

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

Friday, July 1. 2011

Caanoo-12swap : 12swap for Caanoo

Hi All,

Here is a port on Caanoo of 12swap game (see <http://twelve-swap.sourceforge.net/> for details)

Here is a full working binary version :
[caanoo-12swap-bin.zip](#)

Here is the source code :
[caanoo-12swap-src.zip](#)

If you speak french this site describes how to port this game from linux to caanoo, step by step ...
[12swap port step by step on caanoo-forum](#)

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 12swap at 22:50

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

Sunday, April 24. 2011

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.3

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 the change log of this caanoo version :

- bug fix when using USB joystick in menu
- improve fps accuracy

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 :

caanoo-cap32-v1.1.3-bin.zip

The source code is here :

caanoo-cap32-v1.1.3-src.zip

You may also checkout the code from the mercurial repository :

hg clone <https://caanoo-cap32.googlecode.com/hg/> caanoo-cap32

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 18:39

Friday, April 22. 2011

Caanoo-MSX: MSX Emulator for Caanoo v1.1.2

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.

Special thanks to Pixador for his hard work on my previous dingux version. All those improvements are now part of this new caanoo version.

Here is a copy of the changelog v1.1.2 :

- USB Joystick support !
(up to two players if you got a Twin USB joystick adapter or if you use Caanoo Pad + one USB joystick)
- Overclock support and default cpu clock when exiting the emu
- global disk / rom files location
- Rom file selector bug fix
- Add F10 key in Danzeff keyboard
- New title icon from Mospaedax
- improve speed limiter accuracy

From Pixador dingux mods :

- Updated the Z80 emulation to the latest fMSX one
- Emulation of M1 cycles: R register is now fully emulated and cycles are more accurate.
- Fixed joystick emulation: joystick 2 must not be a copy of joystick 1
- Fixed color 0 in MSX2 sprites
- Fixed color palette for Screen 8 sprites
- Full color depth in Screen 8
- Fixed initial memory mapping for ASCII8 and ASCII16 megaroms
- New megarom type: RTYPE
- Megarom detection with SHA1 checksum with file carts.sha (based on Cax mod)
- Tweaked the built-in megarom type detection to improve its accuracy
- Added setting to force a specific megarom type
- FM-PAC is not loaded if FM emulation disabled
- Sound is shut down when the MSX is reset
- New Render modes: "zoomed" and "fullscreen" (based on Cax mod)
- More accurate speed limiter

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

Here is a full working binary version :

caanoo-msx-v1.1.2-bin.zip

The source code is here :

caanoo-msx-v1.1.2-src.zip

It's distributed under Marat Fayzullin's license for the original MSX part, and under FreeBSD license for all the Dingoo part.

Enjoy,

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

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 10:57

Tuesday, April 19. 2011

Caanoo-termlua2x : Terminal emulator for Caanoo v0.1.5

Hi All,

Here is a new version for the caanoo of the famous terminal emulator termlua2x.

This version is a patch from Denis Tikhomirov with the following changes :

- add/fix touchscreen
- add other caanoo keys (menu1 & menu-2)

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

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

Binary version :

caanoo-termlua2x-0.1.5-bin.zip

Source code :

caanoo-termlua2x-0.1.5-src.zip

You may also checkout the code using mercurial :

hg clone <https://caanoo-termlua2x.googlecode.com/hg/> caanoo-termlua2x

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 Termlua at 00:03

Monday, March 21. 2011

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.2

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 the change log of this caanoo version :

- USB Joystick support (up to two players if you got a Twin USB joystick adapter, or one joystick + the caanoo pad), let's have fun with Ikari warriors !
- Overclock support and default cpu clock when exiting the emu
- global disk / snap files location
- Rom file selector bug fix
- New title icon from Mospaedax

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 :

caanoo-cap32-v1.1.2-bin.zip

The source code is here :

caanoo-cap32-v1.1.2-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 Amstrad at 23:02

Caanoo-Vectrex : Vectrex Emulator for Caanoo v1.1.2

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 caanoo port.

What's new then in this version :

- USB Joystick support
- Cheat support
- Rom file selector bug fix
- Default cpu clock when exiting the emu
- New title icon from Mospaedax

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

Here is a full working binary version :
caanoo-vectrex-v1.1.2-bin.zip

And source code :
caanoo-vectrex-v1.1.2-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 Vectrex at 21:18

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

Tuesday, March 15. 2011

Caanoo-Dropbear : SSH2 and SFTP server for the Caanoo v0.52-1

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

Scachi did a port to the Wiz, and i've recompiled it for the caanoo.

