

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

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

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

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

Tuesday, October 16. 2007

## **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

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

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 extension). 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 different 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

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



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

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

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

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 ...

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

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 successfully 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 (kxexploit).

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