

WARmUp association is officially created since February 15th 2014 (see [gazette](#))

Association proposes many projects for MorphOS users:

- this webzine ;
- [the MorphOS shop](#)
- [Chrysalis pack](#)
- [worldmap of users](#)

If you wish to join the WarMUp Association, feel free to return [this membership form](#) for the year 2014.



Best of MorphOS

May - June - July - August 2014

MORPHOS

MorphOS 3.7 is available since 3rd August 2014.

David 'Daff' Brunet proposes, on Obligement, [a complete test](#) of versions 3.6 and 3.7.

A new version of **Software Development Kit (SDK)** for MorphOS is available since 8th May 2014 in [download section of the official website](#).

2471 MorphOS licenses were sold on 25th August 2014 (see [evolution](#) of sales).

SOFTWARE

WARmUp Association proposes [Chrysalis pack 3.7.1](#) for MorphOS 3.7.

Fabien 'Fab' Coeurjoly updates on [his website](#) the portages of:

- [MPlayer](#), a free and open source multimedia player,
- [ScummVM](#), a virtual machine that allows you to play games that use the SCUMM system (such as LucasArts adventure games or Humongous).
- [E-UAE 0.8.29 PPCJIT BETA 4](#), the emulator E-UAE with PPC JIT implementation carried out by **Álmos Rajnai** ([blog](#))

Carsten 'pegasossigi' Siegner makes available:

- [Spredy 1.0](#), a simple yet powerful table editor ([snapshot](#)),
- a new version of [InstantUnpack](#), a tool to decompress quickly archives supported by the [xadmaster library](#),
- an alpha version of [Epub-Reader](#), an electronic publication reader.

Andreas Falkenhahn makes available a new version of **MUI Royale**, a plugin allowing to create easily MUI GUI with programming language Hollywood and **Hollywood Player**, an universal player allowing to software authors to distribute their programs as applets Hollywood instead of independent executables ([official portal](#)).

Pedro Gil Guirado (Balrog Software) proposes:

- [UAE4All rc3 v0.32](#), an Amiga 500 open source emulator,
- [Anaglyph 3D v0.1](#), a tool to create 3D pictures for 3D glasses red and blue,
- [Overw8-bits 4k](#), a demo 4k for MorphOS.

The archives are available on [AMIGAsKool](#) website.

The French society **Arkham Development** updates [Antiryad Gx](#), a tool for creating games and cross-platform 3D engine. A BASIC-like programming language is embedded with more than 2,800 commands.

Antoine '**Tcheko**' Dubourg makes available [SoundBankster](#), a Djing software ([webpage](#)) ([Tcheko website](#)).

Juan Carlos '**Templario**' Herran Martin proposes on [www.morguesoft.eu](#) the games **Los Chinos** and **Sasha P**.

Thomas Igracki updates [yWeather](#), a screenbar module that displays weather on the Ambient desktop and **gTranslator**, another screenbar module allowing to use the features of Google Translate directly from your screenbar ([Thomas Igracki website](#)).

Patrick '**Patbest**' Jung makes available [a script](#) allowing to install new mimetypes (action associated with certain files) and [another script](#) allowing to install new deficons for your pictures.

Gilles '**The Bucheron**' Mathevet proposes an update of his data file (in French) for the tool "Tips" and others data files using Tips (recipes, etc...) ([The Bucheron website](#)).

GAMES

Szilárd '**BSzili**' Biró updates his ports of **Jedi Academy**, **Jedi Outcast** and **Odamex**, an improved Doom engine ([BSzili website](#)).

Jérôme '**Glames**' Senay updates [Ask Me UP](#), a game of general knowledge.

James Jacobs proposes a new version of [MCE](#), a character editor for many Amiga games.

Jakub '**skrzyp**' Skrzypnik makes available [OpenTyrian](#), a port of the game Tyrian.

EMULATORS

Jakub '**skrzyp**' Skrzypnik proposes a port of [Atari800](#), an Atari 8bits emulator (Atari 800, 800XL, 65XE, 130XE et 5200).

Philippe '**Offset**' Rimauro makes available a new version of [ACE](#), an Amstrad CPC emulator.

James Jacobs proposes a new version of [AmiArcadia](#), a signetics-based machines emulator.

TUTORIAL

Paolo '**Jambalah**' Russo realizes [a tutorial](#) that describes how to install E-UAE, the Workbench 3.1, WHDLoad and iGame so you can launch your games Amiga Classic directly from your Ambient desktop (a [docx file](#) is also available to translate it into another language).

Serge '**Sergius**' Alves proposes on Obligement website, a tutorial showing how to use Synergy on MorphOS and AmigaOS 4. Synergy is a tool to share a mouse and a keyboard on many machines.

Read the [tutorial](#).

Watch [video n°1](#).

Watch [video n°2](#).

BLOG

Johannes '**Yasu**' Genberg has opened a [blog](#) where he talks of his experiences with MorphOS.

Victor '**Diezi7**' Gutiérrez Guirado proposes another [blog](#) and realized many spanish translations:

[E-UAE Installation MorphOS PDF](#)

[Historia de MorphOS PDF](#)

[Basilisk Catalog V1.2](#)

[Chronometer Catalog V1.2](#)

[EggTimer Catalog V1.4](#)

[Grunch Catalog V2.16](#)

[NoWinED Catalog V0.83](#)

[PowerSDL Catalog V16](#)

[ScreenRecorder Catalog V1.1](#)

[Spredy Catalog V1.0](#)

[VBAMUIGUI script translation](#)

[XMLViewer Catalog V1.0](#)

GATHERING

From 6th to 9th June took place the [Geit@Home #2 2014](#) in Germany, a gathering of many MorphOS users and developers organized by Guido 'Geit' Mersmann.

From 3th to 5th October will take place the third edition of **Geit@Home** ([Geit website](#)).

General assembly of WArMUp association will take place at the [µAlchimie III](#) on 25th and 26th Octobre 2014 at Clérieux. (FRANCE).

INTERVIEW

David 'Daff' Brunet makes available [an interview](#) with Szilárd 'BSzili' Biró.

*WArMUp logo realised by **Templario** and webzine model realized by **TUBbrain**.*