#amiga guide

NO. 1 - 2008 - ISSUE 4

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- Computer in your car?

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Darkness
When the day is over, it is getting colder. It is getting darker, the sun is setting and all the creeps of the night gains power of the realm of the darkness. Evil forces wins terrain, and the hollow wind bears news about a near future filled with despair and coldness.

The ages of the good times are gone, left are we with the sorrow and fears worrying our minds about what to eat, where to sleep and where our heads shall find rest.

The sun has settled, the singing birds has been silenced, even the easy waves of the ocean are awaiting the horrors of the night.

In the horizon of the ocean something black occurs. It is getting nearer, and because you are frozen after a long dead fire on the beach that has gone cold, your heart reaches for hope from the sight of this black shadow nearing the shore. Your eyes gets tired staring at this dark spot which forms are getting more visible as the thing comes nearer land. What can this be? Will it bring any hope or light into this long forgotten world of sorrow, darkness and coldness? Will it bring love to our hearts?

It is a ship. It is a big ship! With proud sails and cannons along both sides telling stories from the sailings on the seven seas. But why are the lanterns dark? And where is the crew of the ship?

Your heart is filled with panic as you realize that the ship is abandoned, and you start thinking of what happened to the crew. What gruesome fate has forced them to abandon their ship?

Your lips are shivering, your forehead bathing in sweat, your mind is filled with anxiety and your feet are loosing their balance. Is there no hope for the future in these dark times?

With the sound of Ravels Bolero playing in your ears, your increasing fear fills the air like fog over a dark forest, and you start to escape towards the only rescue that you can see: A cross standing in the hillside. It is not promising you anything, the only reason you run towards it, is that the cross is shining and white, in complete opposite to the surrounding darkness of the night. The thought of nearing this cross of light fills your heart with promises of peace and love and protection from the abandoned ship nearing the shore, from the ghosts of the crew of the ship, and from the fears of the darkness and the night having a tight grasp about this moment.

As you runs towards the cross, your heart is increasingly filled with joy and warm feelings, and your body is getting filled with feelings of happiness of this shining symbol being here in this lonley world a good omen for you.

Your heart cries out for this moment of love and joy, and you realize that you are back in the light, you are once again under His protection, you are blessed by the Lord, you are back in Gods hand.

And as you raise your voice, shouting a «Hallelujah» with fresh air from your full lungs, the sun suddenly is rising. Your nightmare is over. The birds starts singing once again, the darkness is being chased away from the ligth of the beams of the sun, the sand of the beach is shining from the light of the morning sun, and the ship is vanished and gone, together with all the fears and the anxiety.

This cross is my faith in Jesus.

«You shall have no other god but me.»
Amiga is not my god.
God is. Jesus is Lord. Amen.

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readme.first

Rare

In these times of mass production it is very common to produce a lot to get prices down. Things are being spit out of the manufacturers machines in a speed that can impress any hardworking man. Things can be bought for an astonishing small sum of money, especially when you think about what effort has been done to produce this little thing.

Fabrics are producing 24 hours a day, 7 days a week, and human resources are mostly needed to control the production, or to sit by a band doing mostly the same working routins over and over again, with no or little diversity in terms of movements needed by the worker, causing bad health due to muscle stress.

When the working man and woman gets back home after work, some time is spent making food, some playing with and caring about the children, and some time is spent sitting by the computer connected to the internet.

The internet has a overwhelming variety of offers that you can dive into and enjoy for little or no sum of money. Much of it is free, whether it be legal or illegal. The internet has grown, and it has gained a lot of popularity because of social engineering, much thanks to the internets ability to connect people across borders and geographical distance, across religious and political meanings and gives no respect to otherwise known factors of man kind like being rich or poor, being good or bad, or even sexual relationships, sex or the ability of being good and kind or evil and bad. We are mostly treated the same way by these social meeting places at the internet, quite opposite to the way we meet people irl (in real life).

The internets meeting places like Facebook or the Norwegian Nettby, or chatting applications like IRC, MSN, AIM and other instant messaging platforms, live their lifes 24 hours a day, 7 days a week and the servers are working contstantly on serving their huge number of public with services of the social website.

Numbers gotta be high! Quantity matters! Everything successful gotta be popular! Money matters! All but increasing figures is no good!

WRONG! Love is rare in this world! Quality counts more than quantity! Diversity is good! Let us embrace the seldom and rare! Amiga is rare! Long live Amiga!

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About this magazine

the #amiga guide is the English sister magazine of the Norwegian Amiga magazine Amigaguiden (the Amiga Guide) which I have been the editor of for 16 years now and running.

the #amiga guide, or #AG for short, is produced mostly using one or several Amiga models, just the way Amigaguiden, or AG for short, has been produced since 1992. It all started back then.

We have a very strong community at IRC, and we want to mention #AmigaWeb and #amigaguide especially. Both channels are at the EFnet IRC Network.

