Sunday, April 16. 2023

Multi-cart for intellevision

Hi Folks,

Please find below some information to make your own multi-games cartridge for your Intellevision console :

You can find all the details on the original author site :
Aotta's github

In order to build your PCB you will need the following gerber files :
gerber

In that version (alpha) you need to patch the PCB are visible on the picture, to ground one of the pin of the cartridge.

Here is the BOM :
- Two standards leds :
  D1 : LED (power on)
  D2 : LED (status)
- Resistances :
  R1 : 220 ohms
  R2 : 220 ohms
  R3 : 1k ohms
  R4 : 1k ohms
- Capacitance (104)
  C1 : 100nF
  C2 : 100nF
  C3 : 100nF
- Push buttons 4Pin 6x6x5mm
  SW1 & SW2 : switch
- Integrated Circuits :
  U1,U2,U3 : 74LVC245 (Dip 20)
  Teensy 4.1 (Look at thepihut.com to find affordable version)
- Led screen :
  Oled Module 0.91" (For Arduino)
- Support :
  For the Teensy & Led screen

Once everything is soldered on the PCB, you will need to program the Teensy 4.1 using IDE softare for arduino.
You may have to install missing libraries and device components for the Teensy 4.1

You can then use my own version of the software, adapted for the Secam (french) console :
https://github.com/zx81zx81/RTO-Cart-secam/blob/main/RTOCart/RTOCart.ino

The remaining complex step is to writea .cfg file corresponding for each game you install on the SD card.
All games that required the ECS are not supported.

Enjoy,

Zx

Posted by zx-81 in Intellivision at 16:47

Wednesday, January 1. 2020

[NEW BATCH] ColecoVision 31-in-1 Flash Cartridge

Hi all,

Few years ago, with my good friend Buzz, we had launched the production of few pcbs for the Colecovision 31in1.

This card contains up to 31 games of your choice (flashed in eprom 27C080) and works directly with your Colecovision console :

The price is set to 35 euros (via paypal) and it includes :
- the pcb card of the 31in1
- eprom 27C080 programmed and installed on the pcb with 31 games of your choice
- custom background and text menu for the loader
- shipping fees for Europe

There are 5 cards remaining today !

If you are interested please drop me an email (zx81.zx81(at)gmail.com),

Enjoy, Buzz & Zx

Posted by zx-81 in Colecovision at 12:00

Friday, September 11. 2015

CPC464 : How to mod your DDI-1 / CPC 464 to work with a HxC floppy emulator

Hi Folks,

I finally succeed to get a SD Slim HxC Floppy emulator to work with my amstrad CPC 464 connected to a floppy drive FD-1.

Here is step by step what i did.

First of all you need to mod you FD-1 to get the ground and the 5v cable for the HxC Slim SD board.
You need to open the FD-1, and to connect the ground and the 5v of the floppy Molex as shown on the picture.

Be careful, the 5v is the orange cable in the FD-1 (Red is 12v !).

Here is FD-1 back.

Then you have to put two jumpers on the ribbon of the DDI-1, as shown below.
(Update from Bryce on CPCWiki : The ready jumper is not mandatory with the HxC)

You have to cut the two plastic protections as shown on the picture.
Otherwise you won't be able to plug correctly the ribbon with the HxC connector.

Here is the connections with both 5v molex + floppy ribbon :

Next, You have to setup properly the jumpers on the HxC (i gave many tries, and that is the one that worked for me).

Of course you have to upgrade the firmware of the HxC, setup the memory card accordingly etc ...
(See HxC website, there are tons of documents available there).

Finally i got HxC menu working (run"hxc) and also Sorcery game installed on my SD card :

Hope that helps,

Zx

PS: Thanks to Bryce for the updates

Posted by zx-81 in Amstrad at 20:04

Sunday, October 5. 2014

Video Mod for Intellivsion Secam console

Hi all,

I would like the share with a video modification i realized recently for the Intellivsion console (SECAM version). It lets you to connect your console to a TV using a standard RCA/composite cable.
The photo above shows where to connect wires on the daughter board (SECAM version), and below you get the schematic to use for this video modification.

Cheers,

Zx

Posted by zx-81 in Intellivision at 14:35

Wednesday, October 1. 2014

FFin1 : Cartridge of 255 games for Atari 7800 and 2600

Hi All,

With my good friend Buzz, we have designed a cartridge with 255 games for the Atari 2600 and 7800.

Here is the schematic if you want to realize your own version :
on buzz web site.

You will find here, an archive with the binary image to be flashed on the eeprom 27C801, but also the code source of the loader. This "loader" is based on the "A text adventure game/engine for the Atari 2600" developed a while ago by Greg Troutman in 1997.

Archive of the ffin1 loader.

Cheers,

Buzz & Zx

Posted by zx-81 in A7800 at 21:58

Wednesday, November 27. 2013

JXD-a5200 : Atari 5200 emulator for JXD

Hi All,

Here is a port on JXD of my Pandora port version.

I have modified the Pandora version and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work. See his site for more details.

Binary version :
android-a5200-v1.1.0-apk.zip

Source code :
android-a5200-v1.1.0-src.zip

Enjoy,

Zx.

Posted by zx-81 in Atari 5200 at 21:51

Tuesday, November 26. 2013

JXD-a7800 : Atari 7800 emulator for JXD

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on JXD of my Pandora port version.

I have modified the Pandora version and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work. See his site for more details.

Here is a binary version :
android-a7800-v1.1.0-apk.zip

The source code :
android-a7800-v1.1.0-src.zip

Enjoy,

Zx.

Posted by zx-81 in Atari 7800 at 22:08

Wednesday, August 14. 2013

PSX adapter for megadrive v2

Hi,

Here is a picture of the new version (a bit less ugly than the prototype)

For very few euros you can build your own. I used MPlab for the development and MiniPro for PIC programming.

All the schematics and source code, hex files and all informations are here.

Enjoy,

Zx

Posted by zx-81 in Megadrive at 17:22

Sunday, June 30. 2013

PSX adapter for megadrive

Hi All,

One of the best old console for shoot'em up is the megadrive (after PCE engine of course).
I wanted to use a PSX arcade pad with a megadrive, so i decided to build this adapter.

This version is a derivative version of the work of Thomas Kirk (many thanks to him) who did it for atari and amiga db9 joystick.

You need a few set of components :
- PIC16F819
- 2 LEDs (optional)
- 3 resistors
- 1 DB9 female
- 1 PSX female connector (i used an extention cable for PSX).

Here is my ugly prototype :

And for a few bucks you can build you own. I used the MPlab software for PIC development and MiniPro to program the PIC.

All schematics, asm and hex files, plus any required informations to build your own adapter are here

Enjoy,

Zx

Posted by zx-81 in Megadrive at 12:36

Sunday, February 17. 2013

ColecoVision 63-in-1 Flash Cartridge

Hi all,

With my good friend Buzz, we spent last past few weeks on a new project called "63 in 1".
This is a home made cartridge with 63 games, an enhancement of our previous "31in1" colecovision cartridge.

All the hardware part is well described on buzz web site, with schematcs and eagle files : here

The loader is a modified version of the 31in1. All the source code is provided under BSD like license here :
63in1.zip

It contains also the eprom file i've used for this demo :

Finally this archive contains all files needed to build your own cartdridge (eagle files for the PCB etc ...)

If you are interested in making your own cartridge here is a model you can print :here

For people like me, who don't have the solder skill of Buzz, you may give a try to a 'test board' version, as i did here :

Enjoy,

Zx

Posted by zx-81 in Colecovision at 20:25

Saturday, January 19. 2013

[UPDATE] ColecoVision 31-in-1 Flash Cartridge

Hi all,

With my good friend Buzz, we have been working last past few months on a colecovision project called
31 in 1 : a home made cartridge with 31 games.

All the hardware part is well described on buzz web site, with schematcs and eagle files : here

Using the SDCC compiler and libraries and documentation of Daniel Bienvenu, i have written the loader part of this cartridge that let you choose the game you want using the pad.

All the source code is provided under BSD like license here :
31in1-rev2.zip

It contains also the eprom file i've used for this demo :

here on youtube

Finally this archive contains all files needed to build your own cartdridge (eagle files for the PCB etc ...)

If you are interested in making your own cartridge here is a model you can print :here

Good soldering,

Zx

Posted by zx-81 in Colecovision at 10:04

Sunday, October 28. 2012

Android-Vectrex : Vectrex Emulator for Android JXD consoles

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Here is a new version for Android console (JXD and Yinlips).

Apk :
android-vectrex-apk.zip

Source code :
android-vectrex-src.zip

Enjoy,

Zx.

Posted by zx-81 in Vectrex at 17:40

Android-Lopan : Mahjong for Android JXD consoles

Hi All,

Here a new version for Android JXD console of the Lopan Mahjong game written by Dave Ashley (See here for more details).

Here is the APK :
android-lopan-apk.zip

Enjoy,

Zx.

Posted by zx-81 in Lopan at 16:15

Saturday, October 27. 2012

Game & Watch simulator for JXD / G18

Hi all,

Here is a patched version of the Game & Watch emulator by Hitnrun (gp2x and pandora version).
This version fits the JXD and G18 screen size (this is main change compared to original hitnrun version).

APK binary :
android-gameandwatch-apk.zip

Enjoy,

Zx.

Posted by zx-81 in Emulators at 23:54

JXD-a2600 : Atari 2600 emulator for JXD and G18

Hi All,

Here is a new version of Stella / atari 2600 emulator for Android consoles JXD S5110, JXD S601 and Yinlips G18.

Here is the Changelog :
- Touch screen support in most of all menus
- JXD + G18 support
- Speed limiter accuracy improvement
- Frame skip used now a 1/50 sec step (more accurate)
- Fix Sound issues (due to bad SDL implementation on Android)

I have modified the Pandora version and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work. See his site for more details.

Here is a binary version :
android-a2600-v1.1.0-apk.zip

The source code :
android-a2600-v1.1.0-src.zip

Enjoy,

Zx.

Posted by zx-81 in Atari 2600 at 21:52

JXD-Coleco: Colecovision emulator for JXD and G18

Hi all,

Here is a new version for JXD S5110, JXD S601 and Yinlips G18.

- Touch screen support in most of all menus
- JXD + G18 support
- Speed limiter accuracy improvement
- Frame skip used now a 1/50 sec step (more accurate)
- Fix Sound issues (due to bad SDL implementation on Android)

Binary version :
android-coleco-v1.1.2-apk.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 21:49

JXD-CAP32: Amstrad CPC emulator for JXD and G18

Hi All,

Here is a new version for JXD S5110 & JXD S601, and now G18 android consoles.
The touchscreen is supported, but not everywhere.

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

This package is under GPL Copyright, read COPYING file for more information about it.
Changelog :
- Add more render modes + delta Y (better to play games such as Arkanoid)
- Touch screen support in most of all menus
- JXD + G18 support
- Speed limiter accuracy improvement
- Frame skip used now a 1/50 sec step (more accurate)
- Fix Sound issues (due to bad SDL implementation on Android)
- Fix several other bugs (snapshot images display etc ..)

Apk :
android-cap32-v1.1.1-apk.zip

Source code :
android-cap32-v1.1.1-src.zip

Enjoy,
Zx

Posted by zx-81 in Amstrad at 16:01

Sunday, October 14. 2012

JXD-TWorld: Tile World for JXD / Android

Hi All,

Tile World is an emulation of the game "Chip's Challenge". "Chip's Challenge" was originally written for the Atari Lynx by Chuck Sommerville, and was later ported to MS Windows by Microsoft (among other ports).

See here for details.

Here is a port on JXD / Android of version 1.3.

APK :
android-tworld-apk.zip

Source code :
android-tworld-src.zip

Enjoy,

Zx.

Posted by zx-81 in TWorld at 20:54

Android Mancala: Mancala game for JXD / Android

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move".
Android Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players mode.

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

APK :
android-mancala-apk.zip

Source code :
android-mancala-src.zip

Enjoy,

Zx.

Posted by zx-81 in Mancala at 16:31

Saturday, October 13. 2012

Android Chess: Chess game for JXD / Android

Hi all,

Android Chess uses the GNU Chess version 5.07 for the Artificial Intelligence.

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

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

APK :
android-gnuchess-apk.zip

Source code :
android-gnuchess-src.zip

Enjoy,

Zx.

Posted by zx-81 in Chess Game at 17:55

Sunday, October 7. 2012

JXD-CAP32: Amstrad CPC emulator for JXD

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

Here is a first version for both JXD S5110 & JXD S601 android console.
The touchscreen is not supported so you have to use only console buttons (like PSP or Caanoo version).

I have modified the Pandora version and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work. See his site for more details.

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

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
android-cap32-v1.1.0-apk.zip

Source code :
android-cap32-v1.1.0-src.zip

Enjoy,

Zx.

Posted by zx-81 in Amstrad at 23:42

Thursday, October 4. 2012

Android Ri-Li : Ri-Li game v2.0.1 for JXD

Hi All,

Ri-li is an arcade game, let you drive a wooden train in many levels where you should collect all rail cars scattered around the track. See http://ri-li.sourceforge.net/ for more details.

It has been written by Dominique Roux-Serret and muscis are from Maf464.

I've modified the Pandora version v2.0.1 and port it to android using the amazing framework of Pelya, a big 'merci' for his awesome work !
See his site for more details.

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full working binary version :
android-rili-v2.0.1-apk.zip

Here is the source code :
android-rili-v2.0.1-src.zip

Enjoy,

Zx.

Posted by zx-81 in Ri-Li at 23:22

Sunday, September 30. 2012

A new developer for the JXD console !

Hi All,

I got months ago, both JXD 601 and 5110 android consoles. Those Chinese consoles are really suitable for emulation, better than any other android devices.

After months of idleness, i found enough motivation to compile several existing emulators for android.

I've the pleasure to announce that i will most likely port several of my previous emulator ports to android (for JXD) in a very near future.

Cheers, Zx

Posted by zx-81 in JXD at 19:42

Friday, July 1. 2011

Caanoo-12swap : 12swap for Caanoo

Hi All,

Here is a port on Caanoo of 12swap game (see http://twelve-swap.sourceforge.net/ for details)

Here is a full working binary version :
caanoo-12swap-bin.zip

Here is the source code :
caanoo-12swap-src.zip

If you speak french this site describes how to port this game from linux to caanoo, step by step ...
12swap port step by step on caanoo-forum

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 12swap at 22:50

Sunday, April 24. 2011

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.3

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

Here is the change log of this caanoo version :
- bug fix when using USB joystick in menu
- improve fps accuracy

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
caanoo-cap32-v1.1.3-bin.zip

The source code is here :
caanoo-cap32-v1.1.3-src.zip

You may also checkout the code from the mercurial repository :
hg clone https://caanoo-cap32.googlecode.com/hg/ caanoo-cap32

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 Amstrad at 18:39

Friday, April 22. 2011

Caanoo-MSX: MSX Emulator for Caanoo v1.1.2

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Special thanks to Pixador for his hard work on my previous dingux version.
All those improvements are now part of this new caanoo version.

Here is a copy of the changelog v1.1.2 :
- USB Joystick support !
  (up to two players if you got a Twin USB joystick adapter
  or if you use Caanoo Pad + one USB joystick)
- Overclock support and default cpu clock when exiting the emu
- global disk / rom files location
- Rom file selector bug fix
- Add F10 key in Danzeff keyboard
- New title icon from Mospaedax
- improve speed limiter accuracy

From Pixador dingux mods :
- Updated the Z80 emulation to the latest fMSX one
- Emulation of M1 cycles: R register is now fully emulated and cycles are more accurate.
- Fixed joystick emulation: joystick 2 must not be a copy of joystick 1
- Fixed color 0 in MSX2 sprites
- Fixed color palette for Screen 8 sprites
- Full color depth in Screen 8
- Fixed initial memory mapping for ASCII8 and ASCII16 megaroms
- New megarom type: RTYPE
- Megarom detection with SHA1 checksum with file carts.sha (based on Cax mod)
- Tweaked the built-in megarom type detection to improve its accuracy
- Added setting to force a specific megarom type
- FM-PAC is not loaded if FM emulation disabled
- Sound is shut down when the MSX is reset
- New Render modes: "zoomed" and "fullscreen" (based on Cax mod)
- More accurate speed limiter

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

Here is a full working binary version :
caanoo-msx-v1.1.2-bin.zip

The source code is here :
caanoo-msx-v1.1.2-src.zip

It's distributed under Marat Fayzullin's license for the original MSX part, and under FreeBSD license for all the Dingoo part.

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 MSX at 10:57

Tuesday, April 19. 2011

Caanoo-termlua2x : Terminal emulator for Caanoo v0.1.5

Hi All,

Here is a new version for the caanoo of the famous terminal emulator termlua2x.

This version is a patch from Denis Tikhomirov with the following changes :
- add/fix touchscreen
- add other caanoo keys (menu1 & menu-2)

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

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
caanoo-termlua2x-0.1.5-bin.zip

Source code :
caanoo-termlua2x-0.1.5-src.zip

You may also checkout the code using mercurial :
hg clone https://caanoo-termlua2x.googlecode.com/hg/ caanoo-termlua2x

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 Termlua at 00:03

Monday, March 21. 2011

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.2

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

Here is the change log of this caanoo version :
- USB Joystick support (up to two players if you got a Twin USB joystick adapter, or one joystick + the caanoo pad), let's have fun with Ikari warriors !
- Overclock support and default cpu clock when exiting the emu
- global disk / snap files location
- Rom file selector bug fix
- New title icon from Mospaedax

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
caanoo-cap32-v1.1.2-bin.zip

The source code is here :
caanoo-cap32-v1.1.2-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 Amstrad at 23:02

Caanoo-Vectrex : Vectrex Emulator for Caanoo v1.1.2

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Here is a new version of my caanoo port.

What's new then in this version :
- USB Joystick support
- Cheat support
- Rom file selector bug fix
- Default cpu clock when exiting the emu
- New title icon from Mospaedax

Here is a full working binary version :
caanoo-vectrex-v1.1.2-bin.zip

And source code :
caanoo-vectrex-v1.1.2-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 Vectrex at 21:18

Tuesday, March 15. 2011

Caanoo-Dropbear : SSH2 and SFTP server for the Caanoo v0.52-1

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

Scachi did a port to the Wiz, and i've recompiled it for the caanoo.

This package include everything from my latest version plus the sftp-server required to use the SFTP protocol (secured FTP).

You can now browse, put or get files using wifi from a PC running for example winscp (see http://winscp.net/eng/download.php). The login is root and a blank password.

Here is a full working binary version :
caanoo-dropbear-0.52-1.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 DropBear at 21:54

Sunday, March 13. 2011

Caanoo-Colem: Colecovision emulator for Caanoo v1.1.1

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

What's new in then in this version :
- Multiple USB joysticks support
  (the default is for PlayStation2 Twin USB adapter, see the README to write your own configuration file)
- global configuration for the rom folder
  (you can now use the folder you want to put your roms)
- CPU Overclock support
- Sound bug fix (bad sample rate)
- New title icon from Mospaedax

The binary archive contains also a simple tool to help you to configure the usb joystick properly (it displays the code that should be used to write your own configuration file)

Here is a full working binary version :
caanoo-colem-v1.1.1-bin.zip

The source code is here :
caanoo-colem-v1.1.1-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 ColecoVision at 14:12

Friday, March 11. 2011

My Condolence for Japan Tsunami Victims

Hi All,

It's a sad day, i've just watched the news on TV and this tsunami that reached the Japan coast was a nightmare.
All my condolence goes to the victims of this Tsunami. We are all japanese this evenning,

Zx

Posted by zx-81 in Events at 21:10

Sunday, March 6. 2011

Pandora-Vectrex : Vectrex Emulator for Pandora v1.1.1

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Here is a new version of my pandora port.

What's new then in this version : Overlays support !

Here is a full working binary version :
pandora-vectrex-v1.1.1-pnd.zip

And source code :
pandora-vectrex-v1.1.1-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 Vectrex emulator for Pandora at 10:26

Saturday, March 5. 2011

Caanoo-Vectrex : Vectrex Emulator for Caanoo v1.1.1

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Here is a new version of my caanoo port.

What's new then in this version :
- CPU overclock options (it's now 633Mhz by default)
- Overlays support !

Here is a full working binary version :
caanoo-vectrex-v1.1.1-bin.zip

And source code :
caanoo-vectrex-v1.1.1-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 Vectrex at 23:20

Tuesday, March 1. 2011

Pandora-Vectrex : Vectrex Emulator for Pandora v1.1.0

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Pandora-Vectrex is a port on Pandora of my latest caanoo port version of VecX.

What's new compared to original version :

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue
- Add option to move the screen up and down in normal render mode

Here is a full working binary version :
pandora-vectrex-v1.1.0-pnd.zip

And source code :
pandora-vectrex-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 Vectrex emulator for Pandora at 23:25

Sunday, February 13. 2011

Wiz-Vectrex : Vectrex Emulator for Wiz v1.1.0

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Wiz-Vectrex is a port on Wiz of my latest caanoo port version of VecX.

What's new compared to original version :

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

Here is a full working binary version :
wiz-vectrex-v1.1.0-bin.zip

And source code :
wiz-vectrex-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 Vectrex at 21:15

Monday, January 31. 2011

Caanoo-Vectrex : Vectrex Emulator for Caanoo v1.1.0

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

Caanoo-Vectrex is a port on Caanoo of one latest version of VecX.

What's new compared to original version :

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

Here is a full working binary version :
caanoo-vectrex-v1.1.0-bin.zip

And source code :
caanoo-vectrex-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 Vectrex at 23:16

Saturday, January 29. 2011

Caanoo-gpsp : Gameboy advance Emulator for Caanoo v0.9.2

Hi All,

gPSP is a famous Gameboy Advance emulator written by Exophase. It has been ported on several portable consoles such as the Wiz, and more recently to the Caanoo.

Here is the changelog :
- default keymap changed that's recommaned by GPH, for example HOME button
  (be aware that you must press HOME button for few seconds to exit, since this key is also used to go back to the main menu from the game window)
- overclocking support (big thanks to Simon/GPH for the code)
- improve scrolling sensitivity

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

Here is a full working binary version :
caanoo-gpsp-v0.9.2-bin.zip

And source code :
caanoo-gpsp-v0.9.2-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 gPSP at 21:31

Friday, January 28. 2011

Caanoo-MO5 : A Thomson MO5 Emulator for Caanoo

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

Caanoo-MO5 is a port on Caanoo of the version 11 of DCMO5.

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

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
caanoo-mo5-v1.1.0-bin.zip

And here is the source code :
caanoo-mo5-v1.1.0-src.zip

I would like to dedicate this version to mo5.com association ...

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 Thomson MO5 at 21:13

Monday, January 24. 2011

Caanoo-Int: Intellivision Emulator for Caanoo v1.1.0

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.
See official jzintv site for further informations.

Here is a port on Caanoo of the version 20051204 that i had previously ported to PSP, Wiz etc ...

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

Here is a full working binary version :
caanoo-int-v1.1.0-bin.zip

Here is the source code :
caanoo-int-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 Intellivision at 23:23

Saturday, January 22. 2011

Caanoo-TI99: A TI-99 emulator for Caanoo v1.1.0

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer
running on Windows and Unix. The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

Caanoo-TI99 is a port on Caanoo of my previous Wiz port version.

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
caanoo-ti99-v1.1.0-bin.zip

Here is the source code :
caanoo-ti99-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 TI 99 at 13:08

Tuesday, January 4. 2011

Freewifi hotspot connection for caanoo

Hi All,

Here is a simple tool, that might be useful for french guys like me who want to connect to all "FreeWifi" wireless hotspots using their caanoo + official GPH wifi dongle (i've just received mine today).

This tool is based on my termlua2x fixed version (see my blog for other details) and a recompilation of the famous wget command line browser.

Once you're connected to the FreeWifi hotspot (using GPH menu) you need to enter identification login/password.
This simple tool will do it for you. You just need to modify the config.txt file with your personnal account settings.

This set of tools + shell script might be modified to be used with other internet providers that offer such wireless connection feature.

Binary version :
caanoo-freewifi-bin.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 FreeWifi at 22:00

Saturday, January 1. 2011

Happy new year !

Happy New Year 2011 ! All my best wishes to all of you !

Zx

Posted by zx-81 in Events at 21:59

Wednesday, December 29. 2010

Caanoo-Atari: Atari 800/130/5200 Emulator for Caanoo v1.1.0

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer.
It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

Here is a port on Caanoo of version that i had previously ported to Wiz, Gp2X and PSP.

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

Here is a full working binary version :
caanoo-atari-v1.1.0-bin.zip

Here is the source code :
caanoo-xatari-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 Atari 5200 at 01:53

Saturday, December 25. 2010

Merry Christmas !

I wish you a Merry Christmas and hope that Santa Claus didn't forget you

Zx

Posted by zx-81 in Events at 00:01

Saturday, December 18. 2010

Caanoo-termlua2x : Terminal emulator for Caanoo v0.1.4

Hi All,

Here is a new version for the caanoo of the famous terminal emulator termlua2x.

Here is the changelog :

- fix issue with the first line that can't be read on the caanoo
- new command line options, for example to specify extra parameters or
  commands to launch on startup with /bin/ash.

```
syntax: termlua2x [-help] [-ini filename] [args ...]
 -help        : this help
 -ini filename: specify another ini/config filename
 args ....    : extra arguments for the ash shell
```

If you want to launch a shell script startup.sh you may use :
./termlua2x -c ./startup.sh

It could be useful to run binary commands that required a terminal, such as irssi, ncftp etc ...

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

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
caanoo-termlua2x-0.1.4-bin.zip

Source code :
caanoo-termlua2x-0.1.4-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 Termlua at 22:14

Caanoo-links2 : Simple Web browser for the Caanoo

Hi All,

Here is a version for the caanoo of the famous Links2 web browser. USB keyboard and caanoo touch screen are supported.

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
caanoo-links-v2.3-bin.zip

Source code :
caanoo-links-v2.3-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 Links2 at 19:34

Friday, December 17. 2010

Pandora-Tombstone : Tombstone city for Pandora v1.1

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.
(see http://www.videogamehouse.net/tombstone.html).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS.

See buzz web site for details

This version is a simple update from the original version. Music intro, and game sounds are now fully supported.

PND version :
pandora-tombstone-v1.1-pnd.zip

Source code :
pandora-tombstone-v1.1-src.zip

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

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 Tombstone at 23:47

Monday, December 13. 2010

Caanoo-IRSSI : IRC Client for Caanoo

Hi All,

Here is a version for the caanoo of the famous IRC client IRSSI. It's launched using a patched version of the terminal emulator termlua2x.

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
caanoo-irssi-bin.zip

Source code :
caanoo-irssi-src.zip

PS: I have confirmation (thanks to BAFelton) that this new version is working fine with fw 1.5.0

For those who didn't know, once you got irc working on your caanoo with irc, you can also use msn/yahoo tchat with bitlebee (gateway from irc to msn/yahoo)
see http://www.bitlbee.org/main.php/news.r.html

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 IRSSI at 23:19

Caanoo-termlua2x : Terminal emulator for Caanoo

Hi All,

Here is a version for the caanoo of the famous terminal emulator termlua2x.
All characters of the usb keyboard and all caanoo keys are now supported.

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

This package is under GPL Copyright, read COPYING file for more information about it.

Binary version :
caanoo-termlua2x-bin.zip

Source code :
caanoo-termlua2x-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 Termlua at 22:04

Sunday, December 5. 2010

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.1

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

Here is the change log of this caanoo version :
- Add USB keyboard support
- Center Help screen and fix border screen issue in several menus
  (text was pratically unreadable in rom/disk files requester etc ..)
- Remove unused overclock cpu speed parameter

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
caanoo-cap32-v1.1.1-bin.zip

The source code is here :
caanoo-cap32-v1.1.1-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 Amstrad at 23:12

Wednesday, November 24. 2010

Caanoo-MSX: MSX Emulator for Caanoo v1.1.1

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a copy of the changelog v1.1.1 :
- USB keyboard support in menu & emulator
- Fix sound speed issue (UPeriod parameter in settings menu)
- Adjust max FPS when changing between PAL/NTSC mode
- Center Help screen
- Remove unused overclock cpu speed parameter

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the GP2X part.

Here is a full working binary version :
caanoo-msx-v1.1.1-bin.zip

The source code is here :
caanoo-msx-v1.1.1-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 MSX at 20:44

Thursday, November 18. 2010

Caanoo-Fcalc: Simple calculator for Caanoo v0.2

Hi All,

Here is a simple but useful calculator developped by flynn for Gp2x & Wiz.
This is a simple re-compilation to caanoo of the source code of flynn (big thanks to him).

Here is a full working binary version :
caanoo-fcalc-v0.2-bin.zip

And here is the source code :
caanoo-fcalc-v0.2-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 Calculator at 22:42

Tuesday, November 16. 2010

Caanoo-Dropbear : SSH Server & Client for the Caanoo v0.52

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

Scachi did a port to the Wiz, and i've recompiled it for the caanoo. It includes 'scp' so you can use the dropbear server to transfert files (using scp with termlua2x from caanoo side, or scp / winssh from your PC side).

That's what i'm using to dev on the caano, to transfert cross-compiled binaries etc

Be careful, if you want to connect to your caanoo you must use the -t option no to launch a login shell or it will relaunch the menu etc and make a big mess on your caanoo session. The following command should work properly :

ssh root@caanoo_ip_address -t "/bin/sh"

Here is a full working binary version :
caanoo-dropbear-0.52-bin.zip

And here is the source code :
caanoo-dropbear-0.52-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 Applications at 22:24

Caanoo-THOM: A TO7-70 emulator for Caanoo v1.1.0

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

Here is a port on Caanoo of version that i had previously ported to Wiz, Gp2X and PSP.

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

If you're looking for games and software have a look here :
to7-70 games

Here is a full working binary version :
caanoo-thom-v1.1.0-bin.zip

And here is the source code :
caanoo-thom-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 Thomson TO7 at 19:43

Monday, November 15. 2010

Caanoo-gpsp : Gameboy advance Emulator for Caanoo v0.9.1

Hi All,

gPSP is a famous Gameboy Advance emulator written by Exophase. It has been ported on several portable consoles such as the Wiz, and more recently to the Caanoo.

Here is my very small contribution to the Caanoo port project, all credits remain to Exophase for this great emu, and to other coders such as Notaz for the Wiz port / improvements.

Changelog :
- Fix rom file selection menu (long filenames etc ...)
- Fix sound issue (makefile)

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

Here is a full working binary version :
caanoo-gpsp-v0.9.1-bin.zip

And source code :
caanoo-gpsp-v0.9.1-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 gPSP at 23:45

Sunday, November 14. 2010

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

Hi All,

For those who haven't seen previous release, 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)

Caanoo-Hugo is a port on Caanoo of my latest PSP version of Hu-Go.

It is a beta, and CD-rom images are not supported.

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.

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

And source code :
caanoo-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 15:50

Thursday, November 11. 2010

Caanoo-SIM: A SamCoupé Emulator for Caanoo v1.1.0

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

Caanoo-SIm is a port of the PSP/Gp2X versions i've previously released. Special thanks to Nick666 for gfx.

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

Here is a full working binary version :
caanoo-sim-v1.1.0-bin.zip

And source code :
caanoo-sim-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 SamCoupe at 15:03

Saturday, November 6. 2010

Pandora-Pushover : PushOver for Pandora v0.2

Hi All,

Pushover is a faithful reimplementation of the game with the same name published in 1992 by Ocean.
It contains the original levels. The graphics and sound are very similar when compared with the original game. See here for more details.

It has been written by Andreas Röver and al. I've modified version v0.2 to fit pandora screen size, support extra pandora keys etc ...

Sources are included, and this package is under the GNU v3 public license, read doc files for more information about it.

Here is a full working binary PND version :
pushover-v0.2-pnd.zip

Here is the source code :
pushover-v0.2-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 Pushover at 14:46

Friday, November 5. 2010

Caanoo-Pushover : PushOver for Caanoo v0.2

Hi All,

Pushover is a faithful reimplementation of the game with the same name published in 1992 by Ocean.
It contains the original levels. The graphics and sound are very similar when compared with the original game. See here for more details.

It has been written by Andreas Röver and al. I've modified version v0.2 to fit caanoo screen size, add a joystick handler etc ...

Sources are included, and this package is under the GNU v3 public license, read doc files for more information about it.

Here is a full working binary version :
pushover-v0.2-bin.zip

Here is the source code :
pushover-v0.2-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 Pushover at 20:28

Sunday, October 31. 2010

Caanoo-Biniax2 : Biniax2 for Caanoo v1.30

Hi All,

Here is a port on Caanoo of Biniax2 game written by Jordan Tuzsuzov.
See here for details.

Here is a full working binary version :
caanoo-biniax2-v1.30-bin.zip

Here is the source code :
caanoo-biniax2-v1.30-src.zip

This game is distributed under a "Zlib like license" see LICENSE.txt file for details.

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 Biniax2 at 12:27

Saturday, October 30. 2010

Caanoo-OpenTyrian : OpenTyrian ported to Caanoo v1.1

Hi All,

OpenTyrian is a port of the DOS shoot-em-up Tyrian. Jason Emery generously gave the OpenTyrian developers a copy of the Tyrian 2.1 source code, which has since been ported from Turbo Pascal to C. The port uses SDL, making it easily cross-platform.

See http://code.google.com/p/opentyrian/ for details.

Tyrian is an arcade-style vertical scrolling shooter.

Here is port on Caanoo of the previous Wiz version :

Here is a full working binary version :
caanoo-tyrian-v1.1-bin.zip

Here is the source code :
caanoo-tyrian-v1.1-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 OpenTyrian at 01:51

Sunday, October 24. 2010

Caanoo Ri-Li : Ri-Li game v2.0.1 for Caanoo

Hi All,

Ri-li is an arcade game, let you drive a wooden train in many levels where you should collect all rail cars scattered around the track. See http://ri-li.sourceforge.net/ for more details.

It has been written by Dominique Roux-Serret and muscis are from Maf464.

I've modified version v2.0.1 to fit caanoo screen size, added gzip support for data files, re-encoded unsupported audio files, fix crash issues etc ...

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full working binary version :
ri-li-v2.0.1-bin.zip

Here is the source code :
ri-li-v2.0.1-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 Ri-Li at 22:33

Caanoo-Reminiscence : Flashback clone for Caanoo v0.1.10

Hi All,

REminiscence is a re-implementation of the engine used in the game Flashback made by Delphine Software and released in 1992.

It has been written by Gregory Montoir, see here for details.

Here is port on Caanoo of REminiscence 0.1.9 (with sound patch of the Wiz version from Smyp).

You need orignal files from Flashback to play this game.

You must then copy all copyrighted files (FB_TXT.FNT, GLOBAL.FIB etc ..) in /game/reminiscence/data folder.

Here is a full working binary version :
reminiscence-v0.1.10-bin.zip

Here is the source code :
reminiscence-v0.1.10-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 Reminiscence at 19:33

Sunday, October 17. 2010

Caanoo-GO: GO Game for Caanoo v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

Caanoo-GO is a port of GNU-Go 3.6 on Caanoo and i've added a Graphical User interface.

Special thanks to Pharyon for the nice background picture.

Big thanks to NinJato for his hard work on skin graphics.

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

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

For those who wonders how to play go ? here is a good site !

Here is a full working binary version :
canoo-go-v1.1.0-bin.zip

Here is the source code :
canoo-go-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 Go Game at 12:51

Wednesday, October 13. 2010

Caanoo-Write: A Text Editor for Caanoo v1.1.0

Hi All,

Here is Caanoo-Write a text editor for the Caanoo. It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

Background images have been designed by Gruso (many thanks to him).
This version supports the Touch screen, for both menus and virtual keyboard.

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

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

caanoo-write-v1.1.0-bin.zip

caanoo-write-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 Text Editor at 20:51

Tuesday, October 12. 2010

A new developer for the Caanoo console !

Hi,

I've just received my Caanoo yesterday evening. I've been impressed by this beautiful console, and i'm pleased to announced that i can now join officially the Caanoo scene and continue to port homebrew stuff on it !

For those who doesn't know anything about Caanoo, let's say that it is a cheap but really powerful portable gaming console (ARM processor, stronger than the MIPS of a PSP), runing linux and dedicated to homebrews and emulators. For further details see Caanoo on wikipedia or GPH facebook page.

Zx

Posted by zx-81 in Caanoo at 19:45

Monday, October 11. 2010

Caanoo-Mancala: A Mancala Game v1.1.0 for Caanoo

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move".
Dingux-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players mode.

Thanks to Pedro De quintana for his help on Caanoo beta-testing !

