FUSED
MONTHLY NEWSLETTER
www.Clickteam.com

OCTOBER 2014 EDITION

Welcome to this October 2014 edition and the very first version of Fused. The online editorial brought to you by Danny, from Clickteam. This is the first of a **new series** of this online magazine and is a revamped version of the older newsletters. This new series of magazine will contain things like, what's going on behind the scenes at Clickteam, Apps/Games that have been developed by the community and much, much more to keep you in the loop.

As ever, feedback is always welcomed. Please post any feedback you may have into the e-magazine thread with any suggestions, comments and/or feedback. If you or your app/game/product wish to be included in any future, upcoming magazines, please feel free to drop me a PM on the forum.

My name is Danny and here at Clickteam, I'll be bringing you all the latest information, news and some sneak peaks at things to come in and around the community, with Fusion 2.5 and the development of future products. This is written more along the lines of an editorial as opposed to a running newsletter.

I hope you enjoy.

Danny James
Editor
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OCTOBER HEADLINES

A NEW CHANNEL

CLICK TEAM NEWSLETTER

So, here we are. A brand new, e-magazine which will be released around the end of every month giving you new insight, updates, news and information from both Clickteam directly and the community.

After some discussion we at Clickteam, feel this was a good move to make. Here at Clickteam everybody is all-systems-go, around the clock. The staff are always busy working on current products, exporters, marketing, sales and of course, Version 3.

To fetch you up to date, in a nutshell there's been lots happening behind the scenes here at Clickteam. We'll delve into this further down on the Behind the Scenes section.

We do want the community to be involved as much as possible, so again, any suggestions, comments, feedback and content is always appreciated. Even if you think of new features we can include into the monthly e-mag, we're all ears when it comes to listening to ideas.

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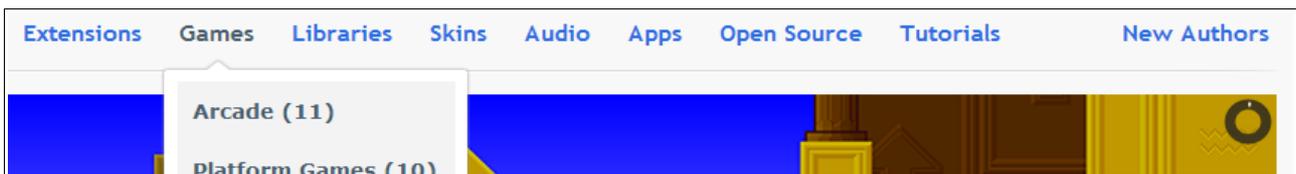
Website: http://www.Clickteam.com – **Community:** http://community.clickteam.com

CLICKSTORE

ClickStore! To some this may not be news but to others it will be. In case you didn't know, over the last 7-8 months, we have been developing a brand new store for the community. The ClickStore is a fantastic new online store where you can purchase new graphics, new sound effects, custom extensions, tutorials, open-source engines and much, much more, from both Clickteam and Users alike.

The store layout is very easy and simple to use. At the top we have the store menu where you can browse the content available on the store.

Extensions Games Libraries Skins Audio Apps Open Source Tutorials New Authors

Arcade (11)

Platform Games (10)

Inside the store you will find not only new objects and material from Clickteam available either free or premium but also content from users in the community. Users are able to signup as an author and submit their user-created content to be sold on the store and available for others.

It already comes filled with lots of content for you to browse through and you are able to sign up as an author if you wish to sell your own content through the ClickStore.

Selling through the ClickStore is very easy to do. You can sign up to sell as an author through this link. On the right hand side is a series of links explaining answers to some of the frequently asked questions for new authors.

