Vol. 14 No. 3 November 2001
$2.50

MUUGlines
The Manitoba UNIX User Group Newsletter

See You At Our New Location!

Editor Hopes Big Title Catches Attendees' Attention

Yes, you correctly interpreted the subtle hint above. For various reasons, we have decided to move the 'regular' location of the MUUG monthly meeting to 400 Ellice Avenue, IBM's "other" location. If you're not familiar with the building, it is the one formerly known as the ISM building, behind (or rather north of) Portage Place. Parking is plentiful, heated and underground at Portage Place, and as far as we know it's still only $2 for the evening. There is also some street parking aboveground available for free, but come January and February that will be mighty cold.

November 13, 2001: Mini-HOWTOs: XINETD and NTP

This month, MUUG members Kevin McGregor and Gilbert Detillieux will each be covering a short topic in a mini-HOWTO format. Kevin McGregor will be talking about NTP (Network Time Protocol) and the UNIX daemon which provides support for this protocol. Gilbert Detillieux will be talking about XINETD, a powerful replacement for the UNIX INETD daemon, used for launching numerous TCP- and UDP-based network services.

Why Aren't You Subscribed?

Nearly every MUUG meeting includes a "round table", an open question and answer period in which every attendee can ask about something they would like help with or information about. In addition, there is a corresponding MUUG-managed mailing list where more questions can be asked and follow-ups posted. It seems that not everyone has been made aware of the existence of the latter.

So, sign up now at http://www.muug.mb.ca/mailman/listinfo/roundtable. The more people there are on the list, the more valuable it becomes. Even if you don't currently have questions or answers, sign up today and join in when you see an opening!

Yes, It's Out

Red Hat Linux 7.2 and Red Hat Linux Professional are now available in stores, through computer resellers and direct from Red Hat. MUUG will be selling a limited number of the main binaries CDs (2 discs) at this month's meeting. The latest version of the market leading Linux distribution adds significant new capabilities, both for use as a workstation and use as a server.

Key new server features of Red Hat Linux 7.2 include: The 2.4.7 Linux kernel for increased scalability; Ext3 Journaling file system for data reliability; Network Configuration, User Management, and Hardware Viewing tools for infrastructure and development; Firewall Configuration during installation and Red Hat Network for added security.

New features of Red Hat Linux (workstation) 7.2 include: Improved USB support; Nautilus file manager; Mozilla Web browser; Latest versions of the GNOME and KDE desktop environments; Office applications, such as a full version of Sun StarOffice 5.2; Printed Installation Guide and extensive Linux documentation; C, C++, Java and other compilers as well as Python, Perl and PHP interpreters; Complete web, file, mail, name, ftp and print servers; Loki Game demo CD; 30 days of Web-based support; 30-day subscription of Red Hat Network Software Manager for 1 system

Red Hat Linux Professional is for professional workstations and servers. It includes everything in Red Hat Linux 7.2, plus: A printed Customization

Guide; A Web Server Applications CD with application development tools and Interchange ECommerce package; Workstation Applications CD with full Adobe Acrobat, IBM Java Run Time Environment and more; System Administrator CD; 60 days of Web-based support; 60 days of Telephone-based support, including 2 incidents; 180-day subscription of Red Hat Network Software Manager for 1 system

Within six months, Red Hat will announce an advanced server version of Red Hat Linux 7.2, with a Linux kernel specifically compiled for datacenter deployments, including full support for UP through 8-way SMP systems. Also due out later is a version of Red Hat Linux 7.2 for IBM's S/390 Mainframe, complete with the 2.4 kernel, development libraries, and S/390 specific tools and utilities for installation natively or as VM guests. For both products Red Hat will offer a complete set of support and professional services, including software maintenance, technical support, consulting, deployment, integration, training and custom development services.

Additionally, Red Hat will be announcing the availability of the Red Hat Embedded Linux Developer Suite, a packaged solution for creating embedded applications and devices. The Developer Suite, which will start at $2,500.00, accelerates development cycles and improves product quality by using Red Hat Linux 7.2 as the common base for the host and target platforms.

