

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

Series II - Volume XXVII - No. 10

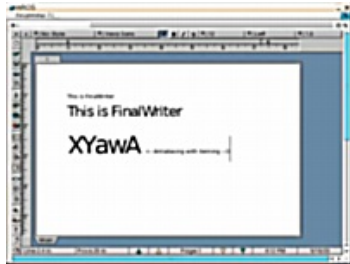
W A U G

Westchester
AMIGA
Users Group

October 2024

AROS: **Final Writer** v 7.1 (Demo)

<https://www.amiga-news.de/en/news/AN-2024-08-00094-EN.html>



Nine years after the initial announcements, the word processor **Final Writer** is now receiving its first update since 1997: The new rights holder Timothy "terminills" Deters is offering free demo versions for [AROS-68K](#), [AROS-x86-64](#) and [AROS-x86 ABIv0](#) (registration required).

New features include:

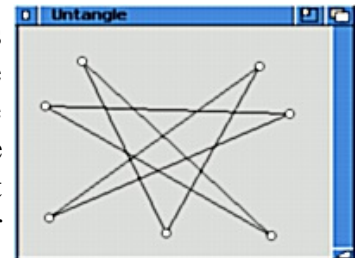
- Spell checker compatible with OpenOffice dictionaries (not available demo version)
- Native PDF export (libharu)
- AmigaOS compliant localization
- Printing via FTP/IPP
- Updated support for RTF

It is not yet clear when the full version of Final Writer 7.1 will be available. Deters has held out the prospect of ports for AmigaOS and MorphOS in the past, but has always emphasized that the AROS version should be completed first.

Untangle v 1.0

<https://github.com/grzegorz-kraszewski/untangle>

Developer Grzegorz Kraszewski is in the process of writing the logic game **Untangle** for the Amiga. The player has a number of dots in front of him, which are connected by lines and cross each other. The aim of the game is to untangle the lines by moving the dots so that no line intersects another. The game currently has over 100 levels, a highscore list, and level selection.



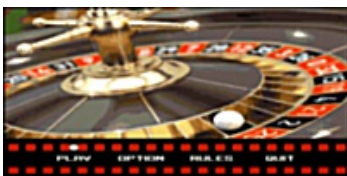
To run the game a level set file "StandardSet.iff" has to be placed in the same directory as executable. The file is contained in releases. The first level loads automatically when game starts. The next level is loaded after current one is solved by the player. Requirements: any Amiga with Kickstart/Workbench 3.0 or higher.

YouTube video: <https://youtu.be/uTVI6699tt8>

Download: <https://github.com/grzegorz-kraszewski/untangle/releases/download/v1.0/untangle-1.0.lha>

LadyRoulette

<https://aminet.net/package/game/board/LadyRoulette>



Author Axel has released a semi-realistic roulette game for any 2meg Amiga running on AmigaOS 2.0 or greater. The game, **LadyRoulette**, is available as a free download on Aminet. It features a real green carpet's graphic and a real turning wheel's rotation with some axelizations in it!

YouTube video: <https://youtu.be/kDPEYCxZ4W0>

Download: <http://aminet.net/game/board/LadyRoulette.lha>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

AROS, Linux, Win11 **Odyssey** v β

https://arosworld.org/infusions/forum/viewthread.php?thread_id=1175&pid=5936#post_5936

For the first time, a BETA version of 64-bit **Odyssey** web browser is available for people willing to try it out on either AROS-hosted or directly on Windows 11 or Linux. Detailed tutorials on how to install it on the supported platforms is included at each of the links below.

- AROS: <https://arosnews.github.io/OWB-aros-linux-hosted>
- Linux: <https://arosnews.github.io/OWB-axrt-linux/>
- Windows 11: <https://arosnews.github.io/OWB-axrt-wsl2/>



HAMmurabi v 1.01

<https://lifeschool22.itch.io/hamurabi-amiga>



Developer 'lifeschool' has published another Amiga conversion of the text-based strategy game **Hammurabi**, this time adding HAM background images and a few additional questions to answer. The game runs on any OCS/ECS Amiga with KS 3.0+, 0.5 MB chip and 1 MB Fast-Ram.

