

Monday, September 22, 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.3

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 :

- Improve global emulation speed
- ISO file support but sound audio track are ignored
- Screen size 320x240 is now supported (required for games such as R-Type)
- Add two new sound engines : mono (fast 22K or 44K) and stereo (accurate 22K or 44K).
You may have to reset the game when you change between mono and stereo, and save states may not work properly. (few games are now fullspeed using audio mono 22K at 222Mhz)
- Zip rom files are now decompressed in memory (much faster !)
- Bug fix with D-pad (didn't work properly in previous versions)

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

Special thanks to my friend NC 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-v1.0.3-fw4x.zip](#)

[psphugo-v1.0.3-fw15.zip](#)

[psphugo-v1.0.3-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 23:17

Thanks for all your work on the scene ZX, many quality releases and so glad to see your working on Turbo16 now. Thank you!
Musoka on Sep 23 2008, 01:00

What can I say. It gets better and better I really like the volume boots.
Jason on Sep 23 2008, 05:57

Thanks

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

Zx
zx-81 on Sep 23 2008, 20:08

hey Zx-81, great work on the emu, been waiting for another great Hu-Go release for the Slims. The speed is excellent, the gui is great and most games work like a dream.

However, there are still two minor issues with these last few releases that remain unchanged.

there still seems to be an issue with the sound's square waves being one octave too high, and the shot buttons not holding when the user holds them. (characters in platformers like Bonk and Legendary Axe always jump too low)

other than that, I LOVE everything else about this project. Keep up the great work!!

Anonymous on Sep 23 2008, 21:04

Nice work! I've never seen such huge improvements with each release of emulator within a week or two. First release was buggy like hell and quite slow, now there's no gfx bugs in scroll shooters, speed is 100% at 333Mhz w/ vsync on.

There's a bug in new stereo sound engine! it sounds like some sound channels is missing(for example, there's no drums or bullet hit sounds in Super Star Soldier with stereo engine)

Flash on Sep 24 2008, 02:49

my bad, just tried out the recent build anyway and these two issues were fixed (didnt see it in the changelog

thanks! Zx-81,

you the man!

Anonymous on Sep 24 2008, 06:52

Great work! In the future cue and toc support would be very useful, since a lot of games have more than one data track.

Rom on Sep 24 2008, 09:06

Hi,

I will add .hcd support,

Zx
zx-81 on Sep 28 2008, 13:42

This is a great Emulator. The one thing that I've found doesn't work too well is auto-fire. I don't think it's supposed to auto-fire when you're not pressing a button. When playing bonk and auto-fire is enabled, the character keeps headbutting non-stop as if button B is depressed.

Autofire is defined as holding down a button - and having the game respond as repeated quick button taps. With this emulator - you don't even press a button, and the emulator behaves as if you are.

Anonymous on Oct 11 2009, 14:21

Hi,

I've done auto-fire feature only for shoot them up games, because i was fed up to press the fire key all the time ... I can add a new mode that fits your specification,

Cheers,
Zx
zx-81 on Oct 11 2009, 15:45