



# FUSED!

CLICKTEAM'S MONTHLY EDITORIAL  
WWW.CLICKTEAM.COM

## MARCH 2015 EDITION

# SPR#WKE IN REVIEW

"RAW BEAUTY DESIGNED  
FROM THE GROUND UP  
BY ITS AUTHOR!"

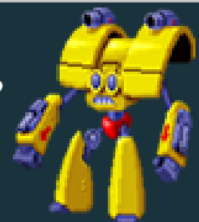
**Including:**

- Fusion 2.5 News
- Behind the Scenes
- Monthly Reviews
- Upcoming Releases

and much more...!

Let's revisit some of the golden oldies from KnP, CnC, MMF 1.5 and MMF2.

A blast to the past  
How nostalgic?



Super Pixner

**Super Pixner**

Mono's gives us another good looking pixel release for the PC / Android.

Can you find the Easter Egg  
this year?



# MARCH 2015 EDITION

## Who needs Easter eggs?

**Wow, time seems to have flown so fast since the last publication back in Feb!**

Today as I start to write March's edition, I had to fire up a playlist of some random songs on my Virtual DJ. Today as I write this, we're ranging from Linkin Park to Basshunter, from Marlena Shaw to Eminem and from Alanis Morissette to Duke Dumont. Such an interesting and wide-variety I must admit. My range of musical taste is very wide in comparison to majority of my friends or people I know. I suppose my Radio and DJ career over the last 15 years has been an indication of why or how I have such a wide-range of musical taste. Although I haven't been "On-Air" on the radio for almost 5 years now (apart from the odd shift covering) and I made a returned to DJ'ing last year in one of our City Centre bars which was rammed to capacity on a Saturday night of around 600, it was only a small/medium sports bar (dependent on if both floors were open).

You maybe wondering why I have to fire up a playlist to achieve this edition, well it's rather simple really, the last month or so we have seen so many updates on the forums, in other newsletters, blogs, Facebook and Twitter that I knew I was going to be spoilt for choice in deciding what to feature in this edition. There was so much content. I couldn't release it as early as I wanted to as the boys from Clickteam were still at the GDC which I really wanted to feature in this edition too. Aside of that, I can't write Fused! In a single day, it's just not possible for me to achieve. I have to scour through content, write it, re-write it, edit images, make sure the content is appropriate etc. It usually spans over 4-5 days, roughly 3-4 hours per day. This is to ensure good quality content but not only that, you've probably seen my style of writing and humour, sometimes I have to go over it 3-4 times just to make sure it's appropriate for publishing. I like to think of journalism as having the freedom to be completely open, passionate and truthful, not letting politics or 'left/right wing' elements get in the way, however I do have to draw a line sometimes. I have a wide-audience base, so I try to find the best medium :) **Enjoy this edition!**



**Danny James**  
Editor  
**Clickteam UK**

# CONTENTS

## 1. March Headlines

See what's making the headlines for 2015 so far, in and around the community. In this edition:

- **Clickteam at the Game Developers Conference**
- **Spryke – Review**
- **A Look Back in Time**
- **20 Event Competition**

## 2. Clickteam Fusion 2.5 News

Catch the latest low-down on what is happening with Clickteam Fusion 2.5

## 3. Behind The Scenes

Find out what's been happening behind the scenes here at Clickteam...

## 4. New Releases

Check out some of the new game/app releases around the Click Community.

## 5. Upcoming (*Works-in-Progress*)

Let's take a look at some of the current game and app developments from around the Click Community

## 6. Monthly Guide (*Tutorial*)

Each month there will be a new guide released inside of Fused itself for you to take a look at...

## 7. What's Hot

What is hot around the community... I'll talk about it and link you to it!

# March Headlines

## Clickteam at the Games Developer Conference



Wow, what a storm! The highlight of this year so far is most definitely the Clickteam trip to San Francisco for the GDC 2015.

It was a very successful show for Clickteam overall. The reception for Fusion 2.5 was extremely positive and we got to show off some fantastic games that have been developed with our flagship software from over the years.



James and Anders enjoy a spot of dinner and a drink after the show!

The Clickteam staff included Jeff, DT, Chris, Fernando, Anders and James. It was very good insight for all the CT staff to speak to both existing users and new users, listening to feedback, suggestions, comments and more importantly, what users (or potential users) would like to see in the product or future products.

The guys were blown away with a common statement that was heard

from people visiting the booth which was **“Wow, Fusion can do that?”**

The CT guys got to meet quite a few existing users such as **Alonso (Heart Forth Alicia – Developer)** CT mark the event as a huge success and the success is marked both ways. We got to showcase Fusion 2.5 and games that have been developed with it and we got valuable feedback from game developers, programmers and graphic artists. We were also able to check out the current competition and take a sneak peek into other markets.



Chris, James and Anders take a rest after the GDC show is complete!

Overall, the GDC was successful and it was good motivation for Clickteam too.



We hope to attend the GDC next year too. If that is the case, even more exciting as we can give you much more notice to get yourself prepared for a trip down there. Once I get official confirmation from Jeff, I'll be sure to let you know the details.

In the meantime, on behalf of Clickteam let me take the opportunity to thank everyone who attended and everyone who submitted their game(s) for showcasing at the GDC. You've made some good stuff with Fusion 2.5 and it just goes to show with dedication, the willingness to learn and having a tiny spark of creativity; can go a long way!