In this game, you play as the chief of an ancient tribe in Sumeria. Each year you must choose whether to buy or sell land, how much grain to save to feed the people until the next harvest, and also how much land to plant with new grain for the next harvest. You'll be judged after 10 years based on your progress. Players must end the game with more land than their citizens need for basic survival. Download at the title link above.

YouTube video: <https://youtu.be/axJ9am8Yu6Q>

Double Ball / Double Ball Masters Challenge

<https://www.ppa.pl/forum/strefa-gier/46947/double-ball#m820589>

The Polish Amiga Floppy Preservation Group has archived **Double Ball**, an Arkanoid/Breakout clone from 1992, as well as **Double Ball Masters Challenge**, a more extensive version with the ability to create your own challenges from the same author. These games are in the public domain, so they are totally free to download and use.

Gameplay is simple: bounce the ball into the bricks. With each hit, that brick disappears. Clear all the bricks in a level and you move to the next level.

YouTube video: <https://youtu.be/kVz7bHOdozM?t=15>

Download Double Ball: <https://workupload.com/start/bQdsq73sX8a>

Download Double Ball Masters Challenge: <https://workupload.com/start/vDnTrRMP4Lc>



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

AROS: Sky Balls

<https://www.iacosoft.com/home/aros.asp#SKYBALLS>

<https://www.startpage.com/?sc=igBo1c0VY5Wj00&t=device>



Giovanni Iacobelli has released another of his games for Amiga computers operating under AROS. **Sky Balls** is a game of skill, the aim of which is to move a basket at the bottom of the screen horizontally so as to catch and collect all the balls that roll down.

The Game is freeware. So it can be freely distributed on the net or in collections of P.D. and/or Shareware on CD-Rom. Please distribute the program together with all other files included in the package. Use this program at your own (albeit little to no) risk, as the author assumes no responsibility for any damage that the program or its use could cause. 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 just press the [START] button.

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

Download: <https://www.iacosoft.com/download.asp?url=giskyballsaros.zip>

REV'n'GE # 160

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

The July 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 ports of old games to various classic platforms, and/or reviews lesser known titles from the home computer era.

Issue 160 contains many reviews comparing old and new games for retro systems, including one Amiga game: Pursuit to Earth (compared with the Atari ST's Top Cat), and three Commodore 64 games: AD Infinitum, Cave of the Word Wizard, and Ghostbusters 2021.

Download: <https://tinyurl.com/48w3zzsp>



AmiWest 2024 October 25 — 27

<https://amiwest.net/>



AmiWest 2024, 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. (Seminar Day: 25th, Main Show: 26th-27th).

Come join us in person or online to the longest running Amiga show in the world. This year we will see the return of long time friends and new faces.

For the latest updates and details check the [AmiWest Blog](#).

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

Amiberry v 5.7.4 & 6.3.4

<https://www.amiga-news.de/en/news/AN-2024-09-00010-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. The July 2024 issue of WAUG News reported on versions 5.7.1 and 6.3.1. The new versions 5.7.4 and 6.3.4 have now been released. Amiberry v5.7.4 is recommended for ARM devices (like the Raspberry Pi) and Amiberry v6.3.4 for x86 and generally faster boards (ARM included).



