English.SCACOM

Prologue

SCACOM is a shortcut for Stefans Commodore Amiga Computer Online Museum.

It's a German web site www.scacom.de.vu (translation possible) and also a German magazine called „SCACOM-Aktuell". This is the first English issue of the new magazine called "English.SCACOM".

English.SCACOM issues are scheduled every 2 months. The next one will be released in March 2008!

I hope you like the magazine and you'll give feedback. Write an E-mail to stefan_egger2000@yahoo.de.

Thanks to…
Christophe Kohler
Baracuda
Nigel Parker
Michael Kronsteiner

Who can help?
Everybody! Please send your text to me with your computer story or pictures!

What articles are in the SCACOM-magazine?
There are Tutorials for beginner's right through to advanced users, experiences with Commodore computer, Interviews, Background pictures and other interesting stuff in it.

I hope you like my Homepage and the magazine! Have fun!

Content

News

Dave Morse dead at age 64
David Shannon Morse Dave was born April 15, 1943 in Lexington and passed away on November 2nd, surrounded by his family. He is grieved by his loving wife of 42 years, Lorraine (also the name of the first Amiga-prototype); son Mark and wife Lisa; son Chris and wife Jana; grandchildren Delaney, Julia, Kate and Caroline. Also survived by his mother Barbara Shannon; sisters, Nancy Bean and Susie Rediske. His father Arthur Arnold preceded him in death.
He Co-founded Amiga followed by 3DO, Crystal Dynamics and various other ventures were a passion of his. He also was involved in the Lynx handheld (from Epyx but bought from Atari).

www.legacy.com/MercuryNews/GB/GuestbookView.aspx?PersonId=97473140&PageNo=1

Jack Tramiel is back!
On December 10 the Computer History Museum in Mountain View, California, celebrated the 25th anniversary of the C64.
Also there were Steve Wozniak, William C. Lowe (father of the IBM PCs), Adam Chulaniak (from Amiga) and a lot of other people present.

www.computerhistory.org/

The Computer History Museum has begun posting videos of their events on Youtube. The video of the C64 25th Anniversary is available too! Very nice and interesting!

Links:
www.youtube.com/computerhistory

Homepage about Tramiels
The picture on the right shows Jack Tramiel at a visit in Poland in the year 2007 (where he was born). The Homepage www.tramiel.org tries to get informations about the Tramiels.

StepFive
StepFIVE is a Tetris clone with a lot of music. It runs on a standard A1200 and on WinUAE. When the Amiga doesn't follow your movements then this should be no mistake!

DOWNLOAD:

A1200 version:
http://ericmcolleco.free.fr/index.php?zelien=laprogetmoi .

CD32 version:
http://amition.de/game.html.

Amiga OS 4.0
After a long development time, it's finally here: the biggest upgrade of the Amiga operating system for classic Amiga equipped with a PowerPC CPU card. The rewritten kernel, modern hardware support, the updated GUI, an Internet software suite, new applications and many improvements make AmigaOS 4.0 the best Amiga OS ever.

Package Contents: AmigaOS 4.0 CD-ROM, boot diskette, installation manual.

System Requirements: PowerPC processor, 64 MB Fast RAM, 200 MB free hard disk space and a CD-ROM drive.

www.back2roots.org

Back2Roots is a legal source for ADFs but the website was down for a long time. There wee problems with the server and the size of all files.

Now all files (about 160 GB!) are available again. Also the website presents itself in a new design and there is now a new server. There are also the disks of Fred Fish (sadly recently deceased) to available for legal download!

MMC64 and RetroReplay

Both the MMC64 and the ActionReplay are not available anymore. But the two nice expansions will be produced by Individual Computers with new features and shoud be available in late 2007!

SCACOM

SCACOM has a new homepage for the new "English.SCACOM" magazine. The German magazine is called "SCACOM-Aktuell" and available on www.scacom.de.vu too. The newest issues are on top of the page.

We need English proofreaders and people that write articles. If you want to help the project English.SCACOM please write us.

VICEplus

For all those who don't know it: VICEplus is a new emulator that can emulate the C64 DTV too. There are a lot of other improvements like built-in language support!

Link:
http://viceplus.wiki.sourceforge.net/

AmiKIT

Version 1.4.2 is now available. More French catalogs and the double-clicking the ADF files works again! Also there are a lot of updated programs.

http://amikit.amiga.sk/

iGame 1.4

iGame is a MUI based frontend for launching and managing WHD-load games.

- Editable tooltypes for each game.
- Speed increase for lister.
- Misc bug fixes.

http://igame.amigahellas.gr/

WHDload Updates

WHDLoad makes it possible to install quite a lot demos and games, which were originally designed to run only from floppy disks, to your harddisk.

Now there are six updated and ten new game-installs on www.whd-load.de available!

Guru Meditation

In the early days of the development of the Amiga computer the machine crashed often. When the so called Guru message showed up the developer should think about the problem by sitting per-fectly still on the Joyboard produced by Amiga.

