DLWD-zine

a GP 32 fanzine

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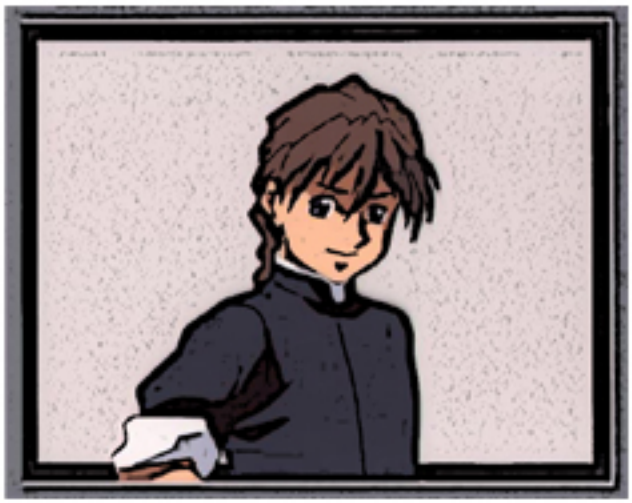


- A total Wind-ups review
- Nes, snes, gb and gbc emu
- Application reviews
- Homebrew games
- And much, much more...

by Fire_Blade & dwaRRior

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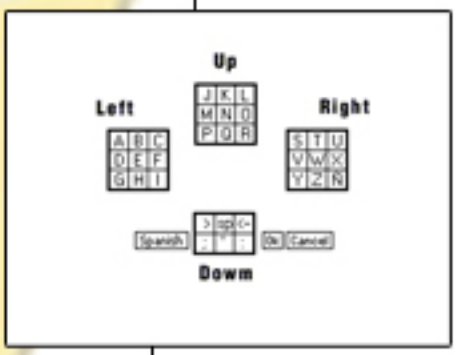
Wind-Ups

by F1re_Blade

Wind-ups is a desktop program for GP32 with a file browser, gxb/fxe file launcher and a gif viewer. From the wind-ups desktop you can launch any program. You can add, delete or modify icons that are on the desktop. You can look at the smc memory contents by clicking on the “My GP” icon. You can change the background of the desktop in any gif picture. The normal resolutions are 320px X 240px and for the icons 24px X 24px. With wind-ups there are some utility’s: kReader, kEditor, Age2k and kDict.







kReader: is a text viewer with a built-in dictionary. The problem is that in only has an English-Spanish dictionary and for all the non-spanish users it is useless. The text viewer is pretty basic but it’s easy to use and simple to flip pages with the 2 shoulder buttons. It isn’t the best text viewer you can got on the GP32 but it doesn’t need to restart the GP32 if you close it, you just start at the desktop again as do all the utility’s of wind-ups.

kEditor: is a text editor that uses the “Quad-9-Tree” typewriter wich is much better than just one big key-board where you have to run over with your mouse. In the beginning it kinde hard but after a few days you get the hang of it. There’s one negative point to this text editor and it’s a big one. When you type untill the end of the page you can’t get a new page. Your text is done, you can’t type any further, so if you want to type a book or something don’t use this because it will just drive you crazy.



Age2k. this is one of the more successful utility's that wind-ups has. It is an address book where you can put your friends names, addresses, phone and cellular phone numbers, email addresses, personal notes and even pictures of them, in case you forget how they look like. Again it uses the "Quad-9-Tree" typewriter witch is a big plus. You can set your names in groups so it is easier to search for them in the very good search option. So if you want an address book on your GP32 this is the one you need.



kDict: is the dictionary I talked about early. You can use this to find the meaning or translation of Spanish or English words. I don't use this utility because it has no use, the only dictionary file it has an English-Spanish one and for the non-Spanish users this is useless. I don't think there are any other dictionary files that you can download so my opinion is that either they make mor dict. files or don't put it in.



Wind-ups won the first price at the Amateur Developers International Contest 2002(ADIC 2002). This contest was organized by the French GP32 News site (GP32News.com) and promoted by Gamepark itself, having third party collaborations from companies as Lik-Sang.



Check out www.wind-ups.com for more info and download links.

