Tips for setting up and recompiling Xelda

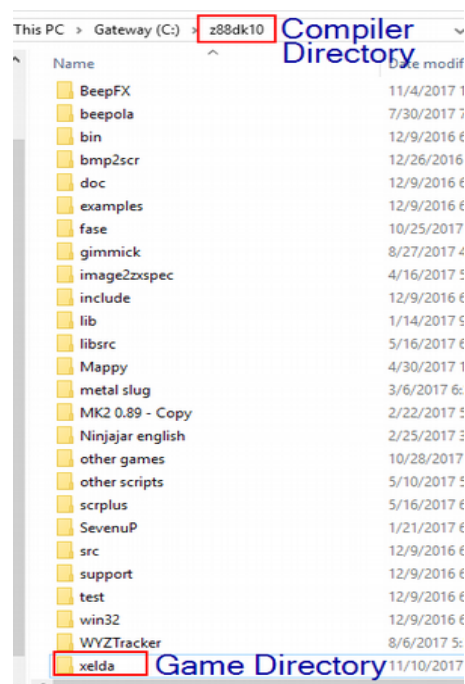Xelda is built using the MK2 game engine made by the Mojon Twins.

The build for the game is not difficult, however, it does not happen Automagically.

First you are going to want to download and install SDCC. Small Device C Compilier.

First, I can only explain on how the game compiles in my environment, which is a Windows 10 64 bit machine, it should build fine on other machines, but the steps may be slightly different.

On my GitHub page, you will find 2 projects that are related to the Xelda MK2 build.

The first is the compiler directory the second is the game directory. The game directory resides inside the compiler directory.

My GitHub account https://github.com/andydansby?tab=repositories
are the source for both the game and the compiler. The compiler is also found in the archives of the Mojon Twins, however, it is just an older build of Z88DK. I have not tested this against the new Z88DK and yes it probably would be better, but I'm not up to experimenting on what I might break in the game.

Back to the subject at hand…

First, download the z88dk-mk2 repository available at.

https://github.com/andydansby/z88dk-MK2

You should receive a 9 meg compressed zip file from GitHub.

Uncompress this to your root directory (assuming C: is your root) and name it z88dk10 example.

C:\z88dk10

This should uncompress to around 33 megs.

Next we need to download the game data, which is the second part of the downloads.

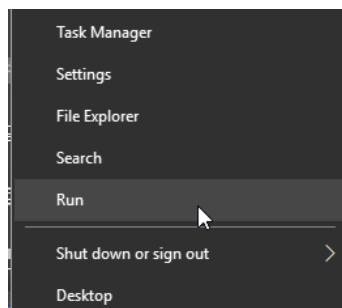This should be found at

https://github.com/andydansby/MK2Xelda

The game data should be at 8.8 megs in size and uncompress to around 17.5 megs.

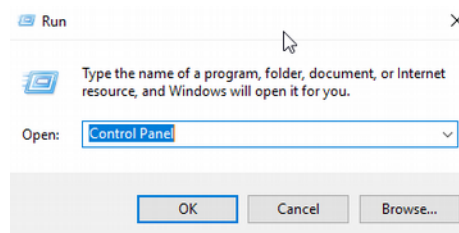Now we have all the files needed for compiling, but we are not yet ready to compile.

We have to set up our system paths to allow z88dk to find the files needed for compiling.