A new game for the Atari 2600 game console will be released. If you are sitting still the guru flies…

Commodore Free

A new issue of Commodore Free is available (#14). You can download it as HTML, Text, .D64 Disk image or PDF at www.commodorefree.com. Also there will be no December issue. Next issue will be available at the end of January 2008.

Model Car Commodore

Minichamps made a 1/18 model of the Opel Omega (DTM 1991). The Commodore Logo is on the car that was driven by Klaus Niedzwiedz. Not cheap but very detailed!
www.minichamps.de

Who started this magazine?

Stefan Egger

Name: Stefan Egger
Birthday: 12th July 1989
Residence: Vienna

Hobbies:
- Computer (Commodore/Amiga and Internet)
- Render Pictures
- Cars (above all Audi and Lamborghini)
- Ships (above all Titanic and Queen Mary 2)
- Collect models (Cars and Trains)
- Sony PSP (hacking the new Handheld)

Why I love Commodore:
My father bought a brown C64 in 1986. He also bought a 1541-II floppy and a Datasette 1530.

Later he bought a C64c from my uncle with a lot of expensions (for example the Final Cartridge III)

My father told me that I started playing C64 games when I was 4 or 5 years old.

1998 we put the C64 away because I got a PlayStation 1. But in 2003 we bought the white C64 G on a flea market. It was very cheap. So I had a C64 back to play with!

2003 I got an Amiga 500 with expensions (for example the 1084 monitor) and a lot of game-disks for free.

In 2004 I bought another A500 and an A600 HD in excellent condition too.

2006 I got an A1200 with Blizzard 1230-IV and a C128-D. 2007 I enhanced the A1200 and now I have a DVD-Rom as well as an 40 GB Harddisk and 64 MB of Fastram. I have a lot of WHDload games and it's the perfect game-machine now.

E-Mail:
stefan_egger2000@yahoo.de

Wish:
I want to get a lot of feedback to improve the magazine.

My favourite computer:
I think the CDTV is a very innovative and cool-looking computer. Also I think that the A4000 and A4000T are very powerful. The problem is that I don't own these computers.

My Webpage:
At my German Homepage www.scacom.de.vu (for translation look at page 17) you can download all the SCACAOM-magazines as well as a deck of cards with commodore-computers and other stuff too. Please write a small massage in the guestbook!

My Collection:
1 Commodore 64
1 Commodore 64 c
1 Commodore 64 G
1 Commodore 128-D
1 Floppy 1541 c
1 Floppy 1541 II
2 Datasette 1530
1 Printer MPS 1270-A
1 Monitor 1084

1 Amiga 500 (+512 KB, Kickstart 1.3)
1 Amiga 500 (+512 KB, Kickstart 1.3 and 2.0)
1 Amiga 600-HD with 262 MB-HD (+1MB, Kick 1.3 and 2.0)
1 Amiga 1200 with 40GB-Harddisk, DVD-Rom (Kickstart 3.1, Blizzard 1230-IV (68030 with 64 MB Fastram) and IDE-fix)
1 A590
1 A520
1 A1011
2 external Amiga diskdrive

Interview with Christophe Kohler

Christophe Kohler

Hi Christophe! Tell the readers and myself a little about you.

Hi. I'm 34 and I'm an independent professional game developer (Website www.dk-games.com). I'm married, no child and we live near Paris (South west of Paris, near Versailles).
I'm a former Amiga demo-maker (in the 90's).
I've always been into the demo scene and amateur game scene.
Now, I'm helping the younger generation through internet forums (moderating a forum about game creation on a famous French game-website)

For what systems have you developed?

I've worked on PS2, PSP, DS and soon Wii surely in both amateur and professional way.

What programs have you developed?

Here are the amateur programs I've created:

On PSP:
I've work on a C64 emulator. I've used VICE sourcecode and create PSPVice. Recently I've also created the VIC20 and PLUS4 versions.

On PC:
I've recently created a FPS (First Person Shooter) for blind people. That may sound strange but it's playable! Download here www.dk-games.info/CK/LaMalediction.html.

On PS2:
I'm working on a new VICE version for PS2 (someone asked me for and I like the idea).

And many more small programs (remember I'm "old" ☺)

We want to talk about the Commodore Computers! What classic computers do you own today?

I have 2 C64 and a C64-C (with tape, 1541 and 1541-II drives). I also have an Amiga 1200 with a 1084 monitor.

What is your favorite computer?

C64 was my first computer so it has a special place in my heart, but my favorite computer is Amiga because I spent so much time programming and playing on it.

What was your first Computer?

My first computer was a C64 with datatape and green monitor (very hard to play the piranha sequence in "Aztec challenge"). My first games were "Blue Max", "Tapper", "Up and Down" and "Spy Hunter".

