DosGetNews()

THE OS/2 PROGRAM MANAGEMENT GROUP

By Ben Slivka
OS/2 Group Program Manager

The Program Management group is ultimately responsible for the quality of OS/2. Is it competitive? Is it fast? Is it small? Is it easy to use? Does it have all the whiz-bang features the greatest OS of all time should have?

In general, our responsibility is to get future product features defined. We don't generate this definition in a vacuum. Rather, we get input from a multitude of sources (the OS/2 group, customers, other MS groups). In theory, once these features are understood at a high level, we hand them off to Ron Davis Project Management group to put into the schedule for a particular release.

 To give you more insight into our group, here is what we are doing now:

Ellen Bierman is the Shell Program Manager. She is currently spending most of her time making the "Hursley" PM Shell as intuitive, consistent and easy-to-use as possible. As this work tapers off, she will be designing the user interface of the future for OS/2. Concepts like programmability, customizability, object oriented-ness, and fun will be key to making our Shell superior to both the Apple Macintosh and the Sun/AT&T Open Look user interfaces.

Bill Mershon, Performance Program Manager, will be starting June 27th. He cares about making the system small and fast. Toward that end, he

will be responsibile for regularly measuring the size and speed of the system, developing benchmarks to expand the scope of this measurement, and consulting with development on design changes. While this work applies primarily to the current release, Bill will also be called upon to help specify performance and size requirements for future releases. Finally, he will develop application and system scenarios to help the development group optimize their designs for real-world conditions.

Michael Hyman, Program Manager, is concerned with how good OS/2 is for Independent Software Vendors (ISVs). His is working on several issues now: 1) What are the implications (both marketing and technical) of producing a text-only version of 1.1? 2) How should we evaluate a new file system? (We are looking for a successor to the FAT file system. IBM and MS both have their own proposed architectures.) 3) What should our first pass at a "multi-line edit" class be? Mike picks up a variety of issues as they come along. He is also concerned with system enhancements to benefit ISV's and apps developers. Mike is also watching over performance until Bill Mershon gets here.

As for myself, I'm concentrating on future system issues. We've just gotten IBM to agree to a 0:32 memory model for the 386 version of OS/2 (no more segments for 32-bit applications!). Barring unforseen (and unlikely) technical complications, the 32-bit OS/2 APIs will only have 32-bit pointers, giving us the opportunity to move OS/2 to non-segmented CPUs when the Intel 80*86 architecture runs out of steam. With this decision made, I've got Subsystem Protection and 32-bit Device Driver architecture to iron out in the near future.

On the horizon, 3-D graphics, object oriented file systems, intelligent font scaling, security, and distributed file systems are all topics which will receive closer scrutiny.

How well we do our job depends upon the quality of input and cooperation we get from you. Whether you are a developer, tester, builder, project manager, or just plain user of OS/2, we want to hear from you. We have a special e-mail alias, "os2", that is expressly for this purpose.

Our fundamental aim is to make OS/2 the most successful operating system ever built. We've got a great start, let's keep it moving!

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MOVING MADNESS

 Is there a method to the madness of all the office moving that is happening over the current three weeks? I talked to Debbie Hill, who is in charge of it all, and found out that there are purposes for this big move (other than the fact that it is already a great Microsoft tradition).

The biggest reason is to consolidate groups with the hopes of increasing productivity. As Microsoft has grown, new employees were put into whatever offices were available. Now the plan is to put people who work together closer to each other. The other big reason is to undouble the doubles. Everyone should have his or her own office. However, until the new buildings are done (is it Christmas yet?), this is still going to be a bit of a challenge. Everyone's patience is greatly appreciated.

Those of you who are moving already know who you are. WINDOWS (Russ Werner's group) moved just last weekend to Building 5. SPECIAL PROJECTS (Nathan Myhrvold's group) also moved last weekend to Building 1. NET/XENIX/DOC is scheduled to move to Building 1 the weekend of June 17. With all of these group safely out of the way, the BUILDING 2 INTERNAL SHUFFLE will be happening over the weekend of June 24. Moving boxes will be distributed June 20. If you are on vacation or are not going to be here that week, please have your office boxed and labeled before you go. If you need boxes early, just email FAC2.

The last great-internal-shuffle was last August (10 months ago). This shuffle is good practice for the next one, which may or may not happen in 6 month when the new buildings are done!

Thanks to everyone who participated in the Hawaiian Shirt Contest
last Friday. The shirts wearers, the spectators, and the judges all
had alot of fun. The winners were:

Most Authentic: Mark Hitch
Most Garish:Mike Hyman
Total Look: Mark Taylor

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STARTING THIS WEEK: A "Bug-Fixer-of-the-Week" will be selected
at PeterN's Friday PM & 1.1 status meeting. The person selected will
be able to proudly display the coveted trophy in his/her office for a week.
The Bug Fixer will be announced in the following DosGetNews().

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MANY THANKS TO HEIDY
KRAUER!! Even thought the
rafting/camping trip was not JDA
specific, we were all invited.
44 of us cruised down the Methow
River in the Cascades last Satur-
day. The white water was high,
the weather was beautiful, and
lunch was well-deserved.
A few very-brave people (inclu-
ding Heidy) ran some of the
rapids without the aid of a raft!
(I was impressed!).
About 26 people spent either one
or two nights camping at the
Alta Lakes Campgrounds.
We will have to do it again some-
time.

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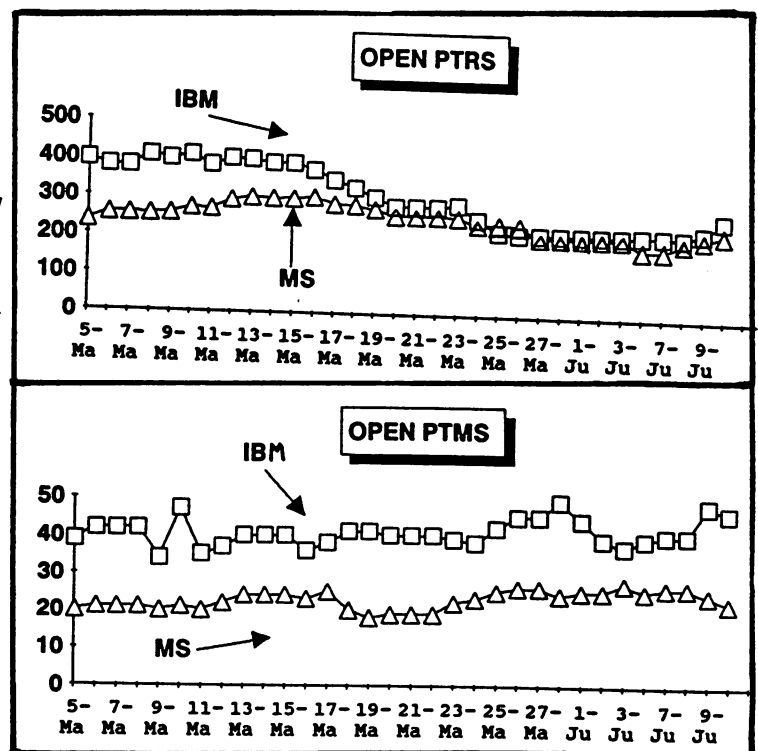
MORE ON HAWAII

WATER SAFETY

Hawaii has one very sad claim to fame: more people drown here than anywhere else in the world. Moreover, there are dozens of yearly victims of broken necks, backs, and scuba and snorkeling accidents. These statements shouldn't keep you out of the sea, because it is indeed beautiful, benevolent in most cases, and a main reason to go to Hawaii. But if you're foolish, it'll bounce you like a basketball and suck you away for good. The best remedy is to avoid situations you can't handle. Don't let anyone dare you into a situation that makes you uncomfortable. "Macho men" who know nothing about the power of the sea will be tumbled into a Cabbage Patch doll in short order. Ask lifeguards or beach attendants about conditions, and follow their advice. If local people refuse to go in, there's a good reason. Even experts get in trouble in Hawaiian waters. Some beaches, such as Waikiki, are as gentle as a lamb and you would have to tie an anchor around your neck to drown there. Others, especially on the north coasts during the winter months, are frothing giants.

While beachcombing, or especially when walking out on rocks, never turn your back to the sea. Be aware of undertows (the waves drawing back into the sea). They can knock you off your feet. Before entering the water, study it for rocks, breakers, reefs, and riptides. Riptides are powerful currents, like rivers in the sea, that can drag you out. Mostly they peter out not too far from shore, and you can often see their choppy waters on the surface. If caught in a "rip," don't fight to swim directly against it, you'll lose and only exhaust yourself. Swim diagonally across it, while going along with it, and try to stay parallel to the shore. Don't waste all your lung power yelling, and rest by floating.

When body surfing, never ride straight in; come to shore at a 45-degree angle. Remember, waves come in sets. Little ones can be followed by giants, so watch the action awhile instead of plunging right in. Standard procedure is to duck under a breaking wave. You can even survive thunderous oceans using this technique. Don't try to swim through a heavy froth and never turn your back and let it smash you. Don't swim alone if possible, and obey all warning signs. Hawaiians want to entertain you and don't put up signs just to waste money. The last rule is, "If in doubt, stay out."

Yikes!

Sharks live in all the oceans of the world. Most mind their own business and stay away from shore. Hawaiian sharks are well fed — on fish — and don't usually bother with unsavory humans. If you encounter a shark, don't panic! Never thrash around because this will trigger his attack instinct. If one comes close, scream loudly. Portuguese men-o-war put out long floating tentacles that sting if they touch you. Don't wash it off with fresh water, this will only aggravate it. Hot salt water will take away the sting, as will alcohol, the drinking or rubbing kind, after shave, and meat tenderizer (MSG), which can be found in any supermarket or Chinese restaurant. Coral can give you a nasty cut, and it's known for causing infections because it's a living organism. Wash the wound immediately and apply an antiseptic. Keep it clean and covered, and watch for infection.

Poisonous sea urchins, such as the lacquer-black *wana,* can be beautiful creatures. They are found in shallow tide pools and can only hurt you if you step on them. Their spines will break off, enter your foot and burn like blazes. There are cures. Vinegar and wine poured on the wound will stop the burning. If not available, the Hawaiian method is urine. It might be ignominious to have someone pee on your foot, but it'll put the fire out. The spines will disintegrate in a few days, and there are generally no long-term effects. Hawaiian reefs also have their share of moray eels. These creatures are ferocious in appearance, but will never initiate an attack. You'll have to poke around in their holes while snorkeling or scuba diving to get them to attack. Sometimes this is inadvertent on the diver's part, so be careful where you stick your hand while underwater.