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CLICKTEAM'S MONTHLY EDITORIAL

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SEPTEMBER BUMPER EDITION

WE TAKE AN EXCLUSIVE PEAK INTO COLE JEFFERIES
WORLD AND THE RELEASE OF HIS LATEST TITLE
CONCRETE JUNGLE!



**NEW IN-APP
PURCHASES TUTORIAL**

LACEWING
TUTORIAL



EXCLUSIVE **SPRITER PRO**
PREVIEW AND INTERVIEW!

INCLUDING:
FUSION 2.5 NEWS
MONTHLY TUTORIAL
MONTHLY REVIEWS
UPCOMING RELEASES



A LOOK INTO THE MAGIC THAT
FUSION 2.5 CAN PRODUCE WITH
ULTIMO SLOTS!

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SEPTEMBER 2015

BUMPER EDITION

In 1752 in Britain, September had only 19 days as we changed from Julian to Gregorian calendar.

Well, well, well. Here it is, finally! The super, bumper edition of Fused! You maybe wondering what took so long for this release? Well, I've been super-busy the last couple of months with moving house (again) and I have been working on a new Clickteam project which has come a long way. I will delve into what I've been up to later on in this edition.

The last couple of months or so has seen a lot of productive material coming from a lot of users. I touched in the last edition on how certain developers have set a 'benchmark' so to speak in terms of production and quality in game releases. I feel the Indie scene (in particular around Fusion) has stepped up a gear this year. Since the top of the year we have seen a massive influx of titled releases that look smoother, slicker and feature awesome game-mechanics. People are finally pushing Fusion 2.5 to its full potential and it's great to see!

In between all the family stuff and Clickteam work, I've also been working on a new version of the Slot Machine engine. I'll also cover that a little further down too. All-in-all, a very productive year for a lot of users and Clickteam too. With Fernando back on the scene full-time and a provisional date set for the Click Convention 2016, it's a promising time for everyone. The rest of this year looks solid with some new Clickteam stuff to look forward to before the new year!

I hope you enjoy this edition and as always, feedback is very welcome whether via the forum or email. Enjoy!



Danny James
Editor
Clickteam UK



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September Headlines

Concrete Jungle – In Review



Remember my little tidbit about Concrete Jungle a few editions back? Well, Cole's new gem has now been officially released! After a very successful Kickstarter campaign, Cole never failed to deliver which we already knew he wouldn't. He actually surpassed expectation in which he already set himself a bar with previous releases of Six O' Clock High and MegaCity.

The game is loosely based on the original MegaCity title, however, it has innovated itself so much that it now yields a new title, all by itself. If you never played MegaCity, I highly suggest you [check it out](#).

The backstory with Concrete Jungle is, you play as an assistant to the mayor of the city. You take a quiet town and make it into a thriving, industrial powerhouse city. It's effectively a deck-building game but it's so action-packed and intense that you get a proper good gaming buzz when playing it. We were lucky here at CT, we got an exclusive preview a while back and it really was off the hook to experience Concrete Jungle.



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Concrete Jungle – In Review

The cars that zip around, the way the environment is simulated and the whole aesthetics of the game is just typical of one of Cole's developments. I guess in a sense, Cole reminds me in a way of Transport Tycoon pioneer Chris Sawyer. Chris Sawyer also brought his own touch to his game developments even with the development of Rollercoaster Tycoon, he brought his touch from Transport Tycoon. I see Cole in this sense. I remember working with Cole testing his Xbox 360 development out, namely Planet Wars. Since then, he released Sleigher closely followed by MegaCity and Six O' Clock High. All carrying their own unique art style and gameplay.



You basically have a deck of cards you can use to change buildings. Each building will affect its surroundings in many different ways. The aim of the game is to clear city blocks by gathering the required number of points from your residents, giving more room to build. As the city grows,

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Concrete Jungle – In Review

bigger and better new buildings can be added to your deck! You'll find yourself inadvertently creating zoning puzzles- playing against your own past planning decisions!



It's not only a challenge to get a top score but most of the time, it's a challenge against yourself. It's a fantastic game by Cole and you will pass many hours on playing Concrete Jungle. It is available in a large number of formats and available on a lot of marketplaces. I never do a rating system or give out stars and all that malarky but if I did, this would surely be a 10/10.

Get Concrete Jungle now...

[Steam Link](#) – [ITCH.IO](#) – [Humble Store](#)



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September Headlines

Exclusive Interview with BrashMonkey (Spriter)

So, last month I hooked up with Mike (**BraskMonkey on the forums**) and we go into an interview with Mike being a long-term user of the software and now pioneering his advanced software Spriter, I thought it was about time we go to know a little more...

First of all, thanks for taking the time out for this interview. First of all, please tell us a little about yourself!

Hi Danny, thanks very much for the chance to share my story.

I grew up with video games starting with the first Atari 2600 and continuing on to modern consoles and PC games. By the time of the 8 bit NES and Sega Master System my primary goal had shifted from comic book creation towards becoming a video game creator/artist.

Each passing year my summer breaks were spent renting as many games as I could and not just playing them, but studying them as well. I'd frequently pause the game and squint at the blurry television to study the pixel art, and my older brother (he was learning to program) would explain the "hardware banging" tricks being used to achieve the impressive effects like multilayered parallax scrolling, giant, smoothly animated bosses etc.

While in my mid teens my brother got a Commodore 64. Several art programs over the years on the C64 allowed me to continue to start to develop my pixel art and animating skills... but the real pivotal moment in my life came with the next computer we eventually acquired... The Commodore Amiga.