We also want to give credits to #amiga of EFnet, and to give thanks to Opus of #amiga (Hi, Andrew) for giving us his permission to use the name of this magazine.

Please visit:
amigaguide.net
amigaweb.net

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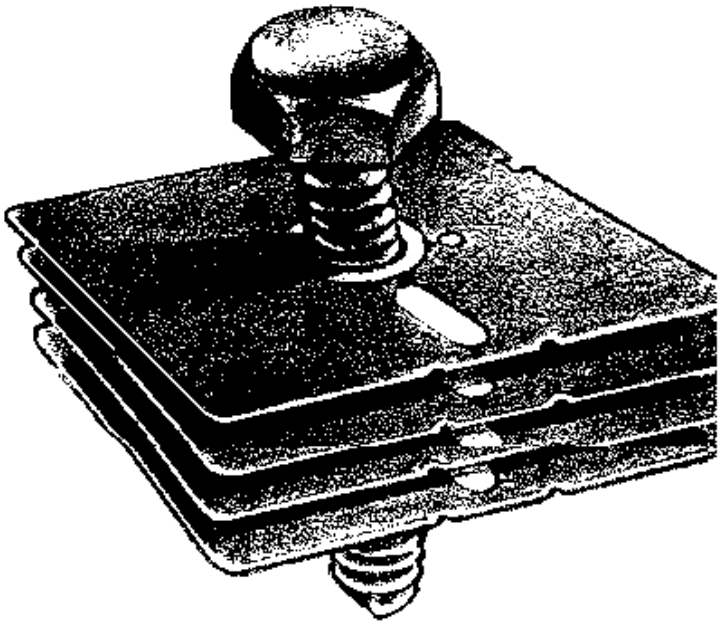

disk.info

MorphOS 2.0 - Public Release
The MorphOS development is proud to announce the public release of the much anticipated version 2.0 of MorphOS.

You can download a time-limited (30 minutes), yet full-featured version of MorphOS 2.0. A MorphOS 2.0 key is available for 111,11 EUR (includes 19% VAT) as an introductory offer. On Tuesday, the 15th of July, the price will go up to 150 EUR (includes 19% VAT).

MorphOS 2.0 runs on the Pegasos 1/2 and the Efika, a PPC mac version is planned but no estimate is given on when or if its released.

Georg Braun A1000 project
What is it? The Georg Braun A1000 is a remake of the amiga 1000, it all apparently started when Georg's a1000 died. Not taking no for an answer, he created some sort of cross breed, between an ocs amiga 1000 and an ecs 500+/3000, donor parts can be taken from these boards.
The PCB costs 60 dollars, cheap a500+ boards pop up from time to time, some extreme solidering skills required, and accsess to a SMC oven.
Read more on gba1000.info

PCMICA drivers for OS4 and MorphOS
OS4 and MorphOS Beta versions of PCMCIA network drivers
Beta versions of prism2.device and etherlink3.device (a replacement for 3c589.device) that support PCMCIA cards under AmigaOS4 and MorphOS are now available for download. Thanks must go to Chris McGonagle for testing several versions of the OS4 drivers on a PPC-equipped A1200.

Source: amiga.org

Poseidon 4.1 update
Poseidon V4.1 update for Subway, Highway, Algor and Deneb available
A new update of Poseidon is available today. It can be downloaded using Trident online update or from my website http://www.platon42.de Starting from V4.0, Poseidon is no longer keyfile bound – it is only licenced to E3B hardware (and MorphOS). You cannot upgrade Poseidon to V4.x for using it with the Spider, Amithlon or Thylacine, so please don't attempt to do so, I will not provide the legacy archives for downgrading.

Source: amiga.org

SabreMSN for AmigaOS3.x
The new MUI based MSN client for OS4 which development was started two months ago now reached AmigaOS3.x!

SabreMSN for OS4 has been in a beta phase for some time now and finally Os3.x users get this wonderfull client.

The Alpha 20 supports nearly everything the OS4 version had. It has file transfer, emoticon support, "user is typing" notification, logging and log reloading, sound alerts, utf8 conversion and even nudges (they shake the window just like on Windows)

Source: amiga.org

MSSIAH cartridge delayed
Mssiah MIDI Cartridge
The long awaited mssiah cartridge , which was expected to ship some weeks/months ago has been delayed further due to the manufacturer being fully booked for this summer. There is no new estimate on full blown production but will happen.
Read more on 8bitventures.com

Source: amigaweb.net

C64 on Norwegian TV
The Commodore 64 Featured On Norwegian TV Music Magazine
The Commodore 64's amazing ability show on norwegian tv This fantastic miracle machine most thought to be dead, has risen once again, this time to take over the world! Well, atleast the music we hear.

