

TECHNOIDS

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Editorial

Dear BeOS Enthusiasts,

thank to Zeta and other projects, like OpenBeOS, our favourite OS is getting some kind of a second spring. Also the free available BeOS Releases, based on BeOS 5 PE, are still very appreciated by the community.

I was falling over BeOS more or less accidently but the impressive speed of this old OS impressed me much. It's getting even more impressive, since the most common BeOS Versions are given away for free.

For those reasons I've decided to create a new magazine for BeOS. And here it comes: Technoids. Please remind that no one of our writers has a special education in this direction. Even the whole translations are performed by ourself. So don't be angry if this or that is not 100% correct. We will be very thankful for every comment or found mistake. If you are a native (or otherwise experienced) englishspeaker, feel free to contact us and offer your help.

By the way I think that we've created a good first issue. And the comments about the already released german edition are telling that we are on the right way. One thing I have to mention is that Technoids should be a very practical magazine. We don't like ideological blabla. Instead we want to provide hints, reviews and so on that you can use every day with your BeOS. Many of our articles and the magazine itself have been created with BeOS- this shows that it is not "vintage".

For now I leave you with the magazine and I hope you enjoy the reading

Matthias Breiter, June 21st 2003

Special Thanks to Florian and Lelldorin for their great shown support to Technoids!

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Source Project

Interview with Simon Gauvin from beunited.org:

Just the fact that Gobe doesn't develop a new version of its legendary Gobe Productive let us look more and more towards the port of openOffice. That's the reason I contacted Simon Gauvin, member of beunited.org and also teamleader of several projects. He took the time to answer questions about the port of openOffice to BeOS.

technoids: Mr. Gauvin, *is* the openOffice port in active development?
gauvin: Yes.

technoids: How many developers are porting it?
gauvin: At any one time there are 2-3 developers.

technoids: Which stage does the development have?
gauvin: I would say pre-alpha.

technoids: Can you give us, the beos community, a date when probably the first beta openOffice for BeOS will be released?
gauvin: Honestly I cannot. I can only tell you that it will not be ready in the next two weeks.
Ask me again in two weeks. =)

technoids: Which BeOS releases will be able to run openOffice? (BeOS R4, R4.5, R5, Zeta, OpenBeos...)
gauvin: It is being developed on R5.0.3 at the moment.

technoids: Does the porting team need developers / testers?
gauvin: Yes. Interested developers can contact beunited.org at contact@beunited.org

technoids: The team needs developers, what should they can?
gauvin: Yes, we could use more developers (2-3). They should know need C,C++,make. They should also be relatively experienced with UNIX programming and have porting experience from Linux or other platforms.

technoids: Thousand thanks for answering the questions!
gauvin: You're welcome.

Unfortunately there exist no screenshots yet, because the developers are still working on low level code porting.

Nevertheless we want to **thank** the Team around Simon for this very useful and hard work and wish them luck and success on their work!

We hope there will be a developer which has the time and will to help the team to porting openOffice!

Technoids will inform the community if something interesting happens.

BeOS - new, old system

BEOS - LAST OF THE FIREFLIES

This article covers the current point of view about BeOS. It is written not from technical view only, but also responding to how useful BeOS is now. This means what you can do with it and what you can't do.

CHAPTER 1 - A SYSTEM DRAWN FROM SKETCH

The idea behind BeOS was to create a new OS. This means no UNIX- Kernel, no DOS- Routines, it is neither Mac nor Windows. When it was released in 1996 it was the world's most advanced operating system. Incredible fast, incredible stable and compatible from a document point of view. You are able to open Office- Documents or mounting NTFS - Partitions for example.

But the opponents didn't stop their efforts in their own systems. So, the question is allowed, to ask about how "modern" is BeOS today.

Well, we can fix three major advantages to BeOS:

- it's fast and stable
- it's easy to use
- it's not expensive

The speed can be recognized even on high-performance computers like a Pentium 4. Of course, it is not a big gap compared to Windows XP. The gap is getting wider if the computer gets older. On a Pentium II 266 no Windows- Version can beat BeOS. Still, BeOS is a full featured graphical OS- not shell-based like UNIX or Linux.

BeOS is more stable than the traditional Windows 98 and so on. In fact, BeOS is as stable as modern UNIX- Systems and Windows NT (2000, XP).

So, if you got an old computer like a Pentium II you may find BeOS useful, because it's "boosting" the speed of those systems.

When used, BeOS feels a bit like a mixture between Macintosh, Windows and UNIX. The installation is easiest if your hardware is supported. Just boot from a CD or floppy, decide where to install it and press start. Such an easy installation is also provided by many other systems today (OS/2, Windows, Mac, Linux...).

But to work with BeOS is a bunch of fun. You can control it only with the graphical interface. Even newbies or long time Windowsers can get started within minutes. The integrated documentation is useful and easy to understand. As an option (not a must) you can use the shell. BeOS features a complete Bash, a common shell amongst UNIX.

