

Thursday, October 16. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.5

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 :

- Major speed improvement
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Improve cheat menu & memory monitoring engine
- Text editor to modify the global cheat.txt file
- Bug fix in unzip function (if you tried to unzip more than 10 files, it wasn't able to open any other files, and you had to restart the emulator)

This version doesn't fix any compatibility issue, so all games that didn't work with earlier versions still won't run.

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-v1.0.5-fw4x.zip

psphugo-v1.0.5-fw15.zip

psphugo-v1.0.5-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 22:26

Great release, I can play PCE games @ 266Mhz with V-Sync though sound at 22.5hz mono. Not bad for the old PSP.
Slaanesh on Oct 17 2008, 04:04

thanks,

Zx
zx-81 on Oct 18 2008, 00:27

I was looking at the readme.txt and found the following on Overclock : useful to increase significantly emulator speed but you may encounter graphical glitches.
Does this mean it's overclocking the PC-Engine CPU?
The default seems to be 16, what does this mean?

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

Does a value of 0 mean zero overclock or normal?

Also, just wondering about v-sync. I find with it enabled the screen is still slightly jittery rather than being perfectly smooth as expected. Is it double buffering?

Great release though, I love it.

Slaanesh on Oct 19 2008, 00:29

> Does this mean it's overclocking the PC-Engine CPU?

nearly ... there are less interrupt. You can set it to 0 and won't see any change, only that emulator is going to slow down ...

> Is it double buffering?

yes.

Zx

zx-81 on Oct 19 2008, 02:24

What a fantastic piece of software!

So far I have had 100% compatibilty (Hucard Rom).Very nicely presented as well..

Thanks very much!

tR

TR_606 on Oct 19 2008, 14:19

I must say I'm quite pleased with this emulator. It's got the most compatibility of every single emulator I've tried on any platform, surprisingly, and it runs games quite well too.

I must ask, though, is the Danzeff really necessary in a Turbografx emulator? I don't see how it'd be useful... I'd rather map RUN to the start button instead. :/

Bloodstar on Oct 22 2008, 06:08

Hi,

Danzeff keyboard is usable in file requester and text editor menus ... But you're right it has no sens to use it in the emulator window,

Zx

zx-81 on Oct 22 2008, 11:03

Great work once again! I was just wondering if full audio channel support is on your list of work for this. I kinda miss having the skull in Devil's Crush laugh at me when I lose a ball

I thought it might be something that wasn't there to begin with but it works in another PSP TG16 emu.

Thanks!

SpoonNMan on Oct 27 2008, 05:05

Hu-go is not the best emulator for PC-Engine, there are many incompatibility issue, it doesn't work for TG16 games etc ... The "voice" sound is not properly emulated on this version because it is too CPU consuming ...

Zx

zx-81 on Oct 27 2008, 11:14

quiero encontrar el emulador de la voyae 200.....

richard on Oct 29 2008, 04:55