The newsletter of the **Westchester AMIGA Users Group**
Series II - Volume XXVII - No. 7

**W
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Westchester
AMIGA
Users Group

July 2024

Amiberry v 5.7.1 & 6.3.1

Amiberry is an Amiga emulator for ARM-based single-chip systems like the Raspberry Pi, the Odroid XU4, or the Tinkerboard from ASUS.

The May 2024 issue of WAUG News reported on versions 5.7.0 and 6.3.0. New versions have now been released: version 5.7.1 is recommended for ARM devices (like the Raspberry Pi) and Version 6.3.1 (preview) for x86 and generally faster boards (ARM included). Both versions offer numerous new features, bug fixes and improvements.

Download v. 5.7.1: https://github.com/BlitterStudio/amiberry/releases/tag/v5.7.1

Download v. 6.3.1: https://github.com/BlitterStudio/amiberry/releases/tag/preview-v6.3.1

WinUAE v 5.3.0

https://www.winuae.net/2024/06/02/winuae-5-3-0/

The Amiga emulator WinUAE has been released in version 5.3.0. New features/updates:

• Prometheus FireStorm PCI bridge emulation

• Release raw input devices when GUI is open (except during input Test/Remap) or when debugger window is active. Allows Windows shortcut keys like Win+E to work without need to unfocus the window.

• Added Misc panel option to disable default on screen keyboard gamepad button 4 mapping.

• Some uae-configuration (and other similar) debugging logging messages automatically opened the console window. Now only entering debugger will open it.

• Added "Always on (Fixed only)" sound filter option. This enables A500 fixed filter but never enables "led filter". (A1200 does not have fixed filter, only "led" filter)

• Replaced old Windows 2000 compatible Windows clipboard handling with newer, simpler and more reliable method introduced in Vista.

• Allow also 68020+ CPUs to fetch instruction words from custom chipset space. Only if more compatible is set. If some program really wants to do something weird like execute code located in AGA palette registers.

• Lightpen/gun cursor in any edge of screen: lightpen/gun not pointing at the screen = position can't be read by the program.

• Statefile shortcut keys now select current config file name as a base statefile name (for example, if "test1.uae" config file is loaded, SHIFT+END+0 will save statefile as "test1.uss". Quickstart mode config still uses original default "default.uss")

• Both "SaveImage" (automatically created ext adf when write-enabling non-writable image like ipf) file extension variants are now detected automatically when checking if file exists. Paths panel SaveImage mode option now only affects generated file name when new saveimage is created.

• Added LDP-1450 laserdisc player OSD font emulation. Fixes laserdisc arcade game Platoon (Nova) previously missing "YOU'RE HIT!!" messages. (All OSD graphics are generated by Amiga except this message!)

Download: https://www.winuae.net/download/

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ham_convert v 1.10.1

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

Sebastian Sieczko's Java-based tool **ham_convert** converts graphic formats into the Amiga's HAM format. It is now available in version 1.10.1. (See January 2024 WAUG News for version 1.9.3, and the April 2024 issue for version 1.10.0.)

New in version 1.10.1:

• Temporal dithering (fake rgb666 in ham6 animations, dither_temporal command line parameter) updated with flipped pattern on odd fields (similar to dither_masked).

• ICtCp set as default HAM color distance mode.

• write_pal cli parameter can be used to enable saving the calculated palette to a separate JASC pal file.

Download: http://mrsebe2.bplaced.net/ham_convert/ham_convert_1.10.1.zip

Tony Montezuma's Gold

https://monochrome-productions.itch.io/tony-montezumas-gold-amiga

Greetings, digital explorer! Embark on a pixelated journey inspired by Tony Halik, the real-life Polish explorer and filmmaker whose adventures spanned continents and decades. Now it's your turn to step into Tony's digital shoes and unravel the mysteries of Montezuma's Castle in this new platform game, Tony Montezuma's Gold.

