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Sunday, April 6, 2008

GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.1

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see <http://dcmo5.free.fr/> for further details).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
mo5-v1.0.1-bin.zip

Here is the source code :
mo5-v1.0.1-src.zip

This should be the first and the last version ...

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Thomson MO5 at 17:53

There are problems, the emu with GMENU don't work, the gp2x freeze, and with Menu standard only for two try the emu is started. Strange problem with the menu of this emu and also of THOMSON MO7, the option COMMAND "RUN, LOADM, LOAD" don't work when select a game.

P.S. zx81 please fix the volume control for the emu DRAGON and SAM COUPE emulators.

Thank you
DARKGATE on Apr 15 2008, 20:58

Hi,

About the menu freeze issue, i can't figure out what's going wrong ...
For the gp2x-thom run menu, it should work properly, but you have first to choose the menu 1 in the splash boot screen of the TO7.

Zx
zx-81 on Apr 16 2008, 13:16