

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

Thursday, October 22. 2009

Dingux-HUGO: PC Engine Emulator for Dingux v1.1.0

Hi All,

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)

Dingux-Hugo is a port on Dingoo/Dingux of my latest PSP version of Hu-Go.

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.

Many new features have been added compared to original Hu-Go version, have a look to the README for details.

Here is a full working binary version :
dingux-hugo-v1.1.0-bin.zip

And the source code :
dingux-hugo-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in PC Engine at 22:25

Great job, thankyou Zx, absolutely love your emulators. Tried a few games, most worked fine. Outrun was abnormally slow and Gunhead had graphical glitches. Don't really understand what the overclocking option does, what exactly is overclocked, when I set it to a value between 0 and 50?

Chris23235 on Oct 23 2009, 01:00

wow there's no slackers in the Dingoo scene ! There's something new almost everyday !! \o/

(allons vite essayer ça...)

Tetsuoo on Oct 23 2009, 02:30

Nice work again

A little question, can the emulator run game isos ?
Snatcher on Oct 23 2009, 06:39

Hi,

It modifies parameters inside the emulator to speed it up but with a bad accuracy (sometimes it works fine and it runs faster and you can't notice any glitches, sometimes it doesn't work).

Zx
zx-81 on Oct 23 2009, 09:27

Hi,

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Iso are not supported on this version ...

Zx
zx-81 on Oct 23 2009, 09:34

hello,dear zx
I very like yours emulator,it's very good.
but a problem is where the games roms put.
the rom putting is not flexible and diversified forms,
whether the roms is not must put in emulator folder?
thus we put roms Agility
Anonymous on Oct 23 2009, 12:54

I tried some more roms, seems to be a scaling bug somewhere, Atomic Robokid Special and R-Type aren't displayed correct.
Chris23235 on Oct 23 2009, 13:23

Hi,

Yes, in this version all roms must be in rom folder of the emulator,

Take care, Zx
zx-81 on Oct 23 2009, 13:26

Whatever the render mode you use ? normal ? fit ? i will have a look on this issue,

Thanks for your feedback,

Zx
zx-81 on Oct 23 2009, 13:32

Excellent work! I've loved both your PSP and Dingoo versions of this emulator. The one thing I've requested in both - is autofire like in the original TG16. It would be nice to be able to hold down a button instead of tapping it.

This has to be the fastest PCE/TG16 emulator for the Dingoo A320. Everything that worked played fullspeed.

Games like the Bonk series and Splatterhouse played perfectly - the only thing missing was the aforementioned autofire. I did find glitches in the following games:

- 1) Legendary Axe 2 - Constant screen flashing makes the game unplayable.
 - 2) Keith Courage - The sprites kept disappearing when certain backgrounds are available. It happens right away and makes the game unplayable.
 - 3) Neutopia 2 - Weird music bug, the music is slow.
 - 4) Rastan Saga 2 - In most emulators it won't work, but it does on yours! However, there's a weird screen wrap issue - where the picture is shifted to the right, and what belongs on the right is now on the left.
- PolloLoco on Oct 23 2009, 16:51

The scaling bug appears in normal and in fitmode, in Atomic Robokid it's the same bug that PolloLoco describes in the post above, in R-Type, a part of the right side of the screen is missing, the picture isn't displayed in the original aspect ratio, but in 4:3.
Anonymous on Oct 23 2009, 18:13

That was me in the previous post forgot to add name
Chris23235 on Oct 23 2009, 18:15

Hi, I've tried some games, most of them runs pretty fast
However just so you know:
- Long Nosed Goblin (Hana Tahka Daka) have some bugs at level 2 (birds disapear in the background)
- Devil's Crush won't start
- Heavy Unit have a bug with the display, only a very little part actually appear

Anywy thanks a lot for this ! Now i can play Bomberman '94 at full speed
Tetsuoo on Oct 23 2009, 22:07

Fantastic work! Thank you for all your contributions to the Dingoo, ZX! Autofire would be a huge plus for this emulator.

Incidentally, the ZX81 was my very first computer. Much as I tried, I couldn't really do much with it. It had a cool little printer though.
J on Oct 24 2009, 04:25

R-type bug will be fixed in next release,

Thanks for your feedback

Zx

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zx-81 on Oct 24 2009, 12:20

Hi,

Auto-fire button selection would be part of the next release,

Zx

zx-81 on Oct 24 2009, 12:26

Just a couple of notes from my testing:

- The sprite/background priorities seem to be off in certain cases. For example, the part of world 1 where you're on the giant dinosaur's back, Bonk is almost completely invisible.
- There's no sound in certain games, eg: Dungeon Explorer (U).
- The sound isn't perfect. For example, the digitized samples in Devil Crash (J) are incorrect.

Otherwise, fantastic work ZX! I'm looking forward to the next version.

J on Oct 24 2009, 19:52

Hey Zx

Just wondering, but are you planning on adding cd support?

Thanks

quadomatic on Oct 24 2009, 23:59

Hi,

CD Support could be part of the next version but without audio track ...

Zx

zx-81 on Oct 25 2009, 09:24

hi, im copying everything i need to into my local folder but its not even showing up in the list of emus when i boot dingux, ive been out the scene for a couple of months, is there something ive missed????

gaz on Nov 16 2009, 22:09

You need to edit the file

local/dmenu/themes/Base/menu_emulators.cfg

And add something like this :

Menuitem Hugo

```
{  
Icon = "res/emulators.png"  
Name = " Hugo"  
Executable = "./dingux-hugo"  
WorkDir = "/usr/local/emulators/dingux-hugo"  
}
```

zx-81 on Nov 16 2009, 23:17