- Interview: Petro
- Interview: Bjander
- AMiGA!@30: ALL models listed

AMiGA!@30

#AMiGA!

ONE FINE TUESDAY MORNING UPTOWN

Get a Job!
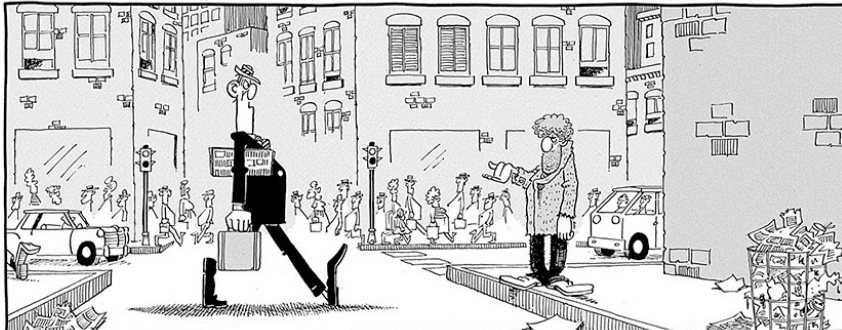
MAD
madmagazine.com

WRITER: MAT JACOBS

OMG WTF LOL WHAT IS AN AMIGA?

This could be a question from anyone born, say, after 1990. And, if this person has any basic knowledge of CPU performance, he might add: You gotta be kidding, man - my smart watch is more powerful!

Word is that 40 y-o's are living out their wet dreams by spending their spare time using computers they either sold or threw away when moving, or never could afford back in the day.

I have been thinking ...

What is really driving us talking about and working for this soon 30 year old computer platform? Is it the thought of world domination? Is it the outstanding performance? Is it a rage against Windows thing? Let's discuss this ...

World domination

I remember starting the production of this magazine way back in 1992. Back then Amiga still had its advantages. I remember I used a modem for my Amiga 3000 calling BBS's all over. For one article of one issue of the Amigaguiden magazine (the first start was a Norwegian magazine only) I printed a story about "Windows - the Hydra Monster". A Windows user told his story about his PC which was shut off, but in the middle of the night it powered on by itself, hooked on to the internet by the connected modem and started doing something.

This dude unplugged the modem and started examining the PC for hours and hours, trying to find out what the computer was trying to transfer.

After hard examination he found a 2 MB file (at that time that was huuuuuuge) containing a list over everything he had on

his hard drive.

That story was another memo added to my growing hate list towards windows and this made my love for Amiga grow.

Later, when the Y2k problem arose, I hoped for these damn PCs to die. I knew that AmigaOS at the same time could handle dates further into time than Windows could.

This did not happen. A shame, ain't it ...

Outstanding performance

Will never become a factor, as far as I can see. The user base is by far so small that it can never sustain a mass production of hardware. The only "outstanding performance" we can hope for, and actually exists today, is the "feel of use" considering things like response time and lightweight footprints and so on.

Is it a rage?

Doing Amiga "things" is like being pirates, but sailing on a ship called "Justice" in the seas of "Computer Industry Oceans". The Amiga, ALL of the branches, is belonging to the crew of "Justice", this makes our freedom from the industry trying to steal our freedom, waste our money and to trade our secrets. No one owns Amiga but the Amigans!

Tommy Strand
aka Captain Jack

Note from log:

New Years Eve 2016..
Due to Captains behaviour crew did mutiny last nite.
Captain was keilhauled, but disappeared in the waters.....
He is yet to be fou..OMG!...Ship is taking in waterrrr....EOF

#amiga guide magazine was made by:

Vidar Karlsen
Petro, our man in Germany
Belxjander Serechai, our man in Japan
Tommy Strand

#amiga guide magazine was made using...
AmigaOne G4 XE
AmigaOS4.1 update 6
PageStream
Canon IR3100CN laser printer
 ....and some hard work ... :)

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AMiGA!@30

**Amiga celebrates 30 year anniversary!
In the following pages follows
a complete overview of all the
classic Amiga models ...
Lean back, read and enjoy!**

Help ▷ Models ▷ Amiga 500

Launched in 1987, Amiga 500 was the low-end
successor to Amiga 1000. It became an incredible
popular home computer, and it's main competitor
was the Atari 520ST.