This part is specific to your version of Windows, on my Windows 10 machine, here's how it's done.
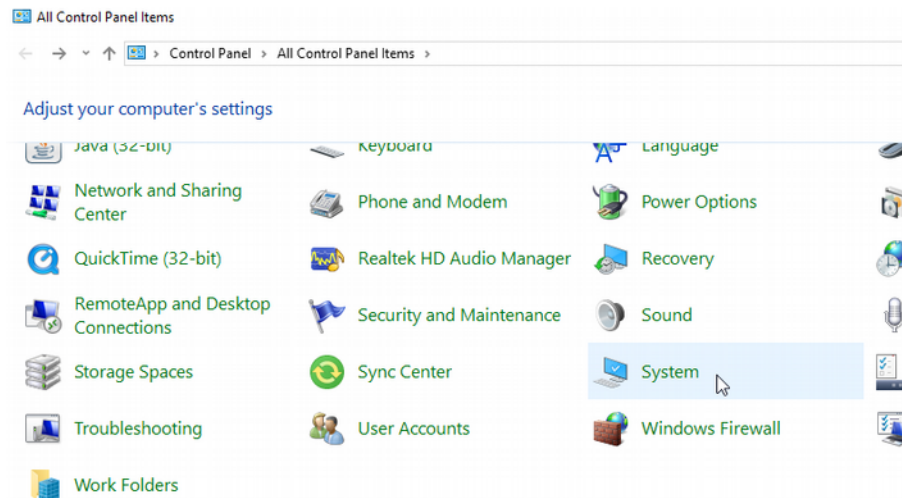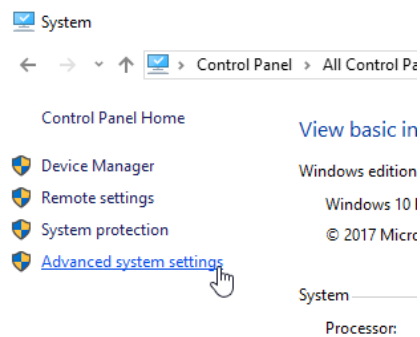
Right Click on your start button
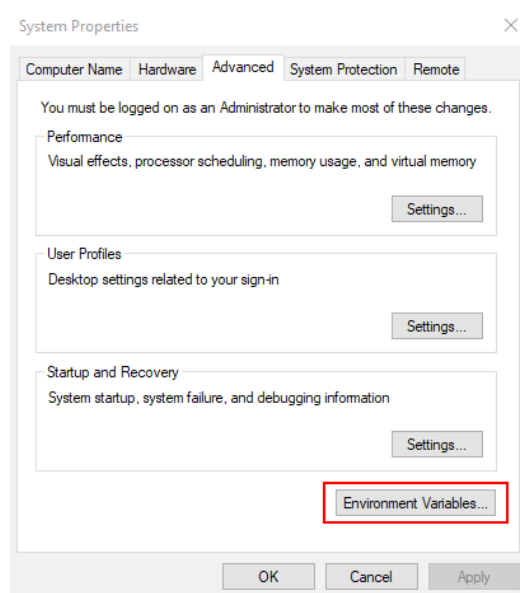

And select Run

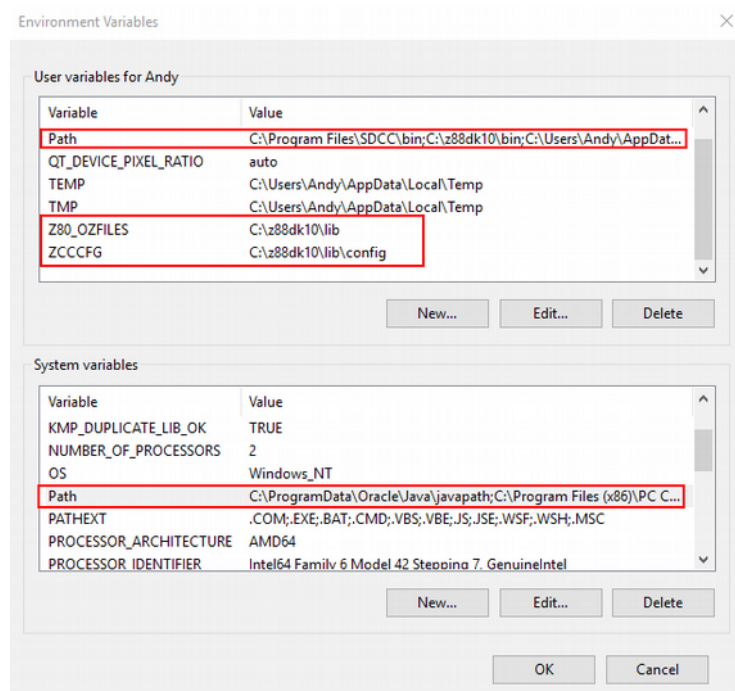In the Open Dialog, type in Control Panel