Pricing and Availability: Red Hat Linux 7.2 is priced at $59.95; Red Hat Linux Professional is priced at $199.95; Red Hat Embedded Linux Developer Suite will start at $2,500.00. Pricing for the other products will be announced upon availability. Contact Red Hat for pricing of various service and support programs.

Borland Releases Kylix 2 Open Edition

Borland has introduced Kylix2 Open Edition. Kylix Open Edition enables the Linux® developers to quickly and easily create sophisticated, highly visual end-user GUI open-source applications with the ease of drag-and-drop development. Included in the Kylix Open Edition is FreeCLX™, the open source, GPL-licensed version of the component library for cross-platform development. Kylix Open Edition delivers a comprehensive palette of over 100 reusable, customizable and extensible FreeCLX components for open source Linux applications. Developers can download Kylix Open Edition from http://www.borland.com/downloads.

Kylix is a component-based environment for two-way visual development of graphical user interface (GUI), Internet, database and server applications. Kylix is powered by a new high-speed native Delphi™ compiler for Linux and implements a native Linux and cross-platform version of the Borland Visual Component Library (VCL) architecture called CLX. CLX is designed to radically speed native Linux application development and simplify the porting of Delphi applications between Windows® and Linux operating systems.

Borland Kylix is available in the Server Developer Edition for $2999 CDN, the Desktop Developer Edition for $299 CDN for a limited time, and the Open Edition. Kylix Open Edition for open source software (GPL) developers will be available for free download. For more information, visit http://www.borland.ca

SDL Game Development Contest

Sponsored by Linux Journal, Loki Software, and No Starch Press, the publishers of the new book Programming Linux Games, the contest objective is to create a complete SDL-based video game in under a megabyte.

SDL (Simple Directmedia Layer) is a cross-platform multimedia development API released under the GPL by Loki Software. It has some similarities to DirectX for Windows.

The prizes are:

- First Place: Entire library of Loki Software games, 10 No Starch Press books, 2 year subscription to Linux Journal, No Starch Press T-shirt
- Second Place: 2 games from Loki Software, 2 books from No Starch Press, 1 year subscription to Linux Journal, No Starch Press T-shirt

- Third Place: 1 game from Loki Software, 1 book from No Starch Press, 1 year subscription to Linux Journal

The top ten winners will also be included on a Loki special edition CD-ROM; the deadline is December 1, 2001. The four-judge panel is:

- John R. Hall, author of Programming Linux Games and Loki Software contractor
- Sam Lantinga, author of Simple DirectMedia Layer
- Don Marti, Linux Journal Senior Technical Editor
- Matt Might, Computer Science and Economics student at Georgia Tech

Complete rules can be found at http://www.nostarch.com/?games. Here are some highlights:

Entries must consume less than one megabyte, that is 1024 * 1024 = 1048576 bytes, of storage space. The game's binaries and all datafiles must fit in this amount of space.

External libraries (as described below) do not count against the megabyte.

It IS OK to use internal compression, as long as the program never takes up more than one megabyte of disk space at any given time. You can decompress to memory, just not to disk. popen("gzip") is not OK, but you can link against zlib (no penalty). It is NOT OK to download data from the network at runtime.

The host platform will be at least a Pentium II 450, running Linux. However, since the purpose of the contest is to write a fun and fast game that anyone can play without special hardware, the judges will be especially impressed by games that also run on the PowerPC. (Note that the PPC is not hard to support; Linux is Linux. Just watch out for endianness issues.)

The test machine will have a sound card supported by SDL, and a relatively fast 2D video card. However, 3D acceleration will NOT be available. You can use 3D, as long as software rendering is fast enough.

If the entry doesn't compile, you're at the mercy of whoever happens to be behind the keyboard. Not all judges are programmers, and you shouldn't expect gamers to be programmers either. Entries that don't compile might be thrown out, or maybe just frowned at, but they probably won't win.

You can use any programming language you want, as long as it has SDL bindings. For that matter, you can even write a set of SDL bindings for your favorite programming language and use them, as long as you tell the judges ahead of time. Most people will probably use C or C++, but we expect several Python entries. The PyGame library will be available.

The use of external libraries is allowed and encouraged. You can count on any library that ships with the major Linux distributions. We will make a reasonable effort to accommodate special requests. Please provide a list of required libraries in your README file.

Group entries are acceptable, but you'll have to divide the prize amongst yourselves.

All entries must be released under an Open Source Initiative-approved license. You can find a complete list at http://www.opensource.org.

It must be possible for the judges to recompile your entry using freely available tools. If you use any oddball stuff, please check with us beforehand, and be sure to include directions for building your entry.

As a special exception, we ask that Borland Kylix users supply binaries in addition to their source code, as the judges probably won't have a copy of Kylix handy.

International contestants are welcome.

Judging will focus on the following criteria:

Entertainment value. Is the game fun to play? Is it addictive, and does it have a high level of replayability? The easiest way to win this contest is to create a game that the judges don't want to stop playing, even if they have lots of other entries to look at.

Visual appeal. Are the graphics appropriate, polished, and impressive? Special effects win brownie points. And no pr0n, sorry.

Audio. 1 megabyte isn't a lot of space, but that's no excuse for a determined game hacker. Sound effects and music are a big help. Feel free to use Ogg Vorbis to shrink your music to fit within a megabyte.

Polish. Does the game look finished? Does it have that squeaky, shiny feel?

Bonus. Multiplayer support (if appropriate) and other nifty features are likely to catch the judges' attention.

Winners will be notified by January 10th, 2002. Send your game entries and any questions to games@nostarch.com

IEMS 5.1 Released

International Messaging Associates (IMA) has just released the latest in its top Messaging Solution - Internet Exchange Messaging Server (IEMS) 5.1. In an effort to introduce IEMS to a wider range of customers, while providing a high-end messaging solution that addresses the reliability needs of the global mainstream market, IMA is giving away 15-user licenses for free.

By offering free licenses, IEMS5.1 clearly brings the choice of platforms to the users themselves. IEMS5.1 is interoperable in Linux and Windows and will add support for Solaris and HP-UX by late-October. In fact, IMA officials have announced that IEMS5.2, due within the next 90 days, will carry migration tools from Microsoft Exchange to IEMS, as well as Calendaring and Scheduling capabilities. These features will be made available as free upgrades for all users with current support contracts.

With the 15-user free license, IEMS5.1 provides cost-free access to premium functionality unmatched for messaging software that run across multi-platforms. Only 2,000 licenses for the IEMS 5.1 15-user version will be available for copies downloaded from the IMA site until the end of November.

IMA will be sponsoring a USENET group dedicated to IEMS, where IMA customers can discuss support issues. Initially following the 5.1 release, IMA Technical Support staff will regularly monitor and contribute to this forum. The newsgroup name will be announced in the coming days on the IMA web site, and will be linked with the existing Internet Exchange Open Email Discussion forum. Full 24x7 Technical Support is accessible to customers who purchase standard IMA support contracts.

IEMS5.1 is a complete, stand-alone, open architecture-messaging server with components that can be run on a single machine or in a distributed environment. For more information regarding this offer, please visit the IMA website at http://www.ima.com. IEMS 5.1 can be downloaded from http://www.ima.com/download/v5eval.html.

VMware To Run Under NetBSD

Wasabi Systems has completed its VMware emulation software package for NetBSD. This will allow users of i386 platforms to run a guest OS within a virtual machine based on another OS. NetBSD users will be able to run Windows on a Linux-based system. VMware Inc. provided no assistance to Wasabi Systems.

Wasabi Systems can not offer a natively compiled, packaged, and supported version. It was possible to make VMware run under NetBSD because NetBSD has the ability to run Linux binaries. Wasabi ported the Linux kernel modules supplied by VMware. Wasabi Systems was founded by members of the NetBSD project. For more information, see http://www.wasabisysytems.com/.

Sending Us E-Mail?

Due to the amount of e-mail MUUG receives, we've set up an auto-reply to give you immediate feedback, and redirect some of the e-mail to the appropriate places. We will try to personally respond to your e-mail promptly, but please note that our group has a very small board of directors, consisting of a few very overworked volunteers. Please make sure you have used the right address, and are requesting information that is not found on our web site (www.muug.mb.ca). For a full list and description of the addresses, see http://www.muug.mb.ca/pub/muuglines/pdf/muug0004.pdf.