This package include everything from my latest version plus the sftp-server required to use the SFTP protocol (secured FTP).

You can now browse, put or get files using wifi from a PC running for example winscp (see <http://winscp.net/eng/download.php>). The login is root and a blank password.

Here is a full working binary version :
caanoo-dropbear-0.52-1.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcmu network or <http://www.gp32x.com/>.

Posted by zx-81 in DropBear at 21:54

Sunday, March 13. 2011

Caanoo-Colem: Colecovision emulator for Caanoo v1.1.1

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.

What's new in then in this version :

- Multiple USB joysticks support
(the default is for PlayStation2 Twin USB adapter, see the README to write your own configuration file)
- global configuration for the rom folder
(you can now use the folder you want to put your roms)
- CPU Overclock support
- Sound bug fix (bad sample rate)
- New title icon from Mospaedax

The binary archive contains also a simple tool to help you to configure the usb joystick properly (it displays the code that should be used to write your own configuration file)

Here is a full working binary version :

[caanoo-colem-v1.1.1-bin.zip](#)

The source code is here :

[caanoo-colem-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 ColecoVision at 14:12

Saturday, March 5, 2011

Caanoo-Vectrex : Vectrex Emulator for Caanoo 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 caanoo port.

What's new then in this version :

- CPU overclock options (it's now 633Mhz by default)
- Overlays support !

Here is a full working binary version :
`caanoo-vectrex-v1.1.1-bin.zip`

And source code :
`caanoo-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 at 23:20

Monday, January 31. 2011

Caanoo-Vectrex : Vectrex Emulator for Caanoo 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.

Caanoo-Vectrex is a port on Caanoo of one latest 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

Here is a full working binary version :
[caanoo-vectrex-v1.1.0-bin.zip](#)

And source code :
[caanoo-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 at 23:16

Saturday, January 29. 2011

Caanoo-gpsp : Gameboy advance Emulator for Caanoo v0.9.2

Hi All,

gPSP is a famous Gameboy Advance emulator written by Exophase. It has been ported on several portable consoles such as the Wiz, and more recently to the Caanoo.

Here is the changelog :

- default keymap changed that's recommaned by GPH, for example HOME button
(be aware that you must press HOME button for few seconds to exit, since this key is also used to go back to the main menu from the game window)
- overclocking support (big thanks to Simon/GPH for the code)
- improve scrolling sensitivity

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

Here is a full working binary version :

caanoo-gpsp-v0.9.2-bin.zip

And source code :

caanoo-gpsp-v0.9.2-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 gPSP at 21:31

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

Friday, January 28. 2011

Caanoo-MO5 : A Thomson MO5 Emulator for Caanoo

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see <http://dcmo5.free.fr/> for further details).

Caanoo-MO5 is a port on Caanoo of the version 11 of DCMO5.

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

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
[caanoo-mo5-v1.1.0-bin.zip](#)

And here is the source code :
[caanoo-mo5-v1.1.0-src.zip](#)

I would like to dedicate this version to mo5.com association ...

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 Thomson MO5 at 21:13

Monday, January 24. 2011

Caanoo-Int: Intellivision Emulator for Caanoo v1.1.0

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.

See official jzintv site for further informations.

Here is a port on Caanoo of the version 20051204 that i had previously ported to PSP, Wiz etc ...

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

Here is a full working binary version :
caanoo-int-v1.1.0-bin.zip

Here is the source code :
caanoo-int-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 Intellivision at 23:23

Saturday, January 22. 2011

Caanoo-TI99: A TI-99 emulator for Caanoo 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/>)

Caanoo-TI99 is a port on Caanoo of my previous Wiz port version.

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 :
[caanoo-ti99-v1.1.0-bin.zip](#)

Here is the source code :
[caanoo-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 TI 99 at 13:08

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

Tuesday, January 4, 2011

Freewifi hotspot connection for caanoo

Hi All,

Here is a simple tool, that might be useful for french guys like me who want to connect to all "FreeWifi" wireless hotspots using their caanoo + official GPH wifi dongle (i've just received mine today).

This tool is based on my termlua2x fixed version (see my blog for other details) and a recompilation of the famous wget command line browser.

