Games: MAME, GOG, Godot, and Rich Geldreich

By Roy Schestowitz
Created 30/11/2017 - 6:41pm
Submitted by Roy Schestowitz on Thursday 30th of November 2017 06:41:58 PM Filed under Gaming [1]


MAME, the open-source and cross-platform computer emulator software, has been updated this week to version 0.192, a release that incorporates support for new systems and games.

One of the most important changes of the MAME 0.192 release appears to be the progress done so far for the IGS PGM2 software, which will excite lots of arcade fans. This was possible thanks to a newly built FPGA-based rig that allowed the devs to dump the internal programs from the ARM CPUs for the Knights of Valour 2 New Legend and Oriental Legend 2 games.

- GOG now have Epic Pinball and the platformer Jazz Jackrabbit with Linux support[3]

GOG have revived some more classic games today as they have released Epic Pinball: The Complete Collection and Jazz Jackrabbit Collection which have Linux support.

- Godot 3.0 Game Engine Reaches Beta [4]

Development on the Godot 3.0 game engine has been happening for the better part of two years while today it reached its much anticipated beta milestone that also marks the feature freeze for this open-source game engine release.

- Dev snapshot: Godot 3.0 beta 1 [5]
Godot 3.0's development officially entered the beta stage last week, which coincides for us with what we name the feature freeze: from now on, no new features will be merged in the master branch, as the focus will be fully on fixing existing issues to stabilize the current feature set. Don't worry though, Godot 3.1 will arrive soon after the 3.0 release to bring all the nice features that contributors are already working on.

•


Former Valve developer Rich Geldreich who was responsible for a lot of the Linux/OpenGL work at Valve in the earlier days of Linux gaming and who has also spent time at Unity, Microsoft, and other companies before starting his own consulting firm, has second thoughts about open-sourcing in the game industry.