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Heaps of free resources for Casio fx CG 10, 20, 50 and AU models on these new pages and more coming! Make sure you read our download guide for help with installing programs and eActivities into your calculator. If you're using the fx-CG Manager, read this guide instead. Standard apps that the calculator ships with: Run-Matrix: General computation. Statistics: single-variable and paired variable stats, tests, intervals, etc. eActivities: Notebook-like interface to store text and formulas or create copies of apps. Spreadsheet: Spreadsheets, on a postage stamp. Graph: Draw, store and calculate with functions. Dynamic Graph: Draw multiple versions of a functions. Table: Generate table of values for a function and then plot. Recursion: Generate table of values and draw graphs. Conic Graph: Graph and explore conic sections. Equation: Tool for solving systems of equations and polynomials. Program: Run imported programs or write your own code to enhance calculator capability. Financial: Calculate loan repayments, compound interest, annuities, etc. E-Con4: Manage a data logger such as Casio EA-200. Link: Use to swap data with another calculator. Memory: Manage data memory. System: Adjust system settings. Add-In apps available from edu.casio.com: Probability Simulation: Simulate coin toss, dice roll, spinner, marble grab, card draw and random numbers. Physium: Display periodic table of elements and fundamental physical constants. Picture Plot: Plot points on pictures and analysis. Geometry: Draw and Analyze geometric objects. Conversion: Convert values from one unit of measurement to another. 3D Graph: Graph a line, plane, sphere, cylinder or cone in 3D QCE Sample Methods Exam Using fxCG50 Here are 5 YouTube videos showing ways to use the fxCG50 in the QCE sample external Methods U3&4 exam. Thanks to Alistair! Paper 2 Q1-5 Paper 2 Q6-10 Paper 2 Q11-14 Paper 2 Q15-17 Paper 2 Q18-20 QAMTAC18 fxCG50_StartingOut fxCG50_TipsTricks fxCG50_TipsTricks_Examples Posted 25 June 2012 - 03:12 PM MPoupe posted on Cemetech about his new game, CGDoom.It is still rather buggy but definately playable.Screenshot:Videos:Running on emulator:Running on KermM's PRIZM, not overclocked:Download &id=755 Posted 27 June 2012 - 06:38 PM Wow! That's realy cool. Do you know if he plans to enter it in the contest? That'd definitely be tough competition. Posted 27 June 2012 - 06:46 PM I asked him and he didn't reply... Posted 15 July 2012 - 04:57 PM Posted 20 July 2012 - 06:10 PM Martin, I'm really curious to know what is the simulator you put in the archive? Did you write it? Is it an SH virtual machine or is it native x86 code? Posted 22 July 2012 - 10:06 AM Hi,the simulator is written by me - it is x86 application, it's main purpose is to debug the application on platform with debugger (windows). It contains small library simulating Prizm functions on PC so I can compile the same sources for both PC & Prizm.I released source code for the simulator library with CGPlayer - check here: course I will release sources for CGDoom after it will be somehow "finished", also with the simulator.Another post about my simulator is here: ?topic=9433.0 Posted 23 July 2012 - 10:51 PM Hi,=====BUG REPORT=====On my calc, when I try to get to the second level, by pressing EXE' /> in front of the switch, I get this error: ERROR: Z_Malloc: failed on a It seems that the rest of the text goes off the screen.On my cousin's calc and my brother's calc, it only happens when trying to get to the third level.I am using the default doom.wad file. Posted 24 July 2012 - 04:57 PM Hi, ERROR: Z_Malloc: failed on a Hello,Doom requires 8MB RAM. I did some hacks to run it on smaller RAM, but I never got to the level 3. So the crash is expected, probably the level is larger than the previous levels.To save RAM I use flash directly. But if the Doom requests block of e.g. 8KB from wad on some offset, I try to find it in the flash. If the block is continous, then I can use flash (= no RAM allocation). But if the wad has more fragments (file fragmentation) and the requested block is in 2 different fragments, I cannot use flash, I have to malloc these 8KB and copy the data here. So try to defragment your calculator storage - it may help.But it is possible that the problem is elsewhere, the CGDoom state is less than alpha ! Posted 25 July 2012 - 11:00 AM Hi,the simulator is written by me - it is x86 application, it's main purpose is to debug the application on platform with debugger (windows). It contains small library simulating Prizm functions on PC so I can compile