C64 was not very popular in France at that time. "Amstrad CPC" was the leading computer. When I saw the C64 at a friends place, I knew I wanted one. Few stores were selling it, and I remember that my mother and I searched for a long time to find one. Thanks to her, that was the right choice.

What computers followed after the C64?

Next, I bought an Atari ST. I kept it until I saw "Hybris" on Amiga at a friend's place, then I bought an Amiga 500. Later I bought a 1200.

What's the hardest part of emulator-development?

The emulator core was made by the VICE team. They did a great job.
I did the port on to PSP.
The most difficult part is the speed of emulator. Even if C64 is a "small" computer, an emulator is a complex piece of software and the PSP is limited to 333 MHz. So it's difficult to create an emulator where a lot of games run at a good speed.
Fortunately most of the C64 games run smoothly on PSP.

Why did you purchase a PSP? What firmware and accessories do you have?

I bought the very first PSP model (1.0, Japan version). When I first saw the PSP, I fell in love with its big and clear screen. I do not have any accessories apart of the 1GB memory stick.

How often do you use your PSP?

At the moment I use it not very often. The PSP games are not very interesting for me. I'm manly using my PSP to play with PSPVice and some others emulators (SNES for example).

What's your list of favorite homebrew games and releases for the PSP?

Snes emulator is excellent. (snes9xTYL).
I'm also using "BookR" to read PDFs.
ScummVm and MAME are also nice on PSP.

Why did you develop PSPVice?

I mainly wanted to play my favorites C64 games on PSP and there weren't any emulators at that time. That's the reason why I've created one.

Is it important to get feedback from from myself and other users?

The first version of PSPVice has been done for myself (quite selfish isn't' it? ☺), so I

did not need any feedback at that time. After some people started writing to me and sending congratulation messages (that was nice) and asking for some new features. We all use and play different games, and we all have specific needs. From the request I received PSPVice is now improved (directory browsing, nice stereo sound).

There is another emulator called C64 PSP too. How would you rate this software?

C64PSP is a nice and fast emulator. I've contacted its author when I started coding PSPVice (we started at the same time). He is a nice guy.
It's good to have several emulators available. This way, players have choice and more chances to be able to play their favorite games (due to speed and compatibility problems).

What can you say about the VIC20 Emulator for PSP? Tell our readers some secrets about it?

The secret is that I do not know anything about the VIC20 and the Plus4 (shame on me). The development was quite quick (one day for each, for the basic version). I've did it because some people asked me for this versions, but I don't use them myself.

How long did development and porting the PSPvice and VC20-PSP take?

I created PSPVice in 2 or 3 weeks (in my spare time). I've used the work I did on PS2Vice (with authorization from the author) so it helped me a lot. The work was: Compiled VICE core sources, Compiled PS2VICE and modified for the PSP. Then I added the new PSP features. The first version was completed at the end of 2005.
The new PSPVice features (1.1) took me one week.

What are the new functions in the next PSPvice?

The major update is the possibility to browse any directory. Lots of people use a large amount of C64 games so the old system was a problem for them.
The "stereo" sound effect is a nice feature. A friend of mine taught me that trick for my first DS game (decay two mono left/right sounds to have a small stereo effect). The result on PSPVice is very nice, I like it a lot.
I updated the VICE core. PSPVice now uses the latest sources (1.22 version of august 2007).
The other features are things people asked me for:
- Autofire
- P00 support
- Explain how to save a disk
- Display a keyboard with "shifted" keys
- Hide icons in PSP browser
- Welcome text
- New menu organization

What other features do you have planned?

PSPVice is now mature and allows players to play lot of C64 games. I'll wait for feedback and requests. If I like the request, I'll maybe add them in PSPVice.

Do you have a homepage in internet? What the address and content?

http://perso.numericable.fr/~ckckck/

You can see my page about C64 and Amiga.
The other information is about sports and my resume.

What you will say to the readers?

I had and still have a lot of fun with Commodore computers. As I said, they have a special place in my heart and I'm glad to see that a lot of people are sharing that feeling. Here is a photo of the shells next to my desk. As you can see C64 stuff is not very far away.

Thanks for Talking to us.

Thanks for your interest in PSPVice.

Christophe

Background picture

Stefan Egger

I've created some special background pictures with a program called "MicroStation" from Bentley. It's software for rendering and often used by architects. I learned to use this program in school.

There is Background picture included with this magazine. The picture is in a resolution of 1024x768 pixels in .BMP format.

Please don't remove the Copyright in the right bottom of the picture.

There will be further background pictures in the next issue for sure!
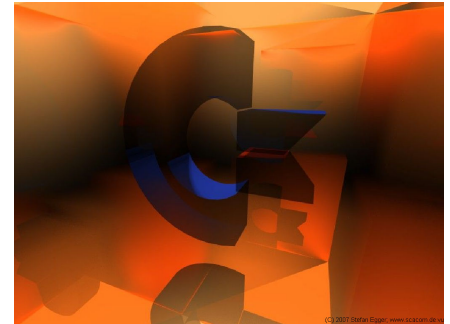
Another picture I made. The project is called "The Ultimate Bar":

Baracudas story

Baracuda

Dear readers,

Today i would like to tell you a funny old story about a meeting with some of my friends H-Bloxx & Nasty Boy.