Once you're connected to the FreeWifi hotspot (using GPH menu) you need to enter identification login/password. This simple tool will do it for you. You just need to modify the config.txt file with your personal account settings.

This set of tools + shell script might be modified to be used with other internet providers that offer such wireless connection feature.

Binary version :
caanoo-freewifi-bin.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 FreeWifi at 22:00

Wednesday, December 29, 2010

Caanoo-Atari: Atari 800/130/5200 Emulator for Caanoo 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. See <http://atari800.sourceforge.net/> for further informations.

Here is a port on Caanoo of version that i had previously ported to Wiz, Gp2X and PSP.

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

Here is a full working binary version :
caanoo-atari-v1.1.0-bin.zip

Here is the source code :
caanoo-xatari-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 01:53

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

Saturday, December 18. 2010

Caanoo-termlua2x : Terminal emulator for Caanoo v0.1.4

Hi All,

Here is a new version for the caanoo of the famous terminal emulator termlua2x.

Here is the changelog :

- fix issue with the first line that can't be read on the caanoo
- new command line options, for example to specify extra parameters or commands to launch on startup with /bin/ash.

syntax: termlua2x [-help] [-ini filename] [args ...]

-help : this help

-ini filename: specify another ini/config filename

args : extra arguments for the ash shell

If you want to launch a shell script startup.sh you may use :

./termlua2x -c ./startup.sh

It could be useful to run binary commands that required a terminal, such as irssi, ncftp 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.

Binary version :

caanoo-termlua2x-0.1.4-bin.zip

Source code :

caanoo-termlua2x-0.1.4-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 Termlua at 22:14

Caanoo-links2 : Simple Web browser for the Caanoo

Hi All,

Here is a version for the caanoo of the famous Links2 web browser. USB keyboard and caanoo touch screen are supported.

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

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

Binary version :
caanoo-links-v2.3-bin.zip

Source code :
caanoo-links-v2.3-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 Links2 at 19:34

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

Monday, December 13. 2010

Caanoo-IRSSI : IRC Client for Caanoo

Hi All,

Here is a version for the caanoo of the famous IRC client IRSSI. It's launched using a patched version of the terminal emulator termlua2x.

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

Binary version :
caanoo-irssi-bin.zip

Source code :
caanoo-irssi-src.zip

PS: I have confirmation (thanks to BAFelton) that this new version is working fine with fw 1.5.0

For those who didn't know, once you got irc working on your caanoo with irc, you can also use msn/yahoo tchat with bitlebee (gateway from irc to msn/yahoo)
see <http://www.bitlbee.org/main.php/news.r.html>

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 IRSSI at 23:19

Caanoo-termlua2x : Terminal emulator for Caanoo

Hi All,

Here is a version for the caanoo of the famous terminal emulator termlua2x.
All characters of the usb keyboard and all caanoo keys are now supported.

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

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

Binary version :
caanoo-termlua2x-bin.zip

Source code :
caanoo-termlua2x-src.zip

Enjoy,

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

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 Termlua at 22:04

Sunday, December 5, 2010

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.1

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 the change log of this caanoo version :

- Add USB keyboard support
- Center Help screen and fix border screen issue in several menus (text was practically unreadable in rom/disk files requester etc ..)
- Remove unused overclock cpu speed parameter

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 :

caanoo-cap32-v1.1.1-bin.zip

The source code is here :

caanoo-cap32-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 Amstrad at 23:12

Wednesday, November 24, 2010

Caanoo-MSX: MSX Emulator for Caanoo v1.1.1

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 copy of the changelog v1.1.1 :

- USB keyboard support in menu & emulator
- Fix sound speed issue (UPeriod parameter in settings menu)
- Adjust max FPS when changing between PAL/NTSC mode
- Center Help screen
- Remove unused overclock cpu speed parameter

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the GP2X part.

Here is a full working binary version :
[caanoo-msx-v1.1.1-bin.zip](#)

The source code is here :
[caanoo-msx-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 MSX at 20:44

Thursday, November 18. 2010

Caanoo-Fcalc: Simple calculator for Caanoo v0.2

Hi All,

Here is a simple but useful calculator developed by flynn for Gp2x & Wiz.
This is a simple re-compilation to caanoo of the source code of flynn (big thanks to him).

