AmigaMAD

**We celebrates
25 years anniversary**

**Interviews:
Paula POWERED
Hogne Titlestad:
FriendUP**

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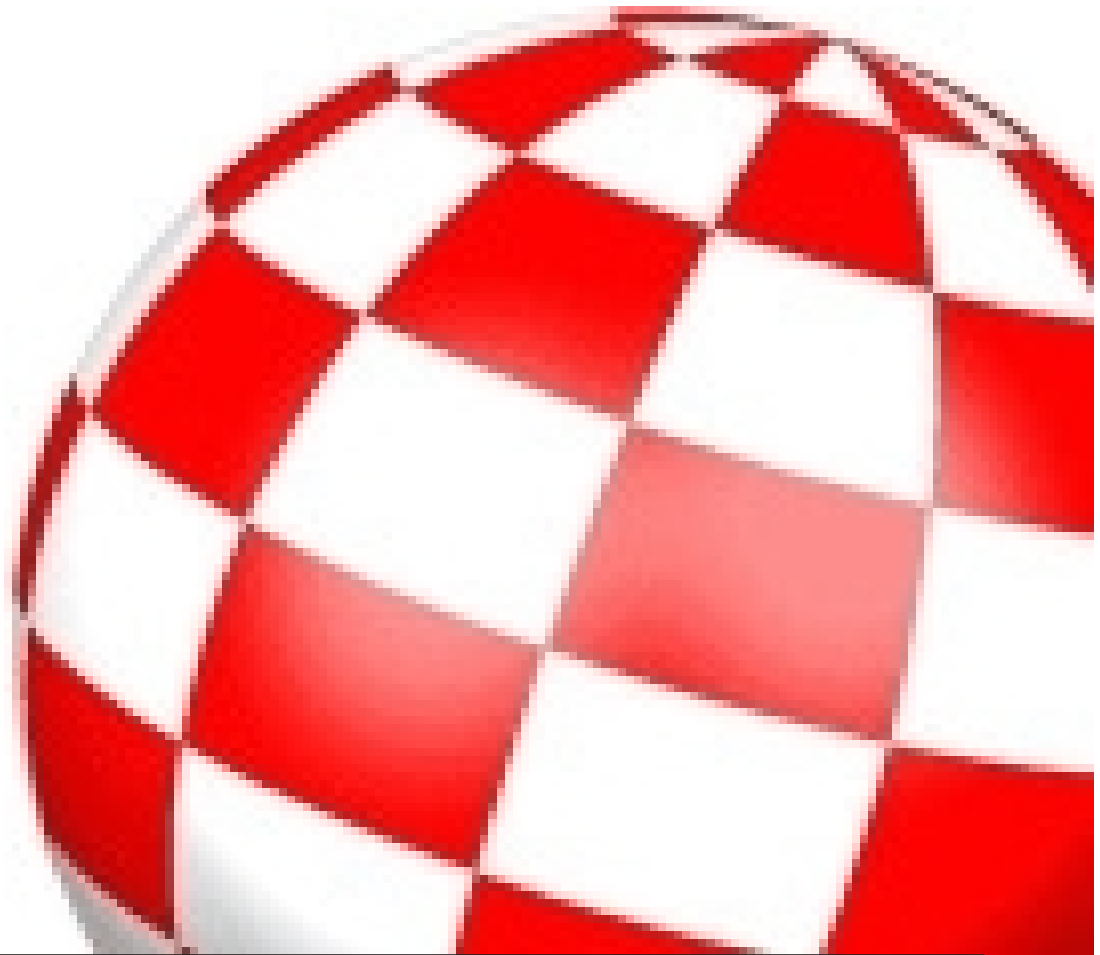
AmigaMAD was made using an AmigaOne G4 XE @ 800 MHz and the DTP program PageStream under AmigaOS 4.1 FE.

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The webmaster job and technical assistance was done by Vidar Karlsen. Editor: Tommy Strand - tommy@garantert.net

The front page photo in issue 59 was taken by Vidar Karlsen. By mistake he was not credited until now.

Christmas is here again. Another year has passed! The old year has soon passed.

But 2017 was not just another year. This very year we celebrated that Norwegian Amiga Association (NAF) is 25 years old.

You can say that we celerated much, but we kept on doing our stuff all the way.

One of the products we kept on working with, is the one you are reading in right now, AmigaMAD issue 61.

One of the channels we are maintaining, is IRC. You are welcome at our IRC channel #amigaguiden at EFnet. In a time when most IRC channels are flooded by idlers and have relatively low activity, we can proud to tell you thtata

everybody who has been helping with NAF all these 25 years, but I won't give any names just in fear of forgettting somebody. But two persons is in a clear position to name them anywy: Erlend Kristiansen (omen^) and Vidar Karlsen (vidar). A special thank you to the both of you. I am hoping for many more years of this hobby.

And a thank you also goes to all subscribers, not to forget all users of IRC who has come by throughout the years.

We won't celebrate our 25 year anniversary more than this, because the general acitivitiy is too low. I just want to mention that we were issue for two news items in a rather recent issue of Total Amiga.

