Sunday, October 28. 2012

Android-Vectrex : Vectrex Emulator for Android JXD consoles

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Here is a new version for Android console (JXD and Yinlips).

Apk :
android-vectrex-apk.zip

Source code :
android-vectrex-src.zip

 Enjoy,

   Zx.

 Posted by zx-81 in Vectrex at 17:40

Android-Lopan : Mahjong for Android JXD consoles

Hi All,

Here a new version for Android JXD console of the Lopan Mahjong game written by Dave Ashley (See here for more details).

Here is the APK :
android-lopan-apk.zip

Enjoy,

   Zx.

 Posted by zx-81 in Lopan at 16:15

Saturday, October 27. 2012

Game & Watch simulator for JXD / G18

Hi all,

Here is a patched version of the Game & Watch emulator by Hitnrun (gp2x and pandora version).
This version fits the JXD and G18 screen size (this is main change compared to original hitnrun version).

APK binary :
android-gameandwatch-apk.zip

Enjoy,

Zx.

Posted by zx-81 in Emulators at 23:54

JXD-a2600 : Atari 2600 emulator for JXD and G18

Hi All,

Here is a new version of Stella / atari 2600 emulator for Android consoles JXD S5110, JXD S601 and Yinlips G18.

Here is the Changelog :
- Touch screen support in most of all menus
- JXD + G18 support
- Speed limiter accuracy improvement
- Frame skip used now a 1/50 sec step (more accurate)
- Fix Sound issues (due to bad SDL implementation on Android)

I have modified the Pandora version and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work. See his site for more details.

Here is a binary version :
android-a2600-v1.1.0-apk.zip

The source code :
android-a2600-v1.1.0-src.zip

Enjoy,

Zx.

Posted by zx-81 in Atari 2600 at 21:52

JXD-Coleco: Colecovision emulator for JXD and G18

Hi all,

Here is a new version for JXD S5110, JXD S601 and Yinlips G18.

- Touch screen support in most of all menus
- JXD + G18 support
- Speed limiter accuracy improvement
- Frame skip used now a 1/50 sec step (more accurate)
- Fix Sound issues (due to bad SDL implementation on Android)

Binary version :
android-coleco-v1.1.2-apk.zip

  Enjoy,

      Zx.

Posted by zx-81 in ColecoVision at 21:49

JXD-CAP32: Amstrad CPC emulator for JXD and G18

Hi All,

Here is a new version for JXD S5110 & JXD S601, and now G18 android consoles.
The touchscreen is supported, but not everywhere.

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

This package is under GPL Copyright, read COPYING file for more information about it.
Changelog :
- Add more render modes + delta Y (better to play games such as Arkanoid)
- Touch screen support in most of all menus
- JXD + G18 support
- Speed limiter accuracy improvement
- Frame skip used now a 1/50 sec step (more accurate)
- Fix Sound issues (due to bad SDL implementation on Android)
- Fix several other bugs (snapshot images display etc ..)

Apk :
android-cap32-v1.1.1-apk.zip

Source code :
android-cap32-v1.1.1-src.zip

Enjoy,
                  Zx

Posted by zx-81 in Amstrad at 16:01

Sunday, October 14. 2012

JXD-TWorld: Tile World for JXD / Android

Hi All,

Tile World is an emulation of the game "Chip's Challenge". "Chip's Challenge" was originally written for the Atari Lynx by Chuck Sommerville, and was later ported to MS Windows by Microsoft (among other ports).

See here for details.

Here is a port on JXD / Android of version 1.3.

APK :
android-tworld-apk.zip

Source code :
android-tworld-src.zip

 Enjoy,

     Zx.

Posted by zx-81 in TWorld at 20:54

Android Mancala: Mancala game for JXD / Android

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".
Android 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.

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.

APK :
android-mancala-apk.zip

Source code :
android-mancala-src.zip

Enjoy,

    Zx.

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Posted by zx-81 in Mancala at 16:31
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Saturday, October 13. 2012

Android Chess: Chess game for JXD / Android

Hi all,

Android Chess uses the GNU Chess version 5.07 for the Artificial Intelligence.

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.

APK :
android-gnuchess-apk.zip

Source code :
android-gnuchess-src.zip

Enjoy,

    Zx.

Posted by zx-81 in Chess Game at 17:55

Sunday, October 7. 2012

JXD-CAP32: Amstrad CPC emulator for JXD

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 first version for both JXD S5110 & JXD S601 android console.
The touchscreen is not supported so you have to use only console buttons (like PSP or Caanoo version).

I have modified the Pandora version and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work. See his site for more details.

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

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
android-cap32-v1.1.0-apk.zip

Source code :
android-cap32-v1.1.0-src.zip

 Enjoy,

     Zx.

 Posted by zx-81 in Amstrad at 23:42

Thursday, October 4. 2012

Android Ri-Li : Ri-Li game v2.0.1 for JXD

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 the Pandora version v2.0.1 and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work !
See his site for more details.

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 :
android-rili-v2.0.1-apk.zip

Here is the source code :
android-rili-v2.0.1-src.zip

 Enjoy,

    Zx.

Posted by zx-81 in Ri-Li at 23:22