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Amiga
zette

MAY 2000

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AND SOFTWARE AND
HAVE FUN.




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MAY 24TH MEETING.
THIS COULD BE YOUR BEST
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TIME TO FIND THAT OLD
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WANT TO MISS THIS.

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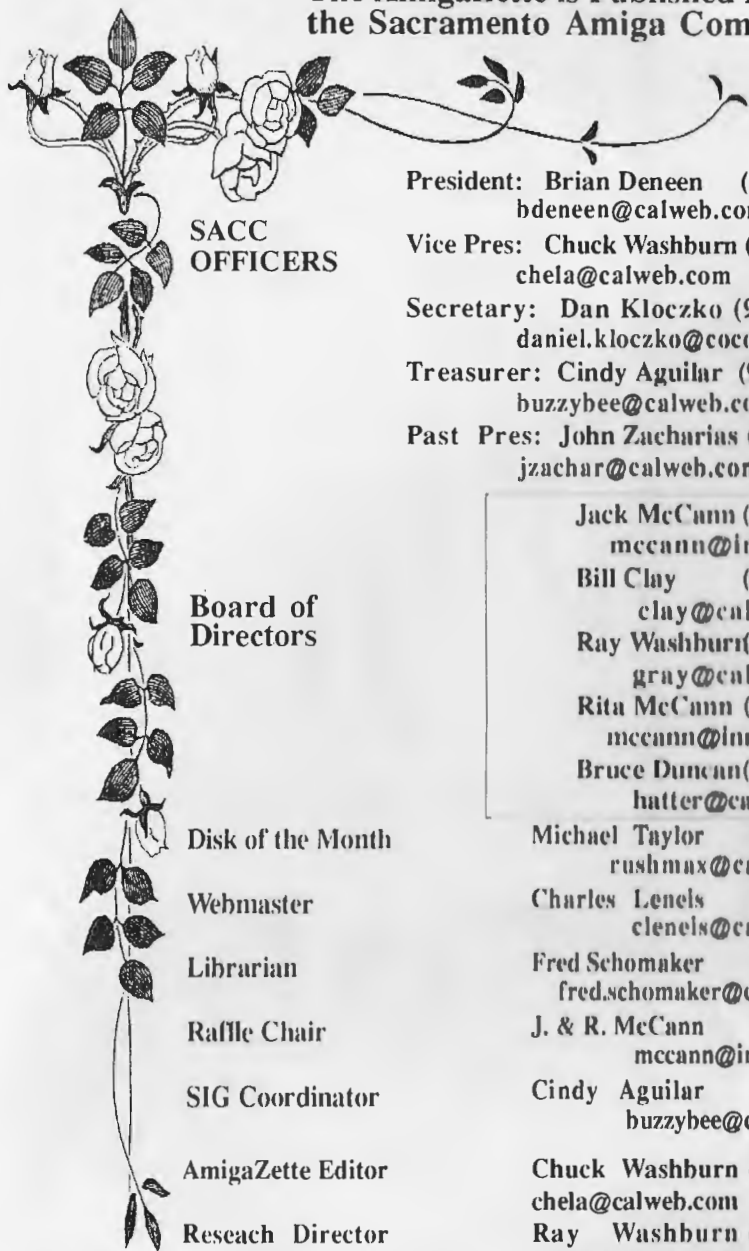


Don't forget SACC's
AUCTION
Bring those things
that have just been
gathering dust at
your place and put
them up for
auction. come
and participate in
the fun.

Don't forget SACC's
AUCTION! May 24th
What better place to
buy some of those
older games and
software, gadgets
and what ever
you always wanted.

Meeting Held @ Calweb, 1111 Howe Ave, Suite 495 Between Arden Way and Fair Oaks

The AmigaZette is Published Monthly by
the Sacramento Amiga Computer Club



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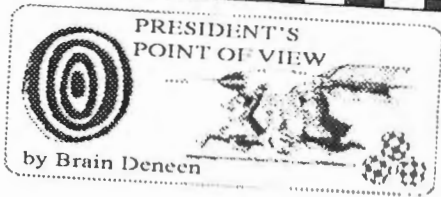
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We want to thank Amiga Update and RMAU for their article

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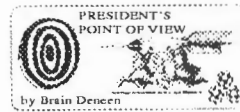


Greetings faithful AMIGANS! Our club is continuing to move ahead and, as always, the membership is making it happen. Members are continuing to join, and people are even calling us from the web site information to join and reap the benefits of being a member of our fine club.

One of those benefits is the general membership meeting on the fourth Wednesday of each month. This past month's meeting (April 26) featured John Zacharias' news from St. Louis and a live online chat on Amigazone with Fleecy Moss, VP of the new Amiga Inc. John had some pictures of participants taken from the A2K website (I think) and some thoughts about the current status of software and hardware development. Several levels of developer involvement are available, all the way from no fee (and not much that comes with it) to the do-it-all, \$15,000 per year developer participation that includes everything currently available from Amiga, Inc. Several software companies (including Corel of Wordperfect fame) have signed on with the new company. While not manufacturing hardware per se, Amiga Inc. is throwing its support to Anti-Gravity's BoXeR. (A working BoXeR is still not forthcoming, though a motherboard labelled "BoXeR" was available.) We expect to see more of what Amiga Inc. is doing actually running at AmiWest 2000 here in Sacramento in July. The online chat was a rather riotous affair which Harv Laser did manage to direct somewhat efficiently. Our usual raffle was held and Michael Taylor presented the disk of the month which featured a PDF reader for the AMIGA. Things were a little less organized than usual but I think the creative flow was worth it. Our two visitors said they understood that a little confusion was worth the energy it produced.

As an aside, one of the things that Amiga Inc. has done is produce a new on-line magazine, borrowing the name Amiga World from the old magazine of the same name. April 2000 was the initial issue and I am downloading it to include in our library. At least they are trying to communicate, though what they are up to is still nebulous and seems ill-defined. Hopefully they will be able to define it enough for us to see something soon.

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Point of view continued

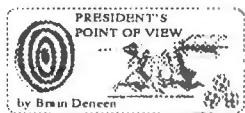
Our next club meeting on May 24 is our semi-annual AMIGA auction. Bring those things that have just been gathering dust at your place and put them up for auction to benefit the club. Ten percent, as most of you know, goes to the club. Cash is preferred. It's a lot of fun and can be very rewarding. Remember, your junk is someone else's treasure. Come and participate in the fun.

