

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

Series II - Volume XXVIII - No. 7

**W
A
U
G**

Westchester
AMIGA
Users Group

July 2025

OS4: **DumbPad** v 0.3

<https://tinyurl.com/3ytbj4jk>



With the use of the popular GUI programming toolkit Reaction, developer Roman 'kas1e' Kargin has created **DumbPad**, a simple and stable text editor for computers operating under AmigaOS4. The current version 0.3 already supports tabs and notifications uses AISS for menu and button graphics. The project "definitely has bugs" but already runs quite stably.

This utility is a free download at the download link below. (Once DumbPad has reached a certain level of maturity, the source code will be released.)

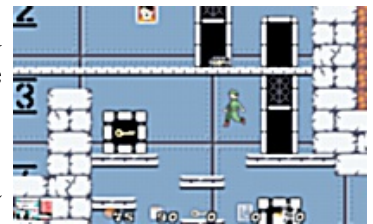
Download: <https://tinyurl.com/488myshb>

MorphOS: **HansKloss** v 0.20.11

<https://tdolphin.org/projects.php#hanskloss>

Developer tdolphin has ported the Atari 8-bit and Commodore 64 two dimensional platform game **HansKloss** to MorphOS.

Hans Kloss is a puzzle-platform game. It was first published in 1992 for Atari 8-bit computers, with a Commodore 64 conversion released in 1993. In this game, the player controls Hans Kloss, the fictional protagonist of a Polish TV series set during World War II. He must find plans for a secret weapon in Adolf Hitler's headquarters, the Wolf's Lair.



This game includes depictions of historical symbols and themes related to World War II for the sake of authenticity and storytelling. These symbols are not included to promote or glorify any ideology but rather to reflect the historical setting.

This game is intended for historical and educational awareness, as well as entertainment, and does not endorse any political views.

YouTube video: <https://www.youtube.com/watch?v=1SHr4AwnfOM>

Download: <https://aminet.net/game/actio/HansKloss.lha>

macOS: **vAmiga** v 4.2.1

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



Dirk Hoffmann has now released the final version of his Amiga emulator **vAmiga** for macOS, which offers FileSystem code clean-ups. At least macOS 13.5 and a Kickstart Rom are required. Version 4.2.1 fixed a bug that prevented the correct mounting of disc images when loading a "workspace".

To use a joystick within the emulator, either enable keyboard emulation or connect an external USB joystick. vAmiga is open-source and published under the terms of the GNU General Public License.

Download: <https://tinyurl.com/2x2txe6z>

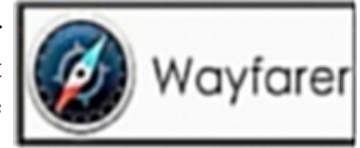
The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVIII - No. 7

MorphOS: **Wayfarer** v 10.1

<https://wayfarer.icu/>

Jacek 'jacadcaps' Piszczek has released version 10.1 of his web browser **Wayfarer** for MorphOS, which is now based on WebKitGTK 2.48.3, the latest stable version. A lot of work in this release went into improving YouTube support, with better auto-quality switching, built-in predefined settings and user-agents. The MediaSource player was rewritten to fix the issues that plagued it in Wayfarer 9. Additionally, Wayfarer can now all automatically redirect all YT video links into youtube-nocookie.com that gives you just the video player, with no comments, recommended and most notably no video ads. Version 10.0 adds HTTP/3 support (note that HTTP/3 is contingent on soon-to-be-released openssl3.library update), and v 10.1 made some bug fixes.



Wayfarer requires MorphOS 3.19 and at least 1GB of RAM. A 1.5GHz or faster CPU with AltiVec highly recommended. The program is a free download at the download link below. The developer accepts donations to support the project at [this link](#).

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

OS4: **Seq** v 3.1

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



Tuomas Hokka has released version 3.1 of **Seq**, his sequencer program for computers operating under AmigaOS4. The program features quick editing and can be used with live performances. In this version, the way MIDI devices are selected has been changed, as well as changes made to the project file format. This will require re-saving all projects.

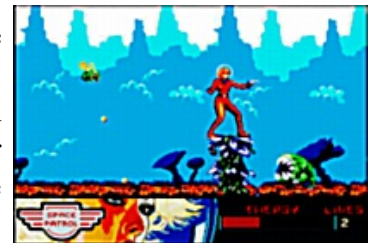
This program is freeware and can be downloaded from the link below with no restrictions on its non-commercial use or distribution.

Download: <https://www.os4depot.net/share/audio/misc/seq.lha>

Space Patrol

http://jojo073.es/pages/space_patrol.html

José 'jojo073' Gonzáles has released **Space Patrol**, a Jump 'n' Run game drawn in the style of the 80s and based on illustrations of the 60s. This game has six levels in 32 colors, fits on a floppy disk, and requires a 68020 processor and Fast RAM for an acceptable speed. You play as a female space patrol agent, laser gun in hand, patrolling the farthest reaches of the galaxy. Space Patrol is more than just a retro throwback; it's a celebration of what made classic games great. Whether you're a veteran of the golden age of gaming or a newcomer drawn by the allure of pixel art and laser battles, this is a journey across the stars you won't want to miss.



Space Patrol can be obtained for free directly from the author by request sent to JOJOCREATIVO@GMAIL.COM upon receipt of your request, you will receive the ADF file. You can also request the physical edition, which includes: a 3.5" disc, manual, and full color box.

YouTube video: <https://youtu.be/4OoK0EmxiaE?t=24>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVIII - No. 7

HippoPlayer v 2.63

<https://aminet.net/package/mus/play/hippoplayerupdate>



Developer K-P Koljonen has released version 2.63 of his MOD player HippoPlayer for the Amiga computer.

Changes in this version include: Improvements for List mode, Prefs options, main / info windows, music formats, keyboard short-cuts, playlists and support for SID, MP3, and the AmiGUS sound card.

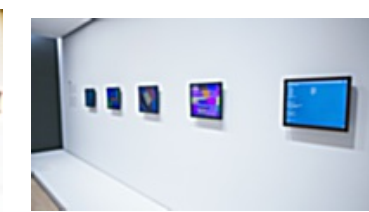
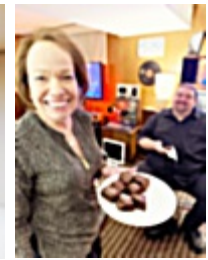
Download: <https://aminet.net/mus/play/hippoplayerupdate.lha>

WAUG members attend an exhibit of art created with an Amiga

The Museum of Modern Art (MoMA) in New York City is currently showcasing a groundbreaking exhibition titled **Samia Halaby: Kinetic Paintings**, running from May 9 to November 17, 2025. Samia Halaby, a Palestinian-American artist, is renowned for her pioneering work in digital abstraction.

In 1986, she began creating "kinetic paintings" on her Commodore Amiga 1000 computer, blending vibrant motion, sound, and color into a new digital language of art. These works are characterized by luminous shapes and colors that unfold, contract, and pivot across the screens, often accompanied by digital sounds. Halaby's innovative approach pushes the language of abstraction beyond the static confines of the canvas.

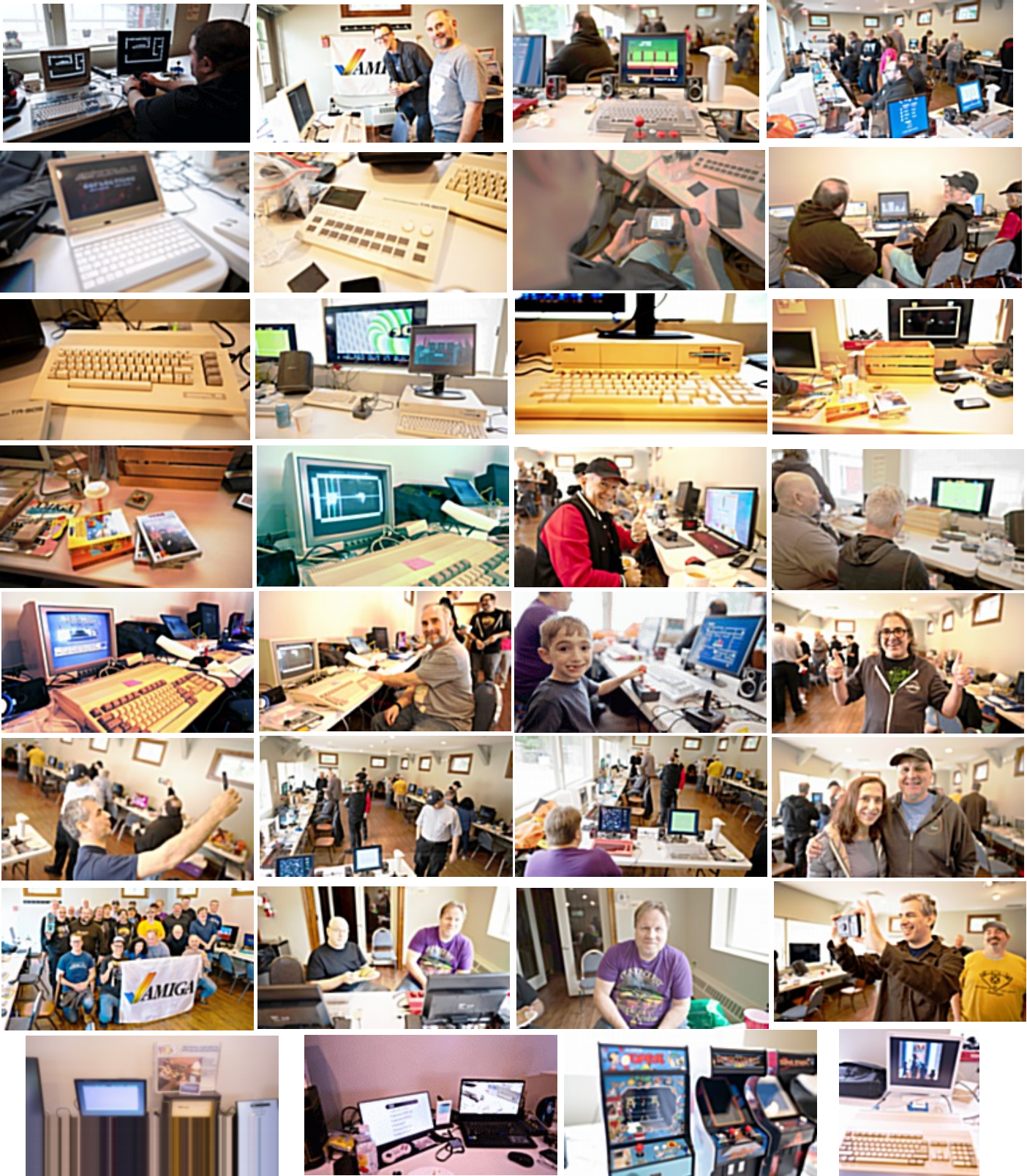
The exhibition features five of Halaby's early kinetic paintings, created during the first few years she worked with the Amiga computer while teaching herself coding languages Basic and C. These works exemplify her exploration of movement, time, and space within the realm of digital art.



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

Series II - Volume XXVIII - No. 7

WAUG Summer 2025 Party



The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVIII - No. 7

MorphOS: rezerwar

<https://github.com/tamentis/rezerwar>

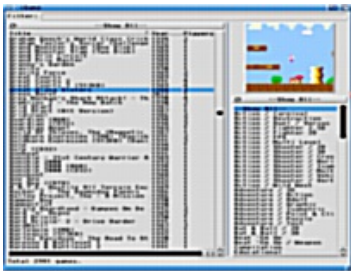
Yannick 'papiosaur' Buchy has ported over the game **rezerwar** to MorphOS. This is a puzzle game that could be described as the illegitimate child of a known tetromino game and the average pipe game. The whole game was created with open-source software including graphics, sounds and music, and is a free download at the link below.

