

W A U G

Westchester
AMIGA
Users Group

September 2025

MorphOS: **Iris** 1.47 / **Contacts** 1.5

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

Jacek 'jacadcaps' Piszczek has released version 1.47 of his e-mail program **Iris** and version 1.5 of the contact manager **Contacts** for MorphOS. The changes in detail:

Iris 1.47:

- Fixed offline downloader getting stuck on a disconnected session
- Fixed a race condition in the address cache shutdown code
- Fixed a crash on quit
- Improved SSL certificate validation
- Updated WebKit to 2.48.3
- Updated WebKit-related libraries
- Switched to GCC15

Contacts 1.5:

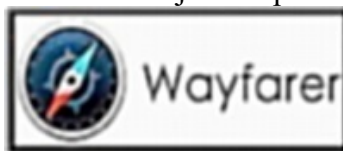
- Fixed an issue with passing UTF8 encoded strings via Arexx
- Updated to work with older versions of openssl3.library

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



MorphOS: **Wayfarer** v 10.4 / 10.5

<https://wayfarer.icu/>



Jacek 'jacadcaps' Piszczek has updated his web browser **Wayfarer**. Wayfarer is a free web browser for users of the MorphOS operating system.

Version 10.4 fixed a crash on exit and updated cURL and other libs. Version 10.5 rebased to WebKitGTK 2.48.5.

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

PDF magazine: **REV'n'GE** # 171 & 172

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



The PDF magazine **REV'n'GE** ("Retro Emulator Vision and Game") is available in English or Italian. The magazine's reviews compare, when available, the different ports of classic games to the various platforms of their time. There is also a focus on relatively unknown retro games.

Issue 172 (July 2025) includes the Amiga games Gyruss, Speed Haste, and Warlock: The Avenger.

Issue 171 (June 2025) includes the Amiga games Myst, Phantasm, and Pjsuk.

Download the issues for free, at the above title link.



AmigaOS3+, OS4: **Report+** v 8.6.7

<https://amigan.lemu.net/releases/#reportplus>

Report+ is a freeware utility from developer James Jacobs that is a compatible replacement for the official Commodore bug reporting tool (V40.2). This utility is now at version 8.6.7.

Download for AmigaOS 3.2/3.9:

<https://amigan.lemu.net/releases/ReportPlus.lha>

Download for AmigaOS 4.0+:

<https://amigan.lemu.net/releases/ReportPlus-OS4.lha>



macOS: **vAmiga** v 4.3

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



Dirk Hoffmann has now released Version 4.3 of his Amiga emulator **vAmiga** for macOS, which offers FileSystem code clean-ups. The file system navigator now includes a boot command for managing boot blocks. At least macOS 13.5 and a Kickstart Rom are required.

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/yj2nv6dy>

Amiga Rulez

<https://amiga-rulez.de/>

Amiga Rulez is a regularly published disk magazine (in Amiga .adf format). The magazine is free and features original and guest contributions. The magazine aims to provide a relaxed exchange of information and opinions in the style of a 90s disk mag.

The fifth issue of Amiga Rulez is available at the download link below. This issue features Tron as its cover story and a combination of game related items and interviews.

Download: <https://amiga-rulez.de/wp-content/downloads/2403/EN/AmigaRulez-2403EN.adf>



AmigaOS 2.04+: **openpci68k** v 40.6

<https://aminet.net/package/driver/other/openpci68k>



Developer Thomas Richter has updated his PCI driver for Amiga bridgeboards. This version corrects a bug where the cyppci emulation layer did not deliver the BAR sizes correctly. This program is free but the distribution of the Program, the Archive and the data in the Archive by a commercial organization without written permission from the author to any third party is prohibited if any

payment is made in connection with such distribution.

