Sunday, December 17. 2006

PSPGGO: GO Game for the PSP v1.01

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

It has been written by Man Li, Wayne Iba, Daniel Bump,
David Denholm, Gunnar Farneback, Nils Lohner, Jerome Dumonteil,
Tommy Thorn, Nicklas Ekstrand, Inge Wallin, Thomas Traber,
Douglas Ridgway, Teun Burgers, Tanguy Urvoy, Thien-Thi Nguyen,
Heikki Levanto, Mark Vytlacil, Adriaan van Kessel, Wolfgang Manner,
Jens Yllman, Don Dailey, Mans Ullerstam, Arend Bayer,
Trevor Morris, Evan Berggren Daniel, Fernando Portela,
Paul Pogonyshev, S.P. Lee and Stéphane Nicolet and Martin Holters.

I've sucessfully ported the source code of the latest version 3.6 of GNU-Go,
and i've added a real Graphical User interface and it's now working fine on PSP !

It has been developped on linux for Firmware 1.5 and i hope it works also
for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

How to use it ? Everything is in the README.txt file.

Sources are included, and this package is under the GNU public license,
read COPYING.txt file for more information about it.

pspggo-v1.0.1.zip

Special thanks to all PSPSDK and GNU-Go developpers.

  Enjoy,

     Zx.

EDIT: For those who wonders how to play go ? here is a good site !

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

 Posted by zx-81 in Go Game at 23:24

not sure if anyone else has posted this so I am. your go program for the psp runs perfectly, but the ai does not calculate the score properly. groups of dead stones are calculated as live in the total in final calculatons. great program otherwise.
  Bryan on Jul 20 2008, 19:11

Hi Bryan,

I know that score computation is not so good, thanks for your feedback,

Zx
  zx-81 on Jul 20 2008, 20:31

Yes. Do you have any plans to release the new version of GNUGO for PSP or to make the scoring system better?

James on Jun 4 2009, 16:18