

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

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

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

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, 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 different 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

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

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

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

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 successfully 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 developed 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 (kxloit).

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