



# MCCC NEWS



Fort Worth

June 2016

Dallas

## Podcast 37

**The Gathering 2K15  
Freestyle  
EndLess Summer of the Crown**

Spring is back and our podcast too, with a fine selection of the musical productions of The Gathering 2015 Freestyle compo

Here is the tracklist of this podcast (And also my review of these tracks in the playlist—Doctor Clu):

- Jingle by JGG - AmigaVibes (0'26)
- Crown - Microkid (3'17)  
*(0:27) A rock track much like a alternative rock track. \*\*\*\*\**
- Walking on Air - Ask Lars (3'13)  
*(3:45) Female vocal track, a bit of dance pop. \*\*\*\*\**
- Danger - Imbold (3'25)  
*(7:03) More hard synth, base drops. \*\*\**
- Ready - Marlind97 (3'02)  
*(10:30) A quippy keyboard piece. Owl City-like. \*\*\*\*\**
- Torch - Kime (0'30)  
*(13:20) A jazzy piece that would be good to drive to. Too short. \*\*\*\*\**
- Endless Summer - DJ eXeCute (2'36)  
*(13:48) Dance mix piece w/the rhythm on what I call circus music.-*
- Cook It - Deserter (3'18)  
*(16:30) Synth orchestra/organ with a beat. \*\*\*\**
- Miku Crush - Joakim Skurk (3'01)  
*(19:40) Piano with electronic voice, retro sounds. Creative. \*\*\*\*\**
- Noumena - Cerros (2'09)  
*(22:40) Electric piece with an odd beat. Kinda dystopian. \*\*\**
- Full Speed Extragananza - KiM-MeY (2'56)

*(24:43) Starts deceptively slow, gains steam like a train. \*\*\*\**

- Hangover - nico\_e (3'13)  
*(27:38) Whoa!! Rave/dance music. \*\*\**
- Poro - fjomje (3'02)  
*(30:48) Songs sounds like Inspector Gadget turned on it's head. \*\**
- Overworld Overture - Lufteluke (2'17)  
*(33:46) Almost 8 bit sounding, almost Tetris like. \*\**
- DrumnStep - Glexes (2'04)  
*(36:00) Quick pace that would be perfecting for bobsledding. \*\*\**
- Dance With Me - Rootkit (0'15)  
*(38:02) What little we get of this is repetitious. \**

Ratings:

- Oh wow that was bad.
- \* Well, they tried.
- \*\* Creative at least.
- \*\*\* Some good, mostly enjoyable.
- \*\*\*\* Really liked that. Would love to hear that from time to time.
- \*\*\*\*\* Amazing, that is going in my regular listening selection.

Note: I am not a fan of chiptunes, wordily effects, and repetition. Those usually score low. I am a fan of rock, new age music, dance tracks, and about anything done well.

Above Amiga podcast can be found on iTunes (where I have a subscription to automatically download when a new episode comes out), or I also found it on this link:

<http://www.amigavibes.org/index.php/29-podcast37-thegathering2k15-endlesssummerofthecrown?hitcount=0>

...Lover of music, especially by Amiga, Doctor Clu

## WHDLoad (And More)

In the “Amiga stuff” world, a new “Silver 5” core for the Vampire V2 for the Amiga 600 was released earlier this month, boasting bug fixes, minor speed increases, programmable screen resolutions for the SAGA video modes, and improved support for the internal SD card and large IDE drive partitions. I’m still sitting on the interminable wait list for my own Vampire board, hoping I haven’t just been forgotten instead. With luck I’ll yet have the opportunity for a stupidly powerful Amiga 600. (So wish me luck—I could use some)

Apparently, there is a website called “AlternativeTo.net,” which lets users check for alternate possibilities to a particular piece of software (such as “Microsoft Office” or whatever). The site can also list available options for Amiga, MorphOS, or AROS as well, assuming options exist and someone has listed them to the site. Given time and cooperation, it could be a valuable resource to Amiga family users, as well as others.

In the short form news, a new port of Duke Nukem 3D for 68060 Amiga systems is released. Also, a new Hollywood plugin called “RapaGUI” is available, which is a tool kit for creating user interfaces that work across platforms, be they Amiga MUI, Windows, Linux GTK, or Mac. Seems like

an impressive and potentially useful tool.

A common use for Amiga systems today, whether real hardware or emulated, is “retro gaming”—playing the vast library of Amiga games from over its history. The issue with a lot of computer gaming, not only Amiga, is different games may be written to specific Amiga models or configurations, and may not work so well on others, especially ones with newer or upgraded hardware or CPU. With Amiga games, where many are written to “bang the metal” (programming the hardware directly and tossing out the operating system for maximum performance), this is a frequent issue, and makes it somewhere between inconvenient and impossible to play the widest variety of Amiga games on a single system—or at least that used to be the case. Coming to the rescue was a software package called WHDLoad, which made it much easier to take your old floppy disk games and install them to the hard drive on your newer expanded, accelerated, (or emulated) Amiga hardware. It also added the option to load the games from, and quit back to the Workbench, as opposed to the usual business of booting from the game disk, and requiring a reboot or power off to quit.

For convenience in Amiga gaming, WHDLoad is a pretty indispensable package. Originally it was shareware, displaying a registration reminder before a game started, but it has since gone freely available. WHDLoad’s intent is for you to use the package to install games you already own in their original form to your hard drive, but “pre-installed” WHD-

Load distributions of many Amiga games can be found on the web to save you that trouble. Remember that no one condones downloading WHDLoad game distros you don’t already own (except large sections of the Internet population), so remember to stay legal. Depending on the specific game, some will require a switch to PAL or NTSC or non-AGA

video modes, or to have an older Kickstart ROM image file available (usually 1.3). Most games I have played on my A4000T/060 work quite well, though certain games may have minor problems based on the quality of their “loader,” such as video display issues, small bugs (possibly ones in the game itself), or running faster than normal on accelerated systems. Regardless, WHDLoad is an invaluable tool for anyone who wishes to do gaming on more than a very basic Amiga system, or easily load their games from the Workbench or a central GUI hub program. If you enjoy Amiga gaming (and convenience), you should probably check it out if you don’t have it already.

<http://whdload.de/>

...Eric Schwartz  
From the AmiTech Gazette  
May 2016



## June Calendar

June 6 — Amiga-By-The-Loop Chapter  
7:00 PM — Grand Prairie Airport  
3116 S. Great Southwest Parkway, Grand Prairie

June 6 — Board of Director’s Meeting  
Approximately 9:00 PM — Location TBD

June 27 — Newsletter Deadline — 8:00 AM

MCCC 2507 Tamaron Cove Cedar Hill, Texas 75104  
<http://www.amigamccc.org>