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RAYCASTER OBJECT RELEASED

NEW BUILD 249 BETA 5

The Raycaster extension has been completed and released on the October issue of Klikdisc! This new extension makes it super easy to build your own 3d styled maze game (Like Wolfenstein) with ease. Simply drop the extension into your app, then in the properties window click on Editor button to open the Map editor, import your own Sprites for the Walls, Floor and Ceiling, build your Maze with the editor, or you can even use the random maze generator function built in. You can also in the editor set a "Sprite" to be a item or enemy in the game. Then when you code your game you run a simple fast loop to build the map and place those sprites based on their label you gave them in the editor.

Features Include

- Easy to use built in editor for creating maps
- Collision Detection system for walls and doors
- Layering of Sprites behind walls in the maze
- you can animate your walls through a simple set of events
- Excellent Frame Rate
- Build shooters, Dungeon Crawlers, RPG's and more



You can find Raycaster only on the October 2009 Issue of Klikdisc, it comes with some textures to play with and a example file. Within minutes you will be building your own game. Check it out!

CLICKTEAM AT T & L SHOW 2009 DENVER

Clickteam USA's Jeff Vance, DT Holder and Chris Carson will be heading to Denver, Colorado for the Technology and Learning show 2009 on October 28th through the 30th. If you a educator attending the show, swing by the Clickteam booth located in booth area 218, We will be handing out Demo Discs, performing the legendary build you a game in five minutes demo And answering any questions you might have about Multimedia Fusion 2. We hope to see you their!



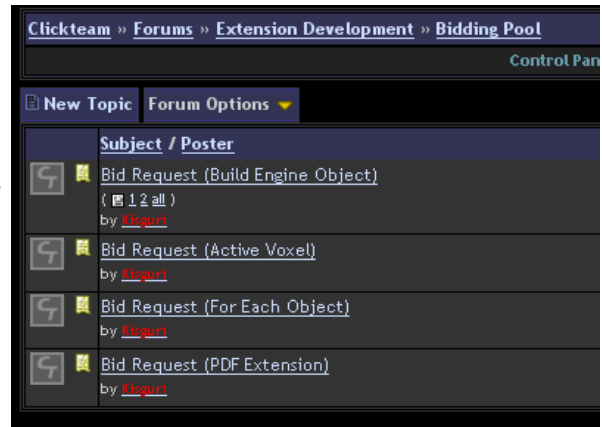
Extension development area Revamped

In an effort to create more productivity and provide a forum for users to comment on potential ideas, the Bidding pool has been opened, From it Clickteam will post third party quote requests for certain extensions we would like to see added to Multimedia Fusion 2.

Programmers interested are encouraged to PM Kisguri if they believe they can do the work for a particular extension and give a price, Users are encouraged to share their ideas and comments on the potential extensions so if made they can be the best they can be.

We need to know what you the user wants MMF to do so please let us know your thoughts!

[Bidding Pool Area](#)



Cave Jumper 1.5

We need your submissions, don't forget to visit the Clickteam forums and show us what you have created with MMF and we will include it the next issue!

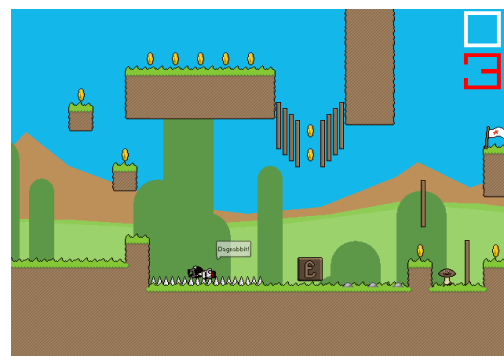
[Submit Here](#)

HEMPULI INTERVIEW

Master User Hempuli, creator of some really well received games in the indie community, like Floating Islands Game as well as others granted us an interview, here are some excerpts. The Full Interview can be found on the full version of Klikdisc

-How long have you been designing and building Games?

For a bit over 8 years. My friend at school showed me Game Maker and we designed several games together. I had always wanted to design my own game, but I was way too young to understand programming languages well enough to use them.



-When did you first Starting Using Clickteam tools?

When I was 10 years old. After not being satisfied with Game Maker (I wasn't particularly good at using it), I noticed how good games some people had made with The Games Factory. I and an another friend of mine bought it and used it for many years, before switching to more advanced Clickteam programs.

