



AMIGA®

Alberta Amiga

AMIGA

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AMIGA®
Operating System

Amiga Computer Users of Edmonton

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Alberta Amiga is a publication of AMICUE the Amiga Computer Users of Edmonton.

Alberta Amiga is published monthly to inform and support the Amiga Community in Northern Alberta.

AMICUE meets on the third Thursday of each month at Arch Bishop Jordan High School 2021 Brentwood Blvd.. Sherwood Park.

Yearly Membership fees of \$20.00

Amiga joins Tao in its plans to support Open Contents Platform Association

Snoqualmie, WA - July 13, 2001

Amiga today announced its support of the Open Content Platform Association (OCPA). The Tao Group, along with Sharp, JVC and Kyocera, launched the OCPA today to promote the creation of a flexible and open environment that will benefit hardware vendors and content developers.

The Amiga developer community is the largest and most experienced at creating applications targeting the intent platform from Tao. Amiga developers are well known in the industry for creating compelling multimedia applications. Amiga is already working with a number of Tao partners to deliver games and productivity applications for the intent platform.

"The standardization of the intent platform will help Amiga's development community target a broad number of hardware devices", said Bill McEwen, the President and CEO of Amiga, Inc. "Our experience with intent has shown that it is an excellent platform for building multimedia applications. We have more than 18 months of expertise in creating application that run on intent and we look forward to working with the OCPA to share our experience with them."

"Amiga has been an excellent partner with a worldwide development community that can benefit from this initiative", said Francis Charig, Chairman of the Tao Group. "Amiga's inputs will be valuable to the working members of the OCPA and we welcome their participation."

Amiga offers developers a number of programs and products to help build applications. The Amiga SDK (available at <http://www.amiga.com>) offers a development environment and tools for developers. The Amiga Support Network (<http://www.amigadev.net>) offers developers a forum for discussion, mailing lists, and other infrastructure for joint collaboration efforts.

Amiga has also signed a distribution agreement with Sharp Corporation that allows content created by Amiga developers to be distributed on Sharp Space Town. Sharp Space Town provides applications and other content that run on the Sharp Zaurus and other Sharp PDA devices. Amiga also offers distribution channels for worldwide markets.

StormC Official Amiga C Package

July 14, 2001 - Amiga Inc is pleased to announce that it is partnering with HAAGE&PARTNER GmbH, of Glashuetten, Germany in order to provide Amiga developers with a world class development environment.

Amiga Inc is working closely with HAAGE&PARTNER to provide for the first their flagship StormC developer package will become the official Amiga Development System. This will see StormC providing transparent, language independent support for both the AmigaOS and the AmigaDE.

"Amiga is committed to moving application development forwards to support our new architecture." said Fleecy Moss, Chief Technical Officer of Amiga Inc. "This means dynamic, persistent components, descriptive, location independent interfaces, brokered services and a complete separation of design from implementation. HAAGE&PARTNER have spent many years creating a simple, easy to use, yet powerful development package for the AmigaOS, and we are delighted to be working with them as we push forwards.

"We are very pleased about the Amiga certification on StormC", said Jürgen Haage, General Manager of HAAGE&PARTNER GmbH. "This certification is a quality assurance for Amiga Inc. and guarantees the Amiga developer community a continuous further development of our StormC development system. "



**After Meeting
Get Together
Boston Pizza
Sherwood Park**

*Good Food
Good Friends
Good Times*

New MEDIATOR models!

2001/05/22

New MEDIATOR models from ELBOX

ELBOX COMPUTER <http://www.elbox.com> Krakow, 21 May 2001

Elbox Computer, the leading manufacturer of hardware for Amiga computers, the company that introduced the PCI standard to Amiga computers with their MEDIATOR PCI 1200 busboard, is proud to announce expanding the MEDIATOR busboard product line with three new models:

- MEDIATOR PCI 4000 - for Amiga 4000D computers installed in E/BOX 4000 tower cases (Power Tower) with the Zorro III/PCI busboard;
- MEDIATOR PCI ZIII - for all Zorro III equipped Amigas (A4000T, A4000D, A3000 and A1200 equipped with the Zorro III busboard);
- MEDIATOR PCI ZIV - for Amiga 1200 computers equipped with the Zorro IV busboard.

