

Sunday, August 29. 2010

## **Pandora-Simutrans : Transportation simulation game for pandora**

Hi All,

Simutrans is Transportation simulation game that runs under many system such as linux and windows.

In Simutrans you can build the transport networks you always dreamed of, with platforms, quays, level crossings, bridges, tunnels, signals and much more. Transport passengers between nearby cities with a commuter train or use a high speed train to earn big money by connecting cities further apart.

See <http://www.simutrans.com/> for more details.

After minor changes in the makefile, here is a port on pandora of the latest linux version v102.2.2

Here is a pnd version :  
simutrans-102.2.2.pnd

Here is the source code :  
simutrans-v102.2.2-src.zip

Sources are included, and this package is under the artistic license, read doc files 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 Simutrans at 15:44

Saturday, August 21. 2010

## **Pandora-UQM : The Ur-Quan Masters for pandora**

Hi All,

The Ur-Quan Masters, sometimes referred to as UQM, is a port of Star Control II for modern personal computers and operating systems from the original 3DO source code released to the fan community by Toys For Bob in August 2002.

After minor changes here is a port on pandora of the linux version v0.6.2 (i didn't take gp2x version, because i found it once my quick port was already done).

I haven't changed any key bindings, but you can always modify existing one with a keys.cfg in pandora/appdata/..../keys.cfg.

I've tested the LAN game mode, and it seems to work properly.

Here is a pnd version :  
pandora-uqm-v0.6.2.pnd

Here is the source code :  
pandora-uqm-v0.6.2-src.zip

Sources are included, and this package is under the GNU public license, read doc files 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 The Ur-Quan Masters at 13:58

Thursday, August 19. 2010

**Pandora-Xpilot : Online multiplayer space action game now for Pandora**

Hi All,

X-Pilot is one of the most famous Multiplayer online space action game, started in 1991 (good old time ). See <http://www.xpilot.org/> for more details about authors, manual etc ...

After minor changes and one day spent to fix a nauty bug in the polygon render code, i'm pleased to announce a port on pandora of the X-Pilot NG version v4.7.3.

I haven't changed any key bindings, but you can always modify existing one using xmodmap file ...

A x-pilot-ng server is included in the pnd file if you want to play alone, or you can play on internet servers with other players.

On startup you will be asked to launch the server or not, and the first time you should enter your gamer pseudo. If you want to put this game in fullscreen mode, you need to use "Alt+Space -> Fullscreen" one the game is started.

Here is a pnd version :  
xpilot-ng-4.7.3.pnd

Here is the source code :  
xpilot-ng-v4.7.3-src.zip

Sources are included, and this package is under the GNU public license, read doc files 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 X-Pilot at 01:00

Tuesday, August 17. 2010

### **Pandora-Ri-Li : Ri-Li game v2.0.1 for pandora**

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 pandora 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 PND version :  
ri-li-v2.0.1.pnd

Here is the source code :  
pandora-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 22:59

### **Pandora-OpenSonic : Sonic clone for pandora v1.3**

Hi All,

OpenSonic is a free open-source game based on the "Sonic the Hedgehog" universe. It introduces a different style of gameplay called cooperative play, in which it's possible to control 3 characters simultaneously. See <http://opensnc.sourceforge.net/home/index.php> for more details about it.

Thanks to Hitnrun who ported allegro to pandora, i've been able to modify a bit OpenSonic (mainly to get a fullscreen and to add frame skip option) and run it on my pandora.

It might be good to overclock a bit for better performances.

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

Here is a full PND version :  
opensonic-v1.3.1.pnd

Here is the source code :  
opensonic-v1.3.1-src.zip

Enjoy,

Zx.

PS: This port is dedicated to my son Alex ...

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

Posted by zx-81 in OpenSonic at 00:04

Thursday, August 12. 2010

### **Pandora-Exult: Ultima VII game engine v1.4 for Pandora**

Hi All,

Exult is a famous game engine to play all Ultima 7 RPG series from the early 1990's !  
For more details please see <http://exult.sourceforge.net/>.

Here is a port of this smashing game engine to pandora !

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 PND version,  
`exult-1.4.pnd`

But you will need to copy manually original Ultimate VII files (see the README.pandora for details)  
(you may find Ultima VII on [abandonia.com](http://abandonia.com))

Here is the source code :  
`pandora-exult-v1.4-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 Exult at 02:55

Tuesday, August 10. 2010

## **Pandora-ACM : Multiplayer Flight Simulator for Pandora v0.5**

Hi all,

ACM Simulation Engine is a LAN-oriented multiplayer aerial combat simulation developped a long time ago by Riley Rainey for Unix/SunOS.

Here is a port on Pandora of my "custom version of ACM" i've ported and modified for linux ten years ago.

Changelog :

- Add position of other players/drones
- Add message logs (missile, drone, aircraft crash ...)
- Redo all design to fit Pandora Screen
- Add pandora keys (see README-pandora.txt for keys binding)
- PND Package

This version have been tested with another client running on a linux host on the same local area network. I've tested with both wired and wireless pandora network connection.

My linux version is also provided if you want to enjoy the multiplayer mode using a PC with a linux distro.

Here is a full working PND version :  
[pandora-acm-v5.0-pnd.zip](#)

Here is the source code :  
[pandora-acm-v5.0-src.zip](#)

Here is the tarball of the linux version :  
[linux-acm-v5.0.tar.bz2](#)

This package is distributed under the GNU license. Have a look to the COPYING 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 ACM at 22:18

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

### **Pandora-FishFillets : Fish Fillets Next Generation for pandora**

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 pandora !

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 PND version :  
fishfillets-0.9.3.pnd

Here is the source code :  
fishfillets-0.9.3-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 Fish Fillets at 14:03

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

Posted by zx-81 in SDK at 21:14

Wednesday, August 4, 2010

### **Pandora-Atari: Atari 800/130/5200 Emulator for Pandora 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. It has been written by Petr Stehlik. See <http://atari800.sourceforge.net/> for further informations.

Pandora Atari is a port on Pandora of my previous Wiz version.

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

Here is a full working binary version :  
pandora-atari-v1.1.0-pnd.zip

Here is the source code :  
pandora-atari-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 22:43

Monday, August 2. 2010

## **Here is a linux SDK for the pandora console**

Hi all,

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

`pnddev-20100802.tar.bz2`

You may add the following lines in your bashrc :

```
export OPENPND=/usr/local/pnddev
export PNDDEV=$OPENPND
export PATH=${PATH}:${OPENPND}/bin
```

Hope that helps,

Zx

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

Posted by zx-81 in SDK at 20:05

Sunday, August 1. 2010

## **Game & Watch simulator v0.3.1 for Pandora**

Hi all,

Here is a patched version of the Game & Watch emulator by Hitnrun (gp2x and pandora version).  
This version fits the pandora screen size (this is main change compared to original hitnrun version).  
All credits remain to hitnrun

PND Version :  
gameandwatch-0.3.1.pnd

I've added a makefile to build a PND in the source archive etc ...  
gameandwatch-0.3.1-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Game&Watch at 22:10