Speaking of participation, one of the keys to participation in any club is encouragement. We can all be of service to one another by encouraging efforts to participate (such as signing up new members and encouraging current members to renew). We can also encourage one another by supporting what each does for the club. I realize that we are dealing with different styles of doing things from person to person. One may be very detail-oriented and a neat-freak while another may be more loose and more laid back. What is called for here is mutual respect and seeing all efforts put forward in the best possible light. Fighting among us only harms our club. Constructive comments and even instruction, given in the right attitude, supports us and helps us to grow. We are a social organization as well as a technical assist. Let's make it a good, positive, uplifting fellowship. All of us can learn more in that atmosphere.

Our new permanent librarian has been chosen by the SACC Board: Ray Washburn. Ray has agreed to be our librarian and carry on the project of categorizing the software and print media in it. One of his goals, he tells me, is to classify software according to the AMIGA OS version (i.e., 1.3, 2.0, 2.1, 3.1, etc.) that it will run under. We hope to have a catalog on disk and available for download sometime during the next year. Call or e-mail Ray if any of you know of any library property that needs to be in his hands.

In other Board news, we are continuing to work on the member survey questions. We are about half done with the design for the new survey, making it as intelligible as possible so the data we generate can be as useful as possible. We hope to use the survey to make our club better, so please direct input regarding questions on the survey, etc. to your Board members so that we can put together a good survey.

continued on next page



We are also taking a physical inventory of all club property so that our club secretary, Dan Kloczko, can update the list and physically identify each piece of club property with serial number and other

identifying marks. The Board has assigned Dan this task so that we can better track our club property.

If you missed the last SACC Saturday on May 6, you missed a great deal of general camaraderie and helpfulness. We had about 12 in attendance with four machines being worked upon, including the club's library A2000. Michael Salcedo and John Zacharias were there to provide assistance, with yours truly even providing some past solutions to bring up the library's A2000. Rich Gardiner also had the SACC library there to transfer over to Ray Washburn and pass out software to all who desired it. The Jay Miner Library is now in the hands of Michael Salcedo who had asked to be able to organize this treasure for better utilization by our library. We even had some great pizza from Steve's Pizza down the street. Please do come to SACC Saturday with your hardware/software questions and expertise to help us all be better users.

AmiWest 2000 is steadily gaining exhibitors and still needs volunteers to set up and tear down the hall during the show, as well as run the registration booth, etc.. Please do contact John Zacharias with your offers of expertise and level of involvement. Let's do all we can to make AmiWest 2000, the ONLY all-AMIGA show on the west coast, an even greater success than last year.

Thanks for being the encouragement that all of you are. AMIGA is still on the move and we're all part of it. I asked if anyone had exceeded the limits of the AMIGA OS yet at our last meeting on April 26 and no one seemed to think they had. That's why all of us are still so excited about this computer. Come share the excitement with us on May 24 at our next meeting at CalWeb.

Amiga Forever,

Brian Deneen

SACC



AMIGA/COREL A WINNER

Snoqualmie, WA, April 1, 2000 - Amiga Incorporated, is pleased to announce that its new multi-media consumer interface is well supported by Corel LINUX OS and other Corel applications including the newly released WordPerfect Office 2000 for Linux.

Amiga's multi-media consumer interface runs extremely smooth and fast on Corel LINUX OS, and the compatibility between these great products has provided Linux developers with a new and exciting way to create incredible multi-media titles, and games for Linux.

"Amiga pioneered the creation of multi-media, and easy to use graphical interfaces 20 years ago, and today begins the path of the reintroduction of a legend. The New Amiga is the creation and embrace of leading technologies and combining them with the 20 years of experience in multi-media development environments," said Bill McEwen, president and chief executive officer of Amiga. "Corel has leading products within their categories, and we are excited about their supporting Amiga towards the future."

"Linux developers now have choices when it comes to leading edge applications," added McEwen.

"Corel is dedicating extensive resources to develop Linux, and receiving such a positive endorsement based on Amiga's experience with our products is tremendous," said Dr. Michael Cowpland, president and chief executive officer of Corel Corporation. "Corel takes pride in producing quality products, and we are thrilled to provide our Corel LINUX OS to Amiga's world-class systems. We look forward to working with Amiga as they continue developing products and technology for current and future computing devices which are focused on making computers and the Internet a natural part of everyday life."

Corel and Amiga first announced they were working closely to support the new Amiga Operating Environment in July 1999. The two companies formed a new relationship to ensure that Corel's award-winning software applications were supported on Amiga's new line of products.

Corel and Amiga continue to discuss possible future alliances.

continued on next page



There will be full support for the existing install base of Amiga users, and more announcements will be forthcoming about the current Amiga and the next generation of those machines.

Corel Corporation

Corel Corporation is an internationally recognized developer of award-winning business productivity, graphics and operating system solutions on the Windows , Linux , UNIX , Macintosh and Java platforms. Corel also develops market-leading, Web-based solutions including applications, contents, e-commerce and online services. For access to these services and more information go to www.corel.com or www.corelcity.com. Corel is headquartered in Ottawa, Canada. Corel's common stock trades on the NASDAQ Stock Market under the symbol CORL and on the Toronto Stock Exchange under the symbol COR.

This press release contains statements that are forward looking as that term is defined by the United States Private Securities Litigation Reform Act of 1995. These statements are based on current expectations that are subject to risks and uncertainties. Actual results will differ due to factors such as shifts in customer demand, product shipment schedules, product mix, competitive products and pricing, technological shifts and other variables. Readers are referred to Corel's most recent reports filed with the Securities and Exchange Commission.

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3RD PLANET LAUNCHES MASTERBANK

Third Planet From The Sun is a new Amiga developer and online retailer whose web site at www.3pfts.com showcases MasterBank v3.0, a financial program for the Amiga. The site has extensive details on MasterBank along with many screen shots and secure online credit card processing.

<http://www.3pfts.com>



AMIGA AND JAVA

Amiga Announces Plans to Embrace Sun's Java™ Technology as the software platform for forthcoming New Amiga products

Amiga is the home of a large number of the world's leading edge multimedia developers, artists and users.