The Amiga computer was important to me not only due to it's great pixel art programs, but also because of an absolutely incredible basic programming language geared specifically towards making video games, called AMOS, which was created by none other than Clickteam Founder Francois Lionet back in 1990!



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Exclusive Interview with BrashMonkey (Spriter)

I know you are a long-term user of the products. I would love to know how you first got into MMF2/Fusion 2.5 to begin with?

I don't remember the direct source, but it was directly related to Francois and Amos that I discovered Fusion. For many years I used my Amiga for all things pixel art and game creation, because the software for pixel art was so much better on the Amiga and for a long while nothing compared to Amos for fast video game creation and prototyping. But then one fateful day, I discovered that Francois (and Yves) had created a new game authoring system for PC's! That's when I started using the original "The Games Factory", then moved on to Multimedia Fusion, then MMF2, etc. I was hooked. The ability to quickly make games without all the typing, the worry of typos and syntax errors was like a dream come true.

Can you remember your first ever game you managed to finish? Or even release?

The first "finished" game I'd ever made was a horizontally scrolling SHMUP called "Storming Thunder", which I created using MMF. Ironically. Despite being an artist, the art was the least finished aspect of the entire game.. I was rushing the art to keep up with the fantastic speed which MMF allowed me to program the games features and levels at. By the time the game was functionally finished, there was so much "placeholder" art that I lost interest in taking the time required to replace it all with more professional looking stuff.. I was too excited about creating entirely new games.

I then made a series of very simple platformer games called "Tin-men", with no enemies, but with a hazardous environment. There were four separate versions, each with a theme and assigned a color. Brown was the first and involved mostly spikes, Grey involved gears and pistons, Red was flame themed, and "Blue" was electricity themed and even had teleportation "nodes". I made a very small effort to sell Storming Thunder and the Tin-men games on my own website, but never advertised and likely sold about 5 copies total. The experience I gained however, was priceless.



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Do you feel that any Clickteam products gave you a head-start in any way?

Absolutely, even before Clickteam, Francois's Amos programming language was a key factor in the skills, knowledge, and passion I'd develop which was critical in my getting a pixel art job at Gameloft NY around a decade ago. This knowledge of game programming concepts was certainly the most important factor not only in my entering the industry, but in every promotion I received since then. In fact, I showed Gameloft those games I had made, and they were excited when I explained to them I could help their game designers/producers prototype and test game play extremely quickly with MMF. I spearheaded prototyping using MMF in both Gameloft and Glu Mobile over the years, and helped teach it to several producers and other artists at both companies. We prototyped several gameplay mechanics, games, and UI designs at both studios using MMF. I can not express my gratitude to Francois and Clickteam enough, and can not possibly exaggerate the significance of their authoring tools have had in my life.

I already know that you're a talented artist with many years in the industry. How would you define Fusion 2.5 as a productivity tool for artists?

It really was a revolution for me...to be able to create games for myself. Suddenly it was well within the grasp of artists to create their own games within a very reasonable time-frame, and without creative compromise. Also, as I hinted at before, if you want to be a professional game artist, the knowledge and understanding you gain (in practical game logic and design) while using Fusion is priceless, and very empowering.



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September Headlines

Exclusive Interview with BrashMonkey (Spriter)

Please, tell us more about your new product "Spriter(Pro)" and how it came about?

It's a very long story.. believe it or not this will be the abridged version.

Spriter was born from my frustration with the fact that although professional game studios had been using modular animation technology for decades, (for everything from animating the original 2d Rayman games and Vectorman for the Genesis/Megadrive to the giant bosses from Classic console games by Treasure) there was no such tool or technology publicly available for independent game developers.

It might be hard to believe now that Spriter and competing tools are easy to find and discussed all the time, but 6 or 7 years back, when I starting to try and generate interest in the creation of a modular animation tool for the general public, it was an incredibly hard sell. A friend who was also in the industry and I each tried separately for years..explaining, pitching, and even offering to privately pay for programmers we knew to make such a tool. The vast majority of them just could not grasp the usefulness of such tools or it's market potential, and the few programmers who did understand were the ones who had been using the proprietary versions of such tools in the studios they worked for, and were afraid to develop such a tool due to the restrictive NDA and non-compete contracts they had signed when they joined the industry.

After years of failed attempts to convince or hire real programmers to make such a tool, I decided I'd make it myself. Thanks to MMF (yes, the first ever Spriter was made completely with MMF Developer), and the experience I had gained by making the games I previously mentioned, I was able to do so. It was a massive undertaking, which took over a year of working nights and weekends on top of my day-job to create.

That first version, which I now lovingly call "Proto-Spriter" lacked support for tweening, inverse kinematics and many other advanced features, but for creating per-frame animations made from separate parts it was quite functional. It even offered the Character Maps feature (swapping out



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image sets to change an animated character's appearance, swap their weapon, armor etc for example.)

I sold that early version of Spriter for a whopping retail price of 5.99, again, just through my own web-site and with no advertising.... selling perhaps 10 or so copies in total. This too could have been considered an absolute failure and poor return on my investment of time, but the real value of "ProtoSpriter" was not in how many sales it could generate, but as a "proof of concept" for such a tool and system of animating. Finally I had something tangible I could show others to better explain the speed, flexibility, and numerous technical and workflow benefits that such a tool can offer to game makers.

Proto-Spriter ended up an integral part of getting the attention of a much more capable programmer than myself, who happened to have been creating a similar sort of tool before we discovered each other on line. After some fantastic discussions about the possibilities, we agreed to join as business partners and merge both our projects into a new and improved Spriter, adopting and building upon the best of both tools and sets of ideas.

