Sunday, March  6. 2011

## Pandora-Vectrex : Vectrex Emulator for Pandora v1.1.1

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by  Valavan Manohararajah.

Here is a new version of my pandora port.

What's new then in this version :  Overlays support !

Here is a full working binary version :
pandora-vectrex-v1.1.1-pnd.zip

And source code :
pandora-vectrex-v1.1.1-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 Vectrex emulator for Pandora at 10:26

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Tuesday, March  1. 2011
```

## Pandora-Vectrex : Vectrex Emulator for Pandora v1.1.0

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by  Valavan Manohararajah.

Pandora-Vectrex is a port on Pandora of my latest caanoo port version of VecX.

What's new compared to original version :

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue
- Add option to move the screen up and down in normal render mode


Here is a full working binary version :
pandora-vectrex-v1.1.0-pnd.zip

And source code :
pandora-vectrex-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 Vectrex emulator for Pandora at 23:25
```

Friday, December 17. 2010

**Pandora-Tombstone : Tombstone city for Pandora v1.1**

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.

See buzz web site for details

This version is a simple update from the original version. Music intro, and game sounds are now fully supported.

PND version :
pandora-tombstone-v1.1-pnd.zip

Source code :
pandora-tombstone-v1.1-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 23:47

Saturday, November  6. 2010

**Pandora-Pushover : PushOver for Pandora v0.2**

Hi All,

Pushover is a faithful reimplementation of the game with the same name published in 1992 by Ocean.
It contains the original levels. The graphics and sound are very similar when compared with the original game. See here for more details.

It has been written by Andreas Röver and al.  I've modified version v0.2 to fit pandora screen size, support extra pandora keys etc ...

Sources are included, and this package is under the GNU v3 public license, read doc files for more information about it.

Here is a full working binary PND version :
pushover-v0.2-pnd.zip

Here is the source code :
pushover-v0.2-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 Pushover at 14:46

`Sunday, August 29. 2010`

## Pandora-Simutrans : Transportation simulation game for pandora

Hi All,

Simutrans is Transportation simulation game that runs under many system such as linux and windows.

In Simutrans you can build the transport networks you always dreamed of, with platforms, quays, level crossings, bridges, tunnels, signals and much more. Transport passengers between nearby cities with a commuter train or use a high speed train to earn big money by connecting cities further apart.

See http://www.simutrans.com/ for more details.

After minor changes in the makefile, here is a port on pandora of the latest linux version v102.2.2

Here is a pnd version :
simutrans-102.2.2.pnd

Here is the source code :
simutrans-v102.2.2-src.zip

Sources are included, and this package is under the artistic license, read doc files 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 Simutrans at 15:44`

Saturday, August 21. 2010

**Pandora-UQM : The Ur-Quan Masters for pandora**

Hi All,

The Ur-Quan Masters, sometimes referred to as UQM, is a port of Star Control II for modern personal computers and operating systems from the original 3DO source code released to the fan community by Toys For Bob in August 2002.

After minor changes here is a port  on pandora of the linux version v0.6.2 (i didn't take gp2x version, because i found it once my quick port was already done).

I haven't changed any key bindings, but you can always modify existing one with a keys.cfg in pandora/appdata/..../keys.cfg.

I've tested the LAN game mode, and it seems to work properly.

Here is a pnd version :
pandora-uqm-v0.6.2.pnd

Here is the source code :
pandora-uqm-v0.6.2-src.zip

Sources are included, and this package is under the GNU public license, read doc files 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 The Ur-Quan Masters at 13:58

Thursday, August 19. 2010

**Pandora-Xpilot : Online multiplayer space action game now for Pandora**

Hi All,

X-Pilot is one of the most famous Multiplayer online space action game, started in 1991 (good old time ). See http://www.xpilot.org/ for more details about authors, manual etc ...