During this interview, of which Glenn Rune Gallfoss, the artists from which Timbaland stole the C64 version of Acidjazz evening, originally made by Janne Suni from Finnland, makes some revealing comments about the situation today.
http://www.youtube.com/watch?v=xJYOcsBKMDo

Source: amigaweb.net

TLSFMem 1.4 back online
TLSFMem 1.4 can now again be downloaded from platon42.de. However, Chris, the developer, has not changed his mind about l eaving the Amiga community.
TLSFMem makes memory allocation over twice as fast on the classic amiga, it reduces memory fragmentation and generally improves performance.

Source: amigaweb.net

AmiKit Linux Script
AmiKit Linux Wrapper Script (beta)
This simple script makes installing AmiKit on Linux and hopefully BSD just as easy as on Windows.

It downloads AmiKit v1.4.0 and E-UAE from the AmiKit's official site and configures everything correctly.

Enjoy the script.
http://topphemmelig.info/~ag/AmiKit-nix.tar.bz2

Changes
0.01
* Initial version. 0.02
* "Ops!" factor reduced by a hundred and probably increased by a thousand.
* Added uninstall.
* Added –USER-AGENT=AmiKit-nix-Installer0.02.
* Added symlink from uae to amikit.
* Now actually working, or so it seems.

Source: amigaweb.net

NAF Amiga BBQ Party 2008
Norwegian Amiga Association invites to BBQ party!

Norwegian Amiga Association invites to BBQ Party in the land of Giants, in the City Beneath the Arctic Circle

Norwegian Amiga Association (NAF) invites to "NAF Amiga BBQ Party 2008" in the Land of Giants, Country of Polar Bears, in the City beneath the Arctic Circle: Mo i Rana, Norway: Saturday, 2nd of August.

There will be held a so-called "blue tour" with unknown and secret destination the same day which will have an experience to offer in terms of nature sightseeing.

NAF invites both members, computer freaks and people with symphati for the Amiga computer platform to this BBQ Party.

Time being there are already 14 people on the list of participators.

For information of how to participate, write us an email at naf@naf.as or have a look at the BBQ Party news item at NAF site (sorry, Norwegian text only).

Source: amigaweb.net

#AG magazine free PDF
#amiga guide magazine issue 2/3 free PDF
Free PDF issue of #AG is released! - UPDATED!

#amiga guide magazine free PDF issue 2/3-2007 is released, free for registered users at AmigaWeb.net

#amiga guide magazine issue 2/3 - 2007 is finally out with a free PDF issue for all registered users of AmigaWeb.net.

As an editor of this fanzine, I appologize for the inconvinience, and promise that we will be back stronger, faster, more furious, dedicated, frustrated, working hard for you to have engagement, dedication, hope, future, love and inspiration for our common future in the Amiga computing platform.

You can find more information about #AG 2/3 - 2007 here, and you can download it from here.

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Spread the word, not the file!

Source: amigaweb.net

Cloanto's Amiga Explorer 2008
New version available

The software makes it possible to access the resources of an Amiga computer from one or more Windows systems.

Amiga Explorer 2008 released. Includes new Software Director and support for Amiga Forever 2008. Traditionally, the release of the new Amiga Explorer as included in Amiga Forever precedes by a few days the launch of a new version of Amiga Forever itself. The update is free to all Amiga Explorer users.
The Amiga Explorer networking software makes it possible to access the resources of an Amiga computer from one or more Windows systems. Configuration is extremely simple and by default requires only a few mouse clicks on the Windows side.

Amiga Explorer is available as a stand-alone package, or as part of Amiga Forever Plus Edition, where it can be installed from the CD.

Main Features

Copy data to and from the Amiga, and move, rename, delete, format and examine properties of Amiga files, directories and volumes, through the familiar Windows Desktop and Explorer interfaces

Write and read ADF (floppy disk image) files with a simple drag-and-drop (e.g. download an ADF file from the internet to the PC, then drop it over the Amiga floppy disk icon with Amiga Explorer to write the Amiga disk)

Access and copy virtual HDF (hard disk images, or hardfiles) and ROM image files from the Amiga to the PC, very useful for archiving and emulation purposes

View Amiga-specific file attributes, view geometry information for disk partitions, and format disks on the Amiga

Run the Windows and the Amiga side on the same computer to access the content of ADF and HDF files (requires installation of the Amiga side in an Amiga emulation environment)

Source: amigaweb.net

Eric Scwarz Amiga Tribute
Brilliant new animation from Eric Schwartz
Animated Amiga Tribute

Another brilliant animation by Eric Schwartz hit youtube some time ago.

Eric describes this best:
The song "Still Alive" is a little past it's prime today, and in fact I could have had this up in January, but I'd been trying since then to get usage permission from Valve software, with no response at all except some positive comment from songwriter Jonathan Coulton (Thanks John!). So - I'll just recommend that everyone who likes the music either buy the game Portal, or the music CD/track downloads from Amazon. Hope you enjoy the vid.

