

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 5

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Westchester
AMIGA
Users Group

May 2024

Glubble

<https://www.pouet.net/prod.php?which=96577>

The game **Glubble** was developed by Leonard (code), Mon Mon (pixels), and Virgill (music). In this game, you must move the colored blobs left and right and join blobs having the same color together.

It can run on any kind of Amiga, but 1MiB of RAM is required for the floppy version.

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

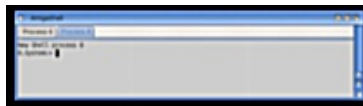
Download: <http://leonard.oxg.free.fr/demos/Glubble.zip>



MorsConv v 2.3

<https://aminet.net/package/text/misc/morsconv>

MorsConv is a modular Morse code generator. It is a shell command (i.e., it has no GUI). Text to convert is given as the first argument. As Morse code has no concept of capital and small letters, all the text is automatically capitalized before conversion.



MorsConv is an open source software hosted on GitHub. For program usage see AmigaGuide file inside the archive.

Download: <http://aminet.net/text/misc/morsconv.lha>

OS 3.x: Hack and Slay

<https://grindercowboy.itch.io/hack-and-slay>

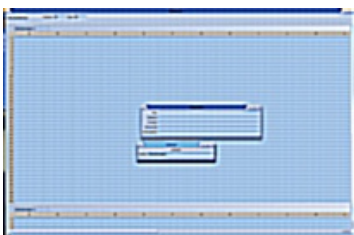
Author grindercowboy has released **Hack and Slay** - stickman version" for the Amiga. :) This game should run on almost any Amiga with a minimum resolution of 640*400 running AmigaOS 3.x. This turn based game. written in Blitz Basic, is very small (less than 100 kB), but still has five levels to explore.

Minimum requirements: 1 MB RAM, 640x400 resolution, 68020 14MHz, AmigaOS 3.x. This is a free download at the link above.



MorphOS: MicroExcel v 1.10

<https://www.morphos-storage.net/?id=2095320>



Developer Carsten Siegner has released version 1.10 of **MicroExcel**, a free and simple spreadsheet editor for Amiga computers running under MorphOS.

It can read and write tables in XML format. It can also export tables in PDF format or print it out.

Download: <https://www.morphos-storage.net/dl.php?id=2095320>

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WhatIFF? issue 13

<https://whatiff.info/>

A modern Amiga Guide magazine for creative Amiga users, **WhatIFF?**, aims to fill the void left by magazines such as Amiga World, Amazing Amiga, and Amiga Report. WhatIFF? plans to provide guidance on creating images in Brilliance/DPaint, 3D animations in Lightwave, connecting your Amiga to the internet, creating music in OctaMED/ProTracker, and more. Although WhatIFF? is a free magazine, they do accept donations to support the running of the magazine.



The contents of the April 2024 - Issue 13 - are as follows:

Game Reviews:

Weasels Gaming Corner: Current Games
The Deep
Dice Masters

Guides:

Game Graphics: What NOT to do
Making Modules 101 Part One
How to Get Better Samples
Creative Graphics: Easy Aztec Graphics
Brilliance 101 Part 12 - Tokyo Bay Part 2
Creative Graphics: Fun With Smear

Articles:

Completing Games at Long Last
Building a New Rejuvenator in 2024
Amiga Paradox of Choice
Amiga Through the Lens of LD Learner Part 2
Contributing article: Lessons from a 7Mhz CPU

Interviews:

Massimo Loi: NEONnoir
Simone Bevilacqua: RETREAM
8080: The Deep and Dice Masters
Willem Drijver: Apollo Robin Hood

Regulars:

Shell Talk
Ivents Corner

Cover Disk:

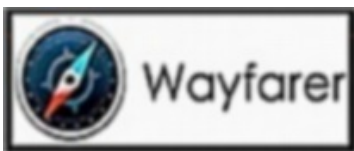
The Deep
WHDLoad Torrent File

Download:

Entire issue: <https://tinyurl.com/yc474xnz>
Without Demo: <https://tinyurl.com/mvhyav9z>
Deep Demo: <https://tinyurl.com/uksh9j62>

MorphOS: **Wayfarer** v 7.8

<https://wayfarer.icu/>



Author Jacadcaps has released a new version of his browser **Wayfarer** for MorphOS. Wayfarer is a web browser for MorphOS, based on a recent branch of WebKit. WAUG News reported on Wayfarer v 7.7 in our April 2024 issue.

Here are the changes in version 7.8:

- Fixed a regression in OpenURL support
- Improved handling of Open File and OpenURL to allow loading of files with a non-ascii character

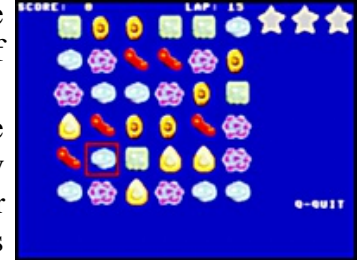
Download: <https://wayfarer.icu/wayfarer.lha>

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Kondi Krush

<https://www.amiga-news.de/en/news/AN-2024-04-00012-EN.html>

The 2012 game of Candy Crush has been converted over to the Commodore Amiga (as well as the C64 and Plus/4) by AnyStone and team with the name of **Kondi Krush**.



On a playing field filled with sweets, the aim is to place at least three identical elements in a row and making them disappear from the playing field by swapping two pieces of sweet in each turn. Kondi Krush versions are offered for a host of retro platforms: In addition to the Amiga port, there are also conversions for Commodore 64, Commodore 16/Plus 4

YouTube video: <https://www.youtube.com/watch?v=RSdntAdryWY>

Download Amiga Executable: <https://downloads.anystone.games/kondikrush-amiga>

Download AmigaADF image: <https://downloads.anystone.games/kondikrush-amiga-adf>

Download Commodore 64: <https://csdb.dk/release/download.php?id=295718>

Download Commodore 16/Plus 4: https://plus4world.powweb.com/dl/games/k/kondi_krush.prg

REDPILLGameCreator v.9.38

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



Since the March 2024 WAUG News article on Carlos Peris's game construction kit, **RedPill**, this program has gone from version 0.9.34 to 0.9.38. RedPill is a free tool to empower people to create many games for Amiga without programming knowledge.

It is easy to use and, at the same time, allows one to do complex things and allows people to create 2D games with the true Amiga feeling! see the link above to AmiNet to see all the changes.

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

Versatile Amiga Testprogram v 5.99β

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

WAUG News last reported on **Versatile Amiga Testprogram** in our February 2024 issue (version 5.95 beta). This test program for all Amigas is now up to version 5.99 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 diagrom testplugs! Remove parallel port test plug when done using the program.

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



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Press release

<https://forums.hollywood-mal.com/viewtopic.php?f=19&t=3939>



Hollywood Designer 7.0 released

20 years ago, on April 14th 2004, Airsoft Softwair, the hardest working men in code business, released the very first version of Hollywood Designer, the ultimate multimedia authoring system for Hollywood. In the following years Hollywood Designer quickly became the must-have software for all users seriously interested in creating state-of-the-art multimedia applications, be it presentations, slide shows, games, or applications. Now, 20 years later, Airsoft Softwair is proud to present Hollywood Designer 7.0, an epic update with lots and lots of new features to properly celebrate the 20th birthday of this marvellous piece of software.

As already said, Designer 7.0 is a massive update that boasts lots of new features and improvements over the previous version. We do not want to bore you, so here are just some of them:

- * Use the full power of Hollywood 10 which was specifically designed for Designer 7!
- * Color emojis, CJK text and complex scripts are now supported (using the Pangomonium plugin)
- * Multi-selection support for pages and objects in all listviews and the thumbnail viewer
- * Operations can be applied to multiple objects and pages at the same time
- * Now uses the Hollywood 10 graphics engine for maximum power!
- * Objects can be combined into groups
- * Many new action events to work with object groups
- * Unlimited undo and redo levels
- * Executables can also be exported for macOS and Linux arm64
- * Support for different font engines
- * Graphics can be exported as palette images
- * Radically reduced memory footprint, often reduced to just 25% of Designer 6.0!
- * Configurable dynamic memory modes
- * Custom character spacing support
- * Several new example projects are included
- * Full support for Hollywood 10's plugin interface
- * Lots of other new features, optimizations and bug fixes

Note that Hollywood Designer is no longer limited to "just" being an authoring software, it can now also be used as a flexible graphics editor because it supports many features of modern graphics editors like multiple layers with over 30 filter effects, vector graphics, image import/export in many formats, and text including support complex scripts such as CJK or right-to-left text and color emojis.

Hollywood Designer 7.0 is available as a CD and a download version. There are native versions of the program for AmigaOS 3 (m68k), WarpOS (hybrid m68k/ppc), MorphOS (ppc), AmigaOS 4 (ppc), and AROS (x86). If you already own a previous version of Hollywood Designer, you can buy a discounted upgrade version. People who bought Hollywood Designer 6.0 in 2024 can request a free upgrade. Also note that Hollywood Designer 7.0 has been specially crafted for Hollywood 10, so Hollywood 10 is absolutely required by Designer 7.0.

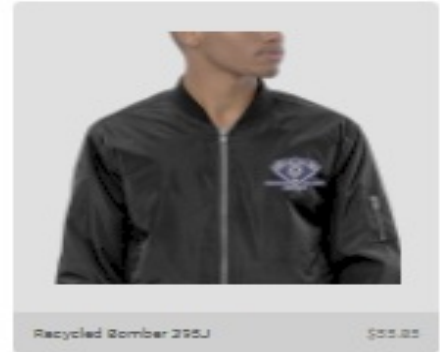
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WAUG Merchandise!!

<https://streamlabs.com/amigabill/merch>

At the above link, you can now buy **WAUG merchandise** (baseball caps, tee-shirts, hoodie jackets, bomber jackets, cups, drinking glasses, and more! To complete your purchase, you will have to enter "AmigaBill" in the space provided for "Display Name."



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Amiberry v 5.7.0 and 6.3.0

<https://www.amiga-news.de/en/news/AN-2024-04-00077-EN.html>

Amiberry is an Amiga emulator for ARM-based single-chip systems like the Raspberry Pi, the Odroid XU4 or the Tinkerboard from ASUS, which brings some newly developed features like a "WHDLload-Booter" or support for controller configuration using RetroArch. For example it is used in the Workbench distribution AmiKit for the Raspberry Pi 4/400.

New versions have now been released: version 5.7.0 is recommended for RPI4 and version 6.3.0 (preview) for x86_64 or faster ARM boards.

Download version 5.7.0: <https://github.com/BlitterStudio/amiberry/releases/tag/v5.7.0>

Download version 6.3.0: <https://github.com/BlitterStudio/amiberry/releases/tag/preview-v6.3.0>



AROS: Protrekkr v 2.6.7

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



WAUG News last reported on **Protrekkr** (version 2.6.5) in our March 2024 issue. 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. It's a heavily modified version of the old NoiseTrekker 2 which was made by Juan Antonio Arguelles Rius aka Arguru.

Protrekkr version 2.6.7 has now been released, with the following fixes/changes:

- Fixed a crash when using rand functions on synth oscs & lfos under Linux.
- Added a replay routine for the PlayStation Vita.
- Fixed a crash when loading older NoiseTrekker modules.
- Startup splash screen is now optional.

Download: https://github.com/hitchhikr/protrekkr/releases/download/v2.6.7/ptk_v2.6.7_aros.zip

MorphOS: YouTube-Extractor v 2.5

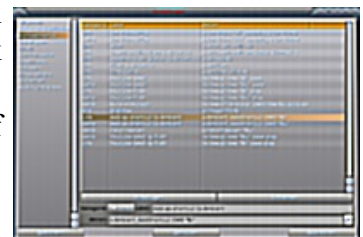
<https://www.morphos-storage.net/?id=2099331>

This is the MorphOS version of the **YouTube URL Extractor** v2.5 from Michael Trebilcock from OS4Depot. The Developer/Porter (Michael Trebilcock and Thomas Igracki) added some requesters to choose the video format and the name of the saved video. MagicBeacon is used under MorphOS instead of Ringhio, and the comment of the saved video is set to the youtube url.

