
- Freescale MPC5200B PowerPC SoC up to 400MHz
- 118mm x 153mm x 38mm
- 128MB 266MHz DDR RAM
- 44-pin IDE connector
- 10/100Mbit/s Ethernet
- 2x USB ports
- 1x RS232 Serial port
- Stereo Audio out, Microphone and Line-input
- 33/66MHz PCI with optional 90° AGP riser slot (RoHS Compliant)

### Test setup
The EFIKA has a single PCI slot where you can add a 90 degree AGP riser card. I bought myself a ASUS Radeon 9250 (2x/4x) AGP which should be perfectly suited (and most importantly supported by MorphOS). This graphics card is 3.3V which is necessery for it to work with the EFIKA/Pegasos systems. I also bought a cheap 40 gb 2.5" harddisk from Hitachi, and a 1 GB USB storage pen to use for the install image.

To summarize, these are the components used in my EFIKA system setup:
• EFIKA 5200B with 128 mb integrated memory.
• ASUS Radeon 9250
• Hitachi 40 GB, 5400 RPM, harddisk.
• Micro Memory USB Pen 1 GB
• Logitech diNovo Cordless Desktop.

## Software and operating systems

MorphOS v2.0 (earlier known as v1.5) will support the EFIKA, but at the moment it has not been released yet. In the meantime we're stuck with various Linux based systems.

## Installation of Debian Linux

To install the system, I copied the bootimage di_efika on to the USB pen. I stuck it into the EFIKA and started the installation by typing
boot hd0:0 di_efika.

A few seconds later the debian installer popped up and autodetected some of the hardware connected. I got to choose between static or dynamic IP settings for the network. I had to test a few of the available mirrors before I found one with the linux efika files available and ended up using a Finnish server which contained everything I needed.

After the installation completed I booted up on a pre-compiled linux kernel downloaded from Genesi, and a few seconds alter the Debain login screen popped up.

I then proceeded to log in with the useraccount I had created during the installation and used wget to download the pre-compiled EFIKA kernel and some modules from the EFIKA support page. After downloading a new kernel and some modules I did a quick restart of the system. I know got access to the USB pen plugged as shown in the picture below.
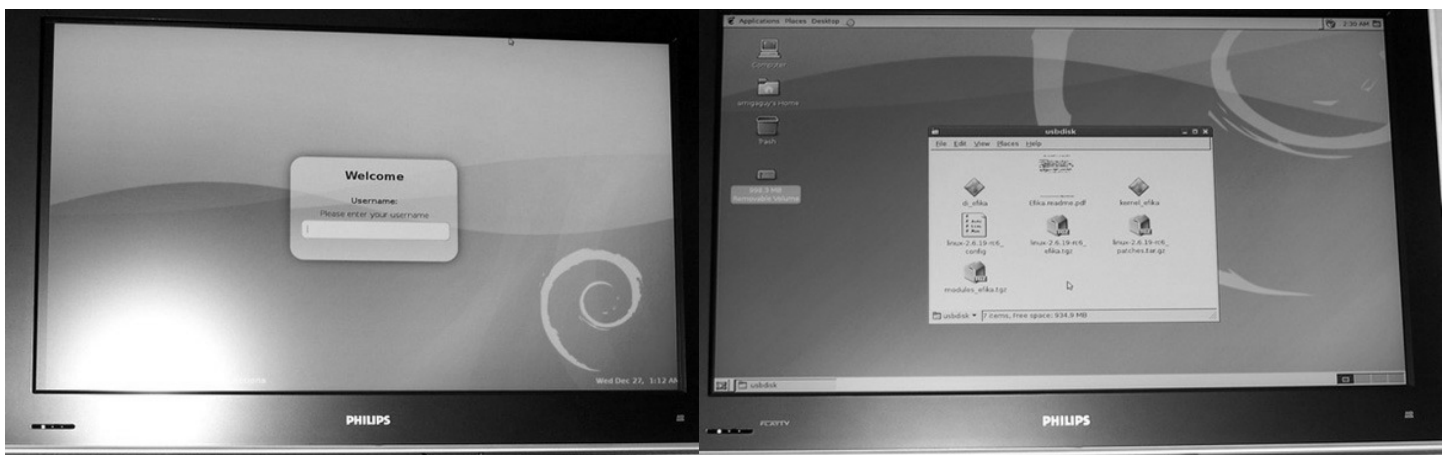


The first thing I noticed was that Gnome was a bit heavy to run on the EFIKA system with it's mere 128 mb ram. I have therefore installed an alternative system named XFCE4. Installing XFCE4 was far easier than I had imagined. All I had to do was to write the following 2 commands in the term window.
apt-get update apt-get install xfce4

With XFCE4 installed everything was a bit more responsive and I even managed to run Firefox without any problems as you can see in the image below.

