AmigaDE *review*

This is a mixed version, half review, half point of view from the new baby of Amiga Inc.
Is it really worth it!? Does it really carry the Amiga Soul!? This and more...

I must start by warning you, that this is an unusual kind of an article, starting by the way it was made.

I started to write it, even before I had the chance to put my hands on the Amiga DE. I'm hopping that by doing this; showing you how it all evolved, you could get a better impression of it, through the experience I had, seeing what kind of disappointments I may had encounter on the way (or may not)... from the moment I've beginning to write it, until the moment I've finally finished it... what I had imagined it would be, and what it really is.

How it all Began

Amigan as I am, I was fallowing all the plans from Amiga, back from the days of Commodore, when Amiga was alive and kickin, through its bankruptcy, passing by Viscorp, Escom, Gateway, and the actual owners, and I must confess you, most of the plans were great and made a lot of sense, but they never got enough backup of the owners companies.

I recall with joy, the great time at Cologne98 with the QNX presentation, where I saw a great potential, accomplished with either a great leadership in the person of Jim Collas, a great partner- QNX and a big company to put the money where the mouth is, but... it got all wrong, Jim Collas begin to diverge immensely from the original plans, Linux was going to be the next big thing, a technology used by anyone else and their cats, with little or no space to the rebirth of the Amiga Philosophy (after all that is what the Amiga is, a philosophy, a better way of doing things), so my hopes were vanished, or so I thought...

Amino, founded by Fleecy Moss and Bill McEwen ex-employees of Gateway, had stepped in and acquired Amiga. They had a plan, so I started seaking what this plan was all about, again... as I've searched for all the other plans. They share a fate with previous owners, their plans also turned into

Gateway, one of the previous owners of Amiga

another direction, but these time they didn't change the course so deep as Gateway did. They opted for reviving the AmigOS, wich is not an interly bad thing, integrating both AmigaDE and AmigaOS by the 5th revision of AmigaOS.

The plan

The main focus this time was putted on the OS, instead of the Hardware, as many in the past, so they've choosen TAOS has their foundations and TAO, its creator as their partners.

This departure from the Hardware brings for the first time, the independence from the machine itself, giving the possibilty of conquering a much wider market, without having to worry where it runs, and giving the possibility to 'write once, run it everywhere' unlike others systems, where even if you have the possibility to run in many CPUs, the programs had to be compiled for each one of them. Other great feature was that it could run on multiple CPUs, fine, others also do that; you may say, but others can't run on different processor like TAOS can.

Another thing that this plan brings that others don't, is the fact that these one takes a much more realistic aprouch, and not a megaloman one as Gateway did. This plan turns to be affordable, even for a company as Amiga Inc., and, if the foundations on wich Amiga Inc. is building its core, share the main elements from the

This is a mockup of one of the possible AmigaDE Guis, made by Matt Chaput, the creator of Glow Icons.

AmigaOS with a nice apresentation, it has the potential to be sucessfull, bringuing the Amiga name to where it belong, with a new earth, but with the same soul.

This can be the turning point on Amigas fate, we could actually see the rise of a new paradigm shift in how the user interacts with the "digital being". Amiga, can again lead the computer re*vo*lu*tion(tm)!

We will see the time, where the programmers starts to take in special account the optimization of their programs, and here, Amiga with its VP assembler takes a major role in easing this task.

People will eventually, be tired of boggus software that crash all the time, has its standarts controled... they will see the options out there, seaking for the best, a solution that don't cause them a nervous breakout, that leads them the way
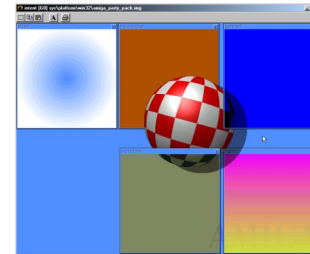

just arrived!!Let's Party!! :)
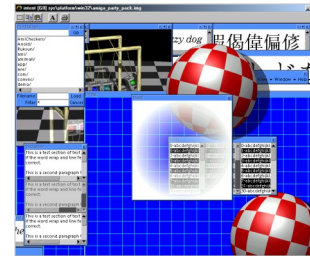
and not the way arround, this shift will turn peoples more productive at what they do, not feeling that kind of loss we feel knowing that there is a better way to do things...

The promise

After all this merchandise from Amiga, saying that they will implement all the Amiga spirit based on these foundations, one felt curious to know

Another test, this time the ball passes on and by the filter windows

how good these really are... the pics shown reveal only its potential but don't do any good when it comes to know about performance. So when I found such an oppurtunity to get my hands on it, I simply couldn't resist... seeing for myself the new system in action without having to go to the shows (not a bad thing, but in Portugal there are none, and to travel to other countries is a rather difficult task).

