

Wednesday, November 24, 2010

Caanoo-MSX: MSX Emulator for Caanoo v1.1.1

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 copy of the changelog v1.1.1 :

- USB keyboard support in menu & emulator
- Fix sound speed issue (UPeriod parameter in settings menu)
- Adjust max FPS when changing between PAL/NTSC mode
- Center Help screen
- Remove unused overclock cpu speed parameter

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-v1.1.1-bin.zip](#)

The source code is here :
[caanoo-msx-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 MSX at 20:44

Thursday, November 18. 2010

Caanoo-Fcalc: Simple calculator for Caanoo v0.2

Hi All,

Here is a simple but useful calculator developped by flynn for Gp2x & Wiz.
This is a simple re-compilation to caanoo of the source code of flynn (big thanks to him).

Here is a full working binary version :
[caanoo-fcalc-v0.2-bin.zip](#)

And here is the source code :
[caanoo-fcalc-v0.2-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 Calculator at 22:42

Tuesday, November 16. 2010

Caanoo-Dropbear : SSH Server & Client for the Caanoo v0.52

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

Scachi did a port to the Wiz, and i've recompiled it for the caanoo. It includes 'scp' so you can use the dropbear server to transfert files (using scp with termlua2x from caanoo side, or scp / winssh from your PC side).

That's what i'm using to dev on the caano, to transfert cross-compiled binaries etc

Be careful, if you want to connect to your caanoo you must use the -t option no to launch a login shell or it will relaunch the menu etc and make a big mess on your caanoo session. The following command should work properly :

```
ssh root@caanoo_ip_address -t "/bin/sh"
```

Here is a full working binary version :
caanoo-dropbear-0.52-bin.zip

And here is the source code :
caanoo-dropbear-0.52-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 Applications at 22:24

Caanoo-THOM: A TO7-70 emulator for Caanoo 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 Caanoo of version that i had previously ported to Wiz, 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 :
caanoo-thom-v1.1.0-bin.zip

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

And here is the source code :
caanoo-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 T07 at 19:43

Monday, November 15. 2010

Caanoo-gpsp : Gameboy advance Emulator for Caanoo v0.9.1

Hi All,

gPSP is a famous Gameboy Advance emulator written by Exophase. It has been ported on several portable consoles such as the Wiz, and more recently to the Caanoo.

Here is my very small contribution to the Caanoo port project, all credits remain to Exophase for this great emu, and to other coders such as Notaz for the Wiz port / improvements.

Changelog :

- Fix rom file selection menu (long filenames etc ...)
- Fix sound issue (makefile)

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

Here is a full working binary version :
caanoo-gpsp-v0.9.1-bin.zip

And source code :
caanoo-gpsp-v0.9.1-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 gPSP at 23:45

Sunday, November 14. 2010

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

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)

Caanoo-Hugo is a port on Caanoo of my latest PSP version of Hu-Go.

It is a beta, and CD-rom images 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.

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

And source code :
caanoo-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 15:50

Thursday, November 11. 2010

Caanoo-SIM: A SamCoupé Emulator for Caanoo 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.

Caanoo-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 :
caanoo-sim-v1.1.0-bin.zip

And source code :
caanoo-sim-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 15:03

Saturday, November 6. 2010

Pandora-Pushover : PushOver for Pandora v0.2

Hi All,

Pushover is a faithful reimplementation of the game with the same name published in 1992 by Ocean. It contains the original levels. The graphics and sound are very similar when compared with the original game. See [here](#) for more details.

It has been written by Andreas Röver and al. I've modified version v0.2 to fit pandora screen size, support extra pandora keys etc ...

Sources are included, and this package is under the GNU v3 public license, read doc files for more information about it.

Here is a full working binary PND version :
[pushover-v0.2-pnd.zip](#)

Here is the source code :
[pushover-v0.2-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 Pushover at 14:46

Friday, November 5. 2010

Caanoo-Pushover : PushOver for Caanoo v0.2

Hi All,

Pushover is a faithful reimplementation of the game with the same name published in 1992 by Ocean. It contains the original levels. The graphics and sound are very similar when compared with the original game. See here for more details.

It has been written by Andreas Röver and al. I've modified version v0.2 to fit caanoo screen size, add a joystick handler etc ...

Sources are included, and this package is under the GNU v3 public license, read doc files for more information about it.

Here is a full working binary version :
pushover-v0.2-bin.zip

Here is the source code :
pushover-v0.2-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 Pushover at 20:28