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Tuesday, August 17. 2010

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 Hitrun who ported allegro to pandora, i've been able 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