Yogg

by Fire_Blade

Yogg is a music player that only plays OGG vorbis files. It was made by yoyofr and the graphics were done by Lazur. Yogg is based on the TREMOR (http://www.xiph.org) library. I use this music player because OGG files are smaller than mp3 files and that means more music. It is really easy to convert mp3, wmv, wav, etc. into OGG I use Audio Conversion Wizard. The weird thing about Audio Conversion Wizard is with the trial version everytime you almost finish converting a song you get an error but the song is completely converted. Now let's look at the pros and cons. You can make a playlist but you can't save, load or import one. 11, 22 or 44Khz, 16bits, mono/stereo, fixed or variable bitrate ogg files. There isn't a loop option but there is a lock option witch I love so that evens things out for me, the lock option locks all controls so if you put your GP32 in your pocket or in you backpack (like I do) your song doesn't stop of pauses because something hit's the buttons. Yogg was created for "Another 15 Days coding competition" at GBAX. com. it didn't win anything witch I find a shame but the programs that did win deserved to win. Now there is a yogg port it's called GPAmp and it has a winamp skin. This to was created for a GBAX competition, the "GBAX2004". On the next version on yogg they want to put in more option's, optimization (66Mhz/80Mhz support), visualization stuff and equalizer (if the gp32 can handle it). So if you want a music player I highly recommend Yogg because OGG is smaller than mp3 and Yogg is a good music player, I'm already waiting for the next version.





Download Yogg

http://207.44.176.77/~admin28/gp32emu/another15days/files/yogg-01-a15d.zip

Download GPAmp

http://207.44.176.77/%7Eadmin28/gbaemu/gbax2004/gpamp.zip

King of Fighters ‘91

by F1re_Blade

King of fighters 91 is a port by thor and shadow of dawn. kof is a 2d fight-game made in 1991 (duh!). This is the first of the series that is still going. I'm playing the v1.4.1 and in this version there are 6 standard fighters, 4 levels en 3 skins. You start with less fighters and you can unlock them in the story mode. The story mode isn't much special the only reason why you would play it is to unlock the characters. You can get into the options screen by pressing the right shoulder button and there you can change the skin. The cool thing is that you can add fighters, levels, skins and mod all the music. If you want to mod you game but don't know any other characters and don't care, you can download a character pack on gp32spain.com. This has a lot of fighters, if you have this pack you won't need any other site's. This is the only thing why I play this game on my gp32 because you can do a lot with it, play with some themes like KOF 91, street fighter, etc. Just every theme that you can find levels and sprites on. Try other skins, make your own levels the possibilities. The graphics are nice, not the best but you can't have it al . There is also a 2 player mode. I couldn't test this because I don't have an RF-unit. Kof91 won the first place at the TOMAK 2004 compo. The sites I download my fighters and levels are:

http://members.fortunecity.co.uk/kof91/chars.html

http://www.cforcebri.cj

http://www.geocities.com/rocadovi/

http://www.cforce.asbyte.com.br

http://www.gp32spain.com







GPDoom

by dwaRRior

GpDoom is a little miracle program that perfectly runs doom 1 and 2. You will need the full version of doom and/or doom 2 (and that's not freeware). But all extra wads are homebrew and free of charge. So even though the program is called gpdoom, it also plays halflife, duke nukem, quake and many others. It also contains usefull functions like, gamma correction (for those with a non-lit), Mhz-chooser, stage selection, etc. Playing gpdoom or an fps in general on the gp32 works pretty well. Using the shoulder buttons for straf-ing, it becomes very easy running around the level. There's a big chance you'll be using the right strafe instead of the shoot button (like on the ps2, xbox or gc), but that's the only problem I have with gpdoom (if you can call that a problem). On the next pages I'll talk about a couple of pwads for gpdoom.

You can download gpdoom from: http://falken80.gp32news.com/files/GPdoom.fxe















Western

One of the best pwads in my opinion. It's a nice western game with everything you'd expect of the far-west. That means: sheriff's, horses, vultures, hookers, … The weapons are nicely done, including very cool looking dual-pistols. The game is less stable on lower mhz setting because of the large and open levels it uses and sometimes complex level structure (porches are cool😂). If you have doom2 and 20megs to spare (beauty comes at a price) whack this on, you won't regret it.

