

Monday, July 28. 2008

PSPWrite: A Text Editor for PSP v1.1.0

Hi All,

Here is a new version of PSPWrite the text editor for PSP.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker.

It has been developed on linux for Firmware 1.5 and 3.x-m33 and 4.x-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on PSP FAT.

What's new then in 1.1.0 ?

- Add word wrap mode (finally !)
- New option to specify wrap settings
- New hotkey to display help menu
- New hotkey to rewrap a paragraph
- A new menu for all settings
- Minor bug fix

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.

pspwrite-v1.1.0-fw4x.zip

pspwrite-v1.1.0-fw15.zip

pspwrite-v1.1.0-src.zip

Enjoy,

Zx.

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 Text Editor at 22:36

Excellent, will be sure to install and test soon.
Korlithiel on Jul 29 2008, 18:34

Thanks,

Zx
zx-81 on Jul 29 2008, 20:50

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

This version have HUGE problems with word-wrapping non-latin characters. For example download this file: http://mrs.mn/file_bug.txt, make word-wrap for example 62 and try to load this file. PSPWrite will destroy the symbol going just after the last space, and will not show it. After saving this file there will be a space on the place, where that symbol should be. So there is no way to edit anything in non-latin characters, coz there will be always things like above.

Please, correct this, there must be is a simple bug somewhere.
Shadow Maker on Aug 19 2008, 22:12

Hi,

Thanks for your feedback i will fix it asap,

Zx
zx-81 on Aug 19 2008, 23:24

Btw, may be you make these 2 font files not built-in? This will help to localize font to various world codepages, now I just patch the eboot file with these (i'm too lazy to setup all these cygwins in windows to recompile the sources only for font).
Shadow Maker on Aug 20 2008, 13:27

Yes, that's a good idea ... may be one day

Zx
zx-81 on Aug 23 2008, 15:25