

Sunday, September 28. 2008

## **PSPHUGO: PC Engine Emulator for PSP v1.0.4**

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, PC Kid is now fullspeed even at 222Mhz (overclock parameter set to 26 and sound 22Khz mono)
- HCD file support but sound audio track are still ignored
- Cheat support !
- Memory monitoring engine to find your own cheat code ! (It is all explained in the README file on a simple example)

Thanks to NC and my son for beta testing.

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

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

psphugo-v1.0.4-fw4x.zip

psphugo-v1.0.4-fw15.zip

psphugo-v1.0.4-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 13:47

Is HuGO really a good choice? It hasn't been updated in years, and compatibility was spotty at best..

I'm inclined to suggest you take a look at Mednafen, which has a TG16 core as well as others- you could probably port each core as a separate emulator once you've got the baseline TG16 stuff working.

Firehawke on Sep 28 2008, 16:23

Hi,

I didn't want to port already ported emu ... Hu-go has never been ported, and i can play all my favorite games (PC kid, and soldier series).

Zx

zx-81 on Sep 28 2008, 16:42

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

Where is a port of Mednafen to PSP?

Ootake is the best free PCE emulator for PC.

But for a "easy" PSP port you need speed and a non-asm core.  
Pater on Sep 28 2008, 18:37

I really glad you put in the Memory monitoring engine no PC engine Emulator on windows or Linux has this I would love to see this emulator on Windows some time  
Jason on Sep 28 2008, 20:44

Hi Dude,

I will add this feature on some of my emu ports, i've so many games to finished

Zx  
zx-81 on Sep 28 2008, 20:56

As usual - really great work, but why .hcd? Dou You plan to add .cue support in the future? If not - would You please describe how to make hcd-files properly (i've tried cue2hcd.pl converter, but unsuccessful).  
Rom on Sep 29 2008, 19:07

Hi,

hcd is the format supported by original hu-go version ...  
If you want to convert cue to hcd :  
<http://forums.maxconsole.net/showthread.php?p=1007224>

Zx  
zx-81 on Sep 29 2008, 20:46

Thanks a lot  
Rom on Sep 30 2008, 07:36

Hmm.. hcd-files made by pceconv utility looks different to yours. If i get it right, this hcd-converter was made to convert iso/wav into "official's" psp-pce emulator (ok ok i know it's Yuna-replace trick) format.  
Rom on Sep 30 2008, 09:45

Hi Dude,

I've written mine (dracx.hcd) manually using a .toc file ... there is .cue to .toc convertor, but i can't remember where i've found mine ...

Zx  
zx-81 on Sep 30 2008, 11:34

No problem - TurboRip can make .toc.  
Would you explain meaning of:  
begin=lsn,3890  
What is "lsn" (why not "msf" or something? )  
What is that number (3890)? Is it a track's lenght or something other?  
Anonymous on Sep 30 2008, 18:22

Hi,

It's all explained in original HUGO readme  
<http://zx81.zx81.free.fr/public/psp/psphugo/README-hugo.txt>

Zx  
zx-81 on Sep 30 2008, 21:09

dracx.hcd  
DOS version HU-GO. It was confirmed that started.  
If the same file is started with psphugo-v1.0.4, it becomes the screen of the CD player.  
Is it a present specification?  
Anonymous on Oct 1 2008, 05:37

Ohh thanks. Didn't mention that.  
Rom on Oct 1 2008, 08:00

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

I've written my dracx file manually, using .toc file ... If you see the CD player it means that it doesn't work.

Zx  
zx-81 on Oct 1 2008, 08:53

Is there any way to fix problem with games like Cadash for example? There are only background is rendered, and no characters or enemiesl...

Shadow Maker on Oct 7 2008, 12:43