You can download Western from: http://www.gp32news.com/gp32news/news/11_03/western.rar







Half-life

This wad really shows the power of gpdoom. Expended graphics, interesting level structure, gorgeous weapons, … But it does have some flaws. De gp doesn't have enough buttons and power to emu- / simulate the complex moves and events you have. So you can't really talk of a port, because half-life without its reanimating doctors, flashlight, intro (freakiest intro EVER! Btw) and moves like ducking, long jump, etc is half-life without its magic. Don't get me wrong, its still fun to play, but its more like a half-life remake with the power of gp32 in mind.

You can download Half-life from: http://falken80.gp32news.com/pwad/halflife.zip









QuakeGP

Impressive that they got this running on the gp, but it's very flawed. There's some stuff left out, and there are a lot of graphical glitches. It's still fun to play, but you won't be playing this for houres. There's a direct in the making called gpquake, it's still in alpha fase but if you want to try it anyway: http: //sourceforge.net/projects/gpquake/ If you want the wad: http://drumaster. gp32news.com/download/quakegp.zip you'll need doom2 to play this.







Dukenukem

Verry impressive port that is as loyal to it's original like the doom1 and 2 wads. As far as I see there are no glitches graphical wise and no gameplay elements are cut out. The game itself is more than ok, and if you like doom you'll be playing this for a long time. More than worth the download. You'll find it here: http: //falken80.gp32news. com/pwad/dukegp.zip





Starwars
Haven’t come around to test it fully, but it does work. If you’re feeling adventurous go download it here: http://falken80.gp32news.com/pwad/starwars.zip





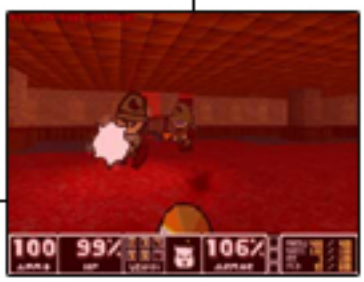


Twilight Warrior
Looks pretty impressive with jungle graphics and gigantic weapons. With just a little more work to get the bugs out, this could be a classic.
Download: http://www.gp32news.com/gp32news/news/11_03/Twilight.zip

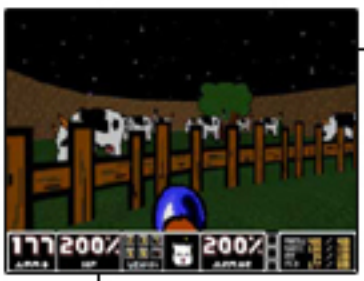




Final fantasy GP
If you’re a FF fan you’ll defiantly like this one. You won’t be playing it for days, but the nice cartoon graphics alone are worth the download.
Download: http://www.gp32news.com/gp32news/news/11_03/FF3gpdoom9.zip