Date:
29 July 1995

Place:
Cologne
Germany

H-Bloxx in Cologne
After a short time Ralf visited me again and we copied over 100 disks, talked about the world around us and more...

He is a well-known mega swapper at this time (+110 contax) and he had cool warez from guys all over the world, in his bag. I gave him a first try and he was fast enough sending the stuff later to Renegade to earn the points...
He was a member of F4CG and TRSI at this time.

Suddenly Nasty Boy/Lepsi a friend of mine called us by phone on his way
to the CF-Meeting in Limburg, having some time at the station.
H-Bloxx and I liked the idea to meet him.

Normally Glare should wake him up and then take him by car to the meeting.

But as he ignored his phone call he had to travel by train. Hehe…
He told us that he would wear a red cap.
It should be easier to find him, he thought.
But he failed…

After arriving at the meeting point, H-Bloxx and I walked around whispering in foreigner ears wearing red caps "NASTY BOY" they mostly ignored us or thought we were mad.

It was funny because there were many guys wearing red caps.
So it was hard to find Timo.

I shouted loud "TI-MOOOOOOOO" but nothing happened.
FUCK, then all bells began to ring in my brain...
TODAY our soccer club 1.FC Köln had a match in my town!

All around us guy's people were dressed in red shirts, red caps, such stuff. ☹

Wearing red was a bad idea and that's why he was late at the meeting point.
But then we found him.

He arrived at 14.45 o'clock and his next train came at 15.15 o'clock. We only exchanged some words and so it was a very short visit.
H-Bloxx talked about his visit in Nitro, the "Did you know chapter" about that guy wearing a red cap on a day fans of a soccer club wearing all the same as sign to find him easier.. HAHA…

It was our joke of the day and we were laughing all the way back to my home.

While Nasty Boy also was so late on these Saturday and he was on his way to another meeting we both ate later my mom's self-made pizza alone :-)

Pizza on one side with fish, on the other side with salami.
The Best for special days in the past.
Bad Luck to Nasty Boy.. Good Luck for us now! ;)

After eating the pizza H-Bloxx moans SHIT "eating these fab pizza i lost time copying your disks".
And we both laughed again and again.

It was a cool day, a lot of fun and the time ran out so fast, H-Bloxx then had to leave my place in the late evening.

Good old times…
Like to look on notes from these dayz..

Baracuda/CRYPT/SMASH-DS

Link:
www.smash-designs.de

Commodore Scene Lifetime Achievement Award

During the Games Convention in Leipzig, Commodore Gaming took the opportunity to throw a party celebrating the 25th Anniversary of the Commodore 64 (and the 30th Anniversary of the PET!), with SID-filled music performances, food, drinks and our tribute to the international Commodore Scene with the Commodore Scene Lifetime Achievement Awards.

On the 23rd of august, Commodore Gaming, in cooperation with Digitale Kultur E.v, handed out the Commodore Scene Lifetime Achievement Awards.

This Award show, that was more modest than the name would let one to believe, was founded by Commodore Gaming and Digitale Kultur to show love and appreciation for anyone that has creatively used and pushed the envelope of vintage Commodore technology or made other meaningful contributions to the worldwide Commodore scene. The Commodore Scene Lifetime Achievement Awards were organized with the 25th Anniversary of the Commodore 64 in mind.

During the first round, where the public selected their personal favorites using the World Wide Web, 3 nominees were picked per category. Out of these 3 nominees a jury of long-time active sceners picked their winners.

Commodore Gaming and Digitale Kultur E.v, hereby officially announce the winners and congratulate them with their victories and their impactful contributions to the Commodore legacy. Naturally, both Commodore Gaming and Digitale Kultur would like to stress is that the event and its outcome is highly symbolic and meant to spotlight all creative outings of the world wide Commodore Scene.

Best C64 Demo:
Winner: Dutch Breeze.
Also nominated: Deus Ex Machina and Desert Dream.

Best C64 Coder:
Winner: Crossbow.
Also nominated: AEG and HCL.

Best C64 Demo Innovator:
Winner: Hollowman.
Also nominated: Crossbow and HCL.

Best C64 Demo Graphician:
Winner: Electric.
Also nominated: Jailbird and Hein Design.

Best C64 Musician:
Winner: Rob Hubbard.
Also nominated: Jeroen Tel and Goto80.

Best C64 Hardware Mod:
Winner: DTV Modding community.
Also nominated: X1541 Cables and DolphinDOS.