Edgar (Spriter's new programmer and now co-owner of Spriter and BrashMonkey) and I continued to pour as many hours as we could into the development of the new Spriter.. This would be the version of Spriter that we would use to start our Kickstarter campaign. The campaign itself was grueling, but the time preparing the new version, new website, promotional materials, demos etc in preparation for the campaign was an even bigger undertaking. We "went all in" on the future of Spriter, spending enormous hours, and drained our own bank accounts so we could develop full time. It was a very risky and massive investment..but we both believed in the value of such a tool if we could only convince people how great it would be for them. Edgar even quit his secure day job and cashed in prematurely on his 401k so he could afford to work full time on getting the new Spriter ready for Kickstarter. We really went all in.



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Luckily the campaign was a great success, thanks in large part to the social media endorsement of my friend I mentioned previously who had also been trying for years to get such a tool made. He had a much bigger presence on-line and among indie developers than I had, and him spreading a kind word about Spriter's Kickstarter campaign was a huge part of its success. Spriter has continued to evolve since then, becoming cross platform, becoming available on Steam, gaining many great new features, and will continue to become a more flexible, powerful and fun to use tool for the foreseeable future.. As far as we're concerned, we've only just begun.

Spriter Pro is now available on the ClickStore for users to purchase. Please tell us more on how any Fusion 2.5 could benefit from it?

For anyone who wants to be able to quickly make traditional 2d game animations, Spriter can save you a lot of time and lead to a superior quality of visuals. Animations can be exported to your desired scale and number of frames per second you desire, then loaded into Fusions default "active objects". But the real benefits will be for those who use the new Spriter plug-in being worked on by Click community member "conceptgame". Though not finished, it already offers excellent support for most of Spriter's core features... This allows Fusion games to take true advantage of modular (Spriter) animations... allowing for silky smooth tweened animations which use a tiny fraction of the memory or storage space that traditional full frame sequential image animations use. So you can fit many more, and much smoother animations in your game, while simultaneously taking up drastically less memory.

The other really cool thing is that with the use of the "Character Maps" feature, you can finally make those games where character can gain new weapons, clothing, armor etc with ease, because the Spriter plug-in can change out those specific images (for example swapping the sword image with an ax image) on the fly. The possibilities are endless. Spriter also makes giant full-screen boss enemies like the ones in classic Treasure games not only possible, but downright fun and easy to implement.



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The trailer is very well put together and explains what Spriter is all about in ample time. Tell us, what does the future hold for Spriter(Pro)?

There's many awesome things we have planned which we unfortunately can't discuss until they are ready for release. There will also be countless additions and improvements for more ease of use, flexibility, time saving options, and cool stuff like the ability to free-form deform each individual image...warping its shape over time however you see fit.

Do you have any last words you would like to throw in?

Yeah, this isn't Specific to Spriter, but this though kept coming to mind as I recalled the path to where Spriter is today. I think its the most important thing I've learned in life in regards to pretty much any kind of success:

Every step of the way in my career and my goal of bringing a great modular animation tool to all game makers, I'd set impossibly high goals to shoot for. I always failed to reach those specific goals for each new endeavor (sometimes spectacularly), and always took at least twice as long to take each project as far as I could.. BUT they were always "failures" in a direction that brought me closer to making the core of my goals a reality. I always learned more of the things, technically and philosophically that I'd need to continue onward in the desired direction with ever more momentum.

So, basically, my advice is, NEVER let falling short of your own expectations at any moment in time stop your progress in the direction you want to go. Never stop picking yourself up, learning from your experience, and learning to use the new muscles and wisdom that the experience has given you. We're human... sometimes we will get discouraged, disheartened, and so overwhelmed and depressed that its damned hard to force ourselves out of bed in the middle of the day... this is true for virtually everyone and anyone you might idolize as a success.. the trick is to never let it stop you... keep facing that direction you want to go in, and any stumble will bring you at least a little closer toward that goal. You can check out Spriter [here](#) and the extension [here](#) (BETA).



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September Headlines

Exclusive Lacewing Tutorial by Villy

How to setup a dedicated Lacewing server on linux
First edition 2015

Introduction

So you don't want to use a public lacewing server anymore, good! Then you are at the right place.

If you have a dedicated server or a VPS with linux on it you can skip the part about finding a server, and open up a terminal!

Finding a server

There is a whole forest with possibilities out there. I have had a good relationship with Leaseweb. But I have also heard a lot of good about Linode. If I wanted I could write for hours about this, but a quick search on the web will bring up stories about this subject to keep you occupied for a good while :)

Getting all the needed packages to run pyLacewing

1. Connect to your server over SSH

2. Open a terminal and install twisted and ymal if you want to try some of the examples.

```
sudo apt-get install python-twisted python-ymal  
[enter password]
```

3. Download the latest version of pyLacewing from
wget <http://code.google.com/p/pylacewing/downloads/list>
Unpack it where you want it to be, I prefer somewhere
unzip pylacewing-1.0.1.zip

Installing pyLacewing

Again, in the terminal, navigate to the folder where you unpacked
pylacewing
cd pylacewing-1.0.1
sudo python setup.py install
[enter password]



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September Headlines

Exclusive Lacewing Tutorial by Villy

Running the examples

Navigate to the example folder
cd examples
Here we got a couple of folders

complete flash_policy minimal_server mmf moo

complete: Shows us how to use pyLacewing without Fusion. I won't be covering that in this guide.

flash_policy: Shows you how to start a flash policy server, required if you want to use the flash version of lacewing.

minimal_server: The most basic pyLacewing server you can make.

Mmf: Three more examples that come with source mfa's. I quite like the account server! Do check them out!