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

Here is a full working binary version :
caanoo-mancala-v1.1.0-bin.zip

Here is the source code :
caanoo-mancala-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 Mancala at 22:37

zx81 : composite video modification by Buzz !

Hi All !

My very good friend Buzz has kindly patched my old zx81 to use a composite video output instead of this non-working ugly modulated video output !

Many thanks Buzz !

If you want to do the same with your own zx81 here is the good place for a how-to :

zx81 output modification by Buzz !

Cheers, Zx

Posted by zx-81 in Favorite sites at 20:44

Saturday, October 9. 2010

Caanoo Chess: Chess game for Caanoo v1.1.0

Hi All,

Caanoo Chess uses the GNU Chess version 5.07 for the Artificial Intelligence.

Thanks to Pedro De quintana for his help on Caanoo beta-testing !

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

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

Here is a full working binary version :
caanoo-chess-v1.1.0-bin.zip

The source code is here :
caanoo-chess-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 Chess Game at 08:54

Wednesday, October 6. 2010

Caanoo-a7800: Atari 7800 Emulator for Caanoo v1.1.0

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on Caanoo of the version i've previously ported to Wiz.

I would like to thanks zLouD for his help on Caanoo beta-testing !

Here is a full working binary version :
caanoo-a7800-v1.1.0-bin.zip

The source code is here :
caanoo-a7800-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 Atari 7800 at 22:52

Monday, October 4. 2010

Caanoo-TI92: A TI-92 Calculator emulator v1.1.0 for Caanoo

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave
Misha Nasledov the code and permission to GPL it.

Here is a port on Caanoo of the version i've previously ported to Wiz

This version supports the Touch screen, for both menus and virtual keyboard !

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual : http://www.smendes.com/ti89.pdf

I haven't any Caanoo, and i would like to thanks Alekmaul and zLouD for their help on Caanoo beta-testing !

Here is a full working binary version :
caanoo-ti92-v1.1.0-bin.zip

The source code is here :
caanoo-ti92-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 TI-92 at 22:50

Sunday, October 3. 2010

Caanoo-2600: Atari 2600 emulator for Caanoo v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on Caanoo of the version i've previously ported to Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

Here is a full working binary version :
caanoo-a2600-v1.1.0-bin.zip

The source code is here :
caanoo-a2600-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 Atari 2600 at 13:18

Caanoo-MSX: MSX Emulator for Caanoo v1.1.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on Caanoo of the version i've previously ported to Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

Many new features have been added compared to original version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !

- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using www.7-zip.org)

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the GP2X part.

Here is a full working binary version :
caanoo-msx-v1.1.0-bin.zip

The source code is here :
caanoo-msx-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 MSX at 11:32

Wednesday, September 29. 2010

Caanoo-CAP32: Amstrad CPC Emulator for Caanoo v1.1.0

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on Caanoo of the version i've previously ported to Gp2x-Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

What's new compared to original Caprice32 project :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto disk startup support
- Save state in gzip format
- etc, etc ...

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
caanoo-cap32-v1.1.0-bin.zip

The source code is here :
caanoo-cap32-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 Amstrad at 22:50

Tuesday, September 28. 2010

Caanoo-Colem: Colecovision emulator for Caanoo v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

Caanoo-Colem is a port on Caanoo of my previous Wiz port version of ColEm.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

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

Here is a full working binary version :
caanoo-colem-v1.1.0-bin.zip

The source code is here :
caanoo-colem-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 ColecoVision at 21:25

Sunday, August 29. 2010

Pandora-Simutrans : Transportation simulation game for pandora

Hi All,

Simutrans is Transportation simulation game that runs under many system such as linux and windows.

In Simutrans you can build the transport networks you always dreamed of, with platforms, quays, level crossings, bridges, tunnels, signals and much more. Transport passengers between nearby cities with a commuter train or use a high speed train to earn big money by connecting cities further apart.

See http://www.simutrans.com/ for more details.

After minor changes in the makefile, here is a port on pandora of the latest linux version v102.2.2

Here is a pnd version :
simutrans-102.2.2.pnd

Here is the source code :
simutrans-v102.2.2-src.zip

Sources are included, and this package is under the artistic license, read doc files for more information about it.

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 Simutrans at 15:44

Saturday, August 21. 2010

Pandora-UQM : The Ur-Quan Masters for pandora

Hi All,

The Ur-Quan Masters, sometimes referred to as UQM, is a port of Star Control II for modern personal computers and operating systems from the original 3DO source code released to the fan community by Toys For Bob in August 2002.

After minor changes here is a port on pandora of the linux version v0.6.2 (i didn't take gp2x version, because i found it once my quick port was already done).

I haven't changed any key bindings, but you can always modify existing one with a keys.cfg in pandora/appdata/..../keys.cfg.

I've tested the LAN game mode, and it seems to work properly.

Here is a pnd version :
pandora-uqm-v0.6.2.pnd

Here is the source code :
pandora-uqm-v0.6.2-src.zip

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

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 The Ur-Quan Masters at 13:58

Thursday, August 19. 2010

Pandora-Xpilot : Online multiplayer space action game now for Pandora

Hi All,

X-Pilot is one of the most famous Multiplayer online space action game, started in 1991 (good old time). See http://www.xpilot.org/ for more details about authors, manual etc ...

After minor changes and one day spent to fix a nauty bug in the polygon render code, i'm pleased to announce a port on pandora of the X-Pilot NG version v4.7.3.

I haven't changed any key bindings, but you can always modify existing one using xmodmap file ...
A x-pilot-ng server is included in the pnd file if you want to play alone, or you can play on internet servers with other players.

On startup you will be asked to launch the server or not, and the first time you should enter your gamer pseudo. If you want to put this game in fullscreen mode, you need to use "Alt+Space -> Fullscreen" one the game is started.

Here is a pnd version :
xpilot-ng-4.7.3.pnd

Here is the source code :
xpilot-ng-v4.7.3-src.zip

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

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 X-Pilot at 01:00

Tuesday, August 17. 2010

Pandora-Ri-Li : Ri-Li game v2.0.1 for pandora

Hi All,

Ri-li is an arcade game, let you drive a wooden train in many levels where you should collect all rail cars scattered around the track. See http://ri-li.sourceforge.net/ for more details.

It has been written by Dominique Roux-Serret and muscis are from Maf464.

I've modified version v2.0.1 to fit pandora screen size, added gzip support for data files, re-encoded unsupported audio files, fix crash issues etc ...

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full PND version :
ri-li-v2.0.1.pnd

Here is the source code :
pandora-ri-li-v2.0.1-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 Ri-Li at 22:59

Pandora-OpenSonic : Sonic clone for pandora v1.3

Hi All,

OpenSonic is a free open-source game based on the "Sonic the Hedgehog" universe. It introduces a different style of gameplay called cooperative play, in which it's possible to control 3 characters simultaneously. See http://opensnc.sourceforge.net/home/index.php for more details about it.

Thanks to Hitnrun who ported allegro to pandora, i've been abled to modify a bit OpenSonic (mainly to get a fullscreen and to add frame skip option) and run it on my pandora.

It might be good to overclock a bit for better performances.

Sources are included, and this package is under the GNU public license, read doc files for more information about it.

Here is a full PND version :
opensonic-v1.3.1.pnd

Here is the source code :
opensonic-v1.3.1-src.zip

Enjoy,

Zx.

PS: This port is dedicated to my son Alex ...

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 OpenSonic at 00:04

Thursday, August 12. 2010

Pandora-Exult: Ultima VII game engine v1.4 for Pandora

Hi All,

Exult is a famous game engine to play all Ultima 7 RPG series from the early 1990's !
For more details please see http://exult.sourceforge.net/.

Here is a port of this smashing game engine to pandora !

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

Here is a full PND version,
exult-1.4.pnd

But you will need to copy manually orignal Ultimate VII files (see the README.pandora for details)
(you may find Ultima VII on abandonia.com)

Here is the source code :
pandora-exult-v1.4-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 Exult at 02:55

Tuesday, August 10. 2010

Pandora-ACM : Multiplayer Flight Simulator for Pandora v0.5

Hi all,

ACM Simulation Engine is a LAN-oriented multiplayer aerial combat simulation developped a long time ago by Riley Rainey for Unix/SunOS.

Here is a port on Pandora of my "custom version of ACM" i've ported and modified for linux ten years ago.

Changelog :
- Add position of other players/drones
- Add message logs (missile, drone, aircraft crash ...)
- Redo all design to fit Pandora Screen
- Add pandora keys (see README-pandora.txt for keys binding)
- PND Package

This version have been tested with another client running on a linux host on the same local area network. I've tested with both wired and wireless pandora network connection.

My linux version is also provided if you want to enjoy the multiplayer mode using a PC with a linux distro.

Here is a full working PND version :
pandora-acm-v5.0-pnd.zip

Here is the source code :
pandora-acm-v5.0-src.zip

Here is the tarball of the linux version :
linux-acm-v5.0.tar.bz2

This package is distributed under the GNU license. Have a look to the COPYING file for details.

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 ACM at 22:18

Monday, August 9. 2010

Wiz-FishFillets : Fish Fillets Next Generation for Wiz

Hi all,

Fish Fillets Next Generation is a puzzle game written by Ivo Danihelka. The goal in every of the seventy levels is always the same: find a safe way out. For more details please see http://fillets.sourceforge.net/.

Here is a port of this smashing game to Wiz !

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

Binary version :
fishfillets-0.9.3-bin.zip

Here is the source code :
fishfillets-0.9.3-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 Fish Fillets at 23:24

Pandora-FishFillets : Fish Fillets Next Generation for pandora

Hi all,

Fish Fillets Next Generation is a puzzle game written by Ivo Danihelka. The goal in every of the seventy levels is always the same: find a safe way out. For more details please see http://fillets.sourceforge.net/.

Here is a port of this smashing game to pandora !

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

Here is a full working PND version :
fishfillets-0.9.3.pnd

Here is the source code :
fishfillets-0.9.3-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 Fish Fillets at 14:03

Thursday, August 5. 2010

Here is a linux SDK for the Wiz

Hi all,

Some of you asked me for a tar ball of the SDK i use for my Wiz developments & ports.
So here is my SDK for fedora core (but it should work for other linux distro) :

wizdev-20100805.tar.bz2 or wizdev-20100805.tar.bz2

This package is a bit old (it doesn't include latest SDL lib versions etc ...) but it should be good enough to start.

You may add the following lines in your bashrc :
export OPENWIZ=/usr/local/wizdev
export WIZDEV=$OPENWIZ
export PATH=${PATH}:${OPENWIZ}/bin

Hope that helps,

Zx

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

Posted by zx-81 in SDK at 21:14

Wednesday, August 4. 2010

Pandora-Atari: Atari 800/130/5200 Emulator for Pandora v1.1.0

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer.
It can be used on console, FrameBuffer or X11. It has been written by Petr Stehlik.
See http://atari800.sourceforge.net/ for further informations.

Pandora Atari is a port on Pandora of my previous Wiz version.

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

Here is a full working binary version :
pandora-atari-v1.1.0-pnd.zip

Here is the source code :
pandora-atari-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 Atari 5200 at 22:43

Monday, August 2. 2010

Here is a linux SDK for the pandora console

Hi all,

Some of you asked me for a tar ball of the SDK i use for my pandora developments & ports.
So here is my SDK for fedora core (but it should work for other linux distro) :

pnddev-20100802.tar.bz2

You may add the following lines in your bashrc :
export OPENPND=/usr/local/pnddev
export PNDDEV=$OPENPND
export PATH=${PATH}:${OPENPND}/bin

Hope that helps,

Zx

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

Posted by zx-81 in SDK at 20:05

Sunday, August 1. 2010

Game & Watch simulator v0.3.1 for Pandora

Hi all,

Here is a patched version of the Game & Watch emulator by Hitnrun (gp2x and pandora version).
This version fits the pandora screen size (this is main change compared to original hitnrun version).
All credits remain to hitnrun

PND Version :
gameandwatch-0.3.1.pnd

I've added a makefile to build a PND in the source archive etc ...
gameandwatch-0.3.1-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Game&Watch at 22:10

Friday, July 30. 2010

Pandora forum at Dcemu !

Hi All !

Thanks to Wraggster and DCEmu's Staff, I'm pleased to announced that i have got a new forum on DCEmu network dedicated to Pandora.

So if you want comment out all my latest Pandora releases, please feel free to go there :
zx81 pandora forum

Cheers, Zx.

Posted by zx-81 in Favorite sites at 13:59

Monday, July 26. 2010

FBReader : Free e-Book Reader for Pandora

Hi All,

Here is a pnd package of FBReader, the famous Free e-Book Reader.
See here for details.

This is a binary patched version of the previously compiled fbreader available on http://www.angstrom-distribution.org (i do not deserve anything, it's just a pnd package).

Here is a full working PND version :
fbreader-0.12.10-pnd.zip

Enjoy,

Zx.

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

Posted by zx-81 in FBReader at 20:39

Wednesday, July 21. 2010

Pandora-TI99: A TI-99 emulator for Pandora v1.1.0

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer
running on Windows and Unix. The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

Pandora-TI99 is a port on Pandora Ångström of the version i've previously ported to Wiz.

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
pandora-ti99-v1.1.0-pnd.zip

Here is the source code :
pandora-ti99-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 TI99 at 23:33

Sunday, July 18. 2010

Pandora-Biniax2 : Biniax2 for Pandora v1.30

Hi All,

Here is a port on Pandora of Biniax2 game written by Jordan Tuzsuzov.
See here for details.

Here is a full working PND version :
pandora-biniax2-v1.30-pnd.zip

Here is the source code :
pandora-biniax2-v1.30-src.zip

This game is distributed under a "Zlib like license" see LICENSE.txt file for details.

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 Biniax2 at 21:30

Pandora-BlockRage - Block Rage for Pandora v0.2.3

Hi All,

Here is a port on Pandora of Block Rage game written by Jiri Svoboda
See here for details.

Here is a full working PND version :
pandora-blockrage-v0.2.3-pnd.zip

Here is the source code :
pandora-blockrage-v0.2.3-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 Block Rage at 16:25

Dingux-Tombstone : Tombstone city for Dingux v1.0

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.
(see http://www.videogamehouse.net/tombstone.html).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS. Few days ago he has ported his game from Allegro to SDL.

See buzz web site for details

I've done several small changes to fit the dingoo screen size and keys.

Binary version :
dingux-tombstone-v1.0-bin.zip

Source code :
dingux-tombstone-v1.0-src.zip

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

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 Tombstone at 14:40

Saturday, July 17. 2010

Pandora-Tombstone : Tombstone city for Pandora v1.0

Hi All,

Tombstone city is a game developped in 1981 by Texas Instrusment for the TI99/A4.
(see http://www.videogamehouse.net/tombstone.html).

My very good friend Buzz has developped his own version of this game for Linux, Windows and the Nintendo DS. Few days ago he has ported his game from Allegro to SDL.

See buzz web site for details

I've done several small changes to fit the pandora screen size and keys.

PND version :
pandora-tombstone-v1.0-pnd.zip

Source code :
pandora-tombstone-v1.0-src.zip

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

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 Tombstone at 16:27

Thursday, July 15. 2010

Pandora-OpenTyrian : OpenTyrian ported to Pandora v1.1 [update]

Hi All,

OpenTyrian is a port of the DOS shoot-em-up Tyrian. Jason Emery generously gave the OpenTyrian developers a copy of the Tyrian 2.1 source code, which has since been ported from Turbo Pascal to C. The port uses SDL, making it easily cross-platform.

See http://code.google.com/p/opentyrian/ for details.

Tyrian is an arcade-style vertical scrolling shooter.

Here is port on Pandora of the previous Wiz version :

PND version :
opentyrian-v1.1-pnd.zip

Source code :
opentyrian-v1.1-src.zip

Changelog :
- Add two scale modes to fit better Pandora Screen
- Support of pandora keys A, B, X, Y, Start, L, R
- PND Package

Tyrian 21 files are already present in the PND. See license.doc file for details.

** update **
I've added a new render mode to fit the pandora screen in version v1.1 ...

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 OpenTyrian at 20:00

Wednesday, July 14. 2010

Pandora-Reminiscence : Flashback clone for Pandora v0.1.10

Hi All,

REminiscence is a re-implementation of the engine used in the game Flashback made by Delphine Software and released in 1992.

It has been written by Gregory Montoir, see here for details.

Here is port on Pandora of REminiscence 0.1.9.

PND version :
reminiscence-v0.1.10-pnd.zip

Source code :
reminiscence-v0.1.10-src.zip

Changelog :
- Add scale mode to fit Pandora Screen
- Add pandora keys A, B, X, Y, Start, L, R
- PND Package

You need orignal files from Flashback to play this game.
Once you have run the PND the first time it will create a directory in /pandora/appdata/reminiscence.

You must then copy all copyrighted files (FB_TXT.FNT, GLOBAL.FIB etc ..) in /pandora/appdata/reminiscence/DATA folder.

Next time you launch REminiscence it should work properly.

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 Reminiscence at 12:54

Tuesday, July 13. 2010

Pandora-Lopan : Mahjong game for Pandora v10

Hi All,

Here is a port on Pandora of Mahjong game written by Dave Ashley
See here for details.

Here is a full working PND version :
pandora-lopan-v1.0-pnd.zip

Here is the source code :
pandora-lopan-v1.0-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 Lopan at 22:47

Monday, July 12. 2010

Pandora-TWorld: Tile World for Pandora v1.3

Hi All,

Tile World is an emulation of the game "Chip's Challenge". "Chip's Challenge" was originally written for the Atari Lynx by Chuck Sommerville, and was later ported to MS Windows by Microsoft (among other ports).

See here for details.

Here is a port on Pandora of latest version 1.3. This package does not come with the chips.dat file that contains the original level set. This file is copyrighted and cannot be freely distributed.

Here is a full working PND version :
pandora-tworld-v1.3-pnd.zip

Here is the source code :
pandora-tworld-v1.3-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 TWorld at 23:14

Sunday, July 11. 2010

Pandora-7800: Atari 7800 emulator for Pandora v1.1.0

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on Pandora of my Wiz port version.

Many new features have been added compared to original version.

Here is a full working PND version :
pandora-7800-v1.1.0-pnd.zip

Here is the source code :
pandora-7800-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 Atari 7800 at 15:15

Thursday, July 1. 2010

Pandora-2600: Atari 2600 emulator for Pandora v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on Pandora of the version i've previously ported to Wiz.

Many new features have been added compared to original version.

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

Here is a full working PND version :
pandora-2600-v1.1.0-pnd.zip

Here is the source code :
pandora-2600-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 Atari 2600 at 23:02

Pandora-TI92: A TI-92 Calculator emulator v1.1.1 [UPDATE]

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave
Misha Nasledov the code and permission to GPL it.

Here is a port on Pandora of the version i've previously ported to GP2X-Wiz and Dingoo.

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual : http://www.smendes.com/ti89.pdf

** UPDATE **** Several keys didn't work properly in previous version v1.1.0

Here is a full working PND version :
pandora-ti92-v1.1.1-pnd.zip

Here is the source code :
pandora-ti92-v1.1.1-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 Emulators at 06:11

Wednesday, June 30. 2010

Pandora-Colem: Colecovision emulator for Pandora v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

Pandora-Colem is a port on Pandora of my previous Wiz port version of ColEm.

What's new in version 1.1.0 (compared to original version) :

- File requester with real and virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Thumbnail images for save states & file requester
- Save state files use gzip compression (with STZ as file extention).
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Add ntsc/pal option

Sources are included, read COPYING.txt & README file for more information about it.

Here is a full working PND version :
pandora-colem-v1.1.0-pnd.zip

The source code is here :
pandora-colem-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 ColecoVision at 12:31

Monday, June 28. 2010

Wiz-SIM: A SamCoupé Emulator for Wiz v1.1.0

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

Wiz-SIm is a port of the PSP/Gp2X versions i've previously released. Special thanks to Nick666 for gfx.

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

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

And source code :
wizsim-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 SamCoupe at 18:21

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

Hi All,

For those who haven't seen previous release, 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)

Pandora-Hugo is a port on Pandora of my latest Dingux version of Hu-Go. It's almost fullspeed without any overclocking.

What's new then in this version compared to original one ?
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Screen size / Fit mode optimized for Pandora
- Pandora Keyboard support
- Save directories for rom images on exit
- etc, etc ...

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.

Work still remain to support cd.

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

And the source code :
pandora-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 16:11

Sunday, June 27. 2010

Pandora-CAP32: Amstrad CPC Emulator for Pandora v1.1.0

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on Pandora of the version i've previously ported to Gp2x-Wiz.

What's new compared to original Caprice32 project :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- CPC Disk explorer
- Auto disk startup support
- Save state in gzip format
- Screen size / Fit mode optimized for Pandora
- Pandora Keyboard support
- Save directories for snap and disk image on exit
- etc, etc ...

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
pandora-cap32-v1.1.0-bin.zip

The source code is here :
pandora-cap32-v1.1.0-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 17:24

Saturday, June 26. 2010

Pandora-MSX: MSX Emulator for Pandora v1.1.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on Pandora of the version i've previously ported to GP2X-Wiz and other portable consoles.

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

Here is a full working binary version :
pandora-msx-v1.1.0-bin.zip

And the source code :
pandora-msx-v1.1.0-src.zip

Looking for cheats ? here it is : http://romdb.vampier.net/cheats/

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 MSX at 22:29

Saturday, June 19. 2010

Pandora-X48: a HP48 Calculator emulator v1.0.1

Hi all,

X48 is an unix emulator (under X Window) of the famous HP48 GX calculator.
It has been written many years ago by Eddie C. Dost in C langage.

I've sucessfully modified and port the source code of the 0.4.0 version using Pandora environment. It's now working fine on Pandora, using a new layout to fit pandora screen width.

The package is under GPL Copyright and sources are included.

Pandora X48 v1.0.0 binary version only

Pandora X48 v1.0.0 sources

The HP48 documentation is there : user guide

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 HP 48 at 00:11

Monday, June 14. 2010

A new developer for the Pandora Gaming console !

Hi,

Thanks to Craig from open-pandora.org who kindly offered and shipped me a pandora i'm pleased to announce that i'm joining the Open Pandora scene.

This gaming console is the best portable console i've ever seen !

It's nice, it's powerful, with a tiny keyboard, touchscreen, joypads, analog pads and wireless device. All this nice hardware running the best os ever, i mean linux (Ångström). The dream comes true !

Thanks again Craig,

Zx

Posted by zx-81 in Pandora at 22:42

Wednesday, April 21. 2010

PSP Development Kit ready to use for Windows Users [UPDATE]

Hi All,

For windows users who want to develop on their windows PC, little homebrew for the PSP, without spending hours or days trying to install cygwin and compile the toolchain, this package is for you !!

You have first to install VirtualBox that is freely available : http://www.virtualbox.org/

The version i use is there :
http://zx81.zx81.free.fr/public/psp/virtualbox/

You should then download rar files present here :
http://dl.free.fr/mrMoqDD4I
http://dl.free.fr/mStRpxBYD
http://dl.free.fr/mrJkbZKnv
http://dl.free.fr/mfkeCpfa6
http://dl.free.fr/mm9sSzX4Q
http://dl.free.fr/m38NTWsoV
http://dl.free.fr/mh3y5OPQY
http://dl.free.fr/mTQ87SHcm
http://dl.free.fr/ml7K482D9

You have to unrar the rar archive in disk1.vdi (you need at least 4Gb of free space on your hard disk)

Then create a new virtual host, Linux 2.6 with 256 Mb of memory, and use the disk1.vdi as a disk image !

This disk image contains a full install of xubuntu 7.4, where the PSP SDK has been already compiled, and several other software added (such as the famous IDE Kdevelop, gcc, SDL etc ...).

After virtually booting Xubuntu, the login name is psp, and the password is psp.

I've written a small PSP project (hello world) for Kdevelop, ready to use.

Then you must create a shared folder called "shared" (to share files between windows and your virtual Ubuntu host) as follows :

Then you can boot xubuntu :

And login using psp as login and password :

If you want to install xubuntu by your own, then you will just have to install the pre-compiled version of the PSP SDK (with gcc-431) :

http://www.easy-share.com/1910013010/pspdev-gcc431.tar.bz2
or http://dl.free.fr/mg2ZFLzpd

Hope that helps,

Zx

** UPDATE: 2010/4/24 **

a new xubuntu 8.4 version + eclipse IDE; working with latest VirtualBox version
http://www.easy-share.com/1910013308/xubuntu-8.4-devel.7z.001
http://www.easy-share.com/1910013334/xubuntu-8.4-devel.7z.002
http://www.easy-share.com/1910013545/xubuntu-8.4-devel.7z.003
http://www.easy-share.com/1910013618/xubuntu-8.4-devel.7z.004

Ubuntu account :

login: devel
password: devel

Posted by zx-81 in SDK at 15:47

Saturday, April 17. 2010

Dingux-Chess: Chess game for Dingux v1.1.2 (skin)

Hi All,

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya).

What's new in this version ?

- Improve skin selector feature
- Add new chess piece skins from NinJato

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

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

Here is a full working binary version :
dingux-gchess-v1.1.2-bin.zip

Here is the source code :
dingux-gchess-v1.1.2-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 Chess Game at 10:38

Sunday, February 21. 2010

Wiz-GO: GO Game for Wiz (skins) v1.2.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

Wiz-GO is a port of GNU-Go 3.6 on Wiz and i've added a Graphical User interface.

Special thanks to Pharyon for the nice background picture.

What's new then in this release ?

- Touch screen support !
- Add new skin feature
  (You can design your own using default folder files)
- Many new original skins designed by NinJato !

Big thanks to NinJato for his hard work on skin graphics.

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

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

For those who wonders how to play go ? here is a good site !

Here is a full working binary version :
wizgo-v1.2.0-bin.zip

Here is the source code :
wizgo-v1.2.0-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 Go Game at 11:30

Wednesday, February 17. 2010

Dingux-GO: GO Game for Dingux v1.2.0 (skins)

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

Dingux-GO is a port of GNU-Go 3.6 on Dingoo/Dingux and i've added a Graphical User interface.

Special thanks to Pharyon for the nice background picture.

What's new then in this release ?

- Add new skin feature
  (You can design your own using default folder files)
- Many new original skins designed by NinJato !

Big thanks to NinJato for his hard work on skin graphics.

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

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

For those who wonders how to play go ? here is a good site !

Here is a full working binary version :
dingux-go-v1.2.0-bin.zip

Here is the source code :
dingux-go-v1.2.0-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 Go Game at 19:56

Sunday, February 14. 2010

Dingux-THOM: A TO7-70 emulator for Dingux v1.1.0

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

Here is a port on Dingoo for Dingux of version that i had previously ported to Gp2X, Wiz and PSP.

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

If you're looking for games and software have a look here :
to7-70 games

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

And here is the source code :
dingux-thom-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 Thomson TO7 at 23:11

Wiz-THOM: A TO7-70 emulator for Wiz v1.1.0

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

Here is a port on Wiz of version that i had previously ported to Gp2X and PSP.

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

If you're looking for games and software have a look here :
to7-70 games

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

And here is the source code :
wizthom-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 Thomson TO7 at 16:23

Wednesday, February 10. 2010

Dingux-Int: Intellivision Emulator for Dingoo v1.0.0

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.
See official jzintv site for further informations.

Here is a port on Dingoo runing Dingux of the version 20051204 that i had previously ported to Gp2X, Wiz and PSP.

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

Here is a full working binary version :
dingux-int-v1.0.0-bin.zip

And here is the source code :
dingux-int-v1.0.0-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 Intellivision at 21:51

Sunday, February 7. 2010

Wiz-Int: Intellivision Emulator for Wiz v1.0.0

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.
See official jzintv site for further informations.

Here is a port on Wiz of the version 20051204 that i had previously ported to Gp2X and PSP.

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

Here is a full working binary version :
wizint-v1.0.0-bin.zip

And here is the source code :
wizint-v1.0.0-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 Intellivision at 12:51

Wednesday, January 27. 2010

Wiz Chess: Chess game for Wiz v1.2.0

Hi All,

Wiz Chess uses the GNU Chess version 5.07 for the Artificial Intelligence.

What's new in this version ?

- Touch screen support !
- Add skin selector feature (see README)
- Add chess piece skins from NinJato
- Bug fix (memory corruption)

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

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

Here is a full working binary version :
wizchess-v1.2.0-bin.zip

Here is the source code :
wizchess-v1.2.0-src.zip

** UPDATE ** Here is a skin for two players game designed by NinJato

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 Chess Game at 22:16

Sunday, January 24. 2010

Dingux-Chess: Chess game for Dingux v1.1.1

Hi All,

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya).

What's new in this version ?

- Add skin selector feature (see README)
- Add chess piece skins from NinJato
- Bug fix (memory corruption)

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

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

Here is a full working binary version :
dingux-gchess-v1.1.1-bin.zip

Here is the source code :
dingux-gchess-v1.1.1-src.zip

** UPDATE ** : here is a new skin set by NinJato skin set

** UPDATE ** voici un theme pour le mode deux joueurs dessiné par NinJato

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 Chess Game at 21:55

Friday, January 1. 2010

Happy new year !

Happy New Year 2010 !

Zx

Posted by zx-81 in Events at 01:27

Friday, December 25. 2009

Merry Christmas !

I wish you a Merry Christmas and hope that Santa Claus didn't forget you

Zx

Posted by zx-81 in Events at 11:26

Saturday, November 7. 2009

PSPMancala: Mancala Game for the PSP v1.1.0

Hi All,

Here is a new version of PSP-Mancala the mancala board game for the PSP.

What's new in version 1.1.0 :

- Bug fix in AI (now it is much stronger !)
- New graphics and eboot icons
- Add EBOOT music
  (see Phenom album from NeXuS)

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.1.0-bin.zip

pspmancala-v1.1.0-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Mancala at 20:30

Monday, November 2. 2009

GP2X-Mancala: A Mancala Game v1.1.1 for GP2X

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move".
Gp2x-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players mode.

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

Here is a full working binary version :
gp2xmancala-v1.1.1-bin.zip

Here is the source code :
gp2xmancala-v1.1.1-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 Mancala at 22:41

Wiz-Mancala: A Mancala Game v1.1.1 for Wiz

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move".
Dingux-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players mode.

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

** UPDATE : Previous version v1.1.1 was buggy in Human vs Human mode **

Here is a full working binary version :
wizmancala-v1.1.2-bin.zip

Here is the source code :
wizmancala-v1.1.2-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 Mancala at 21:36

Sunday, November 1. 2009

Dingux-Mancala: A Mancala Game v1.1.0 for Dingoo/Dingux

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move".
Dingux-Mancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

** UPDATE ** In previous version, AI was buggy, here is a fixed version (v1.1.2)

Here is a full working binary version :
dingux-mancala-v1.1.2-bin.zip

Here is the source code :
dingux-mancala-v1.1.2-src.zip

Enjoy,

Zx

Haven't installed Dingux on your Dingoo ? Let's do it here !

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 Mancala at 20:02

Saturday, October 31. 2009

Dingux-TI99: A TI-99 emulator for Dingux v1.1.0

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer
running on Windows and Unix. The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

Dingux-TI99 is a port on Dingoo/Dingux of the version i've previously ported to Wiz.

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
dingux-ti99-v1.1.0-bin.zip

Here is the source code :
dingux-ti99-v1.1.0-src.zip

Enjoy,

Zx.

Haven't installed Dingux on your Dingoo ? Let's do it here !

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 TI 99 at 21:02

Friday, October 30. 2009

Dingux-Atari: Atari 800/130/5200 Emulator for Dingux v1.1.0

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer.
It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.
Dingux-Atari is a port on Dingoo/Dingux of the PSP version with some new features.

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

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

Here is the source code :
dingux-xatari-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 Atari 5200 at 21:58

Tuesday, October 27. 2009

Dingux-HUGO: PC Engine Emulator for Dingux v1.1.1

Hi All,

For those who haven't seen previous release, 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.

What's new then in this version ? Here is a copy of the change log :

- Fix screen issue (with game using non standard screen geometry such as R-Type)
- Small speed improvements
- Add auto-fire button selection
- Add ISO/HCD support (but audio tracks are not supported)

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.

Work still remain to support audio tracks on cd, fix sound issue and to improve speed.

UPDATE: here is a new version v1.1.2 (with bug fix for few games)

Here is a full working binary version :
dingux-hugo-v1.1.2-bin.zip

And the source code :
dingux-hugo-v1.1.2-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 21:44

Sunday, October 25. 2009

Dingux-GO: GO Game for Dingux v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

Dingux-GO is a port of GNU-Go 3.6 on Dingoo/Dingux and i've added a Graphical User interface.

Special thanks to Pharyon for the nice picture.

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

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

For those who wonders how to play go ? here is a good site !

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

Here is the source code :
dingux-go-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 Go Game at 22:38

Gp2X-GO: GO Game for the GP2X v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

GP2X-GO is a port of GNU-Go 3.6 and i've added a Graphical User interface.

Special thanks to Pharyon for the nice picture.

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

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

For those who wonders how to play go ? here is a good site !
Here is a full working binary version :

gp2xgo-v1.1.0-bin.zip

Here is the source code :
gp2xgo-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 Go Game at 21:13

Wiz-GO: GO Game for the Wiz v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

Wiz-GO is a port of GNU-Go 3.6 and i've added a Graphical User interface.

Special thanks to Pharyon for the nice picture.

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

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

For those who wonders how to play go ? here is a good site !
Here is a full working binary version :
wizgo-v1.1.0-bin.zip

Here is the source code :
wizgo-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 Go Game at 18:57

Saturday, October 24. 2009

Dingux-7800: Atari 7800 Emulator for Dingux v1.1.0

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on Dingoo/Dingux of the version i've previously ported to PSP, Gp2x and Wiz.

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

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.

Here is a full working binary version :
dingux-7800-v1.1.0-bin.zip

And the source code :
dingux-7800-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 Atari 7800 at 22:31

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

Sunday, October 18. 2009

Dingux-Write: A Text Editor for Dingux v1.1.0

Hi All,

Here is Dingux-Write a text editor for Dingoo under Dingux. It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

Background images have been designed by Gruso (many thanks to him).

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

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

dingux-write-v1.1.0-bin.zip

dingux-write-v1.1.0-src.zip

Enjoy,

Zx.

UPDATE: a little bug in exit message has been fixed ...

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 Text Editor at 17:45

Dingux-2600: Atari 2600 emulator for Dingux v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on Dingoo/Dingux of the version i've previously ported to GP2X-Wiz

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

Here is a full working binary version :
dingux-2600-v1.1.0-bin.zip

And the source code :
dingux-2600-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 Atari 2600 at 10:22

Dingux-MSX: MSX Emulator for Dingux v1.1.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on Dingoo/Dingux of the version i've previously ported to GP2X-Wiz.

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under FreeBSD license for all the Dingoo part.

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

And the source code :
dingux-msx-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 MSX at 00:54

Dingux-TI92: A TI-92 Calculator emulator v1.1.0 for Dingux

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave
Misha Nasledov the code and permission to GPL it.

Here is a port on Dingoo / Dingux of the version i've previously ported to GP2X-Wiz

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual : http://www.smendes.com/ti89.pdf

Here is a full working binary version :
dingux-ti92-v1.1.0-bin.zip

Here is the source code :
dingux-ti92-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 TI 92 at 00:00

Saturday, October 17. 2009

Dingux-Chess: Chess game for Dingux v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

Dingux Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It is a port to Dingux of my previous GP2X-Wiz version, with some new graphics (thanks to Satya)

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

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

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

Here is the source code :
dingux-gchess-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 Chess Game at 12:43

Dingux-CAP32: Amstrad CPC Emulator for Dingux v1.1.0

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on Dingoo/Dingux of the version i've previously ported to Gp2x-Wiz.

What's new compared to original Caprice32 project :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto disk startup support
- Save state in gzip format

- etc, etc ...

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
dingux-cap32-v1.1.2-bin.zip

The source code is here :
dingux-cap32-v1.1.2-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 Amstrad at 01:34

Wednesday, October 14. 2009

Dingux-Colem: Colecovision emulator for Dingux v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

Dingux-Colem is a port on Dingoo/Dingux of my previous Wiz port version of ColEm.

What's cool in this version 1.1.0 :

- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (roms, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games in your rom folder !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression
  (with STZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
  (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)

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

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

The source code is here :
dingux-colem-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 ColecoVision at 23:01

Sunday, October 11. 2009

A new developer for the A320 Dingoo console !

Hi,

I've just received my Dingoo A320 ordered few weeks ago on DX. I've been impressed by this small console, and i'm pleased to announced that i will surely join the Dingoo scene and port homebrew stuff on it.

For those who doesn't know anything about Dingoo, let's say that it is a cheap but powerful portable game console (Ingenic processor), dedicated to homebrews and emulators. For further details see Dingoo on wikipedia.