Source: amigaweb.net

MorphOS: The Lightning OS
Comprehencive MorphOS Article

A thorough well written article covering just about everything there is on MorphOS

Small, light weight, fast, flexible, did i mention beautiful? And the icing on the cake, It's roughly 50% AmgiaOS. Sounds like the perfect OS doesn't it? Well thats what OSnews figured too, so they went ahead and wrote a six page long article about it. This article covers just about everything you would want and need to know about MorphOS, including some history amongst other things.

Read full article at:
http://www.osnews.com/story/15209

Source: amigaweb.net

AmigaOS 4.0 update
AmigaOS 4.0 February 2008 update
for CyberStormPPC and BlizzardPPC

Hyperion Entertainment VOF have released a new update for AmigaOS 4.0 on CyberStormPPC and BlizzardPPC equipped Amigas.

Leuven, Belgium - 23. February, 2008

Hyperion Entertainment VOF is pleased to announce the immediate availability for download for registered customers of another service update of Amiga OS 4.0 which addresses some outstanding issues on BlizzardPPC and CyberStormPPC machines.

In this update:

A new kernel that fixes outstanding issues with the Mediator 1200/Voodoo combination as well as some other minor bugfixes

Support for all Mediator models, including the new Mediator 1200 TX

Updated Intuition and Layers modules that fix a rare occurance of graphics trashing

Fixed queue-handler

Two AREXX-libraries that have been missing in the original release

Updated RealTek 8029 network driver that fixes a lockup problem.

A new version of DvPlayer SE.

The update is highly recommended for all users of either CyberStormPPC or BlizzardPPC. As usual, you can find the update in our download area.

We once again wish to take this opportunity to reassure our customers that development of Amiga OS 4.x continues apace on a number of platforms.

Read more at Hyperion Entertainment's Website

A history of the Amiga Part 6
Stopping the bleeding

Part 6 of this epic tale was published by our friend Mr. Jeremy Reimer yesterday. How we missed this for a whole day is beyond me, since just about everyone has been holding their breath once again for another hit. Read it, eat it, enjoy it, here it is
A history of the Amiga, part 6: stopping the bleeding
http://arstechnica.com/articles/culture/amiga-history-part-6.ars

Source: amigaweb.net

New mini Amiga 500 system available!
When the myth becomes mini...

ACube Systems announced the availability of the highly acclaimed Minimig.

Bassano del Grappa (Italy), 10 February 2008.
ACube Systems is pleased to announce the availability of the highly acclaimed Minimig.

The Minimig can be ordered directly from ACube Systems and soon from other resellers. Two options are available:

Fully assembled board with 1GB SD Card at the price of 138 EUR.
Fully assembled board with 1GB SD Card and a PSU at the price of 149 EUR.

You can order writing a mail to info@acube-systems.com.
Due to the high number of requests, all orders will be shipped whithin 7 working days.

For more information please visit the ACube Systems homepage.

Source: amigaweb.net

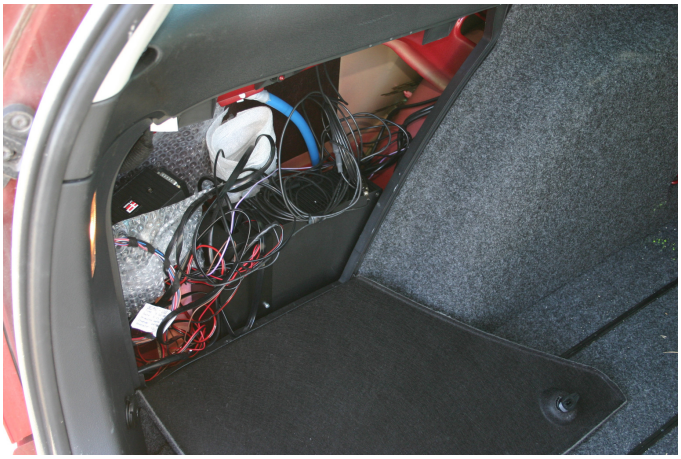
There's a PC in the car!!!

There is no need for a PC in a car... No?(?) Our technician Erlend has been installing a computer in a car.

Text: Erlend Kristiansen
erlend@naf.as

Photos:

Not hing about this trunk tells there is a computer installed, not until you open the correct doors.



Today everything is full of technology. Our houses are flooded by technical things. Even the shower has a computer. The fridge informs you when the salad you bought last week should be dismissed to the eternal hunting grounds. Are you going to the cabin this Eastern? Then you gotta remember to send an SMS first to start the heating of the cabin. At the same time I am sitting and enjoying my new music at my dear iPod touch, I am also writing this article and is surfing the internet with my iPod.

A relatively new area of use for computers is the car. For the sake of the Lord, what on Earth are you going to do with a computer in a car, you might ask. And how will you fit it? Is there room? And isn't this way too expensive?