To test the media capabilities on the system I installed a mediaplayer called VLC (apt-get install vlc) and the "Making of the EFIKA" video I had downloaded earlier played back without any hitches.

I have tested a few DivX and XviD files which all played without problems.
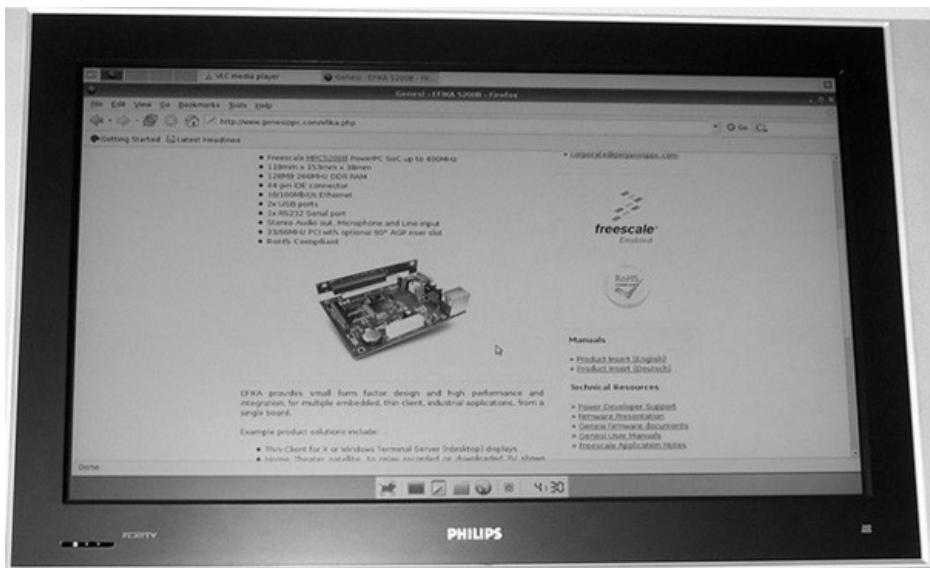
## Conclusion

Even though it was fun to test the system a bit with Linux I don't see much use in it as a desktop computer. Personally I'm much more curious on how it will run with MorphOS v2.0 installed. I suspect it will run very nice on the EFIKA.

One of the major advantages with MorphOS is that it, similarly to AmigaOS, is very lightweight and doesn't demand much from the hardware it's running on. It's memory efficient and responsive. I can well imagine the EFIKA with MorphOS as a fully usable system.

## : hardware

With a price starting at $99 (recently lowered from $199) I think you'll get your money worth.

At the end I would like to add that Bill Buck has stated that OS4 will be released for the EFIKA as well when MorphOS v2.0 becomes available. If this is just words or if there is anything to it only time will tell.

# Amiga players

**"Getting to know your Amiga executives, players, crooks, and lackeys"**



*Text: Sean Fitzgerald*



*Dr. Pentti Kouri*

Amiga, Inc. is an incredible company - no, no it is really. I mean think about it - you have to hand it to a company that can stay afloat for years without generating any revenue. You may ask yourself, "How do they do it Sean!?!", "It just doesn't make sense!" Well let me tell you friends, if you have a company or heck, even just an idea in the late 90's - 2001 you could get someone to bank roll it for you. Yes kids, I am talking about venture capitalists. In all reality I am not implying that the concept of a venture capitalist is evil or anything unethical.

However, Amiga has quite a whopper of an investor and really, this gentleman and some other investors, are who gives Amiga a pulse. What is absolutely strange about the whole affair is that I would think that people would be called to the table, before their board of directors, and explain why they are not shipping a product. Where is their return on investment? This however isn't happening, and it has to make you

wonder ...just what kind of front operation is this really?

