



Workbench

April 2008

Issue 249



Eric Schwartz is still with us.
Hip hip! Hoorah!

See AmiNews Page 5



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Contributions can be soft copy (on floppy 1/2 disk) or hard copy. It will be returned if requested and accompanied with a self-addressed envelope.

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Deadlines

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Disclaimer

The views expressed in the Amiga Users Group Inc. newsletter Workbench are those of the authors and do not necessarily represent the views of the editor or the AUG committee.



Editorial

Hi there Amigans.

Welcome to the April issue of Workbench.

Along with assorted Amiga news we also have an interview with Amiga Graphics Artist, Animator and cartoonist Eric Schwartz. I hope you find it interesting. Check out Youtube for his latest masterpiece, it can also be downloaded from Amiga Future's download section.

Not a lot more to say this month, so I'll leave it there for now.

See ya next time, folks.



Ciao for now,
Barry R. Woodfield.



Last Months Meeting

March 16th 2008

A pretty good meeting with Michael installing USB on his A4000 Power Tower.

This Months Meeting

April 20th 2008

We haven't had too many members here since Christmas, so come on along and make it worthwhile. Who knows what might happen this time.

Next Months Meeting

May 18th 2008

???



ADUG Memberships

The **Amiga Downunder User Group** offers you the chance to help bring Amiga back to the people.

By joining ADUG you help fund for show appearances like the upcoming Sydney CeBit show this year. It was through ADUG the 2001/2002 Comdex show appearances were funded. **Memberships can be paid at AUG meetings.**

<http://www.amigadownunder.org>

Bytes & Pieces

Big Amiga Future Article Update

The article database of the **Amiga Future homepage** [<http://www.amigafuture.de>] has seen a comprehensive update. Now you can read over 2500 articles online in the article database. Roughly 150 of these are in English.
<http://artikel.amigafuture.de>

TvR 3.0

Robert Krajcarz updated TvR - software that enables you to control **TV tuner PCI cards** that are used with **Mediator** board.

Hollywood 3.1 released

Airsoft Softwair are happy to announce that Hollywood 3.1 is now available. This is a minor update to Hollywood 3: Evolution. Hollywood 3.1 is available as a free download for all users of Hollywood 3.0. The update can be downloaded from:
<http://www.airsoftsoftwair.com>.

Hollywood Designer 2.1 Update

Is available as a free download for all users of

version 2.0. The update can be downloaded from Softwair homepage:
<http://www.airsoftwair.com/>

AAemu - AmigaAnywhere Emulation for OS-4

AAemu is an emulator for AmigaOS 4 by Oli Poflar.

This program provides a comprehensive set of sophisticated technologies enabling Amiga's virtual operating system to run hosted on PowerPC systems with AmigaOS 4.

To play AmigaAnywhere games on your Amiga start AAemu and drag and drop the icon of the game into the window. The game Space Intruders is part of the archive.

Alinea Computer wishes all Amiga fans a happy Easter!



As an Easter gift for all **AmigaOS4** users a new freeware program is available in our download

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area:

http://software.alinea-computer.de/seiten/download_uk.php It is called **AmiTransformator** and is a small graphic converter. It has a preview function, a Reaction GUI and can scale and convert into four graphic formats. We hope you have much fun with it!

Review

Announcement posted by **IKE**.

I have added a "first" review of the Mediator TX/Radeon 9200 combo to my website: Elbox Mediator TX / Radeon 9200 Review:
<http://www.ezcyberspace.com/mediator/>



PSPUAE 0.71 RELEASED

We have released a new version of PSPUAE (Amiga Emulator for PSP), changes / improvements are listed below.

