

Sunday, July 18. 2010

Dingux-Tombstone : Tombstone city for Dingux v1.0

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.
(see <http://www.videogamehouse.net/tombstone.html>).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS. Few days ago he has ported his game from Allegro to SDL.

See buzz web site for details

I've done several small changes to fit the dingoo screen size and keys.

Binary version :
dingux-tombstone-v1.0-bin.zip

Source code :
dingux-tombstone-v1.0-src.zip

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

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 Tombstone at 14:40

Saturday, April 17. 2010

Dingux-Chess: Chess game for Dingux v1.1.2 (skin)

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 ?

- Improve skin selector feature
- Add new chess piece skins from NinJato

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-v1.1.2-bin.zip

Here is the source code :
dingux-gchess-v1.1.2-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 Chess Game at 10:38

Wednesday, February 17. 2010

Dingux-GO: GO Game for Dingux v1.2.0 (skins)

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

Dingux-GO is a port of GNU-Go 3.6 on Dingoo/Dingux and i've added a Graphical User interface.

Special thanks to Pharyon for the nice background picture.

What's new then in this release ?

- Add new skin feature
(You can design your own using default folder files)
- Many new original skins designed by NinJato !

Big thanks to NinJato for his hard work on skin graphics.

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.

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

Here is a full working binary version :
dingux-go-v1.2.0-bin.zip

Here is the source code :
dingux-go-v1.2.0-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 Go Game at 19:56

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

Sunday, November 1. 2009

Dingux-Mancala: A Mancala Game v1.1.0 for Dingoo/Dingux

Hi All,

Mancala is a board game family, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literally "To move". Dingux-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

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.

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

**** UPDATE **** In previous version, AI was buggy, here is a fixed version (v1.1.2)

Here is a full working binary version :
`dingux-mancala-v1.1.2-bin.zip`

Here is the source code :
`dingux-mancala-v1.1.2-src.zip`

Enjoy,

Zx

Haven't installed Dingux on your Dingoo ? Let's do it here !

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

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

Posted by zx-81 in Mancala at 20:02

Sunday, October 25. 2009

Dingux-GO: GO Game for Dingux v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

Dingux-GO is a port of GNU-Go 3.6 on Dingoo/Dingux and i've added a Graphical User interface.

Special thanks to Pharyon for the nice picture.

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.

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

Here is a full working binary version :
dingux-go-v1.1.0-bin.zip

Here is the source code :
dingux-go-v1.1.0-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 Go Game at 22:38

Saturday, October 17. 2009

Dingux-Chess: Chess game for Dingux v1.1.0

Hi All,

GNU Chess is command line Chess program running on many different 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.

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)

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-v1.1.0-bin.zip

Here is the source code :
dingux-gchess-v1.1.0-src.zip

Enjoy,

Zx

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

Posted by zx-81 in Chess Game at 12:43