Improvements in the new versions:

- Added VSync options from WinUAE in Display panel (#1368)
- Make Paths panel textboxes read-only (fixes #1385)
- add secondary check when loading cfg files, look in configs folder for filename (fixes #1388)
- resample audio during Push operations (#1397)
- fix inconsistency regarding default config name (fixes #1395)
- GUI - Make read-only textboxes in WHDLoad panel show as such (fixes #1403)
- updated FloppyBridge to v1.6.4
- updated game controller DB to latest version
- updated WHDLoad XML to latest version
- improve help text in Misc panel (fixes #1408)
- auto-select the first item in the Configs list (fixes #1391)
- Log command line parameters on startup (fixes #1380)
- harmonize buttons in HDD GUI panel
- use string.empty() instead of comparing with ""
- separate data from home directories, improve handling (fixes #1073)
- Fix new paths logic for Flatpak also (#1073)
- improve look of GUI Misc panel scrollbar (fixes #1412)
- Cherry pick updates from v6.x

Download v 5.7.4: <https://github.com/BlitterStudio/amiberry/releases/tag/v5.7.4>

Download v 6.3.4: <https://github.com/BlitterStudio/amiberry/releases/tag/preview-v6.3.4>

OS 3.x + Scala: Adventure 2 Remake

<https://www.amiga-news.de/en/news/AN-2024-09-00014-EN.html>



Developer GrinderCowboy has released **Adventure 2 Remake**, a point and click version of the text adventure Adventure 2. Requirements: An Amiga (real or emulated) running Amiga is needed. The game requires a copy of Scala or Scala Player to run (not included). If you are using Scala MM300 (v50.2) then use the compatibility file. It should run on almost any Amiga with a minimum resolution of 640*512 (with at least 16 colors) running AmigaOS 3.x and Scala.

Unpack the files to any location. Add the assign below from CLI (or add it to your startupfile):

Assign: adv2remake: <installation folder>

Load the script in Scala and play.

YouTube video: <https://youtu.be/0GqEWNMSPOA?t=12>

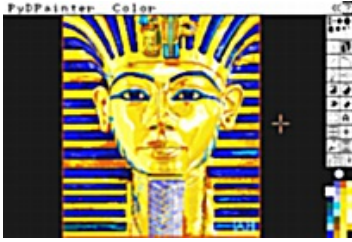
Download: <https://grindercowboy.itch.io/adventure-2-remake>

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

Series II - Volume XXVII - No. 10

Windows, Linux, MacOS: **PyDPainter** v 2.0.1

<https://github.com/mriale/PyDPainter>



PyDPainter, pronounced "Pied Painter" (like Pied Piper), is an attempt to create a usable pixel art program in Python using PyGame. The original inspiration came from the Commodore Amiga version of Deluxe Paint released by Electronic Arts in 1985. Back then, Deluxe Paint helped define the user interface of a paint program with tool bars, menus, and the novel use of left and right mouse buttons for painting and erasing.

Changes in version 2.0.0:

Animation

- Load and save GIF and IFF ANIM5
- Import and export a series of frames
- Edit and copy per-frame color palettes
- Easily edit per-frame animation rates
- Animation toolbar with VCR controls

Additional Improvements

- Import 24-bit and Amiga HAM images & convert to 256 colors
- Amiga overscan screen support
- Multicycle support for color cycling the colors in a custom brush
- Added a recovery mode (in case a bug isn't fixed yet)

Version 2.0.1 fixes:

- Anim files from PPaint missing last two frames
- Unable to draw when magnified when changing frames
- Anim save issues with palette and blank frames
- Smear mode crash

YouTube video: https://www.youtube.com/watch?v=l385Z7_CRB0

Download: <https://github.com/mriale/PyDPainter/releases/download/v2.0.1/PyDPainter.exe>

Versatile Amiga Testprogram v 6.3β

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

Since WAUG News last reported on Jochem Caspers' **Versatile Amiga Testprogram** in our August 2024 issue, this utility has gone from version 6.26 beta to version 6.3 beta. The available tests are: Screen, Audio, Sprite, Blitter, CD32 joystick, Keyboard, CIA, ROM, CPU, FPU, RTC, Memory, Address-line, Real Interrupt, Interrupt Request, Disk-drive, Parallel-port and Serial-Port.

