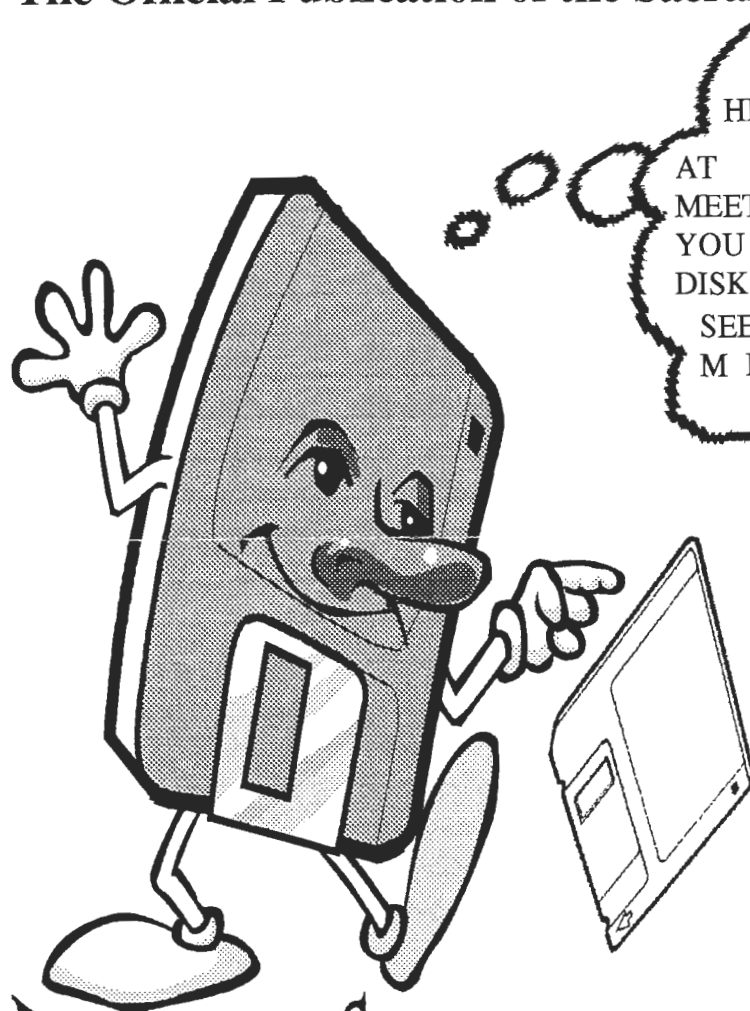


# AmigaZette

FOUNDED in 1986

OCTOBER 2000

The Official Publication of the Sacramento Amiga Computer Club



HI! I'M D.T.  
AT THE GENERAL  
MEETING I WILL SHOW  
YOU HOW TO USE MY  
DISK TOOLS.  
SEE YOU AT THE  
M E E T I N G

DISK TOOLS

## NEWS FLASH

It is with great pleasure that we are able to announce the first new Amiga hardware in over 6 years. The AmigaOne, our first consumer product, will be targeted at the desktop and workstation market. Further info inside

OCTOBER 25<sup>TH</sup> GENERAL MEETING

WE WILL BE DEMONSTRATING

DISK TOOLS FOR ALL AMIGA



# SACC AMIGAZETTE 2000



The AmigaZette is Published Monthly by  
the Sacramento Amiga Computer Club

## SACC info

SACC, The Sacramento Amiga Club, is a non-profit organization whose purpose is to unite and educate users of Amiga computers and related equipment. All SACC meetings and functions are open to the public.

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The SACC web page is at: <http://www.sacc.org>

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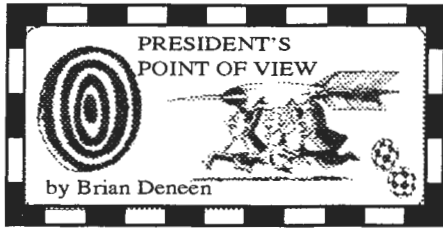
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**General Meetings** are held the fourth Wednesday of every month, 7-9 pm at Calweb 1111 Howe Ave, Suite 495 Between Arden Way and Fair Oaks Blvd.

