

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