

Friday, August 25. 2006

PSPVBA: No longer updated and maintained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

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.

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

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 unfortunately 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

Monday, July 24. 2006

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 :

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

- 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

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

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

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

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 consuming, 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