Thursday, September 18. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.2 (sound+speed)

Hi All,

For those who haven't seen previous version Hu-Go is a famous emulator of NEC PC Engine console, running on many system such as Linux and Windows. (see http://www.zeograd.com/ for details)

PSPHugo is a port on PSP of one latest version of Hu-Go.

What's new then in this version :

- Rewrite sound engine using part of code from Hugo-Wii port version, it is
  now much closer to real PC Engine sound.
- Fix sprites display glitches in Gunhead and several other games
- Fix save state issue in all games (it was a miracle if that worked)
- Improve global emulation speed (fullspeed in many games at 266Mhz !)
- Add a new overclock option resulting in a faster emulation speed
  (but if you encounter any graphical glitches then you may have to set
   overclock to 0 and increase PSP clock speed instead)
- Improve file requester with virtual keyboard to choose sequentially
  rom files beginning with a given letter
- Volume booster
- Bug fix in the keyboard menu (joystick keys)
- Add documentation for settings in help menu

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

Special thanks to my friend Nicolas C. for support and testing

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

psphugo-v1.0.2-fw4x.zip

psphugo-v1.0.2-fw15.zip

psphugo-v1.0.2-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 PC Engine at 22:47

Great work. Keep this up. Can't wait for super-cd system support.
  Rom on Sep 19 2008, 19:48

Thanks the sound is a lot better now
  Jason on Sep 20 2008, 07:52

Just to say thanks for doing a new port of HuGo! Keep up the good work!
  Antiriad on Sep 22 2008, 20:22

Thanks

Zx
  zx-81 on Sep 24 2008, 11:11