Historically, the Amiga platform has targeted providing the most compelling multimedia content to desktop systems, the new Amiga platform will continue that tradition on desktops and address connected, multimedia digital appliances such as webphones, digital TVs, and web pads. Now the world's most creative multimedia engineers can leverage the Java™ platform to target a vast array of new products and solutions.

The underlying technology used in the Amiga system is a Sun Java branded version of PersonalJava developed by the Tao Group. Tao's software is a media-rich environment that was designed from the ground up to run on a wide range of low cost, processor and memory constrained consumer devices that offer a wide range of multimedia capabilities.

Within Amiga's new target markets, several key standards groups are adopting Java technology; HAVi, OSGi and DVB are three examples. Amiga is adopting the popular Java platform for developers creating new generation content and applications that could also be used on industry standard devices such as in home networking and digital television. The millions of Java technology developers will be able to deploy their innovative content on a wide range of new products that will excite consumers.

"We are excited to see a longtime favorite of the multimedia developer community turn to Java technology as their programming platform of choice. The deeply loyal Amiga developer community will be able to leverage the wealth of Java development tools and support to build new, highly innovative and fun applications. We are also pleased that Amiga will work with the Tao Group, a company dedicated to compatible implementations with media rich capabilities," said Curtis Sasaki, Director of Product Marketing, Consumer Technologies, Sun Microsystems, Inc.





AMIGA AND JAVA continued / Amiga Partners

"The New Amiga is a breath of fresh air for the industry, and has a talent pool of developers who continue to lead the way in the creation of dynamic software products," commented Bill McEwen, President and CEO, Amiga. "Sun and the Java platform provide us with great tools, a large number of potentially new developers, and a well supported platform, and experience in emerging markets. The Tao intent™ implementation is unique in being able to provide the key system requirements needed to run the Java platform in mobile and consumer products."

Francis Charig, Chairman of Tao Group says, "Combining the world's most advanced community of multimedia artists and engineers with the new industry standard software [Java] is the next natural step forward. It is wholly appropriate that Sun, Tao and Amiga work closely together and the result shall be a wealth of Java technology-based media content for the consumer and other markets."

AMIGA LISTS COMMUNITY PARTNERS

The first partnership came from the announcement with Tao-Group which has been moving along great. We will soon be showing the first round of the Amiga/Tao system. There is a great deal of work to be done. We are far enough along to launch the new developer system for Tao at the St. Louis show.

Haage & Partner

We have entered into a long term relationship with Haage and Partner that will provide API's and a path towards to the future OS. This includes new updated versions of Storm IDE. They have also committed to porting all of their software to the new platform. We are also excited to work with H&P on a new version of the WarpOS that will allow the new Amiga to run on PPC accelerator cards. This means that an Amiga that has a PPC card running WarpOS will be able to run the new Amiga on that card! That's right. The new Amiga running on the current A1200s! More on H&P will become public as we continue to move forward and work through the testing programs. We are very excited about this relationship.



AMIGA LISTS COMMUNITY PARTNERS continued
Hyperion

Hyperion and Amiga have entered into an agreement for the porting of several games to the new Amiga. This along with the great work that Ben and his team have done in working on a new 3D gaming engine for the new Amiga. They have been working very closely with the Amiga development team and Tao-Group to make the development of games for the Amiga a cut above the rest. We are very pleased to be have them as members of the new team.

Epic Marketing

Thomas Steiding has been a great supporter from the beginning. Epic has announced that not only will they be making their games available on the new system, but that they have secured the rights for many new games. More on Epic with a follow on announcement later.

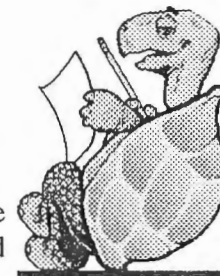
ANTI GRAVITY GETS BOXER

Anti Gravity purchases the BoXeR!

On March 31, 2000 Anti Gravity Products reached an agreement with Mick Tinker and Blittersoft for the purchase of all the intellectual property rights as well as the world-wide manufacturing, distribution and sales rights of the BoXeR. Mick Tinker will become the Director of BoXeR Development, and Paul Le Surf of Blittersoft will become the head of United Kingdom operations.

More announcements will be forthcoming in the next few weeks regarding product line, manufacturing and markets. Please check these pages regularly for updates.

Anti Gravity personnel wish to thank the many people who came to our booth at the Amiga 2K show. We very much appreciated your candor as well as your support and suggestions.



We want to thanks Amiga update for all these articals thanks Brad



ANTI GRAVITY OPEN LETTER TO COSA

An open letter response from Anti Gravity to COSA

We recently received this email from Steve Crietzman (President of COSA). We drafted this somewhat tongue-in-cheek response to state as clearly as possible our position in regards to the philosophy of open source in general and to the AmigaOS in particular.

Steve Crietzman (President of COSA) wrote:

Hello,

I am the president of the Campaign to Open Source AmigaOS, COSA for short, AKA the Open Amiga Group.

For quite some time now, we have been campaigning to have the AmigaOS released as open source, and it looks as if we may finally succeed now that Amino, Fleecy, Bill etc. are at the helm.

It's clear that Amino are putting their resources into a "next-generation" Amiga system and OS.

But for the classic range, the next-generation looks like this:

- o The BoXeR will be recognised as the hardware successor to the Classic Amiga, and Anti Gravity will be recognised as the future hardware developer of the Classic Amiga.

- o COSA will be recognised as the developers of the Classic Amiga operating system.

So we share something in common. We're both committed to the future of the CLASSIC Amiga.

I am sure it would be useful if we could maintain an 'open line' to each other, to share ideas, to tie 'future hardware' to 'future operating system'.

That's why I am contacting you.

While I don't have anything specific to add, I was thinking that by combining our resources, or working together, we can define a migration path for the Classic Amiga - hardware and OS combined - the open-source AmigaOS project, and the BoXeR as the hardware.

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ANTI GRAVITY and COSA continued

Let me know what you think, and feel free to contact me if you'd like to explore possibilities or have any ideas.

Keep up the good work on the BoXeR!

