

Amiga Computer Users of Edmonton



AMIGA

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July 2002

New OctaMED SoundStudio V2

Currently a NEW Amiga version 2 of OctaMED SoundStudio is slowly being developed.

However, the new authors require input from potential users so they know that all there work is going to be worthwhile.

On top of this, they also need help, below is a message from Joern at Katodev

From: joern octamed@katodev.de

I'm currently spending much energy in getting back a powerfull team. No question, the same thing that happened to the user base has happened to the developers. People are leaving the Amiga...

Katodev is now a team of just three people which have to do support for Melody-Series, Twister, AMPlifier and more. Thorsten and I finished University and can't cut as much time for Amiga as more than 12/18 months ago (by extending time of studium). Thorsten has been in china and even re-started studying beside working full time.

Another thing which takes much time is the fight vs. killing of old standards which is probably not usefull at all. Currently people are even killing the whole xxx.device concept because it's too overpowered. :-((

For the new OctaMED Soundstudio we'd like to do one driver (besides AHI), which is not enough for composing because of response and not a collection of drivers.

We're really trying hard to continue OMSS, but it is 'damn' hard. T.Gruner will have to reduce activity to a minimum which means Thorsten and I will do his job in most parts, in addition to OMSS.

I often asked and I'll continue..... Is someone else willing to sign a NDA at RBF and help us in the development of OMSS?

No question a team of two people is much faster than a single person because you can discuss. If you do understand how to use C++ ("classes") and know a little bit about Amiga libraris and devices, please contact me or RBF, urgently.

Even hardware guys are welcome. Ton's of good stuff which could be done for Amiga. Unfortunately you'd need to live in Germany or at least one of the EU countries because of sending materials/boards to US takes too much money and time.

C.U: JP

So, if you truly want to see the next V2 completed, you are requested to send an e-mail to: KatoDev, and in the subject area place: "I want a new Amiga V2" In the main message window please tell them that you desperately want to see the new Amiga version.If they receive enough input it will spur them on to complete the V2 for you.

Of course, if you can offer help with programming, Joern is VERY eager to hear from you and if you are writting to offer help, please place: "Can I help?" in the subject line instead!

So, it's all up to you, the dedicated Amiga user!!!

You can also chat/encourage the authors by joining the OctaMED Amiga mailinglist. You will get replies from the authors and details about releases of any V2 beta versions.

To join the list, simply point your browser to : OctaMED Amiga Mailinglist

When you have subscribed via the address above you can then start sending your emails to the following address:

Octamed-Amiga Mailing List

Free OctaMED SoundStudio V1.03c The last complete Amiga V1.03c is now FREeware!

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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



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

**Good Food
Good Friends
Good Times**



New Product:
Flickerfixer Indivision

01.08.2002:

Our external flickerfixer for all Amiga models solves a year-old problem in a way like no similar product did before. The special thing: Even if the Amiga is connected to video-mixing equipment (so-called genlock interfaces), Indivision will show a perfect picture. Today's monitors and flatscreens cannot display certain Amiga screen modes that are closely related to video standards. A Flickerfixer converts the picture to a format that complies with the VGA-standard. Technically spoken: The line frequency is 31.25 khz, and the vertical frequency is at least 50 Hz (60 on NTSC).

Indivision is available in quantities. The price is 99,- EUR including the German VAT of 16%. Orders are either taken directly via eMail, or through our resellers. individual Computers Roermonder Str 228 | 52072 Aachen | Fax: +49 241 12088 www.jschoenfeld.de

AK-Datatypes Go Freeware

From Andreas Kleinert...
Hi,

Starting with V45.1 (29.6.02), the datatypes akJFIF/PNG/TIFF are Freeware. The keyfile code and some other legacy stuff has been removed. This also may speed things up, since there are less special cases to be covered. Furthermore, a couple of different optimizations in the 68k code have been made, some bugs were fixed and some amithlon/uae- specific optimizations have been made.

Download links:

http://home.t-online.de/home/Andreas_Kleinert/data/akJFIF-dt.LHA
[akPNG-dt.LHA](http://home.t-online.de/home/Andreas_Kleinert/data/akPNG-dt.LHA)
[akTIFF-dt.LHA](http://home.t-online.de/home/Andreas_Kleinert/data/akTIFF-dt.LHA)

These datatypes now are specifically targeted to high-end 68k machines and their emulated counterparts.