Some pictures shown on the net, shows it in action, but give us no clues about its smothness, of how it all behave... nonetheless they show at some degree soem of the potential behind the system.

Hey!! Enough said, It

AmigaDE

Much was already said about AmigaDE, so I'm not going to talk about it, I'll start now by showing a little bit of the AmigaDE, although I hadn't a lot to play with, I'll try to show to you what capabilities it possess

Tests

I've performed some tests, so that I can see how well it perform in extrem situations, so as I couldn't use either Quake or Doom to perform an heavy load on Processor, I had to use what it was given, and opened 105 windows, namely using the all demos submenu, doing that, open all the demos available, and thinking that it wasn't enought, I've menaged to open one few more boing balls and movies, so I was ready for seeing how it all performed.

I felt a little slow down on the windows refresh, but not a big amount of, the movies (at least the ones I could see:') didn't reveal any slowdown, neither the bouncing boing balls. Needless to say that I need about 6 minutes to be able to close all the windows!! :')

While I was doing this, I've done some benchmarks using the command speed given on the PP, but the speed never dropped to much.

Next, I evaluated the interaction between the ball and the background, but, only seen to believe: the ball bounces, and its shadow reacts whichever background present, diferent background, windows with filters you name it, it did all in realtime! The ball passing behynd, on

PaintShop Antialias

The quick brown fox runs over
The quick brown fox runs over

The quick brown fox jumps over
The quick brown fox jumps over lazy

The *The* AmigaDE natural Antialias

The Amiga owns Font Engine in action.

front of window with sepia efect, false colour, alpha gradient with colours!! The Ball bounced was seen passing trought a window with an alpha channels, the conjuction of various win dow s on top of eac hot her performing their tasks, mixing their
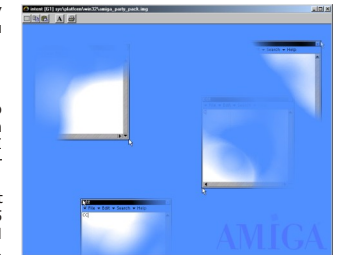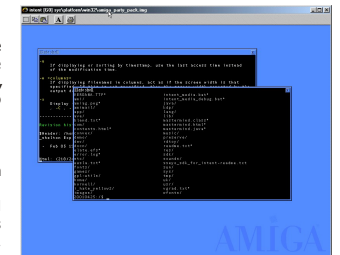

The new windows sizing in action!

effects!! WOW... like Saint Thomas, seeing is believing!

Next stop, windows sizing!

The AmigaDE takes a new departure from Classic OS in windows sizing, by alowing the user to choose, whenever possible, any of the windows borders. So, if you select the right border, it will

The Amiga shell

resize the width of the window, if you select the bottom left corner it will resize both the width and height of it, and so on...
You're no longer tied to choose the right corner only, for resizing the window.

Banging the metal!

Having tried everything I had access to, I've began my entrance in these 'new kind' of Amiga Shell.

Whether they were new commands, or just a mere equivalent ones with a new

One of my tests, 105 windows opened! WOW!

wa nt ,

The diference between some of AmigaDE commands and the AmigaOS ones.

AmigaOS	AmigaDE
Dir	Dir
List	Ls
Copy	Cp
Move	Mv
Rename	Mv
Delete	Rm
Sort	Sort
Run	Run
Echo	Echo
Type	Cat

name, all of them have new ways of behaving, besides that, there are some quirks, maybe due to the early stages of this shell.

For example, you have to type all the extension of the path of a program, so that it can run.
(I.e.$ demo/ave/edit)

Another demise, is the fact that when you use the left arrow button in conjunction with the shift key, it gives you nothing more than some weird characters, instead of going directly to the beginning of the line, as we are used to…

A good feature though, is the help function present for each one of the commands, although, I haven't managed yet to close it, so that I can have access to the shell.

Summarizing it, at this early point it is nowhere usable as the kingcon shell I'm used to work… now, its up to Amiga Inc. to increase its usability, and to take it closer to what we are used, with all the improvements it possesses, and the ones it lacks.

Java Speed

Another thing that everyone at Amiga Talks about, is the speeds this system can achieve, so I run the java demos, well they seem quite fast to me, but as I loaded them on IE, they turned to be as fast as the speeds achieved by the Java Engine present on AmigaDE… not a big achievement by any means...

I was expecting an improvement over the other's Java Engines, but that wasn't shown, at least I couldn't be aware of any.

The End
This is the end of the review, but I'm hoping that you could help me improving it, by helping me correct some of the mistakes present in this review, hope you like it.

For any further questions you can mail me at:

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