The MEDIATOR PCI busboard line is designed so as to enable expanding the Amiga with a wide range of standard PCI cards like Graphic cards, Ethernet and Fast Ethernet network cards, Modem cards, ISDN cards, USB and SCSI cards, Sound cards and Multimedia cards: TV tuner and MPEG-2 hardware decoders.

Expanding the Amiga with the MEDIATOR PCI busboard opens the way to employing the power of the latest PowerPC G3/G4 processors in Amiga, around which SharkPPC and SharkPPC+ cards are based.

ELBOX Computer adds software to each busboard for supporting the following standard PCI cards:

PCI Graphic cards: Voodoo5 5500 64MB Voodoo4 4500 32MB Voodoo3 3000 16MB Voodoo3 2000 16MB Voodoo Banshee 16MB S3 ViRGE 86C325 2MB S3 ViRGE 86C325 4MB S3 ViRGE/DX 86C375 2MB S3 ViRGE/DX 86C375 4MB PCI Ethernet cards: Winbond 89C940F RealTek RTL-8029 NetVin NV5000S.C. Holtek HT80232 Holtek HT80229

Source: Czech Amiga News Editor: Jens Larsson

Interviews: Ruben Monteiro from CyberOxygen

This week, news manager Wayne Martin at Amiga.org was lucky enough to get a short interview with Ruben Monteiro, the creator of Sounds Cool. Sounds Cool is a new, free sound editing tool for AmigaDE. In this interview we asked Ruben about Sounds Cool, his thoughts on the AmigaDE, and lots more.

RM: I got my first Amiga back in 1989 (I think), and never really left, although I don't currently have Amiga hardware. I began composing music and wrote some tunes for Virtual Karting, Shadow of the 3rd Moon, and some more shareware/commercial games (some never released). I attempted to setup my own videogame company to create Caveman Species, a Vulcan Software game, but we failed. I also produced "Immortal", an Amiga game music CD. After that, as I progressed in my computer science course, I was getting to be a better coder and got hold of the Amiga SDK. This brought a great opportunity for me, and I'm excited to develop software for a worthy platform! So far I released AmigaFrame (a Java class to deal with AmigaDE windows) and MegaMan (an action game).

AO: What inspired you to create Sounds Cool?

RM: In my days as a musician, I had to use sound editors a lot (as well as trackers), so these types of software is what I know best as a user. I thought I could take advantage of that "user perspective" I gained to write my own audio software.

AO: What features can we expect from Sounds Cool?

RM: Sounds Cool aims to be a complete sound editor package, with most of the functionality currently found in popular audio editing software. The main focus points are the implementation of an advanced plug-in system which can guarantee format/effects to be easily added, the design of nice and intuitive GUI, and little hardware requirements to

allow it to run not only on desktop computers but small devices too.

AO: You mention that Sounds Cool will have Ogg Vorbis support. What do you think about Ogg Vorbis as a format and Ogg Vorbis vs. the popular MP3 format?

RM: Ogg is simply better than mp3. As a lossless format, Ogg has an impressive quality while keeping the file size about the same as mp3. Of course, mp3 is widely spread and supported already (including hardware players), but I'm willing to bet that a technically superior and open format such as ogg will replace mp3 in the near future.

AO: How will you support the various formats? Via their Library or internally? libogg etc...

RM: It can be done both ways. Formats will be implemented via plug-ins. The plug-ins themselves may call upon the format's library or have it's own internal encoding/decoding code.

AO: Do you plan to support sampling from a microphone?

RM: Yes, I hope to support recording as soon as the AmigaDE SDK offers good facilities for this, which is not the case at the moment.

AO: Do you plan support for multiple tracks?

RM: This is under consideration. It's not a high priority, so it may not be available in the first releases.

AO: Will developers be able to add in extra formats/effects?