Note, since YouTube seems to always use https urls for their videos nowadays and since MPlayer can't stream https urls you have to first download the video to play it! There is a requester to ask if you want to play the video while downloading it, if you use the SAVE option. MPlayer will open after 500,000 bytes are downloaded (or earlier, if the video is shorter than 500.000 bytes).

YouTube video: <https://www.youtube.com/watch?v=2PaGodW1ZOg>

Download: <https://www.morphos-storage.net/dl.php?id=2099331>



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Screenshot from the last virtual WAUG meeting:



Phoenix500

<https://jotd666.itch.io/phoenix500>

Jean-Francois 'jotd' Fabre has converted the 1980 fixed-shooter arcade game Phoenix for ECS Amigas. In **Phoenix500**, the player shoots enemies that fly down from the top of the screen towards his spaceship.

This game is free but the developer accepts your support by letting you pay what you think is fair for the game (€4.00 Euro, or about \$4.27 USD is suggested).

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

Download: <https://jotd666.itch.io/phoenix500/purchase>



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Game.X v 1.2



<https://www.hitchhikr.net/games.html>

Franck 'hitchhikr' Charlet has released version 1.2 of his port of the shoot'em up **Game.X**. It uses a newer and faster engine and saves the highscore in the game directory, if the NVRAM is not available.

The game requires an AGA Amiga and was originally released by Kugenuma Soft in 1990. This game is free to download, and should work on any Amiga AGA with at least 2megs of RAM and a 14mhz 68EC020 CPU.

YouTube video: <https://www.youtube.com/watch?v=gGQRyCPElhQ>

Download: <https://www.hitchhikr.net/Game.X.zip>

Win10/11: NostalgicPlayer v 2.3.0

<https://nostalgicplayer.dk/>

The March 2024 issue of WAUG News reported on version 2.2.0 of author Thomas Neumann's **NostalgicPlayer**, a program for playing Amiga music modules under Windows 10 or 11. It is based on the Amiga program APlayer, which was started back in 1993. NostalgicPlayer is written in C# and is open source. You can download modules from the author's home page (top link).



Changes of version 2.3.0:

- The "Remove unknown modules" options did previously remove modules if a player could not be found or the module could not be loaded. Now, it will only be removed if a player cannot be found.
- Added a new Level Meter visualizer. This one shows the current level for the left and right speakers in dB.
- If a module is packed, it will now be shown in a separate line in Module Information Window together with which packers that are used.
- Updated SharpCompress to version 0.36.0.
- Updated mpg123 to version 1.32.6.
- Updated libsidplayfp to version 2.7.0.
- Added support to player the David Whittaker module Q • Ball.
- Renamed the AHX player to HivelyTracker + added support for HivelyTracker modules.
- Added these new module formats: SoundTracker 2.6, IceTracker, ProTracker IFF, SC68, Digital Mugician, Digital Mugician 2, SidMon 1.0, SidMon 2.0, and AMOS Music Bank.Bank.

Download: <https://apps.microsoft.com/detail/9n1tngt8pkc8?hl=en-us&gl=US>

Workbench distribution: AmiKit 12.5

<https://www.amikit.amiga.sk/>



The Workbench distribution **AmiKit** for Windows, Mac OS, Linux, Vampire, PiStorm, and Raspberry Pi is now available in version 12.5, called Spring Update.

Besides updates of system files and included programs, new software also has been added (e.g., a converter for HEIF images, the SONOS controller, and various Hollywood plugins). The changelog can be found at the title link above.

Download: <https://file.amiga.sk/amikit/doc/changelog.html>

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Westchester Amiga Users Group

“Mario” (A.K.A. “Co-Prez”)

Bill Winters

“Pikachu” (A.K.A. “Co-Prez”)

Anthony Becker

“Sonic the Hedgehog” (A.K.A. “Editor”)

Al Priest

**(These are all video game characters)*

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 screenshot 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
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Westchester Amiga Users Group
% Alexander Priest, Editor

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TO:

DATED AND TIME SENSITIVE INFORMATION