

MINI WEEKLY



MG C Wiki

MAGAZINE



<https://monogamecommunity.wiki/>

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New

Perspective

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, FROM NEWLY DISCOVERED HANDY LINKS WHICH CAN HELP NEW USERS, AND SHOWCASE PRODUCT LAUNCHES MADE WITH MONOGAME TO BE SEEN BETTER.

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.

UNITY EXODUS.

MANY OF YOU MAY HAVE NOTICED THE EXCEPTIONAL INCREASE OF NEW MEMBERS ACROSS THE FORUM AND THE DISCORD. THIS IS THE SIDE EFFECT OF A COMPANY DECIDING TO CHANGE DIRECTION AND AFFECT DECISIONS SO SEVERELY THAT PEOPLE HAVE DECIDED TO GIVE CREATING THEIR OWN ENGINE A GO. NO MEAN FEAT.

SO, FOR THOSE OF YOU WHO ARE NEW TO THE COMMUNITY, WE WANT YOU TO BE AWARE OF A FEW VECTORS INTO THE WORLD OF MONOGAME.

OH AND WE WISH YOU A WARM WELCOME, WE ARE ALL HERE TO HELP EACH OTHER, AND CARRY A FRIENDLY COMMUNITY IN THIS BOAT.

Official Website Forum community.monogame.net

Official GitHub github.com/MonoGame

Official Patreon patreon.com/MonoGame

Official Discord discord.gg/xCehJFD

Look Out For These Part 1

MonoGame has recently started a fresh round of code changes behind the scenes, completely coincidental with the new influx of Unity Refugees.

This means you need to be aware of some common issues you may face while setting up MonoGame.

The MGCB, has been a crux for a while, and changes are being made to make this either more functional, or information is being made available to remedy this until the next update is pushed out, so, don't worry if you encounter issues, just be sure to ask for help on the discord, or check the forum out and search for MGCB in the search box in the upper right of the page.

Oh! The MGCB is the MonoGame Content Builder, a component to build your assets for loading into your projects to then be used as needed, from SFX to Fonts.

We will be sure to update any changes in this area in future editions of the Weekly.

Look Out For These Part 2



A project known as FRB or FlatRedBall, by community member **uchelaru**, has become quite the choice for Unity Refugees in the community, It primarily focusses on 2D game development and key to its popularity is its inclusion of a powerful editor.

There are a lot of images over on the GitHub to showcase what this toolset is capable of delivering, be sure to visit it and scroll down.

You can learn more on this exceptional project from the links below.

Official Website

flatredball.com

Official Discord

discord.gg/tG5RBgw

Official GitHub

github.com/uchelaru/FlatRedBall

Official News

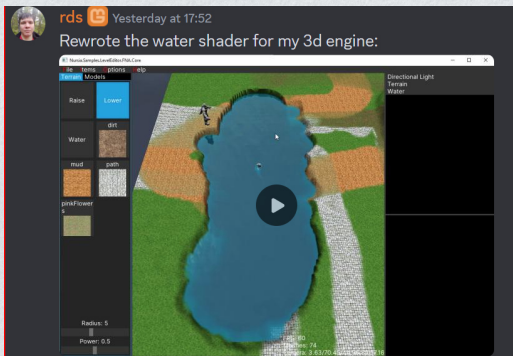
flatredball.com/news

RDS Shading Things

Community member RDS has been at it again.

This week RDS managed to get some shaders working and posted an interesting video on the discord, showcasing some pretty looking water shading, you can see this in action by following the link below.

<https://discord.com/channels/355231098122272778/402545804776046592/1153010729113370624>



Honorable Mentions

You may wish to explore some of the following links to get a better grasp of options available within the MonoGame sphere, more links weekly.

MonoGame.Extended

This particular toolset allows you to create games with ease, a worthwhile and very commonly used toolset with an engaging following for support.

<https://community.monogame.net/t/about-the-monogame-extended-category/6814>

kni Engine

A different approach to MonoGame, the [**kni Engine**](#) is an option to take a look at, by prominent community member [**nkast**](#), this project carries with it some focussed changes which you can find on GitHub.

<https://github.com/kniEngine/kni>

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.