Steve Crietzman President, Campaign to Open Source AmigaOS/Open Amiga

Hello Steve,

During the early part of the 20th century Russia dominated the northern part of Asia. This vast country lived under a system of Czars who had completely lost touch with the people. No one knew the workings of the system and the bureaucracy had become so huge that even the government could not manage its own tasks. The people suffered from misinformed decisions and were constantly relayed to other departments and offices while the Czar lounging in "Redman Square" living in luxury oblivious to their plight. This would turn out to be a "fatal error!" Any attempt for the people to take the initiative and do something to solve real problems was deemed an "illegal operation." The people suffered, then became irritated and finally upset to the point of rebellion.

A young man named Joseph Stalin recognized this growing dissatisfaction among the people and realized that the only way to cause change would be for the masses to band together against the reigning regime and the Bolsheviks were born. Enlisting the help of the great socialist philosopher Karl Marx, they drafted a plan to overthrow the Czar. Marx believed that only through the elimination of personal property would the people band together with enough strength to overthrow the emperors. Their eco-political philosophy took hold as the people, destitute, saw hope in their plan. Gradually they gained control of areas of the country and eventually overthrew the Czars.

As long as the Czar was their enemy, everyone lived in harmony. They shared everything in common for the good of the "cause." But with the overthrow of the regime, an interesting thing happened. The "cause" moved from revolution to implementation. Immediately the people began to fragment in dozens of different directions. Everyone wanted "their place" and "their way" in the new order. Stalin, losing his grip on the people, gained control of the military and subdued the insurrections. The new communist regime reverted to many of the tactics it had hated so much in the Czars.

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ANTI GRAVITY and COSA continued

Meanwhile, on the other side of the world, a young powerful country flexed its maturing capitalist muscles. Despite going through some lean years, the United States emerged from World War II as a superpower. It was based upon the principles that each individual had the right to his own property and incentives for the individual to invent new markets, create new products and develop new alliances for personal benefit as well as for the good of the economy. The profit motive coupled with good ol' Yankee ingenuity caused American economy to explode. No two business men operated the same way, they each created their own style. This system became the envy of the world, copied by all, except in the leadership of the Soviet Nations.

With the people suffering and the economy dying, the Soviets tried desperately to maintain control of their once impenetrable empire. But the people who had enabled the revolution against the Czars would no longer live under the rule of the Soviets and the iron curtain fell, leaving only the entrepreneurs standing throughout the world.

Amigans have always been good capitalists, wanting to make money from their ideas. As a result the Amiga is the only personal computer to create new markets. Open sourcing anything works as long as there is a monolithic enemy, but it collapses when the enemy falls. This trend has already begun to occur with the 26 implementations so far this week of Linux. Closed source, open architecture is the American way, the most successful way. Americans need to see the guts of the architecture in order to tinker and invent, but they need to own their inventions to get rich and fuel new ideas.

We at Anti Gravity believe in open architecture, closed source capitalism. There is still a lot of money left in the Amiga Operating system. We plan to make money from it and we hope everyone else in the Amiga community makes money as well. We'll all make more money if we own what we make and keep the trade secrets to ourselves.

May the Amiga never be divorced from making money, because making money by inventing things is REALLY FUN! With the new Amie OS, the people in the Linux community can make money and have fun. The users can have fun because the Amiga will be doing mystical magical things again. Long live the BoXeR, the completely capitalist computer for everyone who has ever loved an Amiga.

Sincerely,



HYPERION'S SCHEDULE

In the next few days Hyperion entertainment software will celebrate its first birthday. When we started this venture, our stated goal was to bring high-end, high-quality entertainment software to the Amiga.

We feel that we are well on our way to accomplish this. Over the past year, we built up an impressive code-base that will allow us to dramatically cut down on the development time of new Amiga conversions. Part of this code-base has already been made available to the Amiga development community: MiniGL, chunkypc.library, an improved version of Warp3D (together with Sam Jordan) etc.

We mastered two of the most impressive 3D engines out there: the Quake II engine and the LithTech engine. Together with Titan we brought Smacker, an industry standard video-codec, to the Amiga.

We are now ready to accelerate our development cycle over the course of the next few months.

At this point we would like to address some frequently asked questions.

Why does Hyperion only port old PC games?

Whilst it is true that we have licensed some titles from December 1998, we do not limit ourselves to older games, as will become apparent in the next few weeks. Titles like Shogo, Heretic 2 and SiN were chosen for a reason. First of all, it should be remembered that the current Amiga PPC hardware is already two-three years old and that it will be hard-pressed to keep up with state of the art PC games. Secondly, we prefer to port older, quality titles rather than newer games nobody will remember six months down the road. Finally, it should be remembered that most of the time there is period of many weeks and usually even months between the time a title is released on the PC and the time it is actually finished and the last patch is made available.

Will Hyperion support new Amiga hardware based operating systems not developed by the Amiga Corporation?



SACC Membership Info

The Sacramento Amiga Computer Club is a non-profit organization that has as its purpose and goal the dissemination of information, user assistance and promotion of the Amiga family of computers. SACC dues are \$24.00 per year. SACC has made available a wide range of services to its members, some of which include:

- General Membership Meeting on the fourth Wednesday of each month. Meetings start promptly at 7pm and consist of special announcements, guest speakers, a question and answer session and a raffle!
- A software library of over 2000 disks filled with public domain and shareware programs. Copies are made free of charge (on your own disks). Meets on the first Saturday of every month at Calweb.
- SACC Web page filled with the latest PD/Shareware programs, interesting message bases and free Internet mail.
- Special Interest Groups (SIGs) which meet monthly in small groups all through the month.
- Mailed issues of the AmigaZette, a high- quality monthly newsletter.
- Special SACC Disk-of-the-month disks filled to the brim with a variety of the latest and most useful PD/Shareware programs for \$2 first disk, \$1 each additional disk in the set.
- Beginners' workshops.

Send application to: Sacramento Amiga Computer Club (SACC)
PO Box 60584, Sacramento, Ca. 95860-0584

SACC BBS "Crossroads BBX" phone number is : 383-1503

Sacramento Amiga Computer Club Applications / renewal form
Please print

RENEWAL _____ NEW MEMBER _____ CHECK _____ CASH _____

Name: _____

ADDRESS _____

CITY _____ date _____

STATE _____ ZIP: _____

PHONE _____ Amount enclosed _____

Email Address _____

Sacramento Amiga Computer Club

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- Use 1 card for each item or group of items to sell
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- **DO NOT** price items so high that nobody will bid. No bid = no money
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Sacramento Amiga Computer Club

Last Name:

First Name:

Description:

What's Missing or damaged? such as manuals / pieces / parts.