- * Fixed, not saving Frameskip setting (thanks to Horace, for making me see the code clearly)
- * Added left / right sound DWORD code (from Winuae, fixes sound not outputting correctly)
- * Made sound bug from 0.70 into an option, as it gives a speed increase
- * Altered Frameskip logic (to help stop frameskip going crazy)
- * Altered Official Cycle Unit to improve CPU speed option
- * Added Anti-Interpolation sound code (from WinUAE)
- * Added Stereo Separation option

<http://www.pspuae.com/>

Frying Pan Partially Open Source'd

From the Frying Pan mailing list, and with permission of Tomek, the author of FP and the mail: (slight edits for clarity - wegster)

I just wanted to let you know that the main interface and supporting libraries are now available as open source at: **Frying Pan on Sourceforge**

To answer your questions -- no, it does not mean it's going out for free. The main engine ('Optical') is still closed source and will stay shareware.

Reasons why I did that:

1. I released a tiny pack of C++ support libraries that may be helpful for people writing amiga software - these are available at amiga-generic.sourceforge.net -- and Frying Pan and its libraries are the best way to show how these can be used.
2. The engine for Frying Pan may be closed-source, but its use could one day become a little more popular (grow beyond fryingpan). will see if anyone likes the idea. **includes** are available on the **amiga-generic repository**



Video: Still Alive - Animated Amiga Tribute by Eric Schwartz

Eric Schwartz directed & animated a new cartoon to the song "Still Alive" which is included in the computer game "**Portal**" (Valve Software). The song is written by Johnathan Coultron and the vocal by "Ellen McClain".

Computer used: Amiga 4000T

Software: Photon Cel Animator, Lightwave 3D 5, Disney Animation Studio, Anim Workshop, Deluxe Paint 4 and Personal Paint

Youtube video: <http://youtube.com/watch?v=9mg6wrYCT9Q>

New version of Cinnamon Writer available

It took a long time but finally: The latest version of Cinnamon Writer is available for download : <http://desler.be/>

Cinnamon Writer (CW) is a WYSIWYG writer application under development. The main objective of CW is to be a small efficient word processor with the most often used features seen in other professional word processors.

See screenshots HERE: <http://desler.be/modules/wfchannel/index.php?pagenum=3>

Version 0.5 is much faster than the previous version. It offers most of the basic and most often used functionality expected from a word processor (selectable fonts, font size, text alignment, line space, text color, highlight color, bullets, underline, super/subscript etc). The documents are saved in RTF format that ensures maximum compatibility with other word processors. At a later stage of development, other save formats will be available. The icons set used in CW are the work of Martin "Mason" Merz (Thank you Martin) I am also announcing the coming opening of Cinnamon Projects.

The purpose of Cinnamon Projects is to speed up the development of CW by utilizing some the very gifted coders on the amiga scene. Since I have come to the realization that writing an application like this single handedly, is near impossible, I have decided to use a larger part of the donations I have received and hopefully will continue to receive, to fund coders who are interested in contributing to the application. A new section will open on desler.be in the near future where different projects are announced together with the amount of money a coder will receive upon completion of the project. An example of a project could be a printer class that will handle all the Amiga specific calls required to add printing capability to CW. The prize given upon completion will range from 50-150 euro depending on the scale of the project and of course, the amount of donations I have received.

I haven't been able to test this software on a classic AOS4 setup, so please let me know if a specific setup is not working. The stability of this version has not been throughout tested and the undo/redon feature is currently not available. Therefore save often and save different versions of your document when using CW!!

I really hope that you will find this application useful. Please don't hesitate to report bugs/crashes/ideas and perhaps give donations/beer on desler.be

Frying Pan Partially Open Sourced

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M-Audio Revolution 5.1 supported

With the latest Envy24HT AHI driver and Mixer just uploaded to OS4depot, the M-Audio Revolution 5.1 sound card is now supported. See http://www.m-audio.com/products/en_us/Revolution51-main.html for the product's features. Although expensive, this card has great sound quality for both recording and playback.

Some notes on this card: Headphone out is supported, but you cannot monitor the inputs with it (this is a hardware restriction). Also, surround sound is not supported.