Best C64 3rd Party Hardware:
Winner: Retro Replay.
Also nominated: Action Replay Cartridge and The Final Cartridge

Best Scene Community Website:
Winner: CSDB.
Also nominated: Bitfellas and Pouet.net

Best Other C64 Related Website:
Winner: C64.sk.
Also nominated: Lemon64 and C64.com

Best SID Remixer:
Winner: Instant Remedy.
Also nominated: Press Play On Tape and Machinae Supremacy

Best Current SID Usage:
Winner: SidStation.
Also nominated: HardSID and Catweasel MK3/MK4

C64 Emulator www.commodore-gaming.com./pcshop/Vintage+C64/C64+Games.aspx

www.digitalekultur.org/en

www.commodoregaming.com

C64 Color Enhancer for emulators

Christophe Kohler

The goal is to create a filter that enhances C64 games colors using the patterns in the picture. The C64 has 16 colors available. So graphics often used patterns to create intermediate colors.

The filter detects patterns for each color and associates a blending coefficient to the pixel for that color. Colors are then mixed. That gives a high number of possible colors. On examples I've noticed that the number of colors can be up to 900 (instead of 16).

Download
Download filter (in Win-Vice1.16):
http://perso.numericable.fr/~ckckck/C64/filter/WinVice116_FeatColorEnhancer.zip

The "Color Enhancer" filter replaces the "Scalex2" filter. So to use the filter, select "Double size" and "Scalex2".

It is fast, on nearly all games, emulator runs at 100% speed Look at the examples:

C64 Original

With Filter: 527 colors

| C64 Original: 8 colors | with Filter: 893 colors |

| C64 Original: 11 colors | with Filter: 573 colors |

| C64 Original: 10 colors | with Filter: 178 colors |

| C64 Original: 16 colors | with Filter: 83 colors |

Best Real C64 Game List - Part 1

Christophe Kohler

Some time ago, I was thinking about what the C64 has brought in VideoGame History. There are lot of great games on C64, but which have been created specifically for the C64?

After some research (and help from the guys of lemon64, thanks), here is ...
... THE BEST REAL C64 GAMES LIST. This is the first part of it. A second part will be in the next English issue of SCACOM-Aktuell!
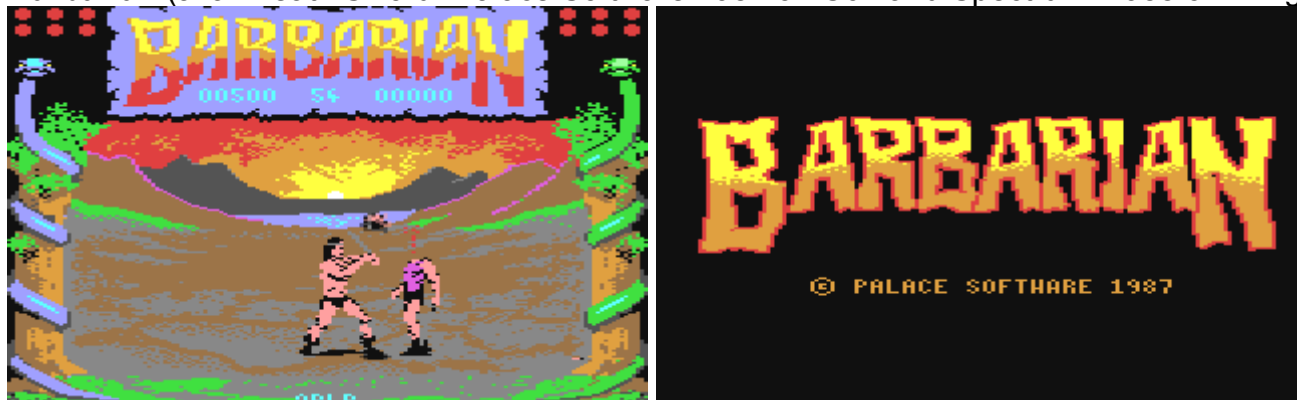
Armalyte (C64 EXCLUSIVE 1988). C64. Amiga and Atari game called "Armalyte" is not quite the same. Spectrum port started but never completed.
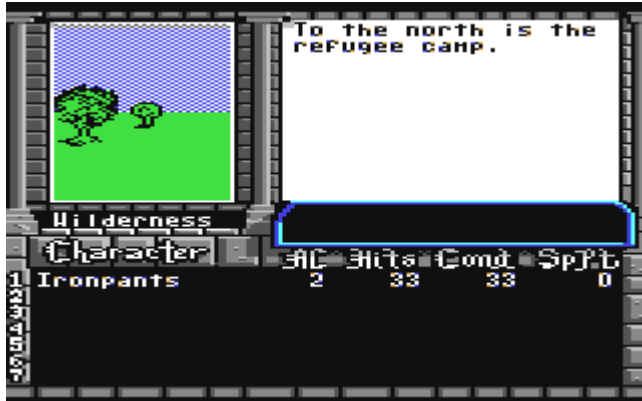