**Weekend Meeting** are held on the first Saturday of every month, 10 - 2 pm, also at Calweb. these less formal sessions are mostly devoted to solving problems, checking out and adding hardware. The Library will also be there.

### Commercial Ad rates

Classified (members)	Free
Classified	\$ 5.00
1/4 page	\$10.00
1/2 page	\$18.00
Full page	\$30.00
Back page	\$50.00
Add insert (you provide)	\$25.00
Add insert (we print)	\$35.00




Last night I was cruising the web on a PC (gag!), mostly occasioned by the fact that Holger Kruse has not yet sent my Miami SSL, USA version, yet. Until he does send it to me, I cannot access those secure sites from my browser, hence the need to use a PC and Netscape to get into some of them. Anyway, I had occasion to attempt to use MicroSloth Doesn't Works to edit a web file I had downloaded. What a chore! Cygnus Ed Pro, which I am using to edit THIS file (which has so many more features that make editing SO easy) is a much better piece of software. I realized anew how positively spoiled I am using the AMIGA, my platform of choice for the past 14 years now.

Over that time, I have radically changed the way that I use my AMIGA. I now use an A1200 tower with 35 megs of RAM, six drives and a multisync monitor that displays a mode-promoted Workbench. The 68030 accelerator (running at 50 MHz) really picks up the pace of my work, speeding navigation up to the rate of a mouse click: I can navigate as fast as I can click, which is fairly fast. I'm doing more with images and developing presentations using stock software. Sound is coming into the picture more and more.

Some things have not changed, though. The software and files are still small: I can still back up my spreadsheet, an editor and most

files on 880K diskettes. And the features are still ahead of most of the rest of the software world. Crashes are still rare and I still like the way I can configure the appearance of the display. No other platform is so flexible and fits me so well. Long may you live, AMIGA.

I was also thinking about how lucky I am to have such a good board to work with here at SACC. I really appreciate all the good ideas, support and just plain hard work that all of you contribute to our fine club. Thanks go especially to Chuck Washburn, our fine magazine editor, who has improved the longer he edits our Amigazette; Rita McCann, taking over for Dan Kloczko as Secretary, with all the experience she brings to that task; and Dan Kloczko as Treasurer. Ray Washburn continues to contribute his time and energy as librarian and research director, Bruce Duncan is doing a fine job with the disk of the month, Jack McCann keeps our raffle going and interesting (thanks, Jack!), John Zacharias is AmiWest man, and Bill Clay lends support wherever it is needed. Thanks to you, one and all!

What about that video of the Bill McEwen presentation at AmiWest 2000?! Jan Zacharias did a very professional job of seamlessly editing and producing that video for the AmiWest organization and we did enjoy it very much at last month's general membership meeting. All of the video clips were included and everything was very visible and audible. In short, it was done like it should be done. This is  a n o t h e r

talented people that make up our fine club. I understand that copies will be available at a small cost to those who are interested in this piece of AMIGA history. Contact John Zacharias for more info.

It doesn't look like the AMIGA road show is going to happen any time soon.

In fact, the AMIGA people will be in Australia at the end of October attending a big show "down under" and will probably have news from that event when they do arrive. We will keep you posted on the details as we get them. No further news yet.

Our last SACC Saturday was attended by several people wanting to replace their backup batteries. Dan Kloczko was there to assist all who wanted it with soldering the batteries. His A2000 tower was very impressive as was his very experienced soldering technique. Rich Gardiner opened up for us, Roger Berry was on hand contributing his knowledge and moral support, and John Zacharias dropped by for a while. A good time was had by all, as is usual at SACC Saturday. The next one is on November 4, 10 AM at Calweb. Don't miss it!

Our next general membership meeting is on Wednesday, October 25, 7:00 PM at CalWeb. The demo will be on Disk Tools: software you can use to speed up your computer disk access as well as some disk editing and formatting tools. As always, your participation is the key to a strong club. We want to remain strong and grow so that we will be prepared for the new wave of interest in the new AMIGA. It's coming . . . and we will be ready. See you at the meeting!