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>



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

MorphOS: **Iris** v 1.36

<https://www.morphos-storage.net/?id=2206590>

Jacek 'jacadcaps' Piszczek has released version 1.36 of his e-mail client **Iris** for Amiga computers operating under MorphOS. Iris is a modern IMAP based email client for MorphOS. It requires MorphOS 3.19 and at least 512MB of RAM, with 1GB recommended. A list of changes and bug-fixes can be found at the above link.



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

AROS One v 2.6

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

the **AROS One** distribution based on the AROS binary interface ABI v0 is now available in version 2.6 for x86 computers. It can be downloaded as a DVD ISO file or as a USB flash image at the title link, where video recordings can also be found. The VHD image can be used as a hard disk in virtual machines such as VMware, VirtualBox and QEmu.



AROS also known as AROS Research Operating System, is an operating system first released in 1996. It is similar to the Amiga operating system, and runs on a variety of platforms including x86, x86-64, PowerPC, m68k, and ARM.

Download ISO DVD: <https://tinyurl.com/yfcenm76>

Download VHD USB Flash: <https://tinyurl.com/nhjckz9t>

Update AROS 2.5 to 2.6: <https://tinyurl.com/wu9rchmv>

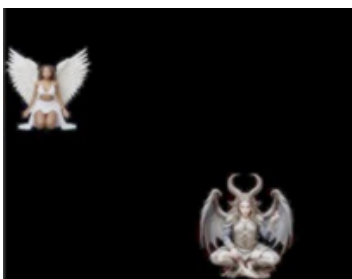
REDPILLGameCreator v 0.9.42

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

Since the September 2024 WAUG News article on Carlos Peris's game construction kit, **RedPill**, this program has gone from version 0.9.41 to 0.9.42. The biggest new addition in version 0.9.42 is the ability to add User Interface (UI) bars. A UI bar is a type of object that allows to show energy & health bars above the game objects.

RedPill is a free tool to empower people to create many games for Amiga without programming knowledge. See the link above to AmiNet to view all the changes.

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



Baphometscreensaver

<http://www.amiga-storage.net/?page=Misc&file=baphometscreensaver 1.0.lha>

Developer J.C. Herran Martin has released BBaphometscreensaver, a portable screen saver featuring demons and angels in their eternal fight between good and evil on your screen. For Amigas operating under AmigaOS 3.x.x.x and having a graphics card.

Download: <https://tinyurl.com/yjbet2tm>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

Elevator Action 500 v α

<https://jotd666.itch.io/elevator-action-500>

Author jotd666 has released a playable demo of **Elevator Action 500** for AGA Amigas. This is a remake of Elevator Action, a platform shooter game released in arcades by Taito in 1983. In this game, you play as Agent 17, a spy infiltrating a 30-story building filled with elevators and enemy agents who emerge from closed doors. The goal is to collect secret documents from specially marked rooms, then escape the building. Use elevators to crush enemies, attack them by shooting down lamps.



This playable demo game is free but the developer accepts your support by letting you pay what you think is fair (€5.00 Euro, or about \$5.55 USD is suggested). Note, however, that this is an initial alpha release that is still missing music and sounds. While this version is only for ADA Amigas, an OCS version is planned, as well as an ADF. It requires a 2-button joystick, or the keyboard

YouTube video: <https://youtu.be/9BFgrhGoI3A>

Download: <https://jotd666.itch.io/elevator-action-500/purchase>

Dr. Dangerous: Secrets of the Temple of Xol'Tan

<https://hoogames2017.itch.io/dr-dangerous>



HooGames2017 has released the platformer **Dr. Dangerous: Secrets of the Temple of Xol'Tan**, created with the Scorpion Engine. This game was inspired by the Amiga classic Rick Dangerous.

You play as Dr. Dangerous, who has been thrown into a deep tunnel beneath the Temple of Xol'Tan. Surrounding him are aggressive creatures that have emerged from the temple. His goal is to find batteries scattered within the tunnel, which are needed to restore his station's systems.