The game, created by graphic artist Rafał Dudek, who also contributed the game concept, and programmer Paweł 'TUKINEM' Tukatsch, features unusual monochrome graphics in 8-bit style and appealing gameplay. System Requirements: an Amiga with kickstart 1.2, a 68000 CPU, 1MB Fast RAM, 0.5 Chip RAM, OCS/ECS/AGA.

A physical version with a fancy box and two floppy disks can be ordered at: https://tinyurl.com/yytpjx54
The game can be purchased for at least the minimum of $9.99 USD at: https://tinyurl.com/2ps2skp7
A free playable demo is also available for download at: http://aminet.net/game/demo/TONY.adf
YouTube video: https://www.youtube.com/watch?v=6fHyLkHCTEA

AmiHERO v 1.1

https://tukinem.itch.io/ami-hero

Inspired by Activision's game H.E.R.O., author tukinem has released version 1.1 of **AmiHERO** for the Amiga 500 (requires at least 0.5MB Chip RAM and 0.5MB slow RAM). See WAUG News February 2024 for v 1/0.

In this game, your character of ' Roderrick Hero ' must search the cave system for the miners of Mount Leone, who have been trapped deep below after a recent volcanic episode. This game features multiple levels, different themed underground areas, and dangerous enemies such as spiders.

While this game is free, the developer accepts your support by letting you pay what you think is fair for the game ($4.99 USD is suggested).

YouTube video: https://youtu.be/N04hSzjQ_s4
Download: https://tukinem.itch.io/ami-hero/purchase

Zombie Survivor v 1.10

https://8080.itch.io/zombiesurvivor

Developer 8080 (Sami Vehmaa) has released version 1.10 of the game called Zombie Survival for Amigas with a graphics card. In this game, you have to fight off an endless army of the undead. After several beta versions (see WAUG News June 2024), he has released version 1.0, with the following changes:

- • Settings menu open
- • Added flame throw weapon
- • Added difficulty adds per day
- • Added simple menu effect
- • Upgrade menu, use arrow keys or joystick
- • Death weapon – kills everyone
- • Added speed kick lightning pickup
- • Enemies stop at things like stones
- • Dumped mouse support from menu
- • Pixel motion bug fixes + some other bugs

Version 1.10 adds the following changes:

- • more settings to let you tweak the game
- • info window in settings
- • added max Zombie 300
- • new speed progress system
- • Bottom Weapon display switch (F1)
- • new blood animation

Requirements:

- • Amiga RTG UAE (Minimum 80MIPS)
- • AHI installed (Unit 0 set to 32 channels)
- • AmigaOS3.x ,date set correct
- • 640x360 RTG (1080p loading, 720p menu, 360p game)
- • Game starts with 20fps (+days = +fps, game runs faster)

In order to download this game you must purchase it at, or above, the minimum price of $3.00 USD.

YouTube video: https://www.youtube.com/watch?v=T2X4t14eiQ0

Download: https://8080.itch.io/zombiesurvivor/purchase

Ami Tech-Gazette issue 8

https://sabrina-online.com/amitech/AmiTechGazette-latest.PDF

The **Ami Tech-Gazette** by Eric Schwartz and Michael Barclay is a retro newsletter for fans of the Amiga computer as well as related platforms such as MorphOS, Amiga OS4, AROS, Apollo Vampire, or emulation, with some deviation into other nostalgic pursuits like retro games and toys.

Our aim is bring you that content with all the style and polish of the classic local computer user group newsletter.

The March 2024 issue (Issue 08) is now available as a free download, at the link above. This issue includes: PiMiga 4, The Graphics Workshop (4), Retro Retrospective - GCC, News & Views, Nostalgia Bait, The New Amigans, Pac-Man Collection (Atari 7800), Transformers Throtllebots and The Canine Perspective, with Dayton Duke.
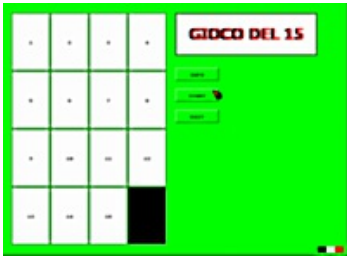
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AROS: **Game of 15** v 1.0

https://www.iacosoft.com/home/aros.asp#GIOCODEL15

Author Giovanni Iacobelli has released a game for Amigas operating under AROS. His **Game of 15** (GiocoDel15) is a classic puzzle game from about 50 years ago. It consists of a table of 4 columns and 4 rows where 15 boxes numbered progressively from 1 to 15 and an empty box are positioned. The object of the game is to rearrange the boxes after shuffling them randomly.