## The AmigaOne

October 21, 2000, Melbourne, Australia - It is with great pleasure that we are able to announce the first new Amiga hardware in over 6 years.

The AmigaOne, our first consumer product, will be targeted at the desktop and workstation market. Further products to follow will cover the markets from Personal Digital Assistants and upwards. All these products will run a single piece of software, the revolutionary Amiga Digital Environment (DE).

We completed the AmigaOne specification three months ago, and dubbed it the "zico". It is a specification and not a product because Amiga is a software company, not a hardware manufacturer. The ability of the Amiga DE to host itself on multiple hardware and operating system platforms frees us from hardware dependency and gives our partners and our customers the freedom to chose the hardware that best suits their needs and tastes.

The zico specification is as follows;

- One AmigaDE friendly host processor (PPC, x86, Arm, SH4, MIPS)
- 64MB+ memory
- Next Generation Matrox graphics card
- Creative EMU10K1 based audio card
- 10 GB+ HD
- CD/DVD
- USB 1.0

- Firewire
- 10/100 Mbps Ethernet
- 56k modem
- Spare PCI slots for expandibility

With the completion of the specification stage of the Amiga One, we contacted several respected hardware companies with a view to selecting partners who would be interested in creating AmigaOne products.

The AmigaOne process involves close co-operation between Amiga and our partners' hardware groups, the running of the AmigaDE on the hardware, and a thorough quality certification of the final product. Only then can the product be called an AmigaOne.

Whilst still in detailed negotiation with several companies, we are delighted to announce the first partner company and its initial set of AmigaOne products.

The Eyetech Group Ltd, of Stokesley, U.K. already has an excellent reputation in the Amiga community. They have done much to keep the classic Amiga alive during the last five years, and we feel that in the creation of the first new Amiga machines and the transitioning >from the classic to the next wave, that experience will prove invaluable.

Bill McEwen President of Amiga Inc commented: "This arrangement builds on and extends our existing partnership agreement with Eyetech, first announced in April of this year. Our experience during this period has shown Eyetech to

be a no-nonsense company capable of delivering what they promise on time and

this consideration also weighed heavily in our choice of a hardware partner

for the PPC based AmigaOne."

Alan Redhouse, Managing Director of UK-based Eyetech, said; "I am delighted that we have been able to build on our existing partnership with Amiga and continue our close working relationship with them on both a technical and manufacturing level. Our decade of Amiga experience, plus our hardware and software efforts to push the Amiga forwards means that we are able to work with Amiga to deliver a proven upgrade solution to Amiga users which gives their existing 'Classic' applications an immediate and substantial performance boost whilst providing full forward compatibility with the new Amiga DE. Our work on the Predator line of boards means that we can help Amiga to fulfill its requirement of maximising the investment of the current community as it moves forwards."

Fleecy Moss, Chief Technology Officer, Amiga Inc added: "After talks with the hardware development staff of several companies I am convinced that working with Eyetech will allow us to offer an elegant solution that gives both an excellent level of backward compatibility and a powerful basis for the new Amiga Digital Environment. Top of our requirements list was to ensure that those Amigans who have spent considerable money in staying with



## The AmigaOne

the Amiga would not be left out in the cold. Whilst you can't please all of the people all of the time, we think we have come up with a set of products and solutions that will put a smile on as many faces as possible."

Eyetech is focusing on an immediate need in the existing Amiga market. Many have already invested considerable resources in their classic Amigas, both in terms of hardware and in terms of software. Whilst keen to move forwards with the AmigaOne, they also want to maximise their investment in the classic platform.

The Eyetech AmigaOne PPC 1200 is a custom board which uses Eyetech Predator technology with the "zico" specification to provide a perfect synergy of classic and next generation. It provides all the functionality of the standalone AmigaOne PPC, but has been extended to mate with a classic Amiga A1200. This allows customers who have a serious investment in the classic Amiga to continue to use their machines whilst also having a brand new Amiga at their disposal. The 68k processor in the A1200 will be emulated at a substantially increased level via the PPC processor on the AmigaOne, whilst the classic operating system can take advantage of the AmigaOne's next generation hardware resources.