I am not going to kid myself, or try and kid you in thinking that I am laying down something deep about this ongoing drama of our once beloved platform - I just thought I break down some of these characters involved in Amiga, Inc., from time to time, and also keep you up-to-date on any news I can report to you about them and their pawns. Who knows, maybe my commentary will help shed a little light for those that are confused by what is going on or maybe playing catch-up in following this interesting matter. There certainly are others out there that have been taking better notes on the legal proceedings of Amiga, Inc that could serve this role better possibly - if you have information to give me - please do not hesitate to contact me.

Since this is my first article about these folks - I have to start with the grand master, Dr. Pentti Juho Kalervo Kouri. Dr. Kouri is a Finnish born economist who earned his

Master's degree from the University of Helsinki in 1970 and his Ph.D in Economics from MIT in 1974. He has served as a professor of economics in many institutions including Yale. In the late eighties Kouri did not make many friends in Finland and probably one of the reasons he makes New York City his home base. In the 80's Kouri worked with a group of investors to buy Finland's largest banks with borrowed money and was marred in political and public upheaval. Kouri was a member of the board of directors for Nokia at one point and earned copious amounts of money in a online gambling site startup. Throughout his time as a capitalist poster-boy for all things in ugly money - he did what many did and became a venture capitalist. You can almost liken him to the bizzaro world version of MP3.com's/Linspire Michael Robertson if you will.

Kouri also has quite an affinity for modern art, he sits on the Board of Trustees for the Dia Art Foundation. The Dr. is quite the NYC scenester to say the least. In a modern-day Great Gatsby version of trendy parties -living in a 6-floor penthouse apartment in Manhattan, Kouri throws big shows,gatherings, and others things that most of us cannot really relate to or care to. His name surfaced as a member of Amiga's board of directors and a considerable investor in the company.

Due to that I know what you are saying - what does this all have to do with Amiga and how the hell did he get mixed up with this train wreck of a <cough> company? Um well - I don't rightly know. Disclosed in a 2006 posting on Ann.lu regarding the court battle between Gary Hare and Amiga, Dr. Kouri's name was officially mentioned. Due to Kouri's work with Nokia and Amiga. Inc.'s desire to move forward with TAO's AmigaDE environment, I would have to assume that mobile content was his buy-in to the company. Perhaps with being aware of TAO's financial issues and internal problems last year, Kouri helped turn the company's direction again back to OS4 and help prod a lawsuit against Hyperion to hang on to something that is viable. Who knows what the future holds. Yet again the Amiga community is confused and unsure - and with unsavory personalities, like Kouri with his bag of fiscal tricks, involved with Amiga, Inc. it doesn't bode well.

# Amiga freak XL

**«I have 15-20 Amiga computers... I also have the signatures of Bil Herd and Dave Haynie. I think Amiga will survive...»**

*Text: Tommy Strand*
*tommy@amigaguide.net*

Here we bring an interview with Gary D,. also known as s00p of the IRC channel #amiga of EFnet. Gary is, like many of the frequenters of #amiga, an Amiga freak of whole his heart. Below is the interview without further comments.

*Please tell the readers about yourself.*

About me? I am just a guy who grew up in the C64 period. I've been using/enjoying computers since I was about ten years old.

**Photo to the right:**
*A selection of Gary's Amiga computers;*
*An Amiga 2000, an Amiga 1000,*
*an Amiga 2500 and a CDTV.*

In 5th grade we had something called the GATE (Gifted and Talented Education) program. In the GATE classrooms were Commodore Pets. Each student had to learn programming. As a reward you would get to play a simple Dungeons and Dragon game on the PET. I didn't own my first computer until I was about 15, it was a Commodore 64. My passion for Commodores continued into my adulthood. Now I am 37 and married. I still play with my Commodores and have a very understanding wife. As long as I keep things neat and clean she doesn't mind me having them all.

*When did your interest for computers start?*

My REAL interest began when I was about 14. We had a TRS80 Model I in the house. I would program it in BASIC but it was limited machine relative to some of the 6502-based machine at the time. About a year later my dad gave me a Commodore 64 and that was really the catalyst for my passion for computers. I remember typing in SpeedScript from Compute!'s Gazette. It took me eight hours and I saved it to my Datasette. This was a time of real innovation and growth. Each new generation was a huge leap from the previous. I really enjoyed being part of such a special time in technology's infancy.