Select System

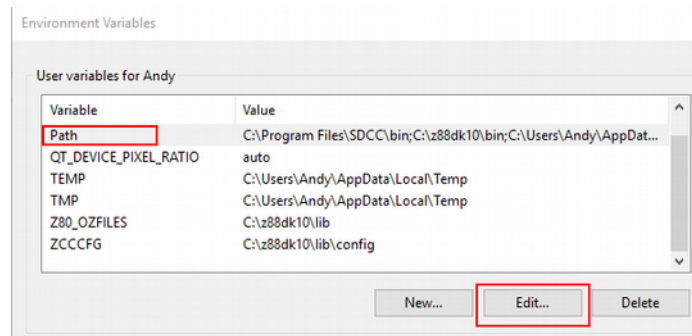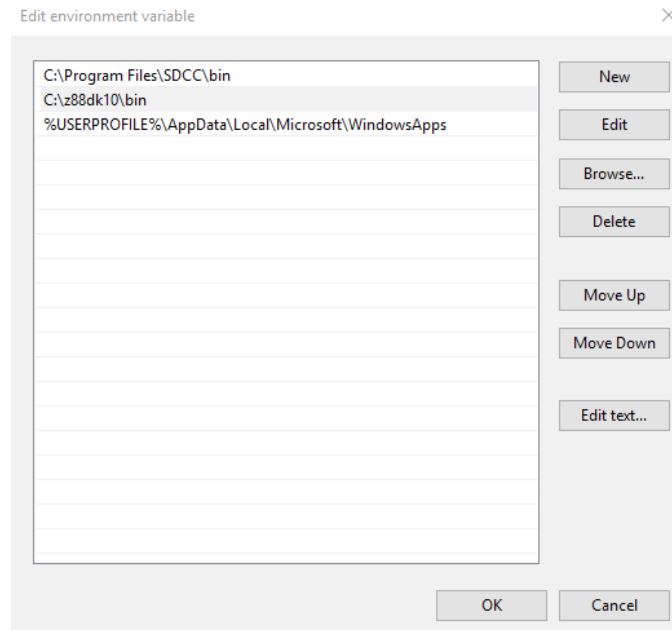Locate the Advanced system settings

Locate Environment Variables

There are a few items we need to edit or add here. You can see that mine is already added, but adding items yourself is rather easy.
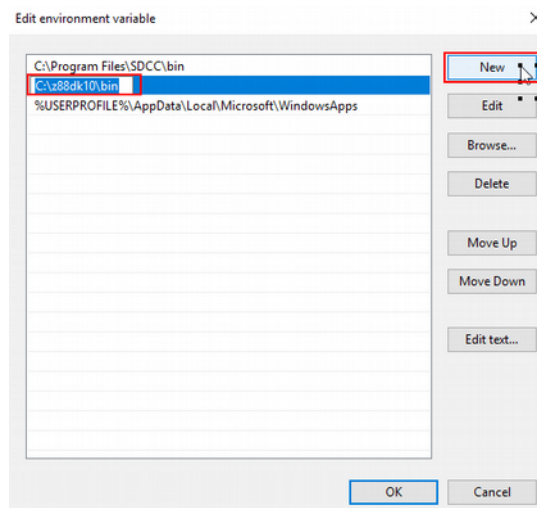
First Highlight Path and select Edit.

As you should see from my screenshot, SDCC and Z88DK are already entered. On your machine, SDCC should already be added to the path when you installed it, if not, then you are going to want to install it.