If you want to join us you can contact us. The last years we only issued one issue of our magazine year, but with a little help we

#amigaguiden is one of the channels with pretty good activity.

And an IRC client can even be run on an Amiga if you want that. :)

This coloumn I always use to write spontaneously and direct into the DTP program PageStream, men for the first time a while I struggle finding words for the "paper".

I can anyway start thanking

could again increase this to two or more.

You know where to find us (IRC).

Now only the usual slogans remains:

LONGE LIVE AMIGA!

Tommy Rølvåg Strand
Redaktør

amiga.zone

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2

Copies: 30

Paula POWERED

**They play punk music and use Amiga for it.
Read all about them ...**

Interview with Paula Powered! A digital music punk band with pure Amiga love

Here is finally our interview with Paula Powered. A punk music band located in France. They put all of their efforts in giving the little extra by having their Amiga 1200 on stage and so Distrita got interested in having a few answers from them. So here are our questions and answers about this very interesting band named

Paula Powered.

1. WHERE DO YOU COME FROM, WHO ARE YOU AND WHO IS PART OF PAULA POWERED?

PAULA POWERED currently lives in France, about 100kms from Lyon. We describe ourselves as a British-French-Digital trio: I'm (Sally Ann) British (originally from London) and am the voice. Sylvain de St Pierre is

French and looks after all the programming, arrangements as well as the guitars. Our digital member is A12: an Amiga 1200 who provides the basis of our music and also manages the images that are projected during our concerts.

2. HOW DID PAULA POWERED COME ABOUT?

Sylvain and I started working together in 2007 – mainly on his

solo French chanson project. In 2009, we decided that we wanted to make music together and started to research the type music we could make. Very quickly we decided we wanted to mix my British voice with his guitar and an electronic vibe.

We wrote lots of demos and experimented with sounds and compositions before we found what we were looking for. Our first PAULA POWERED song "Hazy Crazy" was written very quickly during the Christmas break in 2010: It was THE song that helped us define our sound and we haven't looked back since! Back then, we didn't even have a name!

3. WHAT TYPE OF MUSIC DO YOU MAKE?

This is the question that is always so hard to answer! We call our music Digital Punk (yes, we invented our own "label"!!). The way we describe it: PAULA POWERED brings the 80s retro sound into the 21st century with songs where punk, pop and electro are mixed with old video game sounds".

Our musical influences are extremely diverse and varied and this can be heard in our music. When people hear our music for the first time, I'm always fascinated to hear their reactions: Everyone is reminded of something – an artist, group, memory, genre. Often after shows, people come up to us and say "I don't normally listen to your style of music …. but [insert:

nice, positive feedback]". Which is good!!

4. HOW DID AMIGA AS A COMPUTER FIND ITS WAY INTO YOUR TONES OR WAS IT WITH YOU SINCE THE LAUNCH OF PAULA POWERED?

By complete accident! When we were researching what equipment we needed, we didn't have the money to invest in lots of new material: We needed to use what we had. Sylvain lifted the dust sheet that covered his Amiga 500 (previously only used to produce samples), launched OctaMed and started composing. A few hours later "Hazy Crazy" was born.

Within days, we had three more

songs! BINGO! The "something different" we had been struggling to find was found.

Paula Powered with their Amiga 1200 in the middle

5. HAVE YOU PLAYED ANY CONCERTS? AND IF SO, TELL US WHERE YOU HAVE BEEN?

We've been playing concerts since the very beginning. Our very first concert was for an Amiga meet-up called "Amigatêries" in France. We contacted the organiser HunoPPC (or Amiga Godfather as he is known in France) at the beginning of 2011 for some advice regarding our Amiga. As soon as we described our project, he got all excited and invited us to play for his collectivity a couple of months later. At the time we only had four "playable" songs so we quickly composed a few more. I think our first set lasted about 20 minutes.

Since 2011, we have played at other French demo parties including: L'Alchimie (TripleA) and VIP (Popsy Team). This year, we played at our first retrogaming event: Nostalgeekend.

Playing for the demoscene and the retrogaming scene is very important for us. The public already has an affinity for the "sound" we produce and, more importantly, the two communities are made-up of the nicest people you can meet!

2014 saw us make our first tentative steps into the "real" music world and since then we have played in numerous "conventional" music venues. Our first big concert was in October 2015 when we played in front of 500 people! Next year should see us playing in places we've never been to – even as visitors!

Paula Powered with their Amiga 1200 in the middle.

6. DO YOU HAVE ANY PLANS FOR MORE CONCERTS? AND IF SO, WILL YOU PLAY OUTSIDE OF FRANCE?

We are constantly looking for opportunities to play – but it is the part of being a musician that we hate the most! In fact 95% of the concerts we've done to date have either been because someone called us or as part of an amateur music competition. So, if anyone wants us to play for them … get in touch!

Playing outside of France? With pleasure!! The only things holding us back are our completely old and battered 306 and a major lack of travel funds. We had hoped to play at some of the 30th Amiga anniversary events outside of France, but the travel costs were too inhibiting for us and the organisers. But, we WILL find a way!