Starting Bid: _____ SACC use only: _____

Sacramento Amiga Computer Club

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What's Missing or damaged? such as manuals / pieces / parts.

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PRODUCTION NOTES

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AmigaZette Policies

1. **Submission deadline: On the 10th of each month.**

2. **Articles should be of interest to the computer community, not necessarily specific to the Amiga. All levels of experience are welcome.**

3. **Format guidelines:**
 - i. **Plain ASCII text is requested. If using a word processor, export the text utilizing the "save as ASCII" option (or equivalent). Do not use any formatting commands (such as specifying fonts, bold, italicize, etc.).**

 - ii. **use word/text wrap. Do not place carriage returns or line feeds at the end of lines except to delineate paragraphs. Let the text run on without starting a new line. Do not hit <return> or <enter> until you want to start a new paragraph.**

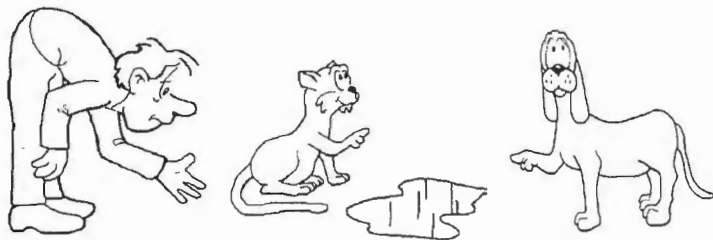
4. **Include with your article the preferred title, your name, and any other information you would like printed. Also indicate whether this is a stand-alone article or part of a multi-part series. Notes to the editor (not for publication) should be indicated in parenthesis and noted as such. You can indicate bold or italicized text or other special formatting in this way.**

5. **Submittals can be delivered as follows:**
 - i. **Attached to an Internet Email to the Editor (chela@calweb.com). The attached can be either a mime attachment or an UUencoded attachment.**

 - ii. **On floppy disk in person at a club meeting or Library outing.**

 - iii. **Sent on a floppy disk through postal mail to "Chuck Washburn, 7051 Dolan Way, Citrus Heights, CA 95621."**

6. **The Editor and SACC thanks you in advance for your submission. The Editor reserves the right to edit all submittals!**



HYPERION'S SCHEDULE continued

The answer is simple: no. Leaving aside considerations such as further market fragmentation which would lead to sharply reduced sales in the Amiga market and the fact that we would need to rebuild our code-base, we want to make it clear, once and for all, that licenses are tied to a specific operating system, not to a specific hardware platform. If it were otherwise, we would just get a license for PPC and we could port for any OS running on PPC including MacOS, AmigaOS, Linux PPC, Beos etc. In reality our license agreements limit the scope of our rights to AmigaOS meaning ports for AROS, PowerOS, MorphOS, Neutrino/QNX etc. are LEGALLY IMPOSSIBLE and would require prior re-negotiation of our license agreements. We would think it highly doubtful that large entertainment software companies would even consider this without very substantial upfront royalty payments which would be impossible to recuperate due to low sales. Obviously, the new Amiga OS based on Elate IS covered by our existing license agreements as it is an OS developed and marketed by the Amiga Corporation. We therefore can and will support the new Amiga OS.

Work in progress. An overview.

Heretic 2: The Amiga conversion of Heretic 2 was completed some weeks ago but is currently stuck in Quality Assurance at Activision due to problems with the test-machine we sent them. We have dispatched James Sellman to Santa Monica in an attempt to get these problems out of the way. Heretic 2 was demoed extensively on two machines at the Saint-Louis show and despite running continuously for two days, never produced a crash.

SiN: Development of SiN is progressing very rapidly thanks to the code and knowledge-base we built up for Heretic 2. We anticipate completion in 2-3 months at most. More information will follow soon.

Shogo: Porting Shogo:MAD proved to be quite a challenge. Our contract-work for Monolith on the software renderer for LithTech V2 (all platforms) has caused further delays but we are now rapidly nearing completion. More information will follow.

LithTech V1 & V2: The significance of the Shogo port goes far beyond the specific game in question. Hyperion is bringing this world-class 3D engine to the Amiga platform which will allow for easy porting of upcoming titles based on LithTech. The list of licensees for the LithTech engine is growing rapidly (see: www.monolithnews.com/littech2_licensees.html) and each and every one of this titles can be brought to the Amiga in a matter of weeks.

HYPERION'S SCHEDULE continued

Moreover, Hyperion has the right to extend its agreement with Monolith to cover all LithTech based titles developed and owned by Monolith which includes at the time of writing the very promising (and as of yet unreleased) titles Sanity and No-one Lives Forever (for further information see: www.monolithnews.com). If you want an absolutely stunning demonstration of what LithTech V2 can do, go and download Monolith's promotional video at <http://www.lith.com/littech/release>.

Worms Armageddon: Development was delayed because of lack of development resources. We are still targeting an early beta-version for the end of Q2.

Freespace: Development will start soon. Expected completion by early Q3. The future...

Hyperion is on the verge of finalising at least three more agreements for top quality entertainment titles to be released in the year 2000.

Upgrade your machine and stay tuned!

http://www.hyperion-software.com/news_000417.html **SACC**

 **FXPAINT SECOND UPDATE DONE**

The second update for fxPAINT has been completed and offers many new features. Thanks to many optimizations, a higher speed could be achieved. The most important changes since EK #1:

- fxVIDEO-System: Tutorial-videos are now possible directly from within fxPAINT!

- new drawing utility: bevelcircle
- 6 new effects (Edge-Detect, Sharpen, Texture, "Deep inside", DisplaceMap and a new buttonborder-effect)
- real antialiasing for text
- improved tableau-support
- vastly improved fxALBUM (especially improved HTML-Album-creation)
- wap.plugin: fxPAINT is the first and only program on the AMIGA, that can read and write WBMP-images!
- AXIS-color calibration system for optimized screen-display
- Mousewheel-support for mice that support the NewMouse-standard (e.g. VMC 4D+ mouse)
- improved loader- and saver-speed thanks to the PPC

Furthermore many improvements in detail have been made, that were inspired by users.