I'll show you the steps for Z88DK, and you may or may not have to do the same for SDCC.
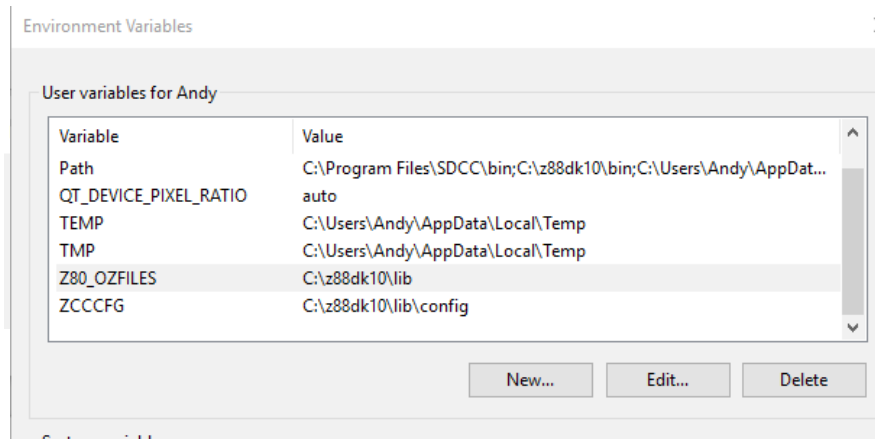

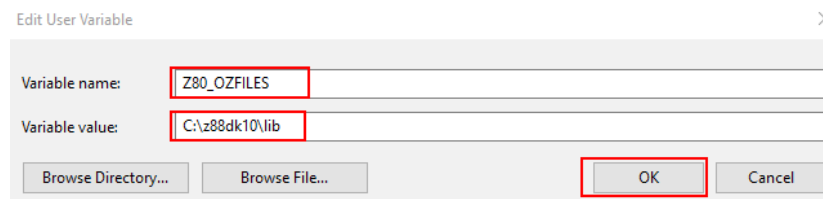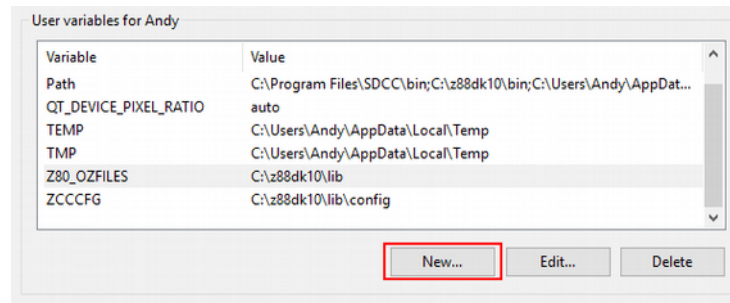Select the New Button and type in C:\z88dk10\bin

If you have to do the same for SDCC, then do so.