– Andreas_Kleinert@t-online.de | <http://www.ar-kleinert.de> | Freelance
Consultant & Writer | Software Engineering |
*** PerSuaSiVe SoftWorX *** | x86 Win/Linux, 68k/PPC Amiga and more |

fxSCAN 4.0 with enhanced OCR-engine and PDF-Export

We're pleased to announce to you version 4.0 of our powerful scanner suite fxSCAN. Among others, new features are a strongly enhanced and accelerated OCR-engine (based on gocr 0.3.5, now also PPC-native and with the ability to export embedded pictures and HTML), the all-new PDF-export, an enhanced copying function with preview and correction features, support for Turboprint® and an all-new documentation (in German and English) with many illustrations in HTML and PDF versions. A detailed list of all new features can be found under "New in V4" and the first screenshots, a list of supported scanners and much more can be found on the fxSCAN 4.0 site.

fxSCAN 4.0 is available starting from end of June on CD-ROM and as Download version and can now be preordered from our website! Be one of the first to hold this exciting product in your hands! Orders via creditcards are charged only a few days before delivery.
<http://www.iospirit.com>

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.superhosts.net,
irc.midnightrose.org,
irc.codemain.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

or
<http://www.reefer.org/chat.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>

We have a nice group of friendly folks sharing information, help and humor as we wend our way through the Great Amiga Odyssey.

Hope to see you there!
Please repost this anywhere you find Amigans online!

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

Amiga Samba 2.0.7 on the way

Olaf Barthel is about to release the Amiga Samba 2.0.7, with GCC, without ixemul.

"I have been working on something I didn't really want to tackle: write my own 'C' runtime library to port Samba 2.2.x with. Some 430 functions later I now have a codebase at hand which just about covers the ISO 'C' (1994) functionality, minus the wide character support. That was a hell of a lot of work to be done, I can tell you. One of the many nice things this library does is to compile both with SAS/C and GCC. This makes testing with a source level debugger possible. Other neat bits: socket I/O is transparently integrated into the file I/O architecture of the library, stack size checking and extension is supported (for GCC), the library is plastered with debugging and checking code, Amiga operating system functions are used wherever this is convenient (e.g. locale), and almost everything is written in portable 'C'.

As an exercise, I started to port the SAS/C Samba 2.0.7 port to GCC, using the new library. Quite an eye-opener: I found lots and lots of code in Samba which didn't even work on the Amiga and whose absence was previously obscured by stub code I had written. Taking the code out did make it more robust, or so it appears. On the downside, core functionality, such as the opportunistic locking Samba uses, never seems to have worked in Amiga port. Why the SAS/C port still performed well I cannot tell. Just don't tip it off that it doesn't work, will you? Another interesting fact emerged: Samba really never uses more than about 20K of stack space (maximum) on the Amiga. So, if older Amiga Samba ports crashed (in particular the ixemul versions), setting the stack size to 100K or beyond very likely didn't help at all. There is an option in swat to start the nmbd and smbdc programs. I discovered that not only did this code never work due to stubs catching the calls to execl(), it also couldn't have worked on the Amiga because smbdc must always be launched from the internet superserver (it cannot run as a daemon all by itself).

Yesterday smbdc and nmbdc compiled, linked and ran for the first time using SAS/C and the new library. The results were encouraging. I soon moved on to rebuild them with GCC 2.95.3. The results were just as good. If this keeps working, chances are that we may have 'pure' versions of smbdc and nmbdc available which can be made resident. This should be very helpful for smbdc, which is so large that it always takes a few seconds to load and run. It also should be possible to port Samba to the Amiga PowerPC platform in the future, provided that the underlying runtime library is ported as well.

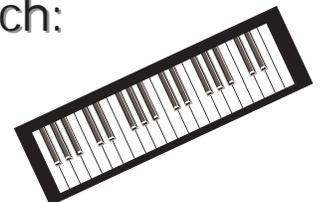
It may not take long for the GCC-built Amiga Samba 2.0.7 port to appear on the usual ftp site. Stay tuned. If this continues to work well, the next thing I'll do is to see if Samba 2.2.5 is willing to let itself be ported to the Amiga..."