# March Headlines

## SPRYKE – In Review

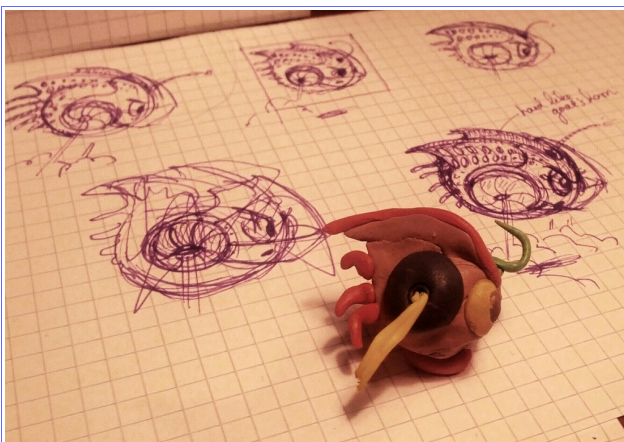


Just casually browsing the forums one day when I see a post from a user named Volnaiskra. A beautiful looking gem called **Spryke**.

Spryke is described by its developer as

***"a hardcore PC platformer with gameplay somewhat like Super Meat Boy (tough difficulty, agile controls, small levels, instant respawn, etc). Visually, it eschews the retro pixel graphics of SMB in favour of a rich, highly detailed modern, somewhat cartoony, look"***

Dave Bleja (***the developer***) has really enriched this game by incorporating its own 'culture' if you will. He has developed his own language, he created the font and you can read more on his blog [here](#). It is very in-depth and helps build the atmosphere for the game.



Spryke looks wonderfully charming. In his blog, Dave writes frequently about the games development. He posts images such as this one to the left, you can see how he designs the characters fit for the game and really gets the users involved in its creation. This is most definitely worth a follow and I have provided the links here for you to follow more on Spryke further down.

# **March Headlines**

## **SPRYKE – In Review**



What I like the most about his open-style writing is how involved he likes to get his readers and viewers. Given, we don't actually have much to see in the style of gameplay or level design (or at least my intense research could find nothing) but he certainly knows how to draw in the attention to detail.

Take the image above, you can see the 'Alien Alphabet' written all over the ship. Dave then further in his blog, elaborates on this.

<http://www.volnaiskra.com/volblog/designing-an-alien-alphabet>

I will certainly be keeping an eye on this thread and will post any further updates into Fused. Here are some links to keep you going for now:

<http://www.volnaiskra.com/>

<https://www.facebook.com/Volnaiskra>

<http://community.clickteam.com/threads/90965-Spryke-a-lush-hardcore-platformer>

# March Headlines

## A Look Back in Time

Ahhh, I was feeling nostalgic. Everybody feels a case of nostalgia from time to time and sure here at Clickteam everybody does too. We don't talk about the past too often as everybody is so busy working on current and future products, infact we never hardly talk about the past, which I think is a bit of a shame, given we are all here today usually spawned from one thing: **Klik n Play**.



This pioneering software went on the shelves way back in 1994, just over 20 years ago, to date. What an achievement this really was. To look back, it brings back very fond memories for me as a child, just going into my teens. Before the age of 12, I never was a geek. Infact, I was totally

opposite. Where we were brought up in the good ol' north of England, we spent most of our time "playing out" with friends. We used to do all sorts, climbing trees, playing wrestling in the garden and maybe a bit of football. We weren't all angels though. Some days we would spend "hedge jumping" - yes, you read that correctly, we would literally jump into peoples hedgerows and make a complete mess. Some days we would throw rocks at each others heads (this was our idea of "fun" back then) and sometimes, we would hold a magnifying glass above a red ant, vigorously following it around hoping we'd have 'Red Ant' cooked for dinner.

Don't get me wrong, we weren't complete tear-aways, we were just discovering our inner-selves at such a young age. Then I hit 12. My dad plonked this random 'PC' in front of me one day, I think he purchased it off his friend for about £200. It sported a huge 166mhz Pentium Pro processor, 32mb of RAM and not even a CD-Rom. I picked stuff up almost instantly, I didn't realise I had such a knack. I was obsessed with my PC. I was obsessed with reverse-engineering the likes of MS-Paint and Calculator and changing a few strings. The weirdest part was, back then, we had no internet. Unless you fancied linking your 56k Modem up to



# **March Headlines**

## **A Look Back in Time**

your shower head to get a decent connection and it costing £99 per minute. You couldn't Google "how to open an exe" and then further modify some strings. To anybody young learning today, this will probably sound weird but it was true. It was called Trial and Error. It purely was. You had 0 help from the outside world. You really did have to learn everything off your own back. Try something, if it works it's happy days. If it doesn't, try something else or try again.

So one day, casually round my dad's friends house he asks me how I'm getting on with the PC, My dad's friend Ed worked with computers all his life near enough. I told him it was going great but I struggled to find resources. Then out of no where, he goes here, install and try this.

With God as my witness, I nearly fell to the floor. It was a box entitled 'Klik n Play' and all I could see was the slogan:

### **"The Revolutionary Instant Game Creator"**

Fell to the floor I did. You never saw a 12 year old boy get home so fast. It came on a series of floppy disks if I remember correctly. I got home and installed it. I'll never forget it came bundled with a library of graphics and a few examples to get started with. It really was an exciting time.