After minor changes and one day spent to fix a nauty bug in the polygon render code, i'm pleased to announce a port on pandora of the X-Pilot NG version v4.7.3.

I haven't changed any key bindings, but you can always modify existing one using xmodmap file ...
A x-pilot-ng server is included in the pnd file if you want to play alone, or you can play on internet servers with other players.

On startup you will be asked to launch the server or not, and the first time you should enter your gamer pseudo. If you want to put this game in fullscreen mode, you need to use "Alt+Space -> Fullscreen" one the game is started.

Here is a pnd version :
xpilot-ng-4.7.3.pnd

Here is the source code :
xpilot-ng-v4.7.3-src.zip

Sources are included, and this package is under the GNU public license, read doc files 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 X-Pilot at 01:00

Tuesday, August 17. 2010

**Pandora-Ri-Li : Ri-Li game v2.0.1 for pandora**

Hi All,

Ri-li is an arcade game, let you drive a wooden train in many levels where you should collect all rail cars scattered around the track. See http://ri-li.sourceforge.net/ for more details.

It has been written by Dominique Roux-Serret and muscis are from Maf464.

I've modified version v2.0.1 to fit pandora screen size, added gzip support for data files, re-encoded unsupported audio files, fix crash issues etc ...

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full PND version :
ri-li-v2.0.1.pnd

Here is the source code :
pandora-ri-li-v2.0.1-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 Ri-Li at 22:59

**Pandora-OpenSonic : Sonic clone for pandora v1.3**

Hi All,

OpenSonic is a free open-source game based on the "Sonic the Hedgehog" universe. It introduces a different style of gameplay called cooperative play, in which it's possible to control 3 characters simultaneously. See http://opensnc.sourceforge.net/home/index.php for more details about it.

Thanks to Hitnrun who ported allegro to pandora, i've been abled to modify  a bit OpenSonic (mainly to get a fullscreen and to add frame skip option) and run it on my pandora.

It might be good to overclock a bit for better performances.

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full PND version :
opensonic-v1.3.1.pnd

Here is the source code :
opensonic-v1.3.1-src.zip

Enjoy,

Zx.

PS: This port is dedicated to my son Alex ...

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 OpenSonic at 00:04

Thursday, August 12. 2010

## Pandora-Exult: Ultima VII game engine v1.4 for Pandora

Hi All,

Exult is a famous game engine to play all Ultima 7 RPG series from the early 1990's !
For more details please see http://exult.sourceforge.net/.

Here is a port of this smashing game engine to pandora !

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

Here is a full PND version,
exult-1.4.pnd

But you will need to copy manually orignal Ultimate VII files (see the README.pandora for details)
(you may find Ultima VII on abandonia.com)

Here is the source code :
pandora-exult-v1.4-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 Exult at 02:55

Tuesday, August 10. 2010

**Pandora-ACM : Multiplayer Flight Simulator for Pandora v0.5**

Hi all,

ACM Simulation Engine is a LAN-oriented multiplayer aerial combat simulation developped a long time ago  by Riley Rainey for Unix/SunOS.

Here is a port on Pandora of my "custom version of ACM" i've ported and modified for linux ten years ago.

Changelog :
- Add position of other players/drones
- Add message logs (missile, drone, aircraft crash ...)
- Redo all design to fit Pandora Screen
- Add pandora keys (see README-pandora.txt for keys binding)
- PND Package

This version have been tested with another client running on a linux host on
the same local area network. I've tested with both wired and wireless pandora
network connection.

My linux version is also provided if you want to enjoy the multiplayer mode using a PC with a linux distro.

Here is a full working PND version :
pandora-acm-v5.0-pnd.zip

Here is the source code :
pandora-acm-v5.0-src.zip

Here is the tarball of the linux version :
linux-acm-v5.0.tar.bz2

This package is distributed under the GNU license. Have a look to the COPYING file for details.

