

Sunday, January 27. 2008

### **PSPSIM: A SamCoupe Emulator for PSP v1.2.1 (speed)**

Hi All,

Here is the final version of PSPSim the SamCoupe Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.

For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

What's new in version 1.2.1 :

- Many optimizations to speed up the emulation in z80, video and sound emulation part.  
Many games are now fullspeed (50 fps) even at 222Mhz !!
- Many new render modes and screen size options (normal, fit, max etc ...)
- The emulator window can now be moved to fit the screen properly
- Add new hotkeys to setup render mode etc ...
- Bug fix in the low battery watchdog
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Code cleaning

Big big thanks to Nick666

How to use it ? Everything is in the README.txt file.

Sources are included, and this package is under the GNU public license, read COPYING.txt file for more information about it.

pspsim-v1.2.1-fw3x.zip

pspsim-v1.2.1-fw15.zip

pspsim-v1.2.1-src.zip

Enjoy,

Zx.

PS: If you're looking for good games, try the Nick666 pack : here

If you want to discuss on this emulator, you can do it there :  
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in SamCoupe at 18:48

## Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

When a new version for GP2X?

Anonymous on Jan 28 2008, 21:14

Should come soon, since all the speed improvements should work great on gp2x

Zx

zx-81 on Jan 28 2008, 21:17

Hello,

Tried this SimCoupé PSP version and there is the same problem with game Gallactic gunners as on PC version of simulator.

see

<http://simonowen.com/blog/2007/08/04/attribute-port/>

Will You improve it too?

Thank You

NuClear on Feb 7 2008, 10:56

Hi,

Foa, thx for your comment

This is port of PC version, so limitations are the same as the PC version.

I don't plan to add this feature in a near future, because i'm already working on many other new projects,

Zx

zx-81 on Feb 7 2008, 17:49