Zx

Posted by zx-81 in Dingoo at 15:36

Sunday, October 4. 2009

GP2X-Atari: Atari 800/130/5200 Emulator for GP2X v1.1.0

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer.
It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.
GP2X-Atari is a port on GP2X of the PSP version.

Many new features have been added since latest GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (cartridges, keyboard, settings).
  It might be very helpful to recognize that game later if you have thousand different games on your cartridges folder !

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

Here is a full working binary version :
gp2xatari-v1.1.0-bin.zip

Here is the source code :
gp2xatari-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 Atari 5200 at 12:37

Monday, September 28. 2009

Wiz-Atari : Atari 800/130/5200 Emulator for Wiz v1.1.1

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11. See http://atari800.sourceforge.net/ for further informations.

Wiz-ATARI is a port of the PSP version to GP2X Wiz.

Many new features have been added such as cheat codes and save states with thumbnail images etc ...

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

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

UPDATE: a small bug has been fixed in original atari emu (v1.1.0 has been replaced by v1.1.1)

Here is a full working binary version :
wizatari-v1.1.1-bin.zip

Here is the source code :
wizatari-v1.1.1-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 Atari 5200 at 22:30

Monday, September 21. 2009

Gp2X-TI99: A TI-99 emulator for Gp2X v1.1.0

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer
running on Windows and Unix. The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

Gp2x-TI99 is a port on Gp2x of the version i've previously ported to PSP.

Many new features have been added since latest GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (cartridges, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your cartridges folder !

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
gp2xti99-v1.1.0-bin.zip

Here is the source code :
gp2xti99-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 TI 99 at 21:07

Friday, September 18. 2009

Wiz-TI99: A TI-99 emulator for Wiz v1.1.0

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer
running on Windows and Unix. The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

Wiz-TI99 is a port on Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (cartridges, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your cartridges folder !

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
wizti99-v1.1.0-bin.zip

Here is the source code :
wizti99-v1.1.0-src.zip

** This port is dedicated to my good friend Buzz **

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 TI 99 at 22:00

Sunday, September 13. 2009

Wiz-7800: Atari 7800 emulator for Wiz v1.1.0

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see Greg Stanton web site for details.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
  It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !

Here is a full working binary version :
wiz7800-v1.1.0-bin.zip

Here is the source code :
wiz7800-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 Atari 7800 at 12:46

Saturday, September 12. 2009

Wiz-TI92: A TI-92 Calculator emulator v1.1.0 for Wiz

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave
Misha Nasledov the code and permission to GPL it.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

This version supports the Wiz Touch screen, for both menus and virtual keyboard !

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual : http://www.smendes.com/ti89.pdf

Here is a full working binary version :
wizti92-v1.1.0-bin.zip

Here is the source code :
wizti92-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 TI 92 at 02:15

Monday, September 7. 2009

Wiz SDL : Simple SDL Touch screen program for Wiz

For those who wonder how to use the Wiz touch screen with SDL, here is a simple program i've developped before porting "Wiz Write", in order to test the touch screen.

This simple test program use virtual keyboard images based on Danzeff keyboard i've used on PSP.
Using the touch screen you can click on the letter you want, and drawing a line vertically or horizontally (on the virtual keyboard screen) you can navigate between the different keyboard panels.

here it is

It's distributed under GNU licence and virtual keyboard images are based on Danzeff keyboard.

This is a very simple example, it's only for coders, so no need to publish this stuff on your forums !!!

Hope that helps,

Zx

Posted by zx-81 in Development at 23:35

Wiz-Write: A Text Editor for Wiz v1.1.0

Hi All,

Here is Wiz-Write a text editor for Wiz. It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

Background images have been designed by Gruso (many thanks to him).
This version supports the Wiz Touch screen, for both menus and virtual keyboard.

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

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

wizwrite-v1.1.0-bin.zip

wizwrite-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 Text Editor at 23:01

Saturday, September 5. 2009

GP2X-2600: Atari 2600 emulator for GP2X v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !

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

Here is a full working binary version :
gp2x2600-v1.1.0-bin.zip

Here is the source code :
gp2x2600-v1.1.0-src.zip

Enjoy,

Zx.

UPDATE: a 'joy' folder was missing, i've uploaded a new zip version (thanks to Neil for his feedback).

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 Atari 2600 at 23:41

Wiz-2600: Atari 2600 emulator for Wiz v1.1.0

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
  It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !

Here is a full working binary version :
wiz2600-v1.1.0-bin.zip

Here is the source code :
wiz2600-v1.1.0-src.zip

Enjoy,

Zx.

UPDATE: a 'joy' folder was missing, i've uploaded a new zip version (thanks to Neil for his feedback).

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 Atari 2600 at 16:41

Sunday, August 30. 2009

GP2X-MSX: MSX Emulator for GP2X v1.2.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)

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

Here is a full working binary version :
gp2xmsx-v1.2.0-bin.zip

Here is the source code :
gp2xmsx-v1.2.0-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 MSX at 11:28

Saturday, August 29. 2009

Wiz-MSX: MSX Emulator for Wiz v1.1.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using www.7-zip.org)

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

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

Here is the source code :
wizmsx-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 MSX at 20:49

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.5.1

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- Text editor to modify the global cheat.txt file
- Memory monitoring engine to find your own cheat code !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Add option to disable auto fire in settings menu
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- bug fix in CRTC emulation
  (games such as Prehistorik II just couldn't be launched)

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
gp2xcap32-v1.5.1-bin.zip

Here is the source code :
gp2xcap32-v1.5.1-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 Amstrad at 10:49

Wiz-CAP32: Amstrad CPC Emulator for Wiz v1.1.0

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich. This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- Text editor to modify the global cheat.txt file
- Memory monitoring engine to find your own cheat code !
- Text editor to write your own comments on games
- Display first comment line while browsing game files

- Add option to disable auto fire in settings menu
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- bug fix in CRTC emulation
  (games such as Prehistorik II just couldn't be launched)

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
wizcap32-v1.1.0-bin.zip

Here is the source code :
wizcap32-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 Amstrad at 02:34

Wednesday, August 26. 2009

GP2X-Colem: Colecovision emulator for GP2X v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

GP2X-Colem is a port on GP2X-F100 of my previous PSP port version of ColEm.

What's new in version 1.1.0 :

- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (roms, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games in your rom folder !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression
  (with STZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
  (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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

Here is a full working binary version :
gp2xcolem-v1.1.0-bin.zip

The source code is here :
gp2xcolem-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 ColecoVision at 21:24
```

Wiz-Colem: Colecovision emulator for Wiz v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

WIZ-Colem is a port on Wiz of my previous PSP port version of ColEm.

What's new in version 1.1.0 (compared to original or even my old gp2x version) :

- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (roms, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games in your rom folder !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression
  (with STZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
  (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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

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

The source code is here :
wizcolem-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 ColecoVision at 15:38
```

Tuesday, August 25. 2009

GP2X-Chess: Chess game for GP2X-F100 v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

GP2X-Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It has been developped and tested on GP2X-F100 with FW 4.1.0

What's new in this version ?

- Share the code for both Wiz and GP2X-F100 version
- Improve menu navigation using joystick
- New background images

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

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

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

Here is the source code :
gchess-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 Chess Game at 18:36

Monday, August 24. 2009

Wiz Chess: Chess game for Wiz v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

Wiz Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. Wiz Chess is a port to Wiz of the GP2X-F100 version.

It's a first port version and i've not already added touch screen support ...

I would like to thanks Dave and Exophase for their advices and their help.

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

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

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

Here is the source code :
wizchess-v1.1.0-src.zip

You may find another skin designed by Exclamation :
skin-wizchess.rar

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 Chess Game at 21:35

Sunday, August 23. 2009

PSPColem: A ColecoVision Emulator for PSP v1.3.1 (irda joy)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

This version 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 zip 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 programmed the PIC micro-controller, while i was in charge of emulator enhancements.

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

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

pspcolem-v1.3.1-fw5x.zip

pspcolem-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 ColecoVision at 20:19

Saturday, August 22. 2009

PSPMSX: MSX Emulator for PSP v1.5.1 (Irda Joy)

Hi All,

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

This version of PSPMSX 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 PSPMSX 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 programmed the PIC micro-controller, while i was in charge of emulator enhancements.

What's new in version 1.5.1 :

- 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.

pspmsx-v1.5.1-fw5x.zip

pspmsx-v1.5.1-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 MSX at 21:49

Friday, August 21. 2009

PSPCAP32: Amstrad CPC Emulator for PSP v1.5.1 (Irda Joy)

Hi All,

Here a new version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

This version of PSPCap32 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 PSPCap32 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 programmed the PIC micro-controller, while i was in charge of emulator enhancements.

What's new in version 1.5.1 :

- 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 license, read COPYING.txt file for more information about it.

pspcap32-v1.5.1-fw5x.zip

pspcap32-v1.5.1-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 13:29

Wednesday, August 19. 2009

Wii: Wad To Nand

Hi,

As many of you i've tried the very nice nand emulation stuff and triiforce wiiware launcher on emulated nand. As many of you i've encountered many issues and errors while trying to use wad manager 1.5 to install my wad files in the nand emulation image stored on my SD. I have to retry ten times to install the same wad to get it working etc ...

Waitting for a new better working version of wad manager (1.6 ?) i've modified BFGR WadTools 0.39a to extract directly all the files needed for triiforce and nand emulation !

It permits to convert directly your wiiware wads to "ticket" and "title" folders directly usable with nand emulation and Triiforce beta 5 (available here: triiforce beta 5)

You only need to run wad2nand on your wad file using a dos shell for example :

wad2nand mywiiware.wad

If everything is running fine you should then obtain two folders ticket and title

Then you just need to copy those two folders at the root of your SD or your USB drive containing your NAND dump for Triiforce. Launch Triiforce beta 5, choose nand emulation and you should see your wiiwares !

Here is a cygwin binary version and sources. It's distributed under GPL v2.

wad2nand

Hope that helps,

Zx

** UPDATE: ** It seems to work only using triiforce beta 5 (or later)

Posted by zx-81 in Tools at 10:48

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

Saturday, August 8. 2009

A new developer for the Gp2x Wiz console !

Hi,

In january 2007 i joined the gp2x scene, thanks to David from gp2xstore.com who kindly offered and sent me a gp2x-F100. It was a really nice experience to develop homebrews for this nice piece of hardware running my favorite operating system (i mean linux of course).

Without him, i would have never done anything on this console since i was already busy with PSP stuff.

The good news is that i will soon join the Gp2x Wiz scene because David from gp2xstore did it again !

For those who doesn't known anything about gp2x Wiz, let's say that it is one of the most powerful portable console, two times faster than a PSP with a linux based kernel, dedicated to homebrews and emulators (see gp2x Wiz on wikipedia)

Thanks again,

Zx

Posted by zx-81 in GP2X Wiz at 11:41

Tuesday, June 9. 2009

Portable IRDA Joystick for PSP v2.1

Hi All,

Here we go again, my very good friend Buzz (see http://buzz.computer.free.fr/) has just finished his "Portable Irda Joy" box !

For those who haven't seen previous release, the goal is to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT.

The Portable Irda Joy box uses the IRDA port of your PSP. You need two AA batteries, and after switching it on, you can then enjoy emulators such as PSP-Hugo, PSPCap32 or PSP2600 with your old school Joystick, wirelessy !

Buzz has written the driver and designed the PCB and program the PIC micro-controller, and i was in charge of emulator enhancements.

Here is a snapshot of the new Printed Circuit Board for v2.1 :

If you have any electronic skills and if you want to design your own, you may find all documentation, PCB layout and source code on Buzz's web site
(see http://buzz.computer.free.fr/).

Here is a demo of a modified version of PSP-Hugo using Amiga DB9 Joystick (big thanks to Nico) connected to the Portable Irda Joy box :

Many new examples and new features are coming soon,

Buzz and Zx

If you want to discuss, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in IRDA Joystick at 21:59

Friday, May 29. 2009

PSPHUGO: PC Engine Emulator for PSP v1.3.0 (CD MP3)

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 ?

- Audio Track support for CD-ROM
  (support only MP3 format with stereo 16 bits samples
  at 22k or 44k rate)
- CD-ROM TOC file format support.
- Using TurboRip, ripped CD can now be used directly with PSP-Hugo !
  (see README file for explanations)
- Increase PSP clock speed when playing mp3 CD tracks
- Disable sound while saving states & screenshots
  (to avoid scratchy noise for few seconds)
- Fix sleep mode issue
- Replace SDL sound engine by direct PSP audio stuff
  to improve performances
- Fix issue when loading more than one CD image
- New backgrounds

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

You may find here a version TurboRip to convert your original CD to a format compatible with PSP-Hugo :
TurboRip-V100

Please have a look to the README file to see how to proceed ...

CD Audio track reading is very CPU consuming, so if you run CD-rom games with audio tracks, PSP-Hugo will automatically increase the clock frequency while playing MP3 tracks to 300 Mhz.
(You may modify this parameter in the settings menu).

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

psphugo-v1.3.0-fw5x.zip

psphugo-v1.3.0-fw15.zip

psphugo-v1.3.0-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 16:58

Tuesday, May 12. 2009

PSPColem: A ColecoVision Emulator for PSP v1.2.1 (green)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.2.1 :

- Improve emulation speed (now 60 fps at 133 Mhz !)
- Default speed is now 133 Mhz for green emulation
  (but you may increase the psp clock to 222Mhz for better performance)
- New background graphics
- Finally fix issue with "Home -> Exit" & sleep mode !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Text editor to modify the global cheat.txt file
- Auto fire support for second joystick
- Bug fix in unzip rom function
  (unable to open more than 10 zipped files)
- Bug fix in z80 emulation
  (game such as moon patrol were buggy)

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

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

pspcolem-v1.2.1-fw5x.zip

pspcolem-v1.2.1-fw15.zip

pspcolem-v1.2.1-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 ColecoVision at 22:35

Sunday, May 10. 2009

PSP2600: Atari 2600 emulator for PSP v1.2.0 (cheat)

Hi All,

For gamers who have missed previous versions, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of Aenea.

It has been developped on linux for Firmwares 5.0-m33 and 1.5

Special thanks to Horeus for his nice icons and graphical stuff !

What's new in this version ?

- New graphics from my good friend Horeus
  (see http://www.ultimatepsp.fr/)
- New Eboot music
  (see http://www.jamendo.com/en/artist/pako)
- Cheat support (but it doesn't work with all games)
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Add hotkey to change flicker mode
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file

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

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

psp2600-v1.2.0-fw5x.zip

psp2600-v1.2.0-fw15.zip

psp2600-v1.2.0-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 Atari 2600 at 19:32

Monday, April 20. 2009

IRDA Joystick for PSP

Hi All,

Today is a very special day. My very good friend Buzz (see http://buzz.computer.free.fr/) has just finished a first beta prototype of his Irda Joy Pad stuff.

He has spent all his spare time from many weeks to design a wireless paddle / joystick device for the PSP (FAT) using IRDA port. I was in charge of the software and he wrote the driver and designed the PCB and program the PIC micro-controller.

This Irda Joy Pad device allow you to connect any DB9 joystick or Paddle to the PSP. It offers the best old-school portable emulation you'd never dream.

Here is a snapshot of the Printed Circuit Board :

If you have any electronic skills and if you want to design your own, you may find all documentation, PCB layout and source code on Buzz's web site
(see http://buzz.computer.free.fr/).

Here is a demo of a modified version of PSP Magic using paddles connected to Irda Joy Pad :

Here is a demo of a modified version of Pong (written by Hardrive4u) using paddles connected to Irda Joy Pad :

If you're interrested in psp pong binary and source code (originally written by Hardrive4u) :

psppong-v1.0.1-fw5x.zip

psppong-v1.0.1-src.zip

A new version of Irda Joy Pad device should come soon with a new design (compact) and a great new features such as integrated battery pack (using AAA battery).

Enjoy,

Buzz and 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 IRDA Joystick at 20:51

Sunday, April 19. 2009

PSPXTI: A TI-92 Calculator emulator v1.3.0

Hi all,

For those who haven't seen previous versions, XTiger is a unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

PSP-XTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

- New background images
- Add Load & Save states
- Text editor to write your own comments
  (or to read math courses)
- Finally fix issue with "Home -> Exit" & Sleep mode
- Add a new settings menu

pspxti-v1.3.0-fw5x.zip

pspxti-v1.3.0-fw15.zip

pspxti-v1.3.0-src.zip

It's distributed under GNU licence and sources are included.

It has been developed on linux for Firmware 1.5 and 5.0-M33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on a PSP FAT.

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

Here is a PDF version of the TI-92 manual : TI 92+ manual

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 TI 92 at 21:30

Sunday, April 12. 2009

PSPWrite: A Text Editor for PSP v1.2.1 (bug fix)

Hi All,

Here is a new version of PSPWrite the text editor for PSP.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker.

It has been developed on linux for Firmware 1.5 and 5.x-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on PSP FAT.

What's new then in 1.2.1 ?

- Add read-only mode to use pspwrite as a book reader
- Fix issue with sleep mode (psp crash)
- Should now work properly with mp3 plugins

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

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

pspwrite-v1.2.1-fw5x.zip

pspwrite-v1.2.1-fw15.zip

pspwrite-v1.2.1-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 Text Editor at 13:15

Sunday, April 5. 2009

PSP-Magic: A Magic Screen for PSP v1.0.1

Hi All,

PSP-Magic is a PSP version of the famous mechanical drawing toy called "Magic Screen".
See http://en.wikipedia.org/wiki/Etch-A-Sketch for details.

Big thanks to Pako for his very nice music ! (see http://www.jamendo.com/en/artist/pako)
Many thanks to my friends Manu & Buzz, who encouraged me and for their help, advices and beta testing.

By the way a new project is coming soon. My very good Friend Buzz is working hard to design a PCB and to connect his modded "device" to the psp for an incredible Etch & Sketch experience on PSP using IRDA or serial ports.

We have many ideas to improve old-schoold emulation experiences on PSP, so stay in contact !

PSP-Magic has been developed on linux for Firmware 1.5 and 5.x-m33.

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

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

pspmagic-v1.0.1-fw5x.zip

pspmagic-v1.0.1-fw15.zip

pspmagic-v1.0.1-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 Magic Screen at 19:40

Wednesday, April 1. 2009

PSP Flight : A Flight Simulator for PSP v1.0.1

Hi all,

Here is PSP Flight is a simple flight simulator, nothing compared to Flight Simulator X but good enough to take off using Air-France plane, have a trip and land in several french airports.

Of course many features are missing and work still remain (add planes, map, airports etc ...) but it is still playable.

I would like to thanks Manu & Buzz for scenario and sound effects.

pspflight-v1.0.0-fw5x.zip

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

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 Events at 09:33

Sunday, March 22. 2009

PSPMO5 : A Thomson MO5 Emulator for PSP v1.2.0

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

PSPMO5 is a port on PSP of the version 11 of DCMO5.

What's new then in this final version :

- Cheat support !
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Zip rom files are now decompressed in memory (much faster !)
- Add eboot music (see http://www.jamendo.com/en/artist/nexus)

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

pspmo5-v1.2.0-fw5x.zip

pspmo5-v1.2.0-fw15.zip

pspmo5-v1.2.0-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 Thomson MO5 at 16:12

Thursday, January 1. 2009

Happy new year !

Happy New Year 2009 !

Zx

Posted by zx-81 in Events at 00:15

Tuesday, November 11. 2008

PSPIRC: IRC Client for PSP v1.1.6

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Finally fix issue with "Home -> Exit" !
- Add a built-in editor to edit commands & words list
  (command.txt and word.txt files)
- Add eboot music from NeXuS
  (see http://www.jamendo.com/en/artist/nexus)
- Can now return back to Wifi menu
  (No need to restart pspirc to connect to another hotspot)
- Bug fix in battery level display

Credits and license :

It is mainly based on the IRC engine written by Danzel and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

If you like previous Hookbott graphics you can still download them here :
pspirc-skin.zip

Big thanks to Delight1 for her graphics, help, support, ideas, comments etc ...

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 5.0-m33 (FAT & SLIM) and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

pspirc-fw5x-v1.1.6.zip

pspirc-fw15-v1.1.6.zip

pspirc-src-v1.1.6.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 IRC Client at 15:37

Monday, November 10. 2008

PSPSSH : SSH2 Client for PSP v1.2.0

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server
and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.2.0 :

- Multi-session support !
 (No need to restart pspssh to connect to another server)
- Add a built-in editor to edit commands & words list
  (command.txt and word.txt files)
- Add eboot music from NeXuS
  (see http://www.jamendo.com/en/artist/nexus)
- Finally fix issue with "Home -> Exit" !
- Tested on firmware 5.0 M33
- Bug fix in battery level display

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

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

Download :

pspssh-v1.2.0-fw5x.zip

pspssh-v1.2.0-fw15.zip

pspssh-v1.2.0-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 SSH Client at 22:15

Sunday, November 9. 2008

PSPTHOM: A TO7-70 emulator for PSP v1.2.1

Hi All,

Here is a new version of PSPThom the emulator of the
Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of
the best emulator of the Thomson TO7 home computer running
on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996
(see http://www.sylvain-huet.com), then Eric Botcazou
(see http://nostalgies.thomsonistes.org/) continued
this project and added many news features.

What's new in version 1.2.1 :

- Improve global emulation speed !
- Cheat support !
- Add eboot music from NeXuS (see NeXuS)
- New render mode x1.75
- Add vertical shift feature
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Add option to disable auto fire in settings menu
- Fix IR keyboard issue with fw >= 3.80 for PSP FAT

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

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

pspthom-v1.2.1-fw5x.zip

pspthom-v1.2.1-fw15.zip

pspthom-v1.2.1-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

PS: If you're looking for games for this emulator, please have a look on this french web site

Posted by zx-81 in Thomson TO7 at 22:31

Sunday, November 2. 2008

PSPMSX: MSX Emulator for PSP v1.4.1

Hi All,

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.4.1 :

- Finally fix issue with "Home -> Exit" !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- 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.
- Improve cheat menu & memory monitoring engine
- Text editor to modify the global cheat.txt file
- Tested on new FW 5x-M33
- 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)
- Add option to disable auto fire in settings menu

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

pspmsx-v1.4.1-fw5x.zip

pspmsx-v1.4.1-fw15.zip

pspmsx-v1.4.1-src.zip

This should be the last release, (before the next one as always)

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 MSX at 15:22

Saturday, November 1. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.4

Hi All,

Here a new (final?) version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.4.4 :

- Cheat support !
- Text editor to modify the global cheat.txt file
- Memory monitoring engine to find your own cheat code !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Finally fix issue with "Home -> Exit" !
- Add option to disable auto fire in settings menu
- Improve global emulation speed
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Zip rom files are now decompressed in memory (much faster !)
- Tested on FW-5.0-m33

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

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

pspcap32-v1.4.4-fw5x.zip

pspcap32-v1.4.4-fw15.zip

pspcap32-v1.4.4-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 19:11

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

Sunday, October 26. 2008

PSP7800: Atari 7800 emulator for PSP v1.2.0 *UPDATE*

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

** UPDATE ** Bug fix with zip format : can't open more than 10 roms ...

What's new in version 1.2.0 :

- Improve global emulation speed !
- New render modes
- Add vertical shift feature
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Zip rom files are now decompressed in memory (much faster !)
- Add option to disable auto fire in settings menu
- Add eboot music (see http://www.jamendo.com/en/artist/nexus)
- Source code can now be compiled to build a linux version

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

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

It has been tested on both FAT and SLIM using firmware 5.0-m33 and firmware 1.5 (addon stuff)

psp7800-v1.2.0-fw5x.zip

psp7800-v1.2.0-fw15.zip

psp7800-v1.2.0-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 Atari 7800 at 19:04

Saturday, October 18. 2008

PSP Development Kit for Linux's users (Fedora Core)

Hi all,

Here is a tar ball of PSP Software Development Kit i've compiled on my Linux Fedora core 9 Destkop, and that i use for my latest hombrews :

PSP SDK gcc-4.3.1

Hope that helps,

Zx.

** PS: No need to copy this news to any other places, it's nothing more than the SDK checkout from ps2dev and compiled under my linux box ... **

Posted by zx-81 in SDK at 00:31

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

Sunday, October 12. 2008

PSPWrite: A Text Editor for PSP v1.2.0

Hi All,

Here is a new version of PSPWrite the text editor for PSP.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker.

It has been developed on linux for Firmware 1.5 and 3.x-m33 and 4.x-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on PSP FAT.

What's new then in 1.2.0 ?

- Add Recent files menu to load previously opened files
  (usefull to edit several files at the same time)
- Add a kind of bookmark feature to save last cursor position
  in each recent files.
- Add a simple syntaxic colorization feature for C/C++ files
  and Lua scripts.
  (you can add any other langages in syntax.cfg file).
- Add a status line to display several informations such as
  current cursor position.
- Add command mode to search a word forward and backward or
  to go directly to a given line number.
- Add history feature for command mode to retreive previously
  entered commands.

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

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

pspwrite-v1.2.0-fw4x.zip

pspwrite-v1.2.0-fw15.zip

pspwrite-v1.2.0-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 Text Editor at 18:08

Friday, October 10. 2008

AFKIM: Instant Messenger for PSP v3.3.7

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see http://localhost.geek.nz/)

The server im.bitlbee.org is down and it doesn't appear even in DNS. Unfortunately it is the default Bitlbee server used by afkim and there is no way to create a new account using afkim in any other Bitlbee server.
(You have to do it by yourself using any IRC client).

In this new version of afkim you can specify in afkim.cfg file the public Bitlbee server / port you want to connect to. The afkim.cfg file try now to connect you to im.codemonkey.be when using a new account (you have to rename or remove the bitlbee.cfg file first).

Special thanks to BLacKyyy* for his feedback on im.bitlbee.org server issue.

afkim-v3.3.7-fw4x.zip

afkim-v3.3.7-fw15.zip

afkim-v3.3.7-src.zip

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 Messenger at 23:13

Sunday, October 5. 2008

PSPMSX: MSX Emulator for PSP v1.4.0

Hi All,

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.4.0 :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- New render modes (x1.25, x1.5 and x1.75)
- Add vertical shift & vsync feature
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Source code can now be compiled to build a linux version

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

pspmsx-v1.4.0-fw4x.zip

pspmsx-v1.4.0-fw15.zip

pspmsx-v1.4.0-src.zip

This should be the last release, (before the next one as always)

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 MSX at 14:36

Saturday, October 4. 2008

PSPWrite: German version of pspwrite

Guten Tag zusammen,

Blutelf hat das PSPWRITE ins deutsch übersetzt :

hier

Danke Blutelf

Zx

Posted by zx-81 in Text Editor at 22:50

Wednesday, October 1. 2008

PSP-FTPD: A FTP Server on your PSP v0.5.0

Hi All,

For those who haven't seen previous versions, PSP-FTPD is a simple FTP server for the PSP.
It permits to send and retrieve files or complete directories to and from
your PSP without any cables, using your Wireless connection (WIFI), with a FTP
client on your PC such as Filezilla (http://filezilla.sourceforge.net/).

So what's new then in this version :

- Improve speed transfert
  (tested at home with 500k for download, 250k for upload)
- Tested on PSP slim with fw4x-m33
- New graphics for EBOOT & background
- Add music for EBOOT
- Bug fix in battery status display

It has been tested using gFtp on Linux, with both PSP Slim and FAT with cfw 4.01-m33-2

pspftpd-v0.5.0-fw4x.zip

pspftpd-v0.5.0-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 FTP Server at 23:28

Monday, September 29. 2008

PSPColem: A ColecoVision Emulator for PSP v1.2.0

Hi All,

Here is a new (final ?) version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.2.0 :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- New render modes and vertical shift feature
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (roms, keyboard, settings). It might be very helpful to recognize that game later if you have thousand different games in your rom folder !
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- New default keyboard mapping
- Add Moon Patrol music to EBOOT
- Source code can now be compiled to build a linux version

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

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

pspcolem-v1.2.0-fw4x.zip

pspcolem-v1.2.0-fw15.zip

pspcolem-v1.2.0-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 ColecoVision at 23:06

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

Monday, September 22. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.3

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
- ISO file support but sound audio track are ignored
- Screen size 320x240 is now supported
  (required for games such as R-Type)
- Add two new sound engines : mono (fast 22K or 44K) and
  stereo (accurate 22K or 44K).
  You may have to reset the game when you change between
  mono and stereo, and save states may not work properly.
  (few games are now fullspeed using audio mono 22K at 222Mhz)
- Zip rom files are now decompressed in memory (much faster !)
- Bug fix with D-pad (didn't work properly in previous versions)

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

Special thanks to my friend NC for support and testing

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

psphugo-v1.0.3-fw4x.zip

psphugo-v1.0.3-fw15.zip

psphugo-v1.0.3-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 23:17

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.3

Hi All,

Here a new (final?) version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.4.3 :

- Emulation speed (small improvements)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu

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

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

pspcap32-v1.4.3-fw4x.zip

pspcap32-v1.4.3-fw15.zip

pspcap32-v1.4.3-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 22:35

Thursday, September 18. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.2 (sound+speed)

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 :

- Rewrite sound engine using part of code from Hugo-Wii port version, it is now much closer to real PC Engine sound.
- Fix sprites display glitches in Gunhead and several other games
- Fix save state issue in all games (it was a miracle if that worked)
- Improve global emulation speed (fullspeed in many games at 266Mhz !)
- Add a new overclock option resulting in a faster emulation speed (but if you encounter any graphical glitches then you may have to set overclock to 0 and increase PSP clock speed instead)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Volume booster
- Bug fix in the keyboard menu (joystick keys)
- Add documentation for settings in help menu

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

Special thanks to my friend Nicolas C. for support and testing

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

psphugo-v1.0.2-fw4x.zip

psphugo-v1.0.2-fw15.zip

psphugo-v1.0.2-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 22:47

Sunday, September 14. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.1

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)

PSPHugo is a port on PSP of one latest version of Hu-Go.

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

Special thanks to my friend Nicolas C. for his support and kindness, without him i would have never found enough motivation to port Hu-Go to PSP.

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

psphugo-v1.0.1-fw4x.zip

psphugo-v1.0.1-fw15.zip

psphugo-v1.0.1-src.zip

It's a first release, work still remain to improve the speed and to fix graphical glitches on games such as gunhead.

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 23:11

Sunday, September 7. 2008

AFKIM: Instant Messenger for PSP v3.3.6

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see http://localhost.geek.nz/)

This version is only for people encountering name resolution and bitlbee connection issue. I have added a simple workaround to specify timeout values used during connection process (see afkim.cfg configuration file to change default values).

afkim-v3.3.6-fw4x.zip

afkim-v3.3.6-fw15.zip

afkim-v3.3.6-src.zip

HTH,

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 Messenger at 15:05

Saturday, September 6. 2008

PSPXTI: A TI-92 Calculator emulator v1.2.4

Hi all,

Summer holidays ended, it is time to go back to school, so i am sure you will enjoy a new update of pspxti the calculator emulator for PSP.

For those who haven't seen previous versions, XTiger is a unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Put Danzeff keyboard in a better location
- Virtual keyboard is now usable in the file requester menu
  to specify the first letter of a file
- Add music in EBOOT "Below The Arctic Ocean" from Azhrak
  (see jamendo)
- Tested with 4.01-m33 on psp slim

pspxti-v1.2.4-fw4x.zip

pspxti-v1.2.4-fw15.zip

pspxti-v1.2.4-src.zip

It's distributed under GNU licence and sources are included.

It has been developed on linux for Firmware 1.5 and 4.01-M33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on a PSP FAT.

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

Here is a PDF version of the TI-92 manual : TI 92+ manual

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 TI 92 at 15:07

Friday, August 29. 2008

GP2X-Write: A Text Editor for GP2X v1.1.0

Hi All,

Here a new version of gp2x-write the text editor for GP2X.

For those who haven't seen previous release, it permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

What's new then ?

- New background images from Gruso !
- Add word wrap mode !
- New built in fonts with various size (8x10, 8x14, 8x16 and 16x22)
- New option to specify wrap settings
- New hotkey to display help menu
- New hotkey to rewrap a paragraph
- A new menu for all settings
- Minor bug fix

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

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

write-v1.1.0-bin.zip

write-v1.1.0-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Text Editor at 19:19

Saturday, August 23. 2008

PSPWrite: A Text Editor for PSP v1.1.1 (bug fix)

Hi All,

Here is a new version of PSPWrite the text editor for PSP.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker.

It has been developed on linux for Firmware 1.5 and 3.x-m33 and 4.x-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on PSP FAT.

What's new then in 1.1.1 ?

- Bug fix in wrap mode for text using specific iso-8859-1 characters
  (Thanks to ShadowMaker for reporting this nauty bug)
- New built in fonts with various size (8x10, 8x14, 8x16 and 16x22)

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

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

pspwrite-v1.1.1-fw4x.zip

pspwrite-v1.1.1-fw15.zip

pspwrite-v1.1.1-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 Text Editor at 14:46

Monday, July 28. 2008

PSPWrite: A Text Editor for PSP v1.1.0

Hi All,

Here is a new version of PSPWrite the text editor for PSP.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker.

It has been developed on linux for Firmware 1.5 and 3.x-m33 and 4.x-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on PSP FAT.

What's new then in 1.1.0 ?

- Add word wrap mode (finally !)
- New option to specify wrap settings
- New hotkey to display help menu
- New hotkey to rewrap a paragraph
- A new menu for all settings
- Minor bug fix

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

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

pspwrite-v1.1.0-fw4x.zip

pspwrite-v1.1.0-fw15.zip

pspwrite-v1.1.0-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 Text Editor at 22:36

PSP2600: Atari 2600 emulator for PSP v1.1.4 (minor update)

Hi All,

For gamers who have missed previous versions, Stella is on of the best emulator of Atari 2600

game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of Aenea who was the first to port Stella to PSP.

It has been developped on linux for Firmwares 3.x-m33, 4.x-m33 and 1.5

What's new in this version ?

- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game.
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP

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

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

psp2600-v1.1.4-fw4x.zip

psp2600-v1.1.4-fw15.zip

psp2600-v1.1.4-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

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Posted by zx-81 in Atari 2600 at 20:13
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Thursday, July 24. 2008

PSP7800: Atari 7800 emulator for PSP v1.1.3

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

Special thanks to Carpy for his help and source code patches !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.1.3 :

- Sound improvement, new prosystem.dat file & NTSC Palette fix by Carpy (aka Danno)
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game.
  It might be very helpful to recognize that game later if you
  have thousand different games in your rom folder !
- Auto-fire uses now the key mapped as Cross button instead of FIRE1
  (games such as Xevious use FIRE2 for fire so it is better this way)
- In the emulator menu you can go directly to keyboard and settings
  menu using the L-Trigger key.
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Fix random black screen issue
- Bug fix in the low battery watchdog

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

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

It has been tested on both FAT and SLIM (thanks to Greg from psp-hacks !) using firmware 4.01-m33 and firmware 1.5 (addon stuff)

psp7800-v1.1.3-fw4x.zip

psp7800-v1.1.3-fw15.zip

psp7800-v1.1.3-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 Atari 7800 at 19:59

Monday, June 30. 2008

AFKIM: Instant Messenger for PSP v3.3.5

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see http://localhost.geek.nz/)

This version fix graphical glitches under xfw 4.01-m33 on PSP SLIM
(If you have cfw < 4.01 or a PSP FAT, then no need to install this new version).

afkim-v3.3.5-2-fw4x.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 Messenger at 23:10

Monday, June 23. 2008

GP2X-Dragon: A Dragon / Tandy Coco Emulator for GP2X v1.0.2

Hi All,

Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

GP2X-Dragon is a port on GP2X of the PSP version of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all GP2X SDK developpers.

What's new then ?

- Fix sound issue using the patch sent by original X-roar's author,
  aka Ciaran himself (big thanks to him !!)
- Bug fix with volume settings (it didn't work properly)
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (rom, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your disk and rom folders !
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !

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

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

Here is a full working binary and source :
dragon-v1.0.2-bin.zip

dragon-v1.0.2-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Tandy Coco at 23:17

Saturday, June 21. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.4.1

Hi All,

Here is another version of GP2X-CAP32 the CPC emulator for GP2X.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.4.1 :

- Bug fix in CRTC emulation (games such as Prehistorik II just couldn't be launched)

- Two drives (A & B) are now supported, but only drive A can be used to automatically start a game.
It might be useful with symbOS to put the OS disk on drive 'A:' and application disk on 'B:'

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

This package is under GPL Copyright, read COPYING file for more information about it.

