



AMIGA IRELAND 2020
EXECSG

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WHAT IS EXEC CSG?

- Original Exec by Carl Sassenrath
- Exec Second Generation by Thomas Frieden and Hans-Jörg Frieden
- `exec.library`, `expansion.library`, `utility.library`, `emulator.resource`, `i2c.resource`, `fsldma.resource`, Kicklayouts, `DumpDebugBuffer`, etc.
- Software Development Kit (SDK)

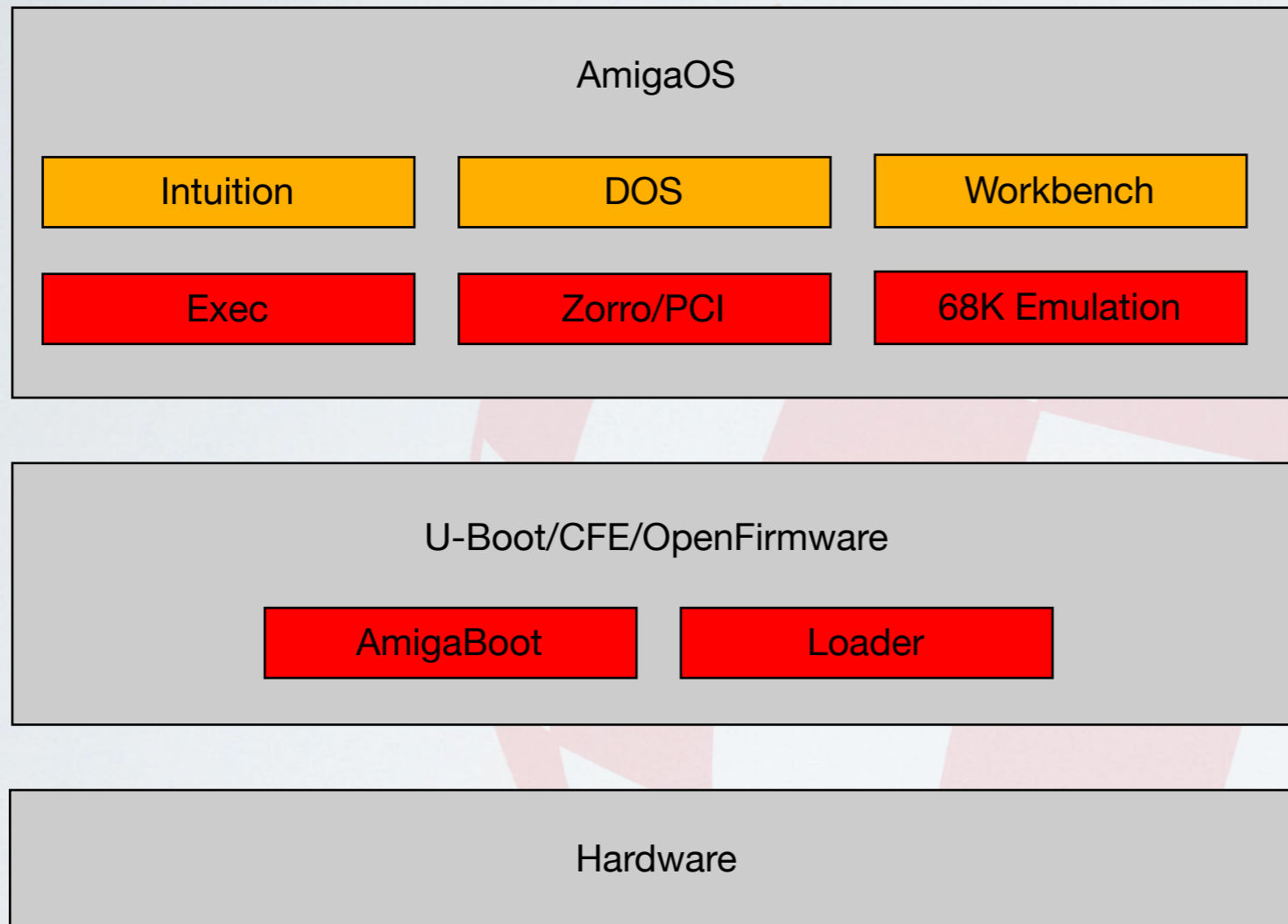
OWNERSHIP

- ExecSG is owned by Trevor Dickinson
- Hyperion contract in place
- Steven Solie appointed Team Lead
- New logo!
(Special thanks to **Ken Lester**)

WHAT IS EXECSG?

Orange = Hyperion

Red = ExecSG



WHAT IS EXECSG?

