

Sunday, July 18. 2010

Dingux-Tombstone : Tombstone city for Dingux v1.0

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.
(see <http://www.videogamehouse.net/tombstone.html>).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS. Few days ago he has ported his game from Allegro to SDL.

See buzz web site for details

I've done several small changes to fit the dingoo screen size and keys.

Binary version :
dingux-tombstone-v1.0-bin.zip

Source code :
dingux-tombstone-v1.0-src.zip

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

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 Tombstone at 14:40

Saturday, April 17. 2010

Dingux-Chess: Chess game for Dingux v1.1.2 (skin)

Hi All,

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya).

What's new in this version ?

- Improve skin selector feature
- Add new chess piece skins from NinJato

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 :
dingux-gchess-v1.1.2-bin.zip

Here is the source code :
dingux-gchess-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 Chess Game at 10:38

Wednesday, February 17. 2010

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

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)

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

Special thanks to Pharyon for the nice background picture.

What's new then in this release ?

- 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 :
dingux-go-v1.2.0-bin.zip

Here is the source code :
dingux-go-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 19:56

Sunday, February 14. 2010

Dingux-THOM: A TO7-70 emulator for Dingux 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 Dingoo for Dingux of version that i had previously ported to Gp2X, Wiz 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 :
[dingux-thom-v1.1.0-bin.zip](#)

And here is the source code :
[dingux-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 TO7 at 23:11

Wednesday, February 10. 2010

Dingux-Int: Intellivision Emulator for Dingoo 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 Dingoo runing Dingux of the version 20051204 that i had previously ported to Gp2X, Wiz and PSP.

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

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

And here is the source code :
dingux-int-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 21:51

Sunday, January 24. 2010

Dingux-Chess: Chess game for Dingux v1.1.1

Hi All,

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya).

What's new in this version ?

- 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 :
dingux-gchess-v1.1.1-bin.zip

Here is the source code :
dingux-gchess-v1.1.1-src.zip

**** UPDATE **** : here is a new skin set by NinJato skin set

**** UPDATE **** voici un theme pour le mode deux joueurs dessiné par 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 21:55

Sunday, November 1. 2009

Dingux-Mancala: A Mancala Game v1.1.0 for Dingoo/Dingux

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.

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 **** In previous version, AI was buggy, here is a fixed version (v1.1.2)

Here is a full working binary version :
[dingux-mancala-v1.1.2-bin.zip](#)

Here is the source code :
[dingux-mancala-v1.1.2-src.zip](#)

Enjoy,

Zx

Haven't installed Dingux on your Dingoo ? Let's do it [here](#) !

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 dcmu network or <http://www.gp32x.com/>.

Posted by zx-81 in Mancala at 20:02

Saturday, October 31. 2009

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

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

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

Here is the source code :
[dingux-ti99-v1.1.0-src.zip](#)

Enjoy,

Zx.

Haven't installed Dingux on your Dingoo ? Let's do it here !

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 21:02

Friday, October 30. 2009

Dingux-Atari: Atari 800/130/5200 Emulator for Dingux 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.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

Dingux-Atari is a port on Dingoo/Dingux of the PSP version with some new features.

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

Here is a full working binary version :

dingux-atari-v1.1.0-bin.zip

Here is the source code :

dingux-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 21:58

Tuesday, October 27. 2009

Dingux-HUGO: PC Engine Emulator for Dingux v1.1.1

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)

Dingux-Hugo is a port on Dingoo/Dingux of my latest PSP version of Hu-Go.

What's new then in this version ? Here is a copy of the change log :

- Fix screen issue (with game using non standard screen geometry such as R-Type)
- Small speed improvements
- Add auto-fire button selection
- Add ISO/HCD support (but audio tracks 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.

Work still remain to support audio tracks on cd, fix sound issue and to improve speed.

UPDATE: here is a new version v1.1.2 (with bug fix for few games)

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

And the source code :
dingux-hugo-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 PC Engine at 21:44

Sunday, October 25. 2009

Dingux-GO: GO Game for Dingux 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)

Dingux-GO is a port of GNU-Go 3.6 on Dingoo/Dingux 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 :
dingux-go-v1.1.0-bin.zip

Here is the source code :
dingux-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 22:38

Saturday, October 24. 2009

Dingux-7800: Atari 7800 Emulator for Dingux 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 Dingoo/Dingux of the version i've previously ported to PSP, Gp2x and Wiz.

Many new features have been added compared to original version, have a look to the README for details.

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 :
dingux-7800-v1.1.0-bin.zip

And the source code :
dingux-7800-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 22:31

Thursday, October 22. 2009

Dingux-HUGO: PC Engine Emulator for Dingux v1.1.0

Hi All,

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)

Dingux-Hugo is a port on Dingoo/Dingux of my latest PSP version of Hu-Go.

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.

Many new features have been added compared to original Hu-Go version, have a look to the README for details.

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

And the source code :
dingux-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 22:25

Sunday, October 18. 2009

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

Hi All,

Here is Dingux-Write a text editor for Dingoo under Dingux. 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).

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.

dingux-write-v1.1.0-bin.zip

dingux-write-v1.1.0-src.zip

Enjoy,

Zx.

UPDATE: a little bug in exit message has been fixed ...

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 17:45

Dingux-2600: Atari 2600 emulator for Dingux 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 Dingoo/Dingux of the version i've previously ported to GP2X-Wiz

Many new features have been added compared to original Stella version, have a look to the README for details.

Here is a full working binary version :
dingux-2600-v1.1.0-bin.zip

And the source code :
dingux-2600-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 10:22

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

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 FreeBSD license for all the Dingoo part.

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

And the source code :
[dingux-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 00:54

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

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 Dingoo / Dingux of the version i've previously ported to GP2X-Wiz

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>

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

Here is a PDF version of the manual : <http://www.smendes.com/ti89.pdf>

Here is a full working binary version :
[dingux-ti92-v1.1.0-bin.zip](#)

Here is the source code :
[dingux-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 00:00

Saturday, October 17. 2009

Dingux-Chess: Chess game for Dingux 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.

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya)

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 :
dingux-gchess-v1.1.0-bin.zip

Here is the source code :
dingux-gchess-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 12:43

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

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 :
dingux-cap32-v1.1.2-bin.zip

The source code is here :
dingux-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 01:34

Wednesday, October 14. 2009

Dingux-Colem: Colecovision emulator for Dingux 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.

Dingux-Colem is a port on Dingoo/Dingux of my previous Wiz port version of ColEm.

What's cool in this version 1.1.0 :

- 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)

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 :
dingux-colem-v1.1.0-bin.zip

The source code is here :
dingux-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 23:01

Sunday, October 11. 2009

A new developer for the A320 Dingoo console !

Hi,

I've just received my Dingoo A320 ordered few weeks ago on DX. I've been impressed by this small console, and i'm pleased to announced that i will surely join the Dingoo scene and port homebrew stuff on it.

For those who doesn't know anything about Dingoo, let's say that it is a cheap but powerful portable game console (Ingenic processor), dedicated to homebrews and emulators. For further details see Dingoo on wikipedia.

Zx

Posted by zx-81 in Dingoo at 15:36