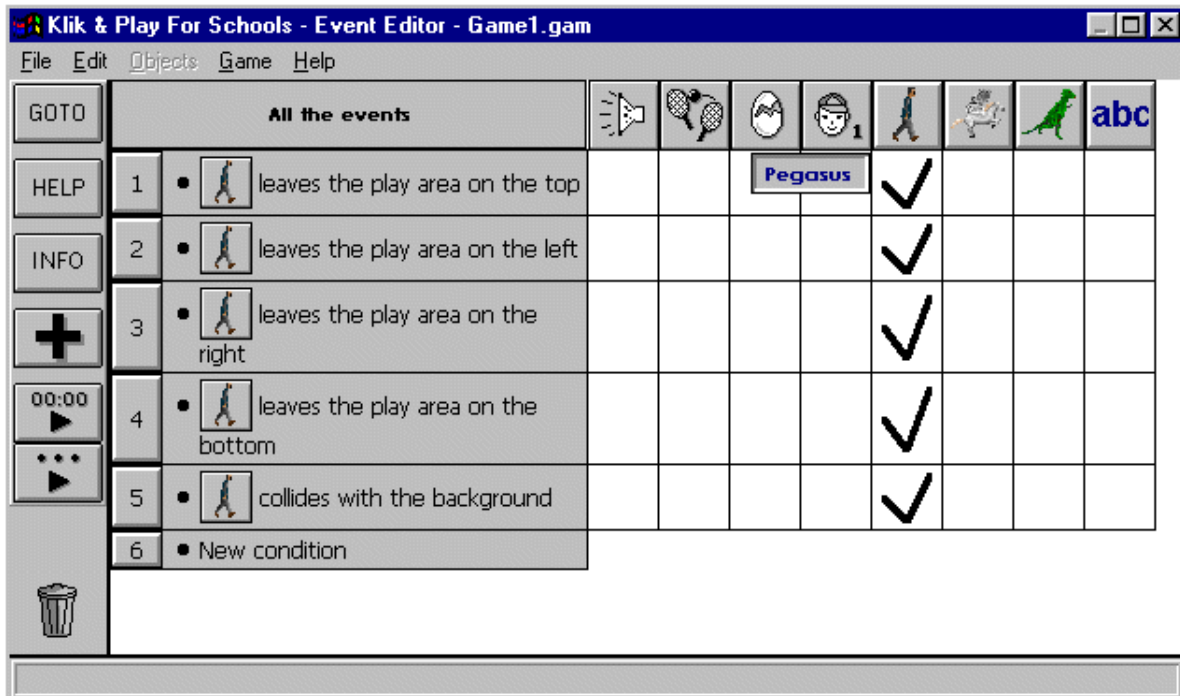


This was the start of new things to come.

Developed initially by Yves and Francois, initially published by Europress Klik n Play was revolutionary because, it had no competition. It really was such a niche product but niche in a good sense too. It wasn't out to capitalise on any kind of 'market'. The sole aim of the product really was, to take the sting out of programming and allow easy game creation!

# March Headlines

## A Look Back in Time



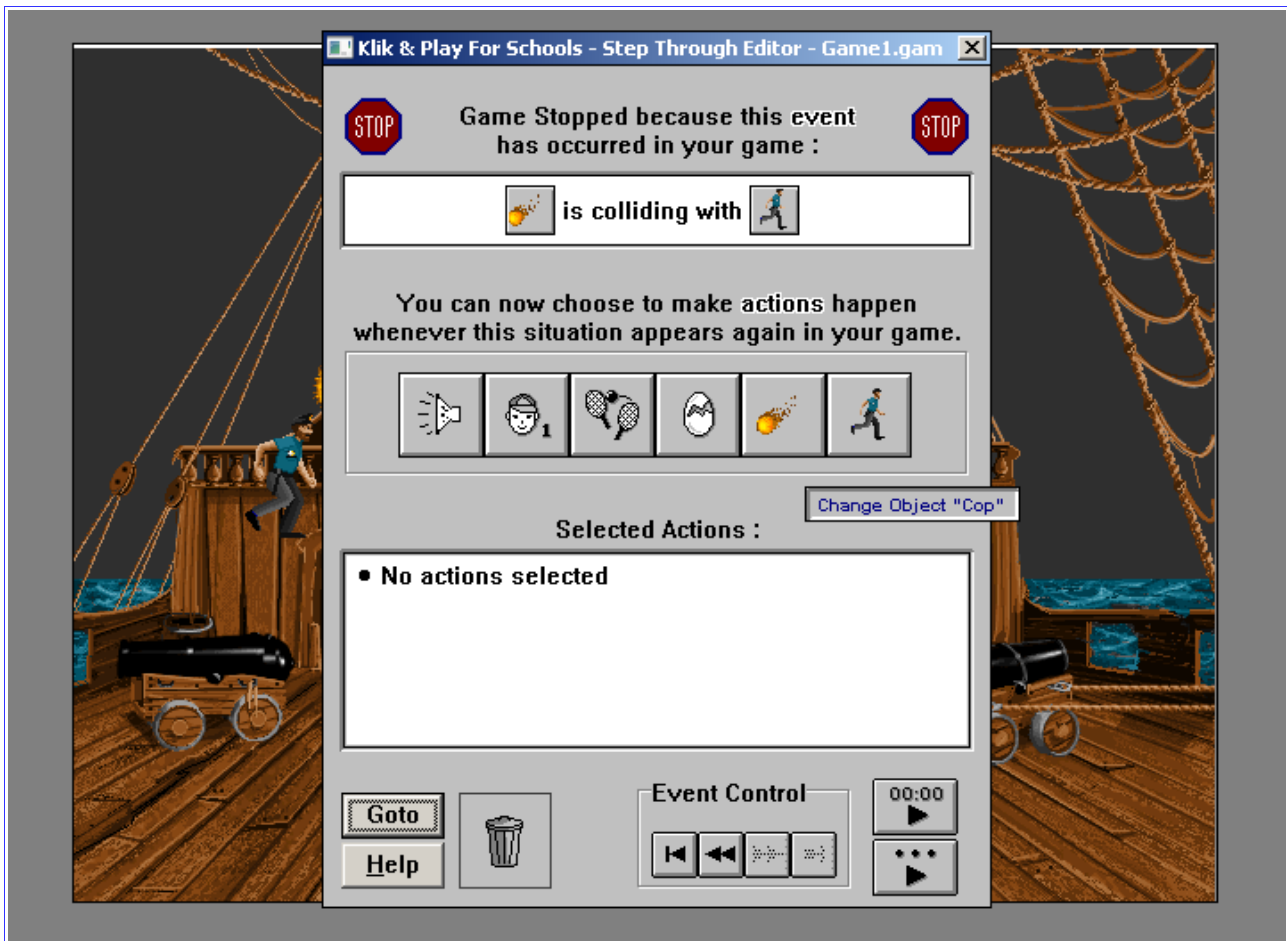
The revolutionary and innovative “Event Editor” was born. Looking back today, out of all the editors that were available in KnP, this was and still is, the most powerful.

