WipeOut-Rewrite Improved Fantômas Edition

- WipeOut-Rewrite NGE version AmigaOS4 will be released in the coming days.

- For your information, this version will be optimized for all PPC machines running AmigaOS4.

- It is important to keep in mind that it will require a minimum prerequisite in processor, RAM and graphics to be able to play properly.

- This version in the ORIGINAL (unregistered) configuration will be fully usable and free of charge.

- An ENHANCED version will also be available BUT it will be DonationWare because it required a huge amount of background work, to provide an advanced graphics and audio pack as well as features not present in the ORIGINAL version.

- I worked for a long time on this project to have a unique version (more than 300 hours), beautiful, adapted to our systems, with a playability of both visual and sound quality.
- I have had very little feedback and support via Ko-fi, which is why I am moving towards an ENHANCED DonationWare version.
- Important to know: at first only my Ko-fi contributors will be entitled to the full version for free since they already contribute to my projects and have supported me since the beginning of the Ko-fi story.
- Please also understand that if this version is pirated or distributed without my consent, I will immediately and permanently cease my development activities on this platform to focus on something else.
- Of course I would never like to get to that point, and I count on you and your support for my projects on AmigaOS4, thank you.

The final version and the goals I have set for myself are as follows:

- In the ORIGINAL version:
- Less CPU hungry engine on all AmigaOS4 machines
- Analog JoyPad Support
- SPE support (3D rendering)
- Limitation of visual distances (in settings)
- 2 versions: one version EGL_Wrap Library
  a MiniGL Library version
- Graphical interface with many settings at startup
- Option with or without shadows
- Cockpit or non-cockpit option (hack)

- The advantages of the ENHANCED version:
- Added sound effects + direct use of AmigaOS4 Datatypes
- Support SPE (rendu 3D + Audio)
- Addition of support for 3 additional SEGA-SATURN music:
  - Rob Lord et Mark Bandola - Brickbat 5:59 (SEGA-SATURN WipeOut 1996)
  - Rob Lord and Mark Bandola - Planet 9 4:43 (SEGA-SATURN WipeOut 1996)
  - Rob Lord and Mark Bandola - Poison 5:18 (SEGA-SATURN WipeOut 1996)
- Adds FX sounds with ECHO mode when you're in a tunnel or under an object
- On-the-fly additions and modifications of the original textures of the game by improved versions that are much prettier, they were created with the Photoshop X64 tool by me
- Advanced Visual Effects:
  *Visual wallpapers and animation in the main page
  *Shaker window with 3 different effects (configurable directly in the game)
  *Explosions, improved lighting effects
  *Target animation (effect as in WipeOut2097)
  *More realistic impacts of SHIPS when touching the edges of the runway
  *Some new logos on 3D objects in the menus
  *Passage with SHIPS timings from 1 to 8 on the main menu
  *Improvements to shadows under SHIPS
  *Added graphics buttons in the menu (PSX1 style)
  *Added WipeOut2097 levels made compatible with this version (choice in the level menu)
- In the WipeOut2097 level selection menu, load the 3D level objects
- Resize many textures with improved visual rendering to better fit into a high-quality screen
- Greatly improved HUD gameplay in terms of the visual of selected weapons as well as the speed/acceleration graph

- Added support for 11 additional original music from the WipeOut2097 game
  - We Have Explosive The Future Sound of London 05:53
  - Landmass The Sound of London's Future 04:30
  - Bombe atomique (Atomix 1) Fluke
  - V Six Fluke 05:22

- Dust Up Defeats The Chemical Brothers 06:07
- Loops of Fury: The Chemical Brothers 04:41
- The Third Photek Sequence 04:51
- Tin There (Enfer modifier) Enfer 06:08
- Firestarter (instrumental) The Prodigy 04:41
- Canada CoLD SToRAGE 06:14
- Body in motion CoLD SToRAGE 05:14

Future (if there is demand for this game):

*Fix the 2 levels with small graphical problems of WipeOut 2097 (level1 and level3)

*Add the Extro at the end of the bonus level

*Add HISCORES Menu
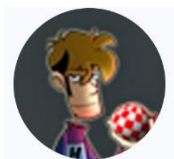
Add sound effects

*Add HD fonts (in progress)

*Add all 8 WipeOut 2097 Ships (in progress)

*Add some HD textures in all levels (WipeOut 1996 and WipeOut 2097)

Of course, I will study all the users' proposals.

Important: the ORIGINAL version will no longer be evolved, only the ENHANCED version will be evolved, thank you for your understanding.

Feel free to comment on the site and I will get back to you as soon as possible.

 HunoPPC 2024

Bug reports for AmigaOS 4x at: hunoppc(AT)gmail.com

http://hunoppc.amiga-projects.net/

My sci-fi site: https://ko-fi.com/hunoppc