Attack of the Mutant Camels (ported on Atari and Spectrum)

Barbarian (aka "Death Sword" Palace Software 1987 on C64 and Spectrum. 1988 on Amiga)
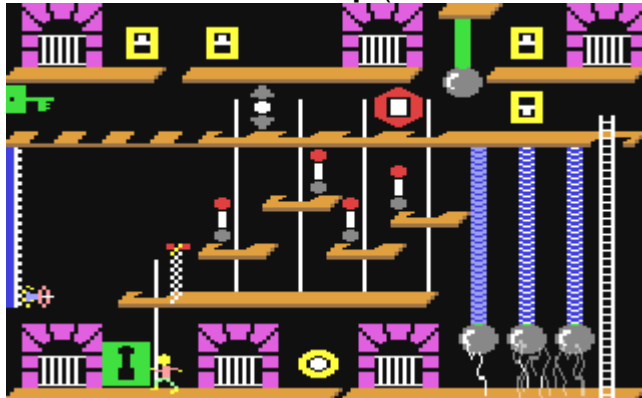
Bard's Tale

Beach Head 1 & 2

California Games (1987 for Apple II, C64, ZxSpectrum. Others ports later)

Castles of Doctor Creep (C64 EXCLUSIVE1984)

Cauldron 1 & 2 (ported to CPC)

Creature 1 (C64 EXCLUSIVE 1990). Amiga and ST port exists but not as good;
Creature 2 (C64 EXCLUSIVE 1992)

Delta (1987 C64. Ported on Spectrum on 1990 under the name "Delta Charge")
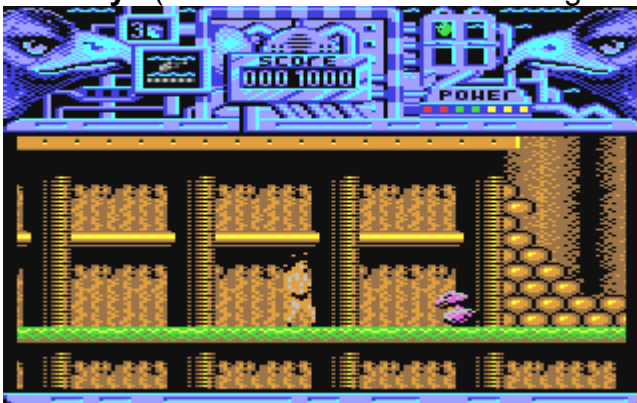

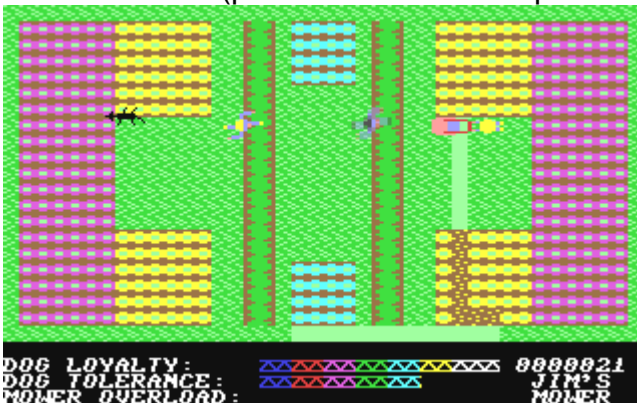**Ghostbusters** (1984 Activision. Ported on Spectrum, CPC, Atari VCS)

Great Giana Sisters (Rainbow arts. 1987 on C64, Atari ST and Amiga)

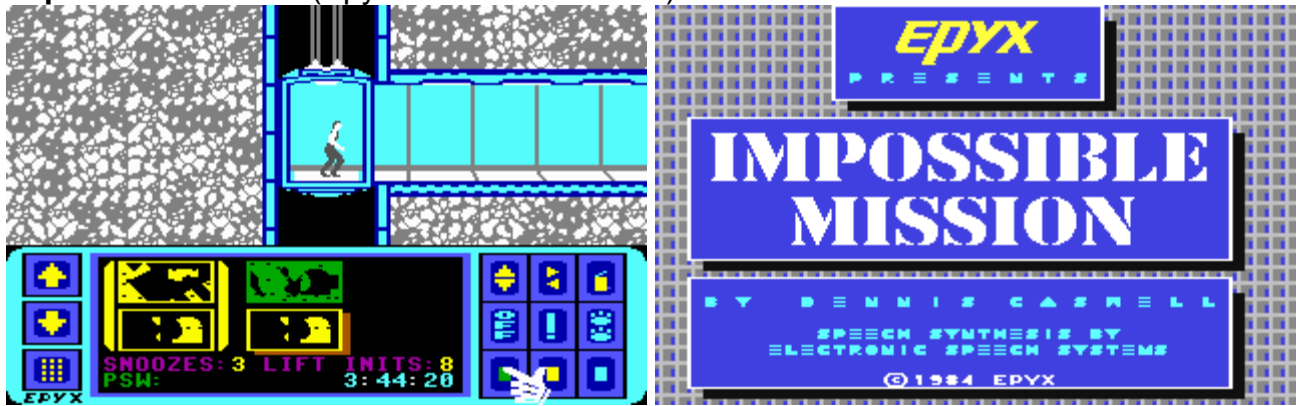**HawkEye** (C64 EXCLUSIVE 1988. Amiga and ST port exists but not as good)