the same sources for both PC & Prizm.I see. So you implemented prizm-specific functions for Windows, but that required many changes to the actual source code.Actually (after seeing the Cemetech SDK) I thought about implementing prizm functions in Windows and release it as a library that users can simply link the same g3a source code against it to have the Windows executable. Don't you have the same idea?mini-SDK is smaller and should be much easier to do this.To save RAM I use flash directly. But if the Doom requests block of e.g. 8KB from wad on some offset, I try to find it in the flash. If the block is continous, then I can use flash (= no RAM allocation). But if the wad has more fragments (file fragmentation) and the requested block is in 2 different fragments, I cannot use flash, I have to malloc these 8KB and copy the data here. So try to defragment your calculator storage - it may help.Not sure if I understand this correctly, but how about doing address translation? i.e mapping a continuous virtual memory space to the flash area and have all mallocs use that mapping? Posted 26 July 2012 - 09:25 AM I see. So you implemented prizm-specific functions for Windows, but that required many changes to the actual source code.Actually (after seeing the Cemetech SDK) I thought about implementing prizm functions in Windows and release it as a library that users can simply link the same g3a source code against it to have the Windows executable. Don't you have the same idea?mini-SDK is smaller and should be much easier to do this.Not sure if I understand this correctly, but how about doing address translation? i.e mapping a continuous virtual memory space to the flash area and have all mallocs use that mapping?Hello,1. the CGplayer used "unfinished" simulator, so the source needed to be modified. But CGDoom really use the same sources for both calculator + PC simulator. See here: think we had the same idea :-)2. I have no knowledge of virtual memory on Prizm. I do it simple way, you will see it in the source code, see cgdoom.c, function CreateFileMapping(). But you are right, map file to continuous memory space would solve it. But in most cases there would be few fragments, so the improvement would be small. And there are many required buffers in true RAM. Do we have some updated map of memory, list of areas, which can be safely used in addin ?I use heap, system stack, VRAM (as VRAM) and background VRAM (for menu handler). I think I could create file in main memory and use it as a buffer (max ~ 60KB), but I would like to find more unused memory :-) Archives: Casio Prizm (fx-CG10/fx-CG20) Lua Games Currently viewing: Casio Prizm programs for all versions of the calculator. Some programs designed for earlier versions (the CG10 and CG20) may not work correctly on newer calculators (the CG50). We have a guide for how to put programs on the calculator. Lua programs also need LuaZM to run. Categories Files Details & Download Details & Download Details & Download v1.2: Added multiple keystroke support.v1.0: Initial release Details & Download Details & Download File statistics are updated periodically, so numbers shown in this listing may not agree exactly with those shown on individual files. Games, games, games!- all in *.cat format Free games! These games are all in *.cat format for easy download into your CFX model calculator. Games tend to run much slower on the new CFX colour graphical calculators than the older models - something to do with the display software writing to the screen 3 times (once for each colour) rather than once for plain old black. This hasn't deterred the programmers who wrote the 100+ games below though! No more typing! Mail order your PC - Calc cable and then download the free Casio FA-122 software (recommended) or newer FA-123 software to load programs and games straight into your calculator! You can also free up your calculator memory by storing notes, programs, etc on your PC. Also available: Calc - Calc cables. The games... Games rated from 5 down to 1 star and then arranged alphabetically. Links to author will either take you to their site or start an email to them. Apologies to authors who are not credited correctly - please let me know! Game*AuthorDescription Archery*****A TindlundArchery game with lots of options Battaile Navale*****X IzardBattleships for 2 players Centipede*****L AurelienMixed Nibbles and Pacman Culdfut***** Role playing Demine*****X IzardMine Sweeper Dropzone1.2*****O StenroosYou fall but have to make it to the end of the screen, without crashing to the walls. Final Fanasy 7*****SimSoftPlatform