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INTERVIEW KICKO

A warm welcome from us here at Blitterwolf Development.

1. Can you state your name, country and occupation for our readers please?

My name is Krister Skrtic and i was born in the city Gothenburg of Sweden. I still live there. I go also under the nick Kicko. I works as warehouse operator at SKF (Logistic Services). I studied as office machine repairment and went

on courses for webdesign, desktop publishing network operator and similar.

Always had interests in computer but in the end im always getting work as warehouse operator haha. My interests after work are ofcourse my miggy that i use for daily stuff, meditation, ps3 ofcourse musicmaking.

2. How many Amiga computers do or have you owned?

Amigacomputers i had was a500, a600, a1200T, a1200T, A4000 desktop and later another A4000 with powertower. Today i only own AmigaOne G4Xe and run os4.1 update1. My next move is to replace it with X1000 when available.

3. What is your favourite software to use on Amiga OS?

On classic i used most DPaint and Tracks&Fields together with hd-rec.

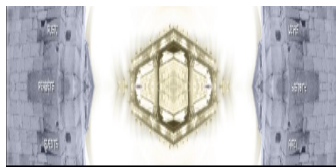
But as T&F was too much hardcoded and limited i had to move 100% to hd-rec. Its really a great software as it has mixer, recording, plugins, and sequencer. All in one. I really miss the old times when using trackers.

Would be nice if Renoise could be ported over to amiga. I tried protrekr but on amiga it lacks midi so its not much of use for me. I hope they implement it later.

For internet purpose i use daily OWB, YAM, Ctorrent, SabreMSN, Wookiechat, pftp. Other software i use is Arteffect but its buggy on os4. I hope some day we get an updated and native version. I use also scout, sgrab, amcurrency, amigaamp, tunenet, codeaudio, FryingPan and others

4. Which is your most favourite games of all time on Amiga OS?

Xenon1-2, Gods, Pinball Dreams/Fantasies/Illusions, Silkworm, Worms, Dynamite and many others i cant remember now.



5. Have you developed anything apart from music for the Amiga Community?

I did some assembler coding in the early times trying to make a gfxripper but it didnt have a save funktion. But at least you could look how everything looked in memory and search. I also did some intros for group hi-teck and bbs intros. But that was ages ago. I dont think i have the sources left. Maybe i uploaded everything on aminet. Dunno.

6. We noticed you have a lot of music for download for the community, will this continue to be the case in future?

As long as i use amiga and it does not die out i will continue to make musik and release it for amiga community. My friend Vlado that i made music with went on to windows world which was a smart move when thinking about making music easy and have great tools. But as hardcore amiga i am i have to do everything on my miggy.

My friend passed away 3 april and i hope hes having a better life where he now is. He was a great quality musician.

7. Considering the music is free, have you ever thought of creating a sellable album?

As i mentationed my friend Vlado we always had interest in getting record contract. Some albums together and other under own name and have versus liveplays at partys. Last play we had was at Funkt'up that was 2009-10-02. I will really miss our sets together. He got some good record company interested but he wanted to make a full album first not releasing singles first but never come to that point. Last years we more or less abandoned musicmaking because of personal problems and alot of lazyness. But we always tried to make each other to continue.

Before i had demoversions of my tunes on aminet and some amigans bought my private albums and also at AmiGBG fair here in Sweden.

I decided to release everything for free except the latest album im working at. And if too much time goes i release that for free too. I put up a paypal button on my page so interested people could send in some support but none so far :) However this year i got 2-3 mails which makes you feel good.

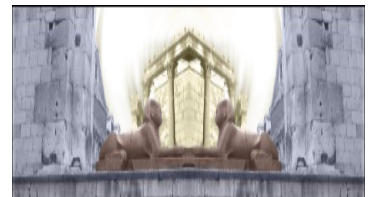
In the protracker ages it was another story. Alooot of mails but then the amigacomunity was much bigger. My music is on youtube too but very wllittle listeners.

8. What software programs were used to create your music?

In the beginning we used protracker. My friend went to fasttracker and finally on fruityloops (windows) while i moved to Tracks&Fields on A4000 controlling my synthesizers. Used SFX to record my tunes into wav. When i moved to Amigaone/OS4 i use HD-REC for everything. From sequencing to recording and mastering. For encoding to mp3 i

use codeaudio even if hd-rec has this funktion. Im used to it :) Most used hardware synthesizer is Roland JD800 that i sold. I really loved it sound but it was too big to bring with me and lacked some effects that you can find on more moder synthesizers. Latest Transplant album i used Access Virus Indigo then i bought Indigo II..