Due to the slim design, there was no room for the
Zorro slots. The first few Amiga 500 came with
Kickstart 1.2, and later 1.3, which both included a
lot of bug fixes.

The most common way to upgrade was 512Mb extra RAM (including a battery-
backed clock) which fitted at the bottom of the case. An extra floppy disk drive
was common as well. Additionally, a hard disk and up to 8Mb RAM could be
plugged into the DMA expansion slot on the left side.

Brief facts

Release date:	1987
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	512Kb, expandable to 9Mb
Chipset:	Original Chipset (OCS)
Operating System:	Workbench 1.2 & Kickstart ROM 1.2 Later revisions used Workbench 1.3 & Kickstart ROM 1.3
Number of colours:	A palette of 4096 32 in Low Res (64 in EHB, 4096 in HAM) 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive
Price:	£599 (UK, 1988), £369 (UK, 1990)

Help ▷ Models ▷ **Amiga 500+**

Launched in 1991, Amiga 500+ looked like a standard Amiga 500, but it was slighty improved on this inside.

It came with Workbench 2.04, the Enhanced Chipset and had 1Mb RAM as standard.

Amiga 500+ didn't live for long - only half a year later Amiga 600 was launched.

Brief facts

Release date:	1991
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	1Mb
Chipset:	Enhanced Chipset (ECS)
Operating System:	Workbench 2.04 & Kickstart ROM 2.04
Number of colours:	A palette of 4096 32 in Low Res (64 in EHB, 4096 in HAM) 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive
Price:	£599 (UK, 1988), £369 (UK, 1990)

Help ▷ Models ▷ Amiga 600

Launched in 1992, this was the smallest Amiga ever! The numeric keyboard had been removed and the expansion possibilities were quite poor.

It came with 1Mb RAM, Workbench 2.05 and the Enhanced Chipset. There was also a built in 2.5" hard disk controller. Amiga 600HD came with a built-in hard disk.

It also introduced the PCMCIA slot allowing the use of ram cards to easily connect CD-ROM drives and other accessories. The maximum RAM expansion with PCMCIA was 6Mb.

Brief facts

Release date:	March, 1992
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	1Mb, expandable to 6Mb
Chipset:	Enhanced Chipset (ECS)
Operating System:	Workbench 2.05 & Kickstart ROM 2.05
Number of colours:	A palette of 4096 32 in Low Res (64 in EHB, 4096 in HAM) 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive, 2.5" IDE hard disk (optional)
Price:	$500 (USA, 1992)

Help ▷ Models ▷ Amiga 1000

Jay Miner along with a bright group of people aimed to create the most powerful machine ever, and it resulted in a wondrous beast.

Amiga 1000 was launched in the summer of 1985 and it was way ahead of it's time. High resolution graphics, excellent sound and multi-tasking put IBM PCs with beep noices and 16 color graphics in the shades.

During the early development stages Amiga had the codename "Lorraine", and was ment to be a computerish game console.

Kickstart was loaded from floppy disk, while most of it's successors had Kickstart in ROM.

Brief facts

Release date:	July 23, 1985
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	256Kb, expandable to 10Mb
Chipset:	Original Chipset (OCS)
Operating System:	Workbench 1.0 - 1.3
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive
Price:	£1700 (UK, 1985), $1500 (USA, 1986)

Help ▷ Models ▷ Amiga 1200

This was the first 32 bit low-end Amiga, and with a retail price of £399 it sold very well. It featured the AGA chipset present in the Amiga 4000, and the PCMCIA slot from Amiga 600.

It had great expansion possibilities, such as accelerator cards and PCMCIA CD-ROM drives. It could also be built into a Tower case with Zorro slots for expansions such as graphics cards.

Escom bought the Amiga in 1995 and re-launched Amiga 1200 in the "Amiga Magic" pack.

Brief facts

Release date:	December, 1992
Processor:	Motorola MC68EC020 @ 14.32 MHz
RAM:	2Mb
Chipset:	Advanced Graphics Architecture (AGA)
Operating System:	Workbench 3.0 & Kickstart ROM 3.0 Later revisions used Workbench 3.1 & Kickstart ROM 3.1
Number of colours:	Palette of 16.8 million, up to 256 simultaneously in all screenmodes
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive, 2.5" IDE hard disk controller
Price:	£399 (UK, 1992), £329 (UK, 1995)

Help ▷ Models ▷ Amiga 1500

Launched in 1990 and based on the Amiga 2000. The main differences was that Amiga 1500 featured an extra CPU slot, 1Mb RAM and came with two built-in floppy drives.

