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