Sorry for the Delay in the July news letter. But I wanted to wait for the AmiWest show (I thought there would be some big new, alas I was wrong). Amithlon 2 is still not out (problems with Picasso), and when it comes out it will have a new name.

**Two BBQ's This Month
Walthers at Lake Isle on the 31 st
Brans on the 10
at Sandy Lake
More on Page 7**

**AMICUE
Music SIG**
Contact
Larry Bolch:
484-9879



CommodoreOne At AmiWest 2002

by Larry Anderson - 7/27/2002

"All references to Commodore One should read AmigaOne" artical is inserted unedited."

My wife (Diane) and I arrived at AmiWest around noon, once we were in the hall I spotted Jeri at one of the middle tables setting up the C1.. after registering we went right over to say hi to Jeri, After a few more adjustments, she powered up the C1 (this is the first version with it booting from its flash memory), She was mentioning something about selecting the startup RAM partitions with the Fkeys on power-up, but presently only the 64 ROM was present.



Here's a Picture of it started up in 'Commodore BASIC'

(note the cartridge in the background. that I provided for size comparison, it's an Atari PacMan cartridge (same size as most other Commodore 64 cartridges around the world), keep reading for more about that cartridge... Talking with Jeri; things have been stalled for the past couple weeks with moving and now looking for more permanent residence in Portland, during her trip to Oregon she made extra careful the C1 was safe as well as her other materials, so she didn't have much of her notes with her. As I was getting oriented she was talking about the adjustments she has made to the prototype to fix glitches here and there (Anyone who has seen prototypes devices can attest to the jumper wires and what not), I was in awe as she picks up the bare board and shows it off while running, something all those basic electronics instructions told us not to do (what confidence!)...

So part of the time was playing with the C1, trying to remember where the raster register is it's decimal value and how to properly read it... (D012, 53266) None of us could get it to work... Trying it at home, I discover yesterday we were just lousy BASIC programmers and it wasn't with the C1. Picture of the attempt to get use the raster and BASIC to split the screen... (note here Jeri has removed the PacMan card from the cartridge casing...) The next part I had my camera away, Jeri tried the Pac Man cartridge in the slot, this is the first time she tried a cartridge and was unsure whether it

would autoboot. First attempt yielded a blank screen (I noted the pins might have been misaligned from my viewpoint) she reseated the cartridge and tried again this time within seconds smoke was coming out from near the slots! Fortunately the C1 survived, thinking it may be a wiring error on the voltage line, it certainly did cook a circuit trace well.

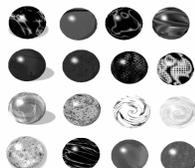
To take a break I knew of a nearby Electronics parts store, so we went to our car, on the way out we had to stop and see and pose with the Amiga Limo It probably shuttled the Amiga developers from the airport. (oh, yeah, there was some Amiga stuff there, I guess the AmigaOne is starting shipping and the new Amiga OS is almost done.. but back to Jeri and the CommodoreOne)

We took Jeri a few blocks away over to HSC Electronics (they sell pulled components from electronic equipment, used equipment and new loose parts and components as well.) Was interesting to see Jeri in her element, picking up this or that thinking of what she could do with it. We also got a little education in a few odd bits and pieces... We got a larger keyboard to type on as the portable one was aggravating.

Back at the table the C1 was still working away, someone had left the German Focus Magazine with the interview with Jeri (see picture) and some weird Amiga promo thing that has a clear tube and an Amiga Ball floating in it (I think it was labeled the

ANIMATION SIG





Meetings Last Sunday of Each Month

Contact:
Larry Bolch 484-9879

'Boing Levitator'). (picture) Jeri started her informal demonstrations answering as many questions about the Commodore One's features as well as the intricacies of chip design using FPGA, VHDL, and other letters in the alphabet. (-)

While she was talking the unit people were typing small programs, during this time someone had decided to bring out a model RC dirigible, which was attacking random attendees including us (picture) I decided to try a little programming myself. During this The dirigible hit that levitator thing and sent it tumbling among all of us (what excitement!). While working on the C1, it felt a lot like the 64, though the keyboard lookup routine has a couple minor glitches when it comes to shift usage, it was pretty well mapped (similar to Power 64 on the Mac), the only other thing was the video mode defaulted to every other scanline was blank, but not too much of a distraction. Hunting for the symbols would be pretty difficult for novices so I promised to make printable keyfronts for her. Here's my program in progress, a simple character animation. (In the picture is I believe a German gentlemen who came to see the Amigas and the C1) several attempts I got it looking decent enough. (Just think, when the C1 is at it's maximum resolution you could have 160x128 CHARACTERS on the screen - enough to make an arcade quality game without having to use hi-res or even special characters, isn't that cool!)

