

## Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

Saturday, October 30. 2010

### Caanoo-OpenTyrian : OpenTyrian ported to Caanoo v1.1

Hi All,

OpenTyrian is a port of the DOS shoot-em-up Tyrian. Jason Emery generously gave the OpenTyrian developers a copy of the Tyrian 2.1 source code, which has since been ported from Turbo Pascal to C. The port uses SDL, making it easily cross-platform.

See <http://code.google.com/p/opentyrian/> for details.

Tyrian is an arcade-style vertical scrolling shooter.

Here is port on Caanoo of the previous Wiz version :

Here is a full working binary version :  
[caanoo-tyrian-v1.1-bin.zip](#)

Here is the source code :  
[caanoo-tyrian-v1.1-src.zip](#)

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 OpenTyrian at 01:51

This game is awesome!!! You bring such great content to the caanoo!! Thanks so much!!  
toker509 on Oct 30 2010, 12:07

thanks for your comment

Zx  
zx-81 on Oct 30 2010, 13:31

Now its december the Christmas mode kicks in but is the ship ment to dissapear and blow up all the time like it does on my caanoo?(Thats only ment to happen in death mode) Also are you going to add usb keyboard support to this game so me and everyone else can play the "Destruct" mini game and the "Super Arcade Mode" and be able to input code for other modes and cheats? Sorry for going on about the USB Keyboard support but you really need to add it into everything you port as its soo needed!  
Thanks tho for the great game!  
AceCaanoo on Dec 3 2010, 00:31