Here is a full working binary version :
[caanoo-fcalc-v0.2-bin.zip](#)

And here is the source code :
[caanoo-fcalc-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 Calculator at 22:42

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

Tuesday, November 16. 2010

Caanoo-Dropbear : SSH Server & Client for the Caanoo v0.52

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

Scachi did a port to the Wiz, and i've recompiled it for the caanoo. It includes 'scp' so you can use the dropbear server to transfert files (using scp with term lua2x from caanoo side, or scp / winssh from your PC side).

That's what i'm using to dev on the caano, to transfert cross-compiled binaries etc

Be careful, if you want to connect to your caanoo you must use the -t option no to launch a login shell or it will relaunch the menu etc and make a big mess on your caanoo session. The following command should work properly :

```
ssh root@caanoo_ip_address -t "/bin/sh"
```

Here is a full working binary version :
caanoo-dropbear-0.52-bin.zip

And here is the source code :
caanoo-dropbear-0.52-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 Applications at 22:24

Caanoo-THOM: A TO7-70 emulator for Caanoo v1.1.0

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see <http://www.sylvain-huet.com>), then Eric Botcazou (see <http://nostalgies.thomsonistes.org/>) continued this project and added many news features.

Here is a port on Caanoo of version that i had previously ported to Wiz, Gp2X and PSP.

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

If you're looking for games and software have a look here :
[to7-70 games](#)

Here is a full working binary version :
caanoo-thom-v1.1.0-bin.zip

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

And here is the source code :
caanoo-thom-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 Thomson T07 at 19:43

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

Monday, November 15. 2010

Caanoo-gpsp : Gameboy advance Emulator for Caanoo v0.9.1

Hi All,

gPSP is a famous Gameboy Advance emulator written by Exophase. It has been ported on several portable consoles such as the Wiz, and more recently to the Caanoo.

Here is my very small contribution to the Caanoo port project, all credits remain to Exophase for this great emu, and to other coders such as Notaz for the Wiz port / improvements.

Changelog :

- Fix rom file selection menu (long filenames etc ...)
- Fix sound issue (makefile)

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

Here is a full working binary version :

caanoo-gpsp-v0.9.1-bin.zip

And source code :

caanoo-gpsp-v0.9.1-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 gPSP at 23:45

Sunday, November 14. 2010

Caanoo-HUGO: PC Engine Emulator for Caanoo 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)

Caanoo-Hugo is a port on Caanoo of my latest PSP version of Hu-Go.

It is a beta, and CD-rom images are not supported.

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.

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

And source code :
caanoo-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 15:50

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

Thursday, November 11. 2010

Caanoo-SIM: A SamCoupé Emulator for Caanoo v1.1.0

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.

For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

Caanoo-Sim is a port of the PSP/Gp2X versions i've previously released. Special thanks to Nick666 for gfx.

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

Here is a full working binary version :
[caanoo-sim-v1.1.0-bin.zip](#)

And source code :
[caanoo-sim-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 SamCoupe at 15:03

Friday, November 5. 2010

Caanoo-Pushover : PushOver for Caanoo 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 caanoo screen size, add a joystick handler 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 version :
pushover-v0.2-bin.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 20:28

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

Sunday, October 31. 2010

Caanoo-Biniax2 : Biniax2 for Caanoo v1.30

Hi All,

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

Here is a full working binary version :
[caanoo-biniax2-v1.30-bin.zip](#)

Here is the source code :
[caanoo-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 12:27

Saturday, October 30. 2010

Caanoo-OpenTyrian : OpenTyrian ported to Caanoo v1.1

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 Caanoo of the previous Wiz version :

Here is a full working binary version :
[caanoo-tyrian-v1.1-bin.zip](#)

Here is the source code :
[caanoo-tyrian-v1.1-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 OpenTyrian at 01:51

Sunday, October 24. 2010

Caanoo Ri-Li : Ri-Li game v2.0.1 for Caanoo

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 caanoo 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 working binary version :

[ri-li-v2.0.1-bin.zip](#)

Here is the source code :

[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 22:33

Caanoo-Reminiscence : Flashback clone for Caanoo 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 Caanoo of REminiscence 0.1.9 (with sound patch of the Wiz version from Smyp).

You need original files from Flashback to play this game.

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

Here is a full working binary version :

[reminiscence-v0.1.10-bin.zip](#)

Here is the source code :

[reminiscence-v0.1.10-src.zip](#)

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

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 19:33

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

Sunday, October 17. 2010

Caanoo-GO: GO Game for Caanoo v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

Caanoo-GO is a port of GNU-Go 3.6 on Caanoo and i've added a Graphical User interface.

