

Sunday, February 13. 2011

Wiz-Vectrex : Vectrex Emulator for Wiz 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.

Wiz-Vectrex is a port on Wiz 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

Here is a full working binary version :
wiz-vectrex-v1.1.0-bin.zip

And source code :
wiz-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 21:15

Monday, August 9. 2010

Wiz-FishFillets : Fish Fillets Next Generation for Wiz

Hi all,

Fish Fillets Next Generation is a puzzle game written by Ivo Danihelka. The goal in every of the seventy levels is always the same: find a safe way out. For more details please see <http://fillets.sourceforge.net/>.

Here is a port of this smashing game to Wiz !

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

Binary version :
fishfillets-0.9.3-bin.zip

Here is the source code :
fishfillets-0.9.3-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 Fish Fillets at 23:24

Thursday, August 5, 2010

Here is a linux SDK for the Wiz

Hi all,

Some of you asked me for a tar ball of the SDK i use for my Wiz developments & ports.
So here is my SDK for fedora core (but it should work for other linux distro) :

wizdev-20100805.tar.bz2 or wizdev-20100805.tar.bz2

This package is a bit old (it doesn't include latest SDL lib versions etc ...) but it should be good enough to start.

You may add the following lines in your bashrc :

```
export OPENWIZ=/usr/local/wizdev
export WIZDEV=$OPENWIZ
export PATH=${PATH}:${OPENWIZ}/bin
```

Hope that helps,

Zx

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

Posted by zx-81 in SDK at 21:14

Monday, June 28. 2010

Wiz-SIM: A SamCoupé Emulator for Wiz 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.

Wiz-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 :
wizsim-v1.1.0-bin.zip

And source code :
wizsim-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 18:21

Sunday, February 21. 2010

Wiz-GO: GO Game for Wiz (skins) v1.2.0

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)

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

Special thanks to Pharyon for the nice background picture.

What's new then in this release ?

- Touch screen support !
- Add new skin feature
(You can design your own using default folder files)
- Many new original skins designed by NinJato !

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 :
wizgo-v1.2.0-bin.zip

Here is the source code :
wizgo-v1.2.0-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 11:30

Sunday, February 14. 2010

Wiz-THOM: A TO7-70 emulator for Wiz 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 Wiz of version that i had previously ported to 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 :
[wizthom-v1.1.0-bin.zip](#)

And here is the source code :
[wizthom-v1.1.0-src.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 Thomson TO7 at 16:23

Sunday, February 7. 2010

Wiz-Int: Intellivision Emulator for Wiz v1.0.0

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 Wiz of the version 20051204 that i had previously ported to Gp2X and PSP.

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

Here is a full working binary version :
wizint-v1.0.0-bin.zip

And here is the source code :
wizint-v1.0.0-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 12:51

Wednesday, January 27. 2010

Wiz Chess: Chess game for Wiz v1.2.0

Hi All,

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

What's new in this version ?

- Touch screen support !
- Add skin selector feature (see README)
- Add chess piece skins from NinJato
- Bug fix (memory corruption)

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 :
wizchess-v1.2.0-bin.zip

Here is the source code :
wizchess-v1.2.0-src.zip

**** UPDATE **** Here is a skin for two players game designed by NinJato

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 22:16

Monday, November 2. 2009

Wiz-Mancala: A Mancala Game v1.1.1 for Wiz

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.

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.

**** UPDATE : Previous version v1.1.1 was buggy in Human vs Human mode ****

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

Here is the source code :
wizmancala-v1.1.2-src.zip

Enjoy,

Zx

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

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 Mancala at 21:36

Sunday, October 25. 2009

Wiz-GO: GO Game for the Wiz 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)

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

Special thanks to Pharyon for the nice picture.

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 :
wizgo-v1.1.0-bin.zip

Here is the source code :
wizgo-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 18:57

Monday, September 28. 2009

Wiz-Atari : Atari 800/130/5200 Emulator for Wiz v1.1.1

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.

Wiz-ATARI is a port of the PSP version to GP2X Wiz.

Many new features have been added such as cheat codes and save states with thumbnail images etc ...

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.

UPDATE: a small bug has been fixed in original atari emu (v1.1.0 has been replaced by v1.1.1)

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

Here is the source code :
[wizatari-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 Atari 5200 at 22:30

Friday, September 18. 2009

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

Wiz-TI99 is a port on Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 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 !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (cartridges, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your cartridges folder !