OK, for starters, there is no problem at all to get room for a computer in a car. You can buy computers in Norway for under 5000 NOK (I guess you can also buy computers in any country for under 5000 NOK, which is about 980 USD or about 630 Euro or 500 GBP), which have a height of 6 cm, a width of 25 cm and a depth of 20 cm. A computer like this you can get room for in some empty space in the trunk of your car. Now you just stretch cables to a touch screen that you fit at your dashboard for instance. A 10 inch touch screen cost under 1800 NOK in Norway (about 350 USD / 230 Euro / 180 GBP) You can also buy 9 inch portable computers for under 3000 NOK (about 590 USD / 380 Euro / 300 GBP) that you can "nail" to the car, taking up a minimal room of space.
But here's a question to answer: What to do with a computer in the car? Well.... If you take a look into the windows of the cars of a big parking lot, you will discover a few things. There is quite a lot of cars with navigation units, there are some cars with maybe 50 CDs laying around, and it is becoming increasingly more popular with a DVD player to entertain the children with cartoons on the log trip home to granny on the holiday seasons.
With a computer in the car you can combine all these functions, plus many more, without being ruined, and without using a lot of space in the car.

Here are some examples of what to use a computer in the car for:
- GPS navigation
- collect all the music in one place - watch movies

- surf the internet (you need for instance cell phone internet connection)
- tuning of the engine from the computer (you can tune whenever you want)
- play computer games
- surveillance (rear backing cam for instance)

If you calculate what the different options here would have cost you, you come to a quite interesting conclusion that you save a lot of money. Let us look at the price of each option:
GPS: 200 Euro
DVD-player: 250 Euro
Computer tuning: 500 Euro
Gaming console: 200 Euro
Rear view cam: 350 Euro
Sum: 1500 Euro

These functions cost by themself about 1500 Euro!!! And you also should have in mind all the other advantages of having a computer in your car. Just imagine you are travelling by car during your holidays, and you wonder of the shortest road from Liverpool to Birmingham. Then, instead of looking up the road maps, you simply punch start and end place in the navigation software you have preinstalled on your computer, and you are being guided all the way. When you start from Liverpool you realize that you forgot your reservation number for your hotel in Birmingham. Lucky you, you are connected to the internet, you simply log in to your email program and check the inbox for the mail you received from the hotel when you ordered the room at their internet site. Or you even forgot to order a hotel room. In this case you just connect to the internet and order a hotel room online, together with the other things you need.

The photo shows a Skoda Octavia with a mounted PC. The trunk looks completely innocent, empty and clean, but only until you open the correct doors and all the wires becomes visible. The wiring upfront to the screen is well hidden, so it looks just like the computer has been there from the factory. At the dashboard you can see the touchscreen very clearly. Of course it is possible to mount more screens, so that the kids can see DVD at the same time that you navigate the car from town to town.

I really think I am going to save some money myself doing this, because as I have been writing about this, doing research and even installed a computer in a car at work for a customer; I just see more advantages and areas of use the more I am thinking about this.

Has the time come to install a computer in YOUR car?

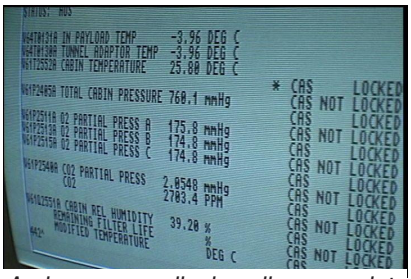
Map - Microsoft AutoRoute

File Edit View Data Route Tools Help

birmingham Find Road Map

Time	Mile	Instruction	For	Toward
Summary: 350.2 miles (2 days, 1 hour, 50 minutes)				
DAY 1				
09:00	**0.0**	**1 Depart Swansea on Local road(s) (South)**	**32 yds**	
09:00	0.1	Turn RIGHT (West) onto Trawler Road	0.4 mi	
09:02	0.4	Bear LEFT (West) onto Dunvant Place	0.2 mi	
09:04	0.6	Continue (North) on Local road(s)	10 yds	
⊞ 09:04	0.6	Turn RIGHT (East) onto A4067 [Oystermouth Road]	0.8 mi	
⊞ 09:07	1.4	Bear RIGHT (East) onto A483 [Quay Parade]	21 yds	
		Bear LEFT (South) onto Kings Road [Heol Y Brenin]	0.1 mi	
09:08	1.5	Continue (South-East) on Heol Y Brenin [Kings Road]	54 yds	
09:09	1.6	*Check timetable* Take Swansea-Cork (South)		
17:13	**1.6**	**End of day**		
DAY 2				
09:00	*1.6*	*Entering Ireland*		
⊞ 09:00	1.6	Take N28 [R609] (West)	10.1 mi	
09:14	11.7	Turn RIGHT (North) onto N27	2.3 mi	

Europe United Kingdom Wales Pembrokeshire



Amiga screen displays live user data from the orbiting space shuttle!

Amiga at NASA

The Amiga was for a few yeers ago in daily use at NASA space center

Report : Amiga at NASA (Article written by Bob Castro - march 1999)

"So the next time you see a space shuttle launch, you can tell your friends which personal computer is rated for mission-critical use in the United States space program."

