

Saturday, November 1. 2008

### PSPHUGO: PC Engine Emulator for PSP v1.2.0

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 :

- Finally fix issue with "Home -> Exit" !
- Digital pad is now usable in file requester even when danzeff keyboard is displayed
- Fix inconsistency between zip rom file names and save game name.
- Tested on new FW 5x-M33

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-v1.2.0-fw5x.zip

psphugo-v1.2.0-fw15.zip

psphugo-v1.2.0-src.zip

This should be a final version only if major bugs are found. Most of all incompatibility issues are already presents in original windows / Linux Hu-go version so i don't plan to fix them (too much work, it would be easier to port another PC Engine emulator ...)

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 14:27

It's sad that this may be your last update to the best PSP PC Engine emulator.

Is there any new emulators you want to port to the PSP .  
Jason on Nov 3 2008, 05:21

Good Emulator but It seems that some sound channels are missing.  
Anna on Nov 3 2008, 07:48

Yes, some sound channel are not emulated (for performance reasons ...)

Zx  
zx-81 on Nov 3 2008, 09:18

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

Maybe there's a way to port Ootake? <http://www.ouma.jp/ootake/index.html>  
Rom on Nov 17 2008, 17:23

performance reasons?!?!

this thing is running smooth and fast as hell, sometimes too fast.

so I really do not understand why not all sound channels are emulated - that's a shame, really!!

There are so many classic and awesome soundtracks - without the music the games don't make the same fun to me (for obvious reasons I think), but with the music cut down to only some channels it's like you play and always feel there is something missing - hell, I don't even play R-Type because of it, it makes me sad...

so PLEASE PLEASE PLEASE make this work PLEASE, how much would I have to donate?

These games are my childhood, the soundtracks make me travel back in time, to a happy place...

LikwidSkwiD on Apr 11 2009, 10:49

Hi,

I took several different version of different emu code to emulate the sound parts. But when i tried to add full accurate sound emulation code, it's running really slow. It should be possible to have a good sound emulation, but it's too much work for me. But you may try other PC Engine emu (old ones, running in fw1.5) may be they are better on sound emulation.

Zx

zx-81 on Apr 11 2009, 10:54

this works fine with 5.0 m33-6

OZBRN5 on Apr 15 2009, 04:38