** UPDATE ** :

Another bug has been found by Carl Murray (thanks to him) and here is a fix (v1.4.2)

Here is a full working binary and source :
cap32-v1.4.2-bin.zip

cap32-v1.4.2-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

If you are a real CPC fan (as i am) have a look on the awesome GBCPC project from my good friend Loic Daneels :

GBCPCV3Full.rar
GBCPC update V4.rar

If you speak french you can post a little comment here : cpcrulez

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :

dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Amstrad at 15:04

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.1

Hi All,

Here a new (final?) version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.4.2 :

- Bug fix in CRTC emulation (games such as Prehistorik II just couldn't be launched)

- Two drives (A & B) are now supported, but only drive A can be used to automatically start a game.
  It might be useful with symbOS to put the OS disk on drive 'A:' and application disk on 'B:'

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

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

This homebrew has been tested on both FAT and SLIM (thanks to Greg) with cfw 3.90-m33 + add fw1.5, but it should work on any other DAX custom firmwares.

** UPDATE ** :

Another bug has been found by Carl Murray (thanks to him) and here is a fix (v1.4.2)

pspcap32-v1.4.2-fw3x.zip

pspcap32-v1.4.2-fw15.zip

pspcap32-v1.4.2-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

If you are a real CPC fan (as i am) have a look on the awesome GBCPC project from my good friend Loic Daneels :

GBCPCV3Full.rar
GBCPC update V4.rar

If you speak french you can post a little comment here : cpcrulez

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 Amstrad at 12:47

Sunday, June 15. 2008

PSPVE : A Vectrex emulator for PSP v1.0.2

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

PSP-VE is a port on PSP of one latest version of VecX.

What's new then ?

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

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

Thanks to Raven for the eboot icon's stuff.

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

pspve-v1.0.2-fw3x.zip

pspve-v1.0.2-fw15.zip

pspve-v1.0.2-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 Vectrex at 23:22

PSPWrite: A Text Editor for PSP v1.0.5

Hi All,

First of all, happy father's day to all dad's

Here is a new version of PSPWrite the text editor for PSP

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker.

It has been developed on linux for Firmware 1.5 and 3.90-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

What's new then in 1.0.5 ?

- New graphics based on hackePeter work
- Add eboot's music
- The virtual keyboard is now usable in the file requester menu
- Fix IR keyboard issue with fw >= 3.80 for PSP FAT
- Reduce default PSP clock speed (133 Mhz is good enough to write text)

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

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

pspwrite-v1.0.5-fw3x.zip

pspwrite-v1.0.5-fw15.zip

pspwrite-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 Text Editor at 19:58

Monday, June 9. 2008

PSPVE : A Vectrex emulator for PSP v1.0.1

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

PSP-VE is a port on PSP of one latest version of VecX.

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

Thanks to Raven for the eboot icon's stuff.

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

pspve-v1.0.1-fw3x.zip

pspve-v1.0.1-fw15.zip

pspve-v1.0.1-src.zip

It's a first release, work still remain, the sound is really crappy, the rot90 render mode should be improved, the speed is not so good as well etc ...

Here is a video done by stranno :
on youtube

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 Vectrex at 19:17

Thursday, June 5. 2008

GP2X-MSX: MSX Emulator for GP2X v1.1.0

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- Speed improvements
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using www.7-zip.org)
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (rom, disk, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your disk and rom folders !
- In the emulator menu you can go directly to keyboard and settings
  menu using the L-Trigger key.
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !

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

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

Here is the source code :
msx-v1.1.0-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 21:51

Tuesday, June 3. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.4.0

Hi All,

Because faster is better, here is another version of GP2X-CAP32 the CPC emulator for GP2X.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.4.0 :

- Speed improvements
- Add gzipped disk file support, reduce disk file size from 190k to 20k !
  (you may gzip original dsk file using www.7-zip.org)
  Of course, gzipped disk files are also browsable using disk explorer
  inside the emulator, and when possible, they can be run automatically.
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (snapshot, disk, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games in your disk and snapshot folders !
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings
  menu using the L-Trigger key.
- The sound can be set a bit louder

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary and source :
cap32-v1.4.0-bin.zip

cap32-v1.4.0-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

Enjoy,

Zx.

PS: Looking for games, here is a good site ?

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

Posted by zx-81 in Amstrad at 21:35

Sunday, June 1. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.0

Hi All,

Here new (final?) version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.4.0 :

- Major speed improvements, frame rate reached 55 fps at 222Mhz on startup and 67 fps at 266Mhz
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Add gzipped disk file support, reduce disk file size from 190k to 20k ! (you may gzip original dsk file using www.7-zip.org) Of course, gzipped disk files are also browsable using disk explorer inside the emulator, and when possible, they can be run automatically.
- Add eboot's music
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (snapshot, disk, keyboard, settings). It might be very helpful to recognize that game later if you have thousand different games in your disk and snapshot folders !
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Fix random black screen issue
- Source code can now be compiled to build a linux version

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

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

This homebrew has been tested on both FAT and SLIM (thanks to Greg) with cfw 3.90-m33 + add fw1.5, but it should work on any other DAX custom firmwares.

pspcap32-v1.4.0-fw3x.zip

pspcap32-v1.4.0-fw15.zip

pspcap32-v1.4.0-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 18:42

Wednesday, May 28. 2008

PSPMSX: MSX Emulator for PSP v1.3.0

Hi All,

Who said i gave up ? Here is a new (last?) version of PSPMSX the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

** UPDATE **

What's new in version 1.3.1 :

- The virtual keyboard is now usable in the file requester menu to
choose the first letter of the game you search !

What's new in version 1.3.0 :

- Add gzipped disk file support to reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using 7-zip available at www.7-zip.org)
- Add MSX eboot's music (thanks to Konami)
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (rom, disk, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games in your disk and rom folders !
- In the emulator menu you can go directly to keyboard and settings
  menus using the L-Trigger key.
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Fix random black screen issue

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

pspmsx-v1.3.1-fw3x.zip

pspmsx-v1.3.1-fw15.zip

pspmsx-v1.3.1-src.zip

This should be the last release, (before the next one as always)

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 MSX at 22:58

Thursday, May 22. 2008

TombStoneDS: Tombstone City now running on DS !

Hi all !

My very good friend Buzz did it again. After a port of his good speccy emulator, he has just finished to port his PC version of the most famous game ever, i mean "Tombstone city" !

Here is a snapshot of the DS version :

A binary version is available for download here, with many other funny stuff :

TombstoneCity on Buzz's web site !

Well done Buzz, keep it up !

Zx

Posted by zx-81 in NDS at 21:13

Friday, May 9. 2008

PSP-PDA: A set of PDA applications for PSP v1.3.2

Hi all,

Here is a new release of PSP-PDA, the PDA applications for PSP.

For those who haven't seen previous versions of this great peace of homebrew, PSP-PDA is a set of PDA programs including notepad, music player, image viewer, address book, calendar, calculator, and clock.

It has been written by Rob_psp. It is distributed under GNU licence, and sources are provided.

My contribution to this projet is MINOR, all credits should remain to Rob_psp !

What's new then in v1.3.2 ?

- Fix IR keyboard issue with fw >= 3.80 for FAT PSP (thanks to Angelo)
- Should work properly with psp SLIM and fw 3x

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

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

Here is a binary version for firmware 1.5 : psppda-v1.3.2-fw15.zip

Here is a binary version for firmware 3.x : psppda-v1.3.2-fw3x.zip

Here is the source code : psppda-v1.3.2-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 PDA at 01:00

Saturday, May 3. 2008

AFKIM: Instant Messenger for PSP v3.3.4

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see http://localhost.geek.nz/)

This version fix several bugs due to changes in bitlbee messages and default settings, and IR keyboard is now working with fw >= 3.80.

Here is the full change log :

- Fix issue with ICQ / AOL account icon / login stuff
  (due to bitlbee server changes)
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
  (thanks to Angelo)
- Fix online status issue

For those who encountered the "resolving" loop message, you have to replace the name of the server in the im.bitlbee.cfg by the corresponding IP address (for example im.bitlbee.org -> 195.85.225.201)

afkim-v3.3.4-fw3x.zip

afkim-v3.3.4-src.zip

afkim-v3.3.4-fw15.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 Messenger at 19:55

Friday, May 2. 2008

PSPVNC : Portable VNC v1.2.8 (IR 3.80 & 3.90)

Hi All,

Here is a new release of Portable VNC, with IR keyboard
working even with fw 3.80 and 3.90 (psp FAT only of course ...).

For those for haven't seen previous versions, VNC let you access
to your PC desktop from anywhere using a wifi connection.

What's new in version 1.2.8 :

+ Fix issue with IR keyboard on cfw >= 3.80
+ Add a readme file

The IR keyboard support is based on the work of Harald Fielker
and the Virtual keyboard is based on the Danzel code.

PSPVNC has been written by NHD from TeamXos and it's based
on the PalmOS VNC client.

It is distributed under GNU licence, and sources are provided :

pspvnc-v1.2.8-src.zip

The IR keyboard part it has been tested using
a Targus Universal IR Wireless keyboard.

pspvnc-v1.2.8-fw3x.zip

pspvnc-v1.2.8-fw15.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 VNC Client at 12:46

Thursday, May 1. 2008

PSPIRC: IRC Client for PSP v1.1.5 (IR 3.80 & 3.90)

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
  (thanks to Angelo)
- It has been tested sucessufully tested on:
  . SLIM 3.90-m33 (thanks to Greg from psp-hacks)
  . FAT 3.90-m33
  . FAT 1.5 (addon for 3.90-m33)
- Fix issue with virtual keyboard (speed)

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

Thanks to Snaap06 and KookBott for their work on previous eboot icons and graphics.

If you like Hookbott graphics you can still download them here : pspirc-skin.zip

Big thanks to Delight1 for her graphics, help, support, ideas, comments, beta testing, and for her good mood and kindness.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.90-m33 (FAT & SLIM), and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.1.5.zip

A binary version for firmware 3.x is available here :
pspirc-fw3x-v1.1.5.zip

Sources are here :
pspirc-src-v1.1.5.zip

If you speak french

Prenez plutot cette version PSPIRC Ultimate

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 IRC Client at 18:22

PSPSSH : SSH2 Client for PSP v1.1.1 (IR 3.80 & 3.90)

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server
and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.1.0 & 1.1.1 :

- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
  (thanks to Angelo)
- It has been tested sucessufully tested on:
  . SLIM 3.90-m33 (thanks to Greg from psp-hacks)
  . FAT 3.90-m33
  . FAT 1.5 (addon for 3.90-m33)
- Increaze heap memory for fw3.x
- Code cleaning

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.80-m33 and 3.90-m33 on both
FAT and SLIM PSP. For the IR keyboard part it has been tested using a Targus Universal
IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-v1.1.1-fw15.zip

A binary version for firmware 3.x-m33 is available here :
pspssh-v1.1.1-fw3x.zip

Sources are here :
pspssh-v1.1.1-src.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 16:02

Sunday, April 27. 2008

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.3

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

What's new in this version ?

- Minor speed improvement ...
- Bug fix in sound volume control
- Bug fix in rom file requester

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

Here is a full working binary version :
sim-v1.0.3-bin.zip

And source code :
sim-v1.0.3-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 SamCoupe at 23:28

GP2X-7800: Atari 7800 emulator for GP2X v1.0.4

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.2 that i had previously ported to PSP.

What's new in this version :

- Optimizations to speed up the emulation, frame rate is now close to 50 fps even at 200Mhz
- Bug fix in the file requester

- L/R Trigger key can be used in the keyboard settings menu

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

Here is a full working binary version :
7800-v1.0.4-bin.zip

Source code is here :
7800-v1.0.4-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Atari 7800 at 15:28

GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.2

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

What's new then in this version ?

- Fix in sound volume control

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
mo5-v1.0.2-bin.zip

Here is the source code :
mo5-v1.0.2-src.zip

This should be the first and the last version ...

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 Thomson MO5 at 12:08

GP2X-Colem: Colecovision emulator for GP2X v1.0.3 (final)

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system
written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris,
Linux, and other Unix systems.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.3 :

- Speed improvements, the z80 part has been rewritten using jump tables,
- Emulation accuracy improvements (original hidden frameskip of one has
  been removed, and cpu cycles are modified according to ntsc/pal mode)
- Add ntsc/pal option
- Display and save thumbnail images for each save state
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Auto-fire mode, press RTrigger+X to switch it on/off
- New graphics and add a simple intro splash screen
- Option to display frame rate
- Option to prevent the blue led to be displayed when
  L or R are pressed

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

Here is a full working binary version :
colem-v1.0.3-bin.zip

The source code is here :
colem-v1.0.3-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 ColecoVision at 00:04

Saturday, April 26. 2008

PSPDragon : A Dragon / Tandy Coco Emulator for PSP v1.0.3

Hi All,

For those who haven't seen previous version, Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

PSPDragon is a port on PSP of the version 0.19 of Xroar.

What's new then in this version :

- Fix sound issue using the patch sent by original X-roar's author,
  aka Ciaran himself (big thanks to him !!)
  The sound on game such as "Demon Attack" is now much better.

Special thanks to Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all PSPSDK developpers.

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

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

I've removed the tape support since it was buggy, and all games are available on disk (so no need to support tape). I don't plan to work on this emulator in a near futur, so it might be a final version.

pspdragon-v1.0.3-fw3x.zip

pspdragon-v1.0.3-fw15.zip

pspdragon-v1.0.3-src.zip

Enjoy,

Zx.

PS: If you're looking for games, have a look to this pack

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 Tandy Coco at 15:14

Sunday, April 13. 2008

PSP2600: Atari 2600 emulator for PSP v1.1.3 (eboot music)

Hi All,

For gamers who have missed previous versions, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of Aenea who was the first to port Stella to PSP.

It has been developped on linux for Firmware 3.x-m33 and 1.5

What's new in this version ?

- Eboot music from Observe & Control (big thanks to Gnuth !)

- Rewrite many parts of the code for speed improvements,
  but sadly not enough to play pitfall2+ ...

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

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

psp2600-v1.1.3-fw3x.zip

psp2600-v1.1.3-fw15.zip

psp2600-v1.1.3-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 Atari 2600 at 19:35

Sunday, April 6. 2008

PSPMO5 : A Thomson MO5 Emulator for PSP v1.0.3 (full speed)

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

PSPMO5 is a port on PSP of the version 11 of DCMO5.

What's new then in this final version :

- Major speed improvements, now full speed with 50 fps even at 133Mhz !
- Bug fix in file requester
- Adjust the different render modes

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

pspmo5-v1.0.3-fw3x.zip

pspmo5-v1.0.3-fw15.zip

pspmo5-v1.0.3-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 Thomson MO5 at 19:19

GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.1

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
mo5-v1.0.1-bin.zip

Here is the source code :
mo5-v1.0.1-src.zip

This should be the first and the last version ...

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 Thomson MO5 at 17:53

Saturday, April 5. 2008

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.4

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

What's new in this version ?
- Load and save state !
- Speed improvements
- Display and save thumbnail images for each save state
- Auto-fire mode, press RTrigger+X to switch it on/off
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- Add several hotkeys :
. settings such as fps, auto fire speed can now be directly modified inside the emulator (no need to enter in the settings menu)
. quick save / quick load current state (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Option to prevent the blue led to be displayed when L or R are pressed

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

If you're looking for games and software have a look here :
to7-70 games

Here is a full working binary version :
thom-v1.0.4-bin.zip

Here is the source code :
thom-v1.0.4-src.zip

This should be the last version ...

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 Thomson TO7 at 18:36

Friday, April 4. 2008

GP2X-MSX: MSX Emulator for GP2X v1.0.6

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- Speed improvements in CPU and sound emulation
- Add missing keys such as HOME, GRAPH, STOP
- Add option to increase emulated sound volume
  (different from gp2x volume)
- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as 1942)
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Add several new hotkeys :
. settings such as fps, render mode, auto fire speed
  can now be directly modified inside the emulator
  (no need to enter in the settings menu)
. quick save / quick load current state
  (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
msx-v1.0.6-bin.zip

Here is the source code :
msx-v1.0.6-src.zip

This should be the last version,

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 19:41

Thursday, March 27. 2008

GP2X-2600: Atari 2600 emulator for GP2X v1.0.6

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this (final) version :

- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space invaders !
  On given games, the auto fire can't be stopped, so an
  option to stop it, is available in the settings menu.
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Add several new hotkeys :
. settings such as fps, render mode, auto fire speed
  can now be directly modified inside the emulator
  (no need to enter in the settings menu)
. quick save / quick load current state
  (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
2600-v1.0.6-bin.zip

The source code is here :
2600-v1.0.6-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developers.

Special thanks to Slaanesh, Manjuu and Sbock.

Enjoy,

Zx.

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

Posted by zx-81 in Atari 2600 at 19:43

Monday, March 24. 2008

PSPDragon : A Dragon / Tandy Coco Emulator for PSP v1.0.2

Hi All,

For those who haven't seen previous version, Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

PSPDragon is a port on PSP of the version 0.19 of Xroar.

What's new then in this version :

- Speed improvements
- Add vsync option
- Add artifact mode
- Auto-fire mode, press RTrigger+X to switch it on/off
- New command menu to run disk program
- Bug fix in the low battery watchdog

Special thanks to Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all PSPSDK developpers.

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

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

I've removed the tape support since it was buggy, and all games are available on disk (so no need to support tape). I don't plan to work on this emulator in a near futur, so it might be a final version.

pspdragon-v1.0.2-fw3x.zip

pspdragon-v1.0.2-fw15.zip

pspdragon-v1.0.2-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 Tandy Coco at 14:43

Friday, March 21. 2008

AFKIM: Instant Messenger for PSP v3.3.3 (bug fix)

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see http://localhost.geek.nz/)

This version fix several bugs due to changes in bitlbee messages and default settings.

Here is the change log :

- add simple splash screen and fix video black screen issue
- bug fix with latin characters (iso8859-1 characters are now set by default in bitlbee configuration)
- fix in network name resolution (it hangs sometimes, so back to original name resolution stuff)

afkim-v3.3.3-fw3x.zip

afkim-v3.3.3-src.zip

afkim-v3.3.3-fw15.zip

Enjoy,

Zx.

**** UPDATE ****

For those who encountered the "resolving" loop message, you have to replace the name of the server in the im.bitlbee.cfg by the corresponding IP address :

im.bitlbee.org -> 195.85.225.201

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 Messenger at 21:38

Thursday, March 20. 2008

AFKIM: Instant Messenger for PSP v3.3.2 (CRITICAL)

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see http://localhost.geek.nz/)

This version fix a critical issue (thanks to LegolasFett for reporting). Previous versions of Afkim don't work anymore due to several changes in the authentication messages sent by the bitlbee server.

Have a look to the file README-irkbd.txt for mapping informations etc ...

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

afkim-v3.3.2-fw3x.zip

afkim-v3.3.2-src.zip

afkim-v3.3.2-fw15.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 Messenger at 21:46

Monday, March 17. 2008

PSPTI99 : A TI-99/4 Emulator for PSP v1.0.3

Hi All,

TI99Sim is a very good emulator of Texas Instruments
TI99 home computer running on Windows and Unix.
The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

PSPTI99 is a port on PSP of the version 0.1.0 of TI99Sim.

What's new then in this version ?

- Speed improvements
- Add vsync and autofire options
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

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

pspti99-v1.0.3-fw3x.zip

pspti99-v1.0.3-fw15.zip

pspti99-v1.0.3-src.zip

If you encounter any issue with the "save state" then reload the cartridge you were playing, and then reload the save state.

You can download a roms pack here

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 TI 99 at 19:37

Sunday, March 16. 2008

Huge thanks to psp-hacks !

Huge thanks to my friend Greg from psp-hacks !

Thanks to his huge contribution, i've ordered right now a psp slim !

I plan to add new features such as TV-video output in all my homebrew stuff.
I hope now to be able to fix issues encountered by PSP Slim users.

Thanks again Greg, for all your time, your nice web site, your support and your kindness,

Zx

Posted by zx-81 in Events at 12:02

Friday, March 14. 2008

PSPMO5 : A Thomson MO5 Emulator for PSP v1.0.2 (final)

Hi All,

For those who haven't seen previous release, DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

PSPMO5 is a port on PSP of the version 11 of DCMO5.

What's new then in this version :

- Disk and Tape support !
- Load and save state !
- Display and save thumbnail images for each save state
- Add new render mode (Fit height)
- New command/run menu
- Add optional disk mode
- Speed improvements
- Add new hotkeys for quick save / quick load current state

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

pspmo5-v1.0.2-fw3x.zip

pspmo5-v1.0.2-fw15.zip

pspmo5-v1.0.2-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 Thomson MO5 at 21:35

Saturday, March 8. 2008

PSPTHOM: A TO7-70 emulator for PSP v1.2.0 (final)

Hi All,

Here is the final version of PSPThom the emulator of the
Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of
the best emulator of the Thomson TO7 home computer running
on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996
(see http://www.sylvain-huet.com), then Eric Botcazou
(see http://nostalgies.thomsonistes.org/) continued
this project and added many news features.

What's new in version 1.2.0 :

- Speed improvements
- Load and save state
- Display and save thumbnail images for each save state
- Add vsync option
- Add new render modes (such as fit height)
- Analog pad can now be used in the file requester
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Can now be compiled under linux for linux (usefull for dev/debug)

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

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

pspthom-v1.2.0-fw3x.zip

pspthom-v1.2.0-fw15.zip

pspthom-v1.2.0-src.zip

Enjoy,

Zx

PS: If you're looking for games for this emulator, please have a look
on this french web site

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 Thomson TO7 at 14:49

Monday, March 3. 2008

PSPXTI: A TI-92 Calculator emulator v1.2.2 (final)

Hi all,

For those who haven't seen previous versions, XTiger is a unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this final version ?

- Major speed improvements !
- New eboot icons from Raven's web site !
- Add view fps and frameskip options
- Bug fix in the low battery watchdog
- Analog pad can be used in the program file requester

This version works for 1.5 and custom firmware 3.X-OE/M33

*** UDPATE ****

A new version with home, hand, diamond and 2nd keys
mapped as ctrl-keys (see readme for details).

pspxti-v1.2.3-fw3x.zip

pspxti-v1.2.3-fw15.zip

pspxti-v1.2.3-src.zip

It's distributed under GNU licence and sources are included.

It has been developed on linux for Firmware 1.5 and 3.71-M33, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

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

Here is a PDF version of the TI-92 manual : TI 92+ manual

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 TI 92 at 23:33

Sunday, February 24. 2008

PSPMO5 : A Thomson MO5 Emulator for PSP v1.0.1

Hi All,

DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

PSPMO5 is a port on PSP of the version 11 of DCMO5.

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

pspmo5-v1.0.1-fw3x.zip

pspmo5-v1.0.1-fw15.zip

pspmo5-v1.0.1-src.zip

It's a first release, work still remain, for tape and disk support, save states etc ...

Enjoy,

Zx.

**** UPDATE **** I've uploaded a new version with keyboard issue fixed (some characters weren't properly mapped)

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 Thomson MO5 at 16:21

PSPZX81: A Sinclair ZX81 emulator for PSP v1.2.0 (final)

Hi All,

Here is the final version of PSPZX81 the ZX-81 emulator for PSP.

For those who haven't seen previous release, XZ81 is an emulator of the Sinclair ZX81 computer running on Unix systems. It has been written by Russell Marks in 1995.
See http://rus.members.beeb.net/ for further informations.

PSPZX81 is a port of the version 2.1 on PSP.

What's new then in this version ?

- New eboot icons based on Raven's stuff

- Add several new hotkeys :
  . settings such as fps, render mode can now be directly
    modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Add vsync option
- Can now be compiled for linux (useful for debug)
- Bug fix in the low battery watchdog

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

If you're looking for a manual or documentation for the zx81 itself have a look here :
http://www.zx81kit.com/

If you're looking for games and software have a look here :
ftp://ftp.nvg.ntnu.no/pub/sinclair/

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

pspzx81-v1.2.0-fw3x.zip

pspzx81-v1.2.0-fw15.zip

pspzx81-v1.2.0-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 Sinclair at 10:51

Tuesday, February 12. 2008

PSPColem: A ColecoVision Emulator for PSP v1.1.1

Hi All,

Here is the final version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.1.1 :

- Speed improvements, z80 part rewritten using jump tables.
  Antartic Adventure is now fullspeed (60 fps) even at 133Mhz !
- IR keyboard support (mainly for menu)
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Add vsync option
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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

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

pspcolem-v1.1.1-fw3x.zip

pspcolem-v1.1.1-fw15.zip

pspcolem-v1.1.1-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 ColecoVision at 22:34

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.3 (minor fix)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

For those who haven't seen previous versions, Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

What's new in version 1.1.3 :

- fix issue with NTSC colors (thanks to carpy)
- bug fix with vsync option
- bug fix with pal/ntsc video system change

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

Special thanks to Raven for his beautiful icons (Raven's web site)

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

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

binary version for fw3.x

binary version for fw1.5

source code

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 Atari 5200 at 21:57

Wednesday, February 6. 2008

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.2 (final)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

For those who haven't seen previous versions, Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

What's new in version 1.1.2 :

- Speed improvements
- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space Xevious !
  On given games, the auto fire can't be stopped easily
  (so you might have to disable it several times)
- Bug fix: settings weren't properly loaded when using
  original 5200 menu
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Add vsync option

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

Special thanks to Raven for his beautiful icons (Raven's web site)

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

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

binary version for fw3.x

binary version for fw1.5

source code

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 Atari 5200 at 22:55

Sunday, February 3. 2008

GP2X-7800: Atari 7800 emulator for GP2X v1.0.3

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.2 that i had previously ported to PSP.

What's new in this version :

- Many optimizations to speed up the emulation, frame rate is now 50 fps at 220Mhz in many games.
- Auto-fire mode, press RTrigger+X to switch it on/off (useful for games such as xevious !)
- Add new hotkeys :
  . settings such as fps or render mode can now be directly modified inside the emulator (no need to enter in the settings menu)
  . quick save / quick load current state (no need to enter in the main menu)
  . setup auto fire speed
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
7800-v1.0.3-bin.zip

Source code is here :
7800-v1.0.3-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Atari 7800 at 22:28

Saturday, February 2. 2008

PSP7800: Atari 7800 emulator for PSP v1.1.2 (final)

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.1.2 :

- Major speed improvements (> 60 fps at 222Mhz)
  but limited at 50fps by default
- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space Xevious !
  On given games, the auto fire can't be stopped easily
  (so you might have to disable it several times)
- It uses now only PSP GU for rendering
- IR keyboard support
  (pretty useless, but don't forget, i'm a shadok)
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Analog pad can be used in the rom file requester
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog

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

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

psp7800-v1.1.2-fw3x.zip

psp7800-v1.1.2-fw15.zip

psp7800-v1.1.2-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 Atari 7800 at 12:53

Thursday, January 31. 2008

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.2

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

What's new in this version ?

- major speed improvements !

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

Here is a full working binary version :
sim-v1.0.2-bin.zip

And source code :
sim-v1.0.2-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 SamCoupe at 23:28

Sunday, January 27. 2008

PSPSIM: A SamCoupé Emulator for PSP v1.2.1 (speed)

Hi All,

Here is the final version of PSPSim the SamCoupé Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

What's new in version 1.2.1 :

- Many optimizations to speed up the emulation in
  z80, video and sound emulation part.
  Many games are now fullspeed (50 fps) even at 222Mhz !!
- Many new render modes and screen size options
  (normal, fit, max etc ...)
- The emulator window can now be moved to fit the screen properly
- Add new hotkeys to setup render mode etc ...
- Bug fix in the low battery watchdog
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Code cleaning

Big big thanks to Nick666

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

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

pspsim-v1.2.1-fw3x.zip

pspsim-v1.2.1-fw15.zip

pspsim-v1.2.1-src.zip

Enjoy,

Zx.

PS: If you're looking for good games, try the Nick666 pack : here

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 SamCoupe at 18:48

PSP2600: Atari 2600 emulator for PSP v1.1.2 (who said final ?)

Hi All,

For those who has missed the beginning, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of Aenea who was the first to port Stella to PSP.

It has been developped on linux for Firmware 3.x-m33 and 1.5

What's new in this version (i hope the last) ?

- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space invaders !
  On given games, the auto fire can't be stopped, so an
  option to stop it, is available in the settings menu.
- It uses now only PSP GU for rendering
- Speed improvements while using GU render modes
- IR keyboard support !
- Add .a26 as valid rom extention
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- New speed limiter options in settings menu
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Analog pad can be used in the rom file requester
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Increase memory heap size in 3.x

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

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

psp2600-v1.1.2-fw3x.zip

psp2600-v1.1.2-fw15.zip

psp2600-v1.1.2-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 Atari 2600 at 02:19

Wednesday, January 23. 2008

PSPIRC: IRC Client for PSP v1.1.2 (keyboard fix)

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- No more lag/issue with IR keyboard !
- /notice message are now properly displayed
- Add /clear command

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

Thanks to Snaap06 and KookBott for their work on previous eboot icons and graphics.

If you like Hookbott graphics you can still download them here : pspirc-skin.zip

Big thanks to Delight1 for her graphics, help, support, ideas, comments, beta testing, and for her good mood and kindness.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.1.2.zip

A binary version for firmware 3.x is available here :
pspirc-fw3x-v1.1.2.zip

Sources are here :
pspirc-src-v1.1.2.zip

** UPDATE **
If you find that virtual danzeff keyboard is too slow in version 1.1.2 then use this new version :

pspirc-fw3x-v1.1.4.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 IRC Client at 22:35

Sunday, January 20. 2008

GP2X-Dragon: A Dragon / Tandy Coco Emulator for GP2X v1.0.1

Hi All,

Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

GP2X-Dragon is a port on GP2X of the PSP version of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all GP2X SDK developpers.

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

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

Here is a full working binary and source :
dragon-v1.0.1-bin.zip

dragon-v1.0.1-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Tandy Coco at 20:10

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.3 *ultimate*

Hi All,

Here is the final version of GP2X-CAP32 the CPC emulator for GP2X.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.3 :

- Many optimizations to speed up the emulation, frame rate is now 50 fps at
  220Mhz in many games. Main modifications :
  . Z-80 part as been rewritten using several hints such as explicit jump tables for instructions decode

. CRT and sound part has been a bit optimized

- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as defend or die !)
- Add new hotkeys to setup auto fire speed
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- New "Command" feature in the emulator menu:
  . You have now to choose the command you want to run using arrows.
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Remove dead code (such as printer, breakpoint, trace support etc ...)

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary and source :
cap32-v1.3.3-bin.zip

cap32-v1.3.3-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

Enjoy,

Zx.

PS: Looking for games, here is a good site ?

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

Posted by zx-81 in Amstrad at 00:32

Saturday, January 19. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.3.4 (better than ever !)

Hi All,

Here is the final version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.4 :

- Many optimizations to speed up the emulation, frame rate is now 49 fps at 222Mhz in ultra mode, on CPC startup window. Main modifications :

  . Z-80 part as been rewritten using several hints such as explicit jump tables for instructions decode
  . CRT and sound part has been optimized

- Auto-fire mode, press RTrigger+X to switch it on/off (useful for games such as defend or die !)
- Add new hotkeys to setup auto fire speed
- Bug fix in the low battery watchdog
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- New "Command" feature in the emulator menu:
  . You have now to choose the command you want to run using arrows.
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Remove dead code (such as printer, breakpoint, trace support etc ...)
- Bug fix such as : while saving state using hotkey in ultra-mode, thumb image wasn't properly saved

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

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

pspcap32-v1.3.4-fw3x.zip

pspcap32-v1.3.4-fw15.zip

pspcap32-v1.3.4-src.zip

Thanks to Gryzor you can find here a set of snapshots.

If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 21:42

PSPMSX: MSX Emulator for PSP v1.2.4

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.2.4 :

- Add missing keys such as HOME, GRAPH, STOP
  (Thanks to symBioT for the bug report)
- Auto joystick fire mode, press RTrigger+X to switch it on/off
  (useful for games such as 1942)
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Bug fix in the low battery watchdog
- Analog pad can be used in the rom file requester
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.

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

pspmsx-v1.2.4-fw3x.zip

pspmsx-v1.2.4-fw15.zip

pspmsx-v1.2.4-src.zip

This should be the last release, (before the next one as always)

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 MSX at 01:28

Sunday, January 13. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.2 (fullspeed)

Hi All,

Here is a new version (i hope the last) of GP2X-CAP32 the CPC emulator for GP2X.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.2 :

- Big speed improvements (~20%) thanks to Noldor & Notaz
  All games can now be run close to fullspeed
- Bug fix in green/monochrome default settings
- Add new hotkeys :
  . settings such as fps or render mode
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary and source :
cap32-v1.3.2-bin.zip

cap32-v1.3.2-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

Enjoy,

Zx.

PS: Looking for games, here is a good site ?

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

Posted by zx-81 in Amstrad at 21:32

Saturday, January 12. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.3.3

Hi All,

Here is a new version (final ?) of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.3 :

- improve speed (+3 fps at 222Mhz)
- add new hotkeys :
  . settings such as fps, delta_y or render mode
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- bug fix in green/monochrome default settings

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

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

pspcap32-v1.3.3-fw3x.zip

pspcap32-v1.3.3-fw15.zip

pspcap32-v1.3.3-src.zip

Thanks to Gryzor you can find here a set of snapshots.
If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 23:36

GP2X-2600: Atari 2600 emulator for GP2X v1.0.5 *F200*

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this version :

- Bug fix, now working with F200 (Thanks to Slaanesh)

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

Here is a full working binary version :
2600-v1.0.5-bin.zip

The source code is here :
2600-v1.0.5-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developers.

Special thanks to Slaanesh, Manjuu and Sbock.

Enjoy,

Zx.

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

Posted by zx-81 in Atari 2600 at 10:04

Thursday, January 10. 2008

PSPDragon : A Dragon / Tandy Coco Emulator for PSP v1.0.1

Hi All,

Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

PSPDragon is a port on PSP of the version 0.19 of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all PSPSDK developpers.

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

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

pspdragon-v1.0.1-fw3x.zip

pspdragon-v1.0.1-fw15.zip

pspdragon-v1.0.1-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 Tandy Coco at 23:30

Tuesday, January 1. 2008

PSPWrite: A Text Editor for PSP v1.0.4

Hi All,

Here is a new version of PSPWrite the text editor for PSP

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

What's new then in 1.0.4 ?

- Add select/cut/copy/paste feature
- Text can be copied to clipboard and then copied to another/new file (usefull to merge several files together).
- New files are now named using a unique id (to prevent filename conflicts)
- New background image for file requester and help window

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

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

pspwrite-v1.0.4-fw3x.zip

pspwrite-v1.0.4-fw15.zip

pspwrite-v1.0.4-src.zip

Enjoy,

Zx.

** UPDATE ** : i've put a new version, since previous one was buggy

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 Text Editor at 20:20

Portable VNC v1.2.7 (minor bug fix)

Hi All,

Here is a new release of Portable VNC for Custom FW 3.x

For those for haven't seen previous versions, VNC let you access
to your PC desktop from anywhere using a wifi connection.

What's new in version 1.2.7 :

+ Fix issue with fw3x (not enough heap memory)
+ Fix issue with irkeyboard (linked with latest version)

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library), and the Virtual keyboard is based on the Danzel code.

PSPVNC has been written by NHD from TeamXos, and it's based on the PalmOS VNC client.

It is distributed under GNU licence, and sources are provided :

pspvnc-v1.2.7-src.zip

The IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

pspvnc-v1.2.7-fw3x.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 VNC Client at 10:51

Monday, December 31. 2007

Happy new year !

I wish all of you a safe, healthy, and prosperous New Year 2008 !

Zx

Posted by zx-81 in Events at 23:30

Saturday, December 29. 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.1 (minor update)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

For those who haven't seen previous versions, Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.
smooth
PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

What's new in version 1.1.1 :

- All render modes use GU (smooth mode)
- Add fit height render mode (for zektor)
- Analog pad can now be used in the file requester
- Can now be compiled under linux for linux (usefull for dev/debug)
- Tried to put the new pokey functions, but it is too slow to be usable on a PSP

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

Special thanks to Raven for his beautiful icons (Raven's web site)

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

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

binary version for fw3.x

binary version for fw1.5

source code

Enjoy,

Zx.

** UPDATE ** thanks to Tezz a new version have been uploaded with a fix for IR keyboard (it didn't work properly in previous archive).

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 Atari 5200 at 19:46

PSPBEEB: BBC Micro Emulator for PSP v1.1.0 (SLIM + IR)

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

For those who haven't seen previous versions, BeebEm is a famous emulator of the BBC Micro computer series running on both windows and unix. (see beebem)

Originally developed for UNIX systems in 1994 by David Alan Gilbert, it was then ported to windows by Richard Gellman and Mike Wyatt in 1997. At the start of October 2005, David Eggleston started porting the current Windows version of BeebEm (version 2.3) to FreeBSD.

