Wednesday, December 20. 2006

PSPGGO: GO Game for the PSP v1.02

Hi All,

Here is a new version of PSPGGo !

What's new in version 1.0.2 :

- Two New Game modes
  + Computer vs Computer : just for fun ^^
  + Human vs Human : excellent to play with friends !

- Add status display
- Change Komi and Level options
- Undo/Forward feature
- SGF load : to read and see Go's master match !
- SGF save : to save your own games
- Resign command

- New help/manual (from http://playgo.to/interactive/)

- Several bug fix

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

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

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

pspggo-v1.0.2.zip

Special thanks to all PSPSDK and GNU-Go developpers.

  Enjoy,

      Zx.

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 14:23

Kudos! As always, the progress is awesome. One suggestion: on-line play! It seems that GnuGo already works as a KGS (http://kgs.kiseido.com) client, so I don't think it's going to take too much time.
   muriloq on Dec 20 2006, 18:24

Thanks for your comment ,

For the network mode, i think about it ... May be during Christmas holiday i will have enough spare time

Zx
   zx-81 on Dec 20 2006, 20:47

Niiiice!
Thanks a lot!
You really are the guy I wish to thank the most those days
And especially as you've released before my 2-week holidays. I love the part 'bout the sgf files
   BenThunder on Dec 20 2006, 23:29

Thanks for your comment, and i wish you good vacation

Zx
   zx-81 on Dec 24 2006, 10:35