

## AmigaOne X1000 News

### AmigaOne X1000 To Ship to Beta Testers Next Week

How about we end this weekend on a happy note? Something we can all agree on is a good thing, so that we can all be happy and frolic and hand out hugs and kisses? I've got a video for you guys and girls. A production video of how a certain motherboard is being assembled. However, this is no ordinary board. This is the rev. 2.1 version of the A-eon AmigaOne X1000 — which will be shipped out to beta testers next week.

The video shows part of the production process of the AmigaOne X1000's motherboard, called "Nemo," which is being assembled by Varisys, a UK company.

*[Editor's note: For the video, see the website link indicated below.]*

This is good news in and of itself, but even better is that after countless delays, the first machines will finally ship to beta testers starting next week (next, as in, the week starting August 8). As far as I know, a select group of people were already playing with previous revisions of the board.

As far as software goes, the AmigaOS developers are currently

working on adding Nemo support to AmigaOS; AmigaOS 4.2 will ship with the AmigaOne X1000. In addition, Varisys has Debian Squeeze running on the Nemo rev. 2.1 board, so even if you don't like AmigaOS, this exotic piece of hardware might still appeal to you.

In case you forgot, what makes this an exotic piece of hardware? Well, it comes with a PA Semi dualcore PA6T-1682M running at 1.8GHz. This is probably your only chance to get your hands on a processor made by Apple that's not stuck in a Mac. That alone makes it pretty extraordinary. Add to that the "Xena" 500MHz XMOS XS1-L2 124, and this board is unlike pretty much anything else out there. I'm not knowledgeable enough to really understand what developers can do with such an XMOS chip, but I'm sure you guys can enlighten me.

All in all though, the AmigaOne X1000 is a true Amiga in that we're not looking at a default Chinese OEM box with a slow Intel Atom processor and an Amiga sticker flung on top sold at three times the OEM price, but at a machine with unique hardware you won't be getting anywhere else. I'm holding on to my hat for the eventual price point, but thank god we still have people willing to take a gamble like this.

I can't wait until I can get my hands on a review unit for loan

(nice case, too, but I prefer white). And yes, that was a very subtle hint.

...posted by Thom Holwerda on Sun 7th Aug 2011

<http://www.osnews.com/story/25041/>

## Amiga And Related News

In the Amiga (and related) world, it's not every month you have something to report. According to reports seen on Amiga.org, another small handful of Natami boards is being produced for testers and developers. Presumably this is another small step toward an actual production run which will be available for sale. I've been interested in the Natami project since its inception, and would be willing to buy a system if it can deliver on its promise of advancement on the "classic" Amiga hardware design while maintaining backward compatibility, even at a hardware level. I'm a little skeptical of the claims, mainly because 100 percent backward compatibility never happens even on minimal updates to the same system, much less a major upgrade design by people not directly connected to the original Commodore engineers.

Even if Natami proves not to be to your or my liking, it may be possible to get your “new Amiga hardware” fix from the Minimig people. Minimig in its various incarnations keeps steaming along, with the high-end reaching into AGA, RTG, and 68060 functionality (though as I understand it, the CPU itself may need to be on its own card, rather than incorporated into the FPGA chip). Still, it will be possible to have a new clone of your old high-end Amiga system sooner or later, not surpassing the old specs like Natami (or the OS4 / MorphOS systems) but still potentially valuable. I don’t know about you, but I still have software or uses for my Amiga that still require the original hardware, or an adequate re-creation or emulation thereof, and it would be very nice to have a newer machine doing the same old things, without worrying about some decades-old component crapping out. While the newer, faster, systems and software are great in their own right, there will always be a place in my heart the older stuff.

I just got back into playing some of the older games like Datastorm again. On the software (and gaming) side of things, there are a few notables. Jeff Minter, famous Amiga game creator (and Atari, and

Comodore, and Jaguar, and...) has turned his attention to the iOS handheld devices recently. What caught my attention is his iPhone/iPad game “Minotron 2112,” itself a slight update on the Amiga/ST classic “Llamatron 2112” (which was also an update on the arcade classic “Robotron 2084”). Aside from some extra visual effects and the strange desire to make all the text look like it came from an Intellivision, it appears very familiar to fans of the 1991 original.

On the MorphOS front, there are two noteworthy ports available now. One is the CD/DVD burning program “Frying Pan,” now available free and Morph-native. I haven’t had the opportunity to check it out in detail, but it looks potentially quite valuable. Frying Pan was formerly commercial software now available free, but it is still possible to pay for your ’pan, if you are inclined to support the author. Another recent port is the game “Return to Castle Wolfenstein,” for those who enjoy shooting up some Nazis. In the same mold as other ports like Doom, and the Quakes, you need to own a copy of the PC game, as the MorphOS version is just the main program, and the game data is installed from the game CD itself. Finally, there is yet another version

of the OWB web browser, version 1.14. With the new version comes a name change, to “Odyssey” (or “Odyssey Web Browser,” or “OWB”), and a continuing march, along with Netsurf and the Timberwolf project, to modern Internet viability for Amiga, Morph, AROS, and whatnot.

I suppose it has been a while since I have put together an editor column with mostly news as opposed to the usual editorial-slash-opinion piece. Don’t go getting used to it, because I can’t promise this much news every month.

...by Eric Schwartz  
from the AmiTech Gazette,  
August 2011

## September Calendar

September 12 — Amiga-By-The-Loop Chapter  
7:30 PM — Main Grand Prairie Library  
901 Conover Drive, Grand Prairie

September 12 — Board of Director’s Meeting  
Approximately 9:15 PM — Location TBD

September 26 — Newsletter Deadline — 7:00 AM

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