RM: Yes. This is one of the most important features in Sounds Cool. Developers will be able to create several types of plug-ins:

- o File I/O : load/save plug-ins that will enable Sounds Cool to import/export new formats.
- o Effects processors
- o Visual processors : These are used to provide new sample plotting and visual sound analysis.
- o Audio I/O: These apply to sound recording or playing.

These plug-ins must be developed in Java, however, there will be code templates to enable coding to be done almost entirely in C/VP, if the developer so wishes. There will be comprehensive docs and example source code to ease the development of plug-ins for Sounds Cool, and the framework is being kept simple enough to attract any intermediate coder out there. I'd like to have as many people working on plug-ins as possible. Anyone can contribute and make Sounds Cool a really great app! Developers are free to release their plug-ins under their own terms: freeware, shareware, open source, closed source, etc...

AO: I see Sounds Cool will be free. Does that mean Sounds Cool will be freeware or under a open licence such as GPL or BSD?

RM: Sounds Cool is freeware, and is likely to be released under my own software license. It's not open source for now, although that could happen in the future.

AO: From a developer's point of view, what do you think of the idea of open source vs. closed code vs. free code?

RM: I think the main advantage Open Source gives to the developer, is the possibility to attract others to assist in the project, specially when the author believes he can no longer support it. For some types of software (such as codecs) it's a great way to get it ported to other platforms and supported by others. On the other hand, it also exposes your code to everyone. Unfortunately, not everyone will use it to help your project, but rather, to steal your ideas and pass along as their own. Closed source let's the original developer keep full control of the project. So, for me, this question depends on the project at hand, and also on the software license model adopted.

AO: Are you planning FLAC support?

RM: The priority will be to support the most widely spread formats like MP3 and WAV. Other formats, specially open source projects like FLAC, will gradually be implemented either by myself or third party developers who can create plug-ins for whatever formats they choose.

**AMICUE
AMIGA
Saturday Afternoon
Coffee
Haps Hungry House
Stony Plane Rd.
1:30-3:30**

AO: What do you think of AmigaDE and the Amiga SDK so far?

The AmigaDE is a fantastic concept, and one that has been long needed in the digital world. It goes one step beyond Java by providing a complete and versatile platform independence system with superior performance. I think the SDK is well setup, and does provide a good software creation environment, although it lacks some graphic performance optimizations, in my opinion.

AO: What five pieces of software would you like to see on AmigaDE?

- o OpenGL. Much needed, specially for game developers.
- o Java 2. The Java platform improved a lot from jdk1.1 to 1.2, and it would be great if we could have access to APIs like Java3D on the AmigaDE.
- o An AmigaDE-only ground breaking kick ass game. To leave

other platforms

embarrassingly jealous as they were when 'Shadow of the Beast' was released back in 1989...

- o Netscape Communicator.
- o Office apps. Stuff like Excel and Word that people are used to, and expect to be available when they switch on their computers.

I think the above could be enough to attract many unhappy users from other platforms to the AmigaDE.

AO: Do you have plans for more software? Commercial software, perhaps?

RM: Yes, I have two other projects for the AmigaDE at the moment:

- o 'Void Dominion': a real time strategy game mixing shoot'em-up sections. This is a commercial project aimed at the PDA market, to be released in June 2001.
- o 'OxygeneST': a music tracker that will mix some ideas and feeling from Protracker (by far the program I used most on the Amiga from my days as a musician), together with the best features from top Windows trackers from nowadays. I expect the first version to be released in December 2001.

AO: When do you expect Sounds Cool to be available to the public?

I'm aiming for a September 2001 release. The first public versions will have many features missing, but will provide basic functionality so that people can start testing and developing plug-ins. After that, I expect it will take a few more months until Sounds Cool can stand up against other platform's top sound editors.

AO: At this stage, what requirements do you think Sounds Cool will have?

