

# #amiga

1 - 2014 - 5th year - issue 10 guide

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## OMG WTF LOL WHAT IS AN AMIGA?

This could be a question from anyone born, say, after 1990. And, if this person has any basic knowledge of CPU performance, he might add: You gotta be kidding, man - my smart watch is more powerful!

Word is that 40 y-o's are living out their wet dreams by spending their spare time using computers they either sold or threw away when moving, or never could afford back in the day.

I have been thinking ...

What is really driving us talking about and working for this soon 30 year old computer platform? Is it the thought of world domination? Is it the outstanding performance? Is it a rage against Windows thing? Let's discuss this ...

### World domination

I remember starting the production of this magazine way back in 1992. Back then Amiga still had its advantages. I remember I used a modem for my Amiga 3000 calling BBS's all over. For one article of one issue of the Amigaguiden magazine (the first start was a Norwegian magazine only) I printed a story about "Windows - the Hydra Monster". A Windows user told his story about his PC which was shut off, but in the middle of the night it powered on by itself, hooked on to the internet by the connected modem and started doing something.

This dude unplugged the modem and started examining the PC for hours and hours, trying to find

## #amiga guide magazine was made by:

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Belxjander Serechai  
Tommy Strand

#amiga guide magazine was made using...

AmigaOne G4 XE  
AmigaOS4.1 update 6  
PageStream  
Canon IR3100CN laser printer  
....and some hard work ... :)

Our web page:

<http://amigaweb.net/>

IRC @ EFnet:

#Amiga and #AmigaWeb

Facebook group:

AmigaWeb

Subscribers: 6

out what the computer was trying to transfer.

After hard examination he found a 2 MB file (at that time that was huuuuuuge) containing a list over everything he had on his hard drive.

That story was another memo added to my growing hate list towards windows and this made my love for Amiga grow.

Later, when the Y2k problem arose, I hoped for these damn PCs to die. I knew that AmigaOS at the same time could handle dates further into time than Windows could.

This did not happen. A shame, ain't it ...

### Outstanding performance

Will never become a factor, as far as I can see. The user base is by far so small that it can never sustain a mass production of hardware. The only "outstanding performance" we can hope for, and actually exists today, is the "feel of use" considering things like response time and lightweight footprints and so on.

### Is it a rage?

Doing Amiga "things" is like being pirates, but sailing on a ship called "Justice" in the seas of "Computer Industry Oceans". The Amiga, ALL of the branches, is belonging to the crew of "Justice", this makes our freedom from the industry trying to steal our freedom, waste our money and to trade our secrets. No one owns Amiga but the Amigans!

*Tommy Strand*



How we lost amiga.no  
- The story of a Norwegian cybersquatter

Norwegian Amiga Association (NAF) was founded in 1992 and for many, many years we had the website naf.as. The domain we actually wanted was owned by a Norwegian amiga dealer called DataKompaniet. They owned the domain amiga.no.

Some years ago, NAF made an offer to Datakompaniet to buy their domain amiga.no. They accepted the offer and from then on we operated our website under the amiga.no domain. So far, so good.

In the spring of 2014 the domain suddenly stopped working, without notice. After some email exchanges between us, our ISP and NORID it became clear what the problem was.

Datakompaniet was closed down in 2013 (?) and NORID sent the deletion notice regarding the domains that belonged to them. Our mistake was that we never sent notice to NORID regarding the acquisition of amiga.no thus NAF were not notified. Thus, the domain was deleted in the spring of 2014.

The same day, the domain was acquired by a famous Norwegian cybersquatter, Dan Henry Høidahl, who is listed as the contact for several hundred Norwegian domain names at NORID.

We decided to make contact with this guy and eventually came into contact with him by telephone. We explained the problem to him and asked if there was any

# Shark attack

How we lost our domain amiga.no to a Norwegian cybersquatter ...



possibility that we could get the domain back. Høidahl asked us to send email, which we did. Our request was forwarded to a Swedish person. This person responded to the email

company selling "Amiga Wardrobe Systems." We have given up trying to get the domain back.

So, who is this cybersquatter, and what does he / they do?



*Shark attacks can happen suddenly and unexpectedly and cybersquatters can do damage the same way*

directly to NAF in which he lamented out that "the firm has expenses on hosting" and so on, and asked us to make an offer.

Our first thought was "this is pure extortion" so we never gave any offers.

Throughout the summer and autumn of 2014 the domain amiga.no was re-sold to a

Dan Henry Høidahl is listed as a contact and CEO of a large number of NUF companies. These are Norwegian branches of foreign companies (Norwegian Registered Foreign Company), but according to The Amiga Guide's experiences, these have no business other than being shell companies owning domains.

In other words: Classic cybersquatting business. One of the companies Høidahl is listed on is Rodeo Europe Limited. Besides having the domain skatteataten.no this company has the domains canaldigita.no, yrr.no, itslarning.no and several other misspellings of well-known Internet services.

Høidahl claims to be unsure of how many domain names that are associated with his name, but he thinks it may involve nearly 100 addresses per domain entity, and as he is listed with five companies this means approximately 500 addresses. From autumn 2011, the limit on the number of domain names a company may possess was raised from 30 to 100.

One of the domains, skatteataten.no, was used in a phishing attempt via bulk emailing.

These cybersquatters are supposedly backed by international scammers, where Høidahl is their Norwegian representative. These cybersquatters are only interested in profits, and they operate in the gray legal areas and often in the illegal area regarding domain acquisitions and sales.

It doesn't take a genius to understand that the domain names they register often are one wrong syllable away the title of a famous website. They utilize this to the maximum.

The Norwegian Tax Administration has contacted this guy to get him to delete the

“misspelled” domain which name is very like the official one, and Høidahl & Co. have lost several domain disputes which were handled by NORID.

We in Norwegian Amiga Association have discussed our ability to regain amiga.no but found that it can be difficult. Enough of about that.

Instead of looking back, we have decided to look ahead. We registered the domain amiga.zone a few months ago and will base our business there.

The moral of the story: Learn from our mistakes, the same can happen to you!

Put in other words: Don't fish in the big Internet Sea, you can get a shark on the hook! :P

*Original text:  
Tommy Strand  
Translation  
Vidar Karlsen*



## **A-EON Technology**

The company has acquired:  
Personal Paint  
amiga.org  
amigaworld.net

## **News from Amiwest 2014**

RadeonHD drivers updated:  
AMISore launch imminent - Amiga finally gets an online app store!  
Workbench CANDI  
Radiance  
Sentinel X-Logger  
AmigaWorld  
Prisma Megamix  
A-EON Software Update

Read more at:  
<http://a-eon.biz/?news=25-10-2014>

## **AEROS for Raspberry Pi**

beta 8 with HTML5 support  
AEROS (the AROS hosted distribution) for Raspberry Pi beta 8 is ready for download for registered users at [www.aeros-os.org](http://www.aeros-os.org)

## **New SAM boards**

Prices of new SAM boards on Acube Online Store  
<https://acube-systemsbiz.serversicuro.it/shop/>

## **Finnish Amiga Users Group donation**

Finnish Amiga Users Group donates an Amiga 4000 donation to Igor Majstorovic, who have been working on FPGA for Amiga.

