Sunday, August 9. 2009

PSPHUGO: PC Engine Emulator for PSP v1.3.1 (Irda Joystick)

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.

This version of PSP-Hugo supports IRDA-Joystick box designed by my good friend Buzz
(see http://buzz.computer.free.fr for details).
If you have any electronic skills you may design your own for less than 20$
The Schematic and the PIC source code is provided in contrib folder of PSPHugo archive.

For those who have never heard about IRDA joystick project, the goal was to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT. Buzz has written the driver and designed the PCB and program the PIC micro-controller, and i was in charge of emulator enhancements.

Finally, what's new in this PSP-Hugo version ?

- IRDA Joystick box support
- Add "IRDA joystick" device support for both
  DB9 Joystick and Atari Paddle
- Add menu for IRDA joystick settings and keys mapping
- Add option to choose between IRDA devices
  (keyboard such as Targus or joystick using Buzz device)

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-v1.3.1-fw5x.zip

psphugo-v1.3.1-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 19:05

Nice work! Although, this emulator oddly exhibits the issue of no sound in "Dungeon Explorer". I say oddly because it seems that multiple emulators being released on different platforms that are utilizing the latest Hugo have the same no-sound issue (ie: latest Wii HugoGX as well). What could be wrong?
   zektor on Oct 25 2009, 00:05

Hi,

PSP Hugo won't be better than the original emu on this point ...

Zx
    zx-81 on Oct 25 2009, 09:28

Hey Zx Great to see you improving on this emulator it runs great on my psp if you could put dave x rewind mod function on it that would be awesome everyone would want this emulator because there is not a pc engine emulator out there for psp that has rewind mod on it. Thanks GREAT WORK Tronpsp
    Tronpsp on Feb 13 2010, 15:07

Good emulator. Regular roms are working perfectly, but I just have trouble with CD Isos (like Lords of Thunder). The games itself and the sound effects are working but the mp3 tracks not. I tried to convert them into 16bit samples at 22k or 44k rate (as in the description), but nothing seemed to work. Can anybody help?
    Murikov on May 15 2010, 23:08

Hey ZX, I'm just wondering if this is still a project you are improving. I'd still love to see the extra audio channel implemented. I really miss the skull head laughing at me when I lose a ball in Devil's Crush. or the "GET READY" In Afterburner/Space Harrier. I have a very old emulator "PCE for PSP" (don't know the author on this), but it supports the missing audio channel. The trouble I have is that it doesn't run games like Bonk 1,2 or Bloody Wolf.

Your emu has excellent compatibility and would be perfect, hands down, with full audio compatibility.

Thanks again for all of your hard work on these emulators. They are the only reason I still power up my PSP!
    SpooNMan on Aug 26 2010, 03:15

Thanx for you great work. PSPHUGO really rocks.
    Eric on Jan 22 2011, 07:29