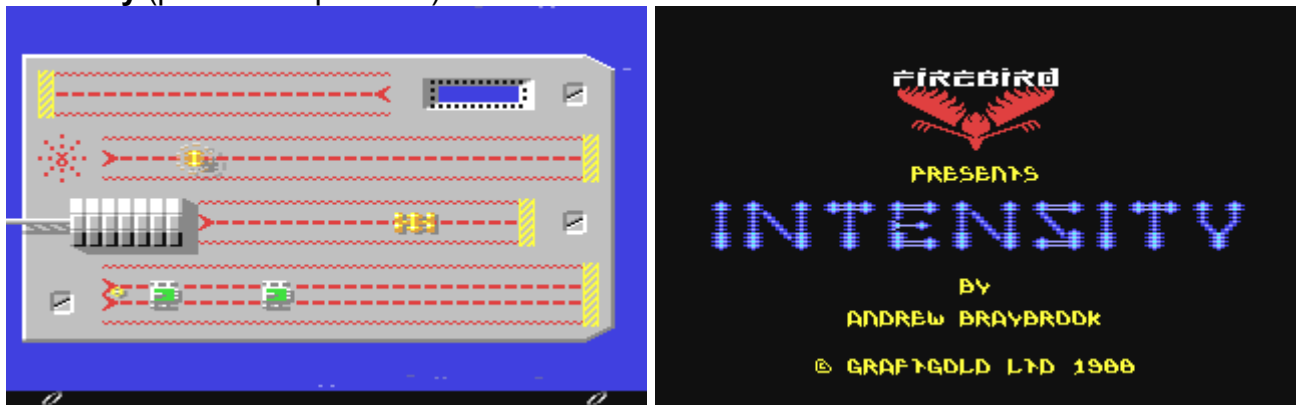**Hover Bovver** (ported on Atari and Spectrum)

IK+ (1987 for C64 and ZxSpectrum. 1988 for Amiga)
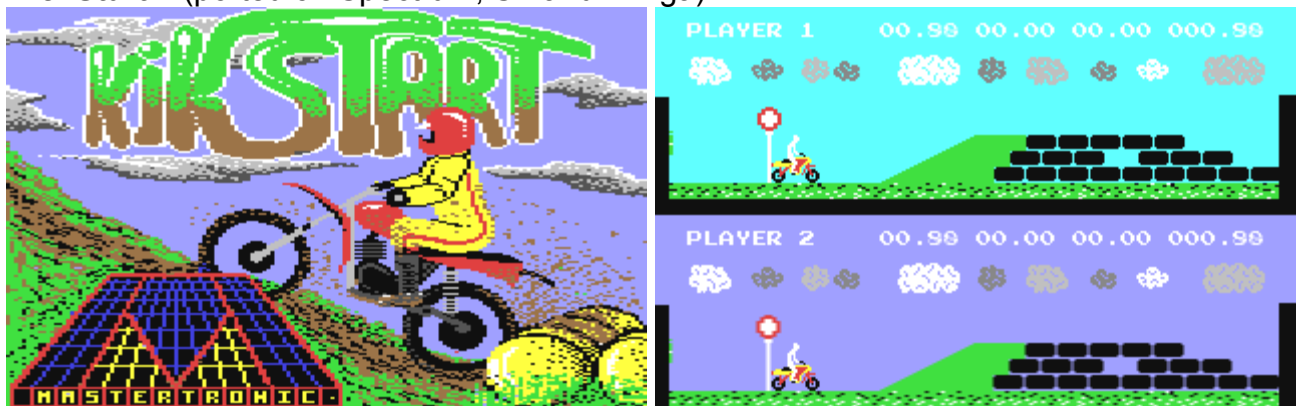
Impossible Mission (Epyx. First on C64 1983)

Intensity (ported to Spectrum)

KickStart 1 (ported on Atari);
KickStart 2 (ported on Spectrum, ST and Amiga)

Last Ninja 1 (C64 1987. After on AppleII and PC.
Last Ninja 2 (1988 for C64 and ZxSpectrum. 1990 for Amiga Atari ST, PC and NES)

Where are still Commodore computers in use?

Some time ago, a lot of them were in professional use:

- In the german railway training centre there was a C64 for training CNC programming

- In the German TÜV there was a C64 connected to a tire-tester

There was an endless amount of possibilities. Commodore Computers ware widespread and cheap.