-Where did you find out about Clickteam Tools?

There was this Finnish game developer nicknamed Jurska, who created simple Pokémon clones and such-alikes. I was amazed of their (still quite poor) quality when compared to my own creations, so I decided to get the same program as he used.

-What was your first Game you ever completed and tell us a bit about it?

It was called Sökömon, and it was (unsurprisingly) a Pokémon clone (it was somewhat fashionable at that time to create your own Pokémon spinoff). I created it in TGF, and it had a whopping number of 117 frames! The game was very simple, just moving from frame to frame and constantly fighting against other monsters. I really enjoyed working on it, though!



-What is the story behind you latest project "Below the Surface", what's it about?

Well, last Spring I was a bit tired of my "main project", so I started planning a side-project. I've always wanted to make my own 'Metroidvania' (exploration platformer) game, so I decided that it'd be a great time to begin working on one. After working a bit on the game, I realized it would need a lot of work, and slowly it became my main project. The game is about exploring an uninhabited ruin planet and revealing it's secrets.

-What was the inspiration for this title based on, what games have you played that influenced Below the Surface's creation?

I got great amounts of inspiration from ArneLurk, a TIGsource member who creates very interesting redesign concept documents of certain old games (www.Androidarts.com). Especially his Exile redesign gave me some great ideas, even though the gameplay of BtS deviated a lot from Exile's, and became more like the gameplay in games like Super Metroid and Cave Story.

-Tell us about the planned Features for the game?

It's quite hard to tell because there're quite a lot of them, some of which aren't that important. But basically, the game contains around 60 different upgrades, almost 10 areas, 4 bosses, 5 weapons and quite a giant map. However, one of the features is currently also 'extremely tedious gameplay', so there're still things to be looked at!

-What is the biggest challenge you are facing right now with development of the Game?

The fact that I should actually do tons of pixel art for it. Luckily Cosmic_Fool from TIGsource is helping me with the tilesets, so this isn't a very bad problem. Worse thing is that even with Hardware Acceleration, my computer is too old for running the game, so I have to rely on other people's comments.

Whats on the full Version?

Visit: <http://www.clickteam.com/website/usa/klikdisc/>

Check out the new Raycaster extension, a Klikdisc exclusive, now you can build your own 3d styled maze games! Also tons of MMF made creations to check out including Bullet of a Revolver, Cave Jumper 1.5, and the full version of Gem Fusion. Also two new Full tutorials to build a Timepilot like shooter or to build your own text editor! Plus Interviews, News and tons of other stuff in the October Issue!

Here is the full content list.

New Extensions

Raycaster Extension (Klikdisc Exclusive) - DanielRehn
Minimap 2 - DanielRehn

Shareware Titles

Cave Jumper 1.5 Demo - The Games Page
Gem Fusion Full Version - Gamesare Studios
FanBand - FanBandSoftware
Flex Demo - Stone Tower Studio
Spirit Engine 2 Demo - Mark Pay

Freeware Titles

Gridquest (Updated for Klikdisc) - Pixelthief
Zarc's Bizarre Journey Home - Frankodragon
Booga Boo remake - Simon Czentrar
The Wikipedia Challenge - MJK Games
Pacman Ex3 - Acoders
Castlevania The Bloodletting Fangame Beta - piscesdreams
MMF2 Technical Manual v2.0 - Nivram
Bullets of a Revolver - Diefox
Duel Toys - Diefox
Roly Poly Pumpkin and the Totem of Mystery - Adam
The Staff - Gamesare Studios
Milber's Mail Run Mobile Version - RhysD
Dizzy YolkFolk Adventures - Kurak
Bulletsss - Hempuli
FallOver - Hempuli
Coal - Codemonkey

Exclusive Tutorials

Byrd Text Editor - Koobare
The Spade Squadron - Koobare

News

Click Convention 2009 report
Extension Updates

Interviews

Interview with Klik Master User Hempuli
Interview with Diefox Studios Creator of Duel Toys 2

Reviews

Review: Cave Jumper 1.5

Exclusive Libraries

The Skyways Graphics Pack - Koobare
Exclusive Music Pack - Mathias

Open Source

Over 30 Open Source Files



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