The AmigaOne PPC 4000 machine

is similarly designed to allow customers who have a significant investment in their classic Amiga A4000 to be able to move that investment forwards whilst also benefiting from the next generation capabilities of the AmigaOne.

The Eyetech AmigaOne PPC 1200 will be available as an upgrade for owners of towered A1200 computers, the Eyetech AmigaOne PPC 4000 as an upgrade for Amiga 4000 desktop computers in tower conversion cases. Options for producing AmigaOne PPC upgrade designs for other Classic Amiga designs (such as the A3000 and Amiga International A4000T) will be looked at (subject to demand) once the A1200 and A4000 products are released.

In order to implement all the features of the AmigaOne specification the, A1200 and A4000 upgrade versions will feature one AGP and six PCI slots, a user-upgradable G3/G4 (Macintosh-type) cpu slot, up to 512MB SDRAM and a high speed IDE/ATAPI interface. The system will be dual-bootable both into the Amiga DE and into Classic Amiga Workbench. This latter feature will allow purchasers to have the performance benefits of full G3/G4 cpu speeds and 512MB of SDRAM memory whilst running Classic Amiga software. Both these boards are scheduled to ship in 1Q01, with developer versions being available in December 2000.

Design of both the Eyetech AmigaOne PPC A1200 and A4000

products has been done with great sensitivity to the existing user and developer community.

"By releasing the classic compatible AmigaOne PPC products first," said Alan Redhouse. "We are providing a transitional path forwards for the existing community, enabling them to maximise their current investment whilst also leaping ahead with the new Amiga DE."

In order to facilitate this transition, the classic Amiga operating system will see its lifeline extended. OS3.9, to be launched before Christmas will add a raft of new features and functionality, and will be able to run on the Eyetech AmigaOne PPC classic products.

Eyetech are also keen to talk to existing hardware manufacturers about possibilities for licencing, manufacturer and other co-operation in order to ensure a smooth transition of the existing Amiga community from the present to the future.

Amiga is also very close to signing up partners for a standalone AmigaOne machine. The ATX form factor AmigaOne has been designed to run the fullconsumer version of the Amiga Digital Environment (DE) allowing the best of the Classic Amiga software which has been ported to run directly under the Amiga DE, and the use of a wide range of Amiga DE-based digital content - such as productivity software, content creation suites, development environments and 3-D games - to



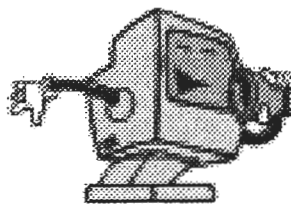
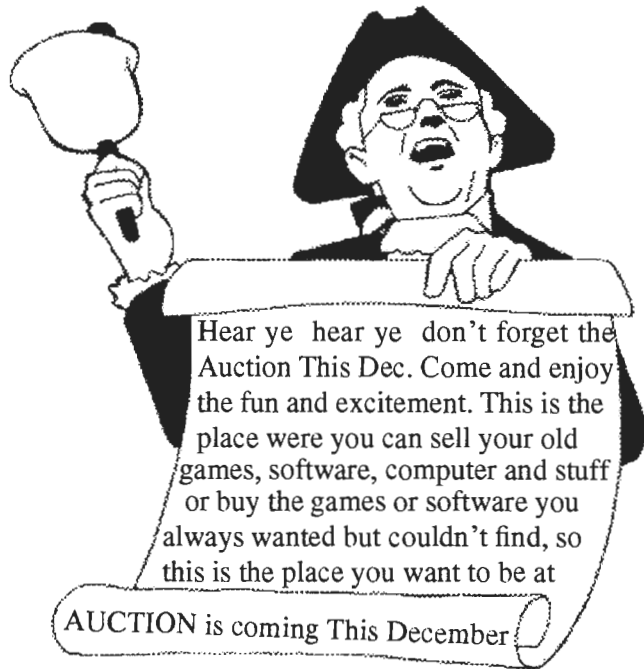
## The AmigaOne

be used 'out of the box'.