Be Inc. released a free Private Edition (this is the

latest version) years ago. It was not very useful then, but some freaks expanded it to the Developer Edition and the MAX- Edition (both downloadable for free or available as CD-ROM for around 10 Bugs). So the pricing is very low. Even the Next- Generation- BeOS ZETA will be starting from 40/50 Euro. From this legal Aspect, I don't understand why more people aren't using it. Sure, you can cry "Windows is bad, Windows is far too expensive..." your whole life long. But you can also change that.

CHAPTER 2 - A SYSTEM FORGOTTEN BY THE INDUSTRY

Ok, we've looked on the advantages. But as critical journalists we have to look also on the disadvantages. This is a Fan- Magazine but it wouldn't be fair to leave this paragraph blank. Some disadvantages exist, because the technology wasn't there when the last (official) version was released.

- Hardware 3D acceleration missing
- GeForce 4 still missing
- WLAN is not fully supported
- Multiuser missing

Missing hardware 3D acceleration is really a shame for BeOS. Just for your understanding. BeOS features an integrated OpenGL- Distribution. That was great in 1996. It was possible to use it without any further hardware. So, back in 1996 you needed really expensive accelerators or a Silicon Graphics Workstations to work with OpenGL. BeOS was able to run this stunning technology on a cheap computer. Today such accelerators are really cheap and the advance turned into a mess.

Ok, if you can't use hardware 3D, why should you use a GeForce 4? GeForce 4 is one of the most common graphics adaptors today. Many PCs use those cards. The problem hits the entire GF4- Series, starting with the GeForce 4 MX and ending with the latest Ti. Many users and old Fans can't use BeOS any more. Maybe OpenBeOS and ZETA will support this massmarket technology.

Wireless (or Wave) LAN enables broadband connections via air. BeOS doesn't support this technology officially. But with the (probably illegal) BONE Software and a few tips from the net you can run it anyway. Supporting one of the best (and most common) chipsets isn't bad at all. But you can use it only with PCMCIA- Cards (notebook). There's no solution for desktop- PCs. And the developers are ignoring the problem. But soon almost every PC will be equipped with WLAN.

Multiuser allows a system to manage several user-profiles. That means if you have only one computer and more than one user, you will like to set up

different profiles for each person. But it's not only for your personal satisfaction. It's also providing a bit more security. Maybe we'll get a simple implementation in the near future.

CHAPTER 3 - BeOS IN "ALLDAY-USE"

Many systems are technically impressive, but only a few are really usefull. Imagine a car without tires- impossible. Imagine an OS without software- also not a good idea.

A computer in our days has to provide a bit more than pure technology. You need a bunch of basic applications. Of course, BeOS is no opponent for Windows or Macintosh (2nd largest computersystem worldwide) from this point of view.

But you could be happy with BeOS. There are some good Text- Editors. With BeZilla- (BeOS Port of the open source Netscape Browser Mozilla) you get an state-of-the-art Internetbrowser. Of course, BeOS features some useful graphics applications. But BeOS wouldn't be BeOS without it's media abilities. You can watch DVD, VCD, SVCD, captured Videostreams (uncompressed), DivX;), XviD and so on. And even on older Systems. My project in one of the next issue shows you what is possible on an old PC.

All this allows you to create a system with useful and also with funny applications. Got an old PC? Transform it into a new one! The possibilities are almost infinite.

CHAPTER 4 - CONCLUSION

In fact BeOS a lagging a bit of support, but it's not too old and in no way a Retro- System. Beeing still useful it allows you to watch several types of media, work with different types of applications and, last but not least, play some funny games. Of course it's neither an Apple- nor Windows- Killer. But you can be happy with it, depending on what you want to do with your computer. Further information is provided by our projects. These will show you interesting stuff that you may use without any license- fees ;)

by Matthias Breiter

Every death means a new birth

Or how the videogame- industry is influencing our future.

This article shows you, how the massmarket was born in the past and how it has changed until today. It tells about how BeOS can survive. Of course, we could stay here. We have a nice community, we have some great Apps, Tools and Games. But Someday, BeOS will be getting old and rusty. The once shining star will be dark and forgotten.

CHAPTER 1 - RISE AND FALL OF VIDEOGAMES

In 1977 ATARI released the first modular Video- Computer- System (ATARI VCS). In the same year, Apple released the Apple II Homecomputer. The massmarket of the IT Industry was born.

In 1983 Homecomputers were reaching new dimensions, when the games were getting more complex. Videogames were banned until 1987, when Nintendo released the Famicom (Family Computer, it's called Nintendo Entertainment System outside Japan). The NES was not up to date, but the games for the machine provided a lot of fun.

CHAPTER 2 - END OF THE HOMECOMPUTER?

With the beginning of the 90's the traditional Homecomputers were dying. ATARI was buried first. AMIGA and Commodore were the next ones. Apple stopped producing the Apple II (IIGs) which has been in stock from 1977 till 1993 and started concentrating completely on the Macintosh. Another Gap? A world without universal Computers?

No, Microsoft pushed the IBM-PC in this direction. Beeing a traditional workstation for the last 10 years, the inexpensive hardware and the good performance allowed a smooth change from the old homecomputers to the new PC. In Fact, the PC as we know it today, follows the same basic techniques and is more or less a Homecomputer, too.