*You told me that you started with C=64 computers. Tell about this period of your life?*

What REALLY made me want a 64 was the fact that my grandfather had bought one around 1984. When I would visit him I'd write simple programs on his. I wanted to learn every little thing I could about that machine. I read the Programmer's Reference Guide to learn how to create sprites, make sounds, etc. I was in the hospital for dental surgery at the time and would be out of school for six weeks. My sister convinced my dad to give me a C64.

## Gary's Amiga computers

Below follows a not complete list over Gary's Amiga computers

Amiga 2000 rev 4.5
Kickstart 3.1
512 KB chip RAM
Blizzard 2060 with 64 MB fast RAM
Picasso II+
A2320 flicker fixer
4.3 GB SCSI disk
SCSI CD-ROM
OS 3.9

Amiga 2500 rev 6.2
Kickstart 3.1
2 MB chip RAM via MegAChip
Commodore 2630 upgraded to 50MHz
ICD ?? SCSI card
2 GB SCSI disk
OS 3.1

A1000, stock

A500 with ICD AdRAM 5040
GVP sidecar hard disk
Kickstart 1.3

A500 with A501 RAM expander
GVP sidecard hard disk
Kickstart 1.3

A500, stock
Kickstart unknown

CDTV

A3000 16 MHz, stock
2 GB hard disk
OS 3.1
Kickstart 3.1

A3000 25 Mhz, stock
2 GB hard disk
OS 3.1
Kickstart 3.1

A4000 rev B
Kickstart 3.1
3640 @ 25MHz
2 MB chip RAM
16 MB fast RAM
20 GB hard disk

A4000 rev B
Kickstart 3.1
CyberstormPPC with 604e @ 233 MHz
and 060 @ 50 MHz
Cybervision 64/3D
20 GB IDE hard disk
Ariadne ethernet NIC

A4000T (NEW) rev ??
Kickstart 3.1
Cyberstorm MkII 040 @ 40 MHz and 64
MB fast RAM
2 MB chip RAM
Ariadne ethernet NIC
OS 3.9
20 GB SCSI hard disk
Two SCSI CD-ROM drives

A600, stock

A1200 (NEW)  with Paravision 68030/50
accelerator and 128 MB fast RAM
Kickstart 3.1
2 MB chip RAM
800 MB IDE hard disk
OS 3.1

A3000T
Kickstart 3.1
2 MB chip RAM
8 MB fast RAM ZIPs
A3640 @ 25 MHz
9 GB SCSI-2 disk
Fastlane Z3 with 32 MB fast RAM
OS 3.1

A3500, stock
Kickstart 3.1
2 MB chip RAM
8 MB fast RAM
68030 @ 25 MHz
2 GB disk

All my friends had them and she knew that's what I wanted more than anything else. I remember after I got my 64 I worked for a month delivering papers so I could buy a 1541. It was also at that time I met my best friend Don. We were in the same computer class in high school.

The classrooms at that time were filled with Apple II's and we were the C64 "rebels". To this day I still have my grandfather's C64, 1541, and MPS801. I also have the BASIC programs he wrote in 1984-85. The C64 and particularly the one I have will always hold a special place in my heart. I was close to my grandfather and to be able to keep his C64 is important to me. If I ever have a child I will certainly use that C64 to help them learn.

*Why is the C=64 special to you? Why do you think C=64 is the most sold home computer?*

The Commodore 64 represents to me a time when computing was fun. When you look at computers today they're more of an appliance than they are a toy. Back then I remember starting a download of a new game first thing in the morning and checking the download as soon as I got home! In the '80s there was choice. You could buy a Commodore, an Apple, an Atari, or a TI... and software vendors supported them all! Today this is unheard of.

The Commodore 64 also represented something that embodies the Tramiel spirit; affordable computing for the masses. Think about the price of the Apple II line or the early IBM PCs and then compare them to that of the C64. The others couldn't touch this. Plus, the C64 gave you so much more for the money. Yes the 1541 was noisy and slow and the C64 wasn't as expandable as the Apple II. But it had a way of endearing itself to our hearts. There was something special about the C64 and the folks who created; a pioneering spirit. The engineers at Commodore put their hearts into their work and it showed in their products.