  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 ACM  at 22:18

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Monday, August  9. 2010
```

**Pandora-FishFillets : Fish Fillets Next Generation for pandora**

Hi all,

Fish Fillets Next Generation is a puzzle game written by Ivo Danihelka. The goal in every of the seventy levels is always the same: find a safe way out.  For more details please see http://fillets.sourceforge.net/.

Here is a port of this smashing game to pandora !

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

Here is a full working PND version :
fishfillets-0.9.3.pnd

Here is the source code :
fishfillets-0.9.3-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 Fish Fillets at 14:03
```

Wednesday, August 4. 2010

## Pandora-Atari: Atari 800/130/5200 Emulator for Pandora v1.1.0

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer.
It can be used on console, FrameBuffer or X11. It has been written by Petr Stehlik.
See http://atari800.sourceforge.net/ for further informations.

Pandora Atari is a port on Pandora of my previous Wiz version.

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

Here is a full working binary version :
pandora-atari-v1.1.0-pnd.zip

Here is the source code :
pandora-atari-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 Atari 5200 at 22:43

Monday, August  2. 2010

**Here is a linux SDK for the pandora console**

Hi all,

Some of you asked me for a tar ball of the SDK i use for my pandora developments & ports.
So here is my SDK for fedora core (but it should work for other linux distro) :

pnddev-20100802.tar.bz2

You may add the following lines in your bashrc :
export OPENPND=/usr/local/pnddev
export PNDDEV=$OPENPND
export PATH=${PATH}:${OPENPND}/bin

Hope that helps,

       Zx

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

Posted by zx-81 in SDK at 20:05

Sunday, August  1. 2010

**Game & Watch simulator v0.3.1 for Pandora**

Hi all,

Here is a patched version of the Game & Watch emulator by Hitnrun (gp2x and pandora version).
This version fits the pandora screen size (this is main change compared to original hitnrun version).
All credits remain to hitnrun

PND Version :
gameandwatch-0.3.1.pnd

I've added a makefile to build a PND in the source archive etc ...
gameandwatch-0.3.1-src.zip

  Enjoy,

     Zx.

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

    Posted by zx-81 in Game&Watch at 22:10

Monday, July 26. 2010

**FBReader : Free e-Book Reader for Pandora**

Hi All,

Here is a pnd package  of FBReader, the famous Free e-Book Reader.
See here for details.

This is a binary patched version of the previously compiled fbreader available on http://www.angstrom-distribution.org (i do not deserve anything, it's just a pnd package).

Here is a full working PND version :
fbreader-0.12.10-pnd.zip


  Enjoy,

     Zx.


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

 Posted by zx-81 in FBReader at 20:39

Wednesday, July 21. 2010

**Pandora-TI99: A TI-99 emulator for Pandora v1.1.0**

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer
running on Windows and Unix. The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

Pandora-TI99 is a port on Pandora Ångström of the version i've previously ported to Wiz.

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
pandora-ti99-v1.1.0-pnd.zip

Here is the source code  :
pandora-ti99-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 TI99 at 23:33

`Sunday, July 18. 2010`

## Pandora-Biniax2 : Biniax2 for Pandora v1.30

Hi All,

Here is a port on Pandora of Biniax2 game written by Jordan Tuzsuzov.
See here for details.

Here is a full working PND version :
pandora-biniax2-v1.30-pnd.zip

Here is the source code :
pandora-biniax2-v1.30-src.zip

This game is distributed under a "Zlib like license" see LICENSE.txt file for details.

   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 Biniax2 at 21:30`

## Pandora-BlockRage - Block Rage for Pandora v0.2.3

Hi All,

Here is a port on Pandora of Block Rage game written by  Jiri Svoboda
See here for details.

Here is a full working PND version :
pandora-blockrage-v0.2.3-pnd.zip

Here is the source code :
pandora-blockrage-v0.2.3-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 Block Rage at 16:25`

Saturday, July 17. 2010

**Pandora-Tombstone : Tombstone city for Pandora 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 developed 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 pandora screen size and keys.

PND version :
pandora-tombstone-v1.0-pnd.zip

Source code :
pandora-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 16:27

Thursday, July 15. 2010

## Pandora-OpenTyrian : OpenTyrian ported to Pandora v1.1 [update]

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 Pandora of the previous Wiz version :

PND version :
opentyrian-v1.1-pnd.zip

Source code :
opentyrian-v1.1-src.zip

Changelog :
- Add two scale modes to fit better Pandora Screen
- Support of pandora keys A, B, X, Y, Start, L, R
- PND Package


Tyrian 21 files are already present in the PND. See license.doc file for details.

** update **
I've added a new render mode to fit the pandora screen in version v1.1 ...

  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 20:00

Wednesday, July 14. 2010

**Pandora-Reminiscence : Flashback clone for Pandora v0.1.10**

Hi All,

REminiscence is a re-implementation of the engine used in the game Flashback
made by Delphine Software and released in 1992.

It has been written by Gregory Montoir, see here for details.

Here is port on Pandora of REminiscence 0.1.9.

PND version :
reminiscence-v0.1.10-pnd.zip

Source code :
reminiscence-v0.1.10-src.zip

Changelog :
- Add scale mode to fit Pandora Screen
- Add pandora keys A, B, X, Y, Start, L, R
- PND Package

You need orignal files from Flashback to play this game.
Once you have run the PND the first time it will create a directory
in /pandora/appdata/reminiscence.

You must then copy all copyrighted files (FB_TXT.FNT, GLOBAL.FIB etc ..) in
/pandora/appdata/reminiscence/DATA folder.

Next time you launch REminiscence it should work properly.

  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 Reminiscence at 12:54
```

Tuesday, July 13. 2010

**Pandora-Lopan : Mahjong game for Pandora v10**

Hi All,

Here is a port on Pandora of Mahjong game written by Dave Ashley
See here for details.

Here is a full working PND version :
pandora-lopan-v1.0-pnd.zip

Here is the source code :
pandora-lopan-v1.0-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 Lopan at 22:47

Monday, July 12. 2010

**Pandora-TWorld: Tile World for Pandora v1.3**

Hi All,

Tile World is an emulation of the game "Chip's Challenge". "Chip's Challenge" was originally written for the Atari Lynx by Chuck Sommerville, and was later ported to MS Windows by Microsoft (among other ports).

See here for details.

Here is a port on Pandora of latest version 1.3.  This package does not come with the chips.dat file that contains the original level set. This file is copyrighted and cannot be freely distributed.

Here is a full working PND version :
pandora-tworld-v1.3-pnd.zip

Here is the source code :
pandora-tworld-v1.3-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 TWorld at 23:14

Sunday, July 11. 2010

**Pandora-7800: Atari 7800 emulator for Pandora v1.1.0**

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on Pandora of my Wiz port version.

Many new features have been added compared to original version.

Here is a full working PND version :
pandora-7800-v1.1.0-pnd.zip

Here is the source code :
pandora-7800-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 Atari 7800 at 15:15

Thursday, July  1. 2010

### Pandora-2600: Atari 2600 emulator for Pandora v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on Pandora of the version i've previously ported to Wiz.

Many new features have been added compared to original version.

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

Here is a full working PND version :
pandora-2600-v1.1.0-pnd.zip

Here is the source code :
pandora-2600-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 Atari 2600 at 23:02

### Pandora-TI92: A TI-92 Calculator emulator v1.1.1 [UPDATE]

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave
Misha Nasledov the code and permission to GPL it.

Here is a port on Pandora of the version i've previously ported to GP2X-Wiz and Dingoo.

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual :  http://www.smendes.com/ti89.pdf

** UPDATE **** Several keys didn't work properly in previous version v1.1.0

Here is a full working PND version :
pandora-ti92-v1.1.1-pnd.zip

Here is the source code :
pandora-ti92-v1.1.1-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 Emulators at 06:11

Wednesday, June 30. 2010

**Pandora-Colem: Colecovision emulator for Pandora 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.

Pandora-Colem is a port on Pandora of my previous Wiz port version of ColEm.

What's new in version 1.1.0 (compared to original version) :

- File requester with real and virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Thumbnail images for save states & file requester
- Save state files use gzip compression (with STZ as file extention).
  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.
- 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
- 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)
- Add ntsc/pal option

Sources are included, read COPYING.txt & README file for more information about it.

Here is a full working PND version :
pandora-colem-v1.1.0-pnd.zip

The source code is here :
pandora-colem-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 ColecoVision at 12:31

Monday, June 28. 2010

**Pandora-HUGO: PC Engine Emulator for Pandora v1.1.0**

Hi All,

For those who haven't seen previous release, Hu-Go is a famous emulator of NEC PC Engine console, running on many system such as Linux and Windows. (see http://www.zeograd.com/ for details)

Pandora-Hugo is a port on Pandora of my latest Dingux version of Hu-Go. It's almost fullspeed without any overclocking.

What's new then in this version compared to original one ?
- 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
- Screen size / Fit mode optimized for Pandora
- Pandora Keyboard support
- Save directories for rom images on exit
- etc, etc ...

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

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

Work still remain to support cd.

Here is a full working binary version :
pandora-hugo-v1.1.0-bin.zip

And the source code :
pandora-hugo-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 PC Engine at 16:11

Sunday, June 27. 2010

**Pandora-CAP32: Amstrad CPC Emulator for Pandora v1.1.0**

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.  This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on Pandora of the version i've previously ported to Gp2x-Wiz.

What's new compared to original Caprice32 project :

- 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
- CPC Disk explorer
- Auto disk startup support
- Save state in gzip format
- Screen size / Fit mode optimized for Pandora
- Pandora Keyboard support
- Save directories for snap and disk image on exit
- etc, etc ...

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
pandora-cap32-v1.1.0-bin.zip

The source code is here :
pandora-cap32-v1.1.0-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !


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 Amstrad at 17:24

Saturday, June 26. 2010

**Pandora-MSX: MSX Emulator for Pandora v1.1.0**

Hi All,

fMSX is a famous emulator of the  MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on Pandora of the version i've previously ported to GP2X-Wiz and other portable consoles.

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

Here is a full working binary version :
pandora-msx-v1.1.0-bin.zip

And the source code :
pandora-msx-v1.1.0-src.zip

Looking for cheats ? here it is : http://romdb.vampier.net/cheats/


  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 MSX at 22:29

Saturday, June 19. 2010

**Pandora-X48: a HP48 Calculator emulator v1.0.1**

Hi all,

X48 is an unix emulator (under X Window) of the famous HP48 GX calculator.
It has been written many years ago by Eddie C. Dost in C langage.

I've sucessfully modified and port the source code of the 0.4.0 version using Pandora environment. It's now working fine on Pandora, using a new layout to fit pandora screen width.

The package is under GPL Copyright and sources are included.

Pandora X48 v1.0.0 binary version only

Pandora X48 v1.0.0 sources

The HP48 documentation is there : user guide


   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 HP 48 at 00:11

Monday, June 14. 2010

**A new developer for the Pandora Gaming console !**

Hi,

Thanks to Craig from open-pandora.org who kindly offered and shipped me a pandora i'm pleased to announce that i'm joining the Open Pandora scene.

This gaming console is the best portable console i've ever seen !

It's nice, it's powerful, with a tiny keyboard, touchscreen, joypads, analog pads and wireless device. All this nice hardware running the best os ever, i mean linux  (Ångström). The dream comes true !


  Thanks again Craig,

      Zx


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 Posted by zx-81 in Pandora at 22:42
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