CHAPTER 3 - AN INDUSTRY DEVIDING

Started with the NES the new generation of the Video- Computer- Systems not only survied until today. No, it's growing bigger and bigger. Japanese gamedevelopers producing one hit to another. In the US videogames' sales are three times bigger than the PC ones. In Japan the gap is even bigger. Also in the UK and in France videogames are selling like cutted bread (as we say it here in Germany).

PC Games have to earn all of their costs in only 3 weeks- otherwise it will be a failure. The developers are getting frustrated. Many companies are hailing on the videogame- boat.

Microsoft, the company that baught the developers to the PC 10 years ago, is now starting to get them on

the X-BOX. What we all can see, is that we will have an divided industry in the next time. On one hand the videogames and on the other the PC as a connector for the digital lifestyle. Work and Games will be clearly seperated and fixed to this or that machine.

CHAPTER 4 - A NEW GAP (HOPE ;)

As we've learned from the past, there have alwas been three major parts of the IT- Massmarket. Games, Games + Work and Work. Everytime one of these pieces wasn't there, a new company jumped into this gap and filled it. This is the greatest chance we've ever had and maybe the last one for BeOS. So what we'll have to do? Waiting? No! Read the next paragraphs and see how we can earn from the current situation.

THE MISSING PIECE

At this very moment, the separation has just started. Gamingcompanies are getting more and more interested in the videogames. I think, that with the next generation (3 Systems will be introduced in 2005: Playstation 3, X-BOX 2 and the ancestor of the Gamecube) the PC will loose it's meaning as a gaming platform. Of course it will stay popular as an digital center for the digital age.

Microsoft knows that, too. And they are "buying" the big PC- Developers for the X-BOX and the X-BOX 2 because they need a strong phalanx against the japanese companies and a reason, why you should buy a X-BOX.

Our chance is to get the "Works and Games"- Gap. We still have an universal OS. We've not told our developers what to do. We have no clear direction- and this time, this is our advantage.

THE SOLOUTION

Ok, we should have a look on what we still got.

- amazing fast and stable OS, a good basement for our needs
- we have advanced and powerful 2D- Technologies like SVG or simply sprites
- our 3D capabillities are limited and not very useful
- our system runs fast even on slow computers WITH it's full interface
- we have a bunch of useful "Everyday- Applications" and we will get OpenOffice
- there are also some funny games

That's not bad at all. What should we create to get in the race? And How? Remember the NES. It wasn't "State of the Art" even on it's release. But it was successfull because of it's great and funny games. I don't mean funny in the sense of not serious. There's no doubt that a game must make fun- otherwise it's not a game.

We can start with old- fashioned 2D- Games. In fact, we have one of the bests systems to create such games. In 2D you can relize Jump N' Runs, Shooters, Beat 'em Ups, Adventures, RPGs, Strategy and so on. The most important thing about 2D- Games is how

lovely and detailed the graphics are.

Another brick in the wall might be to develop a "Content- Creation- Tool" for existing games. We have Quake 2 on our plattform, this would be a good start for creating new games based on it. Remember how popular such modifications (mods) are. Counterstrike and Day of Defeat are good examples for popular games created by a few hobby-programmers.

WHAT TO DO NOW

Firts thing is to aid the existing developers. You can reach them at sourceforge or www.neo-programmers.com. Those freaks aiding us with software and drivers- and they need our help. You don't have to be a programmer. Just tell them what you think about their products. And thank them for the work they've braught to BeOS.

Important is, that we provide a new instance (or organisation) that keeps our programmers together. This mustn't be a new project at all. Maybe neoprogrammes or BeUnited can increase their influence on the developers. With a central for information, communication and project- suggestions we can reach far more than we've reached until now.

SUMMARY

As I told before, this is our Chance. There is no opponent so far. Work have to be started with the end of this year- otherwise we won't be ready in 2005 ;)

Technoids will contact programmers and important community people. And maybe you want to be the maintainer behind important projects. If anyone is interested or you simply got suggestions please contact Technoids.