Amiga owners know their machines can do a lot with a little. Because of its flexible and integrated video-friendly hardware as well as its tight, efficient multi-tasking operating system, Amigas can be found doing things such as driving stadium scoreboards, interactive kiosks, agricultural irrigation systems and the flight schedule displays at Atlanta's Hartsfield International Airport.

The Amiga was chosen for those applications because its reliable hardware and low-overhead software means less down time for those crucial jobs. But most Amiga owners would be suprised to learn just how much their machines' reliability is trusted to carry out one of the toughest jobs in the world- or off of it.

For more than a dozen years, Amiga computers have been hard at work at Cape Canaveral's Hanger AE supporting the launches of every American spacecraft including the space shuttle.

Since after all, this IS rocket science, NASA must downlink a tremendous amount of data from each spacecraft; during ground tests, through the countdown and liftoff and out into space. There is no room for error in the acquisition and processing of this data. It must be accurately calculated and reliably sent from the hanger to distant space centers around the world participating in the mission. All in real time and without interruption. Since Hanger AE also supports some telemetry from the space shuttle, that importance is even greater since human lives are on the line.

Thanks to the efforts of Space Coast Amiga member, Hal Greenlee and retired Air Force Lieutenant Colonel Johnny Johnson, Amiga Atlanta was allowed an exclusive television tour of Hanger AE during the flight of the space shuttle Endeavour to the Russian MIR space station.

Gary Jones, the principle systems engineer for NASA's software systems at Cape Canaveral told us the Amigas take in all the telemetry data from the spacecraft, scale it by applying coefficients up to fifth order polynomials and convert the data back to engineering units for display to the engineers working the launch.
Gary went on to tell us that their first choice was the Macintosh, but as it was a closed system, Apple wouldn't give NASA enough information to get into it at the level that was needed. Talk about blowing a marketing opportunity!

He continued "We then looked at the PC, but the hardware architecture was really as bad then as it is now. So Hal was the first one who brought out one of the Amiga 1000's and we played with it."

Hal Greenlee added; "I brought it out and showed it to Dave Brown and about a month or two didn't pass before Dave had one of his own. We were both talking to Skip, we need to get some of these babies and find out if we can make them work for this job."

Gary Jones replied; "And Commodore was easy to work with back then, when we asked for documentation they sent us a stack of documentation about four feet high. They were willing to tell us everything about their machine. Since we had to design some custom hardware to go inside, it really helped to know exactly how everything worked."

"It just turned out that it was a good machine. The things that make a machine good for playing games tend to make it good for processing and displaying data. Because you've got some of the same problems. You need an operating system that very efficient, very fast and the Amiga has that and has got very little overhead. That's what makes it nice; we don't load down the system running the overhead we can just process the data."

"Most of our customizing is hardware customizing. The Amiga operating system is flexible enough we have to drop into assembly only once in a while to initialize some of the special boards we use, but otherwise the operating system is fine we don't do anything unusual with it. We use it just like it is and build hardware for our interfacing requirements because we have to pull the data out of the data bus in this building and put the data back in."

Gary Jones (Left) and Hal Greenlee (Right) in Hanger AE, Cape Canaveral Air Station

Seven Amigas are online assigned to operational support, six are dedicated to routing data to remote space centers and another six are reserved for hardware and software development.

The spacecraft supported by the Amigas include; all of the Atlas-Centaurs, Delta II and Delta III, the Orbital Sciences Pegasus, Lockheed-Martin Athena, a couple different models of the Titan, GOES and GPS spacecraft data and some user data off the space shuttle.

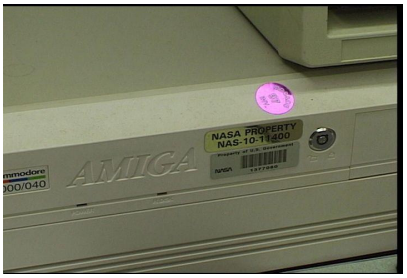
Because of way the Amiga is laid out and because the software is all tied together, if the bit rate isn't too high, they can actually support more than one spacecraft at a time in the same Amiga. A multi-tasking, multi-spacecraft personal computer!

Even though the Amigas play an important role in handling telemetry, they are versatile enough to interface with other NASA computers. Augie Friscia of Boeing Aerospace told us; "I figured out a way of transferring files from the Amiga to a Sun by converting the source files I had on the Amiga to an archive and then transferring them to a Sun machine. With just a few minor adjustments to the top of the program and the declare statements, I could compile and run it on the Sun. I did all the debugging on the Amiga and then took it to the Sun."

Gary Jones; "If its not a PC, NASA gives us a lot of grief when we try to buy anything to go with the Amigas. They want us to buy PC's and run Windows 95 and NT. We keep trying to tell them its not fast enough so they tell us to buy DEC Alphas. We tell them its too expensive. They don't like the Amiga, it doesn't cost enough."