## Amiga sales in Germany

Here is the complete Amiga sales history by Commodore in Germany:

Amiga 500: 1 160 500  
(Includes Amiga 500+ sales)

Amiga 600: 193 000

Amiga 2000: 124 500

Amiga 1200: 95 500

Amiga 500+: 79 500

Amiga 1000: 30 500

Amiga CD32: 25 000

Amiga CDTV: 25 800

Amiga 3000: 14 380

(Includes Amiga 3000T sales)

Amiga 4000: 11 300

(Includes Amiga 4000 030 sales)

All together, Amiga's sold in Germany by Commodore: 1 680 480

*Source: Petro Taras Tyschtschenko book*

## AmigaOS 4.1 Final Edition

available before the end of 2014. An updated SDK for developers which exposes all new OS functionality to developers, is being worked on. AmigaOS Final Edition has gone gold and is in production at this time.

Suggested retail price is 29,95 EUR (SRP includes German VAT, may vary depending on your location).

Overview over functions: <http://amigaworld.net/modules/news/article.php?storyid=7224>

# Amigo.ai

## Dream or reality? The story about a new project for the Amiga...



This article is the story about an idea I got of a new tool for AmigaOS - a kind of a console version of SIRI for Amiga.

I discussed this idea for a long time last year with a developer not unfamiliar for the Amiga community.

I even took the chance of buying the domain amigo.ai, which cost me around 200 Euros, but which I found very suitable for the project.

Beneath follows most parts of the IRC log of the chats between me and this developer, so you can read and judge for yourselves.

[00:59:41] <alef> hi, sir  
[00:59:44] <alef> you there?  
[00:59:48] <rjdohnert> Yep  
[01:00:03] <alef> we need defining a coding project for amigabounty  
[01:00:11] <alef> you could be the right guy  
[01:00:17] <alef> project is Amiga AI  
[01:00:23] <rjdohnert> Ok  
[01:00:24] <alef> "AI" of course

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[01:01:41] <alef> I even spent over 1600 NOK buying a suitable web site  
[01:01:48] <alef> amigo.ai  
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[01:06:43] <alef> hang gonna send you an email  
[01:08:45] <alef> email sent  
[01:30:37] <alef> you did not reply yet?  
[01:35:41] <rjdohnert> Not yet, myself and one of my developers is looking it over and having a dicussion  
[01:37:33] <alef> nice  
[01:38:02] <rjdohnert> Ok, I'll send you a reply mail dont worry  
[01:38:15] <alef> I don't worry  
[01:38:23] <alef> I am excited!  
[01:38:58] <alef> rjdohnert: don't forget that there is something called AREXX in AmigaOS, which can be used to communicate inbetween programs  
[01:39:13] <alef> rjdohnert: AREXX can be VERY useful for this project  
[01:39:18] <alef> good night, sir

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[04:38:38] <alef> good mornin  
[04:39:10] <alef> you were the guest at last week's Q&A?  
[04:39:30] <rjdohnert> Yes I was  
[04:39:57] <alef> I figured it out  
[04:40:06] <rjdohnert> LOL  
[04:40:18] <alef> I was there last nite  
[04:40:27] <alef> listening to Steven  
[04:40:40] <rjdohnert> What did he say about me?  
[04:40:45] <alef> not much

[04:41:05] <rjdohnert> Just that he doesnt need to be distracted  
[04:41:09] <rjdohnert> I heard  
[04:41:14] <rjdohnert> What a dick sometimes  
[04:41:26] <alef> just when "will OS4.2 have QT" something, he said: "I guess this has with last weeks guest to do."  
[04:42:00] <rjdohnert> Yep  
[04:42:02] <alef> how plausible is it that this Siri thing will happen?  
[04:42:11] <rjdohnert> Very  
[04:42:20] <alef> rememeber: I NEVER EVER included speech into "my" idea  
[04:42:23] <rjdohnert> We have to work on naming and licensing  
[04:42:49] <rjdohnert> Getting an Amiga license is tricky and time consuming and expensive  
[04:42:50] <alef> speech recognising is NOT easy to make good  
[04:42:57] <rjdohnert> Has cost me 1500 USD so far  
[04:43:16] <alef> licensing? meaning what?  
[04:43:44] <alef> Amiga license???

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[04:52:12] <rjdohnert> If you want to call it Amiga AI yes, we need an Amiga license  
[04:52:24] <alef> no  
[04:52:28] <alef> Amigo AI  
[04:52:46] <rjdohnert> Amigo AI  
[04:52:47] <alef> amigo.ai - remember?  
[04:53:01] <rjdohnert> Ohhhhhhhhhhh  
[04:54:13] <alef> speech is not included in your plans? hope not! I heard that Telenor, the Norwegian tele company, used a LOT of money to try to develop speech recognision  
[04:54:17] <alef> without any luck  
[04:54:20] <alef> luck  
[04:54:52] <rjdohnert> nope no speech

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[05:17:36] <rjdohnert> We are going to do text for right now  
[05:18:32] <alef> hmm  
[05:18:43] <alef> can I level with you, sir?  
[05:19:36] <rjdohnert> sure  
[05:19:46] <alef> I dunno if can trust you  
[05:19:51] <alef> I depend upon you  
[05:19:55] <alef> that is true  
[05:20:02] <rjdohnert> And why not?  
[05:20:07] <alef> we all depend upon you for this to be done  
[05:20:10] <alef> I can see that  
[05:20:25] <alef> not too many coders paid interest before you came along  
[05:20:36] <alef> and yes, I want this to happen  
[05:20:37] <alef> but  
[05:20:44] <alef> I dunno if it CAN be done  
[05:20:58] <alef> and no, I do not recognize any invoices from you  
[05:21:08] <alef> when I pay, it will be in form of a donation  
[05:21:15] <rjdohnert> Ok  
[05:21:17] <alef> thing is  
[05:21:30] <alef> 1) I hope to get "15 minutes of fame" for this idea  
[05:21:31] <alef> and  
[05:21:39] <rjdohnert> And no, I havent sent one yet because I wanted to talk to you more about it  
[05:21:46] <rjdohnert> Thats A  
[05:21:52] <alef> 2) I sincerely want the actual website for the project to be amigo.ai  
[05:21:54] <alef> and  
[05:22:02] <rjdohnert> B It can be done but just have to pay attention to legality  
[05:22:05] <alef> 3) I want the project to be called Amigo  
[05:22:11] <alef> imho this will be suitable  
[05:22:28] <rjdohnert> Ok thats no problem

## Aros Vision 2.8.1

OlafS24 says at amigaworld.net:  
- I have uploaded 2.8.1 today. It is based on last version but completely rebuild based on one of the latest Aros 68k versions.

Download and try aros from aros-platform.de.

## MUI Updates

MUI is updated for AmigaOS 3 and 4. October 31, 2014, 4.0-2014R5 versions (for AmigaOS 4) and 3.9-2014R3 (for AmigaOS 3) the application framework for MUI user interface have been published by the MUI development team for AmigaOS (and Jens Thore Böckelmann Maus) [ muidev.de/ ].

## Soon 1233 ACA 40 MHz

Individual Computers has announced a new version of its accelerator boards for Amiga 1200 ACA was going out. It will be called ACA 1233 and will have a 68030-40 MHz. This is a redesigned 1232 ACA, with the same amount of memory (128 MB). A slot for coprocessor PGA is also introduced. The price is 189.90 euros.

### Boing Ball and Nascar

The Boing Ball, iconic logo of the Amiga, was invited at a Nascar race in the United States on 27 September.

The Dover 200 is a Nascar race that takes place in Delaware. Rick Ware Racing has a new patron, Retro Infinity Inc., a subsidiary of WRIT Media Group, Inc.

The latter is the owner of Amiga Games Inc., a company that publishes old Amiga games on devices Mobile (company founded by Bill McEwen and whose president is Patrick Roberts).

The logo of the Boing Ball and the names "Amiga" and "Amiga Games Inc." were flocked on a Chevrolet Camaro , driven by Timmy Hill [ [paddocktalk.com/news/html/story-263657.html](http://paddocktalk.com/news/html/story-263657.html) ].

### NetSurf 3.2 / 3.3 Dev AmigaOS 3.x

Artur Jarosik offers on its website since September, two new versions of the browser NetSurf (3.2 and 3.3 Dev) for AmigaOS 3.x

Here are some changes in these versions:

- Enabling a disk cache.
- Adding a mobility option.
- Fixed alerts.
- Fixed copy and paste with Amiga + C + V Amiga.
- Code cleanup.
- Managing the Unicode for internal fonts.

[05:22:33] <alef> I could see B coming  
 [05:22:37] <alef> I have been thinking  
 [05:22:53] <rjdohnert> Amiga is a registered trademark  
 [05:23:05] <rjdohnert> So it has to be licensed  
 [05:23:21] <alef> no, it is no harm done if I pay you some money, even if this project never should turn out to be realiced  
 [05:23:30] <alef> we need to Amiga trademark imho  
 [05:23:39] <alef> project will be called Amigo  
 [05:23:43] <alef> not Amiga

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[08:35:48] <rjdohnert> WOW  
 [08:36:07] <rjdohnert> So I found an answer to our dreams  
 [08:36:25] <alef> tell me?  
 [08:36:39] <rjdohnert> <http://www.hollywood-mal.com/index.html>  
 [08:36:45] <rjdohnert> I'll show you  
 [08:36:59] <alef> I have Hollywood  
 [08:37:07] <alef> but not the latest version  
 [08:37:19] <rjdohnert> That programming language can compile and run on Amiga, Linux, Windows and Mac OS X  
 [08:45:56] <alef> yes, it can  
 [08:46:33] <alef> I don't understand what you mean  
 [08:47:02] <alef> you mean this could be used for Amigo?  
 [08:49:35] <rjdohnert> Yes  
 [09:01:14] <alef> rjdohnert: can it use ARexx?  
 [09:01:36] \* alef worries all of a sudden  
 [09:02:13] \* alef thinks that use of ARexx is important  
 [09:10:03] <rjdohnert> It can be used in conjunction with Arexx  
 [09:10:19] <alef> I was a bit

afraid  
 [09:10:25] <rjdohnert> Dont worry  
 [09:10:26] <alef> rjdohnert: there's your tool!!!  
 [09:10:35] <rjdohnert> Yep  
 [09:10:54] <rjdohnert> So now that we got the tool finished now, we work on the GUI  
 [09:10:59] <rjdohnert> design  
 [09:11:09] <alef> ONE of the areas I would like to see be included is:  
 [09:11:56] <alef> given a name of an Amiga module, module is downloaded from internet (Aminet?) and played in a mod player  
 [09:12:07] <alef> this is possible to do, rjdohnert?  
 [09:12:18] <alef> my guess is yes, but you are the wizard  
 [09:13:04] <alef> there are also other sites than Aminet that stores Amiga mods  
 [09:13:34] <rjdohnert> That would have to be looked at  
 [09:13:54] <alef> rjdohnert: is it possible to choose from a search engine in a browser using ARexx, then import that file into Amigo?  
 [09:14:07] <alef> I mean local web page search engines now  
 [09:14:19] <alef> this you also should look at  
 [09:15:19] <alef> I mean; Amigo opens actual web page, fills in search engine form, then user chooses actual link, then result is imported to Amigo, which then can download the file  
 [09:15:52] <alef> this feature can also be used on google for instance in a wider extenct  
 [09:16:06] <alef> or ANY searchable online database  
 [09:16:10] <alef> like imdb  
 [09:16:18] <rjdohnert> Im concentrating on  
 [09:16:24] <rjdohnert> Google  
 [09:16:31] <rjdohnert> Yahoo and Bing



[09:17:04] <alef> I can see a thing like imdb automagically importing movie ads to Amigo, which plays them

[09:17:23] <alef> yeah, rjdohnert; but is this possible at all?

[09:17:43] <alef> my guess is that actual browser has got to support ARexx

[09:17:53] <rjdohnert> The browser does yes

[09:17:59] <alef> nice!

[09:18:04] <alef> this can be done, mate!!!

[09:18:18] <rjdohnert> Yes I believe so

[04:12:32] <rjdohnert> runs on Amiga, UNIX, Windows, Mac

[04:13:00] <rjdohnert> but it has the webkit foundation and so its like Arexx integrated

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[04:18:43] <rjdohnert> So do you trust me more now?

[04:18:50] <alef> BASIC could open windows easily

[04:18:54] <alef> yes, I do

[04:19:01] <rjdohnert> Good

[04:19:10] <rjdohnert> Im not here to screw you

[04:19:20] <alef> but you gotta

# Amigo.ai

Dream or reality?

[09:18:31] <rjdohnert> Now, we can make plugins for different databases

[09:18:37] <rjdohnert> Like IMDB

[09:18:40] <alef> true

[09:18:42] <alef> and Aminet

[09:18:46] <rjdohnert> Even software portals

[09:18:48] <alef> and OS4depot

[09:18:50] <alef> sure

[09:18:54] <alef> like that .no one

[09:19:28] <alef> back2roots.org

understand me

[04:19:33] <alef> I always was pretty naive

[04:19:33] <rjdohnert> So with the GUI design, we are thinking of this

[04:19:39] <alef> and paranoid too

[04:19:40] <alef> hehe

[04:20:00] <rjdohnert> Search bar, below that we have Database choosers

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[04:09:37] <rjdohnert> Well I have been working on our interface

[04:09:47] <rjdohnert> And I was in touch with the QT team

[04:10:45] <alef> ook

[04:10:47] <alef> btw.

[04:10:52] <alef> speaking of...

[04:11:01] <alef> ...what is QT?

[04:12:21] <rjdohnert> QT is a cross platform API

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[08:07:37] <rjdohnert> I got bens e-mail, \*\*\*\*\*

[08:07:39] <alef> after all I can contact Steven Solie now

[08:07:40] <alef> AH!

[08:07:43] <alef> THX!!!

[08:07:45] <rjdohnert> He is the owner of Hyperion

[08:07:51] <alef> THX MATE!

[08:07:57] <alef> I really

## Google does Amiga

Google emulates 1980s-era Amiga computer in Chrome

Google's Portable Native Client technology gives a new Web-based lease on life for an old operating system and the games it could run.

Google developer Christian Stefansen on Thursday resurrected a version of the venerable computer system from the 1980s in the form of a Web app that runs in Chrome.

Forty-year-olds who want to relive their childhoods or younger people who want to see just how hard their elders had it can visit the Amiga 500 emulator for Chrome online, boot the machine, and play some games.

Chrome emulates the old operating system by a Chrome-specific version of the Open Source Universal Amiga Emulator. Stefansen brought its 400,000 lines of code, written in the C programming language originally, to the Portable Native Client (PNaCl) foundation built into Chrome.

The Native Client technology runs software written to run on a particular processor at close to the speeds that native software runs.

*This news item continues on the next page ...*

Google does Amiga cont.

The approach gives software more direct access to a computer's hardware , but it also adds security restrictions to prevent people from downloading malware from the Web that would take advantage of that power.

Native Client started with x86 chips, but Google has been expanding it with the PNaCl version. PNaCl is processor-independent, letting programmers run native code for the ARM chips in mobile devices – and the old Motorola 68000 family that was at the heart of the Amiga 500.

The big questions for Native Client is whether programmers will adopt it and whether other browser developers will reverse their opposition. With NaCl today, there's a Google-specific part of the Web available through the Chrome Web Store, but those apps won't necessarily work on other browsers.

Mozilla prefers a different approach for bringing older C software to the browser, a technology called asm.js that uses JavaScript technology that's universally supported in browsers.

*This news item continues on the next page ...*

appreciate this!  
[08:08:14] <rjdohnert> No problem  
[08:08:22] <rjdohnert> DO NOT MENTION OUR PROJECT  
[08:08:57] <alef> I won't  
[08:09:21] <alef> his full name is Ben Hermans, right?  
[08:09:40] <alef> hmm am I mistaken?  
[08:10:29] <rjdohnert> yes it is'

-----  
[08:30:57] <rjdohnert> And we will continue development  
[08:31:01] <alef> nice  
[08:31:04] <rjdohnert> At that time  
[08:31:09] <alef> ok  
[08:31:14] <alef> that's ok with me  
[08:31:24] <alef> well  
[08:31:36] <alef> I sincerely hoped to actually SEE something  
[08:33:42] <rjdohnert> Well you have to understand my position  
[08:34:03] <rjdohnert> Until we released working code, I have to PAY my developers  
[08:34:29] <alef> well, I don't think you depend upon as little as 2,000 NOK anyways  
[08:34:38] <rjdohnert> I was going to see the 500 NOK as good faith and commision some members of my team to assist

-----  
[10:48:56] <alef> I am ready to pay the promised 500 NOK  
[10:49:01] <alef> gimme a PayPal addy?  
[10:49:18] <rjdohnert> \*\*\*\*\*@msn.com is the PayPal addy  
[10:54:04] <alef> money is sent  
[10:54:24] <rjdohnert> Thank you  
-----  
[20:36:48] <alef> any coding at all done with Amigo AI?

[20:36:51] \* alef doubts it  
[20:37:02] <rjdohnert> Yes, we have done the UI in QT  
[20:37:14] <alef> not that I fear lack of code, but it is too early  
[20:37:19] <rjdohnert> just waiuting on our Amiga which we have just ordered to finish it

-----  
[08:57:36] <RobertJDo> Guess what  
[08:59:05] <RobertJDo> My new Amiga X1000 is gonna be here Thursday  
[08:59:10] <RobertJDo> Im excited  
-----

[09:20:20] <alef> how is the Amigo AI coming out?  
[09:20:28] <RobertJDo> Splendidly  
[09:20:36] <alef> is this a bad idea?  
[09:20:40] <alef> what do you think?  
[09:20:50] <RobertJDo> We have much of the core written, and we have a GUI model  
[09:21:13] <alef> is this a bad idea?  
[09:21:16] <RobertJDo> I have to wait for my machine so I can get QT running on it and cross compile

-----  
[09:24:05] <RobertJDo> Right now Like I said, we have to wait to see if the crawler we made is too advanced for the Amiga OS

-----  
[09:24:39] <RobertJDo> remember a bunch of this was written in QT on 64 bit Linux so we have to do the cross compilation

[09:24:59] <alef> hm ok  
[09:25:01] <RobertJDo> We made it modular so you can add modules and plugins  
[09:25:13] <alef> but I thought you said Hollywood was perfect  
[09:25:18] <alef> I see  
[09:25:56] <RobertJDo> We also made it so that there are no specific linux functions in there, relying totally on QT  
[09:26:07] <alef> nice  
[09:26:08] <RobertJDo> Hollywood we have to wait for 5.3

-----  
[09:26:32] <RobertJDo> Hollywoods a backup in case QT proves inadequate

-----  
[09:39:29] <alef> what about my idea then about searching online amgia databases then download something then execute/view files?

[09:39:37] <RobertJDo> I definatly dont want you to be disappointed though

[09:39:38] <alef> is this a bad idea?

[09:39:52] <RobertJDo> Its not going to happen like that

[09:40:13] <RobertJDo> The Amiga and AREXX are not sophisticated enough for that

[09:40:34] <alef> now I am disappointed

[09:40:52] <alef> but then again I just have to adjust my expectations

[09:40:54] <alef> :)

[09:41:43] <RobertJDo> We are doing the best we can with what we have to work with

short chats with him. Then he disappeared from IRC totally.

I recently sent him an email asking if this project still is alive. He told me I had an unpaid balance of 180 Euros (since I first reckoned I could pay him 240 Euros in total), but he claimed that the project was not dead yet.

Around August 2013 his plan was to make a beta version ready for AmiWest the same Autumn. I could not find the actual IRC log that can "prove" this.

I will let it be up to the readers to judge in this matter, but I guess the finishing line is this:  
Amigo.ai:  
Will the dream come true?

*Tommy Strand  
aka alef @ IRC*

*Google does Amiga cont.*

Running C code on Native Client requires some modifications and therefore developer time.

"The original port to Native Client was done in four days," Stefansen said.

"However, there was a lot of polishing afterwards, taking at least four times as long as the original port."

See picture below.

**Small AmigaOS4.1 demo**  
For a small html5 demo of AmigaOS4.1:  
Visit [taws.ch](http://taws.ch)



*This ray-traced juggler movie loop is one of the Amiga-on-Chrome demos.*

-----  
After my payment of 500 NOK (about 60 Euros), I only had two

# AMIGA MINICOMPUTER



Now  
with  
circuits  
inside!

= 2,5cm (1")

# AMIGA MINICOMPUTER



= 2,5cm (1")

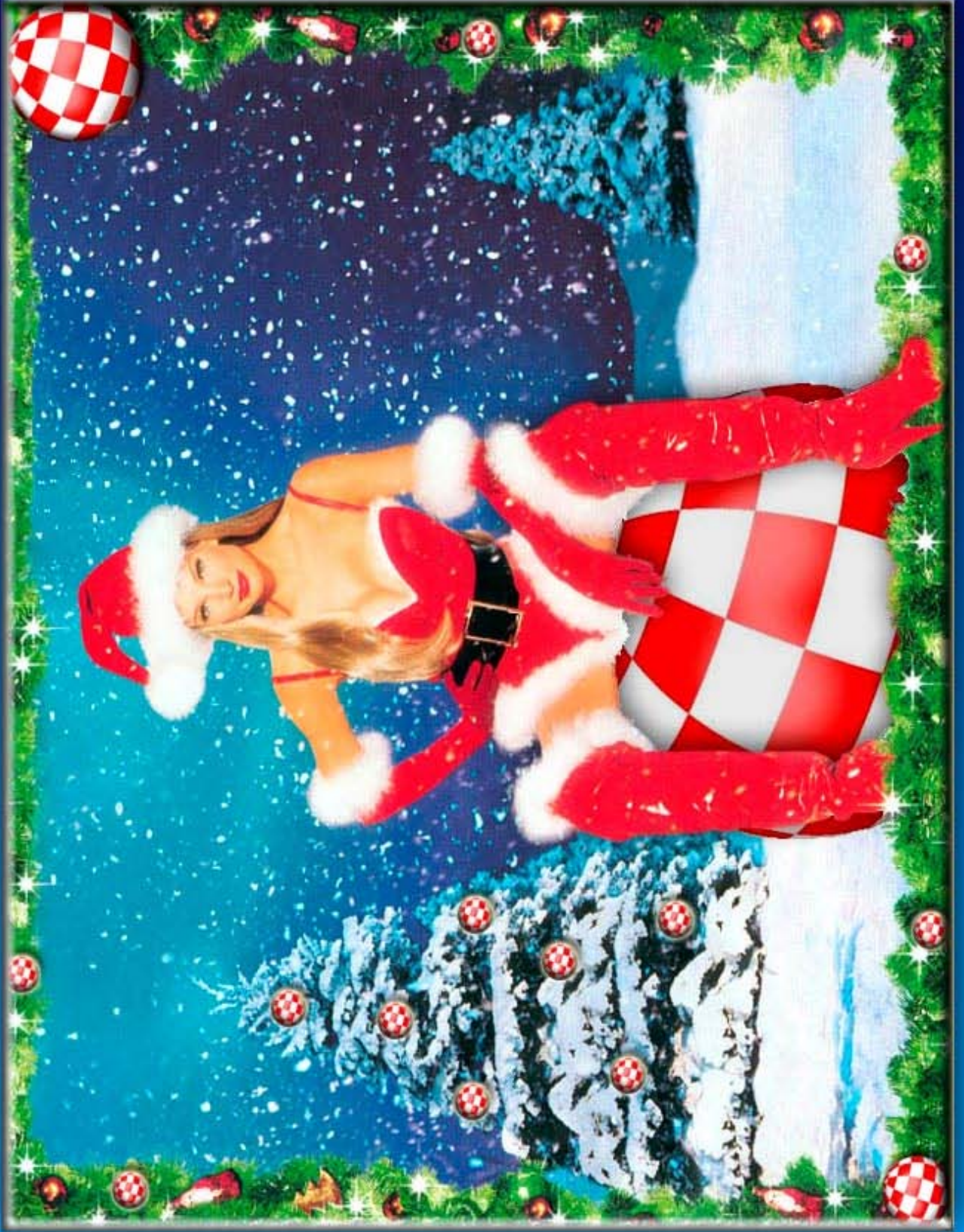
# AMIGA MINICOMPUTER



= 2,5cm (1")

<https://ideas.lego.com/projects/82519>

FROHE WEIHNACHT



## AmiKit and MUI updates

The Classic Amiga community has a lot to celebrate today. Magic User Interface (MUI) has been brought back to life.

This upgrade, exclusively released for AmiKit, is a milestone for classic AmigaOS3 users!

THE DREAM HAS COME TRUE! After more than 17 years since MUI 3.8 was released the new upgrade brings the same experience as AmigaOS4 users have been enjoying for some time.

Actually, MUI 4 for AmigaOS4 and MUI 4 for AmigaOS3 are built from the same source code, so any similarities between the two builds are 100% intended! Thanks to Thore Böckelmann and Jens Maus.

Thank you to all of you wonderful people using AmiKit. You, yes you, are the key to our motivation. Your interest and feedback mean the world to us.

Come participate in our Forums or get in touch via Facebook or Twitter. We love hearing from you!

WHAT IS AMIKIT?  
AmiKit is a free project, powered by enthusiasm, that turns your computer, tablet or phone into legendary Amiga computer.

*News cont. next page*

## Game test:

# F1-Spirit

## Test of the remake of the racin game F1-Spirit

After a break in "The plains of Hyrule", I'm back in a totally different style of racing cars. The game I'm going to talk about today is F-1 Spirit. This is a port done by Pawel "Stefkos" Stefanski on MorphOS, Andrea Palmate on AmigaOS 4.x and Yannick Erb on AROS. The MorphOS version requires data that can be found on the website of the authors, Brain Games.

### A little game history

The title will certainly say something to some of you. Yes, you out there who know the MSX, I'm talking to you! F-1 Spirit is a game that was published on the standard MSX computers in 1987. It is a title created by Konami. Well, for a little cultural moment, where does the name Konami come from? This is stupid, it is the contraction of a part of the name of the four founders of the company: Kagemasa Kozuki, Yoshinobu Nakama, Hiro Matsuda and Shokichi Ishihara.

### The MSX version of F-1 Spirit

To present this big house Osaka video game, remember that it produced Contra, Gadius, Castlevania (Amiga game to forget), Yie Ar Kung-Fu and of course, more contemporary, Metal Gear Solid, Silent Hill etc. So you can see that the company

is clearly part of the video game world.

### Let's play with cars

Returning to F-1 Spirit: with this title, you may think that the game is confined to the world of Formula 1. In fact no, it is more of a racing game with general cars. F1 is very present but this is the holy grail of the game. Don't have wild hopes, we will not leave you a bucket of F1 from the start, that would win. Hence the subtitle of the game "The way to the Formula 1". After all, Michael Schumacher did not start directly in Formula 1.

To access the premier class of motorsport, you will need to win several races in other categories: stock car, rally, Formula 3, enduro and Formula 3000. To access all the cars, a points system is integrated into the game: the higher you go the larger the number of points awarded. These will open the doors to locked data. To use this multitude of cars, you have to go twenty circuits in all categories. And as you can imagine, some are more complicated than others. The complexity is a rising crescendo and you will have to gain some dexterity control if you want to win the race.

### And go!

In terms of game modes, you can



play alone or with others. There you also have the possibility to play up to four players on the same machine. You can also have fun online, offering the option to play 16 players simultaneously. I have not had a chance to test the multiplayer mode, but I must admit that this should be a lot of fun. In terms of options, there are the usual standards such as sound management, controls, etc. The developers have focused on camera management, there are six different positions and three zoom levels, so everyone will find happiness. Once your settings are adjusted according to your wishes, let's get serious and go racing.

### Jacky touch

After selecting the category in which you are racing, and your track, you get to the menu of choosing a vehicle. At this point, two paths open to you:

- The "Ready Made Car": In this mode, you have a choice between three different vehicles "ready to roll". The order of the vehicles is

the difficulty of handling the fireball. For example: automatic or manual transmissions, but increased low speed maneuverability and vice versa. In the first part, choose the leftmost car if you spend your parts in the sand or grass.

- "Original Design": In this mode, you will have a wider choice in the different possible configurations for your car.

### The menu

The settings are divided into five categories:

- Body: three choices, the body can be more or less burdensome and therefore more or less fragile.
- Output: there are six engines each having a different displacement and variable power. The choice is important because a large displacement will be more fuel-intensive, for example. As for power, I do not think I need to explain what it is.
- Not to mention the brakes, shocks, tires and gearbox: three different models.

*News cont. from last page*

This emulated software package includes more than 350 of the finest Amiga programs.

Everything is polished and pre-configured at your service.

### REQUIREMENTS?

AmiKit is available for Windows, Mac, Linux, Android and as a LIVE BOOT distribution called AmiPUP. Version for real Amiga will follow.

For AmiKit to work you do need AmigaOS and ROM file (included with Amiga Forever, for instance).

### WHAT'S NEW?

The 8th major update of AmiKit exclusively integrates Magic User Interface 4 and new NetSurf web browser.

AmiKit 8 delivers new software, updates, graphics, improvements & fixes. Also MorpheuZ got new powers. Now you can control even more AmiKit features with this magic daemon.

Check it out for yourself!

Tons of other software has been updated in this release too including system optimizations. Icons now load faster, alpha channel transparency is supported, windows

*News cont. next page*



News cont. from last page

performs more effectively, memory fragmentation has been decreased, etc.

### BOOTABLE FLASH DISK - LIMITED EDITION

New AmiKit is exclusively available on a bootable solid metal design flash disk. You'll get download links after purchase. (Did you buy previous AmiKit 7 Flash Disk? Use your original link and password to download new AmiKit 8!)

### SPECIAL THANKS

Ken Lester, Toni Wilen, Thore Böckelmann, Jens Maus, Peter Keunecke, Artur Jarosik, Daniel Westerberg, Retrofan, Thomas Richter, Bernd Roesch, Paolo Besser and all the others who helped and/or supported AmiKit.

### WEBSITE:

<http://amikit.amiga.sk/>

(please note that modern HTML5 browser is required to view our website)

Free public download of AmiKit 8 will follow soon, as always.

We would like to say a very warm "thank you very much" to Jan, the main man of AmiKit, for his work with this project. We were grateful for his presence at IRC at EFnet some years ago, an appreciates his work now and then ...

### Choice of vehicle

So many choices offer many possibilities, it allows you to manage your car much more finely. Both modes offer players a choice in their approach to the game, it has something for everyone. The first mode is more typical arcade and offers a good simulation, to some extent, of course, because we are after all in a real arcade game. Through your choices in the above categories, you generate consequences for the course of your race. Because in order to win, you need to manage your pit stops.

The configuration of your vehicle is not the only criterion to consider, there is also your conduct. You can take a small engine but if you drive on diet you consume a lot of fuel. Is the F-1 Spirit eco-friendly? No, it's just a matter of realism, ditto if you're a fan of conduct to the standards of Jean Alesi.

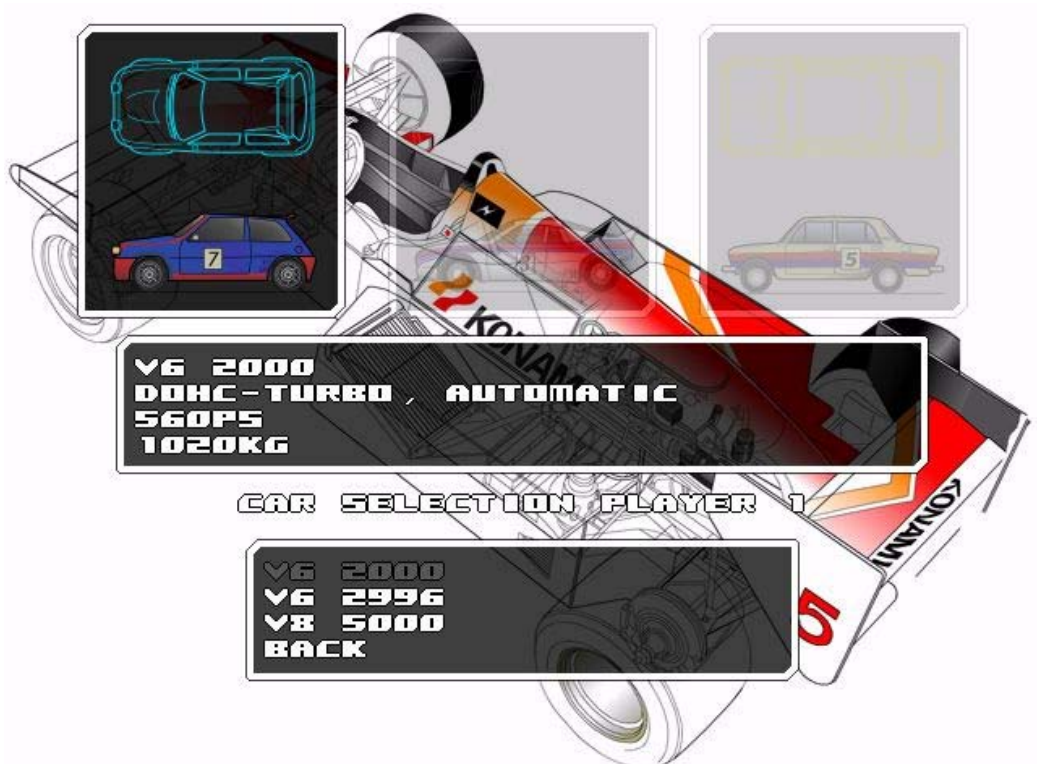
Your car will also get damaged

while you drive. It is important to manage your paths. Because the higher you go up in the vehicle categories, more braking and anticipation will be essential. In order to win in F1, you have to perfectly know the circuits. As the saying goes: to travel far, you have to spare the horse.

### Let us make contact

Well, after the presentation of the possibilities offered by F-1 Spirit, let us look at the game itself. I would rate it a bit like a hybrid between Skidmarks and All Terrain Racing Classic Amiga. We feel that these two titles were more or less inspired by F-1 Spirit in its original version. Of course, each one has a personal touch that gives it its own style.

We find a common thread between these different games: it is their accessibility and immediate pleasure they offer players. Note that I'm not saying that F-1 Spirit ends with one hand behind the back and eyes closed. Far from it. It is a matter





of perception, feeling, the best is to try it by yourself to prove or disprove my point. Let's talk more Cartesian and achievement. At the design level, the universe is coherent and very well made, it is colourful and quite thin but ATR has nothing to envy it. The animation is fast, very fast even when you are in F1, what alert all cameras around.

For cons, I met a problem, which may be caused by my setup (Mac mini G4 MorphOS 2.4): At times, the movie "hangs"€ a hundredth of a second, which I have to admit is quite disturbing. Using Pegasos II G4, the game is also very fast with MorphOS and a little less with AmigaOS 4.1.

### The "Gilbert Montagne" mode is not bad

The world of sound is well done, I like simple music tracks and those of F-1 Spirit are (though they are still quite acceptable for an arcade game). The sound effects themselves are quite basic. The gameplay is very good, even at the keyboard, I do not have a joystick and I managed to get around easily. By cons, we must admit that the technical manual transmission circuits are still difficult to practice.

To conclude, I would say that this game is one of those portages unpretentious but that should be more emphasised. It is very fun to play and I think it should be quite exhilarating in multiplayer.

Besides, if you want to compete with the best, there is a function where you can compare your scores online.

Plus:

- Easy to handle.
- Excellent playability.
- Multiplayer for up to 16 persons.
- A good improvement from the original.

Minus:

- Random microsaccade animation.
- Sounds could have been better.

*Original article from  
obligement.free.fr*

*Vidar Karlsen  
Translation*



About the game:

Name: F-1 Spirit.  
Devloper: Brain Games.  
Type of game: race.  
Released: 2009.

Minimum specs: AmigaOS 4.x and MorphOS, 50 MB memory, 600 MHz processor, 3D-graphics.  
Recommended: AmigaOS 4.x and MorphOS, 50 MB memory, 1 GHz processor, fast 3D-graphics.  
License: Open Source.

Download: version for MorphOS - <http://www.meta-morphos.org/download/packgames.lha> (needs PowerSDL v14.0)  
OS4 - <http://os4depot.net/share/game/driving/f1spirit.lha>  
AROS - could not find any link for AROS.

## COMMENTS FOR THE TRASHCAN

**The Amiga Club Norway** "Amigaklubben Norge", or The Amiga Club Norway has been founded as of October 2013.

Their website [amigaklubben.no](http://amigaklubben.no) is a start. I tried to apply for membership, but got a 404 error.

The Norwegian Organisation Registry names the two founders, we know them as amix and BuzzBrain at IRC EFnet.

We in Norwegian Amiga Association gotta admit that we look down at this new club with a mixed feeling of frightful joy.

Some years ago the pirate amix aka amico tried to cooperate with us in our National Amiga User Group (NAF) with the result of him trying to take over the whole of our ship. After the sea had calmed, we abandoned him and keel hauled him, then sat him off on a deserted island.

It is good to see that this pirate has got good company that maybe makes him think twice next time.

Our guess is that it maybe was a smart move putting a wise man in the lead of the board.

The Story behind the names...

I was given Jeremy Lee Sutherland at birth...

AbH Belxjander Draconis

Serechai is a name I made up grabbing parts from here and there...

AbH is from the "Crest of the Stars" anime, Belxjander is formed from the David and Leigh(?) Eddings novels where Bel prefixes Magician names and Jander is taken from the name of a vampire character from the AD&D "forgotten realms" who is relocated to the "Ravenloft" environment.

I pronounce the x as a z sound merging the l and j similar to how there is a difference between English L, Japanese R and English R sound.

I use a Japanese R with scottish roll style with the Z sound.

I also sometimes use an additional middle name of Saganami hyphenated with Serechai after reading the "Honorverse" series of novels.

I did mention reading as a hobby right?

The serechai part is also from an Anime, "Samurai Pizza Cats", and only ever mentioned in the opening for the first episode that I can recall.

My third name of Jeremy Kajikawa is from my first marriage here in Japan.

For legal purposes Belxjander Serechai (Short form) is the most accurate of the three names as I have used that longer than either of the others.

# Bjander in Japan

**Our man in Japan has interesting Amiga projects going on and gives us insight in both the projects and the future potential for Amiga in Asia. Read his interesting article.**



One of the reasons why I find "real names" policies to be bluntly ignorant and a choice to disrespect individuals.

Names are no more "real" than a labelled fancy in a dream, and their only real use is to tag people or things, nothing more.

Brands aren't names, it is a claim of ownership and little more.

In late 2011, I rediscovered my notes about the original polymorph, and I also had a radical idea about the same time (I'd considered this but didn't really have a decent idea how to properly express the idea in code until about this time) which I was reminded of.

What is Polymorph?  
Polymorph is based on the Idea of a CPU interpreter with knowledge of a target Operating System and how syscall events are executed. Most CPU Emulators Interpret or translate instructions from the emulated system to the hosting system.

In polymorph's case I have a function in memory for each instruction for the CPU to

Emulate plugged in to a basic Interpreter loop with minimal support routines.

The primary point is that the plugged in CPU routines and the Interpreter support routines are written separately which requires a very low level knowledge and care as to which "system" is the current environment.

This leads us to the first principle... the majority of an Emulator is accounting, for differences between two systems and what is being used.

Polymorph has a major issue which also protects the core design...

...anyone writing a plugin may not use a compiler with using the polymorph native support routines.

Compiler environments mandate overriding specific details in code generation to account for specific details.

Most Interpreter Loops are based on token reading an input stream and using the first of any group as an instruction selector.

The premise was having a Vector Table of routines, and instead of hard-mapping the routines at



Belxjander Serechai - our man in Japan

fixed offsets from each other, using a common subset of core functions to provide microcode support to a larger group of instruction specific functions. Cutting the Instruction Function array out of the essential core routines and making it a depended plugin.

I'm still working on details but currently have to work around compiler environment limitations and force break specification behaviour for the required operations to be stable and not recursively descend the alternation between core and instruction routines repeatedly. This was due to remapping registers from a target cpu to Emulate as registers on the Host CPU performing the Emulation. This same detail was what provided the original polymorph to actively have any kind of reasonable runtime costs.

There is also a highly restrictive environment needed to be setup to run this. anything missed results in transient or fatal errors. Debugging is also a nightmare basically due to two layers of metaprogramming where one layer is known and the other is entirely abstraction without actual code of it's own (it is the plugged together runtime of separately compiled objects that never get linked until loaded together which makes this a metaprogramming environment.)

I'm currently in the middle of writing up an updated internal core microcode set along with memory and resource tracking information alongside trying to build a set of basic test plugins with data to run the tests.

The main launch issue is setup of the runtime accounting to specification and transition between host/compiled host/assembled and target/plugged code sections safely without accounting issues or extra data laying around.

A good thing I can count to 15 on 4 fingers... B-)

This particular project does not lend itself to being clearly described without diagrams and being walked through an example at least a couple of times to properly note where all the details are located.

### **Perception-IME**

What is Perception-IME? Perception-IME is a basic library framework for adding extra language support where a keymap as a set of symbols mapped to the keyboard is simply not enough options for presenting the everyday set of written symbols used in a given language.

How does it work?

The main library is opened by an extended locale language driver which is how the silent OS startup binding works.

How long have you been working for it, and what is the timeframe?

I started with only a rough idea about 2-3 years ago... mostly on paper with an RKRM libraries book at the time.

What is the reaction of Perception-IME from the AmigaOS coders and

officials?

From Official contact, it has some welcoming and redeeming qualities as a project and may become part of the standard OS installation,

I'm not sure what the official future will be, only that things appear good from what contact I have had.

Is this a unique feature for AmigaOS or does "any OS but AmigaOS" support his already? Perception-IME is unique to the AmigaOS only in the ease of integration and that it is functionally invisible to Application writers by default.

However, the base concept of how Perception-IME as a project is not new and is a now standard feature on Windows/Mac/Linux and otherOS choices with larger followings.

How will Perception-IME be serving a potentially growing user base in the future? Perception-IME provides the filling for a gap in the OS feature set in two ways.

One is that Asian and other hard-to-input languages due to keyboard chording or other required rules become more reasonable to add as plugins,

And the second is that I will keep at least part of the project Open Sourced (and as a submitted add-on option..) providing some extra examples of how to deal with various members of the Amiga family of OS.

One issue is that I have already chosen to multi-license the project based on which member

3040

Hiragana

309F

	304	305	306	307	308	309
0		ぐ 3050	だ 3060	ば 3070	む 3080	み 3090
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2	あ 3042	げ 3052	ぢ 3062	ひ 3072	も 3082	を 3092
3	い 3043	こ 3053	っ 3063	び 3073	や 3083	ん 3093
4	い 3044	ご 3054	っ 3064	び 3074	や 3084	う 3094
5	う 3045	さ 3055	づ 3065	ふ 3075	ゆ 3085	か 3095
6	う 3046	ざ 3056	て 3066	ぶ 3076	ゆ 3086	け 3096
7	え 3047	し 3057	で 3067	ぶ 3077	よ 3087	
8	え 3048	じ 3058	と 3068	へ 3078	よ 3088	
9	お 3049	す 3059	ど 3069	べ 3079	ら 3089	ゝ 3099
A	お 304A	ず 305A	な 306A	ぺ 307A	り 308A	ゞ 309A
B	か 304B	せ 305B	に 306B	ほ 307B	る 308B	ゝ 309B
C	が 304C	ぜ 305C	ぬ 306C	ぼ 307C	れ 308C	ゞ 309C
D	き 304D	そ 305D	ね 306D	ぽ 307D	ろ 308D	ゝ 309D
E	ぎ 304E	ぞ 305E	の 306E	ま 307E	わ 308E	ゞ 309E
F	く 304F	た 305F	は 306F	み 307F	わ 308F	ろ 309F

The Unicode Standard 7.0, Copyright © 1991-2014 Unicode, Inc. All rights reserved.

of the OS family it is built for.

Some of the coding tricks are literal sleight of hand in dealing with details.

One of the strengths in an open readable system is that there is very little beyond the essentials for making applications function.

### **Amiga Future in Asia?**

What is the common knowledge and use of “western OS’s” in Asia?

Here in Japan the knowledge of computers primarily revolves around the use of the Windows and Apple OS eco-systems with the vast majority being ignorant (and actively with marketing for this) which means that anything different is treated as very radical.

Is there any existing OS of Asian origin in common use?

Not really, Mac OS X and Windows with Language support pretty much dominates the market situation.

What is the knowledge of classic and NG Amiga (including MorphOS, AROS, WinUAE, AmigaOS) in Asia, if any at all? Currently the perception of Amiga(any branch) is all related to the now aged “Classic” models (Classic in the sense of custom cars of historical merit, only the enthusiasts know anything)

I have also actively shown using my sam440 and set it up with an open casework showing the PPC and motherboard directly.

A few people thought I was showing an Emulation from FPGA however.

The demonstration of WinUAE on a laptop I borrowed was more informative in comparison.

How do you guess, from your point of view, living in Japan, that the Amiga (any branch) could have any chance of gaining users in Asia at all? The main selling point for an equivalent to the sam440 would need the onboard FPGA or several such chips... the breakout header for the same as a geekport and the low-power consumption along with little or no active cooling is an advantage.

In Japan at least, Intel processors dominate the desktop and smartphones on ARM processors are everywhere...

Anyone with a new phone anytime from 2012 and after generally gets a better deal on a smartphone than they do anything else.

The main selling point for iPhones as an example is the phone itself is given away for a 2 year contract as a minimum.

AmigaOS would need to compete at that level either by being a custom niche for serious “hacker” or technical people as one path or providing an “open”(nothing to hide) system that is only interested in rock solid performance and provision of error recovery options like the Grim Reaper being very important.

One demonstration was through the Tokyo Hackerspace and another was a private showing to some chinese developers who live and work nearby.

The description of the OS was “very clean” and that was from the QA guy who generally saw the worst of everything during development.

AROS has a chance with hardware support of becoming a dashboard for master controlling other systems given the range of options there with the speed of response generally shown within the family.

AmigaOS and MorphOS have the chance of displacing microsoft (post-snowden) in some areas of china from what I have been able to find out.

But the chances are slim and whichever member of the family moves first may eat the other branches in the process.

A Chinese localized edition of AmigaOS with a very rapid response time running on a high-spec chinese device( smartphone /tablet/ laptop or desktop/cluster) would find itself very uniquely positioned.

The lack of functional extras and the open nature of the core system lend themselves to clever marketing options being a prerequisite.

This would need a marketing genius(which I am not...) to take the base ideas and eat into the mindshare generally.

Just getting language support is a first step.

Empowering individuals and workgroups of different even clashing beliefs into working together is something of a community strength.

The current way the AmigaOS family works also provides a unique legal aspect as well... would it be possible to host an Android compliant runtime on top of AmigaOS replacing linux? this would be a general device makers wet dream in the smartphone arena at least.

The original Intuition support for Tablets and Stylus arrangements are a good base for touch panels. the option of 2-3 mouse buttons also gives a shift key style option for multitouch as well.

And I know of at least one Aminet commodity already made which can provide gesture-alike support.

AmigaOS needs more than English/European language support...

We need to go beyond what Commodore made and what base the OS provided.

We also need to recognise and accept this is a community of cats and stop trying to herd everyone toward one branch or another of the family.

We either present the strengths of each or divide and fall.

Myopic selection of any one branch has for too long split this community into the different camps.

It is time to recognise the "family" and THAT is the strength of the Amiga

It has always been a "family first" system and focused on "fun" not business and clawing the competition to be king of the trash mountain.

In my own opinion, AmigaOS4 provides the niche high end, MorphOS is the media centric option, AROS is the experimenters playpen and provides neutral ground for everyone while the 68K "Classic" Edition is the "Never goes out of style" Parent everyone dreams about.

Let's stop the children's squabbling about which is best and present the different family members with the common look and feel which is like linux for choice with the home comforts of an unchanging base layout.

*Text:  
Belxjander Serechai*

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## Ny norsk amigaklubb

Amigaklubben Norge is a new Norwegian Amiga user group.

The user group is registered founded 30.10.2013 in the Norwegian Organisation Registry.

The description is as follows: The target of the association is to promote social and academical interest for the Amiga computer system, including other 8bit systemes made of Commodore. The club will have annual

meetings and social gatherings where you can discuss different subjects about software and hardware. Exhchange new ideas and discuss themes of interest.

The leader of the board is Gjermund Krogh Karlsen (known as BuzzBrain) Board member is Michal Bergseth (known as amix).

Their site:  
<http://amigaklubben.no/>

It's nice that there are things going on in the Norwegian Amiga community.

We hope that this club will make a positive attribute to the already existing Amiga activities here in Norway.



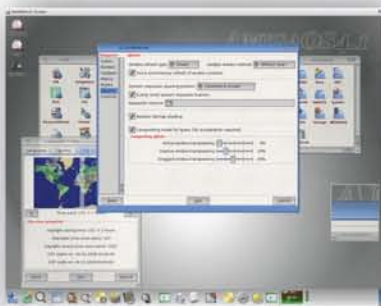
# AmigaOS 4.1

*Remember when computing was fun?*



## Features:

- ⊗ Intelligent memory paging
- ⊗ Hardware compositing engine (Radeon R1xx and R2xx family)
- ⊗ Implementation of the "Cairo" device-independent 2D rendering library
- ⊗ Picture Transfer Protocol (PTP) support for greater digital camera compatibility
- ⊗ JXFS filesystem with the support for drivers and partitions of multiple terabyte size
- ⊗ Improved Workbench functionality
- ⊗ New and improved DOS functionality (full 64 bit support, universal notification support, automatic expunge and reload of updated disk resources)
- ⊗ Improved 3D hardware accelerated screen-dragging
- ⊗ Reworked AmiDock with true transparency
- ⊗ Reworked Warp3D Radeon drivers with new functionality
- ⊗ And much, much more.



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