<http://fxpaint.innovative-web.de>

 **VAPORWARE'S METAL WEB UPDATED**

MetalWeb is the first visual HTML editor for AmigaOS. The philosophy behind the software is that you should not need to understand HTML in order to create pages within MetalWEB. You can create web pages via a DTP style editor or the 'old way' via a tabbed, coloured text based source window. Indeed, like the award-winning Dreamweaver you can open both the edit and source window, work within one of the windows, whilst the other window updates, automatically!

The latest version of Metalweb is intuitive, fast, and easy to use. Now you really can create a website without extensive HTML knowledge!


Please remember, MetalWeb is shareware. If you use it, please register the software and help support Amiga software development.

Download MetalWeb today and see how much easier it is to create your HTML documents.

Features

- o New Source Editor, with coloured tag highlighting
- o Easy to use imagemap editor
- o Cut, copy and paste text from/to clipboard.
- o Edit HTML directly, or use WYSIWYG layout
- o Visual image sizing
- o Visual creation/modification of tables
- o Wordwrap
- o Supports many HTML tags
- o Easy creation of frames
- o Embedded object support
- o User friendly GUI
- o Works in conjunction with web browsers, eg. Voyager3
- o ARexx port

There is a MetalWeb Mailing List run by VaporWare for users to discuss the software. Please feel free to sign up for it; any questions you have may be answered there. <http://www.vapor.com/products/>

 RELEASE OF VOYAGER 3.2 +

How to obtain

V³ main archive (Browser, Libraries, Image decoders, SSL module)

- v3_32.lha (1196510 Bytes)
- v3_32.lzx (1068699 Bytes)

V³ update to 3.2 from 3.1 (only contains modified files)

- v3_update_31_32.lzx (343411 Bytes)
- v3_update_31_32.lha (355680 Bytes)

VFlash Shockwave Flash Player

- vflash_1.2.lha (564608 Bytes)
- vflash_1.2.lzx (500510 Bytes)

Apdf PDF viewer (includes V³ inline PDF plugin)

- please download the archive suitable for your CPU, *AND* Apdf_common & Apdf_fonts

For detailed instructions, please see <http://elesueur.free.fr/Apdf>

FTP:

<ftp.vapor.com>, /pub/amirc/
<ftp.us.vapor.com>, /pub/amirc/
<ftp.ch.vapor.com>, /pub/vapor/amirc/


WWW:

<http://v3.vapor.com/>
<http://bespin.siliconcircus.co.uk/vapor/>
<http://vapor.meanmachine.ch/>

(for more mirror sites, see <http://v3.vapor.com/>)

This is a full release. It has undergone thorough testing by both the alpha testers and by numerous public beta testers, and should be stable as a rock.

The VFlash and Vpdf plugins are not included in this distribution archive, in order to keep it to a reasonable size. Please visit <http://v3.vapor.com/> for download information.

 RELEASE OF VOYAGER 3.2 +continued

The VFlash PPC module needs a new version of ppc.library, which is available from <ftp://ftp.meanmachine.ch/pub/amiga/ppclib/>

As usual, the existence of this release does not imply that further development will stop :) In fact, the next version is already in the works.

Newsflash: Changes since V3.1

- support for HTTP file upload
- many bugfixes, including the longstanding random crashes or misbehaviors induced by the History list

Not-So-Newsflash: Changes since V3.0a

- Support for , with customizable mappings. Extremely useful in conjunction with ttf.library (<http://home.sprynet.com/sprynet/ragriffi/ttflib.htm>)
- Support for individual table and table cell backgrounds
- Direct support for FBlit (<http://www.tpec.u-net.com>), totally eliminating the need for intermediate chip mem buffering of images and thus heavily improving rendering speed on AGA systems
- Heavily improved and faster SSL module
- Heavily improved PNG support
- Fixed printing with TurboPrint
- Improved plugin API again. A V plugin version of the Apdf PDF file viewer is now available
- Heavily improved VFlash plugin

· Numerous bugfixes and minor enhancements in all parts of the code, from HTML over networking to Javascript

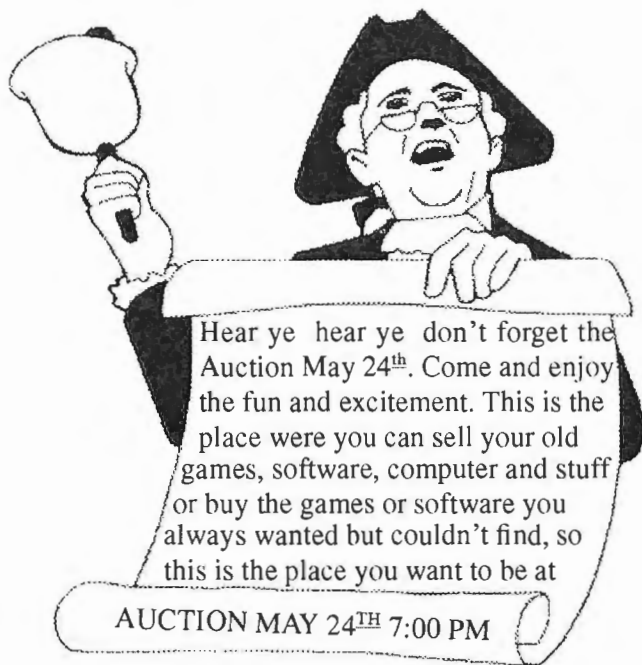
Please see the V.ReadMe file included in the archive for a full list of changes.

