

pitali Jaromila u vezi portanja dynebolica na alterArhitekture...
evo odgovora :-)

Od: jaromil <jaromil@dyne.org>

Za: drqspot@net.hr, Public list for the organization of a transcultural hackmeeting
<thk@autistici.org>

Naslov: Re: Thk Re: dyne:bolic 2.4 DHORUBA or 1.4 on alterHW ?...

Datum: Tue, 06 Mar 2007 15:57:15 +0100

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Hash: SHA1

hi drqspot

On Sun, Feb 25, 2007 at 09:01:12AM +0100, drqspot@net.hr wrote:

I read the fantastic info about new dyne distro...

thanks for appreciation. i'm also quite happy about it at the moment, considering that since 2.4 a simple button in the nest mechanism grants an encryption of personal data stronger than what they use in bank transactions...

i encourage every software developer to have a look at cryptsetup and luks, together with dm-crypt in linux 2.6 they work perfect to provide privacy to users. it should be implemented everywhere!
i'm also available for help scripting it.

My question is how difficult if possible would be to make a dyne:bolic version

for:

-classic Amiga (m68k)--hint m68k-linux Project

-classic PPC Amiga (PowerPerformanceChip 603e==G2) hint--LinuxPPC Project

-new AmigaONE Hardware (ATX, PCI, AGP, PPC G3, G4, DualG4, (G5__64))

-new PegasosPPC hardware (DDR, FireWire,ATX, PCI, AGP, PPC G3, G4, DualG4, (G5__64))

-Playstation2 (MIPS R5900 128 bit/@ 290 MHz/32MB)

-Playstation3 (Cell_9 core PPC Synergistic Processing Element Distributed cluster/GRID on chip computing),

-classic Atari (m68k)--hint m68k-linux Project

-announced meta_hypothetic Genesi "AtariONE"==PegasosPPC with Atari firmWare with MiNT

(Mint is Not/Now TOS--Table/Tramiel Operating System)

-Apple (already there ?)

-any other alter arch/platform

it is as difficult as realizing dyne:3 :)

cross-platform compatibility is a main goal for it.

together with goto10 developers we are forming a new core developers group for this new version. very soon i'll also send out a call for people that is interested in collaborating. hopefully this time the developers team will be large, as there is enough documentation and tools to build a collective dev environment as you see on <http://dev.dynebolic.org>

ciao

p.s. yes, Amiga Rulez! BTW have you seen the GP2X ?

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(_jaromil)(<http://korova.dyne.org> _)

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