It was a limited computer for it's time, and it's still a mystery why Commodore released it.

Later on, the company First Computers from Leeds released an unofficial variant called 1500+. It came with the ECS chipset and Kickstart 2.04.

Brief facts

Release date:	1990
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	1Mb
Chipset:	Original Chipset (OCS), later Enhanced Chipset (ECS)
Operating System:	Workbench 1.3
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	Two 3.5" 880Kb floppy drives, SCSI hard disk controller
Launch Price:	£999

Help ▷ Models ▷ Amiga 2000

In 1987, two years after the launch of Amiga 1000, this beast arrived. It featured 512Kb (later 1Mb) RAM, an upgradable CPU, five Zorro II slots (very expandable) and two 16-bit ISA slots. There was also a hard disk version named Amiga 2000HD.

Different models

Amiga 2000A - Designed in Germany and based on the Amiga 1000 motherboard. This machine came with 512Kb RAM and suffered from reliability problems.

Amiga 2000B - Designed in the USA and basically a machine inbetween 2000A and a cost reduced version of Amiga 500. Thanks to the cheaper and more logical design, 1Mb RAM moved onto the motherboard. Known as B2000 in the UK.

Amiga 2000C - Featured the Enhanced Chipset (ECS) and the Kickstart was updated to version 2.04, otherwise identical to 2000B. Known as 2000+ in the USA.

Brief facts

Release date:	March, 1987
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	512Kb, later 1Mb, expandable to 9Mb
Chipset:	Original Chipset (OCS), later Enhanced Chipset (ECS)
Operating System:	Workbench 1.2 - 2.04
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive, SCSI hard disk (optional)

Help ▷ Models ▷ Amiga 2500

Released in 1989. This model sold mostly in Canada and the USA. It was aimed at professional users such as video and multimedia producers. There was also a version named Amiga 2500HD which came with a SCSI hard disk installed.

Amiga 2500 was based on the Amiga 2000B motherboard design, and as such it was a very similar machine. The most notable difference was the addition of processor cards increasing the system speed.

Brief facts

Release date:	1989
Processor:	Motorola MC68020/68881 @ 14.32 MHz or MC68030/68882 @ 25 MHz
RAM:	3 Mb - 9 Mb
Chipset:	Original Chipset (OCS)
Operating System:	Workbench 1.3
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive, 40Mb SCSI hard disk (basic version)
Price:	3300€ (France, 1990, 68030 version)

3

Help ▷ Models ▷ Amiga 3000

Launched in 1990, this was a pure monster machine aimed for professionals. It featured the powerful 68030 processor (until then, all Amigas had the 68000 as standard), and was the first Amiga with ECS chipset, Kickstart 2 and the improved Zorro III slots.

Kickstart was stored on hard disk instead of the ROM, similar to Amiga 1000 which loaded kickstart from floppy.

It was sold with two operating systems, Workbench 2.04 and the Unix System (SVR4) V. It also came with networking capabilities such as TCP/IP.

Brief facts

Release date:	April 24, 1990
Processor:	Motorola 68030 @ 16 or 25 MHz, FPU 68881 @ 16Mhz or 68882 @ 25Mhz
RAM:	1-2Mb, expandable to 18Mb and theoreticaly to 4 Gb
Chipset:	Enhanced Chipset (ECS)
Operating System:	Workbench 1.3 or Workbench 2.04
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive, SCSI-2 hard disk
Price:	$4100 incl. monitor (USA, 1990)

Help ▷ Models ▷ Amiga 3000T

Launched in October 1991, this was the tower version of the powerful Amiga 3000. It came with a 68030 processor at 25 MHz, a 68882 FPU, built-in speakers, and was expandable to 18Mb on the motherboard.

As SIMMs were not yet a standard it came with the slower alternative named Zip RAM.

It was aimed at professionals - and the price shows. An Amiga 3000T with a 200Mb SCSI hard disk was $4998.

