

MINI WEEKLY

MG C Wiki

MAGAZINE



<https://monogamecommunity.wiki/>

ISSUE	04	PUBLISHED	OCTOBER 9TH
YEAR	2023	COST	0.00



HI! WELCOME TO THE LESS FORMAL MINI
MAGAZINE SERIES. WITH THIS SERIES THE
AIM IS TO POST A WEEKLY UPDATE FROM
ACROSS THE MONOGAME SPHERE.

WE WILL TRY TO PRETTIFY THESE BUT
THAT CAN TAKE A LOT OF TIME, SO THE
AIM IS MORE LIKE A CLASSIFIEDS STYLE.

WITH THAT SAID, LET'S SEE WHAT HAS BEEN
HAPPENING LATELY AND SEE WHAT COOL
THINGS HAVE OCCURRED OR SURFACED.

THANKS FOR READING!

MONOGAME COMMUNITY WIKI TEAM.

MonoGame on the Web?

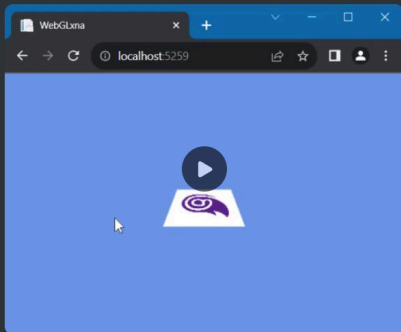
Community member **nkast** has posted his progress on implementing MonoGame through to a browser, by showcasing a video being streamed to a WebGL texture. This looks interesting for those looking to craft web based apps, see the video on Discord:

<https://discord.com/channels/355231098122272778/402545804776046592/1158778761395834880>



nkast 03/10/2023 15:53

Streaming Video to a WebGL texture was easier than I thought. (edited)



Progress, Year to Year

Community member [rick](#) Shared a side by side screenshot of his 1 year difference progress on a project, while the difference looks minimal, there is a lot going on for the result currently present, transparency can be a tripping hazard as well as layering with transparency. Be sure to share your progress reports with the community for feedback!

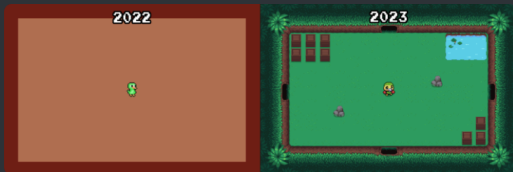
You can find the post to comment on Discord:

<https://discord.com/channels/355231098122272778/402545804776046592/1159489762793635903>



rick Today at 14:58

1 year developing my roguelike game



Planet Sized Shader?

Community member [seanmcnabb](#) has shared his efforts with shaders, with shiny results!

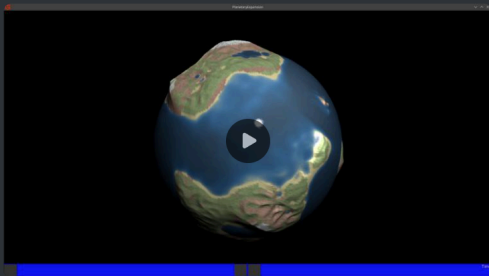
Drop by and ask any questions you might have and see the video on the Discord post:

<https://discord.com/channels/355231098122272778/402545804776046592/1158549072098099231>



seanmcnabb 03/10/2023 00:40

I can't stay determined to complete this project quickly but I worked on the water shader quite a bit these last few days and I gotta say I really like it



YouTube? MonoGame? News?

Well, MonoGame, and FNA, [as well as XNA, but that is implied] got a mention this week on a new GamesFromScratch video talking about Game Frameworks:

<https://www.youtube.com/watch?v=nl2hjZaG7ik>

The Best Game Development Frameworks



A Wealth of History and Knowledge.

159 entries but over 300 links, which would otherwise be lost to time, I have opted to retire the efforts on the forum which still has a few nifty contributions, so, do visit it when you can, to develop a list on the wiki. It will be a while before I filter this list, but remember there is a new list brewing on the Pillar Of Linkages page too. You can visit the Archive page here:

https://monogamecommunity.wiki/doku.php?id=monogame:archives:the_archive_list

monogame:archives:the_archive_list

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The Archive List

Below is the archive list of <https://community.monogame.net/t/useful-monogame-related-links-u-mg-rl/8573>

Remember to visit the [host](#) page.

NOTE: Contributions from other users were not included here.

NOTE: If you are here before I filter these links, use the [Web Archive](#) site to view dead links.

I have added Numerical values to the end of each 10 posts. So, clicking on 10 in the navigation takes you past the first 10 to the beginning of the next 10 entries.

I have also added numerical leadings to each entry for easier navigation.

It occurred to me that as some links may be dead, I should advise you use Application Guard, or something similar to load the links with, as dead link sites have a tendency to be overtaken by nefarious characters sometimes, that or just use in-private modes... be safe.

3.9?

If you find yourself wondering if MonoGame is making progress, take a stroll over by the GitHub Develop Branch to peruse the efforts being made, and if you think you can, try contributing too!

<https://github.com/MonoGame/MonoGame/commits/develop>

Commits



develop ▾



Commits on Oct 4, 2023

Move docs to monogame.github.io repo (#8081)



harry-cpp committed yesterday ✓



Commits on Sep 29, 2023

Changed "Images" to "Files" (#8079) ...