*Tell us about your time with the Amiga computer?*

This is an interesting question. The Amigas were always out of my price range back then. I ended up trading up the C64 I owned for a 128. When the A500 was

released I wanted one but it was still pretty expensive. A local computer dealer convinced me to go the Atari 520ST route so I did. The 520 is a fine computer but didn't have the same soul that the Amiga did. That same something special existed in the Amiga as well. About two years ago I was living in a rental house with my wife. Across the street there was a garage sale. Apparently an engineer and old time computer geek had lived there for 14 years. As it turns out he was laid off and could not afford his rent. He was about four months late on his rent so he left the house and told the owner of the house he could sell everything to make up for the back rent. This was a month long garage sale with all kinds of electronics, computers, and other gadgets spanning 20 years. I

**Photo below:**
*Gary D.'s Amiga computers. It is quite a collection, and you can find almost any flavour of Amiga you like...*

was wandering through the house and there was a lonely Amiga 2000 in the back corner. It had its original box and a 1084S. I had to have this. The owner of the house sold me the whole thing for 30 USD. That was the beginning of my collection.

I ended up buying a Blizzard 2060 and a Cybervision 64/3D for it. It now has a 4.3 GB drive and a SCSI CD-ROM. This will always be my favorite since it was my first. Since then I have acquired some 15-20 Amigas, including a very rare 3000T prototype. I've had people ask me if I'd sell any of these Amigas but I've been really hesitant to let them go. It's much more than a hobby, it's a passion. It takes me back to the days when computing was fun and exciting.

*You have an C=128 manual with signatures and personal greetings from Bil Herd and Dave Haynie. Tell us how you got these?*

Last Christmas my wife bought me the Commodore book. I began to read about the people who made Commodore. I actually sought out Jack Tramiel and asked him to sign my VIC20 manual but he said he doesn't do signatures. One day I watched a video by Bil Herd and Dave Haynie that was made for a Commodore show/event. Bil Herd gave his email address and said feel free to write. So I begin an email conversation with Bil. He is a great guy, I enjoy speaking with him. Well, in an email I asked him if he'd sign my C128 system guide and he agreed to do it. I sent the book off to Bil Herd and as a surprise to me he sent it to Dave Haynie and asked him to sign it as well. What a surprise I had when I got it back in the mail! I am deeply grateful to them both for signing my book. I will certainly hold on to this one!

*Please tell us some interesting things that*

on the other end said, "This is Steve.". I asked, "Steve Wozniak?" and he said "Yes.". I must have spoken to Woz for 30-45 minutes and he was as nice as could be. Woz loves people and he loves technology. In fact, I had to get off the phone but he wanted to keep talking. Woz is just a genuinely nice guy and I one I would LOVE to meet in person. During our conversation I asked him if he would send me an autographed business card. He asked for my address and said he'd have his secretary send it out. To be honest, I didn't have a lot of faith. I'd heard the same promises from others. But in two weeks I had something from Woz. Not only did he sign the card, but he wrote a note on the back of it. I still have this card and consider it one of my prized treasures. Woz is one of the neatest people you can ever meet.

*Tell us about life at the IRC channel #amiga of EFnet?*

IRC EFnet is a fun community. The Amiga reaches out to people everywhere so there are folks from all over. You can find conversation at most any hour because the crowd spans timezones, but beyond that there is a sense of camaraderie that I haven't seen in many channels. If you enjoy Amigas, Commodores, or technology in general come on in and say hi!

*What are your opinions of the different branches of our common Amiga tree? (AROS, WinUAE, classic Amiga, Amiga Forever, Pegasos/MOS, AmigaOne/PPC/AmigaOS4.) Is classic Amiga the only thing you would call for «Amiga»?*

There are many great efforts to keep the spirit of Amiga alive. It is in all our hearts and right now is a tough time for us all. With OS4 being delayed and nothing but uncertainty it's difficult to keep the faith. But somehow we all do. AROS is an interesting platform and if it had enough developers a lot could be done. I'd like to see this one grow more and I'd like to see a nice JIT compiler for it so you can run all

*the young people of today should know about the early times of computer history?*

This is a good question. My friend David came to visit me with his teenage some one time recently. We got to talking about about the old games and David's son did not understand the joy that is to be had with the old computers. We tried to explain how great the old games were and still are but he just didn't get it. To the youngster of today I would say, open your mind. Yes the games of today are graphically stunning. But is the gameplay anything better than what it was in 1985? No not really. In fact I would be so bold as to say the games in 1985 had a greater playability. I remember playing Ultima III and IV for MONTHS at a time. The characters were vibrant and the

storyline rich. There was a depth to the games in those days that you cannot find in the games of today. Also, the "vintage" computers can realistically do for you what a $3000 Mac or Dell can do for you from a productivity standpoint. Word processing? No problem. Balance your checkbook? Yep. True they're slower and don't have the pretty graphics, but they can do the job.