Brief facts

Release date:	October, 1991
Processor:	Motorola MC68030/68882 @ 25 Mhz
RAM:	2Mb, expandable to 18Mb and theoreticaly to 4 Gb
Chipset:	Enhanced Chipset (ECS)
Operating System:	Workbench 2.04
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 880Kb floppy drive, SCSI-2 hard disk
Price:	$4498

Help ▷ **Models** ▷ **Amiga 4000**

Launched in 1992, this was was a great improvement from the previous Amigas.

It featured a powerful 68030 or 68040 processor, the new Workbench 3.0 and the AGA chipset allowing 256 colours to be displayed simultaneously.

A harddrive, a 1.76Mb High-Density floppy drive and 6Mb of RAM was standard.

Brief facts

Release date:	1992
Processor:	Motorola MC68030/68882 @ 25 MHz or 68040 @ 25 MHz
RAM:	4Mb or 6Mb, expandable to 18 Mb and theoreticaly to 4 Gb
Chipset:	Advanced Graphics Architecture (AGA)
Operating System:	Workbench 3.0
Number of colours:	Palette of 16.8 million, up to 256 simultaneously in all screenmodes
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 1.76Mb floppy, 120Mb IDE hard disk, Optional SCSI adapter
Launch Price:	$2399 (68030 version)

Help ▷ Models ▷ Amiga 4000

Launched in 1992, this was was a great improvement from the previous Amigas.

It featured a powerful 68030 or 68040 processor, the new Workbench 3.0 and the AGA chipset allowing 256 colours to be displayed simultaneously.

A harddrive, a 1.76Mb High-Density floppy drive and 6Mb of RAM was standard.

Brief facts

Release date:	1992
Processor:	Motorola MC68030/68882 @ 25 MHz or 68040 @ 25 MHz
RAM:	4Mb or 6Mb, expandable to 18 Mb and theoreticaly to 4 Gb
Chipset:	Advanced Graphics Architecture (AGA)
Operating System:	Workbench 3.0
Number of colours:	Palette of 16.8 million, up to 256 simultaneously in all screenmodes
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	3.5" 1.76Mb floppy, 120Mb IDE hard disk, Optional SCSI adapter
Launch Price:	$2399 (68030 version)

3

Help ▷ Models ▷ Amiga CD32

The year was 1993, and the Amiga CD32 console was Commodore's last attempt to make profit.

It's basically an A1200 without keyboard, a slightly modified Kickstart 3.1 and a built-in double speed CD-ROM drive. In 1994 a third party company launched the SX-1 and SX32, allowing the CD32 to be expanded into a complete Amiga.

Most CD32 games were available for Amiga computers as well, but the CD32 versions were often enhanced with CD music, an intro and sometimes improved graphics.

Brief facts

Release date:	September, 1993
Processor:	Motorola MC68EC020 @ 14.32 MHz
RAM:	2Mb, 1Kb Flash RAM for games scores
Chipset:	Advanced Graphics Architecture (AGA)
ROM:	Kickstart 3.1
Number of colours:	16.8 million, 256 simultaneously, more than 640.000 in HAM8 mode
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	Double speed CD-ROM drive

Help ▷ Models ▷ Amiga CDTV

CDTV was a consumer device, launched to compete with Philip's CDi. It's basically an Amiga 500 without keyboard or disk drive - instead it comes with a CD-ROM drive.

As you can see, it could be turned into a fully fledged computer by adding a disk drive and keyboard.

It was a disaster, mainly due to the poor expansion possibilities and the lack of support from third parties.

The machine also caused confusion. Those who wanted a computer claimed it wasn't a computer, while others claimed it was too much like a computer.

Brief facts

Release date:	June, 1990
Processor:	Motorola MC68000 @ 7.14 MHz
RAM:	512Kb (Later versions 1Mb)
Chipset:	Original Chipset (OCS)
Operating System:	Workbench 1.3 (with additional CD support)
Number of colours:	Palette of 4096, 32 in Low Res (64 in EHB, 4096 in HAM), 16 in High Res
Sound:	Four channels in stereo, 22 KHz, 8-Bit, RCA audio jacks
Built-in Media:	Single speed CD-ROM drive
Launch Price:	£699 (UK, 1990)

Commodore Amiga models [edit]