And these things are still done with the Commodore today:

- There is an Australian town which uses a C64 for displaying bus arrival and departure times.

- Some companys still use it for book- and warehousekeeping

- The university of Cologne uses two for displaying todays menus

- The university clinic of Würzburg usestwo C128 in the C64 mode to calculate lenses

- A radiostation in Erfurt nemed „Radio F.R.E.I" uses it to sync a VHS-recorder used for archiving

- At the location of Commodore meeting Vienna there

are some in use, one even with internet connection

- A local dentist uses him for managing his patients and other importat things!

- Its often used for furniture displaying

Also the Amiga still has its uses:

- Amiga 500 is used for a model-train-controller running for years now

- Cape Caneveral still used Amigas since 1987 until some years ago. They appeared on Ebay and the hard Disks of the Amiga had a lot of special software on them! They used Amigas because they are fail-proof and not easy to replace because of their special OS.

And we can enhance the list with other Computers:

- A PET from 1977 is used on a farm for managing things since 1977. As the PETs disk drive made troubles the owner postet in the forum that he doesn't want to use a newer computer.

SCACOM-Homepage

www.scacom.de.vu is a German page. We have the German magazine "SCACOM-Aktuell" too.

You can translate my Homepage by clicking on the English-flag on the bottom of the main page. It's only a Google transation and there are mistakes as well as not-translated words. But interested people can read the homepage too!

English.SCACOM magazine has a new Homepage too: www.scacom.de.vu/tagebuch. asp?ID=114814&TID=110210

This page is written in English and is better than the translation of Google. So it should be no problem to download the new magazine English.SCACOM!

Have fun!

Did you know...

Stefan Egger

...that Dale Luck got married with Rosemarie?

This is the first time in a long time that most of the original Commodore Amiga computer design team has been together in one place, so it was worth recording it in a photographic moment:

From left to right:

Front row:
- Glenn Keller - Hardware: Paula chip
- Dave Needle - Hardware: Agnus chip, system boards

Back row:
- Carl Sassenrath - Software: Exec kernel
- Dale Luck - Software: Graphics
- Sam Dicker - Software: Sound
- RJ Mical - Software: Intuition (GUI)
- Bob Burns - Software: Printers & input devices
- Hedley Davis - Hardware: "Representing" Commodore

The above photo is public domain, and you are free to use or publish it accordingly. Here is a higher resolution copy:

www.rebol.com/photos/amiga-team-2007.jpg.

To make it complete...
It is common to find historic accounts of the Amiga Computer that are not complete.

To avoid that happening here, I should mention the other members of the team that had important roles in the design, but are not pictured above:

- Jay Miner - Hardware: Team leader, Agnus chip (deceased)
- David Dean - Hardware: Denise chip
- Bob Pariseau - Software: Team leader
- Neil Katin - Software: Devices
- Jim Mackraz - Software: Graphics, devices
- Bart Whitebook - Software: Graphics

Of course, this list is just the engineering team, and there were many others who helped make Amiga possible.

The location
The location of the photo is the Pulgas Water Temple, the source entry point of water for San Francisco and surrounding areas. It brought Hetch Hetchy water more than 160 miles (258 KM) across California from the Sierra Nevada Mountains to the Bay Area. The Project had taken 24 years to build through the Great Depression at a cost of $102 million.

We all wish them the very best in all the years ahead.

Disk-cover for 5.25` Disks

10 reasons . . .

… to own a Amiga-Comptuer:
1.) because my son likes to play on the Amiga 500
2.) because viruses are hardly a theme
3.) because the A4000 was most peoples dream in their youth
4.) because i have enough evil devices – from Toaster to palm - and only one good (some-times strange although) "electronic girlfriend"
5.) because my upgraded Amiga can astonish my ex school-colleagues (boah… THAT can be done with an amiga?)
6.) because it's silent and therefore is perfect as a living-room gaming machine
7.) because hes able to do MAC´ing
8.) because alternative systems are often bloated digital monsters
9.) because even with high CPU and I/O performance modern systems are still laggy
10.) what do you have to solder around anyways?

C= Commodore

… to own a C64:
1.) the C64 doesn't get slower like other computers where you don't know the reason
2.) unbelievable gaming fun even after 20 years
3.) there is no better machine for a man - if you need an extension you simply solder it ;-)
4.) there is nothing it cannot but theres much others can't
5.) it still lives and will forever
6.) no other computer has its own church ("Church of C64")
7.) no (cooling) fans needed
8.) it has charme like no other machine
9.) design is taste-dependant... but the old breadbox simply rules :-)
10.) it keeps young and remembers you of your childhood days, when there was nothing more important than to reach next level

Some final pictures

For this magazine we gave blood, sweat and tears - no just kidding - we didnt saw a 64 into pieces

Source (both pictures):
www.commodorebillboard.de

The amiga 500 is in many aspects a special machine. The most sold Amiga was the only one whose production stopped although it sold great....