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://www.youtube.com/watch?v=EXB-zRJPkn4>

Download: <https://hoogames2017.itch.io/dr-dangerous/purchase>

OS4, AROS, MorphOS: **BlackIvan** + v 2.0

<https://www.morguesoft.eu/>

Version 2.0 of a blackjack-type game, **BlackIvan** + has been released for Amiga OS4, AROS, and MorphOS. You try beat to Nikky, the blackjack dealer, and write your name in the Hall of Fame. This game has a special "Adult Mode" available only with a keyfile that unlocks this mode, available via e=mail request from developer Juan Carlos Herrán Martínd. Without this keyfile the game runs in "Normal Mode". To download extra decks you can visit [the support site](#)



Download AROS: <https://archives.aros-exec.org/share/game/card/blackivan.lha>

Download OS4: <https://os4depot.net/share/game/card/blackivan.lha>

Download MorphOS: <https://www.morphos-storage.net/dl.php?id=2213686>

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

Series II - Volume XXVII - No. 10

PRESS RELEASE

<https://www.amigaforever.com/news-events/20240914-af-10-r4/>

Amiga Forever and C64 Forever 10 "R4" Update



September 14, 2024

Cloanto released today the "R4" (10.4.0.0) update for **Amiga Forever 10 and C64 Forever 10**. The "R4" build is the result of almost two years of development, making version 10 one of the longest-running major releases ever.

This is a free update for existing version 10 users, who can get the new version through the Help/About dialog in Amiga Forever and C64 Forever. Additionally, the updated full installation package and ISO image can be accessed via the Help/My Downloads and Keys menu item, and are set to remain available for at least 10 years after an order.

New and enhanced features since the original launch include:

- Improved touch and multi-touch support
- Enhanced logging features (Help/Developer menu), also providing easier access to previously separate log files (e.g. software installation)
- In a "Merge platforms" scenario (e.g. both Amiga Forever and C64 Forever are installed), the check for updates in one player checks for updates across all players and plugins
- New Export/Import tool for backup purposes and to transfer configurations between computers
- New resize and zoom features for emulation windows (including "fine resize" via Alt+drag) optimized for high-DPI displays
- Rewritten handling of guest (emulation) windows, with improved lagless drag
- Better recognition of emulation window by screen capture and recording applications (OBS, Streamlabs, Twitch streaming, etc.)
- Title editor and tabs open faster thanks to new asynchronous functionality
- Support for additional types of game controllers
- Enhancements to RP9 Toolbox, Setup Wizard, Arcade mode, fullscreen emulation
- Improved internet modem, now also with Telnet options
- Faster Type Clipboard Text functionality, with new replacement rules for unavailable characters
- Optimized CD and DVD file systems, e.g. for GNU/Linux and for Amiga environments that do not support Rock Ridge
- Better support for "portable" installations without administrative privileges
- Improved RP9 property handler (for File Explorer, Windows Search, etc.)
- Refined Windows theme integration
- Support for some of the latest system features introduced in Windows 11 24H2, including the requirements for Microsoft Store versions of Amiga Forever and C64 Forever
- Hundreds of additional improvements, including fixes to all known bugs (see the Changelog for additional details)

Open source components like the WinUAE, WinFellow and VICE emulation plugins, and the FloppyBridge library also were refreshed to the latest stable versions. As always, we are grateful to the many friends who supported this project and our Amiga passion, vision and hope.

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

Series II - Volume XXVII - No. 10

macOS 11.0: **vAmiga** v 3.0 β 2

<https://github.com/dirkwhoffmann/vAmiga>



Starting with version 2.6.1, developer Dirk Hoffmann made changes to the internal architecture of his Amiga emulator **vAmiga** for MacOS with the aim of porting the new emulator architecture of VirtualC64 v5.0 to vAmiga in order to enable features such as Run-Ahead. Now he has released the second beta version of version 3, which introduces this feature.

When run-ahead is enabled, two emulator instances run side by side. The primary instance emulates the Amiga as usual, while the run-ahead instance runs several frames ahead and generates the image texture. Run-ahead mode is meant for gaming as it considerably decreases the lag between an external event, e.g., a gamepad or keyboard event, and its recognition inside the emulator. The minimum Mac system requirement for this emulator is macOS 11.0.

Download: <https://github.com/dirkwhoffmann/vAmiga/tree/v3.0b2/Emulator>

MorphOS: **Pong / Space Invaders**

<https://www.morphos-storage.net/?all=1&dev=Papiosaur>



Developer Papiosaur (Yannick Buchy) has released two classic games ported over to MorphOS: **Pong** and **Space Invaders**.

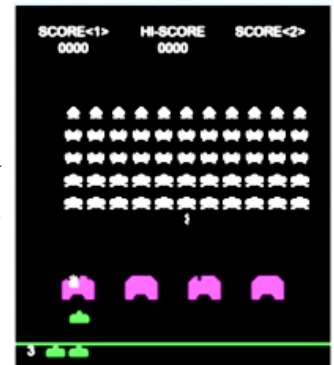
The Pong game is currently for two players only but a future version is planned to add an AI player with 3 different difficulty levels (easy, normal, hard) with the ability to select: AI vs Player, Player vs AI, Player vs

Player.

The Space Invaders game has a planned future version which will add a song, add a speed control, and add ESC as a hotkey to quit.

Download Pong: <https://www.morphos-storage.net/dl.php?id=2210226>

Download Space Invaders: <https://www.morphos-storage.net/dl.php?id=2212942>



OS4: **Deark** v 1.6.8

<https://www.os4depot.net/?function=showfile&file=utility/archive/deark.lha>

```
~/test $ deark -d test.cln
DEBUG: Input file: test.cln
Model: sumras
DEBUG: header at 0
DEBUG: dimensions: 320x429
DEBUG: depth: 3
DEBUG: Image type=1 (standard), len=134400
DEBUG: map type=1 (EQUAL_RGB), len=768
DEBUG: colormap at 32
DEBUG: Image data at 800
Writing output.000.png
```

Developer jason1 (Jason Summers) has released version 1.6.8 of **Deark**, a portable command-line utility for Amiga computers using Amiga OS4. This utility can decode certain types of files, and either convert them to a more-modern or more-readable format, or extract embedded files from them.

The program can work with more than 80 different file-formats. It also has an option (-d) to display detailed information about a file's contents and metadata. It's free and open source.

Download: <https://www.os4depot.net/share/utility/archive/deark.lha>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

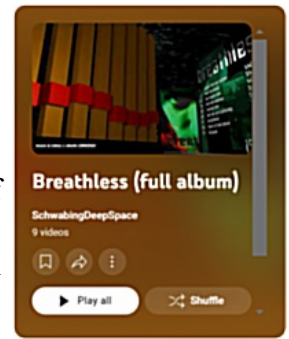
A techno music video album created on the Amiga is available on YouTube

<https://schwabingdeepspace.blogspot.com/2024/08/breathless-album-available-on-youtube.html>

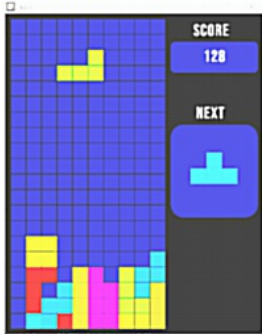
The entire music video album **Breathless**, consisting of nine tracks/videos of electro/techno music created on an Amiga computer, has been uploaded to YouTube.

All tracks were composed with OctaMED SoundStudio, using Amiga samples and MIDI sound devices. The video visual effects were created with Blender.

YouTube playlist: <https://tinyurl.com/mwd8nhmy>



OS4: Tetris



<https://github.com/aderngram/Tetris-game>

Developer Adam Idris has released the game **Tetris** for Amigas operating under Amiga OS4. This is a simple implementation of the classic Tetris game.