*Tell us about the ONE special happening in your life regarding a happening/contact with a certain computer celebrity?*

About 1995 I called Apple Computer and asked for Steve Jobs. The receptionist mentioned he was then working for Unison and game me the number. So I called Unison and asked for Steve and the voice

**Photos over:**
*To the left we clearly see that this really is an Amiga 3500 of the front badge, to the right you see the labels on the back with further information.*

the old applications and games. I haven't used it personally so I cannot comment on how true to Amiga it really is. UAE and Amiga Forever do not interest me in the least. Part of the fun of enjoying Amiga is enjoying it on real hardware. I find so much joy in taking an old yellowed and dirty Amiga and restoring it to its original condition. Classic Amiga is the only "real" Amiga.

As it stands now, I think MorphOS is the real future of Amiga. OS4 has two developers working part time and has been in a preview state for years. If the MorphOS team ported their product to x86 and/or Macintosh G4 they would be able to saturate the market and grow the platform exponentially. What we need is a unified Amiga and I think MorphOS could give us this. The only real hurdle here is putting it on affordable hardware.

*What characteristics would you use about most Amiga users? Are there any general skills or things that can be used to describe the true Amiga audience?*

Passion. True Amiga heads make Mac fanatics look apathetic by comparison. Steve Jobs thought he would change the world with his Macintosh. He did to a lesser extent, but Amiga did something amazing. And the people who are passionate about it recognize and embrace this. Amiga isn't just a computer, it's a philosophy and we all embrace this philosophy. Find a Windows user who is TRULY passionate about his platform. Chances are you will not be able to.

Windows is plain and uninteresting, OS X is heading in that direction as well But the Amiga is special - even after 20 years.

*What realistic thoughts do you have in mind for the future of Amiga?*

As a born again Christian one thing I know is faith. When things seem impossible, God always comes through for me. Do I believe Amiga will live on? Yes absolutely. Will it be easy? No, but we'll get there. Whether it's OS4/OS5 or MorphOS, theAmiga will live on and we will continue to enjoy the computers we love. Don't give up because when we give up the platform dies. The spirit of Amiga is in all of us and as long as we keep the faith the platform lives on.

*Do you have any Christmas Wish for us Amiga freaks?* (This interview was done for Christmas issue of the Norwegian Amiga magazine «Amigaguiden» - editors note.)

Yes, yes I do. Please remember what

Christmas is about. Put aside the materialistic thoughts. Focus on God and the peace he wants to bring us all. May God bring you all a joyous Christmas season.

*Now is your chance to greet the Amiga freaks! What would you say to all Amiga freaks world wide if you got the chance to say something?*

Keep the faith! I cannot say it enough. Do not become complacent. Continue to enjoy your Amigas and continue to spread the word. Apple hired full time evangelists to spread the word of Macintosh. We need to evangelize our platform as well. And do not do so by bashing Windows or other platforms. Do so by enjoying your Amiga and sharing your positive experiences with others.

