

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 3

W A U G

Westchester
AMIGA
Users Group

March 2024

BreakThru

<https://acidbottle.itch.io/breakthru>



Developer AcidBottle has converted the 1986 game **BreakThru** from Data East for any Amiga having at least 1MB Chip and 1MB of either Chip, Fast or slow RAM. The game works with any CPU running at 14MHz or better. Fast RAM and a harddrive are recommended, otherwise you will experience slowdowns.

In this horizontal shoot 'em up, the player controls an armed vehicle, with the first button shooting the main gun while the second button is used for jumping. Therefore, a two-button mouse is also required.

Currently, only an Amiga .adf file is available. Drag the disk to your desktop to install on a hard drive, then run the exe. A WHDLoad installer and CD32 version may be available in the future. This game is free but the developer accepts your support by letting you pay what you think is fair (\$2.00 USD is suggested).

YouTube video: <https://youtu.be/f2b9FfvzGoA?t=19>

Download: <https://acidbottle.itch.io/breakthru/purchase>

Wizonk!

<https://mixelslab.itch.io/wizonk>

Developer Mixels Lab has released the 2-4 player platform game **Wizonk!**, made using the Scorpion Engine. The aim of the game is to be the last spellcaster standing, by any means necessary. Enter the arena and fight off three friends (or enemies) with a range of mystical powers! The aim of the game is to be the last spellcaster standing. Wizonk should run on all 1MB Amigas.



Wizonk's core multiplayer component is free (pay what you want, \$2.00 USD is suggested). In time, there will be an enhanced version, available commercially.

YouTube video: <https://youtu.be/jTMcE9bdlf0?t=18>

Download: <https://mixelslab.itch.io/wizonk/purchase>

Donkey Kong 500

<https://jotd666.itch.io/donkey-kong-500>



Author jotd666 has transcoded the arcade version of Donkey Kong to the Amiga, as **Donkey Kong 500**. Donkey Kong is a 1981 arcade video game developed and published by Nintendo. As Mario, the player runs and jumps on platforms and climbs ladders to ascend a construction site and rescue Pauline from a giant gorilla, Donkey Kong. It is the first game in the Donkey Kong series as well as Mario's first appearance in a video game.

This game is free but the developer accepts your support by letting you pay what you think is fair for the game (€5.00 Euro, or about \$5.40 USD).

Download: <https://jotd666.itch.io/donkey-kong-500/purchase>

YouTube video: <https://youtu.be/JpxkwWPUfhk>

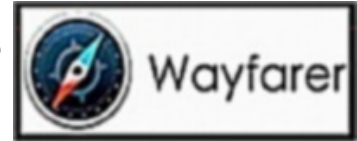
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MorphOS: **Wayfarer** v7.3

<https://wayfarer.icu/>

Jacek 'jacadcaps' Piszczek has released version 7.3 of his **Wayfarer** web browser for MorphOS. Version 7.3 has been rebased to WebKitGTK 2.42.5.



Features:

- Based on a Jan-2024 WebKitGTK tree, supports most modern websites
- Audio playback including HLS
- Video playback including MediaSource support
- Built-in Adblock Plus files support
- Download and Bookmarks managers
- Encryption of passwords via cryptostorage.library
- Support for custom / self-signed server certificates
- Written in ObjectiveC and C++

Download: <https://wayfarer.icu/wayfarer.lha>

OS 4.1: **Snes9x**

http://www.os4depot.net/?function=modules/snapshot/display&fileid=12821#12821_1



Snes9x is a Super Nintendo Entertainment System/Super Famicom emulator specially ported and heavily optimized by HunoPPC on AmigaOS 4.1 Final Edition.

IMPORTANT: Snes9x was compiled with the new SDK, it requires AmigaOS 4.1 Final Edition. It doesn't work with former version of the OS.

Update your System after using this. Minimal newlib.library 53.80 is required.

Download: <http://www.os4depot.net/share/emulation/gamesystem/snes9x.zip>

Warren Modell - 1933-2024

Warren Modell, former member of Amuse (an Amiga Special Interest Group of the New York Amateur Computer Club), BUG (the Bronx Users Group) and, of course, WAUG passed away suddenly on February 5, at the age of 90.

He is survived by his wife Carol (married 67 years!), four children, and many grandchildren. A most generous, helpful, and friendly person, he will be fondly remembered and greatly missed.



OS4: **LuettjeBookholler** v 1.87

<http://www.os4depot.net/?function=showfile&file=office/misc/luettjebookholler.lha>



Author A. Pankalla has released version 1.87 of his "Little Personal Finance program," **LuettjeBookholler**, for computers running Amiga OS4. "Luettje Bookholler" is German for "little accountant" and that is what you are, when using this little program. the program is capable of importing account data via csv-import.

Download: <http://www.os4depot.net/share/office/misc/luettjebookholler.lha>

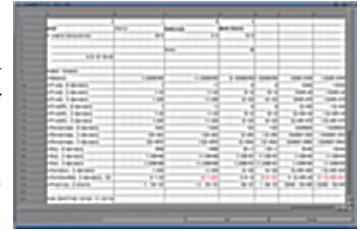
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Leu

<http://www.os4depot.net/?function=showfile&file=office/spreadsheet/leu.lha>

Leu is a simple spreadsheet application, which started as an Excel and Open Office viewer. Now it also has some basic editing functions and a fully working function parser. It supports loading of Excel (xlsx), Libre/OpenOffice (ods), ASCII (csv) and TurboCalc (tcd) files. You can export the tables to Excel, Libre/OpenOffice, ASCII, HTML or wiki tables.



Because it's written with FreePascal for Amiga systems with MUIClass GUI Toolkit, it is available for all Amiga systems:

- Amiga OS 3.x – 68020+, OS3.0+, MUI 3.8
- Amiga OS 4.x – OS4.0+ (NOTE: X5000s CPU is not currently compatible with FreePascal programs)
- AROS – i386 (ABIV0), ARM (ABIV0), x86_64 (ABIV1, nonSMP)
- MorphOS – 3.x+

Download: <http://home.alb42.de/files/Leu0.08.lha>

REDPILLGameCreator v .9.34

<https://aminet.net/package/dev/misc/REDPILLGameCreator>

Since the WAUG News article last month (February 2024) on Carlos Peris's game construction kit, **RedPill**, this program has gone from version 9.33 to 9.34.

Changes of version 0.9.34:

- Added condition triggers Cam PosX and Cam Pos Y to check the camera position.
- Internal function that finds out color closest to other has been changed.
- OCS copper gradients may be faster now.
- Added condition trigger Contains Tile Tag.
- Copper values in screen setup are now really only the default ones.
- Anim Frame trigger renamed to just frame, as it is not taking into account the animation.
- If you are using the condition Frame is, in the trigger screen this frame will be displayed.
- Fixes in automatic remap when loading a spritesheet image.
- Further optimizations in trigger processing.
- Small vertical scrolling improvement.
- Optimizations when coming back from playing the game to the editor.
- Fix for sometimes wrong palette being displayed when going from spritesheet screen to main screen.
- Fix in audio object default value when upgrading a project from an old version.
- Fix in Overdrive Color/gradient triggers not updating the palette.
- Fix in audio listener objects introduced in the previous version.
- Fix in Tile On Map/Screen/Border triggers, under certain conditions could execute unwanted triggers.
- Fix in Camera follow code.
- Fix when attaching non static objects to static objects.
- Fix for level deletion and others when coming back from playing the game to the editor.
- Some unused code has been removed.



Download: <http://aminet.net/dev/misc/REDPILLGameCreator.lha>

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AROS One v2.4 x86 ABIv0

<https://amigaworld.net/modules/news/index.php?storytopic=23>

AROS is a lightweight, efficient, and flexible open-source operating system. It is an independent, portable, and free project, which aims to be compatible with AmigaOS at the API level. Most AROS distributions run on x86-based computers. Versions do also exist for Motorola 68K and PowerPC as well.



AROS One 2.4 is now available for download. In this release there have been a lot of changes mainly on the Core now compiled with the C library, this will not change anything for users but it is very important for developers because it facilitates and simplifies porting and compiling software.

AROS One 2.4 has to be installed from scratch because it is no longer compatible with the old Cores and the old software included in the large Contrib archive. Nothing is lost because the same software was included in the new Contrib compiled with the C Library, eventually for those who have their own configurations they could make a backup and manually insert them into the new system.

Download: <https://sites.google.com/view/arosone>

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MorphOS, 68K: **strangé** v 0.23

<http://alfie.altervista.org/soft/strange.html>

Marranos Unidos has released a "First Final Release" of **strangé**, a small tool to view images, text, Amigaguide autodocs, and HTML files. It goes online, but it is not a browser. It has a very nice high customizable interface, with multiple tabs, bookmarks, and a search bar. It is released as open software under the term of the MPL2 Public Licence version 2.

Download MorphOS: <http://aminet.net/comm/www/strangeMOS.lha>

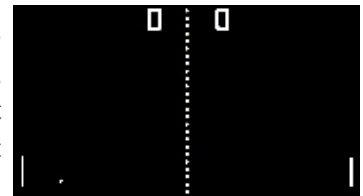
Download 68K (some limitations): <http://alfie.altervista.org/downloads/strange68K.lha>

Pong

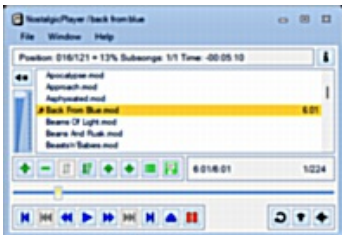
<https://8080.itch.io/pong>

The classic game of Pong for the classic Amiga (AmigaOS3.x), Apollo Vampire V4, or Amiga RTG (requires AHI). The game has joystick support (and, on Vampire, USB Gamepad support as well). It can be played either against another human, or against the computer. In order to download this game you must purchase it at, or above, the minimum price of \$1 USD.

Download: <https://8080.itch.io/pong/purchase>



Win10/11: **NostalgicPlayer** v 2.2.0



<https://nostalgicplayer.dk/>

Author Thomas Neumann has released version 2.2 of **NostalgicPlayer**, a program for playing Amiga music modules under Windows 10 or 11. It is based on the Amiga program **APlayer**, which was started on the Amiga computer back in 1993. NostalgicPlayer is written in C# and is open source.

Download: <https://nostalgicplayer.dk/download>

SonosController v 1.4

<http://www.os4depot.net/?function=showfile&file=audio/misc/sonoscontroller.lha>

Author Michael Rupp has released version 1.4 of **SonosController**, a program that lets you control Sonos speakers from any Amiga connected to the same network.

If you like SonosController, please consider a donation by PayPal <<https://paypal.me/mirupp>>. Any donation is highly appreciated, no matter how small, and it helps to keep motivation up to develop software like this for the Amiga!

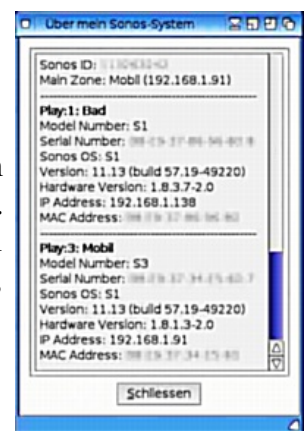
Download

AROS: https://aminet.net/comm/misc/SonosController_AROS.lha

OS3: https://aminet.net/comm/misc/SonosController_OS3.lha

OS4: <http://os4depot.net/?function=showfile&file=audio/misc/sonoscontroller.lha>

MorphOS: <https://www.morphos-storage.net/dl.php?id=2069518>



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AROS: **ProTrekkr** v2.6.5

<https://github.com/hitchhikr/protrekkr>

ProTrekkr is a tracker program combining a software synthesizer together with a traditional samples tracker which can (mainly) be used to create electronic music (like psytrance, trance goa, hard acid, IDM, chip, techno, jungle, etc.) targeting small sized intros, demos or games. Now version 2.6.5 was released for AROS.



Changes:

- Added handling for 512 midi patches via bank selection.
- Fixed a couple of bugs in the standalone replay.
- Added effects 3F & 40 to set the scale of the two 303 units.
- The file keyboards.txt was missing from the repository.
- Added effects 29, 2A & 2B to turn tracks compressor on/off, set compression threshold & ratio respectively.
- Fixed the audio bug on Intel Macs.

Download: https://github.com/hitchhikr/protrekkr/releases/download/v2.6.5/ptk_v2.6.5_aros.zip

WinUAE v5.2.0

<https://www.winuae.net/2024/02/19/winuae-5-2-0/>



The Amiga emulator **WinUAE** has been released in version 5.2.0.:

New features/updates

- MacroSystem DraCo emulation.
- Picmatic Marbella Vice light gun laser disc arcade game is now fully working.
- American Laser Games and PicMatic statefile support.
- Genlock emulation display positioning/scaling updates.
- Retina Z2 and Z3/Altais RTG board emulation. (NCR 77C22E+ and 77C32BLT SVGA chips)
- S3 Trio64 PCI RTG board.
- On screen led font is now configurable, settings in GUI Miscellaneous panel.
- A2410 updates (Latest Picasso96 driver with DM • A mode enabled graphics corruption)
- All emulated RTG boards now autoswitch (Automatic switch between chipset mode and RTG mode).
- Do not emulate special cases in native chipset screen mode last and first line(s) unless Overscan mode is Overscan+ or higher
- NTSC mode screen vertical positioning improved.
- Disk swapper insert/remove cursor position now works as expected. Same image can be inserted in multiple slots.

Download:

[Installer (32-bit)]: <https://download.abime.net/winuae/releases/InstallWinUAE5200.msi>

[Installer (64-bit)]: https://download.abime.net/winuae/releases/InstallWinUAE5200_x64.msi

[zip-archive (32-bit)]: <https://download.abime.net/winuae/releases/WinUAE5200.zip>

[zip-archive (64-bit)]: https://download.abime.net/winuae/releases/WinUAE5200_x64.zip

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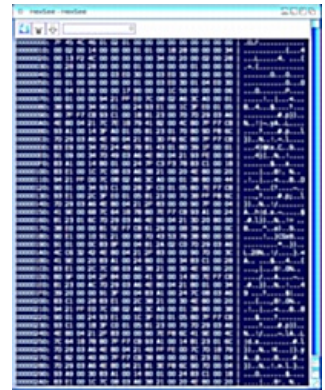
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AmigaOS 3/4: **HexSee** v 1.1

<http://retramisoftware.com>

Retrami Software has released version 1.1 of **HexSee**, a hex viewer that displays file contents in blocks of 16 characters per line. Although it is simple in function, it contains a few extra features that are not always available in other AmigaOS hex viewers to date. Those features include:

- Can read any file up to 4 Gigabytes in size!
- Written specifically for AmigaOS 4.1!
- A single file buffer will not use more than 128KB.
- Text and background can be set to any color (limited by screen mode).
- Can open on any public screen, including the Workbench.
- Can be iconised.
- Responds to mouse scroll wheels where available.
- Localization enabled.
- Gadgets can be the default size of 24x24, or 16x16 if required.
- Text Search
- Hex Search
- Text selection and copy.
- Hex selection and copy.



The OS3 version supports AmigaOS 3.0, 3.1, 3.5, 3.9, 3.1.4 and 3.2. It also runs successfully on AmigaOS 4.x. The OS4 version supports AmigaOS 4.1 and 4.1FE, but if you are using an older version of OS4, use the 3.x version.

Download OS3: <https://aminet.net/util/misc/HexSee.lha>

Download OS4: https://aminet.net/util/misc/HexSee_OS4.lha

OS4: **Rave** v 1.7

<http://www.os4depot.net/?function=showfile&file=audio/edit/rave.lha>



Version 1.7 of **Rave**, a sound editor for AmigaOS4-compatible computers, has been released. It provides functionality for manipulating and storing digital audio files.

New in this release (1.7):

- The program now keeps a list of recently opened files, and has an associated item in the Project menu for quickly opening these files again.
- Reworked the file requester with a more flexible Access Panel with a user-definable Favorites section.
- Another addition to the file requester is the Browsing History pop-up for selecting recently used paths.
- Fixed a playback-related bug that would make Rave unresponsive.
- Updated documentation.

Requirements:

- AmigaOS 4.1 Final Edition Update 2 or newer.
- Enhancer Core classes (toolbar.gadget, infodata.gadget, select.gadget, shared.image).

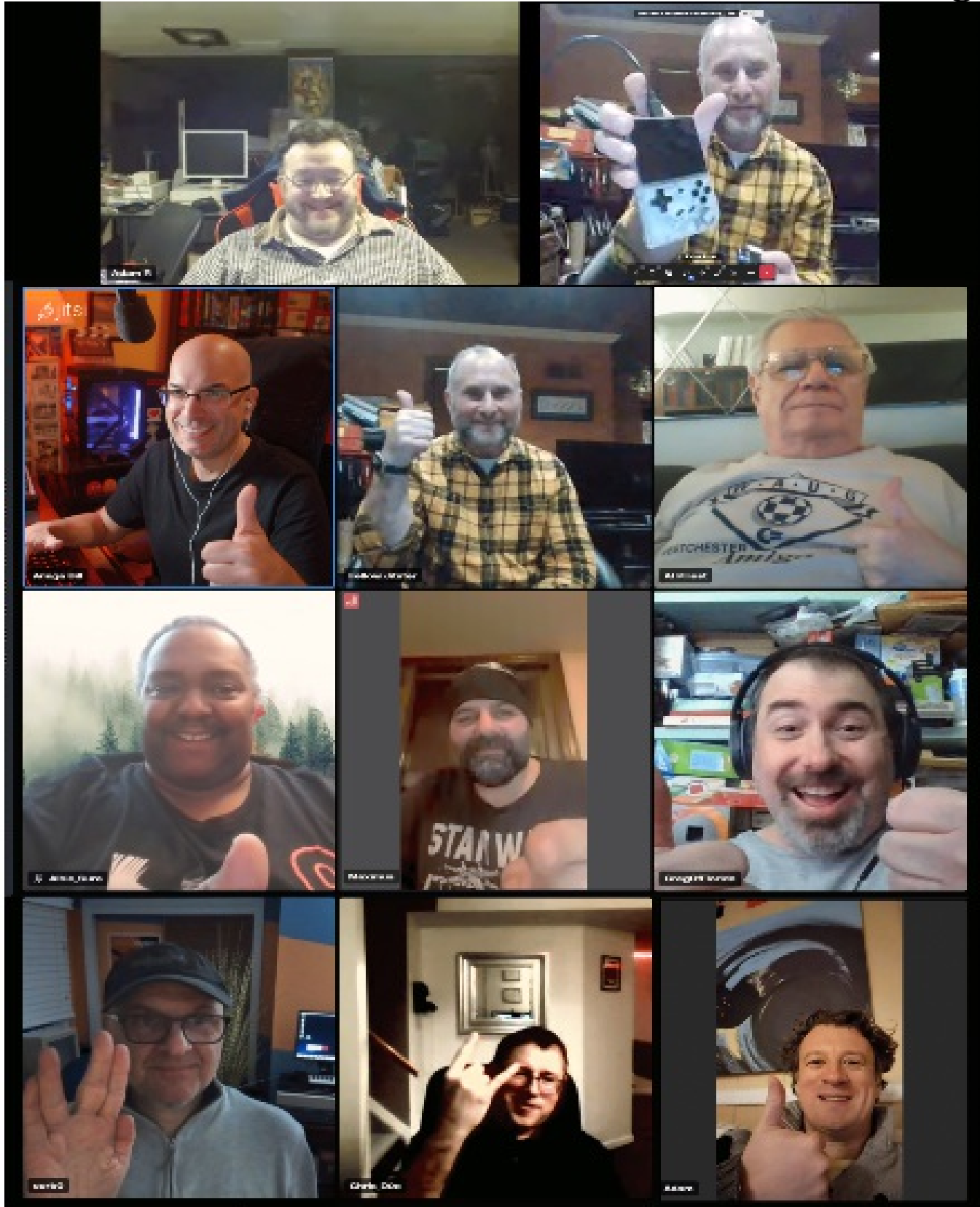
YouTube video: <https://youtu.be/IBDXJpmMVCg>

Download: <http://www.os4depot.net/share/audio/edit/rave.lha>

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Screenshots from our last virtual WAUG meeting:



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Westchester Amiga Users Group

“Go Player” (A.K.A. “Co-Prez”)

Bill Winters

“Backgammon Royal” (A.K.A. “Co-Prez”)

Anthony Becker

“Monopoly” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga board games)*

Meetings are held once a month on the first Thursday of the month, starting at: 7:30 PM.

➔ **NOTE: Until further notice, all WAUG meetings will be virtual** due to NY State COVID-19 public meeting restrictions.

The *Amiga* community is made up of so many great people and we are excited to meet many more of you. If you are interested:

Our web site is:

<http://www.TheGuruMeditation.org>

YouTube:

<http://www.youtube.com/TheGuruMeditation/>

Facebook:

<http://www.facebook.com/TheGuruMeditation/>

and **Twitter:**

<https://twitter.com/TheGuruMeditate>

From the Editor:

Thanks to WAUG Co-President Bill Winters (AKA AmigaBill) for the screenshots from our last virtual meeting.

What about **your** contributions to WAUG News? You don't need to write an original article (which would be **much** appreciated), just e-mail me any links or photos relating to the Amiga that you come across. But, what about reviewing some new (at least new to you) piece of hardware, or software, or Amiga related book?

If you are NOT yet registered on WAUG's Google group:

<https://groups.google.com/group/waug>

then, you should **sign up**.

If a meeting is cancelled or rescheduled a notice will usually be sent to our **WAUG Google Group** members.

Al Priest, Editor
aapriest@usa.net

Hope to see you there!





COMMODORE LOS ANGELES
SUPER SHOW



CLASS April 13th & 14th, 2024
at the VFW Hall:
"USS Gudgeon Ship 8310"
in Burbank, California

<https://www.portcommodore.com/dokuwiki/doku.php?id=class:news#class of 2024 - april 13-14>



Westchester Amiga Users Group
% Alexander Priest, Editor

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TO:

DATED AND TIME SENSITIVE INFORMATION