RM: Being aimed at the widest possible variety environments, Sounds Cool will run on any device featuring at least:

- o AmigaDE
- o Sound output capability
- o 8 Mb RAM
- o 150x100 minimum screen resolution
- o 1 button mouse or equivalent (i.e.: pda stylus)

AO: Where and when can we expect to see more information on Sounds Cool?

RM: All info will be available at my Web site, <http://www.cyberoxygen.com>, or through my newsletter list which can be subscribed at the web site.

Bars And Pipes News

After I worked hard at the last time, now I've released the first version of a new "developing-line" for BarsnPipes at classic AMIGAS.

Whats new?

1. Screenmode is choosable by resolution, depth and dimensions also at gfx-card-screens, wich are reachable by the system.
2. Most oft the requester-windows and all Menus are rewritten for the Gadtool.library (wich is in the ROM and comes with the system), without to leave the "Bars&Pipes-feeling" and keep compatibility for toolprogrammers. So very much functions are reachable by keyboard-shortcuts.
3. Localisation Now the localisation is made. The program is translateable in each language, which is available by the system. For volunteers, which want to translate the catalog I've made a translations-package with all necessary material (also the catalog-compiler) and a guide for translation.

You can download both the program BarsnPipes1 with all necessary files and the CatTrans-package from my homepage in the Download-section.

URL: home.t-online.de/home/alfaj/alfa.html

I hope you enjoy the new release

Alfred Faust <alfred.j.faust@gmx.de>

Support a Good Case

We need your help to get our "Amiga Virus Encyclopedia" on our website up to 100%. So we are looking for a few persons that can help us with to translate about 200 German virus documentation into English. If you will help us, we are waiting for your reply. We have about 200 tests that we need translations for, so we do need more than one person. We can't pay you any money for your work, but you will support the a 'Good Case'....

Jan Andersen

Virus Help Denmark

Amiga Inc. and Matay Company Announce Cooperation on Initiatives For AmigaOS/4

Snoqualmie, 16 June, 2001 - Amiga Inc and Matay company are pleased to announce they are co-operating on a series of initiatives that will see the AmigaOS4 family of operating systems running on Matay's existing and future products.

At the St Louis show in April, Amiga announced the continued development of AmigaOS, with AmigaOS4 moving AmigaOS3 to modern hardware and preparing the way for AmigaOS5. AmigaOS5 will be targeted at both the home server and the desktop/workstation markets.

"In developing AmigaOS4.0, we have been making extensive use of the Prometheus PCI bridge board, to get a head start on developing drivers for the various sub systems whilst we wait for the Eyetech AmigaOne to be completed," said Fleecy Moss, CTO of Amiga Inc. "The quality of both their product and support, and their commitment to the future of the Amiga has made working with them a pleasure, and we look forward to this co-operation intensifying over the next few years."

"We are very excited to work with Amiga Inc., the company that leads our community into the new technological revolution. In the incoming years, we will witness a breakthrough in digital home appliances, a trend to abandon a single computer workstation in favour of several smaller, yet more user-friendly devices. The revolution is coming, though we need to prepare for it, like the Amiga market needs transition from our classic computers to new technologies and standards. Amiga Inc. is the company that foresees these trends and enters the digital future today. We are proud that our Prometheus board, the first Zorro III PCI bridge for Amiga, helps them in making these plans come true," said Filip Dab-Mirowski, CEO of Matay company. "We will continue co-operation with Amiga Inc., not only providing them with hardware solutions for today Amiga market but also working together on products for the future digital market."

About Amiga:

Amiga Inc is a privately held Seattle based digital solutions company that revolutionised computing in 1984 with the introduction of the A1000, and has consistently been at the cutting edge of the digital revolution ever since. Currently it offers a complete solution for digital living, the AmigaDE (Digital Environment) which provide a device and OS (host)

Asha's Sunday Chats

Every Sunday evening (in most places) a few Amigans (and former Amigans hoping for the best) gather to chat and share information on a wide range of topics. Subjects will range from the Amiga (of course) to books, TV, and movies to whether or not aliens have visited our planet.