Select OK

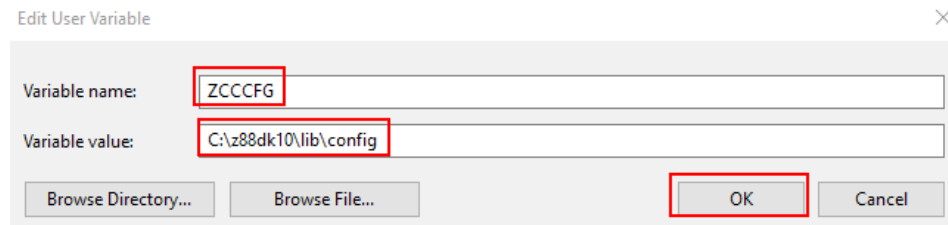Let's start with User Variables

Now Select New

Type in the Variable name
Z80_OZFILES

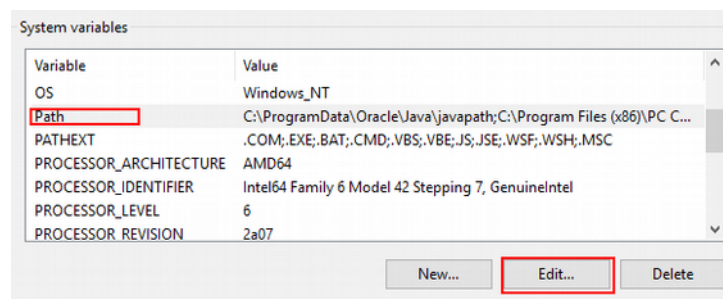Type in the Variable value
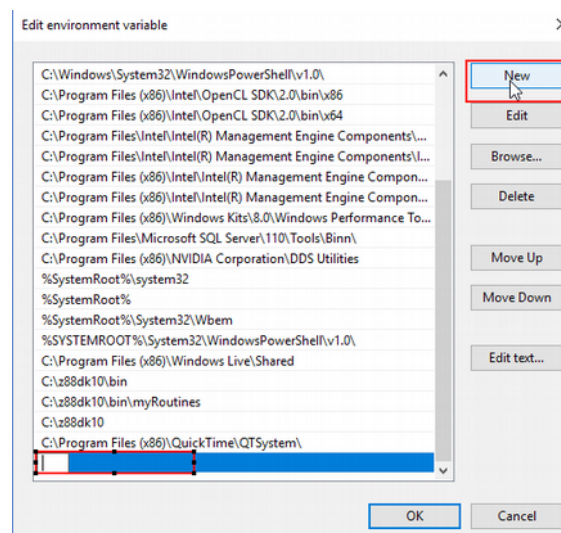C:\z88dk10\lib

Now lets repeat for the next one

Type in the Variable name
ZCCCFG

Type in the Variable value
C:\z88dk10\lib\config

Now lets do some slight editing on your System Variables

Highlight Path and select the Edit Button.

We need to add 3 system variables, pressing enter each time you enter in a new one.
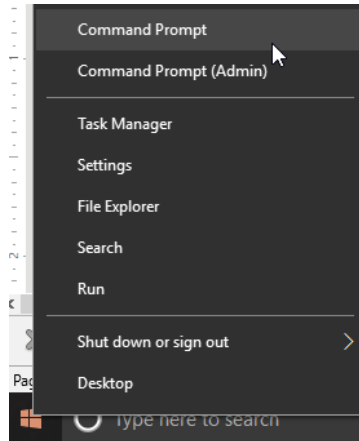
The three variables you need to add are
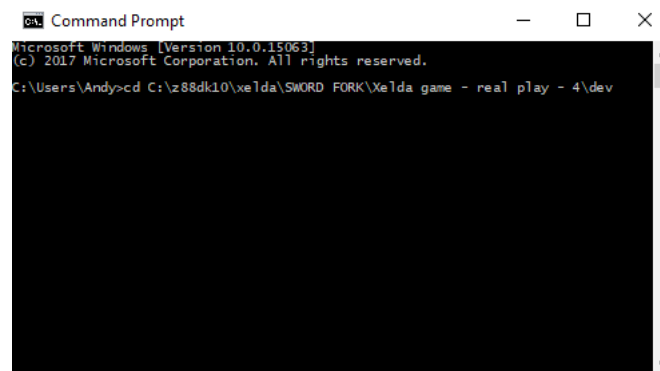
C:\z88dk10\bin
C:\z88dk10\bin\myRoutines
C:\z88dk10

That should be everything for you system variables, now you should be ready to compile.

Right click on the start button and open a command prompt. Navigate to the game directory.

In my case it's

C:\z88dk10\xelda\SWORD FORK\Xelda game - real play - 4\dev

Yours would probably be
C:\z88dk10\xelda\dev

Next type make.bat

You should see the compile start to happen, it takes just a minute and you should be rewarded with a TAP file. There is a lot happening with the compile and the explanation is rather long. The best way to understand what is going on is to reference the Mojon Twins Churrera manual and the MK2 manual.

Just for reference, the Churrera game engine is a predecessor to the MK2 engine and understanding it first is important.

If you have trouble compiling, and do find a solution to the compiling needs, please send me the description on your fix.

Thank you and enjoy
Andy Dansby