The GOOD news, for those who are too far to come and see us play, is that we are part of the French BIM!2016 festival: Two of

Paula Powered lead vcal Sally Ann

Paula Powered lead vcal Sally Ann

our live gigs will be broadcast (sound only) via www.lesondier.com : an independent start-up platform that aims at bringing live concerts direct to your PC in real time. In fact, the "live session" that was broadcast on Amitopia TV on Saturday (1st October) was filmed as part of BIM!'s promotional campaign.

7. WHO DO YOU TARGET?

The logical answer to this question would be "geeks", "Amigans", "retro gamers" and "Chiptuners". We have been very active in the online communities associated with these groups so it's only normal that our statistics show that the majority of our audience is male, 35+ with over 130 nationalities represented.

However, we have now played a large number of concerts for diverse audiences and we have found that our music speaks to a large cross-section of the population. For example, our lighter's mum came to one of our open air concerts and she has very traditional tastes, her reaction was "I really enjoyed the concert. I'm not sure I'd listen to this at home, but they've got a lot of energy!".

Recently, I worked with teenagers at a beauty school – I was their "on-stage make-up" project. During our sessions, I played PAULA POWERED and they now all have our sticker on their workbooks and many have "liked" our Facebook page.

Basically, we don't have a specific "target" in mind when we compose … our aim is to get our music out there and we'll just wait and see what happens!

8. HOW DO YOU USE YOUR AMIGA TOGETHER WITH ROCK? WHAT TOOLS DO YOU USE?

A12 is our backing band – he provides all the additional instruments we need to have a "band" sound. OctaMed is our tracker of choice and we also use DPaint and Scala for the creation and transmission of images and animations. The simplicity yet multi-tasking abilities of the Amiga make it, for us, our instrument of choice. The soundcard (Paula) plays a fundamental role in shaping our sound.

For the last few years our principal Amiga has been an A1200 as we needed the midi function. The way we have used our A1200 has evolved over the years. At the beginning, we sent solely 2 x mono channels to the main mixing desk. These two channels included all the "instruments" created in OctaMed: Drums, percussion, keyboards, samples etc. In order to create a greater sound dynamic, we then used two A1200s in parallel: The second Amiga was attributed as slave to the primary machine and was effectively used as a sampler. Thus allowing us to send 4 x mono channels to our sound engineer.

However, this still limited the "punch" of our sound when played on large sound systems. Our sound engineer wanted "more" separate channels. So, Sylvain did some research and integrated an AKAI S5000 to our setup. The S5000 acts as a sampler that is managed by OctaMed and means that we now send 10 "Amiga / AKAI" channels to the main mixing desk. The following sounds are divided into single channels: Kick; snare; hi-hat; tom; cymbals and percussion; synthesisers (multi); samples.

Why? Basically, because this allows the venue sound engineer to have more control

over the sound that comes out of the speakers ie if the kick is too loud, it can be turned down without affecting the volume of the rest of the drums. This configuration also gives us a more powerful, more rounded, more coherent "live" sound.

A couple of years ago, we added images / animations created in DPaint. These are loaded into a Scala script and launched via OctaMed with embedded rexx commands. At our shows, these images are projected behind us. We are currently looking into ways of exporting what's happening on screen in order to create "Only Amiga" videos.

I sing and have chosen to use a simple SM58 microphone to keep the vocals sounding "raw". Sylvain uses two guitars: A Fender Jaguar and a Gibson SG. He has a very small 4-watt Vox amplifier picked up by one or two SM57 microphones which allows the guitar line to mix in with the Amiga and the voice – making us all blend nicely together to create a combined universe.

In our home studio, we use this same setup and Logic Pro on our Mac to record and mix all the channels.

9. ANY FINAL WORDS ABOUT WHERE YOU ARE GOING IN THE NEXT 10 YEARS?

The one thing that is totally sure, is that we will continue making music for as long as we possibly can! The rest is going to depend on many unmanageable factors such as luck!

To be honest, we do not aspire to be big international rockstars (we like the simple life), but we hope that our music will eventually take us to countries that we can only dream of visiting at the moment!

Our principal hope / dream / motivation is to be able to live solely from our music and be in the position to employ a team: Technical and business. At the moment, the two of us do practically everything ourselves – cos, let's face it A12 isn't very autonomous nor able to manage our communication campaign. However, we are blessed as we have an entourage of talented, wonderful and generous individuals who help and support us on a voluntary basis (from graphics, videos, technical support, translations etc etc.).

10. ANYTHING YOU WANT TO SAY IN THE END?

I suppose this is where I plug our stuff?!!!

Thanks to a generous supporter (all to be revealed very soon), we have secured the funding to release our first ever self-produced CD! So, we are currently putting the final touches to the 5 featured tracks and the artwork and hope to have it ready by mid-November.

Each of the tracks has / will have an accompanying video – including the Shoot !t live session filmed for BIM!