Thanks for allowing me to contribute to your magazine. It is important for us to keep moving forward any way we can. It was a genuine pleasure to be able to re-hash all my memories for you. I think that's a big part of what makes the Commodore hobby fun and I think this is something we all share in common.
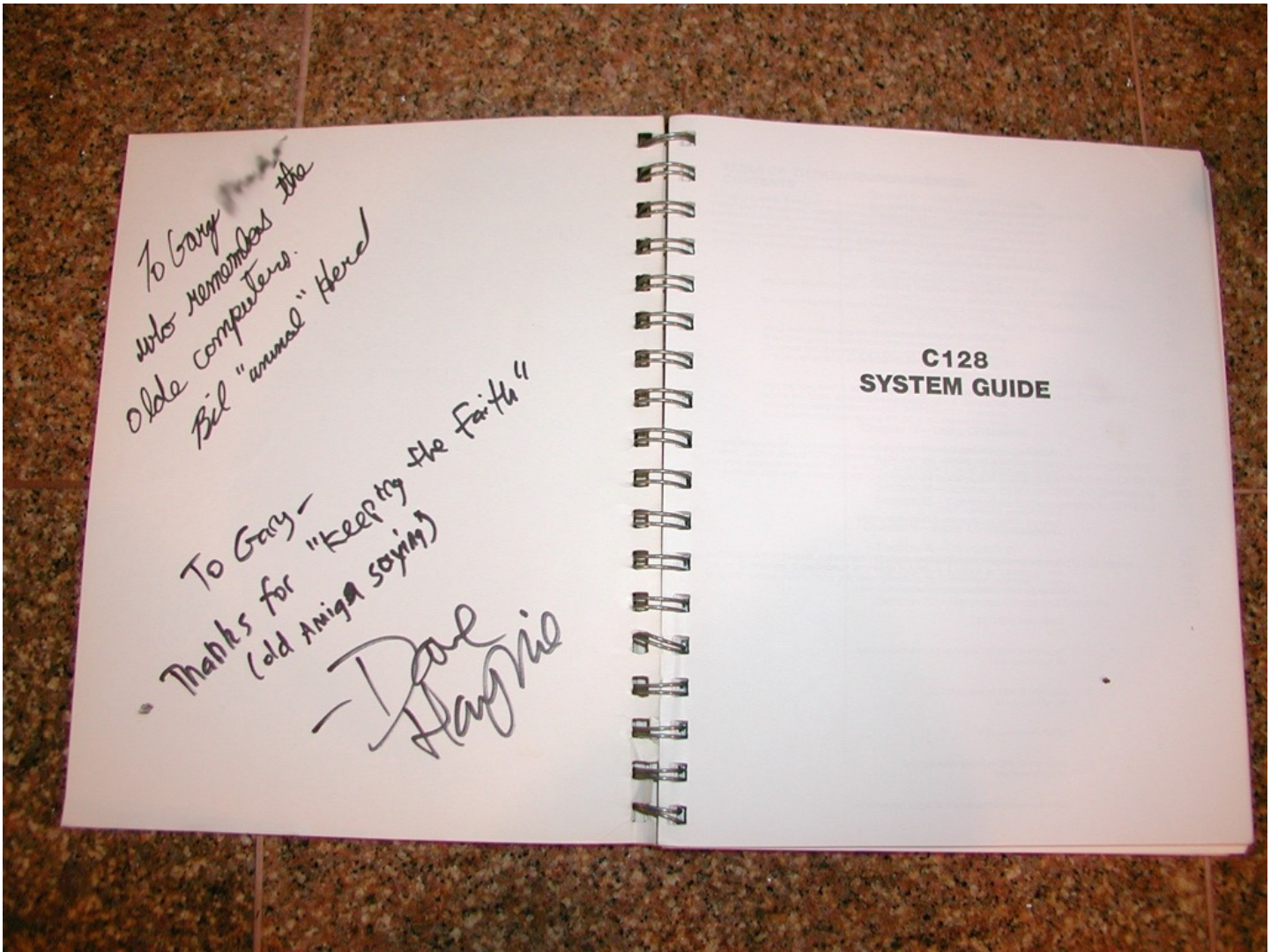
**Photo over:**
*C=128 system guide with personal greetings to Gary from Bil Herd and Dave Haynie.*



**«Rain deer»**

# Amiga Team 2007

This reunion of the «Amiga Dream Team» was done during the wedding of Dale Luck. The happy event, which was held at the Pulgas Water Temple (the source in water of San Francisco, California), was fixed by this unique photo and this article published on Carl's REBOL Blog. We can see from left to right, front row: Glenn Keller - HW: Paula chip, Dave Needle - HW: Agnus chip, system boards. And back row: Carl Sassenrath - SW: Exec kernel, Dale Luck - SW: Graphics (and here, groom), Sam Dicker - SW: Sound, RJ Mical - SW: Intuition (GUI), Bob Burns - SW: Printers & input devices, Hedley Davis - HW: "Representing" Commodore. Unfortunately it miss Jay Miner, Team Leader and deceased in 1994, and many others who helped make Amiga possible. It would be wonderful if this 'Dream Team' could meet again in other circumstances!