by Matthias Breiter

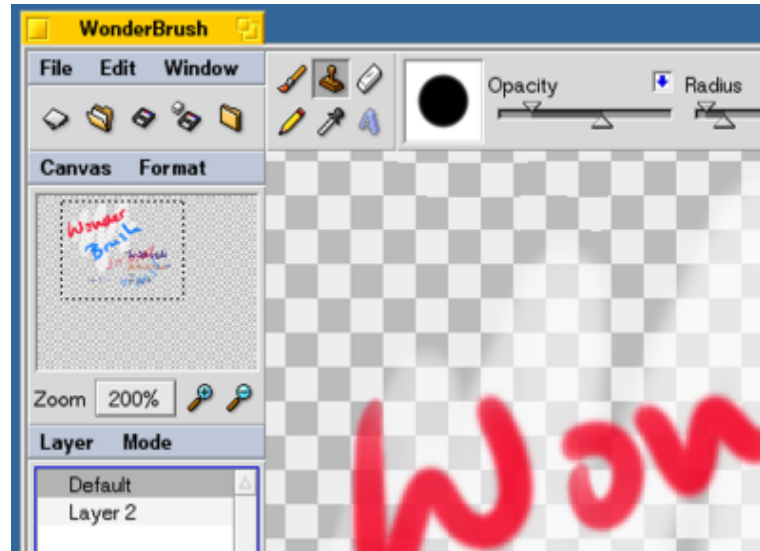
Yellowbites - WonderBrush & eXposer

For a long period of time Yellowbites hadn't upgraded their website. A good reason to ask Stephan Assmus and Ingo Weinhold what's going on. And we have good news: the less afford in their homepage was directly transferred to their 2 new projects Wonder Brush and eXposer. Ingo is not only member of the Open BeOS Crew he also works on his professional eXposer. He's trying to optimize the stability and the memory consumption. Like the last version the new one won't be free, but 40 EUR for the private user is more than fair (commercial use: 250 EUR, studio license: around 1000 EUR).

Stephan is working on a new graphics editor, known as Wonder Brush at the moment. The program was first shown on BeGeistert 010 (German BeOS Meeting). Many features are still working but Stephan won't release it until it is stable and fits to BeOS Quality. It won't be free at all, but Stephan promised a fair pricing around 10 EUR (yes, Ten!). As soon as we can get a version, we will introduce the program detailed in Technoids.

Wonder Brush is specially designed for the WACOM- Driver. This is not only the most common digitizer, it is also the best one as several reviews have proofed. The driver is based on the one from Olaf van Es and it's already available on BeBits. We have gathered a first quick list of which features will be included:

- Subpixel precision with the included WACOM Driver, also recognized by the several brushes
- Non- Linear- Modify- Stack which allows to remove, reorganize or edit done modifications
- correct colors, true color presentation while alphablending
- amazing brushes in comparison to other BeOS Programs, more or less like Photoshop, editable and pressure- sensitive brushes



A releasedate for the first version is not known yet but we'll keep on it. At the moment Stephan is implementing support for TIFF and PSD- Files. Without those an ordinary use is not given.

As far as we see these are really good news.

We hope that both apps can be released in the near future and we wish both programmers good luck!

Marathon: Aleph One

I remember clearly now. It was in 1994. I came to a good friend of mine. He just got his new Mac (Performa 630, I think). He was playing a game that amazed me so much that I bought a Mac, too. The Game was Marathon, a 3D- Action/ Adventure you play like a first- person- shooter. The graphics, the music, the story, simply everything was stunning.

The Legend...

BUNGIE, creators of the famous X-BOX Game

Halo , released the source code in 2000. Based on this source code, the BeOS Port has been released in 2001 and is available for x86 and PPC, requiring BeOS 4.5 or above. Hey, wait a minute! You want to tell us, that such an old game provides a bunch of fun?

Yes, keep on reading to see what a great game this is.

... is Reborn..

ALEPH ONE. This is the first number behind an infinite numbers' space. What? Mathematics suxx! Don't care about that. The last release of a Marathon Game was Marathon: Infinity. OK, if you need an ancestor then you choose Aleph One. Aleph One includes simply the application (engine) itself. There's a standard scenario available for free download. This contains Marathon Infinity. Installation is simple. Decompress the Aleph One, unpack the scenario and move it in the Aleph One Folder. You can copy the complete folder to any location on the harddisk.

... on BeOS

I've been testing the game for several hours on BeOS. It seems that you can play it without any trouble. I've tested saving and loading saved games and so on. What I can't test is the networkplay. But it should be working, cause it works fine on other platforms (I've tested this on Mac and Windows).

Hands on Infinity

Marathon: Infinity is fun to play. You are starting on some kind of space station, getting into trouble there and then you explore a whole universe. You will see levels with a lot of water and other liquids (indeed you can dive or swim), narrow space combat and so on. Some levels feel a bit like ALIEN, others are wide and open.

It's typical for BUNGIE that you fight with and against several parties, like the Phor, the S'pht and Artificial Intelligence. The story is complex and detailed, not comparable with other first- person- shooters. That's why I call it more or less an action-adventure.

But getting into the game is not easy. There's no kind of introduction or full- motion- video. Everything is played by yourself. But don't be shy. Play it for an hour and then you will slowly be led into an

adventure that you wont forget for the next time.

Scenarios

Another great advantage is, that you can play several scenarios from the Marathon Universe. You can play the original Marathon 2: Durandal (you only need the Mac or Windows CD-ROM).

You can Play Marathon: Evil, Rubicon and many other scenarios provided by the fans. Also, there's a conversion of the original Marathon 1 Game. I'm just trying to get it to work.

Summary

The graphics are still nice and you wont get an Eye-Cancer while playing it. The complex story is fun to play, but the entry is not easy. And you can play a lot of free scenarios. Marathon is a modern classic, even listed on Macworld's "Games Hall of Fame".



Appendix A - Links

For further Information about Marathon: Aleph One please have a look on <http://source.bungie.org>. General information about the Marathon- Trilogy, the complete story and available scenarios provides <http://www.marathon.org>.

Appendix B - Troubleshooting

I've been reading several forums last week and I found out, that there are a few issues with the BeOS Version. Here you can read all hints I've found.