As a non-programmer at the time and also a young, aspiring 12 year old you actually felt like you had 100% control and power over your creation. Interestingly enough, this wasn't just a “feeling”, you really DID have 100% control and power over your game creation and how it plays as you co-ordinate every possible condition and set actions accordingly.

One of the most powerful editors ever available (but no longer required) was the Step-Thru editor. Wow, this really is getting nostalgic. The Step-Thru editor allowed you to 'Play' your game with no events and when an event happened, it would pause the game and ask you what you wanted to do. For example, “A ball has just collided with an object “Soldier 1”” and you would choose the actions to happen, in this instance, Destroy Soldier 1 and Bounce.

# March Headlines

## A Look Back in Time

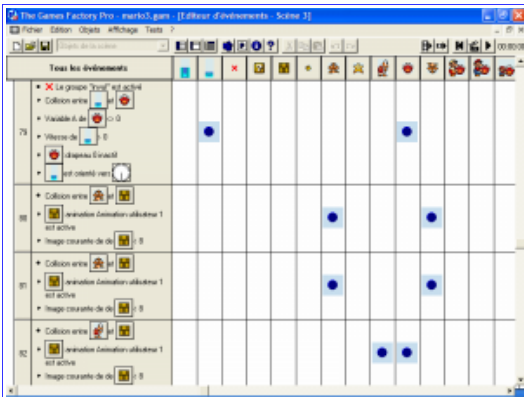


The Step-Thru editor was great for its time. It meant you didn't have to jump into the Event Editor if you didn't want to. You could just design your game area and immediately start playing it, only when something happened it would halt the game and ask you what actions to perform. This worked in conjunction with the Timeline Editor in later applications such as TGF/MMF. This too, was later removed for Multimedia Fusion 2.

Their ease of use were great and the ability to synchronise events but it wasn't practical for the long-run for users to use these to develop in-depth games or applications. Still, for their time, they were very powerful and fun editors. It's good to look back on them.

# March Headlines

## A Look Back in Time

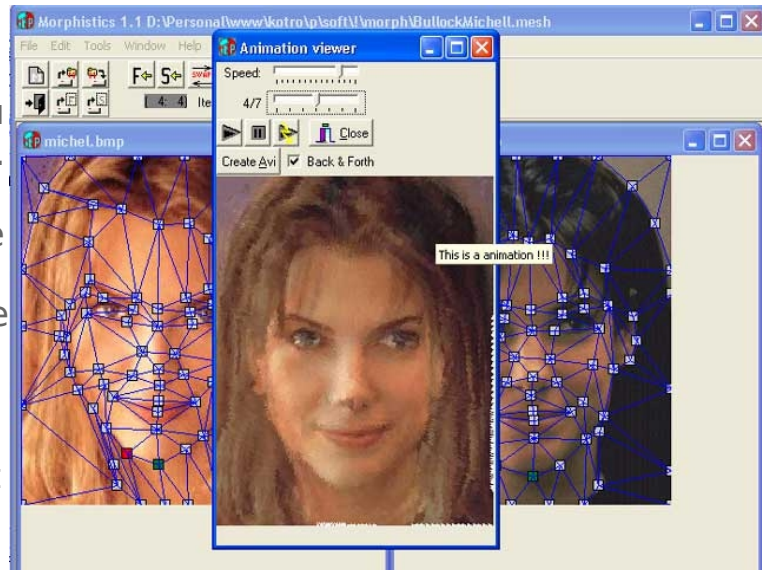


The Games Factory saw all of the editors take a huge overhaul. New improvements visually and internally. This set off a good step forward as with each new version of the program, there was always new updates not just to the runtime(s) but the editors too.

Back in the TGF/MMF1/MMFE era we also said goodbye to another editor.

**Can you remember what it was?**

**The Morphing Editor.** Ah yes, I remember this gem from way back in the day. It allowed you to morph two or more images. Effectively creating your own animation. It would render the morph into an AVI. It was pretty epic for its time and the CT guys did a good job on it. Unfortunately, this ended up being removed before the release of MMF2, infact I don't even think it was integrated to begin with. Still a gem to Clickteam and past products. Something that I won't forget, ever!



In 1999, Clickteam decided to purchase their rights to their titles. By this time, Click & Create had already been released, The Games Factory and Multimedia Fusion (Version 1.0) too. It was time for Clickteam to take a full hold of their products. In 2001, I remember purchasing Multimedia Fusion Express from my local "PC World" for about £69. By this time I had already started to dabble more into application programming. I was hooked on what you could do with a PC and I was more proficient at 15.

# **March Headlines**

## **A Look Back in Time**

Games weren't my forte back then as I had absolutely no graphical skills, to this day I still possess zero graphical quality (okay maybe a little but compared to some in the community, mine are a mere drop in the ocean).