The game was written in C ++ and requires no installation. To launch this game, just double click on its icon. The game was written in C++ and requires no installation. Once launched, the game will open a window. This game is freeware, so it can be freely distributed on the net or in collections of P.D. and Shareware on CD-Rom. Please distribute the program together with all other files included in the package.

YouTube video: https://youtu.be/nGpVWcgiS5Y

Download: https://www.iacosoft.com/dwload.asp?url=giocodel15aros.zip

AROS: **GI Tressette a Perdere** v 1.0

http://archives.aros-exec.org/?function=showfile&file=game/card/gitressette.i386-aros.zip

Author Giovanni Iacobelli has released another game for Amigas operating under AROS. His **Tressette a Perdere** is a popular Italian card game. In this digital version, the player will play against the artificial intelligence of the PC which will be divided into three opponents. The game ends when one of the players reaches 51 points and is won by the player who scores the fewest points.

The game was written in C ++ and requires no installation. To launch this game, just double click on its icon. The game was written in C++ and requires no installation. Once launched, the game will open a window. This game is freeware, so it can be freely distributed on the net or in collections of P.D. and Shareware on CD-Rom. Please distribute the program together with all other files included in the package.

YouTube video: https://www.youtube.com/watch?v=dIbFLqq_2uE

Download: http://archives.aros-exec.org/share/game/card/gitressette.i386-aros.zip

MorphOS, OS4: **iConecta** v 5.2

http://www.os4depot.net/?function=showfile&file=network/misc/iconecta.lha

Author Juan Carlos Herrán Martín has updated his Internet utility program, **iConecta**, to version 5.20 for Amigas using MorphOS or Amiga OS4. This is a small, easy, and free program to test your Internet connection.

Among other things, the program shows the time connected to the Internet for those who want to limit ones internet connection. The program runs in a little window, so you can run it on screen corners. The program is available in the following languages: English, Spanish, French, Italian, German, and Polish.

Download MorphOS: https://www.morphos-storage.net/dl.php?id=2147810

Download OS4: http://os4depot.net/share/network/misc/iconecta.lha

Download AROS: http://archives.aros-exec.org/share/network/misc/iconecta.lha

Windows 10/11 (64 bit): **DiskFlashback** v 1.0.1

https://robsmithdev.co.uk/diskflashback

Developer Rob Smith has written **DiskFlashback**, a convenient software for Windows 10/11 (64-bit only) that enables PC floppy drives to read and write image files such as ADFs (Amiga Disk Files) during operation. It also makes it possible to process real floppy discs in Amiga or Atari format without having to use additional software or make hardware modifications.
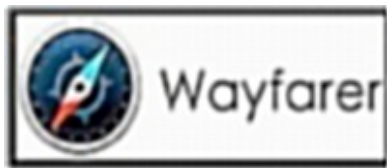
Features:
- Mount ADF, DMS*, IMG, IMA, ST, MSA*, HDA, HDF and SCP* files as virtual drives (* read only)
- Supports AmigaDOS OFS/FFS DD & HD Disks
- NEW Supports Amiga PFS3 Hard Disk Images (use with caution)
- Supports IBM/PC FAT12/16 DD 720k & HD 1.44Mb Disks
- Supports Atari ST FAT12/16 GemDOS Single and Double Sided normal & extended Disks
- Supports Dual Format Amiga/Atari floppy disks and mounts them as two drives! (read only)
- Use DrawBridge, Greaseweazle or SupercardPro as a real windows drive letter
- Create blank disk images for the above formats.
- Rip real floppy disks to file
- Write disk images to real floppy disks
- Install boot blocks on Amiga disks
- Optionally silently swap file extensions (e.g.: mod.thismusic to thismusic.mod)

Note, Windows may detect this as a virus, this is a false positive and you are safe to ignore it. This program is free, but the developer invites you to send him a tip to say thanks.