You can access the ClickStore here: http://clickstore.clickteam.com

HTML5 - THE FUTURE

HTML5 is proving a good test for Fusion 2.5's runtime. I remember about 2-3 years ago when we first started BETA testing the HTML5 runtime thinking, this really is the future. To this day, I still believe that and believe it even more now, than what I did then. There was a handful of people in some Web Dev communities I used to browse that were rather convinced HTML5 would fail. I have to conclude that their reasons for this was due to the slow development and progress of HTML5 as a standard. However, the slow and careful progress of HTML5 as a standard was needed. To come from where it started in 2008 *(2003 from the original drafts)* to where we are now, milestones were needed to be achieved and the slow progress meant that they could work with existing and new technologies and integrate easier into future technologies, asin, what we have today (Mobiles and Tablets).
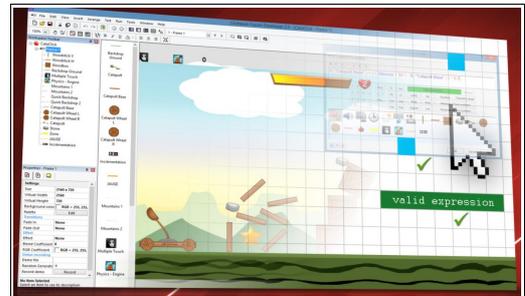
HTML5 and Flash from the outside look similar but inside they are very different. Even though HTML5 is much more optimised than flash and more compatible cross-platform, it is still a little behind. But only by a few steps. That said, this in no way affects Clickteam's HTML5 runtime. The runtime is already developed, this means that we can just keep on improving and optimising the runtime at any given pace. I worked alongside François in some of the early HTML5 tests, we both had very similar views that HTML5 was going to be the future. With this kind of energy we knew that we could keep on top of HTML5 and François began running a series of tests of the HTML5 runtime across a plethora of different platforms.

Needless to say, he was pleased with the results, at least performance-wise. The performance was good, the scalability was almost a perfect fit and running the same application across a number of different devices including Tablets, iPads and through the browser was nice to see.

What makes this article so much more interesting and exciting to write about HTML5 is, the HTML5 SDK. Here at Clickteam, the biggest advantage to Fusion 2.5 is the ability to expand to almost unlimited possibilities. Whether you're developing a great computer or mobile game, or perhaps an application.

With the addition *(and release)* of the HTML5 SDK, you can now begin creating your very own extensions to empower your applications even further. This will enable you to plugin 3rd party APIs and SDK's to your HTML5 applications with just a few lines of Java/Javascript, obviously varying depending on the complexity of the API/SDK you are bringing into Fusion as an extension but let me tell you first hand, after nearly 6 years of professional application development, the HTML5 SDK enables not just me, but also you, to create complex, professional and slick-working HTML5 applications. To note, it will also allow your HTML5 games to liaise with the likes of Facebook, Online Scoring Systems and so much more. The HTML5 SDK is definitely worth checking out.

After all the research I have done over the years and what I have seen unfold, I don't claim to hold any psychic abilities but back in 2006 I made a wild guess that Smartphones were the future. I was right. 2-3 years ago I said HTML5 was the future, I think it's sure-fire I'll be right again.

Android Splash

The month of October sees the release of the new **Android Extension: Android Splash!**

This unique extension allows you to display a custom splash 'Loading' screen whilst your game/app loads.

Some games and apps can take a while depending on their size, sometimes it can be down to the hardware (device) the user is using that takes a bit of a load time, either way this brand new Clickteam extension will allow you to display a custom loading screen that has been written to work alongside the runtime and allowing you to have a loading app that doesn't look like it's just crashed or is waiting for dooms day!

You can find this new extension priced at $4.99 on the Clickstore here: http://clickstore.clickteam.com/android_splash_extension

This month we also see the release of the brand new iOS Share Extension. Finally the waiting is over to allow your users to share stuff from inside your iOS apps.

This extension is brought to you by StingRay. An active member of the community and it's quite a powerful object for a tiny price of just $4.99 on the ClickStore.

It allows you to access the full sharing capabilities iOS holds which includes Posting pictures, messages and scores to users Facebook timelines, for example.

You can access the iOS Share object on the ClickStore here:
http://clickstore.clickteam.com/ios-share

Facebook Extension

The month of October welcomes an anticipated Facebook Extension. This new Facebook extension is in the final stages of testing. Once testing is complete you will finally be able to integrate Facebook into your Android Games and Apps.

The Facebook extension allows you to perform quite a number of actions, including (but not limited to):

- Posting on users timelines
- Uploading Videos
- Uploading Pictures
- Posting Links
- Inviting Friends to play the game
- and so much more!

The possibilities are almost endless. There are particular ways you have to go about creating events that allow you to invite friends, upload high scores etc. but majority of this is pretty easy.

Fernando has kindly written a help file to accompany the extension and there is also a few MFA example files to get you going. I *(Danny)* will also be writing a Clickteam PDF Guide on how to use the new Facebook extension and there's also the possibility of a Video Guide on how to use the new Facebook extension too.

With Facebook being the most popular Social-Networking website to date, you can guarantee this extension will probably be one of the most exciting extension to ever drop into your Fusion 2.5 Game or Application!

Special FX

A little while ago there was a user on the forum (*now a Moderator*) called **Eagle4**. I remember browsing through some of the forum threads and I came across a screenshot of something he was working on. It looked rather epic *(I know that word is now over-used but this was looking Epic!)*.

Epic it was and Epic it is to be, as a few months later Eagle4 then released some Special FX MFA's for sale. These are now included in the ClickStore for you to purchase, download and use royalty-free!

You can take a sneak peak at some of these effects here on YouTube:
https://www.youtube.com/watch?v=WyFyxUfZbGU

As you can see, Eagle4's material is not lightweight at all. These are hardcore special effects and you can now access all of these from the ClickStore to create some awesome-looking effects inside of your very own Fusion 2.5 games. Best of all, all the files are Open-Source MFA files which means you can dig into all the events on how they're made and you can change anything to completely customise the effects yourself.

Eagle4 has quite a few packs up for sale and he also has individual special effects available for sale on the ClickStore so why not jump over to his Seller page and have a browse!

You can locate Eagle4's seller page at this URL:
http://clickstore.clickteam.com/index.php?
route=product/manufacturer/info&manufacturer_id=12

Fusion 2.5 News

New SDK Section

It was about time the SDK development side was cleared up. Here at Clickteam all the programmers are busy at work, working on Fusion 2.5 and the individual exporters to ensure all current bugs are removed and continually optimising the runtimes for faster performance.

After spending nearly six years developing real-time hardware applications and configurable bespoke software for clients using Fusion 2.5, I know how important it is to have the Software Development Kits for Fusion 2.5 itself and the exporters, so I took a bit of stress away from the programmers and created a brand new section on the website which is dedicated purely to the SDK's.

This means you can now download the SDK's for every platform from one central location, once downloaded you can then dive in immediately and start creating your very own extensions for Fusion 2.5 and the exporters.

Need I say any more? Here is the link:

http://www.clickteam.com/extensions-sdks

Just in case you were wondering what an extension is and what an SDK is, let me give it to you in a nutshell *(or at least try)*...

In Fusion 2.5 you have your Objects which you can locate from the 'Extension Manager'. You are not limited to these objects. You can expand the power of your games and applications via new extensions. With the SDKs available, you can create your own extensions. Inside the Main Fusion 2.5 SDK download is a quick-start guide to the sdks.

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Fusion 2.5 - 283 Beta

Well, it would seem here at Clickteam the programmers have been real busy. Thanks to the community members that have been submitting bugs, it keeps all the programmers on their feet.

It's true things did go a little quiet for a few weeks, that was primarily because the programmers were really bashing away at fixing a lot of bugs. There were enough bug fixes to release a 283 beta build.

You can grasp the size of the beta fixes by checking out this changelog that Yves uploaded:

http://www.clickteam.com/webftp/files/mmf2/ChangeLogs/283.0.txt

As you can see, a plethora of fixes for each runtime and Flash now fully supports the built-in Box2D physics engine of Fusion 2.5!

Along with a mass of other bug fixes in Android comes more optimisation. Fernando has been plugging away at the runtime and testing away on various Android devices to gain as much performance increase as he possibly could. I was helping him test along the way and have to say, he's done a real good job. To boot, some of my game and app projects have seen an average increase of 5-10fps, which in-turn is great as most we're already running at 59/60fps anyway. Any performance boost always helps.

The Windows Runtime also sees a huge boost of bug fixes and now contains the Xbox Controller extension by default.

IOS contains a much-awaited list of bug fixes thanks to Anders and to boot, WebView2 has now been ported from Android to iOS so you can now view webpages inside your iOS games/applications.

Behind the Scenes

Well, it's been an interesting few months to say the least. With the reincarnation of the Monthly e-magazines and Clickteam typically being "secretive" as a lot of people say we are, I decided to throw in a 'Behind the Scenes' section. Needless to say, this took the rest of the Clickteam staff in awe, some even leaving their spider-webbed desks to look at me in a way no sane human being would look at another person but they soon got used to the idea I was going to create this section and let everyone in on some of the gossip as to what is happening behind the scenes, within limits of course.

Clickteam are not really a sort-of 'secretive illuminati' as perceived by the community, but rather, a small but dedicated bunch of staff that work tirelessly around the clock on a lot of things and I mean, a lot even if this is not the perception the community get.

Everyday here at Clickteam, we liaise with one another. Whether it's via email, post, telephone, text messaging or even in our Headquarters section on the chat room. Yes, that's right! We have a HQ... Here's a sneak peak for you:
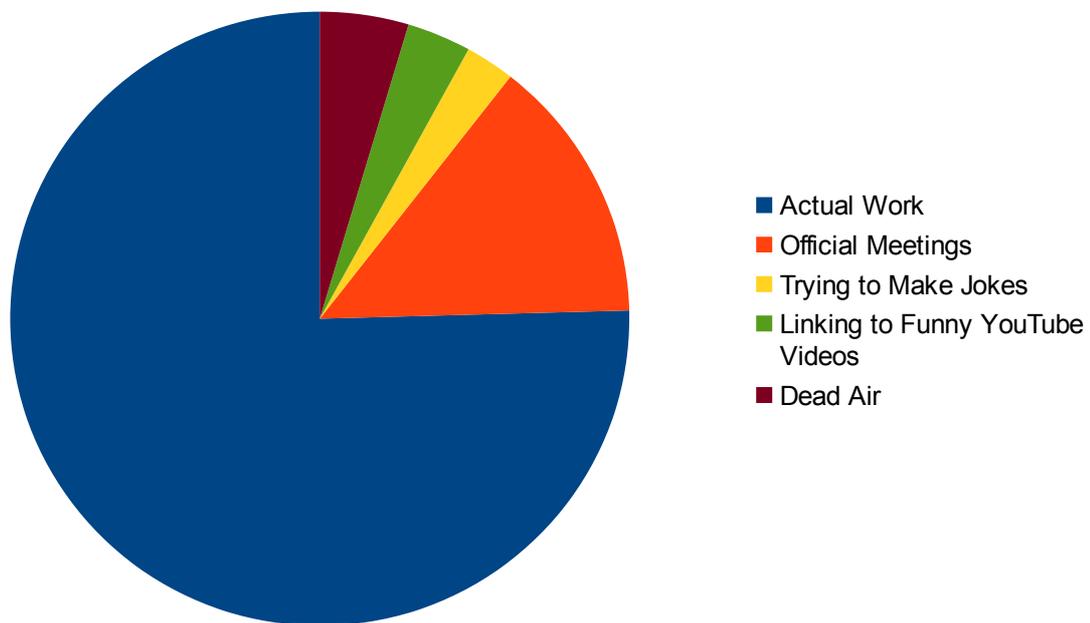

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Unfortunately, there isn't much to look at. I had to eradicate the usernames of the Clickteam staff and for obvious reasons dismantle the content of what we discuss, however, you can now see that there actually IS a place where we hang out, all day, everyday and yes we do talk to one another and most of the time, it is actually about work. Infact, it mostly is. Here is a chart of what we usually talk about on a day-to-day basis:

- Actual Work
- Official Meetings
- Trying to Make Jokes
- Linking to Funny YouTube Videos
- Dead Air

As you can see, the vast majority of stuff we talk about is, actual work. We discuss Fusion 2.5, the exporters, problems people maybe having etc. We also tend to hold Official Meetings too, this is where majority, if not all the Clickteam staff are present and we discuss important stuff. Then we have Nico, Fernando and Danny trying to make jokes. We tend to do this between ourselves as nobody else finds us funny. **"Dead Air"** is a term used by Radio Stations asin, there's nothing. Nobody speaks. We do have some "Dead Air" moments as obviously people are actually working instead of discussing, talking and linking to funny YouTube Videos.

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New Releases

What an exciting month September was. It saw a mass of new releases from the Click-Community and some were pretty awesome to say the least. **First up...**

Five Nights at Freddy's

I was looking forward to mentioning this. I was sat in the ClickConverse chat rooms not so long back when Kisguri mentioned a game to be listed on the ClickStore. He posted the link and naturally, we all checked it out. Immediately I saw the screenshots. This game looked the part, literally.

Infact, I was so taken back just by the screenshots I questioned myself whether it was actually even done in Fusion 2.5! Needless to say, it was and the screenshots were not the only thing that were spectacular. Within a few days of Kisguri posting that link, I began to see this game crop up on Indie Review Sites then came some YouTube videos then came it's own Wiki page. You know when a game title gets it's very own stamp on the Wikipedia website within a week or two, it's big.

This game went viral and masses of people around the world are playing, commenting and I see nothing but rave reviews about it. Personally, I still haven't gotten around to playing it yet, I have been awfully busy but mark my words, I will play this. It was developed by a user called Animdude *(aka Scott Cawthon)* and I really wish him the best of luck. To be fair, I have seen animdude around the forums quite a lot but I never knew he had this under his sleeve.