The thing that stood out for me with MMFE (Multimedia Fusion Express) was the fact it now stood for 'Game and Application Development'. This was the first 'Click' product I had seen on the shelves since KnP. In the UK, CnC wasn't marketed in my area, I'd never heard of it. TGF however, I had heard of, just never found a copy in any store.

MMFE was sported by IMSI so I got the copy that was just before Clickteam purchased their rights, but it was cool. Upon install I saw a ton of new objects, multimedia objects too. Given, in comparison to today's Fusion 2.5, again it was very diluted. Only a handful but back then, the ability to insert an 'MPEG' or 'AVI' container was powerful. I shifted for years back and forth between Multimedia Fusion Express, Visual Basic and a product called 'Multimedia Builder'. It was developed by a company called [Media Chance](#) who are still going today. Multimedia Builder was a good equivalent to MMFE, it allowed you to design 'frames' in a WYSIWYG environment, it allowed for you to set properties just like in MMFE and VB and it had a 'scripting language'. But it was limited, severely. There was no community back then for it and there was no development. Sadly, it was eventually discontinued but Media Chance still offer a download for it, just unsupported.

Visual Basic was great in the fact it offered complete flexibility and control over design and code, however, it was limited by the coding sheets, it was very easy to lose track of your work, where certain events took place and what you coded. MMFE was the choice but ultimately I had to stick to VB for a while after that.

Behold, Multimedia Fusion 2. 2006 was a fantastic turning point for Clickteam. Multimedia Fusion 2 took everything that Clickteam had learnt from 1994 to 2005 and they created a software product that finally stood out, gained traction very quickly and eventually became the number

# March Headlines

## A Look Back in Time

one tool for developing 2D games and software applications. Majority of our users will use MMF2/Fusion 2.5 for their game development, a lot of people either ignore the application development side or are just oblivious to it. Let me tell you, MMF2/Fusion 2.5 are absolutely fantastic and limitless products for developing desktop software applications (and now Mobile Apps). It gave me a great Software Development career for 5+ years but I'll go into that in another edition.



I reiterate, MMF2's release in 2006 certainly was a turning point for Clickteam. As a user coming from MMFE to MMF2 the jump was huge. A lot of changes to the editors, the new SDK opened up a lot of possibilities for expansion and the property system was a lot easier to use (faster). A lot of internal tweaks and optimisations were made to the core runtime which meant no new product needed to be released (for the immediate future) as MMF2 back in 2006 upon first release was more than enough for what users needed it for. The jump was monumental and a huge leap forward for Clickteam.

A similar thing happened again with the jump from MMF2 to Fusion 2.5!

I work for Clickteam, you would expect me to praise them but let me take my Clickteam badge off for a second here. You **have to** praise Clickteam with how far MMF2 had come. 2006 to 2013 is 7 years and back in 2006, HTML5/Android/iOS were certainly unheard of, only flash had a leading role in the web world. Considering they had built and designed a runtime that worked on Windows Desktops so we could develop our games for Windows, all of a sudden the decision was taken internally to start the exporter range. Starting with Java for Mobile (No such things as Smartphones back then), this is where it all began. Following that, Flash was the first real exporter. For each exporter available, the entire runtime almost, has to be rewritten accordingly. This allows for your game to port to the chosen platform almost natively. This means a fast, stable runtime per platform.

# March Headlines

## A Look Back in Time

There are no wrappers used in any of the available runtimes from Clickteam. It isn't a 2bit job where Clickteam thought, let's create a runtime wrapper that we can just plug into as an extra layer. If that was the case, I'm sure they'd be whipping exporters out at a faster rate (ten-fold). For Flash, the entire runtime has to be rewritten in ActionScript. For iOS the entire runtime rewritten in Objective-C. For Android the entire runtime rewritten in Java and so forth. Not only are the programmers maintaining and improving the core runtime, they're also maintaining and constantly improving the exporters which is a lot of work. They do well.

Considering how far we have come since 2006 with computers, the internet and smartphones I think MMF2 has stood its ground pretty well. The adaptation of Fusion 2.5 meant even more improvements not just to the core runtimes but also to the editors too. The built-in physics for Fusion 2.5 was a god-send for a lot of users and again it opened up a new gateway.



Clickteam badge back on and I can finally say that I've been on both sides of the fence, as a user and as part of Clickteam. The products are great and innovative and I suspect will continue to be innovative for a long time yet to come. To work for, the company is fantastic. Everybody inside of Clickteam is so passionate about their work, about the products and about the users and how well the users can achieve success with the products. Combined, it's progressive success all around and the only thing we can all do, both Clickteam and users is continue to develop, expand, grow and research. We all work closely with the forums, we have technical support forums where even the programmers jump in, we have dedicated telephone numbers for given areas of the world and we are constantly talking about the products and the company and the direction. Direction is important and we will always look to innovate wherever possible.

# ***March Headlines***

## ***A Look Back in Time***



The community has grown so rapidly since the 90's. Fan-sites were already cropping up in the late 90's/early 2000's. Still to this day, there are a number of fan-sites, resource websites and tutorial websites still cropping up everyday.

There are way too many to list here and I don't want to seem biased by listing only those I can think of off the top of my head right now. Some of the most informational (due to length of existence) is Create-Games or "TDC" - The Daily Click. The Daily Click have been going for a long time, super-long. The website offers a number of useful forums, project pages and downloads. You can dive straight in and upload/download material, share examples and so much more. We can never take anything away from TDC as it's always stood for Click Products for as long as I can remember so it's certainly worth a visit [www.create-games.com](http://www.create-games.com)

It's great to see Rikus still doing some stuff on there.

So, we took a brief visit back in time. From the origins of Klik N Play to the current version of Fusion 2.5. It's great to see Clickteam come so far and still be equally as strong if not even stronger. We have high hopes for the future and you should to. It really will prove to be just as innovative, competitive but most of all Clickteam still keeping to their ethos.