Moo: Not of interest for us, but you can use pyLacewing to host MooClick servers as well. So this is an example for that.

To run any example go into its folder and run with this command:
python nameoftheexampleyouwanttorun.py

If you want to be able to close your SSH session and leave the pyLacewing server running, you need to use Screen or tmux. Like this:

A simple script to start pyLacewing & Flash policy

This script is written so it can be placed in the unpacked directory of pylacewing.



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```
#!/bin/sh  
cd lacewing/relay/python  
export PYTHONPATH=$PWD  
cd examples  
cd minimal_server
```

```
screen -A -m -d -S Lacewing python minimal_server.py  
cd ..  
cd flash_policy  
screen -A -m -d -S FlashPolicy python server.py
```

So save that as start.sh. Then make it possible to run:
chmod 777 start.sh

Start it:
sudo ./start.sh

If you need to stop it for any reason you have to use the screen command, eg.
sudo screen -x Lacewing
ctrl + c

Thanks to one of our top moderators Villy for this piece!

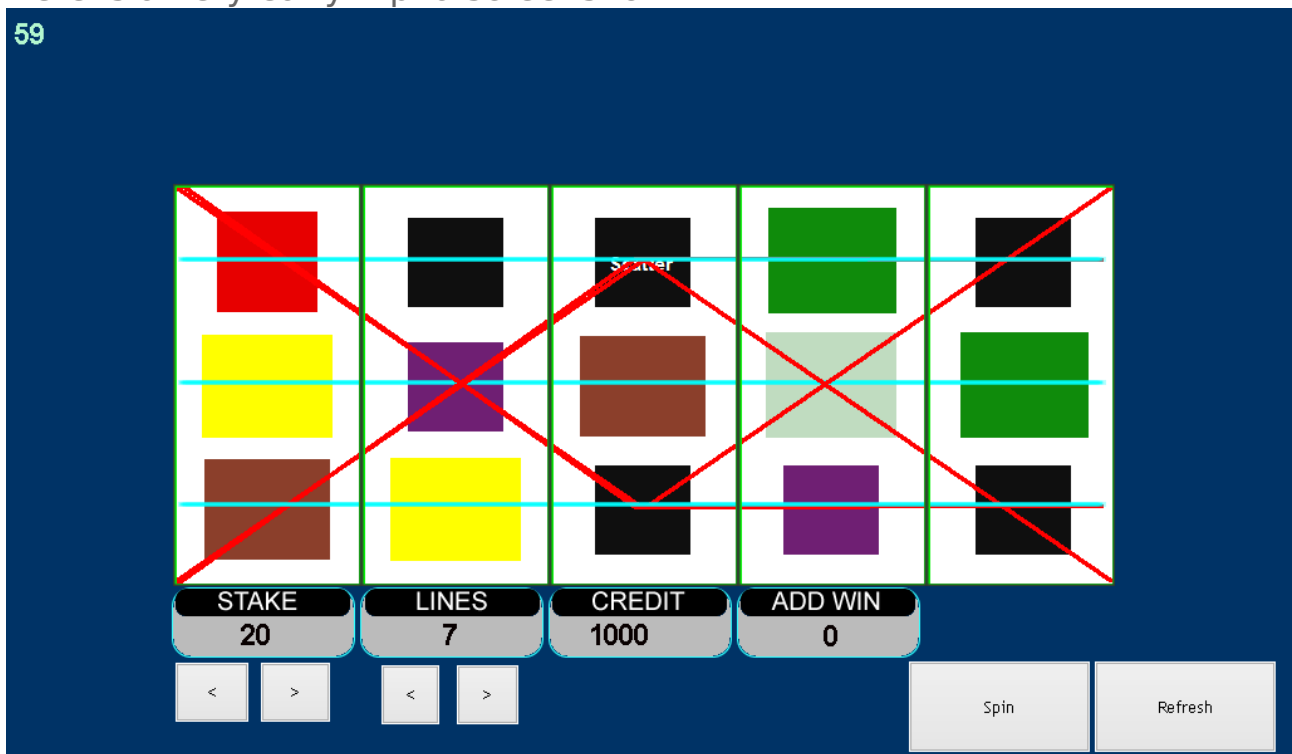
There will be more of this to come in future editions of Fused and around the Clickteam website!

September Headlines

Ultimo Slots – Behind the Magic

Ultimo Slots is the latest release by me (Danny). In 2013, I started a prototype engine for a slot machine. At the very start, it was literally just a personal challenge to see if I could pull it off. After 3-4 prototypes, I eventually had a slot machine reel spin that worked perfectly, infact so smoothly I decided to continue and make a fully fledged slot machine game with it.

Here is a very early Alpha screenshot:



The most important thing was the fundamentals such as the spinning routine and how I would determine the wins. Some slot machines can have up to 1024 winlines. With 15 in-play icons to represent, I had to make sure I could work that out in the blink of an eye and also include WILDs. The math of working out the maximum potential wins is quite big, throw in the fact there is also a WILD icon which can substitute for any given icon before the current one and you have a crazy, crazy function to create and it HAS to work, it is paramount.



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Ultimo Slots – Behind the Magic

The player also has to be able to select how many lines they want to play with from 1,2,3 all the way up to 1024 (most maximums were 15,20,30,50). You then had to include a stake the user wants to use. Each value change whether it was increasing the stake by 1 or the amount of lines in play by 1, affected the gameplay.

Without getting into too much detail (it would probably bore you) eventually I ended up with a robust engine that could detect free spins, bonus features and work like a real, vegas slot machine. Here are some of the earlier titles released with version one of this engine:



Pirate Jackpots, Monster Reelz and Vegas Fruits were some of the first machines released under the Version One engine. They all worked quite similar as the initial concept (a vegas style slot machine) but they all featured unique artwork, sound effects and bonus games. They were a good start to the engine release. Myself and Burfelt from the forums started working on a client/server version of the engine which also worked VERY well. All working with the GET object and some very advanced, mystified encryption work went into it.

The slot market was quite low-key at the time with not much competition so it was easy to get downloads, they came naturally almost without much marketing. Fast-forward to 2015 and I finally had time to review the slots engine. My initial thinking was, the first engine, although it worked, internally (code-wise) it was rather 'clunky' and cluttered. It needed an overhaul. Say hello to Version 2.0...

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Ultimo Slots – Behind the Magic



Version two, I wrote from the ground up. Granted, there were already some functions of the engine I could bring from version one which would be completely identical but I wanted myself to rewrite it just in case there was room for improvement along the way. I rewrote absolutely everything from start to finish and it felt good. The first prototype gave me the initial concept and now I was taking things to a whole new level. I needed to design the engine so it would be as flexible as the first one and be configurable really easily. This new version also features InApp Purchases (which I shy'd away from in the last version).

The first pilot game on the new engine was to be Ultimo Slots which is the new rebrand of BigWin Games slots. It features (currently 4) slot machine games which the user can unlock along the way by gaining



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Ultimo Slots – Behind the Magic

XP. Players can gain XP and increase their XP levels by simply spinning and playing. With every spin you gain XP and Level Up as you go along. Levelling up allows you to play with higher stakes and unlock the locked slot machines the higher up you get. If you don't want to wait around to unlock the other machines, you can simply make a one-time purchase.