What's new in version 1.1.0 :

- Speed improvements (but still slow < 40 fps)
- IR keyboard support !
- Now compatible with custom firmwares 3.x and PSP-slim
- Display and save thumbnail images for each save state
- Add option to display fps rate
- Add a simple intro splash screen
- Analog pad can now be used in the file requester
  to move faster through the disk/state lists
- Option to prevent the blue led to be displayed when
  L or R are pressed
- All render modes use GU (smooth mode)
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Major bug fix in video emulation functions (psp freeze ...)
- Other bug fix and code cleaning

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

Sources are included, and this package is under "Beebem" licence, read COPYING.txt file for more information about it.

pspbeeb-v1.1.0-fw15.zip

pspbeeb-v1.1.0-fw3x.zip

pspbeeb-v1.1.0-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 BBC Micro at 14:15

Tuesday, December 25. 2007

Merry Christmas !

I wish you a merry christmas !

Please find here a set of board games for your psp :
xmas-board-2007.zip

If you want to add some usefull apps to your PSP :
xmas-apps-2007.zip

Or calculators :
xmas-calc-2007.zip

If you like emulators and old school stuff :
xmas-emu-2007.zip

Enjoy,

Zx

PS here is a mirror :

xmas-apps-2007.zip
http://www.mediafire.com/?b37nd59i0nc

xmas-board-2007.zip
http://www.mediafire.com/?9qod00txov2

xmas-calc-2007.zip
http://www.mediafire.com/?dmzrgmxz754

xmas-emu-2007.zip
http://www.mediafire.com/?emjxh0griyr

Posted by zx-81 in PSP at 00:54

Monday, December 24. 2007

PSPSIM: A SamCoupé Emulator for PSP v1.1.1

Hi All,

Here is the final version of PSPSim the SamCoupé Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

What's new in version 1.1.1 :

- Speed improvement for all render mode
  (all render modes use now the GU)
- Automatic start when a new disk is loaded
- Bug fix in the keyboard settings menu
  (d-pad can be used to move up or down in the key menu, even if the virtual keyboard is displayed)
- Analog pad can be used to scroll faster in the file menu requester

Big big thanks to Nick666

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

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

pspsim-v1.1.1-fw3x.zip

pspsim-v1.1.1-fw15.zip

pspsim-v1.1.1-src.zip

Enjoy,

Zx.

PS: If you're looking for good games, try the Nick666 pack : here

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 SamCoupe at 09:33

Sunday, December 9. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.1

Hi All,

Here is a new version (i hope the last) of GP2X-CAP32 the CPC emulator for GP2X.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.1 :

- Display in green (monochrome)
- Check CPM disk automatically
  (and run |CPM instead of RUN")
- Bug fix in the disk explorer menu
  (when the number of files on disk was too high)

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary and source :
cap32-v1.3.1-bin.zip

cap32-v1.3.1-src.zip

Special thanks to KaosOverride,

Enjoy,

Zx.

PS: Looking for games, here is a good site ?

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

Posted by zx-81 in Amstrad at 16:56

GP2X-TI99 : A TI-99/4 Emulator for GP2X v1.0.1

Hi All,

TI99Sim is a very good emulator of Texas Instruments
TI99 home computer running on Windows and Unix.
The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

GP2X-TI99 is a port on GP2X of the version 0.1.0 of TI99Sim.

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

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

Here is a binary version :
ti99-v1.0.1-bin.rar

Here is the source code :
ti99-v1.0.1-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in TI 99 at 14:34

Saturday, December 8. 2007

PSPCAP32: Amstrad CPC Emulator for PSP v1.3.2

Hi All,

Here is a new version (final ?) of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.2 :

- Option to display in green (monochrome)
- Option to scroll up or down the screen
  (when the screen is not properly centered)
- Analog pad can now be used in the file requester
  to move faster through the disk/snapshot lists
- Check CPM disk automatically
  (and run |CPM instead of RUN")
- Bug fix in the disk explorer menu
  (when the number of files on disk was too high)
- IR keyboard works now also in the keyboard settings
  menu.
- Bug fix in the render function, sometimes the screen
  became dark (it should not happen anymore).

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

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

pspcap32-v1.3.2-fw3x.zip

pspcap32-v1.3.2-fw15.zip

pspcap32-v1.3.2-src.zip

Thanks to Gryzor you can find here a set of snapshots.
If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 19:47

PSPTI99 : A TI-99/4 Emulator for PSP v1.0.2

Hi All,

TI99Sim is a very good emulator of Texas Instruments
TI99 home computer running on Windows and Unix.
The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

PSPTI99 is a port on PSP of the version 0.1.0 of TI99Sim.

What's new then in this version ?

- Add save state feature !
- Display and save thumbnail images for each save state
- Disable speech system (make the emulator to freeze)
- Bug fix in the render function (dark screen)

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

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

pspti99-v1.0.2-fw3x.zip

pspti99-v1.0.2-fw15.zip

pspti99-v1.0.2-src.zip

The save state feature is still a bit buggy, if you encounter any issue
then reload the cartridge you were playing, and then reload the save state.

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 TI 99 at 18:58

Monday, December 3. 2007

PSPTI99 : A TI-99/4 Emulator for PSP v1.0.1

Hi All,

TI99Sim is a very good emulator of Texas Instruments
TI99 home computer running on Windows and Unix.
The emulator faithfully imitates the TI99/4 model
(see http://www.mrousseau.org/programs/ti99sim/)

PSPTI99 is a port on PSP of the version 0.1.0 of TI99Sim.

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

If you want to convert games etc ... have a look to Ti99/sim web site
for more informations (http://www.mrousseau.org/programs/ti99sim/).

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

pspti99-v1.0.1-fw3x.zip

pspti99-v1.0.1-fw15.zip

pspti99-v1.0.1-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 TI 99 at 21:59

Sunday, December 2. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.0

Hi All,

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.0 :

- Games on disk are now automatically loaded on startup !
- Menu to explore the disk content and possibly load files with
  Basic RUN" command
- Add several news options such as one to display (or not) the border
- Code cleaning

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary and source :
cap32-v1.3.0-bin.zip

cap32-v1.3.0-src.zip

Special thanks to KaosOverride !

Enjoy,

Zx.

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

Posted by zx-81 in Amstrad at 00:52

Saturday, December 1. 2007

PSPCAP32: Amstrad CPC Emulator for PSP v1.3.1

Hi All,

Here is a MAJOR update of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.3.1 :

- Major Speed improvements, it's really fullspeed even using GU rendering !
  45 fps at 222Mhz using the fast mode, >50 fps for any mode at 266Mhz.
- Games on disk are now automatically loaded on startup !
- Menu to explore the disk content and possibly load files with
  Basic RUN" command
- Sound improvements
- Add several news options such as one to display (or not) the border,
  or to select disk startup mode etc ...
- Bug fix in the keyboard settings menu
  (when the virual keyboard is displayed, then you can still use the
  d-pad to select menu items)
- Other bug fix and code cleaning

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

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

pspcap32-v1.3.1-fw3x.zip

pspcap32-v1.3.1-fw15.zip

pspcap32-v1.3.1-src.zip

Thanks to Gryzor you can find here a set of snapshots.
If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 10:16

Thursday, November 29. 2007

PSPMSX: MSX Emulator for PSP v1.2.3

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.2.3 :

- Major speed improvements while using GU render modes
- Small changes in settings menu and default settings options

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

pspmsx-v1.2.3-fw3x.zip

pspmsx-v1.2.3-fw15.zip

pspmsx-v1.2.3-src.zip

This should be the last release, (before the next one as always)

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 MSX at 22:34

Wednesday, November 28. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.4

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this version :

- Display and save thumbnail images for each save state
- New speed limiter function
- Add option to display fps rate
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

Here is a full working binary version :
2600-v1.0.4-bin.zip

The source code is here :
2600-v1.0.4-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developers.

Enjoy,

Zx.

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

Posted by zx-81 in Atari 2600 at 19:37

Monday, November 26. 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.0 (SLIM+IR)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

For those who haven't seen previous versions, Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

What's new in version 1.1.0 :

- Major speed improvements in smooth rendering !
- Compatible with custom firmwares 3.x and PSP-slim
- Display and save thumbnail images for each save state
- Add a simple intro splash screen
- New speed limiter function
- Support iso8859-1 fonts in print text functions
  (might be useful to translate pspatari menus in german, french ...)
- IR keyboard support (mainly for menu)
- Add option to display fps rate
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Bug fix in help menu and in file requester

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

Special thanks to Raven for his beautiful icons (Raven's web site)

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

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

binary version for fw3.x

binary version for fw1.5

source code

Enjoy,

Zx.

PS: For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the
yellow "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

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 Atari 5200 at 21:43

Sunday, November 18. 2007

GP2X-GNU Chess: Chess game for GP2X v1.0.1

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

GP2X Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

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

Here is a full working binary version :
gchess-v1.0.1-bin.zip

Here is the source code :
gchess-v1.0.1-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 Chess Game at 16:42

Saturday, November 17. 2007

PSP GNU CHESS: Chess game for PSP v1.0.3

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

What's new is this version ?

- IR Keyboard support
- Add Option to highlight last move
- Display captured and promoted pieces
- Add virtual keyboard to enter PGN filename
- Load and Save PGN game file
- Fix joypad/pad speed issue

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

pspgchess-v1.0.3-fw15.zip

pspgchess-v1.0.3-fw3x.zip

pspgchess-v1.0.3-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 Chess Game at 22:27

PSPIRC: IRC Client for PSP v1.1.1 (minor update)

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Bug fix in the login menu
  (psp freeze if you enter key while script menu is selected)

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

Thanks to Snaap06 and KookBott for their work on previous eboot icons and graphics.

If you like Hookbott graphics you can still download them here : pspirc-skin.zip

Big thanks to Delight1 for her graphics, help, support, ideas, comments and beta testing.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.1.1.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.1.1.zip

Sources are here :
pspirc-src-v1.1.1.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 IRC Client at 22:25

Monday, November 12. 2007

PSPSIM: A SamCoupé Emulator for PSP v1.1.0 (SLIM + IR)

Hi All,

Here is a new version of PSPSim the SamCoupé Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

What's new in version 1.1.0 :

- IR keyboard support !
- Speed improvement
- New speed limiter function
- Add option to display fps rate
- Now compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Option to prevent the blue led to be displayed when
  L or R are pressed
- New help menu
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

Big big thanks to Nick666

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

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

pspsim-v1.1.0-fw3x.zip

pspsim-v1.1.0-fw15.zip

pspsim-v1.1.0-src.zip

Enjoy,

Zx.

PS: If you're looking for good games, try the Nick666 pack : here

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 SamCoupe at 22:12

Sunday, November 11. 2007

PSP7800: Atari 7800 emulator for PSP v1.1.0 *UPDATE*

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.1.0 :

- Display and save thumbnail images for each save state
- IR keyboard support (mainly for menu)
- Add option to display fps rate
- Option to prevent the blue led to be displayed when
  L or R are pressed
- New psp clock option (it can now run at 133 Mhz)
- New speed limiter function
- New sound engine (always crappy but faster)
- Import code from ProSystem version 1.2

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

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

** UPDATE ** The sound was too crappy in this version, so back to previous sound engine with version 1.1.1 :

psp7800-v1.1.1-fw3x.zip

psp7800-v1.1.1-fw15.zip

psp7800-v1.1.1-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 Atari 7800 at 19:12

Saturday, November 10. 2007

PSPZX81: A Sinclair ZX81 emulator for PSP v1.1.0 (SLIM + IR)

Hi All,

Here is a new version of PSPZX81 the ZX-81 emulator for PSP.

For those who haven't seen previous release, XZ81 is an emulator of the Sinclair ZX81 computer running on Unix systems. It has been written by Russell Marks in 1995. See http://rus.members.beeb.net/ for further informations.

PSPZX81 is a port of the version 2.1 on PSP.

What's new then in this version ?

- IR keyboard support !
- Now compatible with custom firmwares 3.x and PSP-slim
- New graphics
- Display and save thumbnail images for each save state
- New render mode (fit height and fit) using GPU
- New psp clock option (it can now run at 133 Mhz)
- New speed limiter function
- Add option to display fps rate
- Add a simple intro splash screen
- Emulator menus reorganisation (new menu for settings)
- Add help menu
- Add keyboard change skin option
  (you can add your own virtual keyboard images in the graphics directory).
- Multiple keyboard mapping feature (Thanks to Pou-chan)
  You can now toggle between three differents keyboard mapping using
  L/R Trigger keys
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix in program file requester

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

If you're looking for a manual or documentation for the zx81 itself have a look here :
http://www.zx81kit.com/

If you're looking for games and software have a look here :
ftp://ftp.nvg.ntnu.no/pub/sinclair/

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

pspzx81-v1.1.0-fw3x.zip

pspzx81-v1.1.0-fw15.zip

pspzx81-v1.1.0-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 Sinclair at 22:58

Huge thanks to generous donators!

Huge thanks to all generous donators !

Thanks to you, i've got now a new Targus Keyboard PA870 v3 (my previous one didn't work properly, and i had to spend half an hour to make it work using a screwdriver etc ...)

I can now continue to develop homebrew with IR keyboard feature,

Thanks again,

Zx

Posted by zx-81 in Events at 14:30

Tuesday, November 6. 2007

PSPIRC: IRC Client for PSP v1.1.0 (Ultimate) *UPDATE*

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- New graphics designed by Delight1 herself !
- Display all user flags in the user list menu
- IRC Channel name is now automatically added in command /TOPIC, /KICK and /MODE
- Command /MSG is now supported (alias to /PRIVMSG)
- Command/Text line history
- Command completion in the console window ! (see readme for details)
- You can now paste the name of an existing tab in the console line
- Bug fix in /TOPIC command (only the first word was taken into account)
- Bug fix in the new input line feature
  (the text was messed up when line size was greater to the width of console window)
- Bug fix in the help menu (only first lines were displayed properly)

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

Thanks to Snaap06 and KookBott for their work on previous eboot icons and graphics.

If you like Hookbott graphics you can still download them here : pspirc-skin.zip

** Big thanks to Delight1 for her graphics, help, support, ideas, comments and beta testing **

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.1.0.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.1.0.zip

Sources are here :
pspirc-src-v1.1.0.zip

Enjoy,

Zx

*** UPDATE **** For those who find that text is unreadable with the new console background, i've uploaded a new version of pspirc with this background image :

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 IRC Client at 21:20
```

Saturday, November 3. 2007

GP2X-Write: A Text Editor for GP2X v1.0.2

Hi All,

Here a new version of gp2x-write the text editor for GP2X.

For those who haven't seen previous release, it permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

What's new then ?

- Two cursor modes :
. the cursor move only on already written text (useful to edit existing text file)
. the cursor can move everywhere (useful to display existing text file)

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

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

write-v1.0.2.zip

Enjoy,

Zx.

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

Posted by zx-81 in Text Editor at 15:56

Friday, November 2. 2007

PSP GNU CHESS: Chess game for PSP v1.0.2

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

What's new is this version ?

- Option to specify search depth (i.e: difficulty)
- Add Undo feature
- Add Book feature, move database is stored in file book.dat.
  The file given with this homebrew is the book.dat provided
  with gnuchess (but you can replace it by your own)
- Bug fix when you put black on the bottom of the screen,
  King and Queen weren't at the right place !
- Bug fix with keys/analog pad (sensitivity was too high)

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

pspgchess-v1.0.2-fw15.zip

pspgchess-v1.0.2-fw3x.zip

pspgchess-v1.0.2-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 Chess Game at 15:13

Wednesday, October 31. 2007

PSPIRC: IRC Client for PSP v1.0.7

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Bug fix in danzeff keyboard
  (characters ? and # weren't mapped properly)
- Bug fix on fw-3x, the PSP freeze when more than 7
  tabs were opened simultaneously
- New line edit mode in irc console

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.7.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.7.zip

Sources are here :
pspirc-src-v1.0.7.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Delight1 for her help, support and beta testing !

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 IRC Client at 22:29

Monday, October 29. 2007

PSPWrite: A Text Editor for PSP v1.0.3 * UPDATE *

Hi All,

Here is a new version of PSPWrite the text editor for PSP

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

What's new then in 1.0.3 ?

- Add option to change the font size (8x8 or 6x10)
- Use Analog pad to move faster
- New CPU clock (from 133 to 333)
- Two cursor modes :
  . the cursor move only on already written text.
  . the cursor can move everywhere.

** UPDATE ** The previous version was buggy, i've just uploaded a new one !

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

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

pspwrite-v1.0.3-fw3x.zip

pspwrite-v1.0.3-fw15.zip

pspwrite-v1.0.3-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 Text Editor at 21:51

Sunday, October 28. 2007

PSP Development Kit ready to use for Windows Users *** UPDATE ***

Hi All,

For windows users who want to develop on their windows PC, little homebrew for the PSP, without spending hours or days trying to install cygwin and compile the toolchain, this package is for you !!

You have first to install VirtualBox that is freely available : http://www.virtualbox.org/

** UPDATE: here **

** N'HESITEZ PAS A POSER VOS QUESTIONS ICI **

You have to unrar the rar archive in disk1.vdi (you need at least 4Gb of free space on your hard disk)

Then create a new virtual host, Linux 2.6 with 256 Mb of memory, and use the disk1.vdi as a disk image !

This disk image contains a full install of xubuntu 7.4, where the PSP SDK has been already compiled, and several other software added (such as the famous IDE Kdevelop, gcc, SDL etc ...).

After virtually booting Xubuntu, the login name is psp, and the password is psp.

I've written a small PSP project (hello world) for Kdevelop, ready to use.

The source code of PSPWrite is also given as an example, with a linux version and a PSP version (but with makefile only, without project file for Kdevelop).

Hope that helps,

Zx

Posted by zx-81 in SDK at 22:13

Saturday, October 27. 2007

PSPTHOM: A TO7-70 emulator for PSP v1.1.0 (IR + SLIM)

Hi All,

Here is a new version of PSPThom the emulator of the
Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of
the best emulator of the Thomson TO7 home computer running
on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996
(see http://www.sylvain-huet.com), then Eric Botcazou
(see http://nostalgies.thomsonistes.org/) continued
this project and added many news features.

What's new in version 1.1.0 :

- IR keyboard support !
- New speed limiter function
- Add option to display fps rate
- Now compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

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

pspthom-v1.1.0-fw3x.zip

pspthom-v1.1.0-fw15.zip

pspthom-v1.1.0-src.zip

Enjoy,

Zx

PS: If you're looking for games for this emulator, please have a look
on this french web site

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 Thomson TO7 at 21:22

A new french forum section on coyotte info !

Hi All !

I had already two favorite places on qj.net and dcemu to discuss all my emulators and homebrew stuff (thanks again to them for kindly hosting me), but i hadn't any dedicated place in my own country, i mean on a french web site.

Biloute from french web site coyotte.info kindly offered me to host sub forum sections to discuss all PSP and gp2x emulator ports and other homebrew stuffs.

So if you speak french, you're welcome :
here for PSP
and
here for GP2X

Cheers,

Zx.

Posted by zx-81 in Favorite sites at 19:04

Friday, October 26. 2007

PSP GNU CHESS: Chess game for PSP

Hi All,

I'm pleased to announce a new homebrew for the PSP today !

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Stuart Cracraft, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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

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

pspgchess-v1.0.1-fw15.zip

pspgchess-v1.0.1-fw3x.zip

pspgchess-v1.0.1-src.zip

Enjoy,

Zx.

PS: It's a first playable release but work still remain ...

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 Chess Game at 21:53

Wednesday, October 17. 2007

GP2X-Write: A Text Editor for GP2X v1.0.1

Hi All,

I'm pleased to announce the first release of GP2X-Write a simple text editor for the GP2X.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

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

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

write-v1.0.1.zip

Enjoy,

Zx.

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

Posted by zx-81 in Text Editor at 22:37

Tuesday, October 16. 2007

PSPWrite: A Text Editor for PSP v1.0.2

Hi All,

Here is a new version of PSPWrite the text editor for PSP

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

What's new then in 1.0.2 ?

- IR keyboard is now active in all menus and the ENTER key works fine (no need to press Ctrl-X in menus)
- file extention are now ignored so you can edit any file
- the last folder used to load a file becomes the new default folder
- the last folder is saved in the configuration file (so the default folder is not always pspwrite/txt/ folder)
- options are now saved on exit
- ask before to overwrite a file
- keys such as page-up or page-down are now working fine in the virtual keyboard
- add missing key mapping in the help file
- option to specify the text and background color
- option to specify the width/heigth of the editor screen (the screen will be automatically centered)
- tabulations are now supported (and expanded in space optionally)
- Bug fix and code cleaning

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

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

pspwrite-v1.0.2-fw3x.zip

pspwrite-v1.0.2-fw15.zip

pspwrite-v1.0.2-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 Text Editor at 22:43

PSPColem: A ColecoVision Emulator for PSP v1.1.0

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.1.0 :

- Display and save thumbnail images for each save state
- New graphics
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Option to display frame rate

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

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

pspcolem-v1.1.0-fw3x.zip

pspcolem-v1.1.0-fw15.zip

pspcolem-v1.1.0-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 ColecoVision at 22:32

Saturday, October 13. 2007

PSPWrite: A Text Editor for PSP v1.0.1 *UPDATE*

Hi All,

I'm pleased to announce the first release of PSPWrite a simple text editor for the PSP.
This editor should be easier to use than Notepad (part of PSP-PDA project).

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

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

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

pspwrite-v1.0.1-fw3x.zip

pspwrite-v1.0.1-fw15.zip

pspwrite-v1.0.1-src.zip

UPDATE : a little bug has been found and fix (it could freeze the psp)

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 Text Editor at 20:38

Thursday, October 11. 2007

PSP-FTPD: A FTP Server on your PSP v0.4.0

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.4.0 :

- Now compatible with fw3x-0E

How to use it ?

Have a look to the README.txt file.

pspftpd-v0.4.0.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 FTP Server at 19:42

Wednesday, October 10. 2007

PSPGGO: GO Game for the PSP v1.1.0 * SLIM *

Hi All,

For those who haven't seen previous releases, GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

PSP-GGO is a port of latest version 3.6 of GNU-Go, and i've added a Graphical User interface.

What's new then in this version ?

- Now compatible with custom firmwares 3.x and PSP-slim
- New user interface and new graphics
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix in the file requester

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

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

For those who wonders how to play go ? here is a good site !

pspggo-v1.1.0-fw3x.zip

pspggo-v1.1.0-fw15.zip

pspggo-v1.1.0-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 Go Game at 20:40

Sunday, October 7. 2007

PSPX48: a HP48 Calculator emulator v1.1.0 *SLIM*

Hi All,

Here is a new version of PSPX48, the HP48 calculator emulator for PSP.

What's new in this version 1.1.0 ?

- Now compatible with custom firmwares 3.x and PSP-slim
- Bug fix and code cleaning
- New help menu

The HP48 documentation is there : user guide

It has been developed on linux for Firmware 1.5 and 3.03-OE.

It's distributed under GNU licence and sources are included.

pspx48-v1.1.0-fw3x.zip

pspx48-v1.1.0-fw15.zip

pspx48-v1.1.0-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 HP 48 at 16:12

PSPXTI: A TI-92 Calculator emulator v1.2.1 *SLIM*

Hi all,

For those who haven't seen previous versions, XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

- Now compatible with custom firmwares 3.x and PSP-slim
- Option to prevent the blue led to be displayed when
  L or R are pressed
- It has been linked with latest IR keyboard library
  so it should work better with Palm Keyboard
- The power '^' character is now properly mapped
  on IR keyboard
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

If you own an original TI-92 you can then download the rom Ti-92+ v1.01 or v1.05 here http://ti83khdv.online.fr

This version works for 1.5 and custom firmware 3.X-OE

pspxti-v1.2.1-fw3x.zip

pspxti-v1.2.1-fw15.zip

pspxti-v1.2.1-src.zip

It's distributed under GNU licence and sources are included.

It has been developed on linux for Firmware 1.5 and 3.03-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Here is a PDF version of the TI-92 manual : TI 92+ manual

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 TI 92 at 13:28

Saturday, October 6. 2007

PSPoste: Email Client for PSP Beta 6.2 (Palm IR Fix)

Hi all,

Here is a new version of PSPoste the famous email client application for PSP written by David Cummings, Ben Biron and Sajeeth Cherian (see http://www.psposte.org for details).

My contribution to this projet is MINOR, all credits should remain to original authors !

What's new then ? It has been linked with latest IR keyboard library (same as PSPIRC), and IR keyboard such as Palm should now work properly. Thanks to Mov from QJ for his help and test.

It is distributed under GNU licence, and sources are provided.

For those who want to import their contact list from Outlook, Sylvain provides them a useful application available here on his blog : http://sylvain.nawrocki.free.fr/blog/

binary version for firmware 1.5

binary version for firmware 3x

source code

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 Email Client at 09:52

Wednesday, October 3. 2007

PSP2600: Atari 2600 emulator for PSP v1.1.0 (final)

Hi All,

For those who has missed the beginning, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of Aenea who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 3.x-OE and for PSP-slim.

What's new in this version (i hope the last) ?

- Display and save thumbnail images for each save state
- New graphics
- Option to prevent the blue led to be displayed when L or R are pressed

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

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

psp2600-v1.1.0-fw3x.zip

psp2600-v1.1.0-fw15.zip

psp2600-v1.1.0-src.zip

** UPDATE ** : A little bug has been found, and prevent .bin roms to be loaded from a zip file. It has been fixed, and i've uploaded a new version.

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 Atari 2600 at 21:37

Monday, October 1. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.5 (final)

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- New render fast mode (original msx size but faster)
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Remove .png file when removing state file

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

Here is a full working binary version :
msx-v1.0.5-bin.zip

Here is the source code :
msx-v1.0.5-src.zip

This should be the last version,

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 23:03

PSPMSX: MSX Emulator for PSP v1.2.2 *UPDATE*

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.2.1 :

- New render fast mode (original msx size but faster)
- Option to prevent the blue led to be displayed when L or R are pressed
- Remove .png file when removing state file
- Bug fix: random pixels colors on screen borders
- IR keyboard works now also with in the keyboard settings/mapping menu

** UPDATE : What's new in version 1.2.2 **

- Add option to increase the sound volume

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

pspmsx-v1.2.2-fw3x.zip

pspmsx-v1.2.2-fw15.zip

pspmsx-v1.2.2-src.zip

This should be the last release, (before the next one lol)

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 MSX at 21:24

Want to port your homebrew to Fw-3X / PSP SLIM ?

For those who wonder how to port their homebrews to Fw-3x and PSP-SLIM, you will find here a very simple "hello world" homebrew, that can be compiled both for fw-15 and fw-3x,

here it is

Have a look to the README file for details.

This is a very simple example part of the SDK, it's only for coders, so no need to publish this stuff on your forums !!!

Hope that helps,

Zx

Posted by zx-81 in SDK at 20:40

Sunday, September 30. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.2.0

Hi All,

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.2.0 :

- Major Speed improvements, it's now close to fullspeed !
- Import CRT emulation part of older version of Caprice32 v4.1.0
  (less accurate, but much faster)
- Add two new render modes : Fast and Ultra.
- Sound is now played in 16 bits and stereo !
- Display and save thumbnail images for each save state
- New speed limiter function
- Add option to display fps rate
- Option to prevent the blue led to be displayed when
L or R are pressed
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary and source :
cap32-v1.2.0-bin.zip

cap32-v1.2.0-src.zip

Thanks to KaosOverride for the hints on VDU stuff

Enjoy,

Zx.

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

Posted by zx-81 in Amstrad at 19:50

Saturday, September 29. 2007

PSPCAP32: Amstrad CPC Emulator for PSP v1.2.0 *UPDATE*

Hi All,

Here is a MAJOR update of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.2.0 :

- Major Speed improvements, it's really fullspeed !
- Import CRT emulation part of older version of Caprice32
  (less accurate, but much faster)
- Add two new render modes : Fast and Ultra.
- Sound is now played in 16 bits and stereo !
- IR keyboard support !
- Display and save thumbnail images for each save state
- New speed limiter function
- Add option to display fps rate
- Option to prevent the blue led to be displayed when
  L or R are pressed
- Now compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

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

pspcap32-v1.2.0-fw3x.zip

pspcap32-v1.2.0-fw15.zip

pspcap32-v1.2.0-src.zip

Enjoy,

Zx.

PS: Thanks to Gryzor you can find here a set of snapshots.
PS2: If you look for games you can find most of them here
PS3: If you want to run SymBOS
- set the ram size to 576K
- load the symbos.dsk file
- enter the RUN"SYM command in the amstrad CPC emulator window
(and NOT RUN"SYMBOS)

** UPDATE 10/1/2007 ** :

- I've uploaded a new version that fix the annoying bug with thumbnail images in ultra mode.
- A new version of the keyboard files from Loic Daneels are also provided in the new zip archive !

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 Amstrad at 13:24

Friday, September 28. 2007

PSPMancala: Mancala Game for the PSP v1.03 *SLIM*

Hi All,

Here is a new version of PSPMancala the mancala board game familly for the PSP.

What's new in version 1.0.3 :

- Compatible with custom 3.x firmwares (and i hope with psp slim)
- New graphics and eboot icons
- Add Intro Splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.0.3-fw3x.zip

pspmancala-v1.0.3-fw15.zip

pspmancala-v1.0.3-src.zip

Special thanks to all PSPSDK developers.

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 Mancala at 23:38

PSPInt: Intellivision Emulator for PSP v1.1.0 *SLIM*

Hi All,

DrNicket and I, are pleased to present you a new version of PSPInt the
Intellivision Emulator for PSP.

What's new in version 1.1.0 :

- Compatible with custom 3.x firmwares (and i hope with psp slim)
- Add Intro Splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix in file requester

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

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

pspint-v1.1.0-fw3x.zip

pspint-v1.1.0-fw15.zip

pspint-v1.1.0-src.zip

Enjoy,

DrNicket and 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 Intellivision at 20:27

Saturday, September 22. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.4 *UPDATE*

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- Huge speed improvements !
- New graphics
- Display and save thumbnail images for each save state
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

** UPDATE 9/23/2007 *** I've uploaded a new version to fix a bug (gp2x msx crash when changing the ram size in the default settings). Thanks to 7th-son for his feedback.

Here is a full working binary version :
msx-v1.0.4-bin.zip

Here is the source code :
msx-v1.0.4-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 16:54

PSPMSX: MSX Emulator for PSP v1.2.0 *UPDATE*

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.

See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.2.0 :

- Huge speed improvements, it runs now faster than 60 fps
  using only 222Mhz PSP clock frequency
- IR keyboard support !
- New graphics and eboot icons
- Display and save thumbnail images for each save state
- Add a new render mode (fit height)
- New speed limiter function
- Add option to display fps rate
- Now compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

** UPDATE 9/23/2007 ** I've uploaded a new version to fix a bug (psp freeze when changing the ram size in the default settings). Thanks to 7th-son for his feedback.

pspmsx-v1.2.0-fw3x.zip

pspmsx-v1.2.0-fw15.zip

pspmsx-v1.2.0-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 MSX at 10:35

Monday, September 17. 2007

PSPColem: A ColecoVision Emulator for PSP v1.0.9 (SLIM)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.0.9 :

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate psp2600 menus in german, french ...)
- Bug fix in file requester

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

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

** Many thanks to Pakos210 for the PSP-slim test **

pspcolem-v1.0.9-fw3x.zip

pspcolem-v1.0.9-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 ColecoVision at 23:18

PSP7800: Atari 7800 emulator for PSP v1.0.8 (SLIM)

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.0.8 :

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen

- Support iso8859-1 fonts in print text functions
  (might be useful to translate psp2600 menus in german, french ...)
- Bug fix in file requester

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

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

** Many thanks to Pakos210 for the PSP-slim test **

psp7800-v1.0.8-fw3x.zip

psp7800-v1.0.8-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 Atari 7800 at 23:02

PSP2600: Atari 2600 emulator for PSP v1.0.5 *SLIM*

Hi All,

For those who has missed the beginning, Stella is on of the best emulator of Atari 2600
game console, running on many different systems, such as Linux, Solaris, Windows,
MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work
of Aenea who was the first to port Stella to PSP, and David Voswinkel
who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 3.x-OE and for PSP-slim.

What's new in this version ?

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate psp2600 menus in german, french ...)
- Bug fix in file requester

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

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

** Many thanks to Pakos210 for the PSP-slim test **

psp2600-v1.0.5-fw3x.zip

psp2600-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 Atari 2600 at 22:35

PSPIRC: IRC Client for PSP v1.0.6

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Add all iso8859-1 characters in danzeff virtual keyboard
- All text fonts are now compatible with iso8859-1 characters
- Bug fix in IR keyboard .ini files with UTF8 specification
  (for example mapping string such as "u+c3a0" didn't work properly)
- New targus mapping with french characters mapped from ALT 1 up to ALT -
  (see targus-include.ini file for more details)

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.6.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.6.zip

Sources are here :
pspirc-src-v1.0.6.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Craig for his Sprint IR keyboard driver.

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 IRC Client at 20:54

Sunday, September 16. 2007

AFKIM: Instant Messenger for PSP v3.3.1 (latin1)

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !

My contribution to this projet is still MINOR, all credits should remain to Danzel
(see http://localhost.geek.nz/)

What's new then ?

- Add iso 8859-1 font/characters compatibility (useful for french, spanish, german etc ...)
- Add modified version of Danzeff Keyboard with iso 8859-1 characters
- Code cleaning

Have a look to the file README-irkbd.txt for mapping informations etc ...

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

afkim-v3.3.1-fw3x.zip

afkim-v3.3.1-src.zip

** UPDATE ** : Here is a fw 1.5 version

afkim-v3.3.1-fw15.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 Messenger at 23:28

Tuesday, September 11. 2007

PSPSSH : SSH2 Client for PSP v1.0.9 (latin1)

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server
and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.0.9 :

- Add iso8859-1 characters support in vt100 emulation
- Add word.txt file to paste words in vt100 console
  (words in this file can be written using UTF8 / unicode)
- All text fonts are now compatible with iso8859-1 characters
- Add all iso8859-1 characters in danzeff virtual keyboard
- Bug fix in IR keyboard .ini files with UTF8 specification
  (for example mapping string such as "u+c3a0" didn't work properly)
- New targus mapping with french characters mapped from ALT 1 up to ALT -
  (see targus-include.ini file for more details)

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-v1.0.9-fw15.zip

A binary version for firmware 3.x-OE is available here :
pspssh-v1.0.9-fw3x.zip

Sources are here :
pspssh-v1.0.9-src.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 20:35
```

Saturday, September 8. 2007

PSPIRC: IRC Client for PSP v1.0.5 * UPDATE *

** UPDATE ** : The version i have uploaded on my web site yesterday was buggy, i've uploaded a new version just now. sorry for inconvenience.

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Support iso-8859-1 characters in IRC console for West European languages
  (characters such as à, é, è ... are now printed properly instead of a white space)

- Bug fix in console display

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.5.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.5.zip

Sources are here :
pspirc-src-v1.0.5.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Craig for his Sprint IR keyboard driver.

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 IRC Client at 23:43

Tuesday, August 14. 2007

PSPIRC: IRC Client for PSP v1.0.4 (better than ever !)

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- New Search Channel menu with filter using regular expressions
- New menu for user permissions management (modes, ban, kick etc ...)
- New options such as custom colors, distinct colors for each user and time stamp.
- Add feature to run any custom scripts
- Many server messages are now displayed with proper formatting.
- New commands such as Banlist, Who and WhoIS
- Display user permission in the user list
- Display unread tab in tabs list (with '+' flag)
- Add flags (red color) to see unread tabs
- Add option to write text like mIRC (beginning on bottom).
- New commands in the Danzeff virtual keyboard
- Add feature to retreive last input (useful when you want to enter the same kind of command several times)
- Add startup script feature
- Display right nickname in private channel
- Name Resolver is now blocking (hope that will fix name resolution issue)
- Fix in the save log file (no more blank lines)
- Close all tabs before to disconnect
- Add second space key for Targus (mapping file)
- Bug fix & Code cleaning

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.4.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.4.zip

Sources are here :

pspirc-src-v1.0.4.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Craig for his Sprint IR keyboard driver.

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 IRC Client at 23:10

Friday, August 3. 2007

PSPIRC: IRC Client for PSP v1.0.3

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- New graphics and eboot icons from ** HookBott ** !
- No more blink when a message arrives on hidden channels
- Use nickname instead of user name on startup
- Text colors are now displayed (foreground and background)
- Use custom text colors for your posts
- Add splash screen on startup
- Use new SDK wifi functions
- Bug fix & Code cleaning

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.3.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.3.zip

Sources are here :
pspirc-src-v1.0.3.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Craig for his Sprint IR keyboard driver.