- System boot management
- Memory management
- Task scheduling & messaging
- Interrupt management
- Shared library and device management
- Zorro/PCI bus management
- 68K Emulation
- Debugging interface
- Tag lists and UTF-8 support
- DMA support

HARDWARE

- AmigaOne A1222 (P1022)
- AmigaOne X5000/20 (P5020)
- AmigaOne X5000/40 (P5040)
- AmigaOne X1000 (PA6T)
- Pegasos II (MPC7447)
- Sam460ex (AMCC460ex)
- Sam460ex Lite (AMCC460ex)
- Sam460cr (AMCC460ex)
- Sam440ep (AMCC440EP)
- Sam440ep-flex (AMCC440EP)
- MicroAI-C (750FX, 750GX)
- AmigaOne XE (7455, 7451)
- CyberstormPPC (604e)
- BlizzardPPC (603e)

STATUS

- Several releases with SDK to Hyperion's beta testers
- New X5000/A1222 DMA Engine API
https://wiki.amigaos.net/wiki/DMA_Engine
- A1222 SPE optimized critical functions
- SortList(), SortMinList() and various API fixes
- X5000 C-based scheduler (for multi-core support)
- New build system (~3 seconds)

DEV TEAM

- Thomas Frieden, Hans-Jörg Frieden, Tony Wyatt, Olaf Barthel, Colin Wenzel, Jamie Krueger, Fredrik Wikström, Sebastian Bauer, Mathias Parnaudeau



- Email **steven@solie.ca**

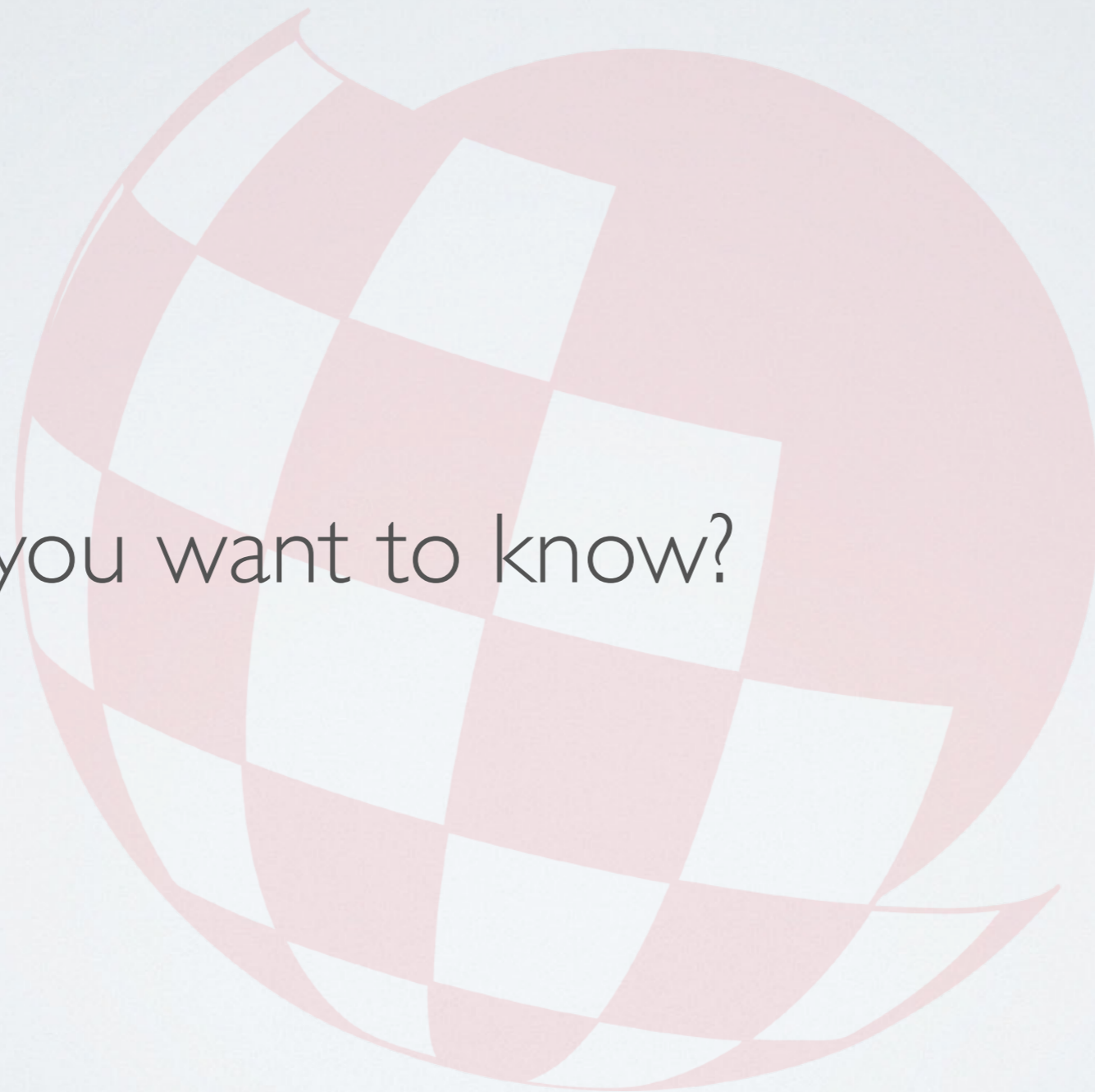
PRODUCT BACKLOG

- ExecSG Team is borrowing “Product Backlog” concept from Scrum (see scrum.org)
- Ordered list of everything known to be needed in product
- Single source of requirements
- Dynamic and constantly changes to identify what the product needs to be appropriate, competitive and useful

ROADMAP

- Focused on the following areas:
 - AI222 load-time emulation (SPE routines)
 - Multi-core support (X5000 first)
 - Better logging system
 - Build system rework
 - High priority bug fixes

QUESTIONS



- What do you want to know?