The latest Envy24HT is also a must for ESI Juli@ users, giving much better playback quality and enabling analogue in monitoring.

For people with A1's without the onboard audio chip, the latest Mixer has an option 'NO_VIA' to suppress the VIA686B's sound controls and some additional fixes.



Interview with Sabrina Online's creator, Eric Schwartz

One of the popular destinations on Jumpgate is the daily comics page featuring the complete collection of Sabrina Online, presented as a daily comic strip.

Eric Schwartz is a well-known cartoonist from his creations in illustration and animation of Amy the squirrel, Sabrina, the Aerotoons animations, and many others. His animations (many in Moviesetter format) are used to this day to demonstrate the power of the classic Amiga OS and hardware.

We thought it would be interesting to interview Eric and see what he had to say; below is a transcript of an email interview conducted from September 25, and Oct 29th, 2001.

Jumpgate : When did you get into cartooning, and what got you interested in drawing anthropomorphic characters?

Eric W. Schwartz : I've been drawing for as long as I can remember, and my greatest influences have been cartoons, such as animated films and comic strips. My early attempts at drawing were usually copying or emulating comic characters, such as Garfield the cat, and later animated cartoon characters from Disney or Warner Brothers. Animal characters are common in cartoons, and I just carried on with the traditions when I started creating my own characters. I didn't think of them as anthropomorphic or 'furry' characters at the time. To me they were "cartoon animals". It wasn't until I was contacted by a few fans that I became aware of the fandoms for anthropomorphic animal characters and the like.

Jumpgate : What got you interested in the Amiga, and how has it helped your work?

Eric W. Schwartz : I had an interest in the Amiga ever since it first appeared, knowing that it was a very powerful computer for graphics, especially in the late eighties. I got an Amiga 500 around the end of 1988, and I've been hooked ever since, especially with its capacity for creating quick animations. I've had the opportunity to use a variety of computers and software, and I generally prefer the Amiga as an environment. I doubt I would be in quite the same place I am now, if I didn't have the Amiga, and made use of its graphics and animation abilities.

Jumpgate : Speaking of Amigas, where did you get the idea for Amy the Squirrel, and how does it feel to have created a symbol that just about every Amiga user identifies with the platform?

Eric W. Schwartz : Not too surprisingly, I never had the idea of a symbol or mascot in mind when I first drew the character. When I was much younger, I often drew well-known cartoon characters, such as Bugs Bunny, Mickey Mouse, and several others, in part from my enjoyment of the characters and also to hone my skills as a cartoonist. After some time I came to a simple revelation - that I would be unlikely to make a name for myself without creating characters of my own.

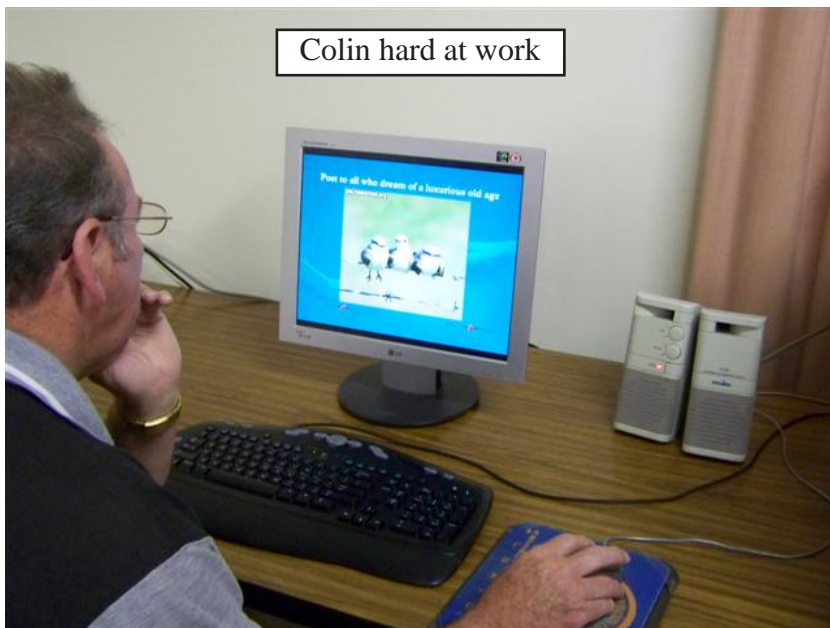
Amy the Squirrel was one of the first results of my attempts to create my own