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 :
wizti99-v1.1.0-bin.zip

Here is the source code :
wizti99-v1.1.0-src.zip

**** This port is dedicated to my good friend Buzz ****

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/>

Posted by zx-81 in TI 99 at 22:00

Sunday, September 13. 2009

Wiz-7800: Atari 7800 emulator for Wiz 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 GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 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 !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !

Here is a full working binary version :
wiz7800-v1.1.0-bin.zip

Here is the source code :
wiz7800-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 12:46

Saturday, September 12. 2009

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

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 GP2X-Wiz of the version i've previously ported to PSP.

This version supports the Wiz 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>

Here is a full working binary version :
[wizti92-v1.1.0-bin.zip](#)

Here is the source code :
[wizti92-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 02:15

Monday, September 7, 2009

Wiz SDL : Simple SDL Touch screen program for Wiz

For those who wonder how to use the Wiz touch screen with SDL, here is a simple program i've developed before porting "Wiz Write", in order to test the touch screen.

This simple test program use virtual keyboard images based on Danzeff keyboard i've used on PSP. Using the touch screen you can click on the letter you want, and drawing a line vertically or horizontally (on the virtual keyboard screen) you can navigate between the different keyboard panels.

here it is

It's distributed under GNU licence and virtual keyboard images are based on Danzeff keyboard.

This is a very simple example, it's only for coders, so no need to publish this stuff on your forums !!!

Hope that helps,

Zx

Posted by zx-81 in Development at 23:35

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

Hi All,

Here is Wiz-Write a text editor for Wiz. 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 Wiz 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.

wizwrite-v1.1.0-bin.zip

wizwrite-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 23:01

Saturday, September 5. 2009

Wiz-2600: Atari 2600 emulator for Wiz 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 GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 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 !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !

Here is a full working binary version :
wiz2600-v1.1.0-bin.zip

Here is the source code :
wiz2600-v1.1.0-src.zip

Enjoy,

Zx.

UPDATE: a 'joy' folder was missing, i've uploaded a new zip version (thanks to Neil for his feedback).

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 16:41

Saturday, August 29. 2009

Wiz-MSX: MSX Emulator for Wiz 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 GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 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 !
- 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.

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

Here is the source code :
[wizmsx-v1.1.0-src.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 MSX at 20:49

Wiz-CAP32: Amstrad CPC Emulator for Wiz 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 GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- Text editor to modify the global cheat.txt file
- Memory monitoring engine to find your own cheat code !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Add option to disable auto fire in settings menu
- 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
- bug fix in CRTIC emulation
(games such as Prehistorik II just couldn't be launched)

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 :
[wizcap32-v1.1.0-bin.zip](#)

Here is the source code :
[wizcap32-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 02:34

Wednesday, August 26, 2009

Wiz-Colem: Colecovision emulator for Wiz 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.

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

What's new in version 1.1.0 (compared to original or even my old gp2x version) :

- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (roms, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games in your rom folder !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression (with STZ as file extension). It's much faster to save or load states now.
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.
(it's now easier to identify and to load the right save state slot)
- 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 (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
- 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 and fix issue with default speed (emulator was too slow in ntsc mode)

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 :
wizcolem-v1.1.0-bin.zip

The source code is here :
wizcolem-v1.1.0-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 ColecoVision at 15:38

Monday, August 24. 2009

Wiz Chess: Chess game for Wiz v1.1.0

Hi All,

GNU Chess is command line Chess program running on many different systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

Wiz Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. Wiz Chess is a port to Wiz of the GP2X-F100 version.

It's a first port version and i've not already added touch screen support ...

I would like to thanks Dave and Exophase for their advices and their help.

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 :
wizchess-v1.1.0-bin.zip

Here is the source code :
wizchess-v1.1.0-src.zip

You may find another skin designed by Exclamation :
skin-wizchess.rar

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 21:35

Saturday, August 8. 2009

A new developer for the Gp2x Wiz console !

Hi,

In january 2007 i joined the gp2x scene, thanks to David from gp2xstore.com who kindly offered and sent me a gp2x-F100. It was a really nice experience to develop homebrews for this nice piece of hardware running my favorite operating system (i mean linux of course).

Without him, i would have never done anything on this console since i was already busy with PSP stuff.

The good news is that i will soon join the Gp2x Wiz scene because David from gp2xstore did it again !

For those who doesn't known anything about gp2x Wiz, let's say that it is one of the most powerful portable console, two times faster than a PSP with a linux based kernel, dedicated to homebrews and emulators (see gp2x Wiz on wikipedia)

Thanks again,

Zx

Posted by zx-81 in GP2X Wiz at 11:41