{NOTE: no sooner had the above release arrived, than the following popped up on the web. Brad}

hi gang,

Amazing ain't it? A week between updates. Voyager 3.2 is now out. The Vapor.com website and th V3 Portal site aren't updated yet {they should be by the time you see this issue of AU. Brad} but the 3.2 update and full 3.2 archives are on the download sites already. Basically a few more javascript commands are implemented, some refinement to the FONT FACE handling, and a bug fix on crashing caused by the history file or something

Posted by Marion E. Wvatt {Thanks Marion from Amiga Update!}




 **THE NEW AMIGA VISION by Joe Obrin**

We want to thank the Rocky Mountain Amiga Users for this artical
At the banquet at Amiga 2K, we saw a demonstration of the Tao operating system running on top of a Linux Box. We watched as Fleecey Moss first popped up one window after another which held various small applications, and the machine responded with out a moment's hesitation. But, then the real awe inspiring demo commenced. He opened three windows, two of which had instantiations of Quake running, and the third of which held an instantiation od Doom. All three games ran flawlessly. It was very impressive. But, what made it really impressive was what was being demonstrated. As Fleecey ran the demo, Bill McEwen made the point from the point from the podium that there was no hardware accleration on this machine. It had a nice processor-a 500 MHz Pentium III but no graphics card. Everything that we were seeing was going through the main processor. But, there was more here than that. The machine was running a Linux OS, but it had an abstraction layer on top of it. The abstraction layer masks the Linux OS, such that the application which were running not specifically targeted for Linux, but are instead targeted for this abstraction layer. That is, these applications are written for a different OS-and that OS is what will become the Amiga OS.

This is really just an extension of Sun's slogan for Java concept. Indeed, 'Tao's operating system really is based upon a Java Virtual Machine. Sun's slogan for Java is "Write once, run anywhere". The whole point of writing a program in Java is that you will be able to turn around and run that same program, without porting or even a new compile, on any machine. Which is an exciting theory. But, everyone knows what's wrong with Java. It's slow. But it isn't anymore.

The thing that made this a slack-Jaw demonstration for antone who understood what they were seeing-the thing that made some of us wonder if what we were seeing was even real-is that it was running and mind blurring speed, flawlessly, through an abstraction layer.

To understand the point, imagine that you are a games developer. You write the latest, hottest, 3D fantasy masterpiece, and you want to sell it to as many people as possible. In today's world, that means that you pick one of many competing game platforms-playStation, Nintenedo, PC, Mac, Amiga, ect. for which to write your game. You make your choice based upon which market you think you can sell the most games into. You write the game for that machine, getting all of the bugs out of the code, and putting together your

 The New Amiga Vision continued by Joe Obrin. RMAU

To understand the point, imagine that you are a games developer. You write the latest, hottest, 3D fantasy masterpiece, and you want to sell it to as many people as possible. In today's world, that means that you pick one of many competing game platforms-playStation, Nintenedo, PC, Mac, Amiga, ect. for which to write your game. You make your choice based upon which market you think you can sell the most games into. You write the game for that machine, getting all of the bugs out of the code, and putting together your story and graphics. Then, if the first release is a success, you *MIGHT* port the game to a different platform. But, this could take another six month to a year, and keeps you from working on the sequel, or on another brilliant idea. and, if your first release does not sell, you probably won't bother with a port at all. So, if you picked wrong, a game that may have been a success on another platform could flop on the one you picked. Plus, to get to the widest possible market requires a lot of work, as you do two or three ports.

Now, here's how Amiga is proposing to change that. Imagine that you write the game for the new Amiga. In every conceivable environment-PC, Mac, game console, or every server-there exists an Amiga abstraction layer. So, your game will run on every machine out there, as long as the end user has the Amiga abstraction layer. So, on the day you release the game for the Amiga, you also release it for the PC, the Mac, the PlayStation, the Nintendo-in principal, even for workstations and servers.

The basic Amiga release assumes that the end user already has the Amiga abstraction layer running on his machine. But, it wouldn't be that hard to make a "PC bundle" that included the game and the Amiga abstraction layer for the PC (which you would charge more for, and pay a lisenche to Amiga for.) I use games as an example for several reasons. One is that there are several clearly visible competing games platforms out there, and this makes the advantages very clear.

A second is that there are a lot of games released every year, and there is a lot of financial incentive for this type of approach. The third is that games really do tend to push the hardware and software performance of a system.


 The New Amiga Vision by Joe Obrin continued

If you can do this for games, which Amiga has demonstrated that you can (three copy of Doom, and one of Quake on a system without 3D graphics acceleration), then you can do it for anything.

And that's the point. You can do it for anything. Write a really cool paint program once, and sell it to everyone in the graphics arts community, no matter what machine they are on. Write a good wordprocessor, and sell it to everyone. Write a powerful financial package or database, and your end customer can run it on every machine in his office, from the PC to the mainframe.

During the UGN meeting, McEwen was asked if we should be careful about keeping these plans within the community, which we had heard from someone else who recently stood at the helm of Amiga. The real question was do we have to worry about Microsoft.

His response was "I'm not worried about Microsoft. Microsoft represents no competition to us. We will have one OS that can run on everything from a cell phone to a server. No one else has that".

One OS from a cell phone to a server. Write your application once, and it on every box and information appliance made. That is the new Amiga vision, and it is a powerful vision indeed. SACC 



Preliminary list of exhibitors at AmiWest 2000 announced!

A preliminary list of companies and clubs that are either participating in or exhibiting at AmiWest 2000 has been posted on our web page at <http://www.sacc.org/amiwest/>

AmiWest 2000 is the west coast all Amiga show which is being produced in Sacramento, California, at the popular Holiday Inn, Sacramento NorthEast, 5321 Date Avenue Sacramento, CA 95841, on Saturday, July 29th and Sunday, July 30th, 2000. The Holiday Inn venue proved to be such a hit for last year's show that we are again holding it there.

Show times are Saturday 10am-5pm and Sunday 10am-4pm.

AmiWest is in it's third year and is the only all Amiga show produced on the West Coast. The show has proved very popular for Amiga enthusiasts in the Western United States.



AmiWest 2000 announced continued

This preliminary list of exhibitors includes AEMail, which produces an email client for the Amiga; Amiga, Inc., the producers of the Amiga; AntiGravity, which makes the BoXer; AudioLabs, producers of stunning audio software for the Amiga; Compuquick Media Center, an Amiga dealer coming all the way from Ohio; FWD Computing, selling CD-ROMS for the Amiga; G & G Publications, producers of "The New Amigans" Amiga publication; Hyperion Entertainment Software, producing game software for the Amiga; Merlanica Industries, another Amiga dealer coming from Arizona; Nordic Global Inc., developers of the "Miami" and "Miami Deluxe" TCP/IP stack software for the Amiga; Nova Designs, Inc., makers of "ImageFX" (image processing software) and "Aladdin 4D" (3-D rendering software); the Sacramento Amiga Computer Club (SACC); and the User Group Network (UGN), the world-wide Amiga network of user groups which will be conducting an IRC directly from the AmiWest 2000 show floor.