Download: https://robsmithdev.co.uk/download/DiskFlashbackInstall1010b.exe

MorphOS: **Wayfarer** v 8.7

https://wayfarer.icu/

Jacek 'jacadcaps' Piszczek has released version 8.7 of his **Wayfarer** web browser for MorphOS.

What's new:
- Rebased to WebKitGTK 2.44.2
- Implemented a targeted ReCaptcha workaround to improve its reliability
- Updated to latest cURL
- Fixed the busyloops on cURL thread
- Implemented various performance optimizations in cURL
- Added a workaround for cURL regression that broke video playback and/or seeking
- Fixed PayPal login page redraw issues
- Updated Safari user-agents
- Fixed editing of custom user-agentscon API is now supported
- there are improvements for caching (CSS) and curl.

Download: https://www.morphos-storage.net/dl.php?id=2147791

Book: AmigaOS 3.2 Reference Manual

https://www.amiga-news.de/en/news/AN-2024-06-00050-EN.html

Press release:

Following the successful release of the German edition, Look Behind You is delighted to announce the English version of "**AmigaOS 3.2 Reference Manual**". This comprehensive guide is essential for anyone using the AmigaOS in its latest and greatest version 3.2 (up to and including 3.2.2.1).

In this upcoming reference book, which will span around 450 pages, readers will not only find a clear explanation of the basics and advanced functions of AmigaOS 3.2, but also valuable insights into the Amiga system, from A to Z. Whether readers are experienced Amiga users or are just getting started (or even restart), this book will accompany them at various levels of knowledge.

Step by step, the editorial team guides the reader through the installation on classic Amigas, on emulated Amigas and even on the THEA500 Mini, demonstrates the setup of the Kickstart ROMs in 68k Amigas and explains the basics of the operating system, its operation and structure. It is shown how the system is optimized with the various prefs (presets) and how the tools, utilities and commodities are used efficiently.

A large chapter is dedicated to the Shell, the command line interface of the AmigaOS - all commands, including new ones, are explained and the use of the Shell is illustrated with many practical examples. In addition to shortcuts and start scripts, advanced users will also discover a comprehensive guide to ARexx and script control of the Workbench, MultiView and TextEdit.

Furthermore, there is a lot of content beyond AmigaOS 3.2: data exchange between PC and Amiga, internet access, as well as many recommendations for new hardware and software to make the Amiga ready for the future.

The authors are experienced Amiga enthusiasts from the very beginning: IT journalist Martin Steigerwald (among others, Amiga Magazin, AMIGAplus), graduate engineer Simon Neumann (owner of Alinea Computer) and digital expert Nico Barbat (among others, editor-in-chief of AMIGAplus). During the work on the book, they were supported by the development team of AmigaOS 3.2, including the beta test team for quality control.

Please note that the print run of "AmigaOS 3.2 Reference Manual" will be strictly limited. The expected launch date is 26th August 2024.

Early bird customers who purchase their book until 21st July 2024 will benefit from our special offer: the combined price of the book plus digital edition (PDF) is 35 €, saving 10 €.
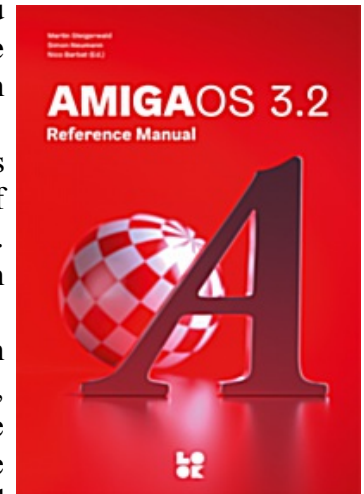
Editions

Hardback (full color, 450 pages): € 35,00 / £ 30,00 / $ 37.80
Digital Edition (PDF): € 17,50 / £ 14,90 / $ 18.90
Hardback + Digital Edition: € 45,00 / £ 38,90 / $ 48.90
Early Bird (until 21st July 2024): 35,00 €