**AmigaWeb.net presents:**

Amiga promo products
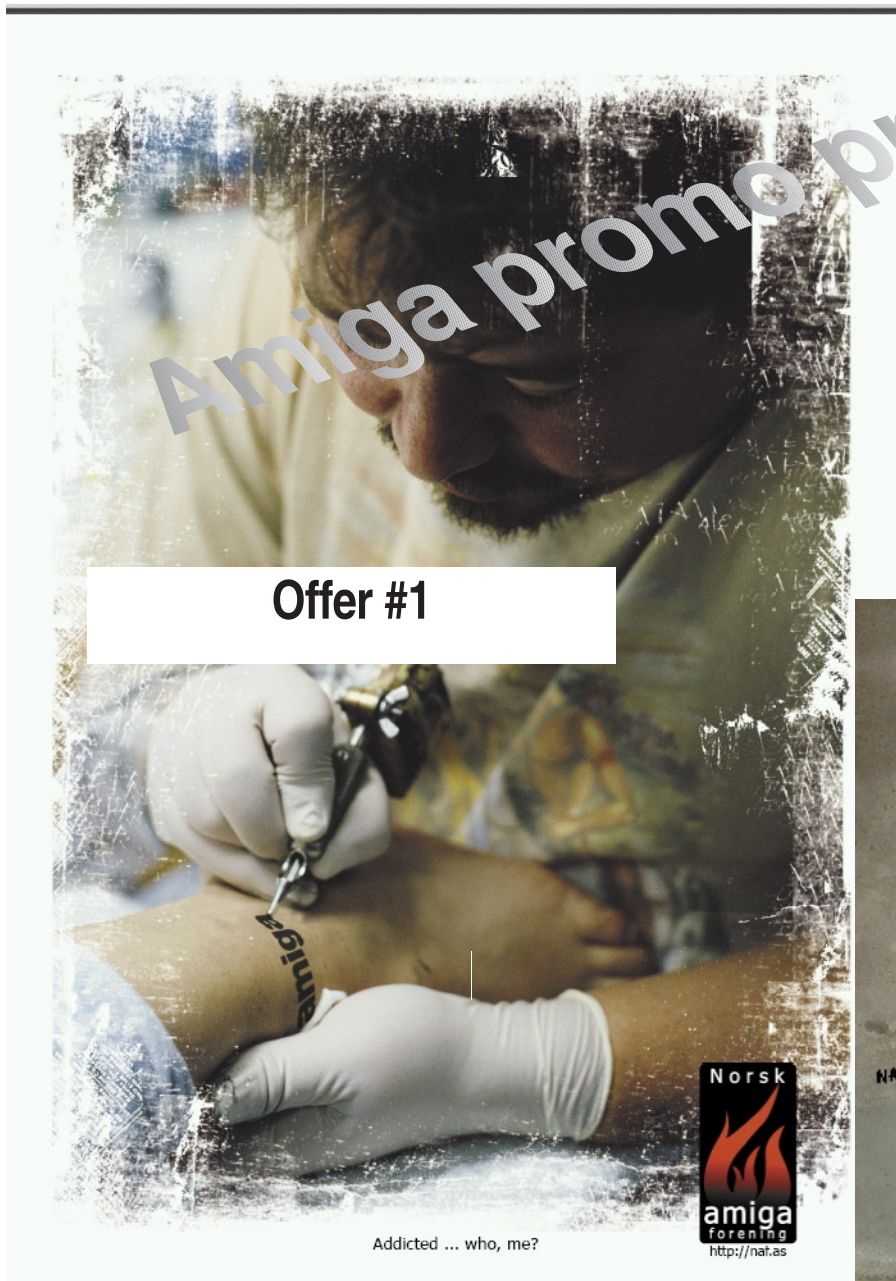
### Offer #1



Addicted ... who, me?

Norsk **amiga** forening
http://naf.as

NAF Amiga Poster: «addicted»

### Offer #2



Poster from NAF with
«Amiga tagger» motive

Prices: Members of NAF, paying subscribers of the #amiga guide or registered members of AmigaWeb.net:
«addicted» -  $8
«Amiga tagger» - $ 3

Regular price for others:
«addicted» - $10
«Amiga tagger» - $5

Postage world wide and packing comes in addition at the cost of www.posten.no - the Norwegian Postal Office.
Estimate: 350 g postage with poster tube - $7
Additional posters come with no extra charge for postage within 350 grams limit.

Poster format: A3 full colours, this printed page does NOT give the quality any justice.
We wants to give credits to Gjøran Akselvoll Sæther for drawing the «Amiga tagger» poster.
Prepay by paypal@amigaweb.net          Contact email: service@amigaweb.net