Download: <https://aminet.net/driver/other/openpci68k.lha>

Lock 'N' Chase

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

Developer jotd666 has ported **Lock 'N' Chase** to the Amiga. This maze chase video game was originally developed by Data East and released in arcades in Japan in 1981. According to Wikipedia, "It has similarities to Pac-Man, including a goal of collecting dots, with the addition of doors that periodically block pathways. ..The object of the game is to enter a maze styled as a bank vault and collect all the coins and, if possible, any other treasure that may appear. The thief must then exit the maze without being apprehended by the Super D (policemen)."



This game is free at the download link below, but the developer accepts your support by letting you pay what you think is fair (€4,00 Euro, or about \$4.66 USD is the suggested amount).

YouTube video: <https://youtu.be/dC95-wsC2tQ>

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

WinUAE v 6.0.1

<https://www.winuae.net/>



As reported in the August 2025 issue of WAUG News, version 6.0.0 of **WinUAE** was a full rewrite of the custom chipset emulation, resulting in improved accuracy and performance.

Version 6.0.1 fixes the following bugs:

- Entering and exiting GUI when in fullscreen mode crashed.
- Vertical and horizontal centering works again.
- ECS superhires works again.
- Filter overlay graphics display positioning/size calculation was broken.
- Virtual driver mode was not in sync with host cursor, both RTG and native modes.
- Fast drawing mode with 32-bit Chip RAM fix.
- When switching from emulated graphics board to native programmed mode screen, sometimes native screen had horizontal offset
- In some situations emulated graphics board was not drawn fully, bottom part was blank.
- Add Harddrive: Storage devices containing MBR partition table with RDB in later blocks was not detected correctly.
- Chipset COPxJMP sequence didn't work in some situations.
- Rarely used chipset collision register fix.
- TCP serial mode hang fix.
- OpalVision crash fix.

For other updates and added features, see the title link, above. For a free download, consult the link below.

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

Dodge These Balls

<https://entwicklerx.itch.io/dodge-these-balls-amiga>



Developer EntwicklerX has released **Dodge These Balls**, a mini-game for classic Amiga computers in which you have to dodge the gray balls with a red ball for as long as you can. These increase in number over time, making the game more difficult and inevitably leading to a collision. The longer you last, the more points you get. Playable on Amiga 500 + Kickstart 1.3 and above (PAL display).

you think is fair (with a suggested donation being \$2.00 USD).

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

Download: <https://entwicklerx.itch.io/dodge-these-balls-amiga/purchase>

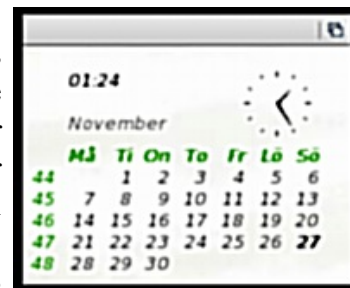
OS4: LimpidClock v 1.8

<https://thomas-rapp.hier-im-netz.de/amiga/limpidclock.html>

Developer Thomas Rapp has released version 1.8 of **LimpidClock**. This utility resides quietly on your Amiga OS4 Workbench desktop. It can show the current time in either digital or analog mode, and neatly displays a whole calendar month, with the current day highlighted. LimpidClock also functions as a calendar application, by clicking on a date, you can add your very own notes, or even an alarm.

In order to function, this program requires Workbench 3.0+ (on any WB below 3.5 it also needs ClassAct). The program is freeware, and therefore can be downloaded and redistributed for free.

Download: <https://thomas-rapp.hier-im-netz.de/amiga/LimpidClock.lha>



OS4: PolarPaint v 1.169

https://aminet.net/package/gfx/edit/PolarPaint_68k



Developer Anbjørn has released version 1.169 of **PolarPaint**, an experimental paint program for Amiga computers operating under Amiga OS4 (versions for Amiga 68k, MorphOS, AROSx86, and WarpOS are also available). The program was developed with Hollywood.

The main features are: 1280 x 720 pixels, 8 workspaces, Undo / Redo (100 levels), disk buffering, help, flood fill and transparency.

Minimum, system requirements: a computer with RTG (retargetable graphics) at a minimum resolution of 800x600x16; a minimum 32MB of free RAM (64MB or more recommended); codesets.library 6.22+ and reqtools.library v39+. An instruction manual in PDF format is available as a separate download.

Download: https://aminet.net/gfx/edit/PolarPaint_68k.lha

Manual: https://aminet.net/gfx/edit/PolarPaint_manual.pdf

Rex and the Galactic Plague

<https://hoystergames.itch.io/rex-and-the-galactic-plague>

Developer Kevin Watson-Hoy has released **Rex and the Galactic Plague**, a horizontally-scrolling shooter for the Commodore Amiga. In the game, 'plague SA-18 has ravaged the outer galaxies and continues its remorseless march toward the galactic center. You must go to the Thoros Foundation and retrieve a vaccine and deliver it to Space Corps to save the galaxies that are counting on you. The game features nine levels, branching paths, multiple weapons, and two endings.



This game is free but the developer accepts your support by letting you pay what you think is fair (with \$2.00 USD being a suggested donation). The game is playable on the Amiga A1200, with an A500 version coming soon.

YouTube video: <https://youtu.be/ODPKsbc9NdU>

Download: <https://hoystergames.itch.io/rex-and-the-galactic-plague/purchase>

Gemdalus v 1.1

<https://retream.itch.io/gemdalus>



The developer RETREAM has released version 1.1 of **Gemdalus**, an immediately accessible arcade game which challenges the player to pick up all the gems scattered about procedurally-generated mazes. The game has been written in AMOS Professional 2.0.

Minimum requirements: An Amiga computer, AGA chipset, 1.6 MB of CHIP RAM, 320 kB of other RAM, PAL-capable display, loudspeakers, keyboard and/or digital joystick, 900 kB of storage space (if installed), 8 units of NVRAM (on an Amiga CD³² without other storage capabilities),

In order to download this Amiga game you must purchase it at or above the minimum price of \$5 USD, at the download link below.

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

Download: <https://retream.itch.io/gemdalus/purchase>

AmiKlotski

<https://zooperdan.itch.io/amiklotski>

Developer Dan 'zooperdan' Thoresen has released a simple yet quite difficult block moving puzzle game for the Commodore Amiga called **AmiKlotski**. In this game, you have to move a specific blue block to a designated goal area by moving other blocks out of the way in order to complete levels. The game runs on any Amiga with Kickstart 1.3 or higher. The game starts hard and then just gets increasingly more difficult.

This game is free at the download link below, but the developer accepts your support by letting you pay what you think is fair (with \$2.00 USD being the suggested donation).

YouTube video: <https://youtu.be/eQEnjHIEiZI?t=18>

Download: <https://zooperdan.itch.io/amiklotski/purchase>



Hyper Wings v 2.22

<https://geldo.itch.io/hyper-wings>



Developer Christian 'geldo' Geldmann has released version 2.22 of **Hyper Wings**, a fast space shooter for the Amiga (1MB RAM). It was developed completely in assembly language, and optimized for the Amiga 500 (OCS), but also runs on all other Amigas.

In this game, two human or computer-controlled combatants fight each other with a control system borrowed from Asteroids. The game was influenced by Spacewar and other space shooter games like Asteroids. The intention was to get a fast space shooter game on Amiga with high frame rate (50fps) and lots of action which is just fun to play.

This game is a free download at the link below. The update to version 2.22 supports the recently released WHDLoad version. In addition, the intro can now be skipped.

YouTube video: <https://youtu.be/TDVVisKdv5k?t=59>

Download: <https://www.whdload.de/games/HyperWings.lha>

060+, PiStorm: G-WARS v 2.0.02

<https://aminet.net/game/shoot/G-WARS.lha>

Developer NovaCoder has released version 2.0.02 of an original Amiga game inspired by the classic XBOX 360 shooter Geometry Wars. **G-Wars** is not a port of Geometry Wars, as the developer created the code from scratch. This isn't a finished game (currently there are no sound effects or music for one thing), more like a proof of concept to show what can be done on a PiStorm. This game was developed using C++ exclusively.



