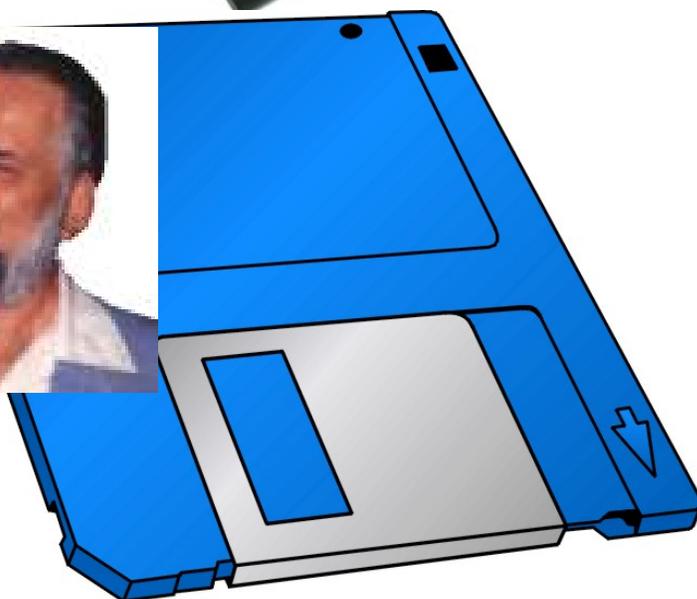
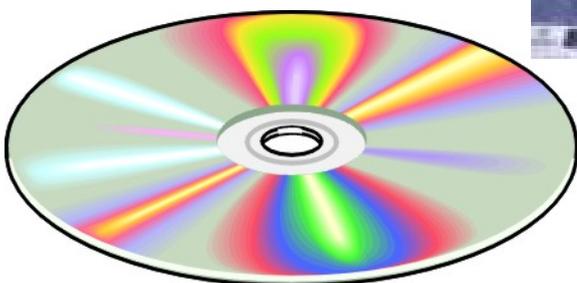


A Publication of AMICUE
Amiga Computer Users of Edmonton
"Your Amiga Source in Northern Alberta"



Alberta Amiga

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**March
2003**

**Next Meeting
April 2003
Arch Bishop Jordon
HS
Sherwood Park
7:00 P.M.**

Asha's Sunday Chats

Every Sunday evening (in most places) a few Amigans (and former Amigans hoping for the best) gather to chat and share information on a wide range of topics. Subjects will range from the Amiga (of course) to books, TV, and movies to whether or not aliens have visited our planet.

Come join us on the IRC The network is ExodusNet The new servers are:
irc.superhosts.net, irc.midnightrose.org
irc.codemain.com The channel is #team*Amiga

The time(s) are each Sunday evening (9:00pm EST-1 1:00pm EST 2:00 am Monday to 4:00 am Monday GMT)

For those who can use Java chat, point your browsers at: www.reefer.org/chat4.html or <http://www.reefer.org/chat.html>

I put my cam up Sundays so that you can see me as we chat. If you're using an Amiga, get WebVision Aminet, or, if that down, email me and I'll send you the latest version I've got). It can live on the same screen (MUI) as AmIRC

and is easy to use and setup. You can also see the cam on the Web (using a browser). The cam address is

www.ashafx.com/cam. There's always a picture up, but it's only live on Sunday nights.

We also love playing with sounds. You can grab all (or some) of the sounds we are playing by going to:

<http://enja.org>

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

Hope to see you there!

Please repost this anywhere you find Amigans online!

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

Alberta Amiga is a publication of AMICUE the Amiga Computer Users of Edmonton. Alberta Amiga is published monthly to inform and support the Amiga Community in Northern Alberta. AMICUE meets on the third Thursday of each month at Arch Bishop Jordan High School 2021 Brentwood Blvd., Sherwood Park. Yearly Membership fees of \$20.00



Saturday Amicue Coffee
Haps Hungry House 1:30-3:30
Great Food Great
Conversation.
Every Saturday.
Just ask at the Till to point us
out.