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 IRC Client at 17:50

PSPSSH : SSH2 Client for PSP v1.0.8

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server
and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.0.8 :

- Add splash screen on startup
- Add Clear key in Danzeff keyboard
  (useful to clear a field in the login menu)
- IR keyboard enhancement with new short keys inside menus
- Support Sprint PDA keyboard (thanks to Craig)
- Use new SDK wifi functions
- Update help / README files
- Bug fix & Code cleaning

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-v1.0.8-fw15.zip

A binary version for firmware 3.x-OE is available here :

pspssh-v1.0.8-fw3x.zip

Sources are here :
pspssh-v1.0.8-src.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 01:34

Monday, July 30. 2007

PSPIRC: IRC Client for PSP v1.0.2 (Multi Channel !)

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- New IRC engine (based on Afkim IRC engine)
- Multiple channels support
- Private messages support
- New danzeff keyboard and mapping
- Display Channel and user list
- Add tabs in the console window
- New login menu with Nickname (previous login save data are not compatible with this version)
- Handle password for IRC authentication
- Increase the text input field in the console window
- Add word list in the main IRC menu (let you choose a word in a list, using word.txt file)
- Code cleaning
- Sprint PCS IR Keyboard support (thanks to Craig)

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.2.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.2.zip

Sources are here :
pspirc-src-v1.0.2.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to Snaap06 for EBOOT icons, and to Craig for his Sprint IR keyboard driver.

It's still a beta release and work still remain !

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 IRC Client at 23:06
```

Friday, July 20. 2007

PSPIRC: IRC Client for PSP v1.0.1 (IR Keyboards support)

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

This first release has the following main features :

- IR keyboard support
- Danzeff virtual keyboard for all text input
- Profiles to store Login/IRC servers datas
- Save log files
- etc ...

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under GNU V2 License, see GPLV2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.1.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.1.zip

Sources are here :
pspirc-src-v1.0.1.zip

Many thanks to Danzel for his Virtual kerboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to Snaap06 for EBOOT icons.

It's a first beta release and work still remain !

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 IRC Client at 11:52

Wednesday, July 4. 2007

Portable VNC v1.2.6 (keyboard enhancement)

Hi All,

Here is a new release of Portable VNC for Custom FW 3.x-OE and FW 1.5

For those for haven't seen previous versions, VNC let you access
to your PC desktop from anywhere using a wifi connection.

What's new in version 1.2.6 :

+ Add new useful keys to the danzeff keyboard such as Win, Alt-tab, etc ...
+ All keys of the virtual keyboard are now really working !
  (many keys were not usable in the previous version)
+ Support more keys with the IR-keyboard

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library), and the Virtual keyboard is based on the Danzel code.

PSPVNC has been written by NHD from TeamXos, and it's based on the PalmOS VNC client.

It is distributed under GNU licence, and sources are provided :

pspvnc-v1.2.6-src.zip

The IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

pspvnc-v1.2.6-fw3x.zip

pspvnc-v1.2.6-fw15.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 VNC Client at 22:54

IR-Keyboard test program

Hi All,

Here is a binary version for firmware 1.5 and 3.x-oe of the sample test program given with the irkeyb library (written by Harald Fielker). It might be useful to test your keyboard ...

irkeyb test program

Enjoy,

Zx

Posted by zx-81 in Keyboard at 22:40

Tuesday, June 26. 2007

PSPoste: Email Client for PSP Beta 6.1 (Full IR Keyboard support)

Hi all,

Here is a release of PSPoste the famous email client application for PSP written by David Cummings, Ben Biron and Sajeeth Cherian (see http://www.psposte.org for details).

My contribution to this projet is MINOR, all credits should remain to original authors !

What's new then ? it should now supports more than one IR-keyboard model !

The IR keyboard stuff is based on the work of Harald Fielker (author of the PSP IR Keyboard Library).

This version has been tested using a Targus Universal IR Wireless keyboard, and see README-IRKBD.TXT for details.

It is distributed under GNU licence, and sources are provided.

binary version for firmware 1.5

binary version for firmware 3x

source code

Enjoy,

Zx.

** UPDATE ** For those who want to import their contact list from Outlook, Sylvain provides them a useful application available here on his blog : http://sylvain.nawrocki.free.fr/blog/

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 Email Client at 21:21

Saturday, June 23. 2007

AFKIM: Instant Messenger for PSP v3.2.1

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !

My contribution to this projet is still MINOR, all credits should remain to Danzel
(see http://localhost.geek.nz/)

What's new then ?

- Improve IR keyboard handler, it's now usable everywhere (menus & window) !

Have a look to the file README-irkbd.txt for mapping informations etc ...

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

afkim-v3.2.1-bin-fw15.zip

afkim-v3.2.1-bin-fw3x.zip

afkim-v3.2.1-src.zip

** NOTE ** : Previous versions of AFKIM (v3.1 and earlier) works fine with the Pikey driver (IR keyboard driver from Fanjita), so if you have Pikey already installed on your PSP, this version is may be useless (more stable ?).

If you want to use AFKIM v3.2.1 and you have Pikey installed you should disable it while launching this version.

This should be my last contribution to this homebrew,

Enjoy,

Zx.

** UPDATE ** : If you want, cubiCPixel has designed a new theme for AFKIM, and you can download it here : on qj.net

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 Messenger at 19:53

PSP-PDA: A set of PDA applications for PSP v1.3.1

Hi all,

Here is a new release of PSP-PDA, the PDA applications for PSP.

For those who haven't seen previous versions of this great peace of homebrew, PSP-PDA is a set of PDA programs including notepad, music player, image viewer, address book, calendar, calculator, and clock.

It has been written by Rob_psp. It is distributed under GNU licence, and sources are provided.

My contribution to this projet is MINOR, all credits should remain to Rob_psp !

What's new then in v1.3.1 ?

- Improve IR-keyboard handler !
- Bug fix in theme chooser
  (but you need now to restart psp-pda to view the new theme)
- Many bug fix in calendar
- New theme designed by ** Vashts121 **

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

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

Here is a binary version for firmware 1.5 : psppda-bin-v1.3.1-fw15.zip

Here is the source code : psppda-src-v1.3.1.zip

This should be my last contribution on this homebrew,

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 PDA at 19:21

Monday, June 18. 2007

AFKIM 3.2 with IR keyboard support !

Hi all,

Here is a release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by famous Danzel himself !

My contribution to this projet is MINOR, all credits should remain to Danzel
(don't forget his paypal account on http://localhost.geek.nz/) !

What's new then ? it now supports IR-keyboard !

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

afkim-v3.2.zip

Enjoy,

Zx.

** UPDATE **
If you prefer a 1.5-FW version : afkim-v3.2-fw15.zip

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 Messenger at 21:02

Sunday, June 17. 2007

PSP-PDA v1.3 with IR keyboard support !

Hi all,

Here is a new release of PSP-PDA, the PDA applications for PSP.

For those who haven't seen previous versions of this great peace of homebrew, PSP-PDA is a set of PDA programs including notepad, music player, image viewer, address book, calendar, calculator, and clock.

It has been written by Rob_psp. It is distributed under GNU licence, and sources are provided.

My contribution to this projet is MINOR, all credits should remain to Rob_psp !

What's new then ? it now supports IR-keyboard !

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

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

psppda-v1.3.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 PDA at 22:41

Saturday, June 16. 2007

Portable VNC v1.2.5 (DNS)

Hi All,

Here is a new release of Portable VNC for Custom FW 3.x only.

For those for haven't seen previous versions, VNC let you access
to your PC desktop from anywhere using a wifi connection.

What's new in version 1.2.5 :

- Real hostname are now supported in the configuration menu !
  It should be usefull if you want to connect to your PC from anywhere
  and if you have a dynamic IP.
  Of course you can still specify a static IP address
- IR Keyboard is now active in all menus
- New keyboard mapping (previous one was very confusing)
- Display help on keys to use for each menu

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library), and the Virtual keyboard is based on the Danzel code.

PSPVNC has been written by NHD from TeamXos, and it's based on the PalmOS VNC client.

It is distributed under GNU licence, and sources are provided :

pspvnc-v1.2.5-src.zip

The IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

pspvnc-v1.2.5-fw3x-bin.zip

Looking for a tuto ? here it is or
here

This should be the last release, only if major bugs are found.

** WARNING **
Host configurations file generated with previous versions are NOT compatible with this one !

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 VNC Client at 18:47

PSP Development Kit for Linux's users (Fedora Core)

Hi all,

Here is a tar ball of PSP Software Development Kit i've compiled on my Linux Fedora core 4 Destkop, and that i use for my hombrews :

** UPDATE with gcc-410 **

pspdev-gcc410.tar.bz2

Of course if you want the latest version you have to check it out from the subversion server :
svn://svn.pspdev.org/psp/trunk

I Hope it can be usefull,

Zx.

Posted by zx-81 in SDK at 18:20

PSPXTI: A TI-92 Calculator emulator v1.2.0 (IR Keyboard)

Hi all,

For those who haven't seen previous versions, XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

- IR Keyboard support

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

If you own an original TI-92 you can then download the rom Ti-92+ v1.1 here
http://ti83khdv.online.fr

This version works 1.5 and custom firmware 3.X-OE
pspxti-v1.2.0.zip

It's distributed under GNU licence and sources are included.

It has been developed on linux for Firmware 1.5 and 3.03-OE, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

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

Here is a PDF version of the TI-92 manual : TI 92+ manual

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 TI 92 at 17:34

GP2X-2600: Atari 2600 emulator for GP2X v1.0.3 (bug fix)

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

What's new this version :

- Bug fix in rom file requester
- Bug fix in keyboard menu
- Decrease sound volume

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

Here is a full working binary version :
2600-v1.0.3-bin.zip

The source code is here :
2600-v1.0.3-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

Enjoy,

Zx.

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

Posted by zx-81 in Atari 2600 at 11:08

Friday, June 8. 2007

Portable VNC v1.2.4 (IR Keyboard support)

Hi All,

Here is a new release of Portable VNC for Custom FW 3.x only.

For those for haven't seen previous versions, VNC let you access
to your PC desktop from anywhere using a wifi connection.

What's new in version 1.2.4 :

- 3.x Custom firwmare support (WPA)
- IR Keyboard support
- Danzeff virtual keyboard (with same layout as pspssh !)

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library), and the Virtual keyboard is based on the Danzel code.

PSPVNC has been written by NHD from TeamXos, and it's based on the PalmOS VNC client.

It is distributed under GNU licence, and sources are provided :

pspvnc-v1.2.4-src.zip

The IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

pspvnc-v1.2.4-fw3x-bin.zip

Looking for a tuto ? here it is or
here

Special thanks to XazZ for this feedback and beta test.

** I dedicate this release to Dr Nicket **

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 VNC Client at 23:28

Sunday, June 3. 2007

PSPSSH : SSH2 Client for PSP v1.0.7 (no more lag !)

Hi All,

For those who haven't seen previous versions, Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.0.7 :

- Fix lag issue while using IR keyboard or Virtual keyboard
- Update targus keymap file
- Text console is now really Fullscreen

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-fw15-bin-v1.0.7.zip

A binary version for firmware 3.x-OE is available here :
pspssh-fw3x-bin-v1.0.7.zip

Sources are here :
pspssh-src-v1.0.7.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard,
thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

Special thanks to Cool Matty, Delight1, Paul and Fanjita ...

** This should be the last release, only if major bugs are found. **

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

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Posted by zx-81 in SSH Client at 15:23
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Friday, May 25. 2007

PSPSSH : SSH2 Client for PSP v1.0.6 (IR Keyboards support)

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.0.6 :

- Support IR keyboards !

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker
(author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-fw15-bin-v1.0.6.zip

A binary version for firmware 3.x-OE is available here :
pspssh-fw3x-bin-v1.0.6.zip

Sources are here :
pspssh-src-v1.0.6.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard,
thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

Special thanks to Cool Matty and Delight1 for their feedback, and to Paul and Fanjita who motivated me to add IR keyboards stuff !

Enjoy,

Zx

** UPDATE ** : For those who have a Targus keyboard here is the keymap file i use : targus map files

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 SSH Client at 19:24

Saturday, May 12. 2007

PSPXTI: A TI-92 Calculator emulator v1.1.0

Hi all,

For those who haven't seen previous versions, XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

- New user interface !
- Use Virtual keyboard !
- Use SDL library
- Render mode max (fullscreen)
- Add keyboard mapping menu
- New help window
- New background image
- Multiple keyboard mappings feature :
  You can now toggle between 3 different keyboard mapping using
  LTrigger and RTrigger keys
- Delete files option
- Bug fix in the file requester

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

If you own an original TI-92 you can then download the rom Ti-92+ v1.1 here
http://ti83khdv.online.fr

This version works with 2.x, 1.5 and custom firmware 3.X-OE
pspxti-v1.1.0.zip

It's distributed under GNU licence and sources are included.

Here is a PDF version of the manual : TI 92+ manual

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 TI 92 at 18:26

Thursday, May 10. 2007

GP2X-TI92: A TI-92 Calculator emulator v1.0.1

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave
Misha Nasledov the code and permission to GPL it.

Here is a port on GP2X of the version 0.8 using GP2X-SDK environment.

The package is under GPL Copyright and sources are included.

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual : http://www.smendes.com/ti89.pdf

You need the rom of your TI-92 or TI-92 plus v1.1, but it is NOT part of this package
because it is the property of Texas Instruments !

If you own a TI-92 then you can download the TI-92+ v1.1 rom file for example on this site http://ti83khdv.online.fr/

Here is a binary version :
ti92-v1.0.1-bin.zip

Here is the source code :
ti92-v1.0.3-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 TI 92 at 22:39

Monday, May 7. 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.3

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

What's new in GP2X-thom version 1.0.3 :

- Improve speed
- Improve emulation accuracy
- Improve volume handler
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Bug fix in file requester

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

If you're looking for games and software have a look here :
to7-70 games

Here is a full working binary version :
thom-v1.0.3-bin.zip

Here is the source code :
thom-v1.0.3-src.zip

This should be the last version ...

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 Thomson TO7 at 12:19

Tuesday, May 1. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.3 (compatibility)

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

This version fix game compatibility issue (all games that required painter.rom cartridge)

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

Here is a full working binary version :
msx-v1.0.3-bin.zip

Here is the source code :
msx-v1.0.3-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 16:57

PSPSSH : SSH2 Client for PSP v1.0.5

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.0.5 :

- Improve vt100 emulation, the following attributes are now supported :
  + underline
  + blink
  + brightness
- Bug fix in vt100 colors
- Little modification of the keyboard mapping depending on usage frequency,
  for example it's now easier to use keys '\' and '|'.

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-fw15-bin-v1.0.5.zip

A binary version for firmware 3.x-OE is available here :
pspssh-fw3x-bin-v1.0.5.zip

Sources are here :
pspssh-src-v1.0.5.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard,
thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

Special thanks to Cool Matty and Delight1 for their feedback, and Dmitry for testing !

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 SSH Client at 12:29

Sunday, April 29. 2007

GP2X-Atari: Atari 800/130/5200 Emulator for GP2X v1.0.1

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer.
It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.
GP2X-Atari is a port on GP2X of the PSP version 1.0.7.

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

Here is a full working binary version :
atari-v1.0.1-bin.zip

Here is the source code :
atari-v1.0.1-src.zip

This is the first version but should be the last version (only if major bugs are found).

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 Atari 5200 at 23:22

Wednesday, April 25. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.2

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version :

- Improve speed
- Improve emulation accuracy
- New render mode
- New default keyboard mapping
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Bug fix in file requester
- Add .mx1 and .mx2 file extention
- Linked with my patched version of

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

Here is a full working binary version :
msx-v1.0.2-bin.zip

Here is the source code :
msx-v1.0.2-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 22:34

Sunday, April 22. 2007

UPDATE PSP7800: Atari 7800 emulator for PSP v1.0.6

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.0.6 :

- Merge diff from ProSystem v1.2
- Add option to display frame rate
- New sound handler
- Improve speed
- New speed limiter function
- New background image
- Bug fix in file requester

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

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

UPDATE Version 1.0.6 was buggy here is the new one :

psp7800-v1.0.7-fw15.zip
psp7800-v1.0.7-fw2x.zip
psp7800-v1.0.7-src.zip

Sorry for the inconvenience

Many thanks to Danno who reported those bugs

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 7800 at 22:48

* UPDATE * GP2X-7800: Atari 7800 emulator for GP2X v1.0.2

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.1 that i had previously ported to PSP.

What's new in this version :

- Merge diff from ProSystem v1.2
- Improve speed
- Improve emulation accuracy
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Linked with my patched version of SDL
- New background image
- Bug fix in file requester

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

Previous version that i've uploaded yesterday was buggy, here is the new one

Here is a full working binary version :
7800-v1.0.2-bin.zip

Source code is here :
7800-v1.0.2-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Atari 7800 at 17:50

GP2X-Colem: Colecovision emulator for GP2X v1.0.2

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.2 :

- Improve speed !
- Improve emulation accuracy
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Linked with my patched version of SDL
- Bug fix in file requester

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

Here is a full working binary version :

colem-v1.0.2-bin.zip

The source code is here :
colem-v1.0.2-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 ColecoVision at 14:36

Saturday, April 21. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.2 (final)

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

What's new this version :

- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function (better accuracy)
- Improve volume handler
- Improve speed (now up to 70 fps at 200 Mhz)
- Linked with my patched version of SDL
- Bug fix in .zip feature

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

Here is a full working binary version :
2600-v1.0.2-bin.zip

The source code is here :
2600-v1.0.2-src.zip

This should be the final version (only if major bugs are found).

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

Enjoy,

Zx.

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

Posted by zx-81 in Atari 2600 at 13:39

Monday, April 16. 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.2

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

What's new in GP2X-thom version 1.0.2 :

- New speed limiter
- New sound volume handler
- New virtual keyboard position
- Help file can have up to 4096 lines
  (useful to write your own documentation/cheat file)
- Bug fix in sound mute
- Bug fix in joystick handler
  (Diagonals weren't properly handled)
- Bug fix in key mapping
  (reverse Ltrigger and Rtrigger keys)
- New default keyboard mapping :
  (press Trigger + Joystick to emulate cursor keys)
- Bug fix in menus
- Bug fix in file requester
  (crash when moving up)
- Bug fix in exit handler
  (should not freeze anymore)

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

If you're looking for games and software have a look here :
to7-70 games

Here is a full working binary version :
thom-v1.0.2-bin.zip

Here is the source code :
thom-v1.0.2-src.zip

This should be the final version (only if major bugs are found).

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 Thomson TO7 at 23:31

Sunday, April 15. 2007

GP2X-Yape: A Commodore Plus/4 Emulator for GP2X v1.0.1

Hi All,

Yape is the best emulator of Commodore microcomputer family running
on Windows and Unix.
The emulator faithfully imitates the C-264 (alias Commodore Plus/4) model.
It has been written by Attila Grósz, see http://yape.plus4.net for details.

GP2X-Yape is a port of the version v0.32.4.

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

Here is a full working binary version :
yape-v1.0.1-bin.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 Commodore at 22:38

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.1

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

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

Here is a full working binary version :
sim-v1.0.1-bin.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 SamCoupe at 18:58

Saturday, April 14. 2007

GP2X-Colem: Colecovision emulator for GP2X v1.0.1

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

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

Here is a full working binary version :
colem-v1.0.1-bin.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 ColecoVision at 23:16

GP2X-2600: Atari 2600 emulator for GP2X v1.0.1

Hi All,

Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

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

Here is a full working binary version :
2600-v1.0.1-bin.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

Enjoy,

Zx.

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

Posted by zx-81 in Atari 2600 at 00:11

Friday, April 13. 2007

My new web site on DCEMU network !

Hi All !

Thanks to Wraggster and DCEmu's Staff, I'm pleased to announced you that i have got a new web site on DCEmu network, with a new design and new forum sections (such as a GP2X section).

So if you want comment out all my latest PSP and GP2X releases, please feel free to go there :

zx81.dcemu.co.uk

Cheers, Zx.

Posted by zx-81 in Favorite sites at 22:17

GP2X-7800: Atari 7800 emulator for GP2X v1.0.1

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.0 that i had previously ported to PSP.

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

Here is a full working binary version :
7800-v1.0.1-bin.zip

Enjoy,

Zx.

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

Posted by zx-81 in Atari 7800 at 00:34

Thursday, April 12. 2007

GP2X-ZX81: A Sinclair ZX81 emulator for GP2X v1.0.1

Hi All,

XZ81 is an emulator of the Sinclair ZX81 computer running on Unix systems.
It has been written by Russell Marks in 1995.
See http://rus.members.beeb.net/ for further informations.

Here is a port on GP2X of the version 2.1 that i had previously ported to PSP.

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

If you're looking for a manual or documentation for the zx81 itself have a look here :
http://www.zx81kit.com/

If you're looking for games and software have a look here :
ftp://ftp.nvg.ntnu.no/pub/sinclair/

Here is a full working binary version :
zx81-v1.0.1-bin.zip

And the source code :
zx81-v1.0.1-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in Sinclair at 19:41

Wednesday, April 11. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.0.1

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

Here is a port on GP2X of the version 4.2.0 that i had previously ported to PSP.

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

This package is under GPL Copyright, read COPYING file for more information about it.

Here is a full working binary version :
cap32-v1.0.1-bin.zip

Enjoy,

Zx.

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

Posted by zx-81 in Amstrad at 02:44

Tuesday, April 10. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.1

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

Here is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

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

Here is a full working binary version :
msx-v1.0.1-bin.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 19:11

GP2X-Int: Intellivision Emulator for GP2X v1.0.1

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.
See official jzintv site for further informations.

Here is a port on GP2X of the version 20051204 that i had previously ported to PSP.

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

Here is a full working binary version :
int-v1.0.1-bin.zip

Enjoy,

Zx.

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

Posted by zx-81 in Intellivision at 13:47

Monday, April 9. 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.1

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com), then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and added many news features.

Here is a port on GP2X of the version 1.1.5, that i had previously ported to PSP.

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

If you're looking for games and software have a look here :
to7-70 games

Here is a full working binary version :
thom-v1.0.1-bin.zip

Enjoy,

Zx.

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

Posted by zx-81 in Thomson TO7 at 23:16

Saturday, April 7. 2007

GP2X-Mancala: A Mancala Game for GP2X v1.01

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move". GP2XMancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

GP2XMancala is a port of my PSP version.

Big big thanks to Julien who ported my PSP GnuGO to GP2X

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

mancala-v1.0.1.zip

Special thanks to all GP2X-SDK developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/

UPDATE :
If you want to discuss on this homebrew you'd better do it here :
zx81's forum on dcemu network

Since i can't answer you on www.gp32x.com (my account has been blocked). A kind of welcome joke or anti spam stuff ?

UPDATE2 : gp32x.com issue seems to be fixed now ...

Posted by zx-81 in Mancala at 10:00

Friday, April 6. 2007

PSPSIM: A SamCoupé Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPSim the SamCoupé Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

What's new in version 1.0.5 :

- Bug fix: frame skip option is now saved with game settings
  (Thanks to Nick666, who had reported me this bug)

- From Mr Nick666 :

  + New beautiful background images designed by Mr Nick666 !
  + Settings files for most of all famous games !

 Big big thanks to Nick666

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

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

pspsim-v1.0.5.zip

Enjoy,

Zx.

PS: If you're looking for good games, try the Nick666 pack : here

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 SamCoupe at 21:27

Thursday, April 5. 2007

PSPSSH : SSH2 Client for PSP v1.0.4 (WPA !)

Hi All,

For those who haven't seen the previous version, Dropbear is a small
SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston
(see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

Change log :

What's new in version 1.0.4 :

- WPA support for 3.0x-OE PSP firmware
- Add Visual bell feature, the screen blink when
  Ctrl-G (bell character) is sent to the vt100 emulator.

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

Download :

A binary version for firmware 1.5 is available here :
pspssh-fw15-bin-v1.0.4.zip

A binary version for firmware 3.x-OE is available here :
pspssh-fw3x-bin-v1.0.4.zip

Sources are here :
pspssh-src-v1.0.4.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard,
thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

Special thanks to Cool Matty for his feedback, and Dmitry for testing !

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 SSH Client at 22:28

Wednesday, April 4. 2007

GP2X ? Here i come !

Thanks to my friend David Chau from gp2xstore.com, i can now develop homebrew not only for the PSP, but also for the nice GP2X Console !

Many many thanks to him,

Zx

Posted by zx-81 in GP2X F100 at 20:28

Sunday, April 1. 2007

PSPSSH : SSH2 Client for PSP v1.0.3

Hi All,

For those who haven't seen the previous version, Dropbear is a small
SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston
(see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

If you wonder what a SSH client is, this homebrew is useless for you ...

Change log :

What's new in version 1.0.3 :

- New Danzeff keyboard layout
  (alt keys are now available)
- New option to save the vt100 screen as a text file.
- New login menu
  (more friendly, and with new options)
- Improve vt100 emulation
  (for example, the nano editor works fine now)

- As Matt Johnston advice me, i've added a new
  initial random seed generation, using keystroke latency
  (you have now to press psp keys randomly,
  the first time you run pspssh).

- bug fix in random number generator
- bug fix in key send function
- bug fix in vt100 emulator

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

Download :

A binary version for firmware 1.5 and 3.x-OE is available here :
pspssh-bin-v1.0.3.zip

Sources are here :

pspssh-src-v1.0.3.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

Special thanks to Cool Matty for his feedback !

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 SSH Client at 18:10

Thursday, March 29. 2007

Soirée chat sur Ultimate PSP !

First of all sorry for those who don't speak french ...

Je vous invite à venir chater sur un des sites PSP francophone
que je préfère, pour une soirée spéciale :

le vendredi 30 Mars 2007 entre 20h30 et 22h !

Ca se passe par ici : chat sur UltimatePSP

A vendredi ,

Zx

Posted by zx-81 in Events at 14:24

Sunday, March 25. 2007

PSPSSH : SSH2 Client for PSP v1.0.2

Hi All,

For those who haven't seen the previous version, Dropbear is a small
SSH2 Server and Client running on a variety of POSIX-based platforms.
It has been mainly developed by Matt Johnston
(see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

If you wonder what a SSH client is, this homebrew is useless for you ...

Change log :

What's new in version 1.0.2 :

- As Matt Johnston advice me, a new random number
  generator has been integrated (it's a unix like
  /dev/random generator). This version is now more
  secure, since the entropy of the random number
  generator is higher.

- Add option for binary id_rsa key file support,
  for priv/pub RSA key pair authentication.
  (See README for details)

- Add option to disable remote server version check
- Add option to change PSP CPU Clock

- New Danzeff keyboard layout, control keys are now
  available, and unused keys have been removed.
- Control keys and arrow keys support

- Improve communication speed !

- Add scroll up and scroll down feature
- A cursor is now displayed in the console window

- Bug fix and code cleaning

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work
of Danzel for his Telnet client for PSP.

Many thanks to Matt Johnston for this nice SSH client, thanks to Danzel for
his Virtual kerboard and his Vt100 stuff, and to all PSPSDK developpers.

This software is distributed under several open-source/free software
licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

Download :

A binary version for firmware 1.5 and 3.x-OE is available here :
pspssh-bin-v1.0.2.zip

Sources are here :
pspssh-src-v1.0.2.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard,
thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 21:46
```

PSPCAP32: Amstrad CPC Emulator for PSP v1.1.6 (Symb-OS)

Hi All,

Here is a minor update of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.1.6 :

- Add option to change the ram size up to 576k
  and PSPCap32 can now run Symb-OS !

Thanks to Goebish for his help !

Symb-OS is a free multitasking operating system developed for MSX and CPC,
with many games and usefull apps, such as a calculator, image viewer etc ...

If you want to know what Symb-OS is, please have a look here Symb-OS web site

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

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

pspcap32-v1.1.6.zip

Enjoy,

Zx.

UPDATE : For those who want to run Symb-OS you have to :
- set the ram size to 576K
- load the symbos.dsk file
- enter the RUN"SYM command in the amstrad CPC emulator window
  (and NOT RUN"SYMBOS)

PS: Thanks to Gryzor you can find here a set of snapshots.

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 Amstrad at 16:49

Sunday, March 18. 2007

PSPMSX: MSX Emulator for PSP v1.1.0 (PAL/NTSC)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.1.0 :

- No need anymore to restart PSPMSX to change the MSX model !
- Add option to toggle between PAL/NTSC
- Add option to change the RAM size
- Bug fix in the max render mode

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

pspmsx-v1.1.0.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 MSX at 21:59

Saturday, March 17. 2007

PSPSSH : SSH2 Client for PSP v1.0.1 !

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

I've sucessfully ported the version 0.48.1 to the PSP.

The terminal Vt100 emulation part of PSPSSH is based on the work of Danzel for his Telnet client for PSP.

Many thanks to Matt Johnston for this nice SSH client, thanks to Danzel for his Virtual kerboard and his Vt100 stuff, and to all PSPSDK developpers.

This software is distributed under several open-source/free software licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

It's a first beta release and work still remain !

A binary version for firmware 1.5 and 3.x-OE is available here :
pspssh-bin-v1.0.1.zip

Sources are here :
pspssh-src-v1.0.1.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 23:37

Sunday, March 11. 2007

PSPTHOM: A TO7-70 emulator for PSP v1.0.4 (ultimate)

Hi All,

Here is a new version of PSPThom the emulator of the
Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of
the best emulator of the Thomson TO7 home computer running
on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996
(see http://www.sylvain-huet.com), then Eric Botcazou
(see http://nostalgies.thomsonistes.org/) continued
this project and added many news features.

What's new in version 1.0.4 :

- Disk image (in .sap format) are now supported !
- Add option to choose the Basic rom version
- New feature to toggle automatically between
  Basic rom version (depending if a tape or
  a disk image is loaded)
- Add new commands to run tape/disk games
- Add a file (run.txt) to specify association between
  the disk/tape name and the name of the command to
  run (for example file yyy.sap -> LOADM"xxx",,R)
- New icons from Gelon
- New background image

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

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

pspthom-v1.0.4.zip

Enjoy,

Zx

PS: If you're looking for games for this emulator, please have a look
on this french web site

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 Thomson TO7 at 14:49

Sunday, March 4. 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.7

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL,
130XE and 5200 series.

What's new in version 1.0.7 :

- A new graphical engine with new smoother render modes.
  It uses now the PSP GU for rendering, it does not run faster,
  but it's a lot smoother.
- Save state dates are displayed in the emulator window
  (it's now easier to identify and to load the right save state slot)
- Bug fix (load default keyboard mapping on startup)

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

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

pspatari-v1.0.7.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 5200 at 00:44

PSPMSX: MSX Emulator for PSP v1.0.9 (Fix Snatcher)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP, with a minor
update, only for those who likes Snatcher ...

What's new in version 1.0.9 :

- Bug fix for the Snatcher game ...

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

pspmsx-v1.0.9.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

Looking for Snatcher ?
here it is ...

```
Posted by zx-81 in MSX at 00:10
```

Saturday, March 3. 2007

PSPTHOM: A TO7-70 emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPThom the emulator of the
Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of
the best emulator of the Thomson TO7 home computer running
on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996
(see http://www.sylvain-huet.com), then Eric Botcazou
(see http://nostalgies.thomsonistes.org/) continued
this project and added many news features.

What's new in version 1.0.3 :

- New graphical functions with new smoother render modes.
  It uses the PSP GPU for rendering, it does not run faster,
  but it's a lot smoother.
- Bug fix in Rom file requester
- Bug fix in keyboard handler

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

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

pspthom-v1.0.3.zip

Enjoy,

Zx

PS: This is the last one for now ... having a rest now

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 Thomson TO7 at 00:55

Friday, March 2. 2007

PSPMSX: MSX Emulator for PSP v1.0.8 (ultimate)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP !

What's new in version 1.0.8 :

- Add option to enable the sound and musix chips
  (FM-AM and Music modules) required by several games.
  It's slow down the emulator, so use it with care.
- Add a new render mode (max) to fit the entire MSX screen
- Add missing MSX keys (thanks to Creepy)
- Fix 3.10-OE black screen bug in smooth mode
  (thanks to Creepy for his feedback)

** Special thanks to Paul Bosselaar (Creepy) for his help ! **

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

pspmsx-v1.0.8.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

Looking for Snatcher ?
here it is ...

Posted by zx-81 in MSX at 23:40

PSPBEEB: BBC Micro Emulator for PSP v1.0.8

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

For those who haven't seen previous versions, BeebEm is a famous emulator
of the BBC Micro computer series running on both windows and unix.
(see beebem)

What's new in version 1.0.8 :

- Add two new commands to run games (*EXEC and *RUN).
- New file format for run.txt, see README for details.
  Be aware, this format is not compatible with previous version.

- Add help menu
- New graphical functions with new smoother render modes.
  It uses the PSP GPU for rendering, it does not run faster,
  but it's a lot smoother.
- Save state dates are displayed in the emulator window
  (it's now easier to identify and to load the right save state slot)
- Bug fix in Rom file requester

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

Sources are included, and this package is under "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-v1.0.8.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

If you're looking for games to play with : here

Posted by zx-81 in BBC Micro at 15:22

Thursday, March 1. 2007

PSPSIM: A SamCoupé Emulator for PSP v1.0.4

Hi All,

Here is a new version of PSPSim the SamCoupé Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

What's new in version 1.0.4 :

- New graphical functions with new smoother render modes.
  It uses the PSP GPU for rendering, it does not run faster,
  but it's a lot smoother.
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
  You can now toggle between three differents keyboard mapping using
- Bug fix in Rom file requester
- Add help menu

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

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

pspsim-v1.0.4.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 SamCoupe at 19:06

PSPYape: A Commodore Plus/4 Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPYape the Commodore Plus/4 home computer emulator !

For those who haven't seen previous versions, Yape is the best emulator of
Commodore microcomputer family running on Windows and Unix.
The emulator faithfully imitates the C-264 (alias Commodore Plus/4) model.

It has been written by Attila Grósz, see http://yape.plus4.net for details.

What's new in version 1.0.3 :

- New graphical functions with new smoother render modes.
  It uses the PSP GPU for rendering, it does not run faster,
  but it's a lot smoother.
- No need to reset anymore the C-264 before loading a new program
  (the game will load and start automatically)
- Bugs fix & Code cleaning

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

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

pspyape-v1.0.3.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

If you look for good stuff for this one you may try this site :
the old computer's web site

Posted by zx-81 in Commodore at 12:54

Tuesday, February 27. 2007

PSPColem: A ColecoVision Emulator for PSP v1.0.8

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.0.8 :

- Save state files are now saved using gzip compression
  (with STZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
- Save state dates are displayed in the emulator window
  (it's now easier to identify and to load the right save state slot)
- New graphical functions with new smoother render modes.
  It uses the PSP GPU for rendering, it does not run faster,
  but it's a lot smoother.
- Add a new fullscreen option (render mode max)
- Bug fix in Rom file requester
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
  You can now toggle between three differents keyboard mapping using
  L/R Trigger keys

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

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

pspcolem-v1.0.8.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 ColecoVision at 22:17

Raven's homebrew sets

If you're looking for new good icons for your homebrew,
here you will find a lot of beautiful graphic PSP stuff, all designed by Raven :

Raven's web site

Zx

To change your EBOOT icons, i suggest you to use PSPBrew software.

```
Posted by zx-81 in Favorite sites at 20:18
```

PSP7800: Atari 7800 emulator for PSP v1.0.5

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.0.5 :

- New graphical functions with new smoother render modes.
  It uses the PSP GPU for rendering, it does not run faster,
  but it's a lot smoother.
- Add a new fullscreen option (render mode max)
- Rom selector support now .rom and .bin as valid file extention
- Save state dates are displayed in the emulator window
  (it's now easier to identify and to load the right save state slot)
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
  You can now toggle between three differents keyboard mapping using
  LTrigger and RTrigger keys
- Bug fix in Rom file requester

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

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

psp7800-v1.0.5.zip

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

```
Posted by zx-81 in Atari 7800 at 14:05
```

Monday, February 26. 2007

PSPCAP32: Amstrad CPC Emulator for PSP v1.1.5

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of
the best emulator of the Amstrad CPC home computer series running
on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models
(see caprice32 project)

What's new in version 1.1.5 :

- Save state files are now saved using gzip compression
  (with SNZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old SNA to SNZ.
  SNA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
- A new graphical engine with new smoother render modes !
  It uses now the PSP GU for rendering, it does not run faster,
  but it's a lot smoother !
  Old "soft" render modes are still available, because there are
  a bit faster.
- Save state dates are displayed in the emulator window
  (it's now easier to identify and to load the right save state slot)
- Sound is now played at 44Khz (instead of 48Khz)
- Bug fix (load default keyboard mapping on startup)
- Bug fix in Rom file requester
- Bug fix in keyboard handler

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

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

pspcap32-v1.1.5.zip

Enjoy,

Zx.

