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 orignal 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

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
```

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 :
canoo-go-v1.1.0-bin.zip

Here is the source code :
canoo-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

Wednesday, October 13. 2010

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

Hi All,

Here is Caanoo-Write a text editor for the Caanoo. 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.

caanoo-write-v1.1.0-bin.zip

caanoo-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 familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "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/.

 Posted by zx-81 in Mancala at 22:37

zx81 : composite video modification by Buzz !

Hi All !

My very good friend Buzz has kindly patched my old zx81 to use a composite video output instead of this non-working ugly modulated video output !

Many thanks Buzz !

If you want to do the same with your own zx81 here is the good place for a how-to :

zx81 output modification by Buzz !

Cheers,   Zx

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 Posted by zx-81 in Favorite sites at 20:44
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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 !

- 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/.

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Posted by zx-81 in MSX at 11:32
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