

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

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 completely rewritten and inspired from 8910 driver of xname.
- 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

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

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

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 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 one of the best emulators 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 a 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

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

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 extension).  
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