1) Installation

Simply decompress Aleph One to any location on your BeOS- Harddisk. Then unstuff a scenario to the same location! Please make sure, that the files are in there, not the scenario's folder. Please make sure that the files Map, Sounds, Image and so on are just named like that! Some scenarios offer their own files (for example M1A1 Sounds ...). Rename those files to their original name, otherwise Aleph One wont start.

2) Crashing on Start Up

This is the case, if the game doesn't launch without any error message or with a SDL- Error. If that happens, please delete the following folder: /boot/home/confic/settings/AlephOne-0.11.1. This folder contains the preference file for A1. In all known cases the game worked correctly after deleting it. This hint was provided by Lelldorin.

3) Multiple Scenarios

The BeOS Version of A1 has problems with multiple Installations. If you install it 2 times with 2 different scenarios, the game wont work. Please use only one copy and change the scenario files when needed.

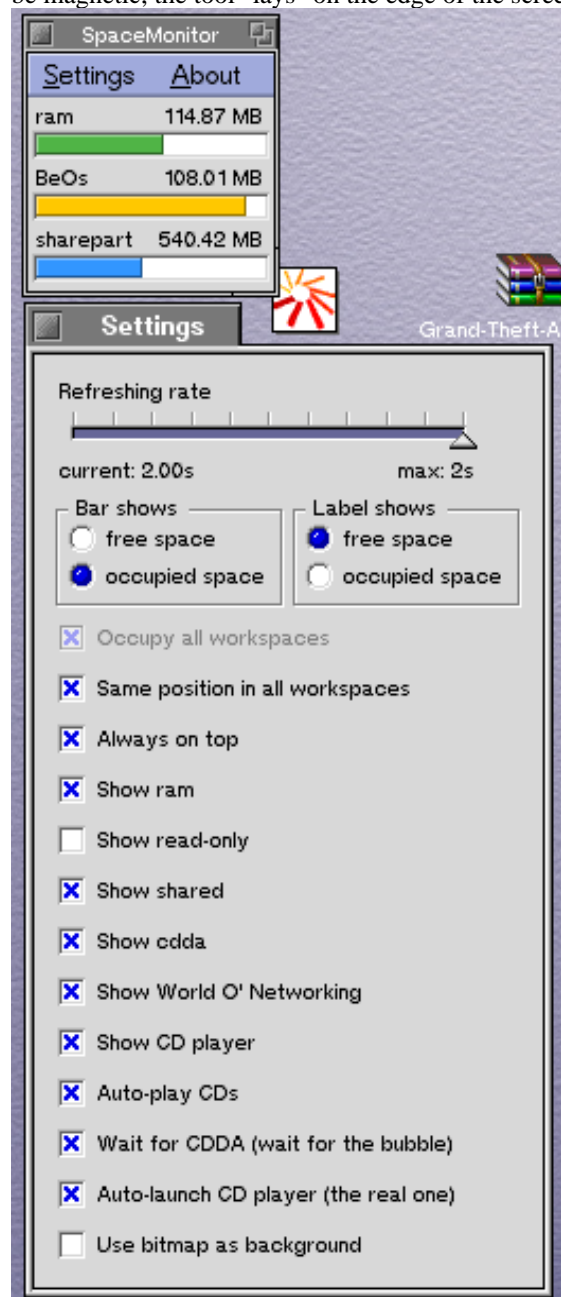
by Matthias Breiter

SpaceMonitor

I want to shortly present you the desktoptool SpaceMonitor. How the name already says, the 290kb tool by Thomas Thierizhe shows the free space on the beos-partition, on all mounted volumes, except cdroms and ntfs-partitions. And it shows the ram-status. Trough the "settings" we can change a lot of preferences.

Moving the tool to the autostart-folder (i used the dev.ed.), so it starts every time booting the system, and th eapp remembers his last position on desktop.

Moving the tool to the end of the screen, this seems to be magnetic, the tool "lays" on the edge of the screen.



by Florian Thaler

C++ programming with BeIDE

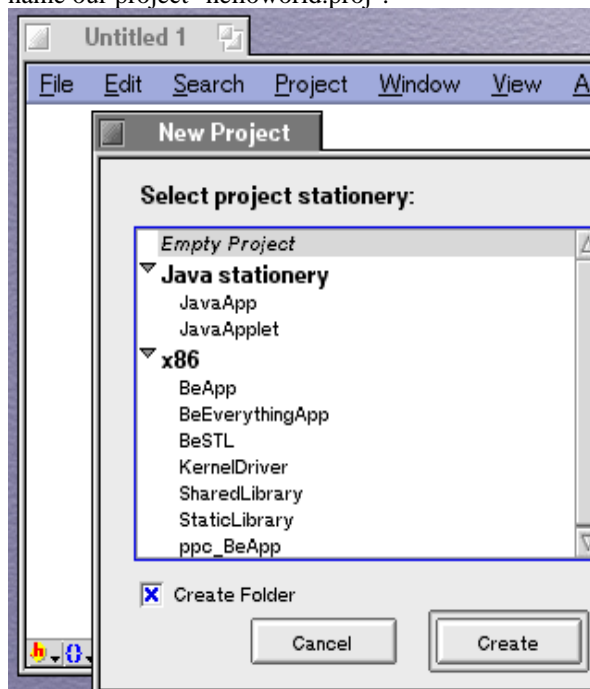
Before our programming tutorial starts, Christian Albrecht shows you, how you can use the BeIDE for your software.