Download: <https://www.morphos-storage.net/dl.php?id=2383940>



OS 2.04, OS 4., & MorphOS: iGame v 2.6.0

<https://github.com/MrZammler/iGame/releases/tag/v2.6.0>



Developer Emmanuel Vasilakis has released version 2.6.0 of **iGame**, a frontend to launching WHDLoad games for the Amiga. It is implemented as a MUI application. The program can be used on AmigaOS 2.04, AmigaOS 4, and MorphOS.

iGame is a MUI based frontend for launching and managing whdload games. Its purpose is to catalog your games, and provide a simple way of finding and playing them. Features include:

- Scans hard disks for installed games
- Uses the games' tooltypes when running them
- Game screenshots (screenshot window can be altered through tooltypes)
- Game categories and filtering
- Manual add non-whdload games
- Simple statistics
- Find-as-you-type search filter

Changes in version 2.6.0 include improvements for Genre lists, error-messages, and added the Portuguese language. A complete list of changes and bug fixes for this, and prior versions can be found at the title link above.

Download: <https://tinyurl.com/4wjsptsv>

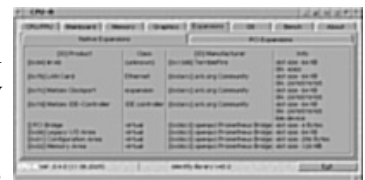
CPU-A v 0.4.1

<http://www.tdolphin.org/projects.php#cpu-a>

Developer Rafal Zabdyr has released version v 0.4.1 of CPU-A, a System Information Tool for AmigaOS. This tool uses Identify.library and optionally Picasso96 to gather and display useful information about the system.

With this utility, you can view information about CPU / FPU, mainboard, graphics, extensions, operating system, etc. CPU-A is licensed under the MIT License, and is a free download at the link below.

Download: <https://tdolphin.org/download/cpu-a.aos.m68k.lha>



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

Series II - Volume XXVIII - No. 7

Screenshot from last month's virtual WAUG meeting



MorphOS: **SDL2-Piano** v 1.0

https://github.com/yuanukim/sdl2_piano

Developer Yannick 'papiosaur' Buchy has released **SDL2-Piano**, a virtual piano program for computers operating under MorphOS.

The program is a free download (MIT license) at the download link below.

Download: <https://www.morphos-storage.net/dl.php?id=2383404>



AmiSeaFox

<https://amiten.itch.io/amiseafox>



Amiten Games has announced the release of **AmiSeaFox** for the Amiga. This is a tribute to the classic SeaFox. Your mission is to destroy the entire enemy fleet before you run out of torpedoes or fuel. The game runs on an Amiga 500 with 512 KB RAM expansion, though a stock Amiga 1200 is recommended. Designed with retro spirit and solid gameplay, AmiSeaFox stays true to the arcade essence of the original, carefully adapted for Amiga hardware.

The game can be downloaded for free at the link below. However, the developer accepts your support by letting you pay what you think is fair for the game (with a suggested donation of €3.95 Euro, or about \$4.53 USD).

YouTube video: <https://youtu.be/ZAcgMIi-wnk>

Download: <https://amiten.itch.io/amiseafox/purchase>

The newsletter of the Westchester AMIGA Users Group

Series II - Volume XXVIII - No. 7

Westchester Amiga Users Group

“Video Vegas” (A.K.A. “Co-Prez”)

Bill Winters

“Joker Poker” (A.K.A. “Co-Prez”)

Anthony Becker

“Amiga Poker” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga poker games)*

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

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

From the Editor:

Thanks to WAUG Co-President Bill Winters (AKA AmigaBill) for the screenshots from our last virtual meeting and of the WAUG Summer Party and the visit to the MOMA exhibit.

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

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/>

Twitch:

<https://www.twitch.tv/amigabill>

and **X (formerly Twitter):**

https://x.com/AmigaBill_

Hope to see you there!





Westchester Amiga Users Group
% Alexander Priest, Editor

aapriest@usa.net

TO:

DATED AND TIME SENSITIVE INFORMATION