adventure Gold Mine*****A TindlundCollect gold without crashing Indy 1000*****A TindlundFast car race Indy 500***** Car race IQMax*****NarmNumber game against calculator Jokers Wild*****I-K SimRecreates the Casino Video Poker game - Jokers Wild Pipeline*****X IzardPipeline Poker Machine*****J RockstrohPoker machine where you insert coins to play. Puissance 4-2*****X Izard Snarf*****A Tindlund7 level worm Tetris*****R AnthinOriginal Tetris Top Gun*****J VanierFlight simulator Triple Worm*****O StenroosCollect the green dots as they appear at the screen Virtual Boxing*****M CarpentierBoxing with lots of variations Worms*****Y GavrandLots of programs Asteroids*****Hidetake JoSnake through asteroid field Bomberman*****BenoitFrench. Lots of small programs. Bombrun*****T Lynn Break Out Gold****Hidetake Jo California Games****L AurelienSurfing, skating, footbag, etc. Cricket****C ScottCricket sim - added Jan 2002, lots of little progs Demineur****MadManuMine Sweeper Doom****R MackrellLots of little programs. The 4, 8 and 6 keys are used to navigate, and the 5-key to shoot Galactix****J VanierSpace shooter IQ Max-Multi****NarmPick numbers in rows and columns Mark Menu****M VernonLoad of games and stuff in one cat file with a menu Mighty Medawar****A TindlundRole playing - kill the invading monsters Mine Sweeper****NarmMine sweeper NFS2000**** Fast car racing NHL99****O StenroosBeat the hockey goalie - 2 player. Move with left and right keys and shoot with EXE. Nibbles****J Lerenius Nim****NarmLast to go loses Pacman****M LundstromPacman Pacman**** Pacman, 3 levels Pacman****R AnthinPacman Platform****L Aurelien Pool****J NoelPool Q-Bert****T LynnRun across all levels of the pyramid Race 3****X IzardCar racing Rally****J HeinonenSteer the dot - car racing Soccer****C ScottSoccer sim - added Jan 2002, lots of little progs Star Eater****K HarwissEat stars in as short a time as possible - like Pac-man Super Mario Land****R Anthin4 levels, difficult controlsControls:# Jump= shift# Right= right-arrow# Left= left-arrow# Down= down-arrow Super Street Fighter****M NagotFight against the calculator TicTacToe****S MasonTic Tac Toe XO-Deluxe****NarmSame TIC TAC TOE, better than XO-GOLD XO-Gold****NarmTic Tac Toe v calc Xtreme****GrifsoftFighting X-Wing****J RockstrohX-Wing is a space shooter with no deeper story X-Worm 2.0****J Heinonen1 level worm. Use 8, 6, 2, 4 keys to navigate Aliens***O SMove with keys. Shoot with EXE. Avion***L Aurelien Black Jack*** Card game against calculator Centipede*** Confusion*** Find the pair Deathtrap Dungeon***J Rockstroh RPG\u2022 Long time ago a warlock lived in the high mountains of Avalon\u2022 Detour***J FritzCar driving game Dodge 2*** Don't crash your space craft DownHill Ski***O StenroosSki down a mountain hill. You are the H-sign. Arrows to move L & R. Dragon Quest*** Role play Get The Numbr*** Horse Race*** Bet on horse race Indycar***I-K SimCar racing Klax***R AnthinLet blocks fall on each other in triples of each kind. Land of Wars***NarmCollect boxes Memory*** Find the pairs (of numbers) Micro Machines*** Minigolf***A RaudMinigolf Mortal Kombat***P PizzoTan key throws a fireball, --> key does a spin kick, cos key does an uppercut and F2 key does a fatality Pendu 4***X Izard Pong Pro***M Lundstrom2 player Puzzle***Narm8 digit puzzle Puzzler***H StordahlArrange numbers in given order Race***M LundstromCar race Race2000*** Speed Limit***O StenroosChange speed with function keys - to drive the same speed as limit. Street Fighter***P PizzoFight against the calculator Super Sniper***J VanierHit the little target located on the ground. Worms***D T X Wing Gold***D Cross X-game***M LundstromFast Eye - count the x's 100mrun** Basketball**P PizzoBasketball Bomb** Save the world by guessing the 4-digit code Bricks 2** Chess2** Chssmstr** Countdwn** Darts** Elite** Guide a ship through a meteor storm Gissa**M Lundstrom Hangman** Invaders** Space invaders Knight** Run around over all the X's Pworm** Reaction** Robin Hood** Arrow shooting game Scramble** Soccer Shooting**A Somers2 player soccer TacToe**J CarolinoTic Tac Toe Casionoid*J HeinonenArkanoid game Gap* Klocka* Clock Yatzy*C Reyes2 player You can't perform that action at this time. Don't have an account? Register now to chat, post, use our tools, and much more. There are 7 users online: 3 members and 4 guests. Members: brooke1144jacobermisterMagic Follow @cemetech 'Like' Cemetech News Headlines Latest Posts Latest Uploads You can't perform that action at this time. You can't perform that action at this time. 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