Our first EP "Type Anything to Start" is available via our Bandcamp page: paulapowered.bandcamp.com

To keep informed about what we're up to, you can find us here:

facebook.com/paulapowered

youtube.com/channel /UCOs4Hxh2nLchbyuygTYaLkQ

twitter.com/PAULAPOWERED

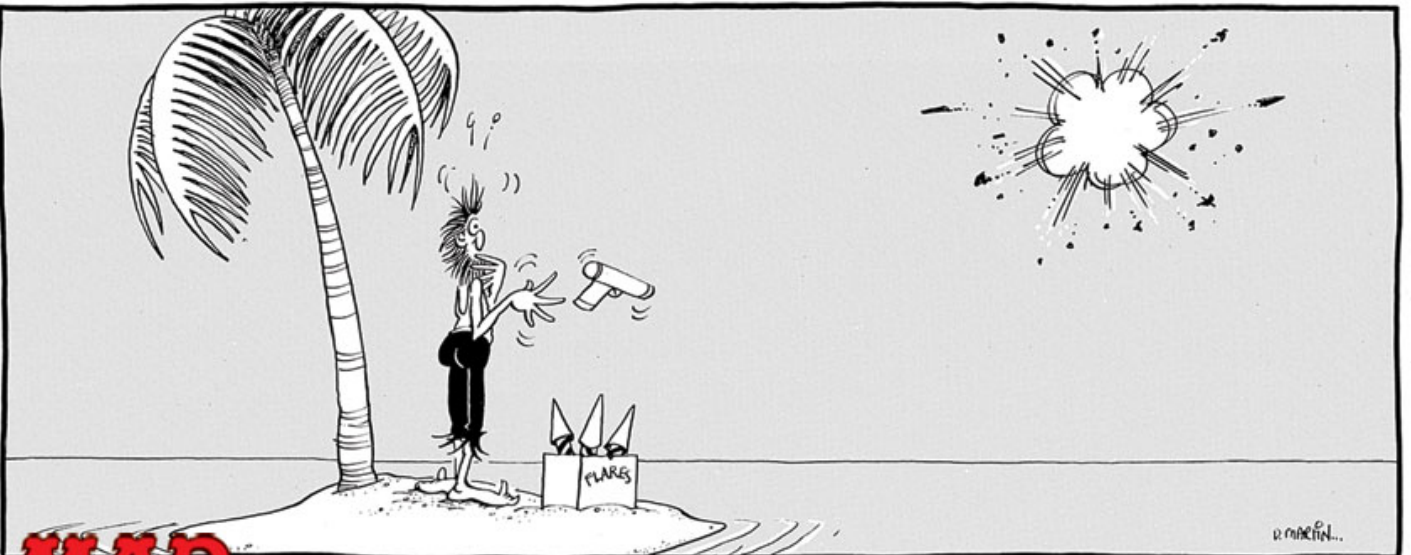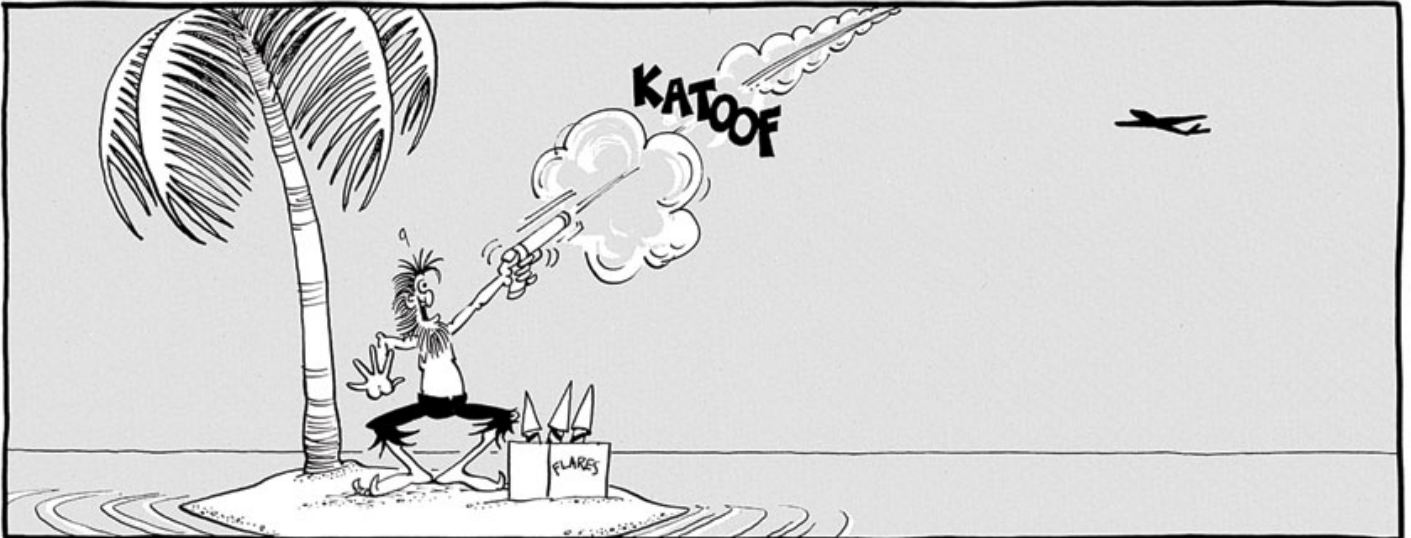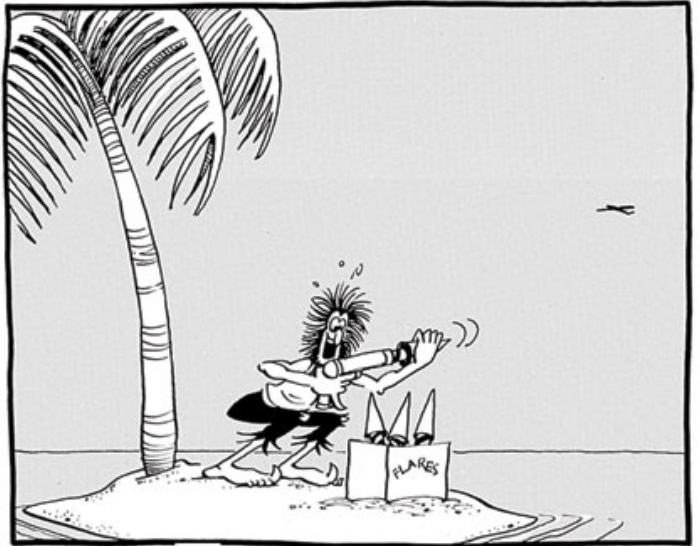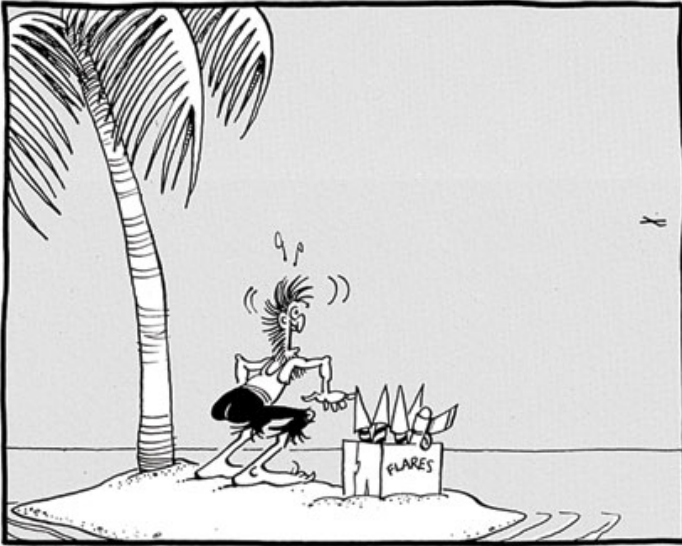Thanks for having us and we look forward to doing more wicked stuff with you!!!

