

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

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

Friday, January 1. 2010

Happy new year !

Happy New Year 2010 !

Zx

Posted by zx-81 in Events at 01:27