We are adding new exhibitors daily. Watch our web site for the latest updates.

If you are interested in exhibiting at AmiWest 2000, please submit the form that is provided on our web page. We need to know early who will be exhibiting. Booth sizes and pricing are now posted. Special booth pricing will be available for user groups.

In April at the A2K show in St. Louis, the newly reorganized Amiga, Inc announced many advances in the three short months since the purchase of the Amiga by Amino (renamed Amiga, Inc.) from Gateway. The Amiga appears to have a new life that is definately on an upswing. The new Amiga Corporation is headed by Bill McEwen who can be remembered by participants at both AmiWest'98 and AmiWest'99 as a very enthusiastic supporter of the Amiga. Also part of the Amiga team are long time Amigans Fleecy Moss and Petro Tyschtschenko.

Strategic alliances have been formed with such well known names in the computing world as Tao-Group, Red Hat, and Corel. In addition partnerships have been formed with well known Amiga companies such as Haage & Partner, Hyperion, and Epic Marketing. All of these companies will be producing software for the new Amigas.

After what has transpired in three months, four more months should bring many more announcements from Amiga, Inc. at AmiWest 2000.

You can learn more about AmiWest 2000 by accessing our web page at:

<http://www.sacc.org/amiwest/>

This weekend event will again showcase the progress that IS the Amiga Community.

John Zacharias, chairperson AmiWest 2000 jzachar@calweb.com

<http://www.sacc.org/amiwest/>

visit our SACC Web Page
<http://www.sacc.org>
 Charles Leneis, Webmaster

SACC Members Home Pages

The following is a list of the SACC members who have home pages on the Internet. If we do not have your home page listed please contact the Editor (chela@calweb.com) so that we can include it with our next issue.

<http://www.iisinfo.com>
 (John Hawes)

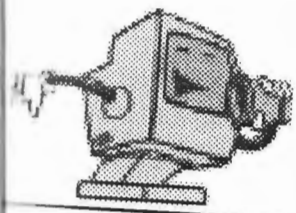
<http://www.ttns.net/kirk>
 (Kerwin Ridgeway)

<http://www.calweb.com/~msalcedo>
 (Michael Salcedo)

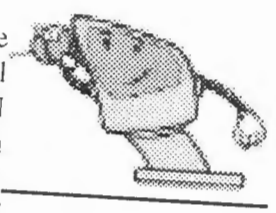
<http://www.geocities.com/ResearchTriagle/Lab/1273/>
 (Michael Taylor)

<http://www.calweb.com/~jzachar>
 (John Zacharias)

<http://lightning.prohosting.com/~hatter1>
 (Bruce Duncan)



Did you hear that we are having our semi-annual **A U C T I O N** this May 24th at 7:00 pm. Now is the time that you look through all your stuff and find the things that your not using anymore and bring them to the auction. you mite also find something else you have always wanted. Come and join us and have fun. See you at the auction.



The SACC Board Meeting is held on the first Monday of each month at 7 p.m. This month's meeting will be at Denny at 3rd and J street near Interstate 5. The next board meeting will be June 5th, 2000 . All members are welcome. Come at 6:30 if you want to order food.

SIGs (SPECIAL INTEREST GROUPS)

Wondering what the capabilities of the Amiga are? Interested in sharing your experience with other Amiga users? Start a SIG, or join one! SACC SIGs meet throughout the month, exploring various areas of Amiga computing and having fun in the process. Scheduling varies, so please call in advance to confirm.

Contact the SIG leaders for details.

If you want to start your own SIG, or have any questions concerning our current SIGs contact **Cindy Aguilar**, our SIG coordinator at (916) 484-7536.

SACC Super Saturday

Meets the same time as the Library outing at Calweb on the first Saturday of the month. (always check the calendar for date changes because of holidays). What is SACC Super Saturday? Fellow amigans will be available upon request (in advance preferred). Assistance is given on getting connected to the internet, or how to install your programs, or fine tuning that great program you just can't get right, and some minor hardware assistance. Contact **Rick Gardiner** at (916) 489-6931.

Programming. Anyone interested in programming on the Amiga is invited to this SIG. Expertise is not required - beginners welcome. Learn how your computer really works. Discover the joys of software development. Custom internet applications are the current focus. Contact **John Zacharias** at (916) 363-9153

Video. This new incarnation of the Video SIG is ideal for those just starting to explore desktop video. Begin a fascinating hobby or lucrative career. Anyone who would like to add some pizzazz to their home videos is encouraged to attend. Contact **Daniel Kloczko** at (916) 423-1094



CALENDAR

MAY 2000

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	
21 PROGRAMMING SIG	22	23	24 Semi-annual AUCTION	25	26	27	
28	29	30	31				
		JUNE 2000			1	2	3 SACC Saturday Library outing
4	5 BOARD MEETING	6	7	8	9	10	
11 VIDEO SIG	12	13	14	15	16	17	
18 PROGRAMMING SIG	19	20	21	22	23	24	
25	26	27	28 General meeting	29	30		



**DON'T FORGET
MAY 24TH SACC
SEMI-ANNUAL
AUCTION**



AFFORDABLE ACCESS

Low Personal Rates

- Tier1: \$ 9.95 25 hours
- Tier2: \$14.95 50 hours
- Tier3: \$19.95 100 hours
- Tier4: \$24.95 Unmetered

24 HOUR CUSTOMER SERVICE:
(916) 641-9320 SACTO

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- ISDN-3 \$49.95 Unmetered

Bonded calls count as 2 channel
hours for each call



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- (916) 672-3080 Placerville
- (916) 297-3300 Davis Area
- (916) 624-6546 Rocklin
- 24 hour Customer service:
1-800-509-9322

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Business Account includes*

- 1 unmetered dial-up.
- 2 E-mail only accounts and
- 10 megs of disk space.

info@calweb.com http://www.calweb.com

FIRST CLASS

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