Peace, love and mammoth hugs, Sally Ann

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Michal Bergseth/amitopia.com
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ONE DAY ON A DESERT ISLAND

AMIGA
MINICOMPUTER

= 2,5cm (1")

AMIGA
MINICOMPUTER

Now with circuits inside!

= 2,5cm (1")

FriendUP

**Hogne Titlestad the Chief Designer of a new, mainy web based OS. And he has an Amiga background!
Read more here ...**

Who are you? (Name, job title, where do you live, personal status, do you drive a Volvo or not, pets, hobbies (in addition to computing) etc etc.)

Hi! My name is Hogne Titlestad, Chief Architect in Friend Software Corporation. I live outside Stavanger in Rogaland. Married, no kids. I use all my available time on this planet working with FriendUP!

*Tell us about your first meeting with computers?*

The first time I saw a computer must have been at a neighbor's house, he had a Commodore 64. One of the games was Blue Max. And Beach head. There was something magic about it, like seeing a different world inside the TV.
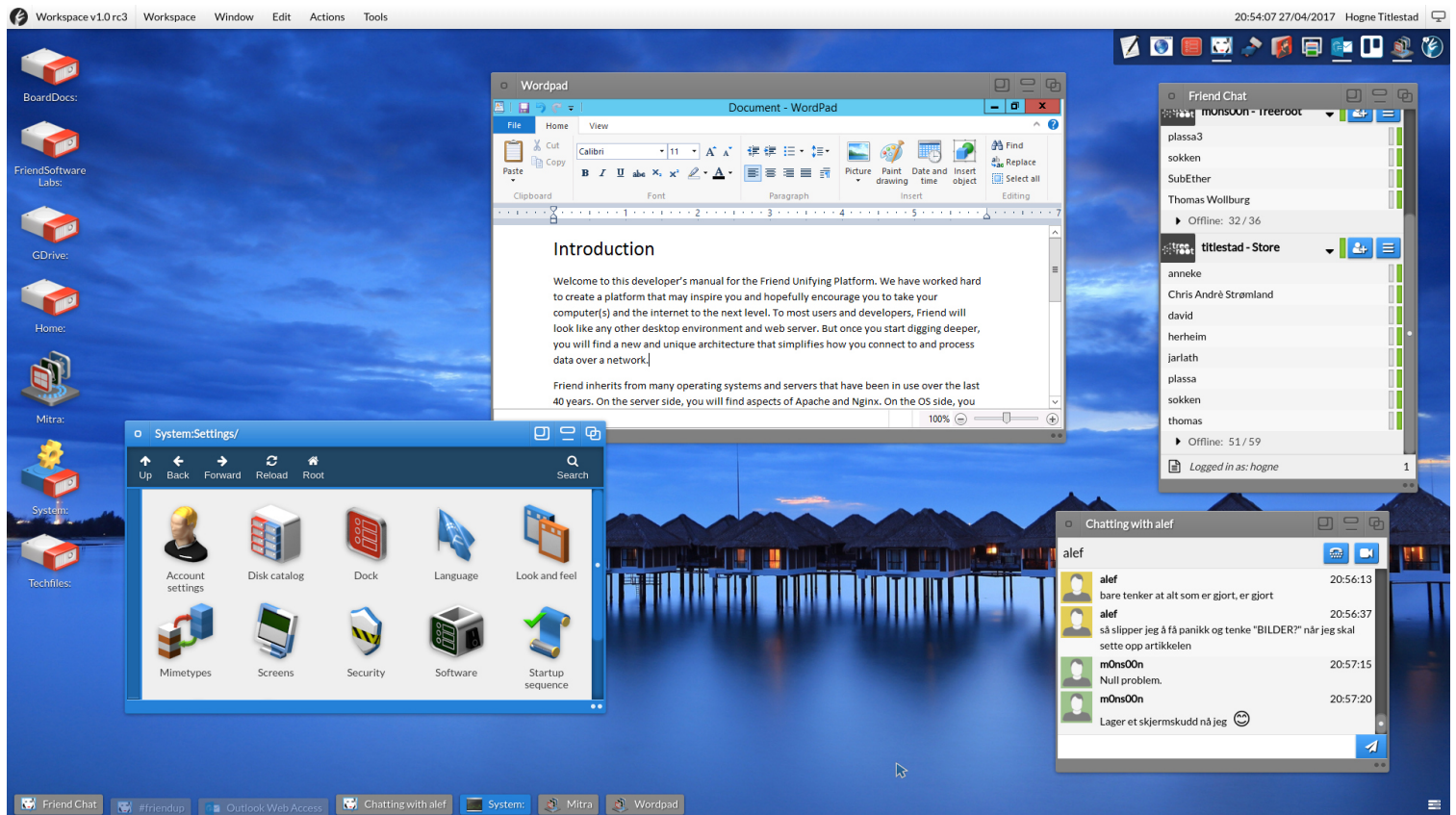
Tell us about your first meeting with Amiga?

After having a C64 I wanted a C128. We often went to the Commodore store in Stavanger. This was around 1989, and the
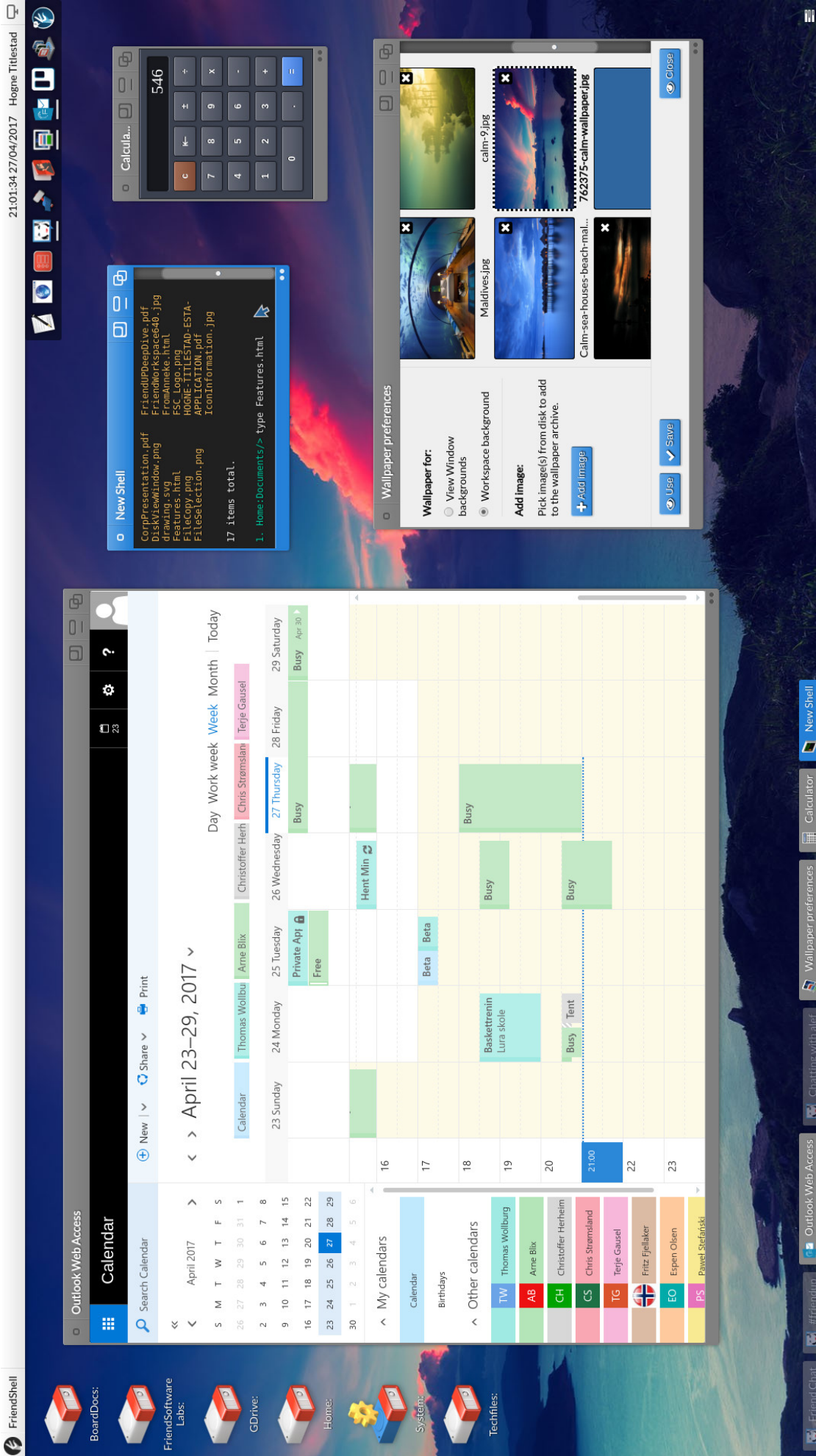
FriendOS

