Friday, November 2. 2007

PSP GNU CHESS: Chess game for PSP v1.0.2

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

What's new is this version ?

- Option to specify search depth (i.e: difficulty)
- Add Undo feature
- Add Book feature, move database is stored in file book.dat.
  The file given with this homebrew is the book.dat provided
  with gnuchess (but you can replace it by your own)
- Bug fix when you put black on the bottom of the screen,
  King and Queen weren't at the right place !
- Bug fix with keys/analog pad (sensitivity was too high)

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

pspgchess-v1.0.2-fw15.zip

pspgchess-v1.0.2-fw3x.zip

pspgchess-v1.0.2-src.zip

   Enjoy,

       Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Chess Game at 15:13

Thank you, merci, takk, danke! Any more words?

I'm delighted to see this update to your PSP Chess game. I enjoyed the last version and find that I keep playing it. I'm addicted to Chess!

I've now updated it to v1.0.2 and will keep having fun with pawns and kings, now with more features and less bugs.
   Ole on Nov 2 2007, 22:37

thanks for your comment !

Zx
   zx-81 on Nov 2 2007, 22:52

Wow, fast update. Merci beaucoup! You hit all my four requests, so I sent you a little donation.

I've put the opening book option on 'random' because it's the only one that seems to have any variation. Is the 'prefer' option working correctly? I thought it was supposed to pick randomly from among the better possibilities, but it currently seems to do the same thing as 'off'. If you get that option working, it should probably be the default. 'Best' is too static in its responses. I think the only other major function left would be to have import/export of games (at least export to start with).

Again, great work!
   Yiorgos (George) on Nov 3 2007, 08:27

I forgot to mention, now that you've done gnugo and gnuchess, how hard would it be to port gnubg (backgammon)? I guess the UI would still be a bunch of work. I just thought I'd mention it. You've got so many apps going on, I wouldn't blame you if you didn't have the time.
   Yiorgos on Nov 3 2007, 08:36

Many thanks for your donation, it will contribute to buy a PDA keyboard for PSP (since mine doesn't work anymore).

About the best choice, you're right it will be better using the random stuff. And i plan to add a save feature in a near future.

For the gnubg, why not that's a good idea. I wanted also to develop a checkers for PSP (i don't think it has been done already, but i'm looking for a good AI ...)

Thanks for your comment,

Zx
   zx-81 on Nov 4 2007, 11:27

Off-topic post: Happy birthday, and thank you for sharing your development works!
   Ole on Nov 4 2007, 21:09

Thank you

Zx
   zx-81 on Nov 4 2007, 22:29

Many thanks,

Zx
   zx-81 on Nov 4 2007, 22:33

hi ZX,

sorry if my comment outside the thread.
could you please tell me a litle with your programming skill.

1. how long you know C & assembler ?
2. how old are you

you must be a master of C and assembler, don't you?. im a beginner C programmer, try to build my first homebrew in the psp using pspsdk. my age is 25, did you think i was too late for learn C? your assist please, i have wasting many times for non standard language, like vb, delphi. Thanks for your reply.

newbie from indonesia
   ajhwb on Nov 9 2007, 19:19

Hi ajhwb,

1 -> i've begun assembler in 1984, and C in 1990
   (but i'm not using assembler for psp dev)
2 -> 37

It's never too late to learn any langage, or any other subjects ...

Good luck for your next dev,

Zx
   zx-81 on Nov 9 2007, 19:38

zx,

Just wanted to voice my support of you developing a backgammon game. That would along with checkers and your chess make a fantastic "favorites" collection. After backgammon, I'd then hope for Chinese checkers
thanks for all your work, John
   John on Nov 12 2007, 13:17

You want me to make all board games lol,

If i had enough spare time,

take care,

Zx
   zx-81 on Nov 12 2007, 17:43

This GNU chess for PSP porting is very good, thanks a lot!
I suggest add some features:
1. The current step of computer's should be highlight.
2. Time limit set for every step
   asbboy on Nov 13 2007, 09:09

Yes that's a good idea . For the time feature, it's a bit more complex but feasable of course,

Zx
   zx-81 on Nov 13 2007, 13:07

that's a great job!!
but i'm steel searching for gnu backgammon for my psp!
can you help me please?
sorry for my bad english.
   Alessandro on Dec 8 2007, 03:06

gnu bg has not been ported to PSP yet,

Zx
   zx-81 on Dec 18 2007, 14:21

i know..
done a serch about it but no results,
i hope you port it in future..
about 30 friends,here in milano,asked me something about gnu-bg on psp or if it's possible to install x11 or linux to run it on our portable device and most of them will buy a psp only if gnu-bg comes on that..crazy bg addicts!

there's no other alternative BG on psp,only a really bad version in Ultimate Board Game Collection,i own it..but it really sucks!!!

so..hope in gnuBG porting from you...

tnx

Ale.
   Alessandro on Dec 19 2007, 12:44