AristurtleDev committed last week ✓



Commits on Sep 22, 2023

Fix typo in MeshHelper.cs (#8072) ...



eltoclear committed 2 weeks ago ✓

Add GitHub Issue Templates (#8075) ...



AristurtleDev committed 2 weeks ago ✓

In need of Assets to get started?
If you have not already, head on over to:

<https://opengameart.org/>

To find sounds, SFX, Music, and more, you can also contribute content for others to benefit from.

Should you know of more sites, be sure to let me know on the Discord, I will be sharing sites as a filler when I struggle to find news, like today.

 **OPENGAMEART.ORG**

HomeBrowseSubmit ArtCollectForumsFAQLeaderboardsDonate

CHAT WITH US!
Discord: OpenGameArt
<https://discord.gg/yDaQ4NcCux>
IRC: #OpenGameArt on
<https://freegamedev.net/irc/#open>

ACTIVE FORUM TOPICS - 
(VIEW MORE)

- Is there a way to change my username? 2 days 6 hours ago by MedicineStorm
- Sharing My Music and Sound FX - Over 2000 Tracks 2 days 11 hours ago by Eric Matyas
- The Open Bundle 3 days 3 hours ago by Ba\$to
- My JummBox SoundFont (libre) 4 days 16 hours ago by stgiga
- Building a Library of Images for Everyone 6

LEGAL NOTICE REGARDING NFTS:
WARNING: Taking art from OpenGameArt.org to be sold as NFTs? You may be committing FRAUD details: <https://opengameart.org/content/warning-taking-art-from-opengameartorg-t...>
Note of caution to NFT purchasers or those interested in trading NFTs: You could be getting scammed for more information: <https://opengameart.org/content/note-of-caution-to-nft-purchasers-or-tho...>

POPULAR THIS WEEK - (VIEW MORE)

APPLE CIDER 	TAILFEATHER S... 	JUMP 	16 ITEMS TILE... 	DUNGEON PACK 
3D CHESS PIECES 	ASSUMED BAT... 			

3D on Raspberry Pi 3?

While I have done this almost 4-6 years ago now, I never really had anything substantial running, and now, I present to you, MonoGame running in 3D, on a Raspberry Pi 3 Model B 1GB model, between 10-60FPS depending on the workload, initially run in 1080p, but ended up downswitching to the lowest resolution the output would allow, though I plan to implement even lower resolutions and scale them up in future.

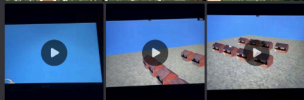
See the videos on the Discord:

<https://discord.com/channels/355231098122272778/402545804776046592/1159901070147997717>



Lupin III Yesterday at 18:12

Got 3D running from 1080p to 720p and then eventually 480p to get more performance, on a Raspberry Pi 3 Model B 1GB RAM model, the last video has texture issues due to adding a spritefont, will remedy that for future tests. (edited)



Share a little love

Secret note, there is a hidden easter egg in this issue, did you spot it?

On the **Forum**, you can click **hearts** to give likes, this is something not to overlook, if a reply was helpful to you, be sure to give some hearts out, there is a limit too, so, give to the replies that you value most.

On the Discord, there is the **Welcome** thread, be sure to hit a **MonoGame** reply to each new joiner, to let them know you welcome them to the community, and be sure to visit the **Introductions** thread to give the same to every introduction, we want to be a community for good, and engaging in the community helps lift some shadows for some users, as interaction online can be a daunting prospect, so, please be a welcoming member of the community and share some love.

And a gentle reminder, please be courteous, tensions may rise with replies, and often humour or tone can be misunderstood in text form, ask for clarification if in doubt or take a step back for a few minutes.

This concludes this issue.

Happy Coding!

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THANKS

WHILE WE TRY TO INCLUDE ALL RELEVANT COPYRIGHTS AND ACKNOWLEDGEMENTS WE ARE ONLY HUMAN. PLEASE INFORM US SO THAT WE MAY MAKE THE CORRECTIONS FOR FUTURE DOWNLOADS.

WHILE WE ARE A COMMUNITY RUN PROJECT, THIS IS ENTIRELY FOR FUN BUT WE STILL TRY TO HOLD A LEVEL OF PROFESSIONALISM AND WILL WHERE POSSIBLE, ATTEMPT TO MAINTAIN A HIGH LEVEL OF RESPONSIBILITY AND WILL ALWAYS RESPECT THE COPYRIGHTS OF OTHERS. JUST LET US KNOW IF WE INFRINGED YOUR RIGHTS AND WE SHALL REMOVE CONTENT AS SOON AS POSSIBLE. WE ARE UNABLE TO CHANGE PREVIOUSLY DOWNLOADED COPIES UNFORTUNATELY, HOWEVER WE SHALL UPDATE THE DOWNLOAD FILE WITH ANY CORRECTIONS.

THANK YOU FOR YOUR UNDERSTANDING.

OUR AIM WITH THIS PUBLICATION IS TO SPREAD AWARENESS OF PRIMARILY THE MONOGAME COMMUNITY, THE FRAMEWORK, AND ITS AMAZING DEVELOPERS, AND THEIR PROJECTS.

PAID ADS ARE ALWAYS STATED, OTHERWISE ASSUME NOT PAID OR AFFILIATED.

THOUGH I DO NOT HAVE ANY EXPECTATIONS FOR THIS TO BECOME A PROFIT MAKING ENDEAVOUR.