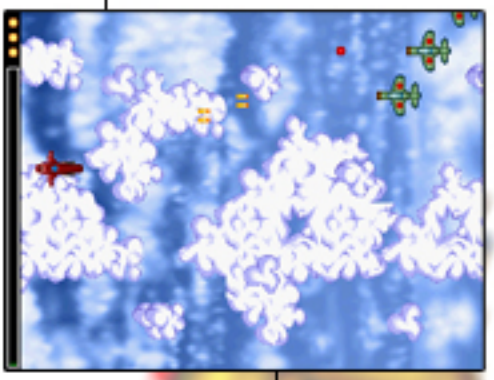


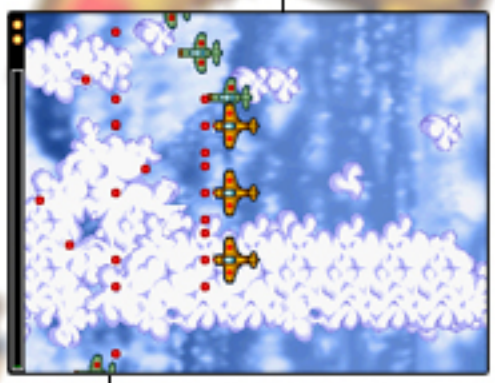


Vertical

by F1re_Blade







Vertical is one of the most addictive games I have seen on the GP32. It was made by synkro and it's the first and only vertical shooter on the GP32. It was made for GBAX 2004 competion. It's very simple, you can move, you have a fire button and a shield button. When you shoot enemy's down your shield meter goes up and you can use your shield to protect yourself against bullets and to kill enemy's but don't keep the button down because the shield meter goes down fast. It's also one of the hardest games I have played, I have only finished it once but I think I don't think that's so bad because synkro admits that he only passed level 2 once. The graphics are nice and really give you the old-school arcade look to the game. There are 3 levels in total and every level has different enemy's. The soundfx aren't the best and there isn't background music but I think if he continues on this game it will be one of the best games one the GP32. Some things on the to do list are bosses at the end of each level, power ups, different and longer levels, background music, real sound FX and mixer, high score system and most important balanced difficulty 😁. I higly recommend this game to everyone.

Beats of Rage

by F1re_Blade



Beats of Rage is a tribute to Streets of Rage witch originally appeared on the SEGA megadrive/genesis. It was created by Senile Team, but the character sprites and some parts of the backgrounds are taken from ‘the King of Fighters’ games by SNK playmore. It is a free game that is available on PC, Dreamcast, Playstation 2, Xbox, GP32 and palmtop. The story is a typical superhero stuff, mr.Y(the villain) has taken over the city and you need to stop him with one of the three characters: Kula Gem, Max Bacon and Mandy Bluegard. The game has 6 levels and one bonus level. It’s graphics are nice with the KOF sprites and give you the arcade feel. Even the music and sound FX are good. You can also play with 2 players but I couldn’t test this because I don’t have an RF-unit 😢. Because it is such a good game there is a huge list of mods but we can’t review them all so we just keep to megaman: war of the past, Megaman: Xtreme Legend, Road Rash Revolution, Sonic X Battle, Kill Ryu and Kill Ryu 2.











Megaman: war of the past: megaman is out to stop Dr.Willy, and his evil robots. But this isn't just any Megaman game, it's brawler style. The game works off the BOR engine, but it has its own feel. You can chose between 4 characters and 1 locked one. Megaman, Fotoman, Roll, Duo and Zero(the locked one). Each character has theire own strengths, Megaman is ranged, Fotoman has a stronger defense, Roll is agile and Duo is one badass robot and is the strongest one of them all. The enemies are also variable from tiny little metal fighters to 12 foot tall grinders. And yes those bikers from bor are back but now on jetbikes so they go even faster 😫. The story goes like this: Dr.Willy and Bass have a dispute and Bass goes on his own to kill Megaman, but Dr.Willy tells Bass that he isn't the strongest robot anymore, that he has made an even stronger robot to destroy megaman. This is one of my favorite games. and i realy hope Xtreme Legend is going to be even better.







Megaman: Xtreme Legend: Yes, the second Megaman mod 😂, after the battle with Sigma over 4 years has past, and a new maverick has appeared and he isn't from this planet. It's all up to X and Zero to stop this new evil that plan to destroy the planet earth. It isn't finished yet but it is planned to be completed on December 2004 on the 25th.



Joe & Mac Caveman Ninja: This mod is based on the classic Joe and Mac video game series. A bunch of neanderthals nerds have raided your village and have kidnapped all the girls! As the Caveman Ninja duo, Joe & Mac must face all kinds of prehistoric perils in order to rescue all the girls.

Sonic X Battle: The full version includes 5 playable characters: Sonic, Tails, Knuckles, Rouge and Shadow. And there is one secret character: Super Sonic. He will be unlocked after completing a special level. The game has an intro animation and an ending animation for the normal game's en and the special stage. It also has a music player and a movie player.

Kill Ryu: This MOD is a parody game of "kill bill" movie. Ryu wasn't dead but he falls in the amnesia. He must be revenged on them who make him the amnesic and regain his memories. What Shall his destiny be? This mod has street fighter sprites.

Kill Ryu 2: Again a sequel to a BOR mod, it continues the story of the first Kill Ryu but with more playable characters, more enemies, more playtime, more modes and a hidden story.

Check out www.gp32x.com and http://senileteam.segaforums.com for downloads.