PS: Thanks to Gryzor you can find here a set of snapshots.

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 Amstrad at 01:20

Sunday, February 25. 2007

PSPMSX: MSX Emulator for PSP v1.0.7 (smooth)

Hi All,

Here is a new version of PSPMSX the the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

What's new in version 1.0.7 :

- A new graphical engine with new smoother render modes !
  It uses now the PSP GU for rendering, it does not run faster,
  but it's a lot smoother !
  Old "soft" render modes are still available, because there are
  a bit faster.
- Save state dates are displayed in the emulator window
  (it's now easier to identify and to load the right save state slot)
- Add help menu
- Bug fix (load default keyboard mapping on startup)
- Bug fix in Rom file requester
- Bug fix in keyboard handler

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

pspmsx-v1.0.7.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 MSX at 16:48

PSP2600: Atari 2600 emulator for PSP v1.0.4 (smooth)

Hi All,

For those who has missed the beginning, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work

of Aenea who was the first to port Stella to PSP, and David Voswinkel
who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 1.5 and 3.x-OE and i hope it works also
for 2.x using the eloaders from http://www.noobz.eu/.

What's new in this version ?

- A new graphical engine with new smoother render modes !
  It uses now the PSP GU for rendering, it does not run faster,
  but it's a lot smoother !
  Old "soft" render modes are still available, because there are
  a bit faster.
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
  You can now toggle between 3 different keyboard mapping using
  LTrigger and RTrigger keys

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

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

psp2600-v1.0.4.zip

Enjoy,
Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 2600 at 02:15

Wednesday, February 21. 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.6

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

For those who haven't seen previous versions, Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

What's new in version 1.0.6 :

- Multiple keyboard mapping feature (Thanks to Pou-chan) :
  You can now toggle between 3 different keyboard mapping using
  LTrigger and RTrigger keys
- Add help menu
- New background image
- Bug fix in Rom file requester
- Bug fix in screenshots
- Bug fix in keyboard handler

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

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

pspatari-v1.0.6.zip

Enjoy,

Zx.

S: For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the white "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 5200 at 23:10

Monday, February 19. 2007

PSPInt: Intellivision Emulator for PSP v1.0.9 (minor update)

Hi All,

DrNicket and I, are pleased to present you a new version of PSPInt the
Intellivision Emulator for PSP.

What's new in version 1.0.9 :
- Bug fix in Rom file requester
  (PSP hangs when the rom list was big and already sorted)
- Add help menu
- Screenshots are now saved in PNG format

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

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

pspint-v1.0.9.zip

Enjoy,

DrNicket and Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Intellivision at 22:29

A Virtual Keyboard for your PSP (Dvorak Layout)

Hi All,

I've made a new version of the javascript keyboard, using Dvorak Layout
(for those who don't know who Dvorak is, i suggest you to go there : dvorak keyboard layout)

Here is a demo :
psp web keyboard

It is very usefull for me to make google search, or to enter URL in a more friendly manner

You can unzip the archive on your memory stick and then add a bookmark to the location such as
file:/psp/dvorak/index.html

Here is the zip file : dvorak.zip

Enjoy !

Zx.

PS: For those who prefer Qwerty layout, here is the zip file : qwerty.zip

Posted by zx-81 in Keyboard at 21:34

Wednesday, January 24. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.3 (bug fix)

Hi All,

Here is another version (and i hope the last one) of PSP2600 the Atari 2600 emulator running on PSP.

What's new in this version ? Mainly bug fix :

- Bug fix in the render mode Max and x1.25
- New default mapping for the keyboard in order to use the analog/digital swap feature.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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

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

** Many thanks Poem58 for his help and support ! **

psp2600-v1.0.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 2600 at 22:12

Tuesday, January 23. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.2

Hi All,

For those who has missed the beginning, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of Aenea who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

What's new in this version ?

- Merge the code from Stella v2.2 (replacing Stella v2.0 b1)
- Add several Anti-Flicker modes such as :
  Phosphor (from Stella v2.2), nice but CPU consuming
  Simple, very fast and suitable for black background games
  Average, it computes average colors between two frames
- Add paddle support, using Left / Right keys or analog Pad
- Fix the sound speed/accuracy (For a better quality, set the PSP clock to 333Mhz in the settings menu)
- Bug fix in Rom file requester
  PSP hangs when the rom list was big and already sorted
- Remove Gelon's name from graphics stuff (as he wants to)
- Add Aenea as the author of the first PSP port (i'm sorry for this mistake !)

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

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

psp2600-v1.0.2.zip

Enjoy,
Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 2600 at 22:07

Saturday, January 20. 2007

Icons pack for a set of emulators !

Hi All,

With the agreement of **Gelon**, here is a set of icons and backgrounds he has designed for emulators such as :

Colecovision, Thomson-to7, Sinclair Zx81, Atari 7800 and Atari 2600.

Enjoy and many thanks to him for his hard work,

gelon's icons pack

Zx

UPDATE: It seems that some of those icons were taken from http://www.criticalraven.be/PSP/ ... ???

Posted by zx-81 in Others at 21:31

PSP2600: Atari 2600 emulator for PSP v1.0.1

Hi All,

Stella is the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work of David Voswinkel, who was the first to port Stella to PSP.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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

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

psp2600-v1.0.1.zip

Many thanks to Gelon for his beautiful icons, to the Stella team for this nice emulator, and to all PSPSDK developpers.

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

UPDATE: The first who ported Stella to PSP was Aenea ... Sorry for this mistake (His name wasn't on the official stella web site, that might explain my error) ...

Posted by zx-81 in Atari 2600 at 11:23

Friday, January 19. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.4 (game compatibility)

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

What's new in version 1.0.4 :

The two following features were presents in the original ProSystem
emulator but had been disabled during the PSP port :
- Add bios file support (you need the 7800.rom file)
- Add games database system (prosystem.dat file)
- Load default.kbd file on startup (if file is present in kbd folder)

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

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

**** Big Big thanks to Danno for his help on game compatibility issues ! ***

psp7800-v1.0.4.zip

This should be the last release, since most of all games are working fine now ...

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 7800 at 18:48

Monday, January 15. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.3 (bug fix)

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

What's new in version 1.0.3 :

- Major Bug fix : All roms (such as BallBlazer) that used the Pokey audio chip made the emulator to crash !
- New icons from Gelon

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

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

psp7800-v1.0.3.zip

This should be the last release ...

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 7800 at 20:53

Sunday, January 14. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.2

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

What's new in version 1.0.2 :

- Add Sound support !
- Add new render modes (Normal, x1.25, x1.5)
- Add Frame skip option
- Add new speed limiter option
- Fix colors palette (merge the code from ProSystem v1.1)
- Code cleaning

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

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

psp7800-v1.0.2.zip

This should be the last release, only if major bugs are found ...

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 7800 at 15:49

Saturday, January 13. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.1

Hi All,

ProSystem is the best emulator of Atari 7800 game console,
running on Windows system.

It has been written by Greg Stanton, see Greg's site
for details.

I've successfully modified, and port the source code of the version v1.0
and it's now working fine on PSP !

This is a first release and some features are still not available, such as sound or fit screen mode etc ...

It has been developed on linux for Firmware 1.5 and i hope it works also
for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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

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

psp7800-v1.0.1.zip

Special thanks to all PSPSDK developers,

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 7800 at 15:03

Wednesday, January 3. 2007

PSPMancala: Mod from MasterChafed

Hi all,

Here a Mod from MasterChafed for PSPMancala :
pspmancala-mod v1.0.2

Enjoy,

Zx

Posted by zx-81 in Mancala at 00:28

Tuesday, January 2. 2007

PSPColem: A ColecoVision Emulator for PSP v1.0.7 (bug fix)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.0.7 :

- Add help menu
- Bug fix in PNG screenshots (bad colors)
- Bug fix in the file selector (state files loading)
- Bug fix in the keyboard menu

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

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

pspcolem-v1.0.7.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

** Very nice eboot icons designed by Gelon are available on DCEMU **

here it is

Posted by zx-81 in ColecoVision at 11:24

PSPMancala: Mancala Game for the PSP v1.02

Hi All,

Here is a new version of PSPMancala the mancala board game familly for the PSP.

What's new in version 1.0.2 :

- We can now play two mancala variants (common Mancala and Awari)
- The AI has been modified and should be stronger now
- Final score is now properly computed
- Small bug fix

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.0.2.zip

Special thanks to all PSPSDK developers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Mancala at 01:59

Monday, January 1. 2007

Happy new year !

I wish all of you a safe, healthy, and prosperous New Year !

Zx

Posted by zx-81 in Events at 14:15

Tuesday, December 26. 2006

My blog is now available also in french !

Blog de Zx-81 en français !

Zx

Posted by zx-81 in Events at 15:39

Saturday, December 23. 2006

PSPGGO: GO Game for the PSP v1.03 (minor update)

Hi All,

Here is a new version of PSPGGo !

What's new in version 1.0.3 :

- Support of SGF comments
- New Game over handler :
  you can go back or save SGF file, even if the game is over, and
  you have to choose explicitly "new game" to restart a new game.
- Bug fix

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

For those who wonders how to play go ? here is a good site !

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

pspggo-v1.0.3.zip

Special thanks to all PSPSDK and GNU-Go developpers.

** This should be the last release ... **

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Go Game at 16:50

PSPMancala: Mancala Game for the PSP v1.01

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literaly "To move". PSPMancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

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

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

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

pspmancala-v1.0.1.zip

Special thanks to all PSPSDK developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Mancala at 14:24

Wednesday, December 20. 2006

PSPGGO: GO Game for the PSP v1.02

Hi All,

Here is a new version of PSPGGo !

What's new in version 1.0.2 :

- Two New Game modes
  + Computer vs Computer : just for fun ^^
  + Human vs Human : excellent to play with friends !

- Add status display
- Change Komi and Level options
- Undo/Forward feature
- SGF load : to read and see Go's master match !
- SGF save : to save your own games
- Resign command

- New help/manual (from http://playgo.to/interactive/)

- Several bug fix

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

For those who wonders how to play go ? here is a good site !

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

pspggo-v1.0.2.zip

Special thanks to all PSPSDK and GNU-Go developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Go Game at 14:23

Sunday, December 17. 2006

PSPGGO: GO Game for the PSP v1.01

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

It has been written by Man Li, Wayne Iba, Daniel Bump,
David Denholm, Gunnar Farneback, Nils Lohner, Jerome Dumonteil,
Tommy Thorn, Nicklas Ekstrand, Inge Wallin, Thomas Traber,
Douglas Ridgway, Teun Burgers, Tanguy Urvoy, Thien-Thi Nguyen,
Heikki Levanto, Mark Vytlacil, Adriaan van Kessel, Wolfgang Manner,
Jens Yllman, Don Dailey, Mans Ullerstam, Arend Bayer,
Trevor Morris, Evan Berggren Daniel, Fernando Portela,
Paul Pogonyshev, S.P. Lee and Stéphane Nicolet and Martin Holters.

I've sucessfully ported the source code of the latest version 3.6 of GNU-Go,
and i've added a real Graphical User interface and it's now working fine on PSP !

It has been developped on linux for Firmware 1.5 and i hope it works also
for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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

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

pspggo-v1.0.1.zip

Special thanks to all PSPSDK and GNU-Go developpers.

Enjoy,

Zx.

EDIT: For those who wonders how to play go ? here is a good site !

If you want to discuss on this homebrew, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Go Game at 23:24

Sunday, December 3. 2006

PSPYape: A Commodore Plus/4 Emulator for PSP v1.0.2 (final?)

Hi All,

Here is a new version of PSPYape the Commodore Plus/4 home computer emulator !

What's new in version 1.0.2 :

- Add new screen size (x1.25, x1.5, fit)
- New icons designed by gelon

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

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

pspyape-v1.0.2.zip

This should be the last release, only if major bugs are found ...

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Commodore at 11:02

Bien choisir sa PSP pour Noel !

Hi,

First of all, i'm sorry if you don't understand french ...

Pour ceux qui s'apprêtent a acheter une PSP (pour eux ou pour leur bambin) pour Noël, il faut bien la choisir, sinon impossible d'utiliser toutes les possibilités de la PSP, en particulier les jeux, les émulateurs, et les logiciels développés par des fans de toute la planète, et communément appelés "homebrew" (pour logiciels "fait maison").

Il existe différentes versions du système d'exploitation de la PSP (appelé "firmware") et suivant la version il n'est pas possible d'installer des logiciels autres que ceux écrit par Sony. En particulier, a ce jour il n'est pas possible d'exécuter des "homebrew" pour les "firmware" supérieurs a la version 2.71.

Lors de l'achat d'une PSP on préférera donc les anciennes versions, qui font souvent parties des anciennes offres / packs (genre value pack noir ou giga pack noir). Les versions de PSP blanches ont des firmwares très récents,

car elles ont été mises sur le marché récemment.
Les PSP roses quand a elles sont toutes en firmware 2.8x, et donc
a eviter absolument !

Pour reconnaître une "bonne" PSP d'une mauvaise, il suffit de regarder ...
la boite !!

En effet, sur la boite près du code barre, il y'a un truc genre :

PSP-nom-du-modele (par exemple 1001 K)
120 V (c'est la tension d'alim)
WSxxx LETTRE

C'est la LETTRE qui est super importante, ca va de A a L je crois et jusqu'a
la lettre J c'est bon il est possible d'utilise les "homebrew", après pour K c'est
limite, et ensuite L et plus c'est mort car le firmware est en version 2.8x ...

Pour les anglophones vous trouverez davantage d'informations ici :

comment reconnaitre une bonne PSP sur la boite

Ensuite, suivant votre version de firmware, il faut appliquer quelques
modifications a votre PSP. Il s'agit en effet de mettre votre PSP avec le
systeme d'exploitation ("firmware") 2.71, puis de repasser en version 1.5
(qui ouvre toutes les possibilités de la PSP).

Je vous invite a suivre l'excellent tutoriel disponible sur ultimate :

ultimate psp

Zx

source: article sur coyotte

Posted by zx-81 in Events at 00:43

Saturday, December 2. 2006

A new forum section on Qj.net !

Hi All !

FrozenIpaq from Qj.net kindly offered me to host a dedicated forum section on qj.net web site.

Here is a direct link : zx-81's homebrew releases

Cheers, Zx.

PS: Of course, i'm still on *DCemu network*, and you can visit my hosted forum here zx81.dcemu.co.uk !

Posted by zx-81 in Favorite sites at 11:10

PSPYape: A Commodore Plus/4 Emulator for PSP v1.0.1

Hi All,

Yape is the best emulator of Commodore microcomputer family
running on Windows and Unix. The emulator faithfully imitates the
C-264 (know also as Commodore Plus/4) model.

It has been written by Attila Grósz, see http://yape.plus4.net for details.

I've successfully modified, and port the source code of the version v0.32.4
and it's now working fine on PSP !

It has been developed on linux for Firmware 1.5 and i hope it works also
for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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

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

pspyape-v1.0.1.zip

Special thanks to all PSPSDK developers,

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

PS: If you look for games, here is a good link : here

Posted by zx-81 in Commodore at 00:36

Friday, November 24. 2006

PSPCAP32: CPC Emulator for PSP v1.1.4 (fix)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.1.4 :

- Add "fit height" zoom mode
- Speed limiter is set to 50fps max (instead of 60fps)

- Bug fix in PNG screenshots (bad colors)
- Bug fix in sound tick menu (psp crash)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.5/2.6 and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.1.4.zip

Enjoy,

Zx.

PS: Thanks to Gryzor you can find here a set of snapshots.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 22:55

Wednesday, November 22. 2006

PSPTHOM: A TO7-70 emulator for PSP v1.0.2 (ultimate)

Hi All,

Here is a new version of PSPThom the emulator of the Thomson TO7 home computer !

What's new in version 1.0.2 :

- Bug fix in Render mode x1.25 (missing pixels)
- Add help menu
- Increase the volume

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

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

pspthom-v1.0.2.zip

This should be the last release, only if major bugs are found ...

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Thomson TO7 at 20:51

Tuesday, November 21. 2006

PSPCAP32: CPC Emulator for PSP v1.1.3 (gold edition)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.1.3 :

- Emulator menus reorganization (new menu for settings)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Add speed limiter option
- Screenshots are now saved in PNG format instead of BMP
- Multiple keyboard mappings feature developped by Pou-chan in PSPMSX :
  You can now toggle between 3 different keyboard mapping using
  LTrigger and RTrigger keys
- Add help menu !

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.5/2.6 and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.1.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 23:39

Sunday, November 19. 2006

PSPTHOM: A TO7-70 emulator for PSP v1.0.1 (final)

Hi All,

Here is a new version of PSPThom the emulator of the Thomson TO7 home computer !

What's new in version 1.0.1 :

- Add Sound support !
- Add Render modes (Normal, x1.25, x1.5)
- Add a second joystick
- Clean Virtual Keyboard
- Code cleaning

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

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

pspthom-v1.0.1.zip

This should be the last release, only if major bugs are found ...

Enjoy,

Zx

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Thomson TO7 at 23:16

PSPTHOM: A TO7-70 emulator for PSP v1.0.0

Hi All,

Thom is one of the best emulator of the Thomson TO7 home computer running
on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see http://www.sylvain-huet.com),
then Eric Botcazou (see http://nostalgies.thomsonistes.org/) continued this project and
added many news features.

I've sucessfully modified, and port the source code of the version 1.5.5 of THOM
and it's now working fine on PSP !

It has been developped on linux for Firmware 1.5 and i hope it works also
for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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

If you're looking for games and software have a look here :
to7-70 games

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

pspthom-v1.0.0.zip

Special thanks to all PSPSDK developpers, and to XazZ for his comments, feedback
and suggestions.

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Thomson TO7 at 02:56

Thursday, November 16. 2006

PSPInt: Intellivision Emulator for PSP v1.0.8

Here is a new version (v1.0.8) with a minor bug fix
(save settings didn't work properly in v1.0.7).

pspint-v1.0.8.zip

Zx

Posted by zx-81 in Intellivision at 21:00

Tuesday, November 14. 2006

PSPInt: Intellivision Emulator for PSP v1.0.7

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

For those who haven't seen previous versions, Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak running on many systems such as Linux, Unix, Windows and MacOS.
See official jzintv site for further informations.

What's new in version 1.0.7 :

- Emulator menus reorganisation (new menu for settings)
- Icons and background images modification
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu when the battery is very low (< 5%)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)

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

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

pspint-v1.0.7.zip

Enjoy,

DrNicket and Zx.

Posted by zx-81 in Intellivision at 23:12

Tuesday, October 3. 2006

Day against DRM !

Today is a special day !

Have a look here DefectiveByDesign.org for more informations.

Si vous etes francais, c'est par ici stopdrm.info

Zx

Posted by zx-81 in Events at 13:36

Monday, September 25. 2006

PSPMSX: MSX Emulator for PSP v1.0.6

Hi All,

Here is a new version of PSPMSX the the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

** Many thanks to Malkster and Pou-Chan for their help **

What's new in version 1.0.6 :

- Icons and background images designed by Malkster
- Emulator menus reorganization (new menu for settings)
- Multiple keyboard mappings feature developped by Pou-chan :
  You can now toggle between 3 different keyboard mapping using
  LTrigger and RTrigger keys
- Add keyboard change skin option :
  you can add your own virtual keyboard images in the graphics directory.
- New speed limiter (more accurate)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu
  when the battery is very low (< 5%)
- Bug fix and code cleaning

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

pspmsx-v1.0.6.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in MSX at 22:57

PSPBEEB: BBC Micro Emulator for PSP v1.0.7

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

For those who haven't seen previous versions, BeebEm is a famous emulator of the BBC Micro computer series running on both windows and unix. (see beebem)

** Many thanks to Pou-chan for the multiple keyboard mapping **

What's new in version 1.0.7 :

- Multiple keyboard mapping feature developped by Pou-chan :
  You can now toggle between 3 different keyboard mapping (using
  for example LTrigger and RTrigger keys)
- Bug fix in the keyboard skin chooser (that made the emu crashed)
- Add new keyboard files from Bah and Pou-chan

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

Sources are included, and this package is under "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-v1.0.7.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in BBC Micro at 21:27

Saturday, September 23. 2006

PSPZX81: A Sinclair ZX81 emulator for PSP v1.0.2

Hi All,

Here is a new version (with minor changes) of PSPZX81 the ZX 81 Sinclair emulator for PSP.

** i would like to thanks Murilo for his feedback and good advices on this emulator **

What's new in this version :

- Add speed limiter option
- Add background change color option
- Add .81 as a valid program file extention

If you're looking for a manual or documentation for the zx81 itself have a look here :
http://www.zx81kit.com/

If you're looking for games and software have a look here :
ftp://ftp.nvg.ntnu.no/pub/sinclair/

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

pspzx81-v1.0.2.zip

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Enjoy,

Zx.

Posted by zx-81 in Sinclair at 00:27

Friday, September 22. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.8 (minor update)

Hi All,

Here is a new version of PSPXTI, the TI-92 calculator emulator for PSP.

What's new in this version ?

1.0.8

- Save state is now done using zlib so ram file size is smaller
  and as a consequence, it is much faster to save
- Bug fix (may display stange characters in the emulator menu)

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

If you own an original TI-92 you can then download the rom Ti-92+ v1.1 here :
http://ti83khdv.online.fr

This version works with 2.xFW. and 1.5FW.
pspxti-v1.0.8.zip

It's distributed under GNU licence and sources are included.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Here is a PDF version of the manual : TI 92+ manual

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 23:01

PSPX48: a HP48 Calculator emulator v1.0.6 (minor update)

Hi All,

Here is a new version of PSPX48, the HP48 calculator emulator for PSP.

What's new in this version ?

1.0.6

- Save state is now done using zlib so ram file size is smaller
  and as a consequence, it is much faster to save
- Bug fix (may display stange characters in the emulator menu)

The HP48 documentation is there : user guide

As far as i know Helwet Packard graciously began allowing HP48 bios to be downloaded in 2000 (you need it, but it is NOT part of my PSPX48 package because it's not GNU !).

This rom can easily be found here : hpcalc
(you will have to rename it 'rom' (without extention))

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

As always, the package is under GPL Copyright and sources are included.

PSPX48 v1.0.6

Enjoy,

Zx.

Posted by zx-81 in HP 48 at 22:30

Monday, September 18. 2006

Keyboard mapping files for PSPBEEB

On DCEmu network, Bah has kindly offered us a set of keyboard files for the PSPBeeb.
It contains the mapping for more than 30 BEEB games !

Many thanks to him,

Here is a link to the rar archive :

keyboard files

Zx.

Posted by zx-81 in BBC Micro at 19:44

Sunday, September 17. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.6

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

For those who haven't seen previous versions, BeebEm is a famous emulator of the BBC Micro computer series running on both windows and unix. (see beebem)

Originally developed for UNIX systems in 1994 by David Alan Gilbert, it was then ported to windows by Richard Gellman and Mike Wyatt in 1997. At the start of October 2005, David Eggleston started porting the current Windows version of BeebEm (version 2.3) to FreeBSD.

** Big thanks to Mr Nick666 for the beautiful images **

What's new in version 1.0.6 :

- Icons and background images designed by Mr Nick666
- Emulator menus reorganisation (new menu for settings)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Add keyboard change skin option
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu
- when the battery is very low (< 5%)
  (you can add your own virtual keyboard images in the graphics directory).
- Bug fix and code cleaning

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

Sources are included, and this package is under "Beebem" licence, read COPYING.txt file for more information about it.

pspbeeb-v1.0.6.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in BBC Micro at 22:48

PSPZX81: A Sinclair ZX81 emulator for PSP v1.0.1

Hi All,

XZ81 is an emulator of the Sinclair ZX81 computer running on Unix systems.
It has been written by Russell Marks in 1995.
See http://rus.members.beeb.net/ for further informations.

I've sucessfully modified, and port the source code of the version 2.1 of xz81
and it's now working fine on PSP !

It has been developped on linux for Firmware 1.5, and 2.1+ using DevHook
and the two great GTA eloaders (0.97 and 0.98) from http://www.fanjita.org/.

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

If you're looking for a manual or documentation for the zx81 itself have a look here :
http://www.zx81kit.com/

If you're looking for games and software have a look here :
ftp://ftp.nvg.ntnu.no/pub/sinclair/

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

pspzx81-v1.0.1.zip

Special thanks to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in Sinclair at 16:50

Friday, September 15. 2006

PSPSIM: A SamCoupé Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPSim the SamCoupé Emulator for PSP.

For those who haven't seen previous versions, SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.
For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

** Many thanks to Mr Nick666 for his graphics and settings files **

What's new in version 1.0.3 :

- Icons and background images designed by Mr Nick666
- Emulator menus reorganisation (new menu for settings)
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu
  when the battery is very low (< 5%)
- New feature to save and load a distinct setting file for each games
- Add keyboard change skin option
  (you can add your own virtual keyboard images in the graphics directory).
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP

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

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

pspsim-v1.0.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in SamCoupe at 22:03

Sunday, September 10. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.6

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

** I would like to thanks Crait for his help on the graphic icons **

What's new in version 1.0.6 :

- Emulator menus reorganisation (new menu for settings)
- New icons and background image
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu
  when the battery is very low (< 5%)
- New feature to save and load a distinct setting file for each games
- Add keyboard change skin option
  (you can add your own virtual keyboard images in the graphics directory).
- Speed limiter option
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP
- Huge speed improvement (that's why there is a speed limiter now)
- Bug fix

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

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

pspcolem-v1.0.6.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in ColecoVision at 15:59

Saturday, September 9. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

What's new in version 1.0.5 :

- Emulator menus reorganisation (new menu for settings)
- Icons and background images modification (add colors)
- New feature to save and load a distinct setting file for each games
- Speed limiter option
- Delete files option (in the file selector)
- Speed improvement
- Screenshots are now saved in PNG format instead of BMP
- Bug fix

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

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

pspatari-v1.0.5.zip

Enjoy,

Zx.

PS: For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the yellow "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 5200 at 19:55

Tuesday, September 5. 2006

Looking for Graphic designer for various emulator ports :)

Hi All,

I'm working now to improve all emulators i've already ported, and to make them look better, we need good background and icons / images.

So, if someone wants to help me on this task, please send me an email to zx81.zx81(at)gmail.com

Emulators i'm working on are :

PSP Beeb (BBC Micro emulator)
PSP Colem (ColecoVision emulator)
PSP Int (Intellivision emulator)
PSP Msx (MSX emulator)
PSP Sim (Sam coupé emulator)

For each of them we need a small icon (144 x 80) :

A big icon (480x272) :

And background image, used in the emulator menu :

Thanks,

Zx.

Posted by zx-81 in Events at 22:20

Sunday, August 27. 2006

PSPX48: a HP48 Calculator emulator v1.0.5

Hi All,

Holidays ended, and it's time now to go back to school, so here is another useful thing to put on your PSP :

A new release of PSPX48 the Hp48 calculator emulator !

First i would like to thanks my friend jer666 for his beautiful icons and background image .

What's new in this version ?

- Add new beautiful icons and background designed by Jer666 !
- New user interface with menus and usefull options
- Display battery usage
- Add Help window with all PSP shortkeys
- Save configuration file option
- Screenshot image option
- PNG images instead of BMP (smaller images)
- Toogle between analog and digital pad option
- New keyboard handler and new mapping

The HP48 documentation is there : user guide

As far as i know Helwet Packard graciously began allowing HP48 bios to be downloaded in 2000 (you need it, but it is NOT part of my PSPX48 package because it's not GNU !).

This rom can easily be found here : hpcalc

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network (you will have to rename it 'rom' (without extention))

As always, the package is under GPL Copyright and sources are included.

PSPX48 v1.0.5

If you want to add two more slots of memory to your HP48 download and unzip also this archive :

PSPX48 mem slots

Enjoy,

Zx.

Posted by zx-81 in HP 48 at 23:33

Saturday, August 26. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.7

Hi All,

Holidays ended, and it's time now to go back to school, so here is something useful
to put on your PSP :

A new release of PSPXTI the TI-92 calculator emulator !

First i would like to thanks my friend jer666 for his beautiful icons and background image .

What's new in this version ?

- Add new beautiful icons and background designed by Jer666 !
- New user interface with menus and usefull options
- Add Help window with all PSP shortkeys
- Save configuration file option
- Screenshot image option
- PNG images instead of BMP (smaller images)
- Toogle between analog and digital pad option
- New keyboard handler and new mapping
- Bug fix (keyboard freeze etc ...)

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

Many TI92 stuff can be found on the following urls :

http://ti83khdv.online.fr
http://www.ticalc.org
http://education.ti.com

This version works with 2.xFW. and 1.5FW.

pspxti-v1.0.7.zip

It's distributed under GNU licence and sources are included.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Here is a PDF version of the manual : TI 92+ manual

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 23:55

Friday, August 25. 2006

Huge thanks to the generous donators!

Huge thanks to all the generous donators !

Thanks to you, i've got now a new memory stick dedicated for homebrew development, and it's much more convenient .

The goal is now to develop and fill this memory stick with many many new homebrew and emulator / game ports ... My all life won't be long enough to achieve this task lol

Thanks again,

Zx

Posted by zx-81 in Events at 19:57

PSPVBA: No longer updated and maintained ....

Exophase has released a new full speed GBA emulator for the PSP with awesome performances !

PSPVBA will never reach full speed, since it used classical software emulation technics, that can't be compared to JIT (Just In Time) recompiler based emulators ...

PSPVBA is dead, long life to Gameplay PSP (gPSP, the new GBA emu), and i have to say that i'm really impressed by the work of Exophase , and i'm waitting for new releases !

Zx.

Posted by zx-81 in GameBoy Adv at 19:34

Monday, August 7. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.8

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.8 :

- Add battery status
- Add memory stick free space status
- Display FTP commands received from clients

How to use it ?

Have a look to the README.txt file.

One binary version for 1.5 FW and sources are included in this zip archive :
pspftpd-v0.3.8.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 21:07

Sunday, August 6. 2006

PSPFtp : A command Line Ftp client on your PSP (v1.0)

Hi All,

PSPFtp is a simple command line FTP software to communicate with a FTP server on your PSP.
It's based on the work of PSPPet and PSPKrazy and it has been developped by LiQuiD8d nearly a year ago (see here for details and earlier versions).

I've worked a little bit on it, and here is the change log :

- Port to new SDK
- Fix DHCP issue (work fine on 1.5FW now !)

A binary version for 1.5FW and sources are included in this zip archive :
pspftp-v1.0.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Client at 20:27

Thursday, August 3. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.2.4

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP,
which is a bit faster compared to v1.2.3 (up to 3% on v-rally 3) !

This version works for FW 1.5 AND 2.x

What's new in version 1.2.4 :

- Improve the code of the graphic stuff (up to 3% faster)
- Improve the code of the ARM emulator (faster)
- Add BIOS file support (see the README)
- Add option to adjust the sound quality
- Add option to delete files (in the file selector)
- Bug fix in the save settings code
- Merge the code for 1.5FW and 2.xFW

How to use it ?

Have a look to the README.txt file !

This package is under GPL Copyright, read COPYING file for more information about it.

For 1.5 firmware : pspvba-v1.2.4-fw15.zip

For 2.x firmware : pspvba-v1.2.4-fw2x.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 20:34

Sunday, July 30. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.1.2 (For 2.x FW !!)

** THIS VERSION IS FOR 2.1+ FW PSP ! **

What's new in version 1.1.2 (compared to v1.1.1) :

- Rewrite partially the code of the graphic stuff
  (many parts of the code weren't optimized at all !)
- Rewrite partially the code of the ARM emulator
- Review memory cache strategy
- Bug fix and code cleaning

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.1.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 20:30

PSPVBA: GameBoy Advance Emulator for PSP v1.2.3

Hi All,

Who said i give up ? I never give up when i got ideas to make things going better .

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP, which is a bit faster (up to 6% on v-rally 3) compared to v1.2.2 !

This version doesn't work for +2.0 FW !

What's new in version 1.2.3 :

- Rewrite critical parts of graphic emulation source code
- Rewrite critical parts of the ARM emulator to make it going faster
- Review memory cache strategy
- Bug fix and code cleaning

How to use it ?

Have a look to the README.txt file !

One binary version for 1.5 FW and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.2.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 19:48

Saturday, July 29. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.1.1 (For 2.x FW !!)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

Taken the code of the version 1.2.2 (with media engine and not working ofr 2.1+ FW) i've just finished to merge it with the old v1.1.0 version and here it is :

** THIS VERSION IS FOR 2.1+ FW PSP ! **

What's new in version 1.1.1 (compared to v1.1.0) :

- Improve sound (no more SDL stuff)
- GU access improvement (disable cache)
- Add option to enable/disable GBA battery/flash save
- Add new beautiful icons and background designed by Win-Win (Shadow) !
- New feature to save and load a distinct setting file for each games
- Add option to enable/disable the cache with the Graphical Unit
- Emulator menus reorganisation (new menu for settings)
- Rewrite some part of the Gfx code (faster)
- Bug fix and code cleaning

How to use it ?

Have a look to the README.txt file !

One binary version for 2.x FW and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.1.1.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 18:45

PSPVBA: GameBoy Advance Emulator for PSP v1.2.2

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

After days of intensive work on this emulator, i have to say that i've tried many things, and unfortunatelly none give

better speed results.

It seems that i've reached the limit of what i can do on this emulator (from speed point of view).

This version doesn't work for +2.0 FW !

What's new in version 1.2.2 :

- Rewrite some part of the Gfx code (up to 5% faster)
- Bug fix and code cleaning

How to use it ?

Have a look to the README.txt file !

One binary version for 1.5 FW and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.2.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 12:17

Friday, July 28. 2006

Portable VNC v1.2.3 (little bug fix)

Hi All,

Here is a new release of Portable VNC for FW 1.5 only.

What's new in version 1.2.3 :

- Fix the bug that appears when you delete a network access point entry in the network settings
(then no more wifi connections are displayed in the menu ...)

pspvnc-v1.2.3.zip

Looking for a tuto ? here it is

Enjoy,

Zx.

PS: Update only if you encountered the bug described above (no connections in the list)

Posted by zx-81 in VNC Client at 02:06

Thursday, July 27. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.7 (UMD support)

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.7 :

- Fix the bug that appears when you delete a network access point entry in the network settings
  (then no more wifi connections are displayed in the menu ...)
- UMD can now be read !

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

One binary version for 1.5 FW and sources are included in this zip archive :
pspftpd-v0.3.7.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 22:46

PSPWeather : View local weather on your PSP (v1.06)

Hi All,

PSPWeather is a simple network software to view the local weather conditions on your PSP.
It has been developped by McDongle a year ago (see here for details and earlier versions).

I've worked a bit on it, and here is the change log :

- Port to new SDK
- Fix DHCP issue (work fine on 1.5FW now !)
- Many bug fix, code cleanning, memory leak fix etc ...
- Add a simple startup icon

A binary version for 1.5FW and sources are included in this zip archive :
pspweather-v1.06.zip

Enjoy,

Zx.

Posted by zx-81 in Weather at 22:30

Wednesday, July 26. 2006

Portable VNC v1.2.2 (DHCP on FW1.5)

Hi All,

Here is a new release of Portable VNC for FW 1.5 only.

What's new in version 1.2.2 :

- Fix the bug with DHCP on FW 1.5

HOME key has been remapped to LTrigger+Start

pspvnc-v1.2.2.zip

Looking for a tuto ? here it is

Enjoy,

Zx.

Posted by zx-81 in VNC Client at 22:11

PSP-FTPD: A FTP Server on your PSP v0.3.6

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.6 :

- Fix the bug with DHCP on FW 1.5

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

One binary version for 1.5 FW and sources are included in this zip archive : pspftpd-v0.3.6.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 20:07

Tuesday, July 25. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.4 (German)

Hallo,

Here is a german version of pspatari translated by XazZ

Zx.

pspatari-v1.0.4-de.zip

Posted by zx-81 in Atari 5200 at 22:55

Monday, July 24. 2006

PSPCAP32: CPC Emulator for PSP v1.1.2 (German)

Hallo,

Here is a german version of pspcap32 translated by XazZ

Zx.

pspcap32-v1.1.2-de.zip

Posted by zx-81 in Amstrad at 23:00

PSPVBA: GameBoy Advance Emulator for PSP v1.2.1 German

Hallo,

Here is a german version of pspvba translated by XazZ

Zx.

pspvba-v1.2.1-de.zip

Posted by zx-81 in GameBoy Adv at 19:41

Sunday, July 23. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.2.1

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

This version doesn't work for +2.0 FW !

