

Sunday, April 27. 2008

### GP2X-Colem: Colecovision emulator for GP2X v1.0.3 (final)

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems.

GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.3 :

- Speed improvements, the z80 part has been rewritten using jump tables,
- Emulation accuracy improvements (original hidden frameskip of one has been removed, and cpu cycles are modified according to ntsc/pal mode)
- Add ntsc/pal option
- Display and save thumbnail images for each save state
- Add several new hotkeys :
  - . settings such as fps, render mode, auto fire speed can now be directly modified inside the emulator (no need to enter in the settings menu)
  - . quick save / quick load current state (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Auto-fire mode, press RTrigger+X to switch it on/off
- New graphics and add a simple intro splash screen
- Option to display frame rate
- Option to prevent the blue led to be displayed when L or R are pressed

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

Here is a full working binary version :  
colem-v1.0.3-bin.zip

The source code is here :  
colem-v1.0.3-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in ColecoVision at 00:04

ZX81 are the GOD of emulation, a machine of coder, Thank you for this big news.

A small question; the GP2X is lack of emulation of console SG1000, the first console of the SEGA, look this <http://www.sg-1000.net/>

Is possible a porting?

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

DARKGATE on Apr 27 2008, 09:52

Hi,

Thanks for your comment, someone may try to port MEKA <http://www.smspower.org/meka/> but it doesn't seem to be easy since part of the code are written in asm x86, and it strongly connected to Allegro package ...

Zx

zx-81 on Apr 27 2008, 11:40