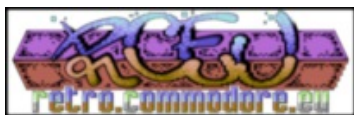
This game requires at least an RTG Amiga with a 68060 processor or better (PiStorm CM4 recommended). It also requires 64MB of RAM and AHI installed and configured, and a two button digital joystick. The game is work in progress, and you can now try the latest version with many updates and new aliens.

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

Download: <https://aminet.net/game/shoot/G-WARS.lha>

Retro Commodore

<https://www.retro-commodore.eu/>



The **Retro Commodore** web page has many high-quality scans available for the Commodore user. The latest additions for Amiga users include: User Manual - Professional Page, Amiga ROM Kernel Reference Manual 3rd edition, Sound Express Stereo Sound Sampler User Manual, Professional Page, TV Text, TV Text Professional, Vidi-Amiga 12 Colour Digitiser Manual, and Syndicate – Executive Brief.

Please note that, while the downloads are free, donations are accepted.

AmiModRadio v 1.2

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



AmiModRadio is a utility from developer Tygre that makes it possible to download, unarchive, and send MOD files to your favorite player. There are over 20,000 mods on Aminet alone, in addition to mods on other websites (e.g., AmigaAMP, DeliTracker, EaglePlayer, HippoPlayer, MultiPlayer, or TuneNet).

AmiModRadio is composed essentially of four parts: A small FTP client (download), a XAD client (unarchive), a ARexx program and a MUI interface to control the various parts of AmiModRadio.

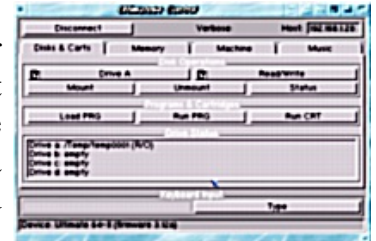
This utility is free software: you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation. The program is distributed in the hope that it will be useful, but without any warranty, not even an implied warranty of merchantability or fitness for a particular purpose.

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

Ultimate64 SID Player v 0.3.2

<https://aminet.net/package/mus/play/u64SidPlayer>

Ultimate64 SID Player is a full-featured C64 SID music player for AmigaOS that connects to Ultimate64 and Ultimate-II devices over a network. It provides playlist management, multi-songs navigation, and integrates with the HVSC song length database for accurate playback timing. The player features a MUI interface with drag-and-drop playlist management, real-time search and filtering, shuffle/repeat modes, and automatic subsong advancement. It can download and integrate song length databases directly from the HVSC server for precise timing information.



System Requirements: AmigaOS 3.0 or higher; MUI 3.8+ (Magic User Interface); bsdsocket.library; TCP/IP stack (AmiTCP, Miami, Roadshow, etc.); Ultimate64 or Ultimate-II device with network connectivity, and minimum 2MB RAM (16MB recommended for long playlist and Song database). A hard disk installation is recommended for song databases.