During our January 1998 visit to Hanger AE, the space shuttle Endeavour had just finished retrieving David Wolff from the Russian Mir space station.

Gary Jones; "This is data coming down from the shuttle the STS-89 flight that was docked with the MIR up until yesterday. This is some of the environmental parameters that the life sciences people use. They take this data, we process it with the Amiga, we remote it to them on another Amiga which then pulls up data and sends it to their PC which controls an environmental chamber so that they can duplicate the environmental conditions on the shuttle down here except for gravity. So that's their control group. They can have a group of animals or insects on the shuttle in zero G and the same animals in the same environmental conditions with normal G about five hangers down the road from here. And the Amiga data is what they use to control their growth chamber to keep the environment the same."



Amiga 4000 development system

In the NASA Amigas, custom interface hardware is built and used inside. But the most important difference between their Amigas and ours is on the outside. An armor-plated power button was built out of a 23-pin video connector because the engineers were concerned that the crucial switch was just a little too exposed on the front of the Amiga case!

To prove how useful even stock Amigas can be, we found out that although the 4000's have Workbench 3.1, the 2000's are still running 2.1 because the advantages of the newer operating system were not really needed.

Even after seeing Amigas hard at work in the telemetry lab, another surprise was found in the television center. Hal Greenlee; "We have a toaster system. We add titles during the launch. We might do an effect or two just by way of making the tape look more interesting. But mainly the Toaster is used to overlay time or camera angle; some kind of text data that they want to add to the picture."

Three hundred video monitors are fed by a routing system large enough to run a ommercial TV network. In addition to video, it can also route data over the entire space center.

Future plans for the NASA Amigas include supporting another model of the Titan rocket. They are also in the process of writing software for the next generation Delta rocket called the Delta III. The American Atlas-Centaur rocket is scheduled to have Russian engines installed onboard that will also need new Amiga telemetry software. Gary's team will also build a new display capability for the users that will be driven by the Amiga. "We'll send them the data over an Ethernet system, and they'll use PC's just to do displays."

Although not as easy to purchase and support as other microcomputers, Gary remained cautious about Gateway's purchase of the Amiga platform.

"We've gotten a little feedback from Hal on Gateway's purchase of the Amiga. If we start seeing that they're shipping some hardware we'll get interested then. But it's an uphill battle trying to convince NASA that they want to go with something other than one of the standard, accepted platforms."

So the next time you see a space shuttle launch, you can tell your friends which personal computer is rated for mission-critical use in the United States space program.

Note: this article was based on a ten minute videotape taken during Amiga Atlanta's visit to Hanger AE. Contact Bob Castro (bcastro AT mindspring POINT com) for details.
Special thanks also go to Amiga Atlanta member Mike Ellenberg who grabbed the still frames from the video you in this article.

Amiga 4000's photographed at work during Jan. 1998 shuttle mission to Russian Mir.

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 @ #amigaguiden

AmigaLight future version with AmigaOS6

Edivision

Interview with Edivision from Obligement Magazine

Interview with Edivision (Interview realized by Lionel Menou and from Obligement 31 - january 2002)

Could you introduce yourself, and the two other founders of Edivision ?

PR: My name is Patrick Roberts and I'm 33. My most famous achievement is surviving making Disney's Dinosaur, were I was an effects supervisor.
SH: Steven Haun, 35 and my most famous achievement is being able to survive Hollywood so far.
JE: Jeremy Engleman, 29 and I suppose that would have to be working on Riven: The Sequel to Myst.

How did you discovered Amiga computer and why are you still interested in Amiga Community ?

PR: The first Amiga I had was a 500 (couldn't afford a 1000 so I just had to drool over friends'). It was the natural progression for me as before I had a C64, Vic20, and (at work) a PET. The Amiga community created software far ahead of its time. Even now many of the best applications and games on other platforms come from former Amiga developers. I like the Amiga community because the people who make it up were able to recognized and chose the superiority of the Amiga platform compared to competitors who had better marketing. That spirit still exists today in the community... we all know how messed up mainstream computing is now and know it could be better.
JE: A 500 as well. Amigas were certainly ahead of their time.

Are you still using an Amiga, and in this case, what is your current configuration ?

PR: Due to space limitations I had to loan my last Amiga to a friend. It was an A3000/040-25/CyberGFX.
JE: I still have a 1200 actually, but do not use it at all-more of a museum piece really.

Where does the name Edivision come from ?

PR: Edivision is a parent LLC for our development labels, the first of which is called "Lower Mars".

Why did you settled on founding Edivision ?

PR: We had been negotiating with some console publishers and got tired of the politics so we decided to create a company we could control ourselves.
SH: We knew we wanted to create a software company. We were looking into console games. Though when we got the opportunity to jump into something new, like the Amiga DE, we couldn't resist.