Amiga was starting to get HOT!

I was already indoctrinated with a C= Basic command line. I didn't quite understand what I was looking at on the screen - the Amiga 500 in the store really seemed to be from the future. They had several demos on display. Arcade machine style games and effects... C128 was quickly forgotten.

After this it didn't take long before my older brother managed to cry himself into owning an Amiga, and then in the same moment my own fate was sealed.

Have you been involved in any organized activity regarding Amiga? Demo groups or similar?

My involvement in the demo scene started quite late. I didn't participate until 1998, and then as graphic artist. In time I got more involved and started submitting works to demo parties. I joined the demo group Resistance many years ago, and my main contributions were graphics for retro platforms.

Other than that I participated in some initiatives doing news sites and such for the Amiga world. I wrote articles for Amiga Globe and I had my own blog called AmiUpdate.

Which Amiga computers do you have today, if any?

Today I have an A1000 and an expanded A1200. These cover my needs for pixeling and running demo productions on a cold winter's night.
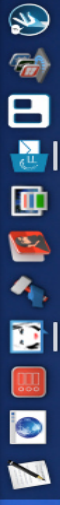
What is FriendUP OS?

FriendUP stands for Friend Unifying Platform. It is a meta operating system. The goal is to deliver a brand new OS made for the Internet and cloud technology. Concepts and solutions that we know from Tripos and AmigaOS are also being developed in Friend. These technologies were ahead of their time and they are a great fit for "cloud computing" and Internet-based data processing.

Friend allows users to use anything from Windows to Linux software side by side with HTML5 software. In addition, this is stiched together using DOS drivers (for Dropbox, Google Drive, FTP, etc), drag & drop, responsive window management that works on mobile and desktop, as well as many other integration technologies so you no longer notice which OS the applications are running on.

You end up with a full graphical desktop that uses data resources available through the

ABDUCT THE LIVING DESTROY THE REST
[DRAG] MOVE VIEW
[LEFT-CLICK/TOUCH] SELECT SAUCER
[LEFT-CLICK/TOUCH] SELECT TARGET

TARGETS REMAINING
30

TIME BEFORE DEPARTURE
15596

SaucerSquad - Fusion HTML5 Game

Internet. This way, you become independent of hardware, operating systems and architecture constraints.

The system can also be installed on local server at home. You do not have to use the "cloud". But in our time the cloud is where the market is. Therefore, the company behind Friend will of course build amazing commercial solutions.

How did FriendUP OS come to be?
Friend really started with good old AROS. I joined the AROS project around 2002. And then it took a few years before I became really involved. In 2003, I was very active on a separate AROS project (Lunapaint). But in 2007, I began to understand that AROS would never go further.

I and some other AROS developers started the Anubis project. This were to move the AROS code base onto a Linux kernel. And then the memory routines were to be rewritten so Anubis could enjoy memory protection and all the other Linux features that Amiga OS and AROS never got.

But we never got to submit our contributions to Anubis' code database. It ended with discussions. It was at this time I realized how difficult it is to pull an open source project into the light of agreement.

A few years went by, and I founded my own company with some partners. We were doing software development. I got an exciting project from a customer. I dusted off some of my own Anubis code and implemented an

early prototype of a Workbench in HTML5. The customer was so impressed that he put money on the table and that's how Friend Software Labs came to be. And the rest is history.

Who develops FriendUP?
FriendUP is developed by Friend Software Labs (FSL), a subsidiary of Friend Software Corporation. FSL consists of developers, Thomas Wollburg (NOR), Espen Olsen (NOR), Chris André Strømland (NOR), Pawel Stefanski (PL), Francois Lionet (FR) and Paul Lassa (USA). In addition, we have a number of consultants who contribute a few bits here and there. Looking at the list, you will see we have (not only in the developer team) several people with a strong Amiga background, both from Commodore and from companies that participated in that market. Combined with wide experience in completely different disciplines than Amiga, the team is quite uniquely positioned to come up with exciting ideas. At the same time, experience is available so that we can fit into the markets we need to operate in order to achieve this.