Come join us on the IRC
The network is ExodusNet

The new servers are:

[irc.thegridpoint.net](irc:thegridpoint.net)

[irc.midnightrose.org](irc:midnightrose.org)

[irc.reefer.org](irc:reefer.org)

[irc.skoroworld.com](irc:skoroworld.com)

[irc.dixiecross.com](irc:dixiecross.com)

[irc.elric.net](irc:elric.net)

[irc.codemain.com](irc:codemain.com)

[irc.neuroflux.com](irc:neuroflux.com)

[irc.crowdness.org](irc:crowdness.org)

[irc.thenostromo.cx](irc:thenostromo.cx)

[irc.cd-memories.com](irc:cd-memories.com)

[irc.stockyjock.com](irc:stockyjock.com)

[irc.hellsouth.com](irc:hellsouth.com)

[irc.anora.org](irc:anora.org)

<BeerGarden.ExodusIRC.Net>

[irc.rynet.com](irc:rynet.com)

[irc.GirlsOnURLs.com](irc:GirlsOnURLs.com)

The channel is #team*Amiga

The time(s) are each Sunday evening
(9:00pmEST-11:00pmEST 2:00am Monday to
4:00am Monday GMT)

For those who can use Java chat, point your browsers at: www.reefer.org/chat4.html
I put my cam up Sundays so that you can see me as we chat. If you're using an Amiga, get WebVision Aminet, or, if that's down, email me and I'll send you the latest version I've got). It can live on the same screen (MUI) as AmIRC and is easy to use and setup. You can also see the cam on the Web (using a browser). The cam address is www.ashafx.com/cam. There's always a picture up, but it's only live on Sunday nights.

We also love playing with sounds. You can grab all (or some) of the sounds we are playing by going to: <http://enja.org> or <http://bmurphy.org>
We have a nice group of friendly folks sharing information, help and humor as we wend our way through the Great Amiga Oddey. Hope to see you there!

Please repost this anywhere you find Amigans online!

Asha asha@ashafx.com
<http://www.ashafx.com>

agnostic, universal, scalable content platform for OEMs and IHVs, consumers, producers and brokers of digital content, and the AmigaOS, a 68k and PPC based desktop, workstation and digital server platform for the most demanding of activities. The AmigaDE is currently being deployed on a variety of major cell phone, PDA, Set Top Box, Console, Digital Appliance and existing personal computer platforms. AmigaOS4 is expected to be launched in 3Q2001, running on the new AmigaOne computer. For further information, please email press@amiga.com, support@amiga.com or telephone (US) 425 396 5660.

About Matay:

Matay company is a privately held computer business oriented company. It was founded in 2000 as an Amiga-only software dealer and in a very short time earned trust of Polish Amiga users. With the introduction of Prometheus PCI bridge for Zorro III equipped Amigas, Matay has extended its offer with hardware solutions for the Amiga platform and professional electronic design of printed-circuitboards. Now, with the announcement of close co-operation with Amiga Inc., Matay enters a domain of digital appliances, which

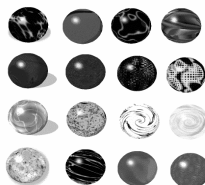
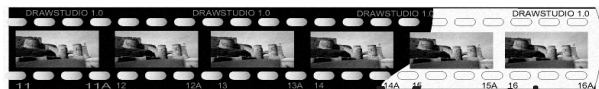
is predicted to be the future of home and business computing around the world. For more information, please email info@matay.pl, fei@matay.pl or telephone (+48) 609 394 778 or (+48) 603 785 100.

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"We're downsizing. Your new name is eugene.zip !"

ANIMATION SIG



Meetings
Last Friday
of Each Month

Contact:

Larry Bolch 484-9879

Next AMICUE Meeting

Sept. 20th 2001 7:00 PM
Arch Bishop Jordan High School
Sherwood Park

Arch Bishop Jordan
High School

Baselyne Rd.
(101 Ave)



Sherwood Blvd.

Wye Rd.
(Sherwood Park Freeway)

Boston
Pizza

Oak St.

Broadmore Blvd