Ultimo Slots: Series One allows me to host a wide-variety of slot machines inside just one application (instead of different applications per slot). This is better for me and the user. The user can simply update once a week and find new slot games that have been developed into the game, keeping the game fresh at all times and giving the player a wider choice of slots to choose from. The game is completely free to download and new players receive 3,000 coins to get going with. If the user runs out of coins they can watch a reward video (around 15 seconds long) and get 300 coins free, alternatively, they can purchase 'Coin Packs' at various amounts (and some special offers). The game also features interstitial ads but they're not intrusive at all. One will popup every 25 spins or so, they don't autoplay, the user can simply close the ad straight away. It's all about letting the user enjoy the experience and not bombard them with ads/reward videos and popups.

Ultimo Slots: Series One is worth the free download, if not for the game but to see just how well the Fusion 2.5 runtime can handle everything that is going on. I tested on a few devices including an old Samsung Galaxy S3 and it runs at a full 60fps. There literally is no slow-down. I wasn't using this time to really promote Ultimo Slots as such, more the Fusion runtime and how happy I am to be using it for the Slots engine.

The best thing is, the way I developed the engine means it will run on any platform including PC, Android, iOS, Mac, Flash, HTML5 and even the Xbox 360 with no problems at all and not much to change. Again, a huge +1 to the runtime.

You can download Ultimo Slots: Series One by going to [this link here](#). Of course, feedback is always appreciated :)



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September Headlines

Like a Flash of Lightning – Flash Runtime

Well, before I let Flash slip into the abyss of the unknown let me just go over a few things here. Something struck me when I was developing the new Ultimo Slots engine, most online slots are still Flash based and even some land-based casinos and on-site gaming machines still use Flash for their technology (although few and far between). I wanted to see what a test on Flash would run like.

At this stage, I had already designed about 95% of the engine to run fluently on PC/Android/iOS so testing it with Flash was going to be purely hit and miss and wow, was I shocked.

It ran at a full 60 frames per second with no lag, no visual defects and the engine worked from top to bottom as it should. I was really impressed and yet no sooner had I started to feel excited, I also started to sink into a sad feeling. That sad feeling knowing that one day, Flash as we know it, will be extinct :(I have covered HTML5 and Flash numerously over the last year of Fused and I am all for HTML5, I love HTML5 and the runtime but I'm still feeling a little sad. Me and Flash go back a LONG way, we're talking way back to the late 90's. In my younger, web-dev years Flash was still relatively new to being mainstream (even though it was first pioneered back in 1996). It slowly became a kind of 'de facto standard'.

With my love of Clickteam products even into the late 00's, when the Flash exporter was released you couldn't imagine the smile on my face, it was immense. Two of my greatest products were finally merged and I could use them both together. I made quite a few flash games, some were bad by todays standards but some were mediocre/good. I also made a bit of money too, not bad. The Flash exporter did struggle at times, Frame rates would fluctuate without any clear indication as to why, then around 2012/2013, Francois optimised it one last time. It was a huge improvement. In 2014, Fernando took over Flash and gave it one-last push also, the push was immensely huge, Flash was now a runtime that had reached its limit. In terms of performance and quality, the runtime had levelled up to the maximum level. Even though Clickteam are no longer developing the Flash runtime (performance-wise no need)



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Like a Flash of Lightning – Flash Runtime

In favour of the HTML5 runtime (which is the sensible thing to do) it still strikes me as sad.

I can still use the runtime, we all can. We can all use the full runtime and you would be hard pressed to find any bugs or performance issues with it and I will still continue TO use the runtime. What I am sad about is the whole 'Flash will be going' scenario. I suppose it's almost like a late grievance. I knew it was coming, it just never sunk in.

HTML5 is now an official W3 standard and so it should be, it really is the future and powered by Javascript it opens so many doors, possibilities and allows for an easier learning curve to adapt it.

I'm not sure what it is but one thing I am sure of is that one day maybe in 2,3 or 10 years time, something will strike me again where I look back and go “ahhh, those were the days”. I'm just glad here at Clickteam the guys managed to push this exporter to it's maximum potential in terms of performance and quality.