Download: <https://aminet.net/mus/play/u64SidPlayer.lha>

Versatile Amiga Test Program v 6.59

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

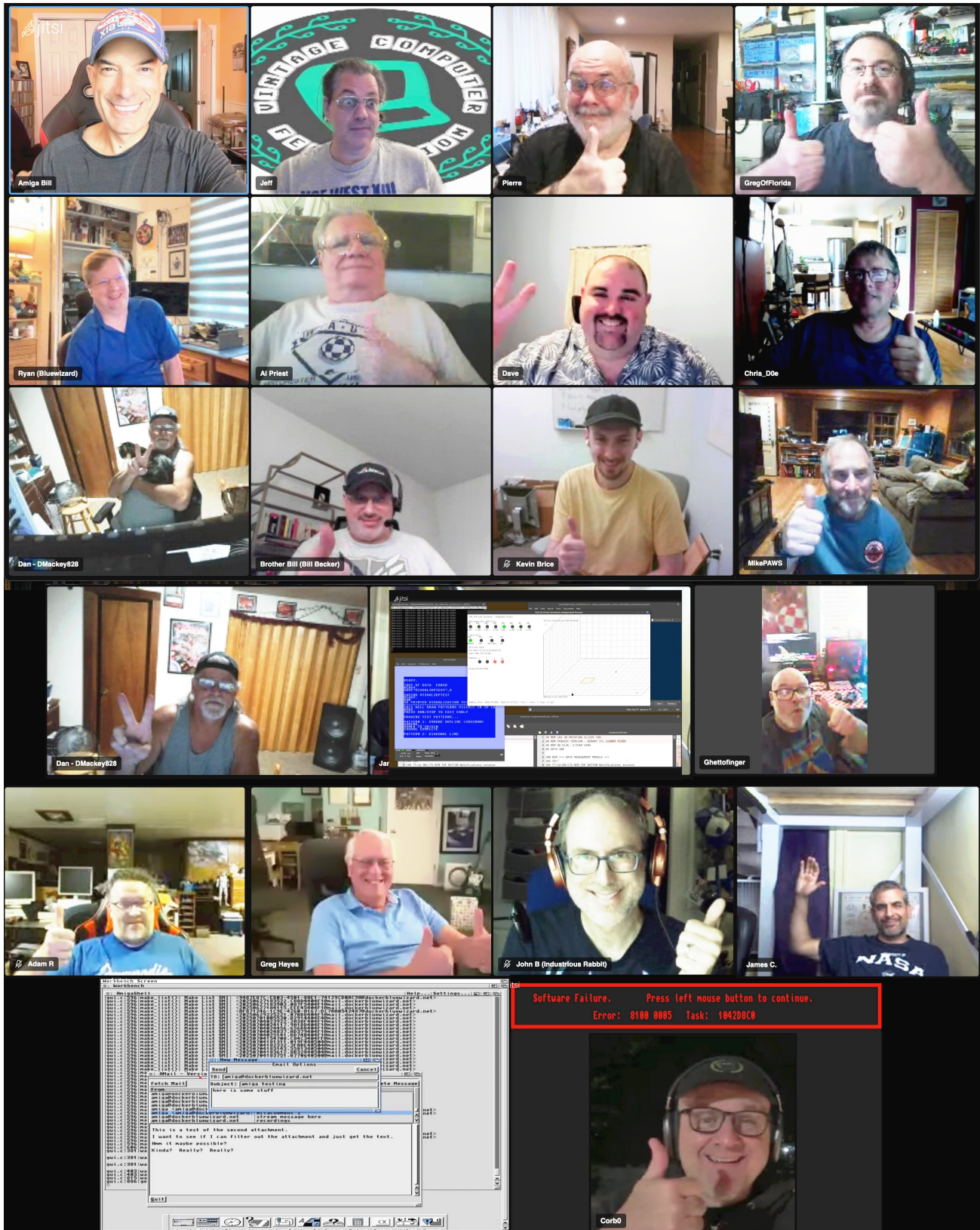


Since WAUG News last reported on J.J. Caspers' **Versatile Amiga Test Program** (version 6.53), this test utility is now at version 6.59. The Versatile Amiga Test Program is developed for all Amiga computers.

The available tests are: Screen, Audio, Sprite, Blitter, CD32 joypad, Keyboard, CIA, ROM, CPU, FPU, RTC, Memory, Address-line, Real Interrupt, Interrupt Request, Disk-drive, Parallel-port and Serial-Port. Remove hardware from the parallelport when doing tests on this port and real interrupt testing. Don't use Amitestkit or DiagROM testplugs (ROM version can switch to other plug).

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

Screenshots from WAUG's last virtual meeting



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Westchester Amiga Users Group

“Castlevania” (A.K.A. “Co-Prez”)

Bill Winters

“Darkseed” (A.K.A. “Co-Prez”)

Anthony Becker

“Fright Night” (A.K.A. “Editor”)

Al Priest

**(These are all Amiga horror themed 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 AmigaBill (WAUG’s co-president, Bill Winters) 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

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

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TO:

DATED AND TIME SENSITIVE INFORMATION