Animation SIG



Meetings
Last Friday
of Each Month
Contact:
Gord Raboud 449-6657

March 16 th Ten Questions for Amiga Inc.

1) Rebel: "Why SO silent? Alnc has been quiet for months at a time, giving the naysayers, and rumour mongers a chance to do more damage, and divide the community even more."

Fleecy: As my mother used to, and still does say to me 'Don't say anything unless you have something to say.' Keith Blakemore Noble pointed out on ANN that this is what we said we would do when we bought the company in 2000 and then we went back on this pledge. The problem we have, although it is a good problem is that the Amiga has a community and the community wants to know what is going on, more so given the nightmare of the last eight years.

Our initial policy was thus to say nothing until we had news to share. With all the requests we then got for news, it became very difficult for us to keep to our policy. We thus resurrected the Executive Updates but in these we made the mistake of sharing status and progress information and as anyone in business knows, business is a distillation process - 100 leads may lead to 20 contacts which lead to 5 contracts which may, if you are lucky lead to 1 deal.

Even more unfortunate, the deals we were able to announce, the Sharp Zaurus, the Nokia MediaTerminal, the Sendo Z100 were pulled out from under us - the Zaurus for Sharp internal reasons, the MediaTerminal because of the collapse of ITV digital and another Germany company and the Sendo situation is well understood (although there is still hope there of a new deal based upon the unique advantages of the AmigaDE).

So, in terms of news items we haven't done too well.

To add to this (and many will shout and scream about this but it is true), Amiga Inc has been under attack from several groups who have other axes to grind, whether they want an x86 solution, AmigaOS open sourced, protection code and licencing removed from AmigaOS4.0 or want to encourage people to move to another platform whilst claiming it is an Amiga. Of course in a community there is disagreement but in a community that disagreement is either tolerated or the community splits apart. Everything we were saying in public was being taken apart and turned to



After Meeting
Get Together
Boston Pizza
Sherwood Park

Good Food
Good Friends
Good Times

support whatever was the position of the poster.

In the end, we decided to revert back to our original policy since it became apparent that all anyone really cared about was the release of AmigaOS4.0. This then brought us full circle to the original situation, that when saying nothing, noisemakers will rush to fill the silence. If you don't counteract the rumours then its because they are true and if you do pop up to counteract them then that must be because they are true. The only way to win is to get AmigaOS4.0 out the door and so that is what we are concentrating on at the moment.



Part of the reason for this Q&A service is to rubbish the claim that we won't talk to the community. We just won't say anything if it isn't 110% guaranteed anymore and that is the way people seem to want it.

2) SlimJim: "It is well known that this first release of AOS4 is mainly aimed for the existing user-base and eventual old Amigans. What is Amiga Inc's (overall) marketing strategy with respect to AmigaOS4 + Aone (once they become available)?"

Fleecy:

1. Move the community to new hardware and operating system.
2. Develop audio and 2d/3d productivity architectures with Amiga and non Amiga developers
3. Create applications to take advantage of these architectures to carve out solution markets
4. Support development of applications that round the appeal of the platform - browser, email client, word processor
5. Integrate with the AmigaDE to open access to multiple platform markets, both open and solution based
6. As we build the application base to where it can successfully provide for different roles, we will then push it out into those markets.

In short, there is no point in pushing the Amiga into a market where it is not yet ready to provide an adequate solution or it will die before it takes its first step. To do that we need the hardware, the operating system, the application base and the support services in place.

3) Herewegoagain: "Will they [Amiga Inc.] be negotiating with Microsoft to bring Internet Explorer, Outlook Express and Media Player to OS4?"

Fleecy: It is something we have considered but again, as with all the other application developers out there on other platforms, until we can plonk a machine and operating system in front of them, there is little point. The perennial problem, of course is that these companies are busy with their main activities and seeing their product ported to another platform, particularly one as small as the Amiga is not something that they wish to consider. In the end, they will only 'get out of bed' if there is a large market or we provide them with financial incentive.

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4) alx: "Assuming everything goes to plan, at what point in the future will Amiga start to advertise the

A1/OS (not just to Amigans)?”.

Fleecy: I refer you back to question 2 - we will market and advertise when the full solution is ready for those markets. This doesn't mean that there won't be penetration. We have many journalists ready to review and write about the machines. Amiga is a big story to them because the Amiga was such a large part of people's lives in the past. We will have services in place to take advantage of and capture that interest, to make use of it when the conditions are right.

5) reflect: “Maybe I've missed this when I read the featurelist, but I couldn't see ARexx there. Will ARexx still be included, and if so, will it have gotten an overhaul internally or will it 'just' be ported or will it be emulated?”

Fleecy: The ownership issues surround the original ARexx implementation are well known and we have been unable to gain access to the source. The existing 68k ARexx binary will thus be emulated. We are reviewing the entire scripting and application control for both AmigaDE and AmigaOS4 as mentioned later on.

6) unclercurio: “What are AInc doing to attract past developers to produce updated versions of their software? For example, Photogenics has ceased development for AmigaOS but would be a great product to bring back in an updated version.”.

Fleecy: We are working in the background but I don't want to go into too much detail as it has become apparent that competitors are approaching the same people and trying to tie them into exclusive deals that would keep their products from AmigaOS4.0. Providing them with a list of who we are approaching, both within the Amiga community and on other platforms would really be doing their work for them. Suffice it to say that we are being as open as we can with all the developers that we have been able to locate still developing for the AmigaOS and with one or two exceptions, they are very receptive to what we have been able to tell them.

7) Eric_Z: “Is A.inc. currently involved in porting over office apps to AACE or OS4?”.

Fleecy: For Amiga Anywhere, we are encouraging development of the applications that our customers are telling us they want, and this is almost always games. However, we do have customers who have requested education and productivity software and we have one of the best calculators ever created on a software platform and a digital picture application that is impressing lots of people. In the end, we encourage and work on whatever is being asked for.

8) mood: “Will there be any Amiga-Anywhere/AmigaDE-player for AmigaOS 4.x?”.

Fleecy: We have already stated that we are targeting an AACE player for AmigaOS4.2

9) DaveW: “Is SHEEP the scripting language that looked rather cool available or going to be available this year for Amiga based programmers to get their hands on?”.

Fleecy: We are currently reviewing SHEEP in the context of the AmigaDE and AmigaOS4 and looking at how it can be used to bring the two together as both are moved forwards and towards each other.

10) Pig: “Where do you see the company in 5 years, and where do you see AmigaOS at that time?”.

Fleecy: I hope that we are on many different types of device and providing a seamless digital environment for users irrespective of their hardware. We have a marketing slogan we use, the new WWW, which means Whatever, Wherever, Whenever.



"THE COMPUTER SAYS I NEED TO UPGRADE MY BRAIN
TO BE COMPATIBLE WITH ITS NEW SOFTWARE."

**Next AMICXUE
Meeting
April 17th 2003
7:00 P.M.
Arch Bishop Jordon HS
Sherwood Park**

I · N · T · E · R · V · I · E · W

Zeoneo Limited

Software: Candy Factory 2
Homepage: www.zeoneo.com
Email: contact@zeoneo.com

AMIGA · ARENA

Hello, would you please introduce yourselves and tell a bit of your Amiga line of business?

Zeoneo is a company dedicated to developing the highest standard software products. All members of development team, both those who are full time, and those who are contracted on shorter terms, have backgrounds in development on various platforms, including the Amiga.

In 2001 you have incorporated under the name of "Zeoneo Limited", how did this come about and what made you do it?

The company Zeoneo was founded by Matthew Kille as a stage from which to showcase new products that were in development for the AmigaDE platform.

Most Amiga users should know your name through products for the AmigaDE, though only few Amiga users own this, why of all things did you opt for AmigaDE?

AmigaDE and the underlying Intent environment is a very powerful and unique development environment. The opportunities this platform provides are great; though little of this is publicly evident at the moment. Not surprisingly, many people misunderstand its significance, sadly some dismissing it through ignorance rather than real evaluation. In short, for us and Amiga it is the key to a new way of thinking both in terms of software design and computer use in general. (You will have to take our word for that for the time being though.)



Do you continue to see a market for AmigaDE products?

Absolutely. We are still only scratching the surface of what is possible so far. Even though it is still only in its earliest stages, it is already a much larger market than the current AmigaOS market.



Let's go on to your most current press release, you will release Candy Factory 2 for AmigaOS 4.0, what was your reason to also develop for the future AmigaOS?

It is important to support AmigaOS during its path towards convergence with AmigaDE. Only in a thoroughly updated form does AmigaOS stand a chance of gaining a stable position in the future.

Simply creating yet another operating system is not a solution. To this end Candy Factory is the logical first step for us, not least because we have the original/sole author on staff to guide the development.

For all of those who don't know what Candy Factory is about, could you please introduce Candy Factory?

Candy Factory is an application that provides the user the ability to effortlessly generate endless different styles of high quality professional looking graphics, such as buttons, logos, banners, etc., using little more than a black and white outline of the required shape, or just text entered directly into the program.

Which special features of Candy Factory would you highlight?

One of the strongest features of Candy Factory is the ability to adjust the visual settings of the project the user is working on in real-time. The results are just as good as you would expect from a ray-tracing/rendering package, but in this case there is no need to wait.

In what way does Candy Factory distinguish itself from other graphics programs?

Unlike most graphics programs, with Candy Factory you do not need to have artistic talent to be able to produce great work. Since you can 'play' with the settings and instantly see the results in real-time, as long as you know when you like something, then you will be able to use Candy Factory.

How did you establish contact with the original developer Milan Pollé and carry on development after Milan Pollé had released the last beta version late in the 90s?



Milan was known as an AmigaDE developer and of course recognised for his work with Candy Factory. At that time he was employed by MotionStudios, and even developed an AmigaDE game for them. When it came to our notice that they were unable to keep up his employment, we agreed to step in and give him a full time position with Zeoneo. Since it is difficult to find AmigaOS/DE developers, particularly those like Milan who have many years experience working at other professional game development companies, we were quick to snap him up. Later when we discovered that he still held the ownership and rights to the product Candy Factory, and was at the time the sole holder of the source code, we started negotiating a contract for its release. We considered this investment as an investment not just in an AmigaOS product, but in the wider Amiga future.

Could you tell us something about the development of Candy Factory?

It is in progress. We wont say more until it is near completion.

Is there a collaboration or contact with MotionStudios which published Candy Factory Pro and which used to be distributed by Titan Computer?

We have no association with the named companies.



On which system is Candy Factory currently being developed?

The first release of Candy Factory 2 will be for AmigaOS 4.0. We have not yet made any final decisions about other systems/platforms.

Should Candy Factory prove to be a sales success, can we count on further programs for AmigaOS 4.0?

We understand the Amiga market well and we are realistic about the likely sales. Candy Factory is considered a long term investment: although good sales figures for the product would be encouraging, the likelihood of further products beyond Candy Factory 2 is not dependent on these early results. As we come across new opportunities, we evaluate them on their relative merit and future potential.

How do you see the future of AmigaOS 4.0 and AmigaDE? What do you wish for the future of the AmigaOS resp. the Amiga sector/market?

There is still a long way to go, but the future looks positive. It is obvious that Amiga is not going to become a mainstream computer platform again overnight. But with sights focused on the future, and with steady progress, that could change. And in the mean time, we will be happy enough to continue using an updated AmigaOS, on some new hardware, and watch the integration of AmigaDE and more.

<http://www.zeoneo.com>
Amiga Arena 03/2003



"My name was David, but that sounded old fashioned. So I shortened it to DVD!"