

## Warpstock 2019 Presentations

Presenter	Session Title	Notes
Joe Suttle	Digging Ditches	They're all around us. Some of them, we've built ourselves, and often we can't remember why they were built, but we maintain or struggle through them.
		<p>They can destroy or protect us from our enemies – those things that keep us down, even when we aren't sure who our enemies are. Too often, our enemies lie within us.</p> <p>As leaders, we need to look around us and get our defenses ready so we can defeat the things in our lives, our businesses, our homes, that keep us and our teams down, hold us back or cripple us. It's our job as leaders to find ways to better navigate through the maze that seemingly wants to destroy us. We need to discover ways to reach our goals with the least amount of damage to our businesses, our organizations and our spirits. And in the process, teach the members of our team how to spot the pitfalls, build defenses and move forward.</p> <p>In the process, we may have to dig some ditches.</p>
Lewis Rosenthal	ArcaOS update	In this session, Lewis Rosenthal, Managing Member of Arca Noae, LLC, will provide an update on the status of the 5.0 release cycle and expectations for 5.1.
		<p>This session will expand upon the 5.1 Roadmap session from Warpstock Europe this year. ArcaOS 5.0 is not yet finished, with a 5.0.4 planned release before the end of June, and a 5.0.5 release scheduled before the end of the year. ArcaOS 5.1 is slated to introduce new upgrade and migration options, as well as new enhancements for a variety of different users, from retro gamers to businesses.</p> <p>Utilizing valuable feedback from beta testers and the user community, ArcaOS is being refined on a daily basis. The installation experience continues to improve, and Arca Noae is actively researching new technologies to ensure viability on the next generation of systems.</p>
Andy Willis	The Unix Compatibility Subsystem in ArcaOS	In this session, we will discuss how several components have moved from the \OS2 system directories to the %UNIXROOT% tree. This should provide an overview of how the Unix Compatibility Subsystem fits into the overall scheme of ArcaOS, from the filesystem perspective to updating and maintaining it.

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		<p>Many users remain curious or confused as to how Unix/Linux fits into OS/2. What are "ported" applications? What are "native" applications? What scripting languages are available in this environment? Aside from special libraries required to run ported Unix/Linux applications, the CUPS printing subsystem has been grafted onto OS/2. How does ANPM fit into this picture?</p> <p>This session will introduce CUPS from the perspective of the Unix Compatibility Subsystem. There will be a separate session dealing solely with CUPS from a printing perspective (e.g., how to set up a CUPS printer and create a desktop printer object for it).</p> <p>ANPM will be discussed in terms of maintaining the subsystem. There will be a separate session dealing solely with ANPM troubleshooting and advanced recovery techniques.</p> <p>(Recommend this session precede the CUPS and ANPM sessions. Schedule this for Friday, and the other two for Saturday. The roadmap session may fit anywhere, as it is unrelated.)</p>
Lewis Rosenthal	CUPS printers vs PM printers	This session is focused on the CUPS subsystem and how it is integrated with the traditional OS/2 Presentation Manager print subsystem.
		<p>Creating a Presentation Manager printer object is one thing. Creating a CUPS printer is another. Creating a Presentation Manager printer object to print to a CUPS queue is yet another. What's a PPD? What's a backend? This session will cover all of these topics and provide tips to quickly set up and manage CUPS printers.</p> <p>Why are some applications able to print only to CUPS printers? Why does my CUPS printer not print? If there is a CUPS driver and a "native" driver for my printer, which should I use? What is Ghostscript? What is Splix? What is HPLIP?</p> <p>(Recommend this session follow the Unix Compatibility Subsystem session. Schedule this for Saturday, before or after the ANPM session.)</p>
Lewis Rosenthal	Withdrawn: ANPM Troubleshooting and Advanced Recovery Techniques	This session is focused on what to do when ANPM goes to the dark side, becomes comatose, or simply seems to ignore the user's hopes and dreams.
Martín Itúrbide	Retro Gaming Machine with ArcaOS	the experience on setting up ArcaOS to run some classic games; OS/2 Native, DOS, Win16 and Odin (win32).
Neil Waldhauer	RPM Development Environment	On modern OS/2 systems, a set of development tools for building OS/2 programs can be installed using rpm/yum. This presentation shows how to get started using those tools.
David Richard	Archiving OS/2	(withdrawn)
Robert Kuropkat	OS/2 Museum West	

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Neil Waldhauer, Martín Itúrbide	OS/2 Stories	Stories from OS/2 developers
David Azarewicz	Config.sys	Reviewing the order of execution of statements in Config.sys and the proper order of loading drivers. Explain briefly what each driver does. This presentation is intended to acquaint the less technical user with the software controlled by the Config.Sys file.
David Azarewicz	Arca Noae Device Drivers: Recent Progress and Future Plans	In this session, we will review the recent progress of the OS/2 device drivers. We will cover some of the issues that were encountered and the solutions that were implemented. The future plans of some of the key drivers will also be discussed. There should also be time to address questions from the audience. There has been some exciting progress in the past several months so you do not want to miss this session.
Gregg Young	Getting started with Qt development	Getting started with Qt development for RPM/YUM (GCC) and Open Watcom.
Jan van Wijk	DFSee and filesystem background	
Jan van Wijk	DFSee 16.x features overview	live demo showing some of those features using the very latest version
Roderick Klein	OS/2 VOICE News	VOICE has been active with expanding the OS/2 News system and sponsoring BitWiseWorks project for a new web browser on OS/2.
Silvan Sherrer, Dmitriy Kuminov	Latest news from Bitwise Works GmbH	We are discussing what we could present exactly. But we will for sure show something.
Robert Kuropkat	Squeak, an open source Smalltalk	Squeak is an open source Smalltalk implementation. Squeak v3 ran on Linux, Windows, Macintosh, Solaris and yes, OS/2