How many people are currently working at Edivision (full time or/and contractors) ?

PR: There are currently only 3 of us part-time. (We all have to keep our day jobs until the DE makes us millionaires :P) Although many (long) weeks we all put in more time after-hours on Edivision projects than we do at our current day jobs.

Where are you located ?

PR: Studio City, CA. (Part of Los Angeles County/the greater Los Angeles area).

Could you describe the "atmosphere" at Edivision ?

PR: Virtual :P (we don't have offices yet).
SH: Curious. We wait to see what will happen in the AmigaDE world.
JE: Hopeful. That the platforms can support and facilitate the kinds of things we would like to do.

You were planning to create 3 development labels. Could you talk about those labels ? What is

currently developed for each ones ?

PR: We still plan to create 3 labels. As we grow and bring on staff it will help organize development. "Jackpot!" is being developed under "Lower Mars" which will primarily create first-rate original entertainment titles. We have a utility label which will come next- that project is currently in R&D phases and looks to be very exciting. Finally we will put any games we license under a third label.

Could you talk especially about the slot game you released screenshots few weeks ago on amiga.org ?

PR: Jackpot! is our first title. It's a electronic casino simulator featuring slot machines, video cards, and video slots. There will be a total of 10 different games in the virtual casino. We have some really really fun game designs and Jeremy has created fantastic graphics for the machines. Our design goal was to create a casino game that would be entertaining for both gamers and non-gamers, and I think we've done a good job to that end. Virtual casinos are among the most popular titles on PDAs and we think ours will be better than any of current crop.

When will we see first Edivision products ?

SH: We have to wait until AmigaDE PDA hardware is available to the public, which should be Q1/Q2 2002. Jackpot! will be released at roughly the same time.

Are you currently looking for game developers ?

PR: Not right now. We are currently negotiating with a couple of companies to license titles. When that happens we will start outside staffing. At some point in the future we also want to be able to serve as an incubator for garage developers.

What are the kind of games suited for PDA market, which seems to be really peculiar ?

PR: PDA owners buy games that are commonly familiar (don't need a lot of instructions) and can be played in short spurts. Current golf and casino titles are among the most popular for these reasons.

What is your foresight for the development of the PDA market ?

PR: As the machines become more powerful and cheaper I think they will be what Gameboy fans move up to when they get older.

What do you think about other development platform, for instance Linux on SL-5000 ?

PR: As opposed to the AmigaDE, they lock you in to a platform. With the DE we can create a title that will run on not only the most popular current platforms, but also any capable platform in the future. This gives us a tremendous market advantage over competitors who would need to port their titles for new platforms. The Amiga DE is also much less expensive than most commercial middleware licenses, which provide only some of the cross-platform benefits of the AmigaDE.

Are you planning to advertise for your products in a near future ?

PR: Yes. We will be marketing Jackpot! when Sharp releases their PDA.

Are you planning to release games adapted for other platforms that PDA ?
PR: Possibly in the future, but for now we're just concentrating on PDA titles.

Could you talk about your co-operation with Amiga Inc ?

PR: Amiga has been great providing us with support. As for our part back, we'll be giving Amiga license to distribute many of the tools and libraries we create as open-source and free for commercial development. We also look to grow this relationship even more in the future.

"Three people from Disney" made some concept design of hardware for Amiga Inc, some months ago. Are you those people ?

PR: I was one of them. Michael Daugherty and Archie Agote were the other two.

Do you have interest in other Amiga related project (AmigaOne, OS4, and also MorphOS/Pegasos) ?

SH: Due to limited resources, right now we're focused just on AmigaDE and even only AmigaDE PDA. In the future if resources are available and it makes financial sense we would.

A message for our readers ?
SH: Stayed tuned !

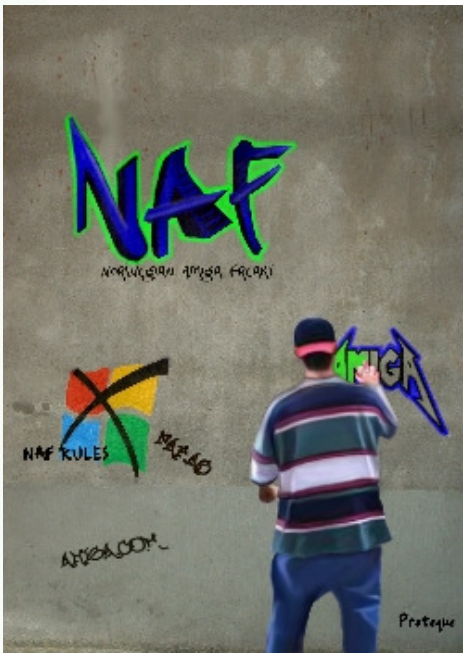
AmigaWeb.net presents:

Offer #1

Addicted ... who, me?

NAF Amiga Poster: «addicted»

Offer #2



Poster from NAF with «Amiga tagger» motive

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