We all at Clickteam hope Five Nights at Freddy's continues to excel and this is just another perfect example of what you can create with Clickteam Fusion 2.5!

If you're interested in a video preview of the gameplay check out this link: https://www.youtube.com/watch?v=GS-VcKmK7Gc

It's available now on Steam:
http://steamcommunity.com/sharedfiles/filedetails/?id=270684111

You can view the official forum thead here:
http://community.clickteam.com/threads/88183-Five-Nights-at-Freddy-s

A great title from Aenever on the forums. If you think you were a Hard Rocking Boxer or just a tough guy, try taking this game heads on, whether it's with your iPad or iPhone.

No in-app purchases just pure boxing! Nice graphics and quite an addictive game.

Released for iOS you can download this game now:

https://itunes.apple.com/us/app/hard-rock-boxing/id908025111?ls=1&mt=8

Spud's Quest

It would be rude of me not to mention Spud's Quest seeing as though it's top of the pile at the moment on the ClickStore.

A game with very awesome graphics, slick gameplay. You take on the role of Spud and his friend Prince Charming as they adventure to reverse a curse set by an evil wizard that turned Charming into a frog.

A cracking platformer that is available for you to buy now for just $7.99!

ClickStore Link: http://clickstore.clickteam.com/games/spuds-quest

Brock Crocodile

Another *'Work in Progress'* title out of the blue this month comes Brock Crocodile. I saw this browsing the developer blogs on the Community website and man alive was I blown away. To be fair, in all honesty, just as the Blog did with me, I think not many words are needed for this title.

You can checkout a YouTube clip of it here: https://www.youtube.com/watch?v=SadNuYf3lbw&feature=youtu.be

You can also check out the official website here: http://brockcrocodile.com/

What's Hot?

So, What's Hot around the community in the last month or so?

F3 - MFA Support

Koji_Kabuto on the forums started a new [thread](#) discussing whether Version 3 would support backwards compatibility for Fusion 2.5 MFA files. If I remember correctly, something was merely mentioned at the Clickteam Convention in Cambridge in 2013 but the topic only touched the base.

Just to clear things up, as Francois has already iterated on the thread:

"Fusion 3 backward compatible would mean that we would have to support all the mistakes and bad designs that we have accumulated over the years (I do not mean that the range is bad at all, I mean that there were questionnable choices in some versions, that we have to assume, specially in the very first versions like Klik & Play and The Games Factory).

The best option for Fusion 3 (and it is the one we have chosen), it so start fresh on a clean base. And provide an importer that does its best to load ancient application if possible."

Just to reiterate, as Version 3 is being developed careful choices have to be made. Clickteam's MMF2 and Fusion 2.5 product range is a great choice for Game and App development *(biased opinion obviously – but still, true)*. However, times are changing. Technology is forever changing and evolving. Version 3 will have to ensure it has a base framework that will still carry the ethos of 'Klik' or 'Click' asin, it will appeal to all users, from beginners to advanced users but the biggest point for Version 3 is, this brand new version will be the next game and app development tool for Clickteam for the foreseeable future. This is technology being pioneered and engineered right now. So Clickteam's focus is to ensure we create something brand spanking new that will last for years to come and will be 10x more powerful!

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Cloud FX

Seriously, I needed to point this thread out to all of you. **SolarB** on the forums posted this just a week ago and I think it's a fantastic example of how simple you can do something that looks advanced in Fusion 2.5.

If you ever wanted to create some kind of 'Nebula(i)' effects (aka Space-Clouds) then this little trick is pretty neat. It just uses the 'Add' effect and uses the built-in Physics engine in Fusion 2.5!

Worthy of at least a download and a sneak peek!

You can go grab this open-source file here:

http://community.clickteam.com/threads/89003-Geiss-Milkdrop-like-Cloud-FX-(Physics)

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Final Notes

So finally the first version of Fused is complete. I personally hope you've enjoyed reading the October 2014 edition and I aim to release the monthly e-magazine every first week of the new month.

All suggestions, comments and criticism is welcome and appreciated.

I started this in the hope that I can give you some further insights into what we get up to here at Clickteam and also just to reassure you that we are always involved in the community and community work, topics and releases.

Hopefully next month, there's just as much content to write as this month so keep developing, keep releasing and overall, keep having fun with Clickteam Fusion 2.5 and the rest of Clickteam's products. I will see you in four weeks time for the next edition of Fused!

Danny James
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