If you have designed any cool flash games with Fusion 2.5's Flash Exporter, I would love to see them! Drop me a PM on the forums and let me know how you did with the Flash runtime.

I may just follow this article up before the year end and include some of your material and we'll finally say goodbye to Flash (well, I will). It will be a very sad time indeed but the future of HTML5 is already here and we're already on it here at Clickteam!



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September Headlines

Inside Me



Inside Me - The Human Body has been infected!!! We must find a cure! Well, say hello to a new innovation - the Nanobot!

Inside Me is a top-down shoot em up in which you play as one of the nanorobots embedded into the human body in order to fight the infection! Whilst clearing the infected cells, you will fight with various enemies and dangerous bosses.

It really is a 'slick-looking' game which has some cool features to it like unique abilities, you can also combine abilities! It features some really cool looking, hand-drawn artwork and it's action-packed from start to finish. You can check out the release trailer on YouTube here:



You can check "Inside Me" out yourself on Steam [here](#).

September Headlines

Dead of Day – Kickstarter



This game stands out to us. Designed in Fusion 2.5, Dead of Day looks like it could be a pretty cool game once developed.

DEAD OF DAY is a retro styled dungeon crawler in the style of classic games from the 1980's and early 1990's such as Dungeon Master and Eye of the Beholder. Set in a modern day USA, a deadly virus has spread throughout the world.

The game focuses on two parts, the Hub HQ and the corridor/search element. The Hub is where you manage your base and it's resources, feeding people, giving them weapons and looking after their morale. You can also upgrade your base to improve it's defences, which is very important when you decide to leave the base to go and search for resources.

You can show the developers your support [here at their Kickstarter page](#).



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



Clickteam Fusion 2.5 News

What's going on in Fusion 2.5...

Well it's been a very busy time here at Clickteam as per. The last 2-3 months have been a bit nitty-gritty in terms of, the developers have just been getting their heads down and working like crazy.

We welcomed back Fernando in September as he officially moved house. It was a huge, huge move for Fernando and his family but he's in a much better and more suited environment now and I wish him and his family the best of luck for the future. I like now Fernando is back because I get to work with him eliminating bugs and testing new features/extensions and optimisations for the Android/Flash runtimes. This is something I have missed for the last couple of months...

Now that he is back full-time, he has already resumed work on a number of things. One of which is Google Game Center, one feature a lot of people have been looking forward to. I'm helping out with the testing and he has both hands on-deck, so fear no more, this is currently being worked on as we speak. Secondly, he has to tackle something with the GET object. The newest version of Android uses a new type of encoding, so he's also updating that too.

I have been working closely with FGL for a new system they're testing out too. I'll post more information on that in the next edition of Fused.

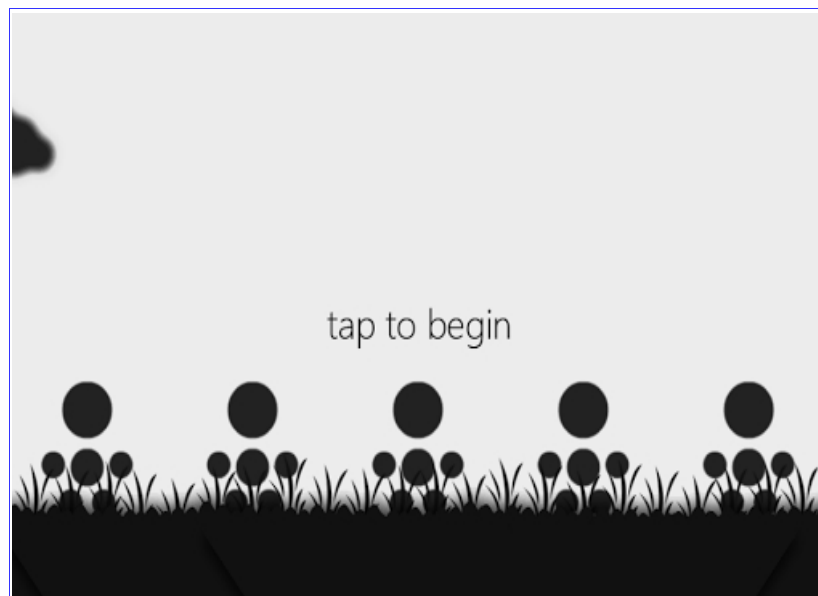
Over the last 2-3 months I have been developing a new system for us and the users here at Clickteam. It's a new content library where all the previous, current and future documentation will be uploaded to. This provides a one-central-location for all Clickteam and 3rd party documentation. More will be revealed on this before Christmas.

Over the next 4-5 weeks, I will be constructing a new pack of videos for users. It will be a Clickteam Starter Pack and it will be available for everyone but primarily it will be aimed at new users to the software. It will be a series of quick videos that show new users how to get familiar with the interface, the basic objects and the editors. I'm always looking to improve ways people can learn the software, as you know.

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.



Divers

Platform(s): Android

Price: Free

Here's a good little gem for your Android device! It's called Divers and it's made by Samer on the forums.

You are a 'Diver' and you have to race by dropping from the sky to the ground, avoiding islands on the way down. You have to perfectly time when to open your parachute up, as opening it too early will result in fall damage but it could win you the race...

You can download Divers for Android here:

<https://play.google.com/store/apps/details?id=com.sameraldafai.divers>

New Releases

What's New?



Dinofour

Released by: Craigeatscrayons

Platform(s): Android/iOS

Price: Paid

Craig finally did it! He finally released for both iOS and Android. I know when he was coming to port over to Android he was a little apprehensive inside but I told him not to worry, most games designed for iOS are almost insta-portable to Android and vice-versa! He finally released Dinofour for Android!

