0.19

Program:
- Thanks to Marc LaFontaine we have now support for Popeye.   It's not yet
  playable (when the game starts the machine resets) but it has music already.
  It's also very slow, since it uses a 512x480 screen.   I'm looking for
  decryption scheme for original Popeye board using Lionel's idea [pain!].

- Fabrice Frences fixed the Qbert driver and added support for Reactor.

- Jarek Burczynski provided a preliminar but playable driver for Arabian.
   Colors are wrong, but it support sound already.

- Mike Coates fixed the Space Panic background colors.   Also added hiscore
   support.

- Nicola Salmoria found how Elevator Action background works.   Also updated
   all drivers that have a scrolling background.   Support for the bootleg
   version of Elevator Action ("elevatob"). The original version doesn't
   work because of copy protection.   The graphics are almost OK now,
   albeit quite slow.

- Paul Leaman (author of the 1942 emulator) provided exhaustive information
   on (guess what) 1942, which is now supported.

- Some changes to music tempo of Frogger

- Added partial sound support to RallyX (no explosions yet). Thankx to Ron
   Fries.

- Added preliminar unplayable WarpWarp.   Graphic is ok, but the game hangs
   during diagnostic.

- Changed noise_lenght and noise_rate values in Moon Cresta audio driver,
   so now noise is much more noisier!

- Shaun Stephenson provided me original Phoenix sound samples, so I adjusted
   sound driver to achieve correct sound modulation and frequency, and
   substituted noise generator for shots and explosions with a couple of
   samples.   Noise generator can be still used (just don't put the samples
   in the directory) with Phoenix and it's used in Pleiads.   I changed
   white noise waveshape and adjusted frequency, so now it sounds better.

Source:
- Added input ports 5 and 6 in CPUINTRF module.

- Fixes to setdipswitches() and the fps counter in COMMON.C, to make them
  work correctly with non 8x8 fonts.

- Substituted strcmp() with case insensitive stricmp() in MAME.C and MSDOS.C.
  This solve the problem with upcase gamename (ex: Win95 and NDOS).

- Added copyscrollbitmap() to COMMON.C, that semplifies programming for
  those games that use scroll.