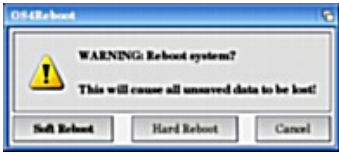## OS4: PowerReboot v 0.8

http://www.os4depot.net/?function=showfile&file=utility/workbench/powerreboot.lha

Author Francis G. Loch's **PowerReboot** is a utility for users of Amiga OS4 which allows the user to reboot or, if supported by the hardware, power off their system via a requester. It was originally written as a replacement to similar reboot tools, but also offer the user a requester to confirm if they actually intended to do this. No more losing your work because you rebooted by mistake!

PowerReboot runs as a commodity and can also be run from the Shell. Note that unlike the reboot and shutdown functions built-in to the latest versions of AmigaOS 4, PowerReboot does not currently flush and inhibit the filesystems prior to performing those tasks.
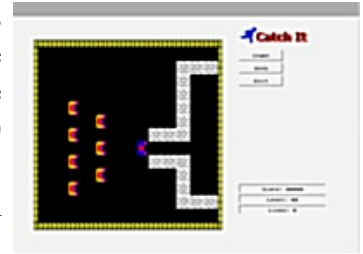
Download: http://www.os4depot.net/share/utility/workbench/powerreboot.lha

AROS: CatchIt v 1.0

http://www.iacosoft.com/home/aros.asp#CATCHIT

Author Giovanni Iacobelli's **Catch It** (translated into Italian as Acchiapparello) game for AROS is similar to a children's game. The aim of the game is to not get caught while trying to take the key to open the door that will take us to the next room of the castle's dungeons, or to the next level. There are 10 levels, and it is possible (via a choice on the Menu) to have infinite lives.

To launch this game, just double click on its icon. The game was written in C++ and requires no installation. Once launched, the game will open a window. This game is freeware, so it can be freely distributed on the net or in collections of P.D. and Shareware on CD-Rom. Please distribute the program together with all other files included in the package.
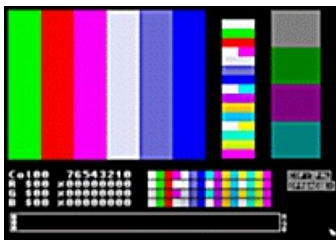
YouTube video: https://youtu.be/Nejaw45Li0c

Download: https://www.iacosoft.com/dwload.asp?url=catchitaros.zip

Versatile Amiga Testprogram v 6.23 β

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

WAUG News reported on author J.J. Caspers' utility, **Versatile Amiga Testprogram**, last month (version 5.92 beta). This test program for all Amigas is now up to version 6.23 beta, and is available as a free download from Aminet. A full description of the changes in this, and prior, versions 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

MorphOS, OS4: **L.M.Calendar&Clock** v 1.0

https://www.morphos-storage.net/index.php?id=2154732

Juan Carlos Herran Martin's **L.M.Calendar&Clock** for AROS and Amiga OS4 is a simple utility to control the time displayed on your Amiga. It may be useful to control the length of time one is using the computer by means of the alarm or by shutting the computer down. This utility makes use of the characters from the author's game: Los Malditos del Valle del Cerro.

The program is available in these languages: English, Spanish, German, Italian, and French. It is freeware, and may be downloaded at the links below.

Features:
- Bell clock with bells every hour.
- Set an alarm clock by hour & minute.
- Moon phases or signs of the zodiac.
- Calendar with day, week day, month, and year.
- Set hour and minute for shutdown.
- The clock runs even when minimized.
- Digital clock with hours, minutes, seconds.

Download AROS: http://archives.aros-exec.org/share/utility/hardware/lm_calendarclock.lha
Download MorphOS: https://www.morphos-storage.net/dl.php?id=2154732

OS4, MorphOS: **Witch Cleaner** v 3.20

http://os4depot.net/?function=showfile&file=network/misc/witchcleaner.lha

Juan Carlos Herran Martin has released version 3,2 of his **Witch Cleaner** utility for MorphOS and Amiga OS4. This is a small sized and easy to use program to clean the .recycled trashcans of obsolete and old files The program will clean your privacy by deleting the next files from OWB (Orygin Web Browser), Wayfarer, IBrowse, and Iris.