OK, before you can start programming, please make sure, that the developer package is installed on your system. This should be the case if you are using the DevEd. Simply check if the Software is installed in the /boot directory. If not you can use the ProEdition CD or you can get it from BeBits:

<http://www.bebits.com/app/2680>. After downloading the package needs to be extracted and draged into the /boot directory.

>From the Be- Menu start "BeIDE" from the "Apps" entry. Now the BeOS C++ environment is launched.

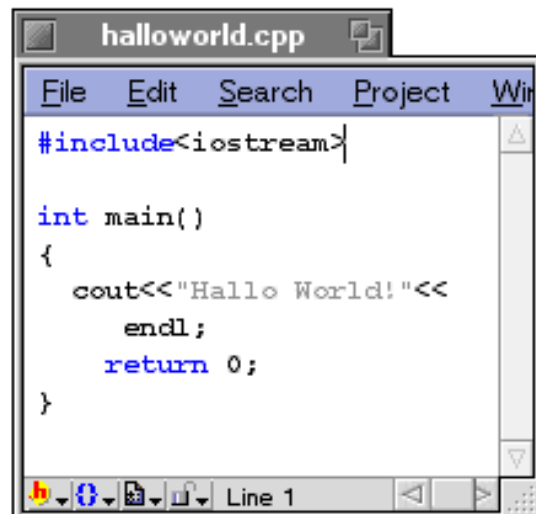
After starting BeIDE select "New Project..." from the BeIDE main menu. >From there you can select different types of applications. BeApp (normal BeOS Application), BeSTL (commandline tool), KernelDriver and some system Libraries. Because BeOS started on PowerPC Platforms, you can also select ppc_BeApp there. We coose a simple commandline app (BeSTL) by checking this option and pressing the "Create" button. In the upcoming dialog we have to set up our projects destination. You can create a new folder in this diag by pressing the right mouse button (contextual menu). Now you can name our project "helloworld.proj".



BeIDE shows you a new window with our procet's name. Some functionality has already been set by BeIDE, because we told BeOS to create a new commandline tool. Change to the window "Untitled 1" and you can start typing the source code:

```
#include<iostream>

int main()
{
    cout<<"Hallo World!"<<
        endl;
    return 0;
}
```



Remember that we only have created our project yet. Please don't mix things up. A project contains classes, libraries and your sourcecode. Of course projects can store more than one sources. Simply save (Menu/Save) your source now in the same directory as the project. Sorcecodes are named ".cpp" (means C++). Name the file to "helloworld.cpp". Important: there's no need that the .cpp files are named as your project. This is only for our project and for your better understanding. Now let's check out the source line by line:

- tells the C++ Compiler to check this preprocessings first. Important because otherwise the compiler wouldn't be able to refer to our included files.

include - as you can see, this includes something. With the include command you can refer to other files and functions. So you don't have to invent the wheel twice ;)

int - menas that an integer (a number without any comma) is given back by our main function.

main - the first function every C and C++ calls after starting the program.

{ - every functionality starts with this bracket. Can be compared to BEGIN in Pascal.

cout << - the object "cout" writes something on the commandline. In our case the content within the "<<" will be redirected to the screen through the "iostream".

" ... " - if you want to write a text directly, you have to set it within this marks.

return 0; - remember that our function must give back an integer. 0 is a good integer. It is only necessary for our function to work correctly.

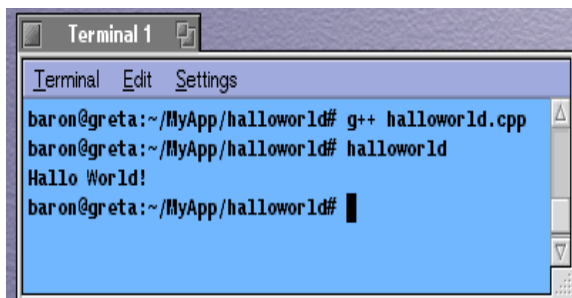
} - ends our function and our program.

OK, at least I want to show you some very basic rules for C++ programming:

- Always use the correct typing. Also remind that C++ is case sensitive, means that "main" is not the same than "Main"!

- every instruction must be completed with ";". Otherwise you will get an error.

- every function starts with "{" and ends with "}". It simply means BEGIN ... END.



```

Terminal 1
Terminal Edit Settings
baron@greta:~/MyApp/helloworld# g++ helloworld.cpp
baron@greta:~/MyApp/helloworld# helloworld
Hallo World!
baron@greta:~/MyApp/helloworld#

```

by Christian Albrecht, translated by Matthias

How to create a Startup - File

At first I want to show you what a Startup- File exactly is and how it can be used. You can use it whenever you want to launch an application without browsing through several directories. This behavior may be known as Alias or Link to the users of other OS. In fact you can also start commandline tools.

A Startup- File can be placed everywhere within BeOS (in the BeOS Menu /boot/home/config/be/ for example). The file must contain the specific directory and the file which should be launched. You can also tell BeOS which file the started application should open. If you want to launch a commandline tool, you also have to use the right command.