Michael Installing USB
in his
A4000 Power Tower



Colin hard at work



GAME
TIME



character following the inspiration of the classic studio cartoons. The name came from the Amiga, which didn't hurt Amy's unofficial mascot status. As my style changed over time, the look and nature of Amy's character has changed somewhat, but she always stands out as my first reasonably well-known character, since her first appearance in 1989.

Jumpgate : So where did the idea for Sabrina come from?

Eric W. Schwartz : Basically just a desire to create different characters. Amy was my first popular character, and my only one in the eyes of some. When many of my old animations were reviewed in Amiga magazines, reviewers commonly mistook other female characters for Amy, such as Clarisse Cat from the Flip the Frog cartoons, or even the Femme lemming that appeared at the end of the Anti-Lemming demo. Many female animal characters I had at the time were similar to Amy visually, So I tried to put more effort into having characters that were more distinctive from each other visually. When I first started sketching the skunk character that would later become Sabrina, my intent was to create a total departure from the Amy-type. Where Amy was confident and built like a supermodel, Sabrina was thicker thru the hips, wore glasses and was shy and insecure. When I had the opportunity to try my hand at a comic strip for my college, I chose Sabrina as a lead character, as I thought she represented a student-type better than Amy did. With some artwork and reprints of the college comic strip, Sabrina gained popularity quickly, surpassing Amy's popularity in many ways. It greatly influenced me when I reworked the comic strip to become "Sabrina Online" on the internet in 1996. My original idea was for the strip was to center around Amy.

Jumpgate : So Sabrina got her start when you were in college; what college did you attend and what did you study?

Eric W. Schwartz : I went to the Columbus College of Art and Design in Columbus, Ohio. My major was illustration.

Jumpgate : So what do you do for a living now - do you work for some company, are you a freelance illustrator/cartoonist, or do you work for some part of a covert government agency?

Eric W. Schwartz : Basically, I do freelance work in illustration, cartooning, and animation. I don't get a lot of work, but I have done illustration for comic books, graphics for video games and websites, and animation for video games and local television commercials. I mix that with sales of my own artwork and related material, and trying to find new venues for my comic strip.

Jumpgate : How much of Sabrina Online is drawn from your own life, past or present?

Eric W. Schwartz : When I did "Sabrina at See-CAD", the college comic strip, I drew heavily from my own experiences as a college student. That happens much less now with Sabrina Online, though aspects of Sabrina's and other characters' personalities and interests come from myself, or from people I know. Most of the rest is made up.

Interview



Jumpgate : Of all your characters, which is your favorite, and which is most like yourself?

Eric W. Schwartz : I wouldn't say I have a favorite, as each of my characters are different, though I've done the most work with Sabrina recently, with the comic strip and related work. Sabrina is probably the most like me as well, since we both have personality traits and interests in common.

Jumpgate : You've released three Sabrina comic books (Sabrina Year One, Year Two and Year Three). When is the next installment going to be available? How are sales going?

Eric W. Schwartz : Actually, there have been four so far - Sabrina at See-CAD (which was a home-made collection book of the college comic strips), and Sabrina Online Year One, Two, and Three (all published with the aid of United Publications in Great Britain). I am unsure exactly how well they have done financially, but Sales have been brisk and interest appears to be high. A 'Year Four' collection is scheduled to appear in January or February 2002. It will be larger and contain more comics and other material than the previous three books.