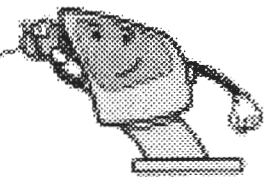
All this work - including extensive testing of hardware and software components - is scheduled to be complete in time for end user deliveries 3Q01. Amiga Inc is currently in negotiation with several potential partner companies for the development and manufacture of the stand-alone AmigaOne and its related digital content/software. Companies interested in producing this version, utilising the PPC processor family include Eyetech, and bplan GmbH of Germany. We hope to have announcements to make on this within the next few weeks. Other companies and other processors are also under negotiation.

A new website is being set up, specifically to provide a focal point for news, questions, comment and discussion on the AmigaOne, and we encourage people to visit it and participate.

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Did you hear that we are having our semi-annual **A U C T I O N** this December. 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.





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### Dean Brown: Building Legends

You've heard the rhetoric: Amiga will not make hardware. They are a software company. Platform-independence, abstraction layers, and virtual processors: its all talk about software. Bottom line, though, is if there's going to be an Amiga computer again, there must be hardware specs-rules about what it will be and what it will contain. Therefore, someone must define those specs. Ideally (at least in the Amiga realm), it's someone with the knowledge, experience and vision to carry it off while keeping true to the philosophy that made the original experience so wonderful.

leg. end [léjind] noun

1. old story: a story that has been passed down for generations
2. modern myth: a popular myth that has arisen in modern times
3. celebrity: somebody famous admired for a particular skill or talent

Dean Brown got his first Amiga 1000 in early February of 1986, coming to the platform after several years running his own consulting and programming business developing for the Tandy Color Computer, Model III, and a MS-DOS clone from Sanyo. Frustrations with vapor product led directly to what would become the legendary DKB Insider, a 1-Mb memory expansion card for the original A1000 computer. The Insider was one of the first peripherals available for this new platform, and the response proved prophetic.

In early February of 1987, we built 250 boards expecting this to be sufficient for four months of sales, but the entire

production run was sold out in two weeks, says Brown, and the response was worldwide. I was getting calls from people all over the world-France, Japan, South Africa-which to me was just flabbergasting. Selling in excess of 6000 Insider boards in 1987 defined the true beginnings of DKB Software.

That success continued with other products, including the MegaChip and MultiStart that were dear to many Amiga owners hearts. I was at one point selling 1700 MultiStarts a month, he says. They went in, did the job, and people forgot they were there, for the most part.

In many ways, this is the definition of reliability, a topic Brown is passionate about. In designing a product, you do a timing analysis to find out whether or not things are going to respond within the correct amount of time, he explains

“What I noticed was there were a considerable number of products out in the marketplace using typical timings of the the componenets, rather than worst case. If you go to worst-case timings and make certain your product works under worst-case circumstances, it will be a more reliable product.” As personal computers see huge varieties of less-than-ideal temperatures, electrical service, and operating environments, that reliability becomes essential.

Superior reliability is great, but people still have to buy your products. When the Amiga market dried up during the dark time after Commodore and before Bill McEwen, Brown was forced to seek alternatives. I can't say I ever abandoned the Amiga market, but I did de-emphasize it, he says. In '97 I had to close the doors of DKB as it was no longer supporting my family. For almost two years I supported the market as best I could through arrangements with Joe Rothman of Mr. Hardware Computers. But when Rothman died, that essentially ended.

Brown's passion for the platform remained, and again found purchase in the formation of the Industry Council on Open Amiga, or ICOA. The objective of the group was basically to put together a set of standards by

which people could design the next generation Amiga. This is the way we were going to do things; this is the standard we were going to set, explains Brown. And everybodys going to work toward that standard. This focus shifted slightly when Gateway got involved. The thought then was that we could provide our services as an interface with developers and provide market intelligence about what people were looking for.

Things initially looked positive. In August 1997, the ICOA Steering Committee was flown out to Gateway to present their case. Because Gateway showed an interest, the ICOA backed off a little. If we had a company that was going to be driving the machine forward, the ICOA's basic focus would no longer be as critical, says Brown. Unfortunately, it came out that Gateway had no clue what they were doing themselves, nor any interest in furthering the Amiga marketplace, and the end result was the ICOA died a slow and painful death.

Some positive did come out of that phase, at least for Brown. He met Fleecy Moss, first online, then in person at a dealer open house. We hit it off right away, he says. We have many dreams in common. Like space exploration and spicy food. And the possibilities of computers, like how and why the machines of today are not doing the job they should be doing, he says. For example, user-interfaces are really targeted at tech-heads. He goes on emphatically. If you're trying to break into a much larger consumer marketplace, you have to provide an interface that's comfortable for people to use.

The synergy Brown and Moss felt stuck with them. Just prior to Amino Development purchasing the Amiga assets from Gateway, Dean explains, Fleecy and I began discussing future directions again. It really came as no surprise when I was asked to work with Amiga. Brown first contracted with Amino/Amiga, helping to define and develop Amiga's first products. Then came an offer to work full time. As of June 5, I am now a full time employee, he says. And his position will fittingly be as Director of Hardware.



**Daniel Robbins**  
**President/CEO**  
**Gentoo Technologies, Inc.**

You become a champion by fighting one more round. When things are tough, you fight one more round. - James J. Corbett

The job has several responsibilities. First and foremost, my job is to create the test platforms that will be used by the internal software teams, Brown explains. This will result (initially) in systems that look very similar to existing computers. These same platforms, or modifications of them, will be made available to our hardware partners as reference designs. In the medium term, I expect to develop a new architecture that addresses many of the issues that plague current computer systems. Issues that in inflexible operating systems cannot be fixed, says Brown.

If you look at architectures today, you see a whole bunch of processors running at the gigahertz range. If you actually benchmark performance between a 500 MHz processor and a 1 GHz processor, you'll find the actual increase in performance is very small, says Brown. Small to where doubling the clock rate only results in maybe 20% faster performance. The reason is simple. The gating factor is not the speed of the processor. Its how fast can you move data in and off the system. Whats worse, he continues, is the current trend to drive prices down by speeding up the central processor and having it do more work. Its a centralization trend disturbingly analogous to mainframes versus personal computers. Distributed processing is where I want to go. There are lots of problems, he says, But quite honestly, Tao has a big chunk of the problem solved.

Tao is able to run software on multiple processors without changing the base code. At load time, the Virtual Processor translator translates from the VP code to native code, which means that which translator its loaded with determines which processor its running on. Thats a

very powerful thing, Dean points out. The end result is we can have multiple processors in a single system, and the code can run on whichever processor is best suited for handling it, all decided at load time. Additionally, he explains, where a CPU-centric system has to actively pass data multiple times to execute one action, in Taos distributed model, the only concern is that the data transfer happened. This allows the use of multiple, smaller, cheaper processors that collectively deliver performance exceeding a faster CPU. Distributed processing is philosophically similar to the classic Amiga architecture with its custom chips, though there are fundamental differences. The custom chips were very specialized, architecturally tied to the operating system, Brown explains, so any time you wanted to make a [hardware] change you had to completely rewrite the OS. Combined with Commodores misguided encouragement of code that accessed the hardware directly, what resulted was essentially an upgrade deadlock.

Were not going to let that happen this time. Commodore's handling of the Classic Amiga was haunted by the attitude that all legacy applications had to run on multiple OS and hardware versions. This prevented the Classic Amiga from taking advantage of newer technology, he adds. The abstraction layer methodology central to the new architecture will serve this backward compatibility purpose in the new Amiga, an idea Brown is passionate about. I promote that applications that attempt to go around these abstraction layers be deliberately broken!

Shortly after we release our first real hardware thats natively running the new operating system, there will be another machine that is hardware incompatible with it running the same OS. Applications will be tested on both side by side. Our precedent here is: If it works on both of these machines, we know its not banging the hardware, and therefore a truly OS-legal program, he says.

"Everything that can be invented has been invented." - Charles H. Duell,

Commissioner, U.S. Office of Patents, 1899.

