

0.22

Program:

- Nicola added COMMANDO!! Another of my favourite games back to life ;) High score supported as well. Original Sound is done by YM2203 (FM synthesis) while now is done by 8910 (no FM). So music is not present.
- And here it is: thanks to Roberto Ventura's superdetailed documentation I've added Ghost 'n Goblin support. I lost one week because of a bug in the new 6809 emulator, so I switch back to the previous one. Big thanks to Nicola that fixed some stupid bugs in color palette generation. ;) We need a skilled player. READ THE README.TXT FILE!
- Another one added: based on GnG hardware I've added Diamond Run support. Don't know if the banks mode switch is right, it's too slow for me to go further the first level!
- Added Vulgus support. Colors are wrong unless I find the color proms. High score save supported. I played around with Dip Switches: they are almost right, though, but there should be also a sound toggle while in attract mode.
- Rick Wirch (wirch@execpc.com) proposed a better optimization to Cpu_readmem and Cpu_writemem. Speed results are good under DOS and Windows.
- Brad Oliver provided me a lot of suggestions to improve portability and fixed a lot of bugs.
- Paul Berberich fixed some colors of Congo Bongo. They are not right but a lot better of the previous. Screenshots could be useful.
- I have fixed colors in Centipede. Thanks to Ivan Mackintosh for sending me the info.
- Nicola added cars in radar update of RallyX and improved color palette emulation in Bombjack which has now perfect colors.
- Fixed credit bugs in Elevator Action and Turtles. REMEMBER TO DELETE THE PREVIOUS .DSW FILES OTHERWISE THE GAMES WON'T WORK PROPERLY!
- Added preliminary sound support to Elevator Action and Jungle King. Tarzan yell scream sample missing.
- Time pilot has now 100% correct colors (thanks Virtu-All!).

- Some fixes to sprite priority in Frogger.
- Added high score support to Amidar, Frogger.
- Added Phoenix Amstar (clone) support, Pac Man Plus (clone) and fixed all Invader's clones bugs. Also fixed charset of all Invader's clones.

Sources:

- Changed CPUIntrf regarding readmem/writemem optimizations
- Minor fixes to some drivers
- Bernd Wiebelt provided modifications to MSDOS.C for Vesa 2.0 linear and banked extensions. Also inline assembly double pixeling provided a faster approach on slower videocards. Check the readme.txt file for new video options.