

Wednesday, October 14, 2009

Dingux-Colem: Colecovision emulator for Dingux v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See <http://fms.komkon.org/ColEm/> for further informations.

Dingux-Colem is a port on Dingoo/Dingux of my previous Wiz port version of ColEm.

What's cool in this version 1.1.0 :

- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (roms, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games in your rom folder !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression (with STZ as file extension). It's much faster to save or load states now.
You can use gzip or 7-zip to convert old STA to STZ. STA file format is still supported for loading, so you convert your previous saved files inside the emulator. (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
 - . settings such as fps, render mode, auto fire speed can now be directly modified inside the emulator (no need to enter in the settings menu)
 - . quick save / quick load current state (no need to enter in the main menu)

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-colem-v1.1.0-bin.zip

The source code is here :
dingux-colem-v1.1.0-src.zip

Enjoy,

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

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 ColecoVision at 23:01