What's new in version 1.2.1 :

- New feature to save and load a distinct setting file for each games
- Add option to enable/disable the cache with the Graphical Unit
- Emulator menus reorganisation (new menu for settings)

- Bug fix: Emulator menu is now launched on startup
- Bug fix: no more freeze when exiting the emulator
  (but HOME button still doesn't work !)
- Bug fix: bad refresh of the emulator menu/screen

How to use it ?

Have a look to the README.txt file !

One binary version for 1.5 FW and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.2.1.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 21:53

PSPVBA: GameBoy Advance Emulator for PSP v1.2.0 (Media Engine)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

This version doesn't work for +2.0 FW !

What's new in version 1.2.0 :

- All the sound part has been rewritten to use the media engine (faster)
- Graphical Unit access improvement
  (disable cache, may result in graphic artefacts but faster !)
- Add new beautiful icons and background designed by Win-Win (Shadow) !
- Add option to enable/disable GBA battery/flash save
  (to avoid annoying disk save every 10 seconds in several games)

How to use it ?

Have a look to the README.txt file !

One binary version for 1.5 FW and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.2.0.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 11:24

Friday, July 14. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.1.0 (fast and smooth)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

What's new in version 1.1.0 :

- It works now on 2.5 and 2.6 FW (i've tested it using DevHook)
- All the graphic part has been rewritten to replace SDL by direct GU access (faster)
- Sound is now played at 22Khz instead of 11Khz (i can play it up to 44Khz, it's better but slower).
- The images are now smooth (using the GU)
- Snapshot files are now in PNG format (instead of BMP)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This should be the last version for 2.x because i will try to use the ME (available only on 1.5)

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.1.0.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 at 15:19

Wednesday, July 12. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.7 (skin)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.0.7 :

- Sound improvement
- Switch off the sound during screenshot save
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu when the battery is very low (< 5%)
- Add nice icons and background designed by Shadow !
- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.0.7.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

EDIT: This version seems not to work on 2.01+ FW ...

Posted by zx-81 in GameBoy Adv at 02:59

Tuesday, July 11. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.4 (skin)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.0.4 :

- Add icons and background designed by Shadow !
- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)

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

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

pspatari-v1.0.4.zip

Enjoy,

Zx.

PS For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the yellow "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 5200 at 21:49

PSPCAP32: CPC Emulator for PSP v1.1.2 (Skin)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.1.2 :

- Add icons and background designed by Shadow !

- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)
- Bug fix in danzeff keyboard (wrong key mapping)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.1.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 14:11

Sunday, July 9. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

** First i would like to thank you Cyphre for his help on the sound issue ! **

What's new in version 1.0.3 :

- Improve the sound, it's now much more better
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu when the battery is very low (< 5%)
- Enter directly in the emulator menu on startup (instead of the ATARI screen)
- Bug fix in smooth image algorithm (resulting in wrong color display)
- Add keyboard change skin option (you can add your own virtual keyboard images in the graphics directory).
- Modify the file requester to memorize separately the last locations/directory of rom image and keyboard (much more convenient !)

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

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

pspatari-v1.0.3.zip

Enjoy,

Zx.

PS For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the yellow "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 5200 at 21:36

PSPCAP32: CPC Emulator for PSP v1.1.1 (sound is good now !)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

First, i would like to thank Loic Daneels for his hard work on keyboard files !

What's new in version 1.1.1 :

- New keyboard files from Loic Daneels (more than 470 games !)
- Improve the sound, it's now much more better !
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatreturn to the emulator menu when
  the battery is very low (< 5%)
- Add option to modify the "sound tick average" value
  (usefull to avoid sound distortion on many games)
- Enter directly in the emulator menu on startup (instead of the CPC screen)
- Bug fix in smooth image algorithm (resulting in wrong color display)
- Other bug fix (sdl semaphore) and code cleaning

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.1.1.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 17:59

Saturday, July 8. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.6 (minor update)

Hi All,

Here is a minor update of PSPVBA the GameBoy Advance Emulator for PSP.

What's new in version 1.0.6 :

- Add a screen resize option (Ymin/Ymax) to reduce the size of the screen and then speed up the emulation. This can be usefull in car games such as V-rally 3, when we don't care to see the sky or not . It's simple but we can hope to win up to 5% on CPU speed.

- Press Start+Select to return to the emulator menu (whatever the key mapping you have set). This feature is to overcome the issue some of you encountered, when they couldn't go back in the emulator menu because the key they had assigned to the menu didn't respond .

- (re) Add the save battery feature (already available in the original VBA source code), but i haven't tested it so far .

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.0.6.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 22:52

I've joined the DCEMU network !

Hi All !

Today Wraggster from dcemu kindly offered me to host a dedicated website on dcemu network.

So now, if you want to comment out all those emulator ports, please feel free to go there :

zx81.dcemu.co.uk

You can also discuss the news here, or discuss homebrews and emulators i've ported to PSP there !

Cheers, Zx.

Posted by zx-81 in Favorite sites at 18:24

Thursday, July 6. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

What's new in version 1.0.5 :

- New turbo modes (more speed and less graphic artefacts)
- Add SFX enable/disable option (can be used to increase speed)
- Fix in BMP screenshots (no more need to flip the image)
- Improve a bit the sound quality
  (the "ARM tick" can be changed to prevent sound distorsion)
- The SELECT key is now available for user keyboard mapping
  (but don't forget to map a psp key to enter in the emulator MENU !)
- File requester use now two directories for keyboard and rom files
- Fix the bug that made games like Pokemon Fire to crash

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.0.5.zip

This should be the last release for 2.x FW (only if major bugs are found) :

- In my option this version is usable for many games, with acceptable performances
- I will downgrade to 1.5FW soon and may be try to use kernel mode to improve the speed a bit more.

Enjoy,

Zx.

This emulator doesn't work with the Tiff exploit on 2.0, so please use the GTA exploit instead.

Posted by zx-81 in GameBoy Adv at 22:46

Tuesday, July 4. 2006

Update: Keyboard mapping files for PSPCAP32

Hi All,

Loic Daneels has updated his keyboard files pack for Pspcap32.
It contains now the mapping for more than 470 CPC games !

Many thanks to him for his awesome work !!!

Here it is : keyboard pack v6

Zx.

Posted by zx-81 in Amstrad at 12:59

Monday, July 3. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.4

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

I would like to thanks again Tommydanger for his help !

What's new in version 1.0.4 :

- Emulator menu is now directly available on startup
- Add turbo modes, but it can result in graphic artefacts but you can win up to 20% ! (turbo modes don't work for all games)
- Add ARM tick average change option (can be used to increase speed)
- The file default.kbd (keyboard mapping) is now loaded on startup
- Screenshots are now save in BMP format instead of PNG (less memory consumming, so it should not freeze your PSP).
- Many bug fix

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.0.4.zip

Enjoy,

Zx.

This emulator doesn't work with the Tiff exploit on 2.0, so please use the GTA exploit instead.

Posted by zx-81 in GameBoy Adv at 22:05

Saturday, July 1. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.3 (more speed)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

First of all i would like to thanks Tommydanger for his help on bug tracking for the firmware 2.0.

What's new in version 1.0.3 :

- Always better speed !
- Add new render modes (scanline)
- Add FPS/CPU statistics
- The Start key is now usable
- Sound off increase speed
- Many bug fix
- Big Code cleaning

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.0.3.zip

Enjoy,

Zx.

This emulator doesn't work with the Tiff exploit on 2.0, so please use the GTA exploit instead.

Posted by zx-81 in GameBoy Adv at 02:13

Wednesday, June 28. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.2 (speed)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

What's new in version 1.0.2 :

- Major speed improvement !!!
- Better Sound quality (rewritten)
- Add new render modes (smooth)
- Zip file support
- PNG screenshots (instead of BMP)
- Many bug fix
- Code cleaning

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspvba-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in GameBoy Adv at 22:49

Monday, June 26. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.1 (beta)

Hi All,

VisualBoyAdvance is an emulator for GameBoy Advance console.
See http://vba.ngemu.com/ for further informations.

PSPVBA is a port on PSP of the Linux version 1.7.2 of VisualBoyAdvance with SDL support.

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

It's a first beta release, and as we could expect, it doesn't run full speed !

I've done many optimizations to reach the full speed, in particular i've translated all the original source code from c++ to pure C langage for performance purposes, but that's not enough ...

Nevertheless, all required features for an emulator are already presents such as sound, "save states", customizable keys mapping, screenshots etc ...

The sound suport is based on the work of psp298, but it is not really good (mainly due to speed).

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

pspvba-v1.0.1.zip

Enjoy,

Zx.

Posted by zx-81 in GameBoy Adv at 00:06

Wednesday, June 21. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.1.0

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

First, i would like to thank Loic Daneels for his hard work on keyboard files, his feedback and all his usefull suggestions .

What's new in version 1.1.0 :

- New keyboard files from Loic Daneels (more than 380 games !)

- Add keyboard change skin option :
  You can design and add your own virtual keyboard images in the graphics
  directory (as it has been done by DrNicket for PSPInt, the Intellivision emulator).

- Modify the file requester to memorize separately the last locations/directory of disk image, snapshot,
  and keyboard (much more convenient !)

- Add a red LED to show CPC floppy disk access

- Bug fix, SHIFT and CONTROL keys are now working.

- Bug fix in analog pad handler

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.1.0.zip

Enjoy,

Zx.

Posted by zx-81 in Amstrad at 01:00

Saturday, June 17. 2006

PSPInt: Intellivision Emulator for PSP v1.0.6

Hi All,

DrNicket and I, are pleased to present you a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.6 :

- Add keyboard change skins option
- Add beautiful keyboard skins
- New homebrew icon

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

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

pspint-v1.0.6.zip

Enjoy,

DrNicket and Zx.

Posted by zx-81 in Intellivision at 11:03

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.2 (sound)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

What's new in version 1.0.2 :

- Sound support
- Add various render modes (normal/fit/x1.25 ...)
- Code cleaning and bug fix
- New virtual keys

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

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

pspatari-v1.0.2.zip

Enjoy,

Zx.

PS For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the yellow "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

Posted by zx-81 in Atari 5200 at 00:46

Monday, June 12. 2006

Contact informations

If you want to contact me by email : zx81.zx81(at)gmail.com

Cheers, Zx.

Posted by zx-81 in Contact at 09:01

Sunday, June 11. 2006

PSPMSX: MSX Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP

What's new in version 1.0.5 :

- Option to eject the rom
- Disk change doesn't reboot anymore the MSX
  (usefull to play games with multiple disks)
- Sound improvement

Special thanks to Paul Bosselaar for his help on sound issue,
his advices and usefull feedback.

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

pspmsx-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 22:18

PSPInt: Intellivision Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.5 :

- New virtual keyboard (by DrNicket)

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

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

pspint-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 15:42

Saturday, June 10. 2006

PSPInt: Intellivision Emulator for PSP v1.0.4

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.4 :

- Second joystick support
- Add keys to the virtual keyboard
- Option to toggle between players

Auto racing works now on this emulator !

Save state feature is still missing, i've spent hours on it, but without any success (very unstable, it freeze your PSP one time over two ...).

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

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

pspint-v1.0.4.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 10:35

PSPMSX: MSX Emulator for PSP v1.0.4 (final)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP
(and i hope the last).

What's new in version 1.0.4 :

- Disk images are now supported !
- Joystick support

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

pspmsx-v1.0.4.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 00:20

Thursday, June 8. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.1

Hi All,

Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.
See http://atari800.sourceforge.net/ for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

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

It's a first beta release and many work still remain such as sound support, change hardware type, resize screen etc ...

Inside the emulator you can only run Atari 800 ROMS. Nevetheless, you can change hardware type using the original emulator menu (Atari800 Menu) and then change the hardware type, and load the rom you want .

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

pspatari-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in Atari 5200 at 23:18

Tuesday, June 6. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.5 (minor update)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

What's new in version 1.0.5 :

- Add second joystick support

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

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

pspcolem-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 00:02

Monday, June 5. 2006

PSPMSX: MSX Emulator for PSP v1.0.3 (load any roms !)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.0.3 :

- All roms can now be loaded directly !
- MSX version can be changed inside the emulator
  (no need to rename the rom as carta.rom etc ...)
- Fix a bug in sound startup

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

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

pspmsx-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 23:40

PSPInt: Intellivision Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.3 :

- Bug fix in color

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

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

pspint-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 23:13

Sunday, June 4. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.4

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

What's new in version 1.0.4 :

- Add exit menu
- Bug fix: keyboard files are now properly loaded (as it should be).

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

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

pspcolem-v1.0.4.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 12:42

PSPMSX: MSX Emulator for PSP v1.0.2 (save states !)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.0.2 :

- Add Load/Save/Del states menu !
- Add exit menu
- The default MSX model is now MSX2+ (this can be changed by editing the configuration file pspmsx.cfg).

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

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

pspmsx-v1.0.2.zip

Enjoy,

Zx.

Edit:

Not all roms can be started with the rom loader menu, so for example for metal gear 2 the solution is to replace the rom carta.rom (in the pspmsx directory) by the one of metal gear (rename it carta.rom), and it works great at emulator startup .

Posted by zx-81 in MSX at 12:08

PSPInt: Intellivision Emulator for PSP v1.0.2

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.2 :

- Add .int and .itv as valid extention for rom files
- Add exit menu

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

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

pspint-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 11:56

Saturday, June 3. 2006

PSPMSX: MSX Emulator for PSP v1.0.1

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.

It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

I sucessfully modified, and port the source code of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam, and it works fine now on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from http://www.fanjita.org/, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxploit).

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

It's a first beta release and work still remain (save state etc ...)

Sources are included, and are distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the PSP part.

pspmsx-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in MSX at 14:19

Friday, June 2. 2006

PSPInt: Intellivision Emulator for PSP v1.0.1

Hi All,

Jzintv is an emulator of the Intellivision videogame system written by Joe Zbiciak
running on many systems such as Linux, Unix, Windows and MacOS.
See official jzintv site for further informations.

I've sucessfully modified, and port the source code of the Linux version 20051204 of Jzintv.
It's now working fine on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from http://www.fanjita.org/, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxploit).

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

It's the first release and the last (only if major bugs are found).

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

pspint-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 22:28

Wednesday, May 31. 2006

PSPSIM: A SamCoupé Emulator for PSP v1.0.2 (full speed)

Hi All,

Here is a new version of PSPSim the SamCoupé Emulator for PSP.

What's new in version 1.0.2 :

- Add normal screen, zoom x1.5, x1.75 and x2 modes !
- Major speed optimizations (now full speed at 333Mhz)
- Change default keyboard mapping

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

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

pspsim-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in SamCoupe at 00:18

Sunday, May 28. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.3 (final ?)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

What's new in version 1.0.3 :

- Add Load/Save/Del states menu !
- Add .col as valid extention for rom files
- Bug Fix: emulator configuration is now properly loaded on startup.

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

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

pspcolem-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 15:50

PSPColem: A ColecoVision Emulator for PSP v1.0.2

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

What's new in version 1.0.2 :

- The Sound is now fully supported !
- Fix CPU speed issue

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

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

pspcolem-v1.0.2.zip

Enjoy,

Zx.

PS: Special thanks to Fredjmh123 for his help on sound issue/support ...

Posted by zx-81 in ColecoVision at 02:16

Friday, May 26. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.1

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems.

There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

I've sucessfully modified, and port the source code of the Unix version 1.0 of ColEm.
It's now working fine on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from http://www.fanjita.org/, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxploit).

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

It's a first beta release and work still remain (sound support, save state etc ...)

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

pspcolem-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 16:04

Thursday, May 25. 2006

PSPSIM: A SamCoupé Emulator for PSP v1.0.1

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology. For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

I've sucessfully modified, and port the source code of the CVS version 0.90 beta 4 of SamCoupe.
It's now working fine on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from http://www.fanjita.org/, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxploit).

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

It's a first beta release and work still remain (speed, save state etc ...)

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

pspsim-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in SamCoupe at 16:35

Wednesday, May 24. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.9

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.9 :

- New keyboard files from Loic Daneels (more than 270 games !)
- In the key mapping editor, PSP keys can now be left unassigned
- Add Analog pad mapping (in .kbd file format and in the key mapping editor)
- Modify the exit key sequence, it's now Start+L+R to avoid conflict with IR-shell.

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.9.zip

Enjoy,

Zx.

1) Looking for a good web site about CPC ?
http://www.cpczone.net/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/cpc/

Posted by zx-81 in Amstrad at 23:36

Saturday, May 20. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.5 (final)

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP
(and i hope the last).

What's new in version 1.0.5 :

- In the key mapping editor, PSP keys can now be left unassigned
- Disk image can now be loaded on the two drives of the BBC Micro
  (and not only on drive 0).

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

Sources are included, and this package is under "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-v1.0.5.zip

Enjoy

Zx

Looking for games ? have a look here

Posted by zx-81 in BBC Micro at 14:23

Friday, May 19. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.4 (bug fix)

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

What's new in version 1.0.4 :

- Fix CAPSLOCK bug
- Fix auto-load bug with clock at 222 on 1.5FW

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

Sources are included, and this package is under "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-v1.0.4.zip

Enjoy

Zx

Posted by zx-81 in BBC Micro at 19:10

Thursday, May 18. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

What's new in version 1.0.3 :

- New Speed optimization
- Add screen resize menu (x1.25, x1.5, x2)
- Add .img disk file support
- Add a file (run.txt) to specify association between the disk name and
  the name of the program to run (file yyy.img -> CHAIN"xxx")
- Add Analog pad mapping (in .kbd file format and in the key mapping editor)
- Add shortcut to *CAT and CHAIN"xxx" command
- Option to swap between cursor and analog pad is now working

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

Sources are included, and this package is under "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-v1.0.3.zip

Enjoy

Zx

1) Looking for a good web site about BBC Micro ?
http://www.stairwaytohell.com/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/bbc

Posted by zx-81 in BBC Micro at 00:07

Sunday, May 14. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.2

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

What's new in version 1.0.2 :

- Add missing keys in the virtual keyboard
- Add Zip archive support for disk files (.ssd ...), keyboard (.kbd) and state files (.uef).
- Add Load/Save/Del emulator states menu
- Add menu to change the BBC hardware Model
- Add a frameskip option
- Speed optimization (frame display)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

Sources are included, and this package is under "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-v1.0.2.zip

Enjoy

Zx

1) Looking for a good web site about BBC Micro ?
http://www.stairwaytohell.com/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/bbc

Posted by zx-81 in BBC Micro at 22:21

Saturday, May 13. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.1

Hi All,

BeebEm is a famous emulator of the BBC Micro computer series running on both windows and unix. (see beebem)

Originally developed for UNIX systems in 1994 by David Alan Gilbert, it was then ported to windows by Richard Gellman and Mike Wyatt in 1997. At the start of October 2005, David Eggleston started porting the current Windows version of BeebEm (version 2.3) to FreeBSD.

I've sucessfully modified, and port the source code of the 0.0.4 version from Dave Eggleston using PSPSDK environment. It's now working fine on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from http://www.fanjita.org/, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxploit).

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

It's a first beta release and work still remain ...

Sources are included, and this package is under "Beebem" licence, read COPYING.txt file for more information about it.

pspbeeb-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in BBC Micro at 19:18

Update: Keyboard mapping files for PSPCAP32

Hi All,

Loic Daneels has updated his keyboard files pack for Pspcap32.
It contains now the mapping for more than 200 CPC games !

Many thanks to him.

Here it is : keyboard pack v3

Zx.

Posted by zx-81 in Amstrad at 09:33

Monday, May 8. 2006

Portable VNC v1.2.1 working now also on 1.5 FW !

Hi All,

Here is a new version of portable VNC working with 1.0, 1.5, 2.0->2.6 FW.

What's new in this version :

+ Modify wifi connection handler to work on 1.5FW
+ Test wifi switch

** Many thanks to KingPSP to help me to test it on 1.5FW ! **

Thanks also to Yoyofr, Bigal90 and DeMoN X for their help.

My contribution on this app is minor (only code rewritting to fit new interface of PSPSDK, and copy/paste wifi code from psp-ftpd). I just wanted it to work on my PSP 2.5.

Portable VNC is distributed under GNU licence, and sources are provided with the archive.

pspvnc-v1.2.1.zip

Hope that helps,

Cheers, Zx.

Looking for a tuto ? here it is

Posted by zx-81 in VNC Client at 22:53

Portable VNC v1.2 working now for 2.5FW

Hi All,

Here is a new version of portable VNC working with 2.5 FW.

What's new in this version :

+ Compile/Port on latest version of PSPSDK
+ Support >= 2.5 FW
+ Add Support for DHCP (works now with my wifi router)
+ Bug fix (exit hangs) on FW >= 2.5

My contribution on this app is minor (only code rewritting to fit new interface of PSPSDK, and copy/paste wifi code from psp-ftpd). I just wanted it to work on my PSP 2.5.

I've not tested it with 2.6, but it should work properly.

Portable VNC is distributed under GNU licence, and sources are provided with the archive.

pspvnc-v1.2.zip

Hope that helps,

Cheers, Zx.

Posted by zx-81 in VNC Client at 16:01

Sunday, May 7. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.8

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.8 :

- New Speed optimization (Up to 30% faster on many games)
- Add Screenshot save feature (Save up to 10 screenshots in the pspcap32/scr directory)
- Add Configuration file load/save option (if a file pspcap32.cfg is present, it is then loaded on startup)
- Add Background image
- New Keyboard pack files (from Loic Daneels)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.8.zip

Enjoy,

Zx.

1) Looking for a good web site about CPC ?
http://www.cpczone.net/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/cpc/

Posted by zx-81 in Amstrad at 23:58

Thursday, May 4. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.7 (Ultimate)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.7 :

- CPC/PSP Keyboard mapping Editor using the virtual keyboard.
  (You can now load, edit and save your .kbd file inside the emulator).
- The name of the current game is now displayed in the emulator menu
  (this name is used as filename for all saved data such as keyboard
  file or quick save snapshots).
- Bug fix in z80 emulator visible in batman game (couldn't enter in some rooms)
- Bug fix in virtual keyboard, several keys such as Copy or Capslock weren't taken into account.

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.7.zip

Enjoy,

Zx.

1) Looking for a good web site about CPC ?
http://www.cpczone.net/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/cpc/

Posted by zx-81 in Amstrad at 22:50

Tuesday, May 2. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.6 (Fullscreen)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.6 :

- Add Fullscreen (fit width), zoom x1.25 and x1.5 !
- Add |CPM command support in the run.txt file
- Option to swap the CPC joystick keys between PSP analog stick and d-pad

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.6.zip

Enjoy,

Zx.

PS1: Special thanks to Loic for his keyboard files

PS2:

1) Looking for a good web site about CPC ?
http://www.cpczone.net/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/cpc/

Posted by zx-81 in Amstrad at 22:28

Monday, May 1. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.5 :

- Add all missing CPC keys in the virtual keyboard
- Add a file (run.txt) to specify association between
  the disk name and the name of the program to run
  (file yyy.dsk -> RUN"xxx)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.5.zip

Enjoy,

Zx.

PS:

1) Looking for a good web site about CPC ?
http://www.cpczone.net/
2) Looking for games:
ftp://ftp.nvg.ntnu.no/pub/cpc/

Posted by zx-81 in Amstrad at 12:01

Thursday, April 27. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.4 (faster than ever !)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.4 :

- New Speed optimization (frame display)
- Bug fix in PSP Clock Frequency option (now it works !!!)
- Add Load/Save/Del states menu

- Shortcut to run the "Cat" command

- Shortcut to RUN" after disk loading
  (when program to run has the same name as the archive file)
- Automatic keyboard file loading
  (when keyboard file has the same filename as disk or snapshot file)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.4.zip

Enjoy,

Zx.

PS

1) Looking for a good web site about CPC ?
   http://www.cpczone.net/
2) Looking for games:
   ftp://ftp.nvg.ntnu.no/pub/cpc/

Posted by zx-81 in Amstrad at 22:57

Tuesday, April 25. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.3 :

- Full Speed Emulation, due to several optimizations :
  > Z80 emulation code (rewrite instructions decoder part)
  > Display/graphic functions improvements

- Add a "frame skip" option in the emulator menu

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in Amstrad at 22:58

Sunday, April 23. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.2

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

What's new in version 1.0.2 :

- Emulator options menu to change parameter such as sound, clock ...
- Zip archive (.zip) support for both disk files (.dsk) and snapshot files (.sna).
- User Keyboard mapping file to specify dedicated mapping between CPC and PSP keys (usefull for games that use particular keys and/or don't support joystick).

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

This package is under GPL Copyright, read COPYING file for more information about it.

pspcap32-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in Amstrad at 23:03

PSP-FTPD: A FTP Server on your PSP v0.3.5

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.5 :

- Ask and wait for the user to set the wifi switch on
- Retry to connect to the wifi access point when an error occured on startup.
- The user can stop the wifi access point connection using [] key

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

Two binary versions (for 2.x and 1.5 FW) and sources are included in this zip archive : pspftpd-v0.3.5.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 11:30

Saturday, April 22. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.0.1

Hi All,

Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.
This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

I've sucessfully modified, fixed bugs and port the source code of the 4.2.0 version using PSPSDK environment. It's now working fine on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from http://www.fanjita.org/, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxploit).

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

It's a first release and work still remain to improve speed, load .zip files etc ...

This package is under GPL Copyright, read COPYING file for more information about it.

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

pspcap32-v1.0.1.zip

Enjoy,

Zx.

Posted by zx-81 in Amstrad at 13:02

Thursday, April 20. 2006

Peldet 0.8b working for 2.5FW

Here is a binary version working with 2.x (just rebuild using PSPSDK and sources)

I've compiled it for me, hope that help,

peldet 0.8b FW 2.5

Zx.

Posted by zx-81 in Telnet at 09:07

Saturday, April 15. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.4 (skin)

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.4 :

- Add a background image designed by Cortès the Killer
- Diplay IP address of the last connected FTP Client

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

Two binary versions (for 2.x and 1.5 FW) and sources are included in this zip archive : pspftpd-v0.3.4.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 12:09

Friday, April 14. 2006

PSPX48: a HP48 Calculator emulator v1.0.4

Hi all,

Here is a new release of the HP48 emulator for PSP.

What's new in version 1.0.4 :

- Load external application or game files and libraries !!!
  (with .48 and .lib file extentions).

- Hardware reset of the HP48
  (inside the application file selector window)

- Add usefull informations in the README file, and in particular all steps to
  load application or game files (so please read it)

The HP48 documentation is there : user guide

As far as i know Helwet Packard graciously began allowing HP48 bios to be downloaded in 2000 (you need it, but it is NOT part of my PSPX48 package because it's not GNU !).

This rom can easily be found here : hpcalc

If you have any comments or questions, please feel free to ask on :

DCEmu PSP forum

As always, the package is under GPL Copyright and sources are included.

PSPX48 v1.0.4

If you want to add two more slots of memory to your HP48 download and unzip also this archive :

PSPX48 mem slots

Enjoy,

Zx.

Posted by zx-81 in HP 48 at 00:26

Monday, April 10. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.3 (multi user)

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.3 :

You can now specify several user name, password and root directory
in a configuration file (psp-ftpd.cfg) in order to host a FTP server
with multi-user and multi root/home directories .

See the psp-ftp.cfg file for the exact syntax on a simple example.

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

Two binary versions (for 2.x and 1.5 FW) and sources are included in this zip archive :
pspftpd-v0.3.3.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 22:51

PSPXTI: A TI-92 Calculator emulator v1.0.6

Hi All,

I've just released the version 1.0.6 of the PSP TI-92 calculator.

What's new in this version ?

- Using LTRIGGER + X key, you can now have the LCD of the TI-92 in full screen, much more convenient to play TI-92 games .

- A simple but usefull TI-92 application called "auto close braquets" has been added in the package (found on ticalc.org web site).

I remember you that PSPXTI version prior to 1.0.4 are buggy and computation errors may occurs,
so please update to earlier releases.

Many TI92 stuff can be found on the following urls :
http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

This version works with 2.xFW. and 1.5FW.

pspxti-v1.0.6.zip

It's distributed under GNU licence and sources are included.

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 20:23

Sunday, April 9. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.2

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.2 :

- Capability to specify in a configuration file (psp-ftpd.cfg), a root directory for the ftp server, to prevent ftp clients to access all the content of your memory stick. See the psp-ftp.cfg file for the syntax (The file format has changed !).

- Improve transfert rate: 500kbps from PSP->PC and 350kbps from PC->PSP using Filezilla. DON'T USE Internet Explorer if you expect high transfert rates, use rather Filezilla or other suitable FTP clients.

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

Two binary versions (for 2.x and 1.5 FW) and sources are included in this zip archive : pspftpd-v0.3.2.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 21:27

Saturday, April 8. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.1

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.1 :

- Bug fix in rename command, RNFR handshake message was not strictly compliant with the RFC, and it wasn't understood by IExplorer.
- Capability to specify in a configuration file (psp-ftpd.cfg), a couple user/password for FTP authentication.
- Binary version for 1.5FW
- Improve transfert rate (500kbps from PSP->PC, 200kbps from PC->PSP)
- Increase wifi connection delay (should be easier to connect to your router)
- Add usefull informations in the README file (so please read it)

How to use it ?

Run PSP-FTPD on your PSP, and choose your wifi access point using arrow and press X to validate. After few seconds, you should see the message "FTP Server is now running on ftp://192.168.0.10/ (the IP of your connection)

If you use anonymous connection (without any password in the psp-ftpd.cfg file) then you can access your PSP using Internet Explorer with the previous URL (ftp://192.168.0.10/).

If you use authentication, you have to specify user and password in the URL, for example : ftp://zx:zx@192.168.0.10/

When you have finished to transfert, rename, remove etc ... files on your PSP, you can press the [] key to close the connection and go back to the eloader.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

Two binary versions (for 2.x and 1.5 FW) and sources are included in this zip archive : pspftpd-v0.3.1.zip

Enjoy, Zx.

Posted by zx-81 in FTP Server at 18:43

Friday, April 7. 2006

PSP-FTPD: A FTP Server on your PSP (v0.3)

Hi All,

PSP-FTPD is a simple FTP server for the PSP. It was originally written by PSPKrazy, and then improved by Raf (PSPDEV environnement compilation)

It permits to send and retrieve files or complete directories to and from your PSP without any cables, using your Wireless connection (WIFI), with a FTP client on your PC such as Filezilla (http://filezilla.sourceforge.net/).

Here is the list of the new features and changes i've done for this version :
- A menu to select your WIFI Access point.
- A really working multi-threaded version that can handle several client at the same time, and exit properly.
- Removing all user/password security check stuff (useless for file transfert between a PC and a PSP).
- Capability to rename files (FTP commands RNFR and RNTO)
- Capability to download or upload recursively a complete directory
- Many bug fixes.
- Working version for 2.5 and i hope for 2.6 FW.

It has been tested using gFtp on Linux and Filezilla on Windows.

A binary version for 2.xFW and sources are included in this zip archive : pspftpd-v0.3.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 23:36

Friday, March 31. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.5 (bug fix)

Hi All,

I've just released the version 1.0.5 of the PSP TI-92 calculator.

Computation errors have been found in previous versions of the emulator, and for example ln(x) function gave false results for x < 1.0.

After a long period of bug tracking, errors have been found in 12 instructions of the 68000 processor emulator. Those bugs were all presents in the original source code of Xtiger. Those bugs are fixed now.

This version works with 2.xFW. and 1.5FW.

pspxti-v1.0.5.zip

It's distributed under GNU licence and sources are included.

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 22:08

Monday, March 27. 2006

PSPX48: a HP48 Calculator emulator v1.0.3

Hi all,

Here is a new release of the HP48 emulator for PSP.

There is no change, only a bug fix for FW 2.0, so there is no need to update/download only if it wasn't working on your PSP.

CousinWeb gave me his PSP today with a FW 2.0 and i've fixed the bug that froze PSPX48 at startup.

As always, the package is under GPL Copyright and sources are included.

PSPX48 v1.0.3

Enjoy, Zx.

Posted by zx-81 in HP 48 at 20:09

Tuesday, March 21. 2006

PSPX48: a HP48 Calculator emulator v1.0.2

Hi all,

Here is a new release of the HP48 emulator for PSP.

Some minor bugs have been fixed in the keyboard handler, and it should be more stable now.

The package is under GPL Copyright and sources are included.

PSPX48 v1.0.2

It has been tested on PSP with FW 2.5 using Fanjita GTA loader, and should also work on 2.0 and 1.5 FW.

Enjoy, Zx.

Posted by zx-81 in HP 48 at 23:31

PSPXTI: A TI-92 Calculator emulator v1.0.4

Hi All,

I've just released the version 1.0.4 of the PSP TI-92 calculator.

We can now toggle between classical skin and aqua skin inside the emulator !

Some minor bugs have been fixed in the keyboard handler, and it should be more stable now.

This version works with 2.xFW. and 1.5FW.

pspxti-v1.0.4.zip

It's distributed under GNU licence and sources are included.

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 23:28

Sunday, March 19. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.3

Hi All,

I've just released a new version of the PSP TI-92 calculator, it works now with TI-92+ v1.1 ROM !
A reset function has been added in the "application file selector window" in order to reset the emulator (loosing all data in memory).

PedRom, a TI-92 ROM under GNU licence, is now included in this package. This rom is only usefull to do basic operations and its capabilities can't be compared to TI ones.

I've tested this version only with 2.5FW. Nevertheless a 1.5FW version tested by SubZero is also available in this archive.

pspxti-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 22:58

Saturday, March 18. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.2

Hi All,

I've just released a new version of the PSP TI-92 calculator. We can now load basic and asm programs (.92x files) directly in this emulator.

I've modified the key mapping, and function keys are now usable with the keyboard cursor, using analog pad.

A simple game (basic arkanoid ancestor) is given as an example in this archive. You have to press select + L1 + R1 to enter in the file selector, choose the file you want to load in your TI-92 emulator. Then enter the name of the program you want to run (ex: arkanoid()), or use the VLINK menu of the TI-92 (2nd + minus key).

I've tested this version only with 2.5FW. Nevertheless a 1.5FW version (generated using upspear 0.15) is also available in this archive.

pspxti-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 21:27

Wednesday, March 15. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.1

Hi all,

Here is a new version, with aqua skin.

PSPXTI v1.0.1 with sources

I like much more this skin

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 20:40

PSPXTI: A TI-92 Calculator emulator v1.0.0

Hi all,

XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).
It was originally written by Jonas Minnberg and was closed source.
Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

I've sucessfully modified and port the source code of the 0.8 version using PSPSDK environment. It's now working fine on PSP !

The package is under GPL Copyright and sources are included.

PSPXTI v1.0.0 with sources

I've tested it only on PSP with FW 2.5 using Fanjita GTA loader, but it seems to work also on 2.x, and a 1.5 FW version is also include (generated using upspear 0.1).

Many TI92 stuff can be found on the following urls :

http://www.ticalc.org, and on the texas instruments web site http://education.ti.com

Here is a PDF version of the manual : TI 92+ manual

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

Enjoy,

Zx.

PS: Here is what you are looking for : here

Posted by zx-81 in TI 92 at 10:55

Sunday, March 12. 2006

A Virtual Keyboard for your PSP

Hi All,

I've made a javascript keyboard (using severals ones i've found on the web).

Here is a demo :

psp web keyboard

It is very usefull for me to make google search, or to enter URL in a more friendly manner

You can unzip the archive on your memory stick and then add a bookmark to the location such as file:/psp/qwerty/index.html

Here is the zip file : qwerty.zip

Enjoy !

Zx.

Posted by zx-81 in Keyboard at 12:48

PSPX48: a HP48 Calculator emulator v1.0.1

Hi all,

X48 is an unix emulator (under X Window) of the famous HP48 GX calculator.
It has been written many years ago by Eddie C. Dost in C langage.

I've sucessfully modified and port the source code of the 0.4.0 version using PSPSDK environment. It's now working fine on PSP !

The package is under GPL Copyright and sources are included.

PSPX48 v1.0.1 binary version only

PSPX48 v1.0.1 with sources

It has been tested on PSP with FW 2.5 using Fanjita GTA loader, and also on 2.0 and 1.5 FW.

Many HP48 stuff can be found on the following url: hpcalc

The HP48 documentation is there : user guide

As far as i know Helwet Packard graciously began allowing HP48 bios to be downloaded in 2000 (you need it, but it is NOT part of my PSPX48 package because it's not GNU !).

This rom can easily be found here : hpcalc

If you have any comments or questions, please go there and ask :

DCEmu PSP forum

Enjoy,

Zx.

Posted by zx-81 in HP 48 at 12:37