To create the script, simply open any text editor. StyleEdit (from BeOS's App Menu) is fine. Here you can type the following:

```
#!/bin/sh
```

This simply tells the system that our new textfile contains executable commands. OK, now imagine our program is called "MyTool". And that program is located within "/home/tools/". So we simply add the following:

```
#!/bin/sh
/boot/home/tools/MyTool
```

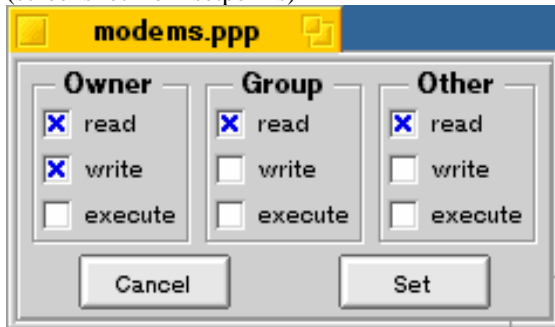
That's all. But some programs also need files to launch correctly. These files are normally placed in the same folder (the programs "home" directory). For defining the programs "home" in our Startup- File simply use the line in the middle:

```
#!/bin/sh
cd /boot/home/tools/
/boot/home/tools/MyTool
```

For the younger ones: cd means change directory and was popular in the old DOS Times ;) At least we only have to tell BeOS that our Startup- File is executable. First store the file in your preferred location ("/boot/home/config/be/" isn't bad at all, the script will appear in the BeOS Menu) as a simple .txt-file. Then you have to set a little flag in the BeOS Filesystem. This can be done easiest with the Add-On "SetPerms". If you don't have installed it already you can find on BeBits: <http://www.bebits.com/app/1293> To install this Add-On simply uncompress it and place it in the "/boot/home/config/add-ons/Tracker/"-Folder. From now on you can use it by pressing the right mouse button (context- menu) while aiming with the mouse at our file. Now select "SetPerms" from the Add-Ons- Menu. SetPerms appears. Simply mark the "executable" checkbox and agree with a click on "Set". That's all!

Because of a little Bug in "SetPerms" an error may occur, which quits the Launcher. If this happens press [ctr]+[alt]+[del] and select "Restart Desktop" from the Taskmanager. (its not necessary to install setperms, you can change it to with an right-click on the file or folder, click "get-info" and expand the upcoming window where is written "permissions" (so it worked under dev.ed.)

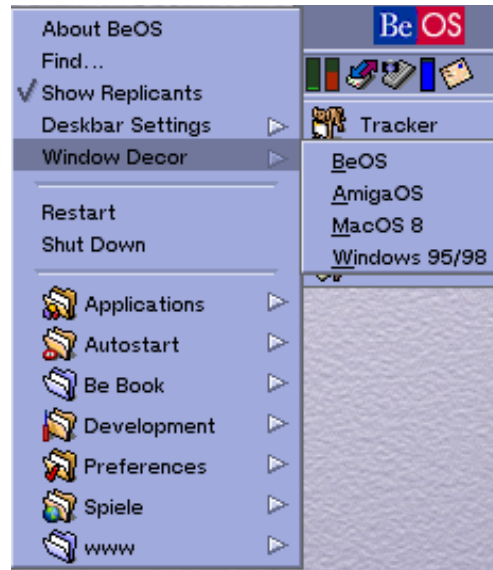
(screenshot from setperms)



by Christian Albrecht

tips and tricks: change your window decor:

If you want to change the decor of your windows in BeOS you must halt Shift + Ctrl + Alt. Now click on deskbar button and there is a new menu "Window Decor...". You got 4 skins to choose (BeOS, AmigaOS, MacOS 8, Windows 95/98). (this screenshot was made under the Dev.Ed.)



run apps during boot:

/boot/home/config/boot/

Here is a file "UserBootscript.sample".

We must nter now Bash script.

```
#!/bin/sh
```

```
launch file_dir
fi
```

If we want to run program /boot/apps/NetPositive

```
#!/bin/sh
```

```
launch apps/NetPositive
fi
```

etc.

Now change the file name to "UserBootscript"

[ctrl] and [alt]

New BeOS Users coming from Windows, Linux or Macintosh will recognize, that the [alt]- key is used in the way of the [command] or [ctrl]- key. If someone isn't able or didn't want to learn this you can easily change the configuration. Simply select "Preferences" from the Menu and select the other key mapping. Of course this dialog allows a lot more options so everyone can set up his very own "style".

folders' background

If you want to display a color in the back of every window (or better every folder/directory window) simply click with the right mouse button on a blank piece of this window. From the contextmenu select "Add-Ons" and then "Background". Here you can select a picture. For example, if you want a blue background, create a small blue picture in your graphics editor (like ArtPaint or Reflections and so on...). Important is, that you save this file as Targa (tga) or Bitmap(bmp). Select this picture in the Background- Dialog and click "Tile"- now, your folders's windows ist blue. If you don't check "Tile" you can set larger pictures. To prevent that the Text is still displayed on a white box, deselect "Mask icon text background".