Were trying to create something thats brand new, he says. There will be some missteps along the way, Im sure of it. As far as Im concerned, a truly progressive company is the one thats able to look at it, determine what those missteps are, correct them and move on, explains Dean. He sure sounds like his feet are firmly planted on the ground.

Its somehow fitting that Dean Brown, long-time Amiga fan and developer, one of the first Amiga icons, is part of the new effort, poised to influence what very well could redefine computing, as we know it. Lofty aspirations, perhaps, yet we dont usually accuse legends of striving to underachieve. I 'came back' to the Amiga because of the opportunity to make it something that is far more than what is available today, says Brown. We have an opportunity to break free of the baggage that retards progress, and I for one am thrilled to be a part of that!

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 webmaster@amiga.com



## MeterNet Teams with Amiga to Develop SimpleBox

MeterNet Teams with Amiga to Develop SimpleBox Internet Devices for Broadband New, Easy-to-Use, Solid State Internet Appliance Products Powered By Next Generation Amiga including Media Streaming & Java Support Snoqualmie, WA - Reno, NV - September 20, 2000 - Targeting the millions of computerless and offline consumers worldwide who will soon be broadband enabled, Amiga and MeterNet have teamed to develop and deliver a series of broadband SimpleBox Internet Devices powered by the next generation Amiga.

MeterNet's SimpleBox Program is dedicated to bring best of breed solutions to their embedded platforms and target markets. Each device incorporates a tailored SimpleBox User Interface (UI) on top of rugged solid state hardware with no moving parts. Along with providing simple navigation and operation, the SimpleBox UI offers optional feature-packed, integrated web-based eMail that is optimized for display on television and VGA screens.

The initial mid-class product to be released powered by Amiga is the SimpleBox Java Internet Device (JID) model wb8616JID. The Simplebox wb8616JID is value packed with a robust v4-type browser, audio/video streaming, instant messaging and fast ethernet for easy broadband connection via cable, x/DSL, satellite and local area networks.

Unlike other currently available devices from America Online (AOL), Microsoft (MSFT), Ravisent (RVST), Web-2U (MUCP) and others, the SimpleBoxJID powered by Amiga contains an authorized Sun Virtual Machine, a high performance, memory efficient solution for running Java technology based media content.

MeterNet and Amiga are also developing a low cost Internet Radio Device for

worldwide consumer markets targeted for release in early 2001.

"This new relationship with MeterNet will offer the consumer an extremely easy to use device that will offer great content, and an enjoyable experience that they will want to share with others," said Bill McEwen, President/CEO Amiga, Inc.

"MeterNet sees the future of computing and understands that it is all about delivering functional and economical devices that suit the needs of a market or an end user. MeterNet also understand the importance of user experience and the inherent value added by Amiga and our community. Together, we are committed to developing a series of devices that showcase the innovative designs of MeterNet and the outstanding collection of applications for these devices that are available for the Amiverse," said Randall Hughes, Vice President Sales and Strategic Alliances at Amiga Inc.

"With this long term Amiga partnership, our SimpleBox Program has been dramatically extended and strengthened to integrate next generation technologies tailored for our target markets," said Greg Wible, MeterNet President. "We plan to generate interest in our broadband device products from new user markets along with Amiga community members."

### About Amiga Inc.

Amiga Incorporated is the emerging leader in multiplatform, multimedia Operating Systems. The Amiverse offers a multi-media digital environment that provides developers with a true write once run anywhere opportunity. Amiga has both leveraged and expanded upon its rich 15-year history of industry leadership in the development of what we know as multi-media.

Through a long term strategic partnership with the Tao Group of Reading England, new Amiga based applications can run unchanged on x86, PowerPC, Mcore, ARM, StrongARM, MIPS R3000, R4000, R5000, SH3, SH4 and NECV850 processors. The Amiga OS is capable of

running in self hosted mode as well as hosted on Linux, Embedded Linux, Windows 95, 98, 2000, CE, NT in addition to other commercially available operating systems. Amiga Inc. is based in Snoqualmie, WA, and has offices worldwide. Amiga can be reached at (425) 396 5660 or on the web at [www.amiga.com](http://www.amiga.com).