Today i have these ones.
Access Virus TI Polar
Access Virus TI Desktop
Elektron Machinedrum (in the beginning coded on a4000, old amiga coders)



9. Was the website developed by yourself?

All my pages is made with amiga. From classic to today with amigaone.

I use normal notepad but im tired of it. Would be nice if we had some cool soft like on pc's. Dreamweaver and such. If i buy a laptop one day ill probably use windows/macOS for it.

10. Why are you called Kicko, do you like kick drums?

It had nothing to do with music. When i was some years old my mom hold me in her arms and showed me a picture on me. I pointed at it and said Kiko. So i got that nick name since that. So why Ki(c)ko. Many Swedes announce it wrong so i had to put the "c" between.

I call my self psykicko as musicians. Normally i wanted psykick but thats used already by a great musician. However i dont like that nick that much but i use it until i find some better one that noone uses. On forums its Kicko normally.

11. You have a nice website, are you aware it may not work correctly via OWB for some users?

With several latest versions of OWB it works good. I had problems with earlier so i think today its most classic users as they have outdated OWB version. I use a domain name that redirects to my page on my internet providers place. OWB handles that right now. I also use frames which many people dont like today but it was easier for me to code. Some day ill rework my site to nonframes but the problem is to make it so every amigan can see the page. Specially classic users. Well see what happens.

12. What are your future plans regarding Amiga platform, be it developing music, or simply as a user?

As long as there is interesting apps ill stay on amiga as a user. As for musicmaking if hd-rec still works and get updated or some other cool apps comes ill continue with it. My hardware synthesizers is for DSP power. X1000 will give a performance boost so people that dont have money to buy gears like me can start making good music using effects and softsynths. So you will see more of my music in future.

13. And finally, your over all thoughts in the future of the Amiga platform, the current situation, and the current interest and marginal growth in this field?

I have always wanted AROS, MorphOS and OS4 to join. Thats the best solution but that will never happen. However i just wanted to say whats in my mind. I see all of these systems getting updated and working for more HW which is positive thing. MorphOS getting more G4 HW and later laptop G4. AROS for cheap pc HW and OS4 with new SAM's and X1000.

And i want to thank everyone for staying with amiga whatever flavor it is.

And thanks for listening..... to my music :)

Thank you very kindly for doing the interview with us, we wish you many more years of happy Amiga useage.

GENERAL COMMENT

If anyone within the community of Amiga would like to share their passions about Amiga or what they have created for our community feel free to mail Blitterwolf Development and we will consider adding your paragraphs of your Amiga passions to the Monthly Page. phillip @ blitterwolf.com OR damien @ blitterwolf.com

BLENDER TUTORIAL RENDERS

I have placed some renders onto our webpage in the downloads section, as the result of a couple of tutorials I did using Blender program. Naturally we would love to see other people who have done renders and custom designs using their Amiga computers also, so drop us a line and we will place your render, name, programs used and any other details you wish to share in our Monthly Pages, Naturally we would also expect the creator to have already uploaded the wallpaper onto the Amigaworld.net website forum.

AMIGA COMMUNITY

It seems our community is slowly growing, with some new users popping up every now and then, or existing users coming back onto the platform with the new and recent hardware available. To all those reading this now, and that are new or have come back to the community, welcome, and why dont you stay a while, stay forever? Hahahaha. I know, I couldnt resist.

Information has it that there are still beta test system potentially available for users and developers,

After a brief word with Insane Software, the makers of Amijeweled, we now know they are still in developing.

AMICYGNIX SCENE THOUGHTS

So far amicygnix and its available programs have been useful for some Amigans, and thus comes some thoughts on what would be nice to have also as part of the amicygnix environment.

It would be awesome if amicygnix supported wine, especially for when us amigans get the newer hardware X1000 systems.

It also would be a great idea to have more programs working under amicygnix, that for now, only Linux users benefit from. Too many to list here, but definately some music and sound creation programs would not go astray, and perhaps some video editing software or tools also.

GAME PARLOUR

Have noticed of recent that more and more games are coming out on a more regular basis, and not all of them are crap games, on the contrary, many are quite playable, and would be deemed light amusement.

So if any fellow Amiga user would like to share an in depth creation process of their games they have r are creating, then drop us a line, and we will post you and any friends helping you onto our pages. I am very sure that many Amiga users would love to read up on the ins and outs of the making of software or games. I know we would.

MUSIC PARLOUR

Well, now we have hit the music scene ever so lightly, but there are still users out there that have managed to create titles with the help or use of an Amiga. Three users come to mind immediately, Psykicko, Blue Metal Rose and ofcourse Psyria.

Psyria has actually been selling albums, and ofcourse he has to Amigas which helped him to get where he is today. www.psyria.de