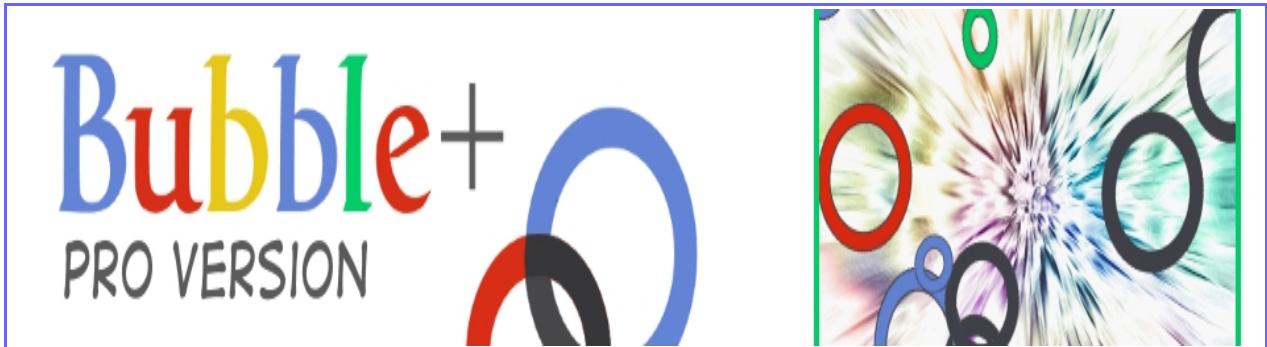


I reviewed Dinofour back when it was a 'Work in Progress' and Craig never failed to deliver as we can see. It's already receiving good reviews so go ahead and download it now from Google Play!

<https://play.google.com/store/apps/details?id=com.craigeatscrayons.dinofour>

New Releases

What's New?



Bubble+

Released by: Stellan Bacq

Platform(s): Android/iOS

Price: Free/Paid

A simple but cool looking/playing mobile game right in the palm of your hand! It's Bubble+!!!

Stellan (developer) has created this little gem and published it to Android and PC (Steam)! The aim is quite simple, burst the bubbles of the chosen colour in the time allocated, the higher the level the faster and more bubbles are multiplied!

A good, quick action game! Check it out now!

Android:

[https://play.google.com/store/apps/details?](https://play.google.com/store/apps/details?id=com.otakumaker.bubbleplusfree)

[id=com.otakumaker.bubbleplusfree](https://play.google.com/store/apps/details?id=com.otakumaker.bubbleplusfree)

PC (Steam):

<http://steamcommunity.com/sharedfile.../?id=504945465>

New Releases

What's New?



Dzt

Released by: Literswater

Platform(s): Android

Price: Free

This is a crazy looking game but upon further inspection it turns out quite a catchy little game! Developed by Literswater on the forum, it is primarily aimed at kids!



You basically have to help Suline collect Candy as she needs her 'sugar rush'. At the same time you have to play the game whilst managing to cope with her colourful hallucinations, increasingly out of control flying and other symptoms typically found

with a sugar rush.

You can download it on the Google Play Store here:

<https://play.google.com/store/apps/details?id=com.waterwarp.dzt>

New Releases

What's New?



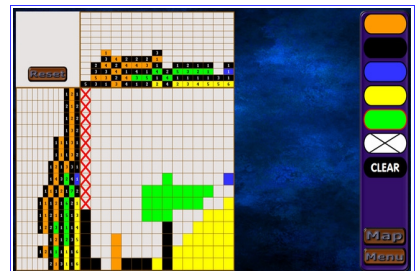
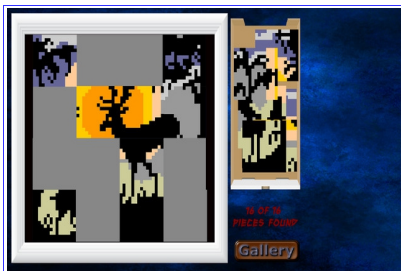
Piccross Adventure House

Released by: Perry

Platform(s): iOS

Price: Paid

All hail the release of Piccross Adventure House. Perry has been hard at work with this for a while now. I regularly check up on him for updates and finally, we have a release! You have got to find and collect all the missing pieces of all the missing paintings but the catch is, they're all Piccross pieces. With an astounding 270+ puzzle pieces to find and over 18 jigsaw pieces to combine, you're sure guaranteed fun in this little pocket adventure!



Check it out on iTunes: <https://itunes.apple.com/gb/app/id935877787>
(Android Release coming soon)



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



Monthly Guide

In-App Purchases – Google Revisited

Back in 2013, I wrote a guide for implementing Google's In-App Purchases into your Android apps using Google's API. Well, some things have changed since then. Not much mind, just a few little bits but overall, everything else is pretty much the same.

Some people maybe experiencing some difficulties because Google has now dropped 'unmanaged products', which effectively means, everything is now a 'managed' in-app product. Simply put, all purchases are now stored on Google's servers and nothing is consumed until YOU consume the item and it is wiped from Google's inventory for that user.

For example, in the slots game, if someone purchases 10,000 coins it is put into their 'account' as a purchase. It will remain there until it is consumed, which also means, you will not be able to purchase that item again until the first one is consumed. So, in this instance, I checked the purchase was successful and then I add 10,000 coins to the users balance and at the same time, I consume the item. This means the user now has an additional 10,000 coins and they are free to purchase another 10,000 coins straight away, should they choose to.

You must also make sure that the In-App Purchase is 'activated' on your Google Play Developer Dashboard. If it's not Active, it won't be accessible. You must always request an inventory read and purchase list read on near enough all events that require a refresh. For example, if one of your users clicks the 'Buy' button, you must query the inventory first. Then run two loops, the first loop is to list all inventory items available to purchase and then a second loop which gets the users basket (what they have already purchased). This enables you to see what the user has available to purchase and what they have already purchased. You are free to then purchase an item or consume an item.

Tomorrow, I shall record an online video to showcase how you can setup IAPs in your applications, how you should query the inventory and how you should handle purchases/consuming items from within your apps. Please keep an eye on the stickies in the [Guides forum](#).



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



What's Hot

In and Around the Community lately

How to give yourself Technical Support!

So, if you ever come across a problem that is tricky, you post it to the forum right? Right. That is what Spyhunter did, except, nobody replied to his thread. They didn't need to. He posted a problem and then managed to solve it all by himself in the space of just 4 hours. He also included a running commentary... Can you say LOL? Haha, needless to say, this made me giggle and well done Spyhunter! At least you helped yourself!