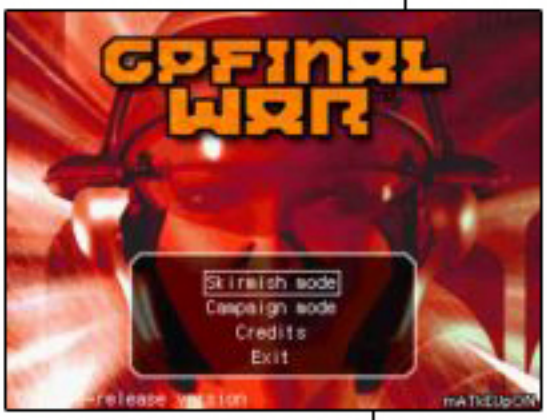


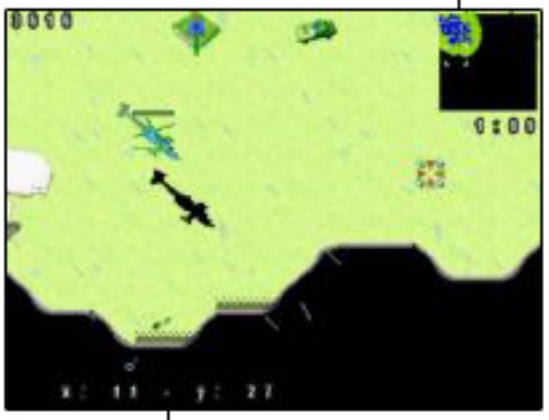


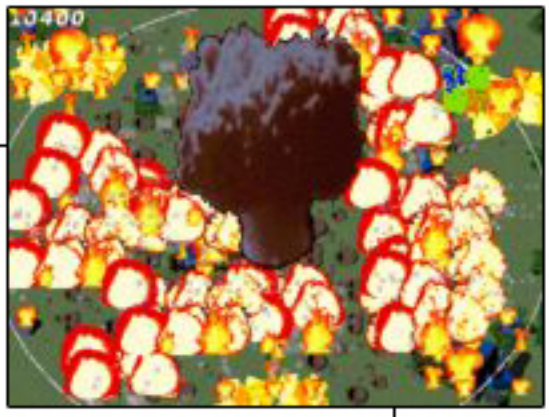
GPFinal War v0.6

by dwaRRior

What started as a tech demo to show the power of the gp, turned into a complex real time strategy game. There is resources gathering, unit building, shooting and a lot of explosions. The most innovating thing about it is the ability to draw enormous amounts of units onscreen. At some point there are hundreds of tanks and helicopters (yes, helicopters) shooting at each other. And if there are to much units and they don't fit on you screen, no problem, you just zoom out. You can zoom out until you see the full map, or zoom in until 1 tank alone fill's your screen without problem. All with no frame drops, at 133mhz. It already looks like a finished game, so I can't wait until it's actually v1.0. Even if you don't like rts so much, I still encourage you to download this. You'll be amazed what you can achieve with good coding.
You can download Gpfinalwar from http://64.94.117.180/download/temp/gpfinal.zip









fGEN32

by dwaRRior

Fgen32 is a genesis emulator made by the god of emulation: ryleh. Like his other emulators this is a definition of how good coding has to look like. It has some impressive features like savestates, snapshots, "mhz chooser", etc. It also has a very good compatibility with roms, if a rom doesn't work, it's mostly because of a bad rom dump or something. Best thing is that this piece of software emulates the genesis in all its glory. Snes styled graphics nicely playable at 133mhz and perfect at 166mhz with sound with frameskip 0 , sometimes 1. If you haven't downloaded fgen32: shame on you!
http://www.gp32spain.com/archivos.php?tipo=Emuladores&pagina=detalles&numero=501
The next pages will give you a closer look on some of the games on the genesis (and fgen32 of course😁). These are all must haves even if you're not a big fan of the genre.
Enjoy.



Phantasy Star 4

by dwaRRior

Yes, this is one of the pre-online parts of the series. And although it doesn't deliver the "spacey" feeling you get from the newer instal-ments, it brings the newer instalments, it still brings the magic of a good rpg. When you start it looks like any other game, but the second you encounter a long dialogue you change your mind. Instead of a static screen with text balloons, the game throws hi-res images that some-time overlap (with text on the bottom of the screen ofcourse), so you get the feeling of looking at a full-motion cut-scene. Mix that with a beautiful story, spice it with a high dose of humour and you get a mag-nificent rpg that belongs to the best game you can play on the GP32.