Of the questions I had, I wanted to know what clock chip is planned currently for the C1 (so I could look up the specs), the clock chip is from Dallas Semiconductor she didn't have a specific number, maybe 5112 and wasn't not sure yet where it will be mapped yet either. Asking if Jeri needed anything, she did drop the hint some demos would be appreciated (you hear that, fellow coders?) Soon after that it was getting near time for the end of Saturday's expo and preparing for the banquet, so we bid our goodbyes .

It was great to talk with Jeri without the long distance charges and she was hoping more folks could have come as well, next opportunity to see the C1 in California I believe is going to be during the Vintage Computer Festival in September <http://www.vintage.org> . I also met a few old friends from my days attending the Stockton Commodore Users Group (10+ years back) and also a past user on my BBS. For just a few hours it was really fun and informative.

Dr. Strange, Web Wanderer

Article by Mark Tierno

Sort of a light-hearted theme here this month (though, when have I ever had a heavy-hearted theme?) between comedy and film stuff, but that's only appropriate with Summer here at last (Sorry Australia, but it IS Summer where I am). So, let's start having som fun...

Animated Movies <http://animated-movies.squareworld.com/News.html> A site devoted to animated films, here you can get up to date news on up-coming animated flicks. There's also a list of links to sites with information on quite a variety of other animated films but unfortunately the pop-up list is java script driven wherein you select from the pop-up and hope something happens because there's no "Submit" button; I tried it on both Voyager and AWeb and still it did nothing- the scripts just too buggy. Viewing the source for the links though works, but you'll end up with re-directs to other sites. Still, it's good for that recent news.

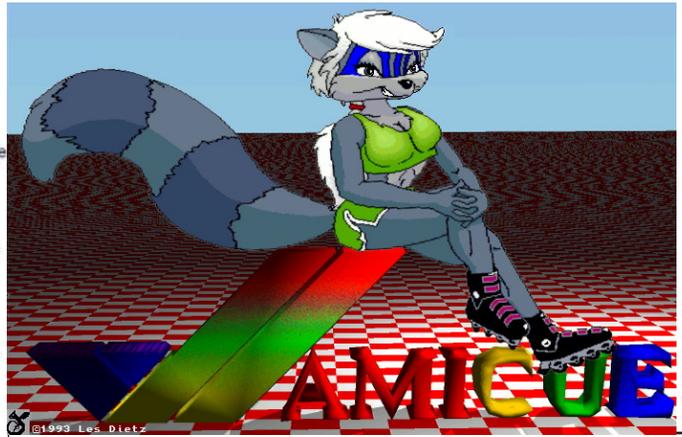
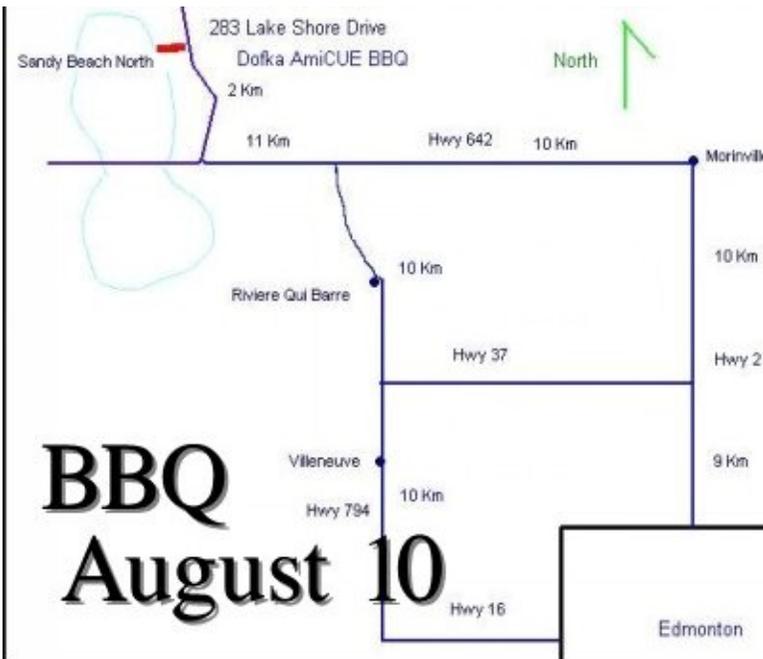
The Brunching Shuttlecocks <http://brunching.com/> A general online comedy site with subjects ranging from humorous movie reviews and how you could be more pathetic to a Star Wars title generator, a guide to choosing a password, or an alcoholics anonymous style form where you fill in the type of obsession (I tried filling it in with "breathing" and discovered <gasp> that the entire plant is addicted to breathing). The links are on the main page in nice simple links with pictures- no frames, no broken java. Just straight comedy without an agenda.

Movie-Mistakes.com <http://www.movie-mistakes.com/> Your basic collection of mistakes and goofs caught in movcies, categorized by film and also listed into the top 100. Top of the heap for now? At 147 and 11 more then Titanic it's The Matrix.

Comedy.Com <http://www.comedy.com/jokes/> Just your basic jokes and one-liners, this site even has a search engine to find the joke you want (clean or not, category, and keyword), from an archive of over 10,000 jokes. Jokes of the Week, Joke of the Day, submit a joke, classic jokes, or excuse of the day. Just pull up for a laugh.

Pick Of The Month

Turoc's Cabana <http://www.turoks.net/Cabana/> The header for this site states "If you want 'politically correct' or 'clean' humor, leave now." A Pagan Humor site that includes things related directly to all things pPagan as well as a wealth of other humourous topics. A partial list should explain things well enough: 20 Ways To Confuse Trick-or-Treaters (After you give them candy, hand the trick-or-treaters a bill...), You Might Be Giving Pagans A Bad Name If ..., a Pagan take on why the chicken crossed the road, Mail-Order Witchcraft, and about a hundred others, nnot counting the other-site links. It'll take me quite a while to get through this entire site, so why don't you all just go on ahead.



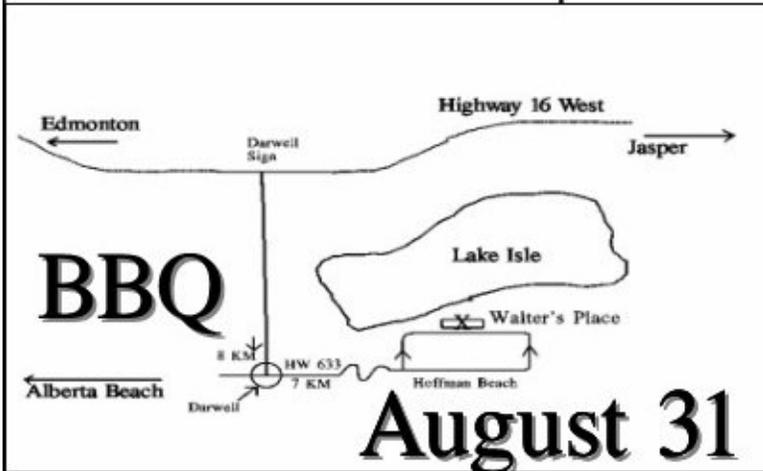
AMICUE

BBQ

This year we have two
Aug 10 th at Sandy Lake
and
The Annual BBQ Aug. 31
at Walthers on Lake Isle

Great Company
Great Fun
Bring the Whole Family

Bring your own food and drink
Memberships will be avsalable
at both BBQ's



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



The Pizza Meeting at Royal Pizza Was a
Great Social Event once again.
The Pizza was great. You should have
been there.

Next AMICUE Meeting

September 19 2002
7:00 P.M.

**Arch Bishop Jordan
High School**

**Baseline Rd.
(101 Ave)**



Sherwood Blvd.

Dak St.

Broadmore Blvd

**Wye Rd.
(Sherwood Park Freeway)**

**Boston
Pizza**