Jumpgate : So where do you see Sabrina Online heading? Any teasers to what you have planned for her?

Eric W. Schwartz : If I'm lucky, I would like to bring Sabrina Online to a greater audience, possibly branching into animation or other media. If you mean story-wise, there's not a lot I can tell you, in part because I don't like to divulge stories ahead of time, and also because often I don't know exactly what will happen next in the strip until I actually begin working on the next installment.

Jumpgate : Thanks for taking the time to talk with us.

Eric W. Schwartz : Thanks.

Sabrina Online comic books, t-shirts and other materials are available through mail order directly from the **ES Productions** website (there are online catalogs available). The comic books are also available from the **United Publications** website - just do a search for **Sabrina Online**.

Sabrina-Online.com
An internet tradition since 1996



Brought to you by E.S. Productions

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Doctor's Office

A brunette woman goes into the doctor's surgery and says "Doctor, please help me. It hurts all over my body."

He tells her to point to where it hurts.

She points to her shoulder and yells "Ouch!". She then points to her hip and yells "Ouch!". Finally she points to her knee and screams in pain "Owwow!!!".

The Doctor asks her "Are you a true blonde and dyed your hair brown?" She says: "Yes, how did you know?"

He answers " Simple! You've got a Broken Finger!!!".

Who's Stupid?

One day a college professor of Psychology was greeting his new college class. He stood up in front of the class and said, "Would everyone who thinks he or she is stupid please stand up?"

After a minute or so of silence, a young man stood up.

"Well, hello there sir. So you actually think you're a moron?" the professor asked.

The kid replied, "No sir, I just didn't want to see you standing there all by yourself."

Safety Competition

A San Diego patrolman pulled over a driver and told him that because he was wearing his seat belt, he had just won \$5000 in a safety competition. "What are you going to do with the money?" the officer asked.

"I guess I'll go to driving school and get my licence," the man answered.

"Don't listen to him," said the woman in the passenger seat. "he's a smart-arse when he's drunk."

This woke up the man in the back seat, who saw the cop and said, "I knew we wouldn't get far in a stolen car."

Then there was a knock from the trunk, and a voice asked in spanish, "Are we over the border yet?"

Lost Engines

Fifteen minutes into the flight from Kansas City to Toronto, the captain announced, "Ladies and gentlemen, one of our engines has failed. There is nothing to worry about. Our flight will take an hour longer than scheduled, but we still have three engines left."

Thirty minutes later the captain announced, "One more engine has failed and the flight will take an additional two hours. But don't worry ... we can fly just fine on two engines."

An hour later the captain announced, "Another engine has failed and our arrival will be delayed another three hours. But don't worry ... we still have one engine left."

A young blonde passenger turned to the man in the next seat and remarked, "If we lose one more engine, we'll be stuck up here all day!"

So Sorry

There was this man who had an extremely small penis and was forever unhappy about what he had been born with...

One day he was walking through town when he came upon a small store with a sign that said "True Magic and Wishes" It appeared to be a rather strange and interesting place inside, so the man entered and walked up to the shopkeeper behind the counter... "What do you mean by your sign, True Magic and Wishes" he asked curiously...

"Well you see young man, we have many magical things here that can make some of your dreams come true" the shopkeeper said. "Do you have something that you've always wished for?" she asked the man...

Looking a bit embarrassed, the man finally said "Yes, but you can't laugh OK? You see, my penis is very small and I wish it to be bigger. Can you help me?" The man asked. The shopkeeper smiled "Don't be saddened by this for I have just the thing for you".

The man watched the shopkeeper open a drawer underneath the counter and pull out a strange leather case. Opening it, she showed him a gold ring with a mysterious red stone set in it. "This will help you, but there will be a price" The shopkeeper said.

The man thought about this and decided that if he was to have a big penis he was willing to pay anything to have it. So after settling a price that made both parties satisfied the shopkeeper told him how to use the ring. "It works quite simply, all you need to do is wear it like a normal ring and bump into people and let them apologise. Each time this happens your penis will grow a few inches."