Gunstar Heroes

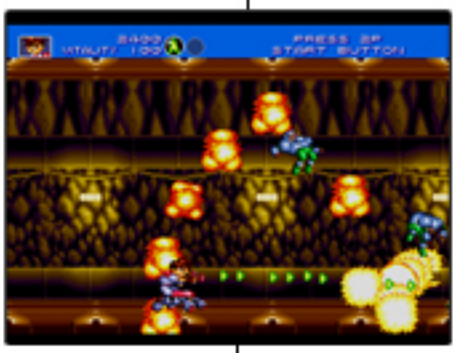
by dwaRRior



Gunstar heroes is everything you would expect from a side scrolling shoot ‘em up, but it does have some original twists. For example: at the beginning of the game you can choose which weapon you will use, and then you choose which stage you will play. This way you have 16 challenges (there are 4 weapons and 4 stages), and you choose with which one you’ll start. So even if you get shot to bits every time, it’s still fun because you can just switch weapons and try again, or even change the stage. The game is actually pretty hard, but using the save-states of fgen, thing get a bit easier. Even if you don’t like shoot ‘em ups, give this one a go because the addictive gameplay, beautiful graphics and freedom in the stage selection , makes this game a must for every gamer that loves good and quality games.



Note: most of the roms have a small bug. They won’t run the intro movie, “game finished” movie and the display of the title screen is all wrong. Just ignore these flaws because there’s nothing wrong with the game itself.



GPCinema

by dwaRRior

Most of you know what gpcinema is, but for those who don't: gpcinema is little program that lets you play avi's on your gp. There isn't any other program that's in the run for best avi player award, so if you want to see your anime's, cartoons or movies on your gp, this is what you need. You can buy gpcinema or download the free version from http://joygp.entware.com/ . The only difference (as far as I know) is that you can't use custom skins with the free version. But there is no difference in quality. Because of the small screen you can compress your movies a lot more than you can for use on pc. On a 128meg card you can easily store 4 to 5 anime (or cartoon) episodes and if you push it, even a full movie (although you better get a second card if you want good quality). If you want a good encoding guide, you might want to check out http://www.btinternet.com/%7Ewaystation/gpcin.html .







.Hack Sign

by dwaRRior



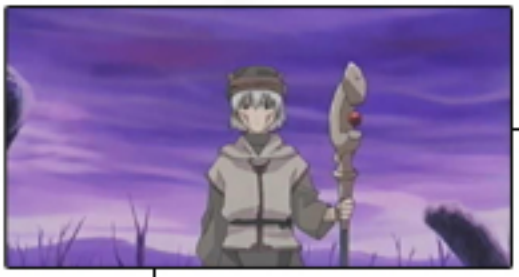
The story : A new mmorpg is released called “The World”. 2 years after it’s release, the total “population” has grown to over 20 million active users. The story starts with a Wavemaster (one of the classes) that can’t logout. And with every episode that you see, more questions rise. Especially when they start talking about “The Key of the Twilight” and they “forget” to tell the viewer what the hell that item is/does. Other from it’s confusing start it’s a well drawn anime meant for the starting anime viewer. Because the key element of the anime is a game, it’s a perfect start for watching anime (although you might want to try trigun first). Most of the time there isn’t much jumping around and stuff. So you can get the file size around 20 to 25 megs with a good encode. That’s 80 minutes of good quality anime people!



Note: the English dub of this serie is pretty good, so you might want to get that instead. Japanese is in anime always the superior version. But subtitles on a small gp screen isn’t that comfortably. If you do want the Japanese version, then you’ll have to use a better encoding. 30 – 35meg, otherwise the subtitles could come unclear.









Credits

Writers

- -F1re_Blade (writer/design)
- -dwaRRior (writer)

Special thanks

- -www.gp32x.com
- -www.gp32spain.com
- -www.gp32news.com
- -www.gp32emu.com
- -www.gp32world.com
- -Mark