			Original Chipset (OCS)			
Model	Timescale	CPU type	RAM (base)	Bundled OS version	OS version supported	Additional information
Amiga 1000	1985 - 1987	68000	256 KB	1.0 - 1.1	3.1 / 3.9[note 1]	Later A1000s shipped with 512 KB base memory
Amiga 2000 A-model	1987	68000	1 MB	1.2	3.9	First desktop Amiga with internal expansion slots (Zorro II) used the Amiga 1000 chipset 512 KB Chip RAM, 512 KB Fast RAM on CPU slot card
Amiga 500	1987 - 1991	68000	512 KB	1.2 - 1.3	3.1	First "low-end" Amiga, later A500s shipped with 1 MB memory
Amiga 2000	1987 - 1992	68000	1 MB	1.2 - 2.04	3.9	revised expandable model with Amiga 500 chipset Hard-drive equipped versions were labeled "A2000HD"
Amiga 2500	1989 - 1990	68020, 68030	1 MB	1.3	3.9	A2000+020/030 card (not a distinct model) Hard-drive equipped versions were labeled "A2500HD"
Amiga 1500	1990 - 1991	68000	1 MB	1.3	3.9	UK only, variant of A2000 with two floppy drives and no HDD. This version originated with CBM UK Marketing who found it necessary to distinguish the floppy-only version from the A2000 with the general public.
Amiga CDTV	1991 - 1992	68000	1 MB	1.3	3.1[1]	CD-ROM based multimedia machine

Unreleased models (after Commodore) [edit]

A number of new Amiga models were announced after the end of the Commodore model era. However, very few of them were ever produced beyond simple prototypes (if they even got that far). Some of these were announced by companies who later owned, or sought to own, the Amiga rights. Others were unofficial machines which would run AmigaOS, whilst others still were intended to run an operating system compatible with Amiga software. Some models that were never produced include:

- The Amiga Walker: Announced early 1996 by Amiga Technologies, this was supposed to be a new, compact Amiga computer. Its case design was very weird: The metallic grey case, about the size of a games console, was curved at the rear. Jokes were made comparing the shape to that of a vacuum cleaner. There were two more-or-less working prototypes of the Walker and it was never released into the mass market.[4]
- The Albox☒, prelbox☒ and AMIRAGE K2☒: These were PowerPC-based machines announced by the German company Phase5. The Albox, announced in 1996, was to feature a new custom graphics chipset named Caipirinha,[5] and a new Amiga-compatible operating system. This was replaced in 1998 by the announcement of the prelbox, which was to feature four PowerPC processors, and was to run AmigaOS 3.1. Finally, in 1999 the AMIRAGE K2 was announced, based on the QNX operating system.
- The Amiga 40x0L☒ models: QuikPak announced a range of machines while they were planning to purchase rights to the Amiga during late 1996 and early 1997. These were models with a 68030, 68040 or 68060 processor, and included portable "luggable" versions. Some models were planned to be fitted with NewTek's Video Toaster Flyer. QuikPak were a manufacturer for the Amiga 4000T.
- The A5000 and A6000☒: These were new models announced by Power Computing in 1997. They originally featured a 68030 or 68040 for the A5000, and a 68060 for the A6000.
- The BoXeR☒: Designed by Mick Tinker at Access Innovations, and announced in 1997, the BoXeR was to be a new motherboard based on a Motorola 68040 or 68060 processor. Amongst other improvements over the Commodore motherboards of the time, it incorporated the ageing AGA chipset into one chip. Sadly it never got far beyond the advanced prototyping stage. Tinker was also responsible for the Access, which was basically an Amiga 1200 that was re-jigged to fit into a full length 5.25" drive bay.
- The Amiga Multimedia Convergence Computer☒: Announced by Gateway in 1999. This was to feature a new operating system known as Amiga OE.

Advanced Graphics Architecture (AGA)

Model	Timescale	CPU type	RAM (base)	Bundled OS version	OS version supported	Additional information
Amiga 1200	1992 - 1996	68EC020	2 MB	3.0 - 3.1	3.9 / 4.1 FE[note 2]	Entry-level AGA machine. Standard IDE controller and space for a 2.5" hard drive. A1200HD shipped with 20~209MB hard drives
Amiga 4000	1992 - 1994	68EC030, 68040	2 MB Chip 2-4 MB Fast	3.0	3.9 / 4.1 FE[note 2]	First AGA machine
Amiga CD32	1993 - 1994	68EC020	2 MB	3.1	3.9[note 1]	32-bit CD-ROM based console
Amiga 4000T	1994 - 1996	68040, 68060	2 MB Chip 4 MB Fast	3.1	3.9/ 4.1 FE	Towerized version of the A4000

1. ^ *a b* Due to the requirements of 3.9 it is difficult to do so.
2. ^ *a b c d e* Version 4.0 and higher requires a PowerPC accelerator, such as the PowerUP series of accelerator boards.

PowerPC-based AmigaOS models (post Commodore) [edit]

Note these models are not hardware compatible with the 68k Amigas.

Various chipsets (PPC)

Model (motherboard)	Timescale	CPU type	RAM (base)	OS version	Additional information
AmigaOne SE (Teron CX)	2002 - 2004	PowerPC G3	Varies	4.0 - 4.1 FE	ATX format motherboard
AmigaOne XE (Teron PX)	2003 - 2004	PowerPC G3 or G4	Varies	4.0 - 4.1 FE	ATX format motherboard
MicroA1 - "C" and "I" (Teron Mini)	2004 - 2005	PowerPC G3	256 MB	4.0 - 4.1 FE	Mini-ITX format motherboard
AmigaOne 500	2011 -	AMCC 460ex SoC	2 GB	4.1 - 4.1 FE	Complete system[2]
AmigaOne X1000	2012 -	PWRficient PA6T	2 or 4+ GB	4.1.5 - 4.1 FE	Complete system

3

Video chipsets [edit]

Chipset	Introduction year	Resolution non-interlaced	Comment
Original Amiga chipset (OCS)	1985	640 × 256 @ 4-bpp (PAL)	
Enhanced Chip Set (ECS)	1990	640 × 480 @ 2-bpp	
Advanced Graphics Architecture (AGA)	1992	640 × 480 @ 8-bpp	
AAA chipset (AAA)	(1992)	1280 × 1024 @ 16-bpp	three "Nyx" technology demonstrators built
Amiga Ranger Chipset	(1988)	1024 × 1024 @ 7-bpp	scratched in favor of ECS
AA+ Chipset (AA+)	(1994)	800 × 600 @ 8-bpp	improved AGA intended as low-end alternative to AAA
Hombre chipset	(1995)	1280 × 1024 @ 32-bpp	integrating PA-RISC, never completed

Chipsets with introduction year in parenthesis were planned but never fabricated.

"Ohh...I don't think this is going to make *either* side happy."

Petro - Our Man in Germany:
"We did what we could ..."

Petro

Petro Tyschtschenko - our brother in arm gave us a nice look into the inner circles of both past, present and future environment of Amiga ... Lean back, read and enjoy!

1) Please shortly state your personal information, who is Petro? What experience do you have with computing in general? (education and such). How were you related to Commodore?

Me, Petro Taras Ostap Tyschtschenko (born 16 April 1943 in Vienna)
I am first came into contact with Commodore in 1982. Before I was working in several big German companies like Mercedes Benz, 3 M, Pegulan AG and Adressograph Multigraph.

I started at Commodore in 1982 and became the director of logistics for the whole European market and later on for the whole worldwide logistics at Commodore, responsible for the sales and delivery of Commodore VIC-20s and Commodore 64s all over Germany and other European countries. After Commodore bought the new computer start-up company Amiga Corporation, my duties expanded to the Amiga line as well.

I stayed at Commodore all the way until the company's bankruptcy in 1994. After Commodore's bankruptcy, the company ESCOM bought the rights to the Amiga line and founded a subsidiary, Amiga Technologies, and as I have supported this deal, I started as the CEO of this subsidiary.

Later ESCOM also went bankrupt, and the rights to the Amiga line were sold to Gateway, Inc., which also founded a subsidiary for

Amiga with me as the CEO, because I was the one who handled the deal between the liquidator and Gateway.

However, Gateway later abandoned all work with the Amiga, calling it obsolete and unsellable.

So I started selling Amigas as a personal business to retailers in Germany and India, to close down Gateways European activities.

Then in 2001 I founded my own Company "Power Service GmbH" and "Power Trading HK Ltd" and was in business worldwide for Chinese manufactured electronic products like DVD Player, TV and audio equipment.

Nowadays I am still handling export business "Made in Germany" for the Asian market and doing some logistic services as an "On board courier"

I am married since 1970 to my wife Erika and have a daughter Tanja (born 1972) and a son Taras (born 1974).

2) Tell us about the Commodore years of rise and fall? What was done right? What went wrong?

The main reason for the bankruptcy of Commodore was the fast growing PC business manufactured in Taiwan and the shortfall on Software for products like CD 32 or CDTV. Those products were far before the time and software was not available. Sales forecast for those products could not be performed and pending production orders have to be canceled.

More reasons for the final disaster were:

Commodore spent millions on launching Amiga at Carnegie Hall in NYC with only 3 software programs, (Andy Warhol and Debbie Harry paid fortunes to present).

We filled jumbo jets with monitors to match the Amiga's already in stock, that were unsaleable without software.

The powers that be insisted in building the PC range in the USA that meant the unit cost was 3 times that of the Taiwan equivalent.

When we had the chance to buy Acer (at this time one of Asia's most successful companies) for peanuts, the powers that be laughed at the idea when I presented it to them.

To many others to mention.

The powers that be (after Jack) Marshal Smith and Tom Rattigan, I really loved those guys and they were very good to me, however when I look back, some of the decisions they made were nonsensical if not suicidal.

Mehdi Ali , a brilliant mind, as hard a worker as I ever saw, however intent on bullying the GMs into sales forecasts they all knew they could never make, end result massive over stocks and Asia suppliers shaking their heads when every week we had to change or cut back the build plan.

When the miracles of change were impossible to manage, lets bring in new people cos they work for the biggest company's therefore they must be better than what we have.

Henri Rubin, unfortunately knew absolutely nothing about technology or indeed anything else worth knowing in life. His only attribute was convincing Mr. Gould his background made him something of an asset. Philippines , why oh why, even though this "well thought out project".

Well I enjoyed that rant, its been 20 years or more, but I gave never up any thought, and I am still proud that I worked,

contributed and gave many years of my life, to what was a great company, with many great people that I still hold in the highest regard.

3) What made marketing the Amiga in Europe so different than the American market?

Commodore and Amiga Products were very popular in Europe. Special in Germany and the UK we were very successful, compared with the US market.

4) Why did it suffer so much in the home market?

Mr. Gould has not approved big amounts of advertise for marketing campaigns and in the

US without those campaigns no sales could be generated. US sales was flat.. European sales was growing!

5) If Mehdi and Irving Gould were out of the picture, and Tramiel had continued at the helm into the Amiga years, would the company have been sustainable?

I do not think so, Jack was very good in building up business, but it was very difficult for him to keep it ongoing!

6) You are the author of a book about Commodore. Tell us about it? Is it still for sale, and if so at what website?

My book named: "Meine Erinnerungen an Commodore und Amiga" (My memories on Commodore and Amiga) is so far only in German language available. My plan is to issue the English version asap.. maybe at December this year. But it is a question of financing. I just reached the breakeven point for the German edition, which I started to sell from June 2014 onwards.

There is also a website available: www.petrosbook.com

In my book I have reported my individual experience during my Commodore and Amiga time from 1982 until 2014..

I described two bankruptcies and how I found an investor to give Commodore and Amiga a future. You will find in my book a lot of stories which I went

through and also a lot of facts about history and finance figures and organization charts. Thanks to my co-author Patric, who always pushed me to write this book...

7) I personally read an extract from your book saying Amiga has sold around 6 million models in Germany alone, all models included (please correct me if wrong). Could you give an educated guess for our readers about how many classic models that were sold world wide?

My next plan is to publish the 11 Annual Reports from Commodore as a Public Shareholder Company starting in 1982 and ending 1993. In those 11 official Annual Reports, audited by Arthur Andersen &Co and Coopers & Lybrand, you will find than all details. So far I will only tell you that Commodore installed worldwide in FY 1992 already worldwide 3,7 million AMIGAs. On C64 up to 1993 have been sold more than 17 Million units worldwide. So please be patient and wait until my new book will be issued and show "11 years Commodore and Amiga (1982 to 1993) Original Annual Reports"

8) Are you still selling classic Amigas? If so, where to buy? If not, could it be in the future?

No, I am not an Amiga dealer! I have started in 2012 a "NONE PROFIT ACTION" for the Amiga Community and bought back from India A 1200 which I sold with no profit to the Community. All my imported Amigas are sold out and as it was only a very tuff job for me, with a lot of complains as well, I stopped this project.

9) As you know, the Amiga tree has grown into at least three or four branches, all with the common heritage from emulating Amiga OS 3.x: AmigaOS4.x for classic and NG, MorphOS, AROS, emulators like WinUAE and FGPA. How should Amiga develop to grow an increasing user base?

My plan was always to make the AMIGA OS as an Open Source.. But I failed unfortunately because of the bankruptcies and the changing investors. Too many people with different ideas are involved!

10) Any business is about earning money. But with the small user base of Amiga today, this is difficult. This is a problem; a small user base is offered products that are not mass produced due to small number of units sold to a heavy price. Mass production can only be done with bigger user base. This is an evil spiral. How can Amiga get out of this mess?

I am sorry but Amiga cannot get out of this mess! We are a RETRO COMPUTER and we should stick to this. Maybe, I do not believe it serious, but maybe some investor like Bill Gates or Zuckerberg is interested to ramp up this great OS and the Amiga again..? Who knows ?

11) Is the Amiga concept even worth a bigger user base?
Of course.. But the community is unfortunately shrinking as well.. I think not so many people will fight like I have done for my beloved Amiga in the past!

12)It seems to me that the younger generation never ever

heard of Amiga. Is the general Amiga freak a dying species?

Yes, unfortunately... Also the hardware will get from the technical aspect not younger and will not survive ....I am so sorry to say this..

13) What genuine hopes are lying ahead for Amigans in the future? And now I mean in the competition to today's computer market, whatever it might be.

We are RETRO... and many people like to be as we are.. History...History.. but unfortunately no future.. Computer History... Museum.. It is also a nice aspect. Amiga will never die!!!! Look at the old timer in the car market...We are quite similar !

14) Can Amiga get into the tablet market (games, etc.)?
Without an investor as I mentioned already.. sorry no chances!

15) As I have understood, the Amiga brand is strong, but it is also sold to non-computing industry brands. How, if ever, can the Amiga brand be stronger, hopefully computer-wise?

Great time, great history, super OS.. but RETRO...Keep the remembrance.. Support the Community.....and Amiga will never die... !!!!!

Thank you to all the AMIGA enthusiasts.. Thank you to all the people which are still involved in this great OS and keep the Amiga alive...

Petro Tyschtschenko

Happy New Year
from the CEO
to all of you

Photo:
CEO down in company cafeteria version 2016.

Wishlist from alephOne^:
- PageStream
- New logo including C= checkmark
- Most of all; gimme life at IRC :D ... I am your biggest fan!

...remark from alephOne^:
... note this list has 3 wishes
... what comes in 3? all good things! Do your stuff!   a1^

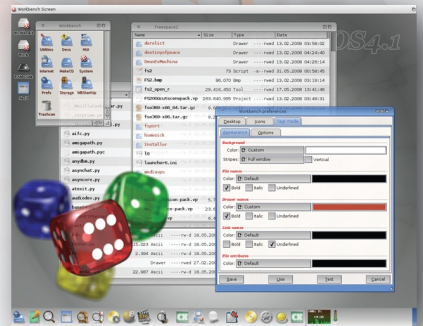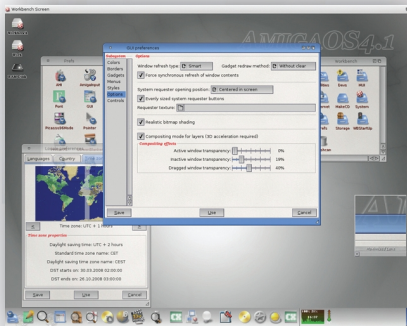# AmigaOS 4.1

AmigaOS 4.1

Remember when computing was fun?

FE

Features:

- Intelligent memory paging
- Hardware compositing engine (Radeon R1xx and R2xx family)
- Implementation of the "Cairo" device-independent 2D rendering library
- Picture Transfer Protocol (PTP) support for greater digital camera compatibility
- JXFS filesystem with the support for drivers and partitions of multiple terabyte size
- Improved Workbench functionality
- New and improved DOS functionality (full 64 bit support, universal notification support, automatic expunge and reload of updated disk resources)
- Improved 3D hardware accelerated screen-dragging
- Reworked AmiDock with true transparency
- Reworked Warp3D Radeon drivers with new functionality
- And much, much more.

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