This program is freeware, but please note that you are using this program at your own risk. Morgue Soft and the author are not responsible for any possible damage or loss of data due to misuse. The program is available in the following languages: English, Spanish, French, Italian, German, Polish.

Download OS4: http://os4depot.net/share/network/misc/witchcleaner.lha
Download MorphOS: https://www.morphos-storage.net/dl.php?id=2138938

AmigaOS3+, OS4, MorphOS: **Report+** v 8.5

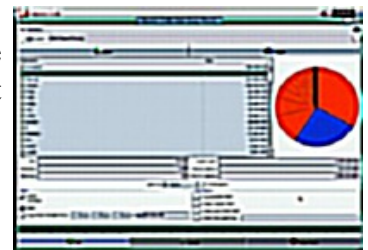https://amigan.1emu.net/releases/#reportplus

Report+ is a freeware utility that is a compatible replacement for the official Commodore bug reporting tool (V40.2), among other things, See last month's WAUG News (June 2024) for a brief list of the nine functions of this utility. The latest version 8.5 includes various improvements and bug fixes.

Download AmigaOS 3.2/3.9: https://tinyurl.com/3jjw5d2c
Download AmigaOS 4.0+: https://tinyurl.com/yvh44fbn
Download MorphOS: https://tinyurl.com/yvh44fbn

Windows (64-bit), Mac, Linux: **Furnace** v 0.6.4

https://tildearrow.org/furnace/

Author tildearrow's **Furnace** is a tool that can be used to create sound chip music ("chiptune"), mostly from the 8/16-bit era. It supports a wide range of functions and sound chips, from NES, SNES and Genesis to ES5506, VIC-20, and the Amiga.

The latest version, among other things, provides important updates for those using macOS and those without video cards. The songs can be exported as audio files (.wav), VGM files and ZSM files (for Commander X16). A manual is available. Furnace is licensed under GPLv2-or-later, which means it is free and open-source.

Download Windows: https://tinyurl.com/3nynbc3y
Download MacOS (Intel): https://tinyurl.com/2thvzafd
Download MacOS (Apple silicon): https://tinyurl.com/bdfbvjjj
Download Linux: https://tinyurl.com/26usu82j

REV'n'GE # 159

https://sites.google.com/view/retro-emulator-vision-and-game

The June 2024 issue of the PDF magazine **REV'n'GE** ("**R**etro **E**mulator **V**ision a**n**d **G**ame") is now available in English as a free download.   REV'n'GE tries to compare ports of old games to various classic platforms, and/or reviews lesser known titles from the home computer era.

Issue 159 contains many reviews comparing old and new games for retro systems, including reviews of two Amiga games: "Moonwalker" (compared with the Atari ST's Motorhead) and "Tank X" (compared with Rolling 95 on the PC).

Download: https://tinyurl.com/aypsy4sj

Cat Hunts Rats

https://tooizzi.itch.io/cat-hunts-rats-amiga-game

TooIzzi is a small game development studio located in Brazil. Its name is a play on words combining "too" with "easy" in English, representing their commitment to creating games that are easy to learn but not so easy to master. **Cat Hunts Rats** is a puzzle game for the Amiga.

In this game, your logical and spatial reasoning will be challenged in ten amazing levels with retro aesthetics, captivating music and sound effects, and striking colors as you help the kitty catch the chubby mice. The game is based on the mechanics of the famous Sokoban, but with entirely new levels, aesthetics consistent with the game's proposal, and a very interesting dynamics. In order to download this game you must purchase it at or above the minimum price of $0.60 USD.

Download: https://tooizzi.itch.io/cat-hunts-rats-amiga-game/purchase

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Screenshots from our last virtual WAUG meeting:

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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.

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Westchester Amiga Users Group
℅ **Alexander Priest, Editor**

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION