

NEWS RELEASE

A-EON Software Update

Ongoing commitment to software content

AmiWest 2014 25th October 2014

As part of our ongoing commitment to support more software content for our platform we are pleased to provide a WIP update on some current and new software developments projects.

AmigaOS 4 GDB Debugger - NEW

We have commissioned a new Native AmigaOS 4 GDB debug environment for AmigaOS 4. This will allow developers to debug a program in real-time to see what is going on 'inside' another program while it executes or what another program was doing at the moment it crashed. GDB is a full debug environment that provides a programmer with all the serious tools he or she needs to:

- Debug a program in real-time
- Disassemble the program code
- Dump or disassemble memory areas
- Attach to running processes (e.g. a commodity that is already running),
- Step through source code or assembler instructions
- Set breakpoints on labels or addresses
- Display variable values

Warp3D - Update and NEW

We have signed an agreement with the IP owners/developers to acquire the joint ownership of Warp3D with the rights to direct future independent development should we wish to do so. Warp3D development is also back on track.



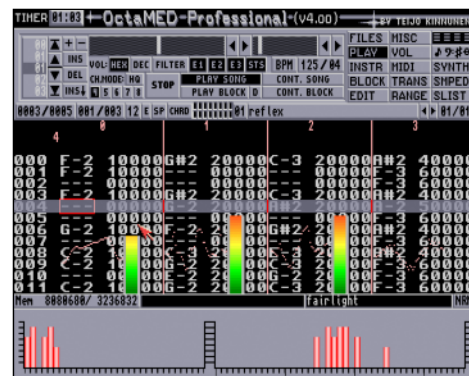
Libre Office Update

The porting is now complete and the programme is awaiting final debugging.

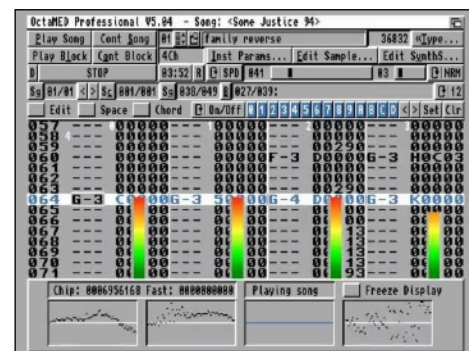


Octamed Sound Studio - NEW

We are in the process of acquiring the rights for the future development of Octamed Sound Studio, the popular Amiga sound tracker written by Teijo Kinnunen and published by Ray Burt-Frost of RBF Software. Octamed began its life as the MED, Music Editor in 1989. The first



commercial version was released under the Octamed banner 1991, so called because it could replay eight independent channels on the Amiga's four channel sound chip. It became one of the most popular sound trackers on the Amiga and some Sony developers still use the Amiga version to create sound tracks for some PS4 games.



For more information please visit: www.amistore.net

Content, Content, Content