### About MeterNet

MeterNet Corporation develops and markets broadband Internet devices, turn-key services and tailored integrated programs. Past satisfied clients include Ziff-Davis, America Online, Alta Vista, Shopping.com and IBM. Since 12/99 we have shipped our SimpleBox Entry Level wb6400 series worldwide. Phase One SimpleBox wb8616JID production is limited to 10,000 units with shipments to commence in early December. For more SimpleBox JID program information and to place an email order reservation visit <http://world.simplebox.com>.

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## MeterNet Teams with Amiga to Develop SimpleBox

The initial mid-class product to be released powered by Amiga is the SimpleBox Java Internet Device (JID) model wb8616JID. The Simplebox wb8616JID is value packed with a robust v4-type browser, audio/video streaming, instant messaging and fast ethernet for easy broadband connection via cable, x/DSL, satellite and local area networks.

Unlike other currently available devices from America Online (AOL), Microsoft (MSFT), Ravisent (RVST), Web-2U (MUCP) and others, the SimpleBoxJID powered by Amiga contains an authorized Sun Virtual Machine, a high performance, memory efficient solution for running Java technology based media content.

MeterNet and Amiga are also developing a low cost Internet Radio Device for worldwide consumer markets targeted for release in early 2001.

"This new relationship with MeterNet will offer the consumer an extremely easy to use device that will offer great content, and an enjoyable experience that they will want to share with others," said Bill McEwen, President/CEO Amiga, Inc.

"MeterNet sees the future of computing and understands that it is all about delivering functional and economical devices that suit the needs of a market or an end user. MeterNet also understand the importance of user experience and the inherent value added by Amiga and our community. Together, we are committed to developing a series of devices that showcase the innovative designs of MeterNet and the outstanding collection of applications for these devices that are available for the Amiverse," said Randall Hughes, Vice President Sales and Strategic Alliances at Amiga Inc.

"With this long term Amiga partnership, our SimpleBox Program has been dramatically extended and strengthened to integrate next generation technologies

tailored for our target markets," said Greg Wible, MeterNet President. "We plan to generate interest in our broadband device products from new user markets along with Amiga community members."

### About Amiga Inc.

Amiga Incorporated is the emerging leader in multiplatform, multimedia Operating Systems. The Amiverse offers a multi-media digital environment that provides developers with a true write once run anywhere opportunity. Amiga has both leveraged and expanded upon its rich 15-year history of industry leadership in the development of what we know as multi-media.

Through a long term strategic partnership with the Tao Group of Reading England, new Amiga based applications can run unchanged on x86, PowerPC, Mcore, ARM, StrongARM, MIPS R3000, R4000, R5000, SH3, SH4 and NECV850 processors. The Amiga OS is capable of running in self hosted mode as well

continued on next column

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



as hosted on Linux, Embedded Linux, Windows 95, 98, 2000, CE, NT in addition to other commercially available operating systems. Amiga Inc. is based in Snoqualmie, WA, and has offices worldwide. Amiga can be reached at (425) 396 5660 or on the web at [www.amiga.com](http://www.amiga.com). About MeterNet  
MeterNet Corporation develops and markets broadband Internet devices, turn-key services and tailored integrated programs. Past satisfied clients include Ziff-Davis, America Online, Alta Vista, Shopping.com and IBM. Since 12/99 we have shipped our SimpleBox Entry Level wb6400 series worldwide. Phase One SimpleBox wb8616JID production is limited to 10,000 units with shipments to commence in early December. For more SimpleBox JID program information and to place an email order reservation visit <http://world.simplebox.com>.

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## SACC Membership Info

### Sacramento Amiga Computer Club Applications / renewal form

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## SACC Board Meeting

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 3<sup>rd</sup> and J street near Interstate 5. The next board meeting will be Nov.6<sup>th</sup>, 2000 . All members are welcome. Come at 6:30 if you want to order food.

# CALENDAR

## 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.

## Library Outing:

A software library of over 2000 disks filled with public domain and shareware programs. Copies are free of charge (on your own disks). Meets on the first Saturday of every month at Calweb. Contact **Ray Washburn** at 334-8583

## SACC 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

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

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