The goal of the game is to fit the falling Tetris blocks together to complete and clear horizontal lines. As the game progresses, the blocks fall faster, increasing the challenge. This game uses RayLib and so it requires a graphic card with RadeonHD or RadeonRX driver installed. Refer to the install and use instructions at the link above.

Download: <https://www.os4depot.net/share/game/puzzle/tetris.lha>

Ami Tech-Gazette issue 10

<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 local computer user group newsletter.

The July 2024 issue (Issue 10) is now available as a free download, at the link above. Some of the included articles are the start of a new series on 3D rendering, the role the Amiga played in the growth of the modern CG industry, and some light AI bashing.



AROS: GI Memory Game v 1.0

<https://www.iacosoft.com/home/aros.asp#MEMORY>



Author Giovanni Iacobelli has released another game for Amiga computers operating under AROS. His **GI Memory Game** consists of identifying identical pairs within an established time.

The Game is freeware. Please distribute the program together with all other files included in the package. The author assumes no responsibility for any damage that the program or its use could cause. 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 just press the [START] button.

YouTube video: <https://www.youtube.com/watch?v=dFA-i5yPEmE>

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

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

Series II - Volume XXVII - No. 10

IMP3 v 3.429

<https://forgottencomputer.com/retro/imp3/>

Infinity Modules Player ("IMP3") is a music player for the Amiga computer, developed by Pawel Nowak. But, IMP3 is more than a music player. Its features include: stream and play MOD, SID, MP3, DBM, XM, AHX, access online Amiga software and demo scene libraries, WHDLoad games and demos, SysInfo, GoShell, chat, screenshots, Discord channels and an internet speed test.

Features - In general IMP3 provides the following functionality:

- Play modules and streaming formats including MOD, SID, MP3, DBM, XM, AHX
- Randomized play from a vast online MOD library
- Search for songs in the online library
- Store songs to the local harddrive, and play locally stored songs
- Disco mode with cool visualizations and an editor for custom visualizations.
- Online-stored favorites list. Access all your favorite MODs on all your Amigas -- wherever they are!
- Access online Amiga software and demoscene libraries
- Unpack downloaded software or content, or run directly
- Run downloaded WHDLoad games and demos... without having WHDLoad installed!
- Run most useful Amiga utilities (e.g. SysInfo, GoShell) directly from IMP3 quick-access toolbox
- Personal online space ("stash") to upload files for backup or to share with others.
(For sponsoring users only)
- IRC-like in-app chat. Socialize with other MOD listeners around the world!
- Share songs to chat, play directly from chat, share files to chat, view directly from chat
(with MultiView) or download to hard disk
- Take screenshots and store them in stash or on harddrive, or share with others in chat
- Discord gateway to the in-app chat. Seamlessly switch between chatting in IMP3 and on specially designated Discord channels
- Test the speed of your internet connection to IMP3 servers
- Run from a single floppy on minimal hardware without Workbench

YouTube video: <https://youtu.be/JEWdSPKS9E8>

Download: <http://aminet.net/mus/play/imp3.lha>



Tanks v 1.0

<https://www.morphos-storage.net/dl.php?id=2219837>



Developer Papiosaur has ported over the classic game **Tanks** for Amiga computers operating under MorphOS. In this game, your goal is to protect the base and to destroy all the enemies.