Special thanks to Pharyon for the nice background picture.

Big thanks to NinJato for his hard work on skin graphics.

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

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

For those who wonders how to play go ? here is a good site !

Here is a full working binary version :
caanoo-go-v1.1.0-bin.zip

Here is the source code :
caanoo-go-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 Go Game at 12:51

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

Wednesday, October 13. 2010

Caano-Write: A Text Editor for Caano v1.1.0

Hi All,

Here is Caano-Write a text editor for the Caano. It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

Background images have been designed by Gruso (many thanks to him).
This version supports the Touch screen, for both menus and virtual keyboard.

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

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

caano-write-v1.1.0-bin.zip

caano-write-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 Text Editor at 20:51

Tuesday, October 12. 2010

A new developer for the Caanoo console !

Hi,

I've just received my Caanoo yesterday evening. I've been impressed by this beautiful console, and i'm pleased to announced that i can now join officially the Caanoo scene and continue to port homebrew stuff on it !

For those who doesn't know anything about Caanoo, let's say that it is a cheap but really powerful portable gaming console (ARM processor, stronger than the MIPS of a PSP), runing linux and dedicated to homebrews and emulators. For further details see Caanoo on wikipedia or GPH facebook page.

Zx

Posted by zx-81 in Caanoo at 19:45

Monday, October 11. 2010

Caanoo-Mancala: A Mancala Game v1.1.0 for Caanoo

Hi All,

Mancala is a board game family, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literally "To move".

Dingux-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players mode.

Thanks to Pedro De quintana for his help on Caanoo beta-testing !

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

Here is a full working binary version :
`caanoo-mancala-v1.1.0-bin.zip`

Here is the source code :
`caanoo-mancala-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/>.

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

Saturday, October 9, 2010

Caanoo Chess: Chess game for Caanoo v1.1.0

Hi All,

Caanoo Chess uses the GNU Chess version 5.07 for the Artificial Intelligence.

Thanks to Pedro De quintana for his help on Caanoo beta-testing !

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

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

Here is a full working binary version :
caanoo-chess-v1.1.0-bin.zip

The source code is here :
caanoo-chess-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 Chess Game at 08:54

Wednesday, October 6, 2010

Caanoo-a7800: Atari 7800 Emulator for Caanoo 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 Caanoo of the version i've previously ported to Wiz.

I would like to thanks zLoud for his help on Caanoo beta-testing !

Here is a full working binary version :
caanoo-a7800-v1.1.0-bin.zip

The source code is here :
caanoo-a7800-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 22:52

Monday, October 4, 2010

Caanoo-TI92: A TI-92 Calculator emulator v1.1.0 for Caanoo

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 Caanoo of the version i've previously ported to Wiz

This version supports the Touch screen, for both menus and virtual keyboard !

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>

I haven't any Caanoo, and i would like to thanks Alekmaul and zLouD for their help on Caanoo beta-testing !

Here is a full working binary version :
`caanoo-ti92-v1.1.0-bin.zip`

The source code is here :
`caanoo-ti92-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 TI-92 at 22:50

Sunday, October 3. 2010

Caanoo-2600: Atari 2600 emulator for Caanoo 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 Caanoo of the version i've previously ported to Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

Here is a full working binary version :
caanoo-a2600-v1.1.0-bin.zip

The source code is here :
caanoo-a2600-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 13:18

Caanoo-MSX: MSX Emulator for Caanoo 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 Caanoo of the version i've previously ported to Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

Many new features have been added compared to original version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !

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

- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Add gzipped disk file support, reduce disk file size from 700k to 50k ! (you may gzip original dsk file using www.7-zip.org)

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the GP2X part.

Here is a full working binary version :
[caanoo-msx-v1.1.0-bin.zip](#)

The source code is here :
[caanoo-msx-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 MSX at 11:32

Wednesday, September 29, 2010

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo 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 Caanoo of the version i've previously ported to Gp2x-Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

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
- Auto disk startup support
- Save state in gzip format
- 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 :
caanoo-cap32-v1.1.0-bin.zip

The source code is here :
caanoo-cap32-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 Amstrad at 22:50

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

Tuesday, September 28. 2010

Caanoo-Colem: Colecovision emulator for Caanoo 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.

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

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

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

Here is a full working binary version :
caanoo-colem-v1.1.0-bin.zip

The source code is here :
caanoo-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 21:25