What do you think is FriendUP's potential?
We have ambitions, there is no doubt about that. But we are also quite realistic. We want to make money as quickly as possible so we can stand on our own. But it is obvious that when the open source version is released with plenty of documentation, this system becomes a global presence. We already have several actors who are ready to take the ball all over the world. The goal is to be what Linux is

for servers for cloud services, the cloud operating system that runs on everything and everywhere. Replace Apache with Friend Core and much more...

In other words, we expect to be a strong Norwegian IT company within the next few quarters. And then we are preparing to become a global company within a couple of years.

A detailed comparison not withstanding, we have the opportunity to build a RedHat type company for the Friend platform. And we are investigating it with deep gravity. But such a thing takes time.

Will all the services (apps, etc.) be available in the open source version so that you can host your own full-featured FriendUP?
Yes, "entering" FriendUP will be free of charge. The downloadable open source version will be complete. There will be some licensing restrictions where it makes sense, and of course there will be some services that can not be opened in this phase. But basically, Friend will be as open as Linux.

Will there be a browser app in FriendUP?
Today we are running Firefox in Friend through Windows integration. But the question hints of a need. Native on PC? And to the extent that I can talk about these possibilities, we will integrate with Linux software to get more choices. Nothing will be missing in Friend. That's also a bit of the point.

What about an office suite? Spreadsheets for instance?

Again, Friend speaks the Windows language, so you can have Microsoft Office 2016. Or Google Docs. Or Libreoffice. Igjen, Friend snakker Windows språket. Så du kan få Microsoft Office 2016. Eller Google Docs. Eller Libreoffice. Someone might want to develop new softwre for the platform, we'll just see. But this will take several years. That is why we have developed integration technology for other platforms.

What other apps are on the horizon?
Besides a mess of HTML5 based games, we work with some partnerships in the company. But it's too early to advertise anything here. It is important to emphasize that it will take time to position Friend for the common "consumer". In the next two years, only the most interested end users will install the system to use it instead of Windows or Mac. But give us another year, we will have more to talk about.

Does FriendUP have any similarities with AmigaOS?
Friend is very similar to Tripos and Amiga OS with regard to the processing of file systems, libraries and inter-application communication. In addition, there are certain graphical similarities. We have been strongly inspired by the GUI solution in Amiga OS. Most people who love Workbench will probably like our Workspace.

Do you have an estimate of the number of Amiga users in Norway? Possibly Sweden, Denmark and Finland as well?

I have no idea. Qualified guess might be 5-800 users. Solskogen have probably 50-60 visitors each year. If we estimate that 10% of those interested in Amiga go to demo parties today, then the estimate may be correct. But it's impossible for me to know. I think 70 of our beta testers are from Norway. And of those maybe 50% are Amiga enthusiasts.

Do you have any estimates of the total number of classic Amiga machines sold worldwide? (Ie, the number of potential future users of the Amiga system.)
No, again, I have never been involved in business where these numbers were important. But we are talking several millions.

What do you think the potential is for Amiga and its additional systems?
Most important of all is that Amiga community gets the operating system in order. The Amiga hardware was hotly celebrated at Amiga 30 meets around the world. But Amiga OS was not mentioned with a single word. And that's actually very strange. RJ Michal had allegedly spent more than four years on development of Amiga OS 1.0 since its inception in 1982. And the team he was a part of was not small. But even though that was where he used a lot of his skills, it was not mentioned in the Amiga 30 program.

I think that Tripos and AmigaOS can challenge many of the solutions that have come to the market with Unix and Linux. And I think it can be done much better for users in this world than what /usr/bin and /etc/init.d can offer us for ease of use.

What experience do you have with NG Amiga?

Here I have very little experience. I used my Amiga 4000/060 exclusively until 2001. Then I became a (bitter) Linux geek. But I always had friends who had both AmigaOne and Pegasos. And today, I know Trevor Dickinson (who is an investor in Friend) personally. So I'm not completely green, in terms of affiliation.

What hopes do you have for Amiga / NG Amiga in the future?
I hope the community is able to get together like Unix organizations have gathered BSD, Linux, QNX and other systems in one family. This way we can develop a rich future where everyone can combine their expertise and make Amiga's innovations useful in the market again. IEEE for ASYS, and not just UNIX?

Any "famous last words"?
It's time for IT professionals and serious Amiga users to unite in projects that extend the horizon past hobby projects and nostalgia. To me, Amiga OS and many of the amazing things that were developed in the 80's and 90's can never be allowed to be expired and forgotten like what happened to BetaMax. That would have been a big tragedy. My contribution is Friend. This is an invitation to all who are on the sidelines: find a shovel - join us in the construction work. And a new community is finally in the process of being shaped!

Text: Vidar Karlsen / amiga.zone

http://broadnet.no/

http://lindbak.no/