Check out the thread here:

[http://community.clickteam.com/threads/94382-Help-moving-Player-back-to-Start-upon-Dying-\(or-save-point\)](http://community.clickteam.com/threads/94382-Help-moving-Player-back-to-Start-upon-Dying-(or-save-point))

The Buswick 2015!

Yes, the Buswick Extension 2015 happened! It really did! As per last year, I will cover it in Fused at the end of this month once I get some news and information!

Fusion 2.5 and High Resolutions...

If you run your monitor/tv at a super-high resolution, sometimes it can be a strain to the eyes to read anything properly. Behold a few hints and tips to improve that. Fusion 2.5 has some built-in options to also help with this. You can check the thread here:

<http://community.clickteam.com/threads/94357-Best-F2-5-Setup-for-Retina-Displays>

"Old-Skool" Graphics...

If you ever wondered what kind of hard work went into those games we grew up with in the 80's and 90's, then think no more. Check out this thread by lh37 which has some links to some pretty interesting material I think you will all like... <http://community.clickteam.com/threads/94177-How-quot-old-school-quot-graphics-worked>

What's Hot ***ClickStore Items***



Eleven Archers!

Eleven Archers is a multiplayer game in which your goal is to beat your opponent by using a bow and arrow . At the moment are two game modes : Deathmatch (you have to shoot your opponent to kill him) and One Hit (who hit the first rival wins.) Only an elf is the winner.

Free of charge to download: http://clickstore.clickteam.com/elven_archers

Inventory Items!

Ever wanted to check out a nice, simple inventory system? Here it is and it's all yours for free on the Clickstore:

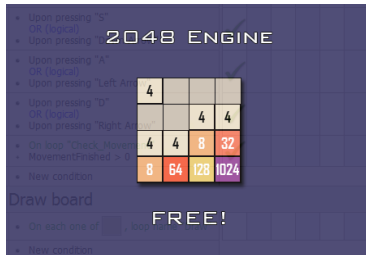
http://clickstore.clickteam.com/inventory_example_p



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



What's Hot ClickStore Items



2048 engine for Free!

Remember 2048 when it came out not so long ago? It was all the rage. Now Przemysław Prygiel has built a 2048 engine and has released it for free for everyone to download on the Clickstore. It's completely open-source and completely free!

You can find it here:

http://clickstore.clickteam.com/2048_engine

Explosions! Trees! Planets!

Lost Dog Studios has been pumping some seriously good looking stuff on the Clickstore lately. From Planet Packs to Trees and Explosion animations for you to use in your games! All coming in at quite a low-cost too! You really need to check out their profile on the Clickstore, you can find it here: http://clickstore.clickteam.com/Lost_Dog_Studios



Graphical Factory!

G-Rom over on the Clickstore has created a tool which allows those who are graphically-challenged to create their own graphics using his tool.

Graphical Factory, is a tool for game developers, it was designed to help creators do not own artistic skill, to produce their own resources for their

creations very quickly. Currently Version 2.3.

You can find it here:

http://clickstore.clickteam.com/libraries/graphic-libraries/graphical_factory



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



Final Word

Halloween Special!

It's been a very busy couple of last months for everybody at Clickteam and it would appear a lot of our users too with the influx of high quality games that are appearing from out of no-where (had RKO in my head for a second then) :)

In the midst of all everything, I'm now settled into my new place, I have my routine back and I have lots to be getting on with. I have to revamp and re-open the-then new OneClick Training website which is about 95% complete, I hope to get that back open in the next week. I'll also start compiling the new Clickteam Starter Video Tutorial series which will contain some nice, entry-level tutorials for new users and I will try and shed a bit more light on what me and DT have been working on with the new content library.

I'll be helping Fernando test out his latest version of the Google Play Center extension next week to iron stuff out and hopefully look at a release in the next week or so. I will also give you more insight hopefully as to what I've been doing with FGL and what you can expect to look forward to.

In the meantime, please feel free to email me over some of your coolest flash games you've worked on (the url not the SWF) for me to check out for the next edition. The next edition will be a Halloween special released at the end of this month and I'll make sure we have some fireworks to set off here at Clickteam don't you worry about that :)

Oh and before I go, let me say thank you to all the readers of Fused who have provided me with feedback. It's all been great feedback and I can only continue to keep bringing you the best tidbits from around the community and Clickteam. We do have a provisional date for the next Click Convention next year of August 12-14th 2016. I will have a full writeup available (hopefully) in October issue, it just all depends what we get finalised with venue/date set etc. Until next time enjoy developing!

Ciao for now!