Sunday, January 24. 2010

Dingux-Chess: Chess game for Dingux v1.1.1

Hi All,

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya).

What's new in this version ?

- Add skin selector feature (see README)
- Add chess piece skins from NinJato
- Bug fix (memory corruption)

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.

Here is a full working binary version :
dingux-gchess-v1.1.1-bin.zip

Here is the source code :
dingux-gchess-v1.1.1-src.zip

** UPDATE ** : here is a new skin set by NinJato skin set

** UPDATE ** voici un theme pour le mode deux joueurs dessiné par NinJato

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 Chess Game at 21:55

Thanks zx, can't wait to test it out
GCM on Jan 25 2010, 01:53

thanks,

Zx
zx-81 on Jan 25 2010, 23:26

DINGUX GNU Chess v1.1.1 "Add-on"

- New Piece Set (Dice).
- New Board Backgrounds (for all Piece Sets).
- Added "Icons" to Menu Background, showing the selected Piece Set.

Note: Piece Set Icons do not change while selecting Sets (the Menu must be refreshed).

Maybe Zx-81 can force it to refresh while selecting Pieces.

http://members.shaw.ca/jato/GChessAddon.rar

Install:
Copy the "skins" Folder to your Dingux-Chess Folder and overwrite all Files.

NinJato on Jan 27 2010, 20:13

Excellent ! I've modified the news

Cheers, Zx
zx-81 on Jan 27 2010, 21:19