# March Headlines

## 20 Event Competition

Yes, it's true. We are thinking of reviving the ol' 20 event competitions! These competitions were an old klik thing that happened for many years and were highly successful.

Infact, so successful we saw some absolutely amazing stuff achieved in Fusion 2.5 in just 20 events. Jeff has been looking at reinstating the 20 event competition. We have come a long way since the last one (maybe 3/4 years ago)?

18	• On loop "18 Event Competition"								
19	• On loop "19 Event Competition"								
20	• On loop "20 Event Competition"								

I tried some research even looking over the archive.org website but I failed to find some of the historical data for this article, however, I'm sure if I look into the Clickteam Archives, I can find something on it.

The official thread for the 20 event competition is here:

<http://community.clickteam.com/threads/91344-Programming-challenges-contests-ideas>

Since we have come a long way since the last one, Jeff created this thread 1) to see what kind of interest it would gain and 2) to see if we can mix up some new ideas and some new rules to make it even more exciting.

Hopefully in a future edition of Fused I can write about the exact details and rules of a new kind of contest. Dive onto the thread and don't be afraid at suggesting something cool like a new rule or a 'theme' for the event.

In the meantime, I will hunt down the historical stuff we have somewhere and post up for the official announcement. Here's a sample:

<https://www.youtube.com/watch?v=aR2WlBk1EA> from a user called Nick and if I remember rightly, he placed 2<sup>nd</sup>/3<sup>rd</sup> with this entry maybe 2010? 2011?

# Clickteam Fusion 2.5 News

## What's going on in Fusion 2.5...


Well as most of you will know from the last edition we had a huge 284 beta release. This is a substantial revision, infact so much enough to give it an official release, however we are still pending on that at the time of writing. We didn't want to throw an official 284 release out without being 1000% sure, so we need you guys to report any bugs or issues you may find in 284. We're not talking about 283.5 here, 284.

We already found some interesting bugs which were zapped almost immediately, including the new 'infamous' Runtime\$ expressions and conditions. There was a problem with the Condition and this was quickly eradicated once it was spotted.

Second of all, we have a bit of a dilemma that we could do with your feedback on. We had a bug report from a user and when we looked into it (I say we, I mean Yves of course), we got caught up in a bit of a conundrum... here was the initial bug report:

**Description** Quote


Example:  
I have this object that makes enemies walk slower if they overlap it. If they don't they should go with regular speed. However, if the number of slowing objects is 0, the condition "If enemy is NOT overlapping an object" returns FALSE, even though it's really not overlapping it.

 [Issue #2788.mfa](#) (50.7 KB) kirkmet kirkmet, 2015-03-12 06:44 pm

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**History**


Updated by [Yves Lamoureux](#) 5 days ago #1




I think it's by design due to the object selection in CF, but anyway could you attach a small example please so that I check? Thanks! 

---

Updated by [kirkmet kirkmet](#) 5 days ago #2

- **File [Issue #2788.mfa](#)** added

Sure. 

 Update  Watch  Copy

Now, the bug report 'is' correct. Logically, it doesn't make sense. It will always return FALSE whether there is an object or not.

# ***Clickteam Fusion 2.5 News***

## ***What's going on in Fusion 2.5...***

Now, we can fix this, however, **DO we fix it?** That is the question. If we fix this condition there is potential it could end up breaking others MFAs. We want to know how many people were already aware of this issue...

We are very interested in hearing feedback from you. We have decided to leave tackle this issue in the next beta (not 284) so you're good to go with using 284 upon official release. However, this issue we're not 100% sure which road to take.

As said previously, it is fixable and we can but we had to take a step back and think about the repercussions of fixing this. Don't get me wrong, we could be wrong and fixing it could mean nothing at all. We just want to reach out to all of our users and see what you think on this bug.

Are you already aware of it? Do you use this condition? How loosely do you use it? Do you scope further? Would it affect any of your MFAs?

Please let us know in this thread:

<http://community.clickteam.com/threads/91405-Build-284-1-beta-version>

You can view the Bug Report and download the attached MFA here:

<http://bugbox.clickteam.com/issues/2788>

Aside of that, we're working hard around the clock to get 284 out for an official release. Again, we just want to ensure everything is ironed out and a stable release is what we want.

Hopefully you can find some bugs that we can squash before 284 is classed as official.

# Clickteam Fusion 2.5 News

## Yet Another Conference?



The boys had so much fun at the Game Developers Conference just last week that Clickteam are now heading to another conference on the 28<sup>th</sup> March 2015.

Clickteam will have Fusion 2.5 and some of the latest games created with the software on display at the Game Developers Collective 1<sup>st</sup> Annual Indie Night on the 28<sup>th</sup> March 2015.

It's at:

**999 3rd Avenue, Seattle, WA 98104 - Doors open at 7PM**

And tickets only cost \$20! It's an over-18's only event but will be fun for both gamers and developers alike.

You can check out their website here:

<http://www.gamedevcollective.com/>

Their Facebook page here:

<https://www.facebook.com/gamedevcollective>

And we'll see you on the 8<sup>th</sup> floor on the 28<sup>th</sup> March 2015!

# ***Behind The Scenes***

## ***What's been going on?***

There's not too much to report behind the scenes here at Clickteam the last month or so. This is not because nothing has been happening, plenty has but everyone has been on with their own thing. Yves, James, Anders, Fernando and Ben have been working away on the products. Simon has been working on the usual ClickStore, Steam serial stuff and Jeff/Chris have been over at the GDC aswell as running the US side of things.

You may wonder what I do (aside from write Fused)? Well, my main role here at Clickteam is to write tutorials and content for Clickteam. However, I'm just as creative as the other guys and 1000 ideas run through my mind everyday so I muck in and do my part almost everyday such as helping on the forums, in the chat lobby, helping write up sample MFAs and new content. I'm also currently looking into developing a brand new tutorial system online. One that I think could help not just me and CT but the users too. A dedicated area (site) still on clickteam.com but something that is central. All documentation, examples, tutorials, widgets etc. The forum is great for this but not perfect.

Expect some major changes coming up over the next few months once we get to work.

Yves has been working around-the-clock to get 284 official. Hopefully we can soon, just still pending a few things and we're good to go.

I'm still looking forward to more comments and suggestions from users on the HTML5 sticky:

<http://community.clickteam.com/threads/90910-HTML5-Exporter-Features-Requests>

There have been some really good suggestions thus far and as you know from previous editions of Fused, I'll be working very closely with Ben on the HTML5 runtime.

## New Releases

### What's New?

Let's take a look at some of the new releases in and around the community the last month or two.



### ***Disastr\_Blastr***

***Released by: Joel Christiansen***

***Platform(s): Xbox 360/XBLIG***

***Price: \$1***



What a refreshing change from the norm! I saw Joel post this on the forums and I was impressed at the visuals and the fact it was XBLIG. We rarely see XBLIG releases. He kindly offered me a pre-paid code to download although this is seriously worth the \$1. Come on guys! The game was a good review for me as I was able to download it to my Xbox 360 and blast on it. The controls are ridiculously easy to use. Left stick to move and right to shoot. It gets very exciting, very quickly.

# New Releases

## What's New?

The aim is to destroy the 'enemy' blocks if that's what you can call them and destroy them. It's not as 'basic' as you might think though.

You have to have a certain level of wit about you whilst playing. You can increase your score with Combos and some blocks take longer than others to destroy so it's a case of timing whilst destroying. Some blocks will even destroy themselves into a thousand pieces, enabling you to rack up more points for the combos but watch out as you still have to avoid the debris blocks. Oh and you are also forced to constantly move along the X axis but you have the freedom to choose from multiple paths to get to the exit point.



I absolutely love some of the stuff Joel has done with this game. From the outset it looks so basic and easy but this really couldn't be further from the truth. The way the menus appear and I absolutely adore the way his level selection screen comes together. Huge props there. Overall, a great game and a great looking game. I'm glad to have this a part of my Xbox game collection and I'm sure my kids will love it too.

You can view the game here:

<https://www.facebook.com/disastrblastr>

On Xblig:

<http://marketplace.xbox.com/en-US/Product/Disastr-Blastr/66acd000-77fe-1000-9115-d80258550ebe>

Search Xbox 360 Games on your console for:

**disastr\_blastr**

# ***New Releases***

## ***What's New?***



***ClickWiki***

**<https://clickwiki.net>**

I know this isn't a 'New Release' but who said it was limited to just 'game' releases? ;)

I like this. A lot. It was an idea by a couple of users on the forum, one of the main contributors is lh37. He's been around quite a few years now and is an avid user of the products.

When I saw this posted on the forum, I checked it out. It was very well laid out and organised from the homepage. This is not always the case when it comes to wikis but I think they've done a great job. I have registered myself so I too, can join in and help develop the Wiki (when I have free time) - Time? What is that? I don't know anymore.

I really think you should check it out, bookmark it and if you have a few spare moments, why not contribute to it? Anybody can contribute and it helps build up a nice, accessible database for a great Clickteam Wiki.

**If you want to check it out go to [www.clickwiki.net](http://www.clickwiki.net)**



## ***New Releases***

### ***What's New?***



### ***Super Pixner***

***Released by: Monos***

***Platform(s): Android/iOS/Flash***

***Price: FREE***

The follow-up to Pixner is here. Super Pixner. This old-skool looking game overwhelms you with a nostalgic-kinda feeling from way back in the early days of games, it certainly does for me anyway.

It's a simple platform-like game in which you have to collect all the keys and simple avoid all the traps. Does require some thinking and some learning which is what makes it such a unique and inspiring game to play.

**<http://www.offgame.org/english/index.php?page=superpixner>**

## Upcoming Works-in-Progress...



### **Dinofour**

**Developed by: Craig Simmons (Craigeatscrayons)**

**Platform(s): iOS**

I have been waiting to review this WIP for a long time and Craig has finally removed my shackles!

A long time user of MMF2/Fusion 2.5, Craig has really excelled in his development and production of Dinofour. I remember not so long ago talking with Craig online in the chat and he was just deciding to start work on his own platformer.

With a username like CraigEatsCrayons I should've guessed he would have uber-art skills but I still asked for a sample. His pixel work was very nice. Something I've always been envious of, people who can draw.

Craig finally made the announcement and when I first saw the announcement just a few weeks ago, I knew the time for a release was imminent. Fair enough, Craig has given himself until June for an anticipated release but that's fair play. I think he's just awaiting some last minute glitch or bug in his game to set him back. In terms of pre-release marketing, he's giving himself some room for error. A wise move. At least this window gives us time to review what he has done thus far.

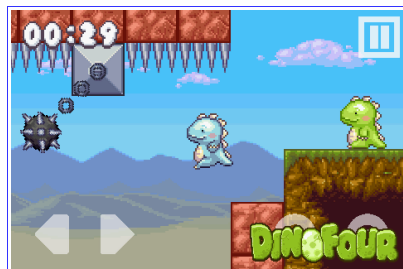
Dinofour is an exciting, retro-styled, puzzle platforming adventure! Follow Dino and friends as they embark on an incredible journey to reclaim their lost eggs. Play as four Dinosaur pals, each with their own unique special ability they must use to solve a series of challenging puzzles. Work together to overcome obstacles, defeat enemies and become reunited with your beloved lost eggs.

## Upcoming Works-in-Progress...

Dinofour features over 70 levels with absolutely stunning pixel art and intuitive controls. There are four Dinosaurs in total and each one has their own ability and special talent that you'll need to complete each level by overcoming obstacles and solving puzzles.



Check out the trailer above to see it in action for yourself. Craig plans to release this on the iTunes store, I'm unaware of his plans for an Android release and he isn't online for me to ask him but I'm certain he'll port it to Android at some point.



You can check out CraigEatsCrayons website here:

<http://craigeatscrayons.com/> and on FB:

<http://www.facebook.com/craigeatscrayons> and on Twitter:

<http://www.twitter.com/craigeatscrayon>

# Monthly Guide

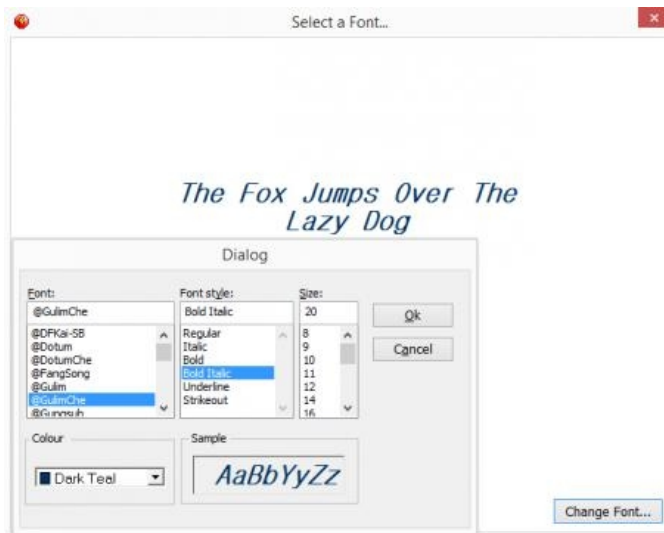
## Custom Font Dialog Box

So, this month I took the unorthodox route of posting a 'widget-like' tutorial to the forums.

It's unorthodox because

- a) It's not in the usual Clickteam place
- b) There's no accompanying PDF

Why? It's simple really, it just didn't follow the typical tutorial format which I like to keep consistent when writing for Clickteam. I like to keep the branding, the style and focus all the same.



With this however, a user was asking me in the chat 'mojofltr' "Which extension do I use to show a font dialog?" Me being me said "Hey, why not use Fusion 2.5 to develop your own?" He was a bit stumped. Mojofltr is our resident dude who is an avid user of the products and still makes epic KnP games (even to date). I started to write the MFA for him and you can see the final result here:

<http://community.clickteam.com/threads/91487-Custom-Font-Dialog-Box>

You may notice my lack of detail on the string there ^ it is supposed to say "The quick brown fox jumps over the lazy dog" but this was one of the last steps of writing the MFA so I was starting to rush towards the end to get it over to mojofltr and upload it to the forums.

It's an enjoyable exercise and again it just reiterates how powerful Fusion 2.5 can actually be, not just for game development but for application development too. This didn't take me long and hopefully a lot of people can learn from it. It does cover a lot of topics in one MFA!

# What's Hot

## *In and Around the Community lately*

### **Localise!**

Another good idea from Outcast this week was, members of the community helping each other out in assisting writing the translated descriptions for games. Markets such as Google Play allow for localised languages and if you don't know French you can't write in French? Maybe someone who is French would be happy to contribute.

<http://community.clickteam.com/threads/91509-Lets-start-a-Localization-group-for-mobile-apps>

### **Eagle4 does it again...**

It would be rude of me not to mention Eagle4's new special effects pack available on the ClickStore!

<http://community.clickteam.com/threads/91441-Incredible-effect-4th-library>

[http://clickstore.clickteam.com/effect\\_pack\\_4](http://clickstore.clickteam.com/effect_pack_4) - Definitely worth a look!



# Final Word

## ***This wasn't meant to be included?***

Well, it's that time of the editorial again where I ramble on. But no, in all seriousness, I have tried to keep the seriousness of this editorial more serious than normal. I cannot see me keeping this trait up. I had to agonisingly proof-read, rewrite and delete lots of content almost everyday. Sometimes I just waffle on like this...

To be fair, it's been a very busy month all around for Clickteam, including myself personally. My old hosting company decided to abscond with the servers hosting my data for the last 4 years without notice and I had lost quite a bit of work. I still had my backups but some of the content was worked with on the server so only a local backup. So for 14 years of work, I lost maybe 15%, but not entirely lost as the only stuff that was 'lost' was dynamic content that was written. I can write it again. I HAD to write it again.

On top of that, I'm looking at moving house. This is supposed to be in two weeks and I haven't even packed a thing. I have moved house several times before and it's just not my idea of fun.

Internally here at Clickteam, things are running pretty smooth. Everyone is getting on with what their supposed to be doing and I do sense that 2015 will remain on-track to be a really good year in terms of direction and improvement. I hope to keep building on Fused every month, getting it bigger and better with each month, introducing new features too. I've got a few things planned but for now, I won't improvise on new features too much as I have the new tutorial system to develop on as new users come to Fusion 2.5, you can never have enough content :)

I'm going to leave you with something I stumbled across the other day and just HAD to feature it here in Fused! It's the voice-actors for GTA V and I was pleasantly surprised to see they modelled the GTA characters after their voice-actors. Good move!

<https://www.youtube.com/watch?v=z7JU0BoX0nQ>

Until next time, adiós and happy developing!