The man thanked the shopkeeper and as soon as he was out of the store and on the street he couldn't wait to try it. Slipping the ring on his finger he found that a little old lady was walking his way, so he purposely bumped into her and she apologised. Slowly he felt something strange happen to his penis and sure enough he felt it grow a few inches. I can't believe it, the man thought, it works like a charm.

Next he bumped into a young man walking his dog, and sure enough the young man apologised and again he felt his penis grow a little more. He was over the moon. Then he saw an old indian man walking his way and bumped into him as well.

The old man looked up at the man who had bumped into him and placed his hand upon his shoulder in gesture of kindness and said, "A thousand apologies, Sahib!"



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EzyKey Keyboard Adaptor AU\$58.00
The EzyKey adaptor allows the use of PC keyboards

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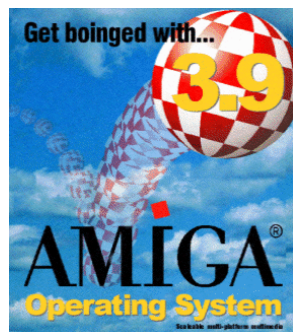
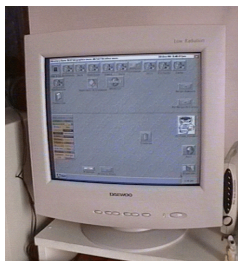
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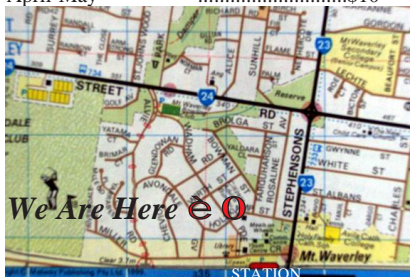
About The Group

The Amiga Users Group Inc. is a non-profit association of people interested in the Amiga family of computers and related topics. We do not support or condone software piracy. To contact us <http://www.aug.org.au>

Membership

The AUG Inc. membership year runs from September to August. If you are joining in:

August-September	\$30
October-November	\$21
December-January	\$17
February-March	\$13
April-May	\$10



Amiga Disk and Book Library

AUG has a collection of Amiga books, magazines and programs. Members can borrow for a period of one month. The library is available at most meetings.

World Wide Web Access

The vast array of internet providers can make choosing a provider for yourself a difficult task. The AUG can help with advice and a helping hand with setting up your own internet access.

Members Mailing List

The AUG moderates a members mail list at Yahoo Groups. Help, advice or anything Amiga related can be discussed.

http://yahooogroups.com/group/Amiga_Users_Group_Vic

The Dead Letter Department

The AUG's BBS run by Craig Hutchison has access to all the latest AmiNet files as well as other goodies. Registration is free to all members.

Phone: (03) 9571 7194

Meetings

The Amiga Users Group meets at the Wadham House Craft & Hobby Centre, 52 Wadham Parade, Mount Waverley (see map) on the 3rd Sunday of each month from 2:00pm to 6:00pm. There is ample parking at the rear. **Fee:** \$2.00. This is to cover some of the rental costs.

Mail to: **Amiga User Group**

PO Box 2097 Seaford Vic 3198

Membership Form

First Name:.....Surname:.....

Address:.....

Post Code:.....E-Mail:.....

Phone (AH):.....Phone (BH):.....

I have enclosed a cheque or money order as outlined in the table above. Once admitted as a member of the Amiga Users Group (Vic) Inc. I agree to abide by the rules of the association for as long as I continue to be a member.

Signed:

Date: / / 2006

If joining by mail please allow 2-3 weeks for your membership to be processed. (The following is optional)

Year of Birth: Amiga models:

Occupation:

Where did you hear of the AUG ?:

Can you assist the AUG to provide services ?: