

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

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Westchester
AMIGA
Users Group

April 2024

AmiExpress v5.6.1

<https://aminet.net/package/comm/amiex/Amix561>

AmiExpress was a BBS System that ran on the Amiga series of computers and was developed by Lightspeed Technologies in the 1990s.

Joe Hodge of LightSpeed Technologies and the owner of this product has given his full approval to Darren Coles to take over this software and to continue using the Ami-Express name.

This is a rewrite of that system written in Amiga E by Darren Coles. It is open source with new features and bug fixes.

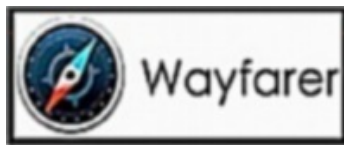
Download: <http://aminet.net/comm/amiex/Amix561.lha>

Documentation: <https://github.com/dmcoles/AmiExpress/wiki>



MorphOS: **Wayfarer** v7.67

<https://wayfarer.icu/>



Wayfarer is a web browser for MorphOS, based on a recent branch of WebKit. WAUG News reported on Wayfarer in our March 2024 issue (version 7.3).

The program is now up to Version 7.7, with the following changes/fixes:

Version 7.7

- fixed WebAnimations support
- fixed several issues with the internal refresh loop
- fixed taking screenshots of scrolled-down pages
- file:// handling fixes
- updated libxml2

Version 7.6

- Fixed a bug in Youtube steering
- A/V synchronization fixes
- Improved handling of audio stream switching when playing media in MSE mode

Version 7.5

- Fixed HLS Live video playback (live Youtube streams on mobile frontend)
- Fixed reported crashes

Version 7.4

- Reworked the Settings UI
- It's now possible to use different browser settings for the 1st path component of an url
- Added a YouTube setting that can cause direct loads of www.youtube.com to redirect to mobile or tv pages
- Optimizations in how per-url settings are handled internally
- Fixed a race in video player
- Fixed a regression where resolving a mimetype from file extension for remote resources would get overridden to an incorrect mimetype
- Fixed reported crashes

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

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

AROS: Bars&Pipes

<http://bnp.hansfaust.de/>

Alfred Faust, who had officially taken over development from Blue Ribbon Soundworks many years ago, has finished his port of **Bars&Pipes** to AROS. Bars&Pipes is a professional grade MIDI music composition program that was originally developed by Blue Ribbon Soundworks in the 1990s. It supports Amiga audio via AHI and plugins (called "tools" in Bars&Pipes).



This means that not only does Bars&Pipes now run on AROS, securing future use, and giving access to massive CPU and hardware resources to create sound, but also that Amiga/AROS music software using camd.library can now access USB MIDI devices.

Download: <http://bnp.hansfaust.de/download/BnPAROS/BarsnPipesAROS.lha>

ham_convert v 1.10.0

<http://mrsebe.bplaced.net/blog/wordpress/>

Sebastian Sieczko's Java-based tool **ham_convert** converts modern graphic formats into the Amiga's HAM format and is now available in version 1.10.0. (See January 2024 WAUG News for version 1.9.3).



New in version 10:

- ability to use ICtCp colorspace for HAM error calculation
- option to exclude first palette color from DynamicHires conversion
- larger program window and fonts
- code cleanup

New in last prior version 1.9.4:

- Acorn Archimedes VIDC1 256-color mode
- Dynamic Hires with an AGA palette
- PCHGF_32BIT ILBM IFF format supporting 8-bit per channel palette changes
- extra OCS palette optimization.

Download: http://mrsebe2.bplaced.net/ham_convert/ham_convert_1.10.0.zip

AmiWest 2024

<https://amiwest.net/>

The organizers have announced that the 27th **AmiWest show** celebrating over 37 years of the Amiga history and over two decades of AmiWest will happen from October 25th to October 27th, at the Holiday Inn Express Cal Expo, 2224 Auburn Blvd., Sacramento, California 95821, USA.



For the latest updates and details check the AmiWest Blog: <http://amiwest.net/blog2024>

The newsletter of the **Westchester AMIGA Users Group**

Series II - Volume XXVII - No. 4

AmiWordle v 1.1

<https://macetze.itch.io/amiwordle>



This is a Wordle clone made in Blitz Basic for Original Chip Set (OCS) Amigas by author Macetze. **AmiWordle** has been modeled on the principles of the original game by Josh Wardle. It runs from Kickstart/WB 1.2 on an unaccelerated Amiga with 1MB RAM (512kb ChipRAM and 512kb SlowRAM are sufficient). It has also been successfully tested on Kickstart 3.2, a 68060 CPU, and lots of RAM. Version 1.1 has the ability to be played in English and German.

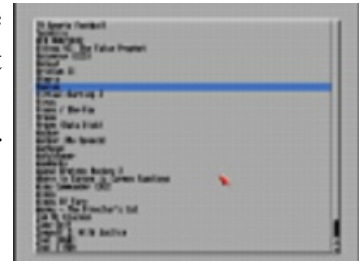
This game is free but the developer accepts your support by letting you pay what you think is fair for the game (5.00€, or about \$5.45 USD, is suggested).

Download: <https://macetze.itch.io/amiwordle/purchase>

WHDLoadMenu v 1.9

<https://aminet.net/package/util/misc/WHDLoadMenu>

Version 1.9 of Vesa Halttunen's utility **WHDLoadMenu** is now available as a free download on AmiNet. WHDLoadMenu is a frontend for WHDLoad. It displays a list of WHDLoadable applications in the given directory and allows them to be started by clicking on the name of the application using the mouse or by selecting the application name using the keyboard or a joystick. WHDLoadMenu is intended to be conditionally started on system startup. WHDLoadMenu requires WHDLoad to start the applications.



YouTube video: <https://www.youtube.com/watch?v=BGV-X0NJomQ>

Download: <http://aminet.net/util/misc/WHDLoadMenu.lha>

MorphOS: Iris v 1.22

<https://iris-morphos.com/>



Version 1.22 of the **Iris** Suite for Amigas operating under MorphOS is now available as a free download from AmiNet.

Iris is a modern IMAP (Internet message access protocol) for receiving email that allows users to access their emails from different devices. The features are: Support for Gmail, Outlook.com, and Yahoo!, multiple accounts, HTML email, spell checker, attachments, offline mode, and PDF export.

Iris combines several contemporary technologies like WebKit, OAuth2, ObjectiveC++ and VMIME to form the most advanced native application for Amiga®-compatible operating systems.

Download: <https://iris-morphos.com/iris.lha>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

Screenshots from last month's virtual WAUG meeting:



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

SkyBalls v 1.1

<https://aminet.net/package/game/misc/skyballsadf>

Giovanni Iacobelli has released version 1.1 of his freeware game, **Skyballs**. The aim of the game is to collect all the balls that roll down. To launch it, just double click on its icon. The game was written in C++ and requires no installation. The game, once launched, will open a window. To start playing you will need to press the [START] button.

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

Download LHA: <https://www.iacosoft.com/dwload.asp?url=skyballs.lha>

Download ADF: <https://www.iacosoft.com/dwload.asp?url=skyballsadf.zip>



Pangomonium v 1.0

https://www.amigafuture.de/app.php/newsportal/?start=0&ulg=en&news_id=41525&sid=a47de697e1d0c61daa51ae9ffc47d530



Airsoft Softwair ("the hardest working men in code business") are proud to present a massive new plugin release for Hollywood: **Pangomonium** - The Ultimate Text Engine for Hollywood. Pangomonium is a plugin of epic proportions and the first plugin only available for Hollywood 10. Pangomonium has been two

years in the making and is now finally ready for release exclusively for Hollywood 10.0.

Here are just some of Pangomonium's impressive features:

- draw text in almost any language (including complex scripts, bidirectional text, right-to-left layouts etc.)
- support for fonts that contain colored glyphs (finally enjoy those colorful emojis on Amiga!)
- exports two high-level and one low-level interface to Hollywood
- Hollywood scripts can access all Pango and Cairo APIs directly (over 500 functions!)
- seamless integration with Hollywood 10's new text interface makes it very easy to use Pangomonium
- the plugin can also replace Hollywood's inbuilt vector graphics engine
- extensive documentation in AmigaGuide, HTML, CHM and PDF (more than 300 PDF pages!)
- comes with over 30 ready-to-run example scripts

Pangomonium is free for existing Hollywood users from the official Hollywood portal.

Download: https://www.hollywood-mal.com/download/Pangomonium_Amiga.lha

Silhouette Threat playable demo

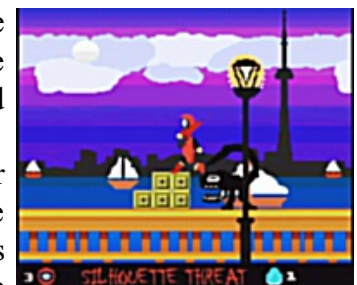
<https://lionagony.itch.io/silhouette-threat-aga-amiga>

Author lionagony has made available an early demo of an AGA Amiga game of **Silhouette Threat**. This is an action platformer that was created using the Scorpion Engine, and with the help of the author's 12 year old daughter (the art and the game concept) for the Amiga 1200 or Amiga 4000.

A girl has fallen into a world full of silhouettes and armed only with her umbrella has to take out the enemies and collect the raindrops needed to open the portal back to her land. In this first playable demo you have to collect 5 raindrops to defeat the level. The author cautions that this is a work in progress. This game is free but the author accepts your support by letting you pay what you think is fair (\$2.00 USD is suggested).

YouTube video: <https://youtu.be/mwT6WNH2oK8>

Download: <https://lionagony.itch.io/silhouette-threat-aga-amiga/purchase>



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

Ecliptic

<https://bwldrbst.itch.io/ecliptic>



In this playable demo from author bwldrbst, your team of three robots has been sent to bring the alien star ship **Ecliptic** home. But first, it must be repaired, cleared of aliens and, after overcoming the onboard security systems to reach the bridge to take control of the ship.

This is game is still in development. It has no sound and only PAL displays are currently supported. It requires 1MB of RAM (Fast RAM and HD are recommended). This demo 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/kTH5vAyPcn8>

Download: <https://bwldrbst.itch.io/ecliptic/purchase>

Versatile Amiga Testprogram v 5.95β

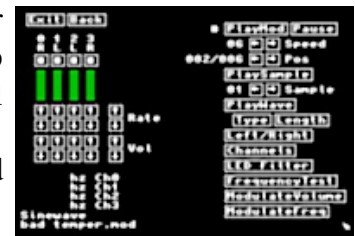
<https://aminet.net/package/util/misc/VATestprogram.zip>

WAUG News last reported on **Versatile Amiga Testprogram** in our February 2024 issue (version 5.8 beta). This test program for all Amigas is now up to version 5.95 beta, and is available as a free download from Aminet. A full description of the changes in this version can be found at the link above.

Remove hardware from the parallel port when doing tests on this port and real interrupt testing. Don't use Amitestkit or diagram testplugs!

Remove parallel port test plug when done using the program.

Download: <http://aminet.net/util/misc/VATestprogram.zip>



GI Puzzle Balls

<https://www.iacosoft.com/home/amiga.asp#PUZZLEBALLS>



Giovanni Iacobelli has released **GI Puzzle Balls** for the A500 MINI, an Amiga 1200/4000 with Kickstart 3.x, or the emulator UAE. The object of this game of skill is to align at least 3 dots of the same color horizontally or vertically. To launch it, just double click on its icon.

The game was written in C++ and requires no installation. Once launched, the game, will open a window. To start playing you will need to press the [START] button. The Game is freeware. It can be distributed for free, including on the net or in CD-Rom collections of P.D. and Shareware. Please distribute the program

together with all other files included in the package.

YouTube video: <https://youtu.be/H5TB0z42ZFw>

Download (LHA): <https://www.iacosoft.com/download.asp?url=puzzleballs.lha>

Download (ADF): <https://www.iacosoft.com/download.asp?url=puzzleballsadf.zip>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

Bunny's "Boing Ball" Bounty

<https://robsmith-dev.itch.io/bb>

Last year, Robert Smith released a game for Easter titled Hop to the Top! (see WAUG News May, 2023). This year, he has released another Easter-themed game: **Bunny's "Boing Ball" Bounty**. In this game, you (as a bunny) bounce around a classic Amiga Boing-Ball to collect as many eggs as possible in the shortest possible time. But, watch out for Energy Drink (makes you hop faster, but beware, it might be too fast!) and Bomb (avoid at all costs! This will kill your rabbit and end the game).



This game is written using AMOS. This game is free but the developer accepts your support by letting you pay what you think is fair for the game (\$1.00 USD is suggested).

YouTube video: <https://youtu.be/5UfNBpc5YxY>

Download: <https://robsmith-dev.itch.io/bb/purchase>

REV'n'GE # 156

<https://www.retro-gamers.it/revnge-english-version/>



The March 2024 issue of the PDF magazine **REV'n'GE** (**R**etro **E**mulator **V**ision **a**nd **G**ame) is now available in English, as a free download.

REV'n'GE tries to compare, where available, ports of old games to various classic platforms or review lesser known titles from the home computer era. An attempt is also made to pick out lesser-known retro games. The March 2024 issue (#156) contains reviews of the Amiga game Sealance, as well as the Commodore 64 games: Corescape, Dawn Patrol, and Destroyer Escort.

This latest issue, focusing on naval simulations, now links directly to YouTube videos with recordings of the game being reviewed. If a corresponding video is available, it can be accessed by clicking on the "Trailer" icon at the top of the page.

Download: <https://tinyurl.com/5c9y7v88>

Moon Patrol

https://www.indieretronews.com/2024/03/moon-patrol-1980s-arcade-classic-as_26.html#more

The 1982 arcade video game developed and released by Irem, **Moon Patrol**, is available as a playable Amiga demo. In this game, the player controls a moon buggy which can jump over and shoot obstacles on a horizontally scrolling landscape, as well as shoot aerial attackers.

This downloadable AGA build has many bug fixes and improvements, and now includes the city scene which was missing in the previous build.

YouTube video: <https://youtu.be/IW5iq-YUIN4>

Download: http://moodler.pl/mpatrol_AGA_beta.zip



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4



OS4: Letter worm

<https://github.com/tickBit/Amiga-Letter-worm?tab=readme-ov-file>

Collect letters and fly away as a butterfly in **Letter worm**, a small game from developer tickBit for Amigas operating under AmigaOS4. The game is free to download at the link below.

Download: <http://www.os4depot.net/share/game/puzzle/letter-worm.lha>

OS4: Los Malditos Demo

<https://www.morguesoft.eu/LosMalditos/index.html>

Author Juan Carlos Herrán Martín has released a playable demo of his adventure point and click role playing game **Los Malditos**. The game is a free adaptation of the mythical books from Timun Mas from the 80s and 90s "Dungeons&Dragons" and "Avanced Dungeons&Dragons" games. This game is a 'demo concept game' in development process that will be finished in winter of 2024-25 depending on the interest shown by the fans.

Download: <http://www.os4depot.net/share/game/adventure/losmalditosdemo.lha>



Amiga Easter Basket

<https://amigachristmastree.ultimateamiga.com/Easter.html>



Developer Cammy has put a website together for Easter-themed Amiga games. Included are rabbit and egg themed games as well as anything else that ties in with Easter.

There is also a link on the page to a brand new multi-player Easter game ported by Earok - Jump n' Bump which you can play using AmigaLive at: <https://www.amigalive.com/>

The games available on this website are:

Bunny's Boing Ball Bounty Jump n' Bump Hop to the Top - Bunny's Revenge Hop to the Top Easter Egg Egg Salad Who Framed Roger Rabbit? Roger Rabbit In Hare Raising Havoc International Ninja Rabbits Bunny Bricks	Egg Quik the Thunder Rabbit Easter Eggstravaganza Wiz n Liz The Tale of Peter Rabbit Easter Animation (Demo) Qwak Super Foul Egg Giddy II: Hero in an Egg Shell Eggminator: It's Jokement Day	White Rabbits Rise of the Rabbits AGA Rise of the Rabbits 2 AGA Whizz Sqrzx Sqrzx 2 Sqrzx 3 Sqrzx 4 Chuckie Egg
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The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 4

Westchester Amiga Users Group

“LHA” (A.K.A. “Co-Prez”)

Bill Winters

“GZIP” (A.K.A. “Co-Prez”)

Anthony Becker

“DMS” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga file/disk compression apps)*

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>

Hope to see you there!

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





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



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TO:

DATED AND TIME SENSITIVE INFORMATION