This works only with icon- views. If you choose a list view for that Folder the background won't appear.

by Florian Thaler

short and helpful

How to change to "Landscape"- Mode in Gobe Productive 2

To change your printing settings to "Landscape"- Mode (or vertical paper direction) in GP 2 you have to setup a printer first. You can reach this settings within the menu "Page Setup" from the main menu. When the printer is setted up, you can change many preferences in this dialog, like horizontal- or vertical- printing, page dimensions (A4, Letter, etc.), margins and units (pica, cm ...) and also settings for colored prints.

Using BeOS without installation

All commercial Pro Editions and the DeveEd can be started up directly from CD and with a little hint you can use them without installation. At first you simply start from CD just like the same way if you want to perform in installation. When the Menu appears, type [ctrl]+[alt] + [del]. The taskmanager will open where all running applications are shown. Wait a few seconds and then the "Restart Desktop"- Button will be available. Now press this button.

Now you can use the system. Close the Taskmanager, but not the Installation Menu. You can drag this Menu to the screens border. Now you can use BeOS without putting it on your harddrive. This can also be used for repairing an existing BeOS Partition or a bootmanager or whatever.

Important

When you close the Installer, BeOS will shut down. You can only use the Software on the CD. All settings you perform in the BeOS will be lost after a restart. If you create Documents be sure you have a floppy ready or you have mounted an existing BeOS Partition.

by Christian Albrecht

here the most useful links to BeOS-related sites,
put it on your wall and distribute it to newBEs!

BeOS software:

www.bebits.com

THE english first place I find newest software

www.bezip.de

THE german first place I find newest software

www.bearchives.com

it is what it says, an archive for BeOS_software, but
not up_to_date

www.beemulated.net

all about BeOS and emulation

www.bezilla.org

all about the BeOS port of mozilla

www.hitsquad.com/smm/BeOS

The biggest BeOS Music Software collection and
related links on the
web today.

BeOS.tucows.com

nice site with listed apps, screensavers and bethemes

BeOs games:

www.BeOSspiele.de

deutsche Seite über Spiele unter BeOS,
Programmirtutorials und deutschem BeBook

BeOS help:

www.betips.net

Hundreds of tips, tricks, shortcuts, and undocumented
secrets by and for BeOS users

www.BeOSonline.de

a german and english point_to_meet with a download
area and a forum

www.BeOSbible.com

parts of the BeOSbible online, password required

www.be-faq.de

hier finde ich viele Fragen + Antworten bei
Problemen mit meinem BeOS!

BeOS media and meetings:

www.technoids.tk

print and online magazine for BeOS, zeta & Co.
NEW!!! :-)

www.BeOSradio.com

BeOSRADIO is an Internet radio station featuring
"all-original music" created by BeOS enthusiasts and
their friends, plus hourly BeOS news, BeOS tips and
tricks, and weekly "BeOS People" interviews.

www.begeistert.org

all about the BeOS-usermeetings in
duesseldorf/germany

www.bebox.nu

all about the cult bebox

BeOs projects:

www.openBeOS.info

OpenBeOS is a project dedicated to the re-creation,
followed by the extension, of the BeOS

www.yellowtab.com

here I find all about Zeta, the next BeOS, with forum,
shop and hcl

www.blueeyedos.com

a new project which brings linux and BeOS together
(BeOS gui and linux_kernel)

www.beunited.org

beunited.org is an international, non-profit
organization working to define and promote open
specifications for the delivery of the Open Standards
BeOS-compatible Operating System (OSBOS)

BeOS newspages:

www.beusergroup.de

DER Treffpunkt der deutschen BeOS_User, mit
großem Forum und News

www.beforever.com

a newspage about BeOS, with a nice online-shop and
links to developers

www.iltuosistema.it

THE italian point_to_meet for BeOS freaks ;-) very
nice site with wallpapers, notices, news etc.

www.begroovy.com

a newspage about all BeOS_projects with a forum
and newsarchive (since nov.2000)

www.BeOSjournal.org

here I find the latest news around BeOS

Other Sites:

www.thegreenboard.com

pure BeOS forum!

www.benebelt.de

eine deutsche BeOS Seite mit Forum

www.lebuzz.com

here I find everthing about sound/media on BeOS

www.beatjapan.org/mirror/www.be.com

its a mirror site of the original be_site (very
interesting)

by Florian Thaler

What you'll find in the next issue...

- report about BitTorrent
- Java tutorial
- which email-app should I use?
- c++ tutorial part 2

and a lot more!

Something to tell us?

What should we do better?
Which themes are interesting for you, which not?
What would you see an "Technoids"?

Write us your opinion

Translation and articles: matthias@x-store.org
Cover and articles: lelldorin@gmx.de
Layout and articles: florianthaler@tiscali.it

and write suggestions in our forum on

www.technoids.tk

Everyone of you can help us to make this magazine better and better. Write us tips and tricks, how to solve problems, how to work easier with our loved BeOS.

Send us the word of your most used app, your most loved tool!

Send us YOUR app, we will test it and report about it!

We count on your feedback and hope you liked this magazine!

with BeOS-friendly greets,
your technoids-Team & Co!