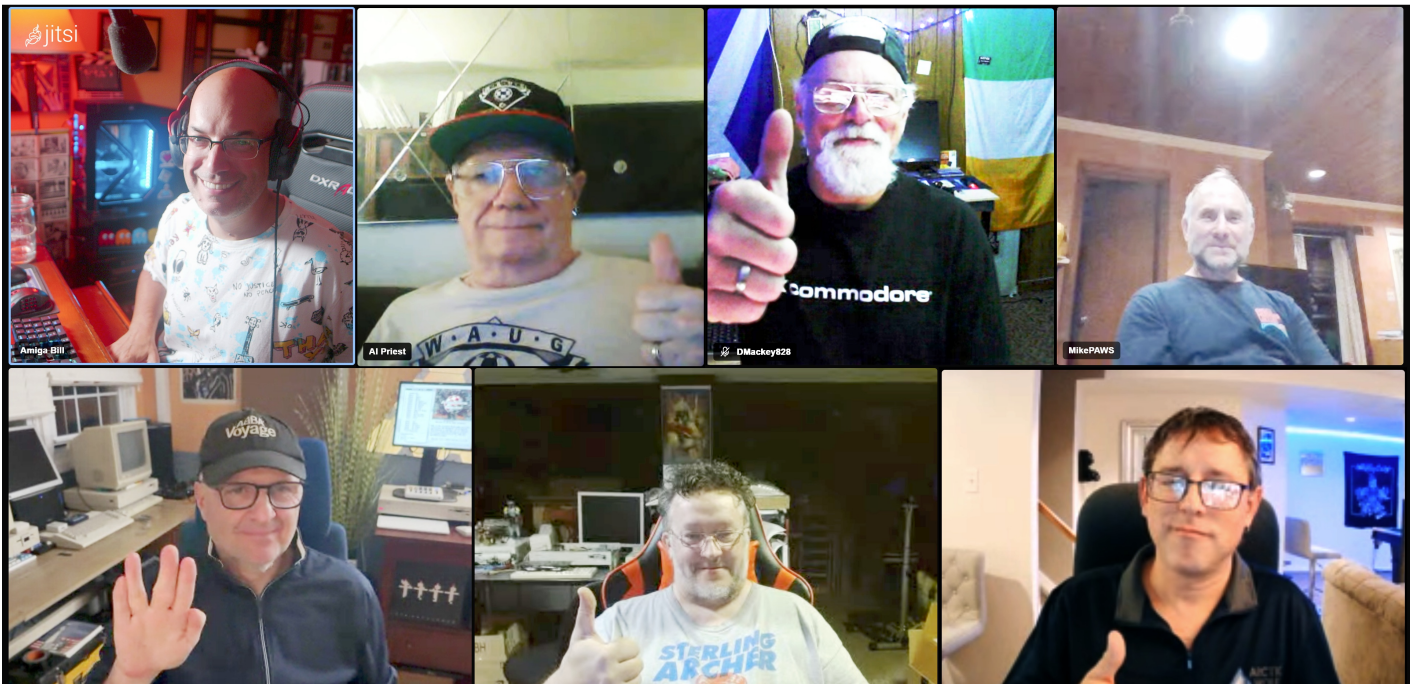
This is available as a free download from MorphOS-Storage.net, at the download link below. Note that the game needs the latest version of SDL2 libraries. The source code is included in the archive.

Download: <https://www.morphos-storage.net/dl.php?id=2219837>

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

Series II - Volume XXVII - No. 10

Screenshot from our last virtual WAUG meeting



OS4: **Dave's Icons pack 01**

https://www.os4depot.net/?function=showfile&file=graphics/icon/db_icons_pack_01.lha

Developer David 'davebraco' Braconnier has released icons for various Amiga OS 4.1 software. Most were created using the original logos and icons, others were adaptations of existing creations, and the rest were just David's creative mood at the time. The icons are freeware and can be downloaded from OS4 Depot at the link below.

Download: https://www.os4depot.net/share/graphics/icon/db_icons_pack_01.lha



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVII - No. 10

Westchester Amiga Users Group

“Boccia” (A.K.A. “Co-Prez”)

Bill Winters

“Goalball” (A.K.A. “Co-Prez”)

Anthony Becker

“Shooting Para Sport” (A.K.A. “Editor”)

Al Priest

**(These are all Summer Para Olympics events)*

Meetings are held once a month, usually on the 1st Thursday of the month, starting at 7:00 PM.

➔ **NOTE: Until further notice, all WAUG meetings will be virtual.**

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

aapriest@usa.net





Westchester Amiga Users Group
% Alexander Priest, Editor

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION