

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

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

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](#)

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

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 one of the best emulators 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 developed 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



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

Posted by zx-81 in Atari 2600 at 19:32

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, 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

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 :

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

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 T07 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

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 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

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

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

Monday, July 28. 2008

### **PSP2600: Atari 2600 emulator for PSP v1.1.4 (minor update)**

Hi All,

For gamers who have missed previous versions, Stella is one of the best emulators 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 developed 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

Posted by zx-81 in Atari 2600 at 20:13

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

Saturday, June 21. 2008

## **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 completely rewritten and inspired from 8910 driver of xname.
- 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



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

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](http://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 disk file using 7-zip available at [www.7-zip.org](http://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

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 one of the best emulators 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 developed 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

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 Anscorb 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



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](#)

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

Posted by zx-81 in TI 99 at 19:37

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

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

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 T07 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

\*\*\* UPDATE \*\*\*

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

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

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)**

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

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.

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

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

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

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

Posted by zx-81 in Atari 7800 at 12:53

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 one of the best emulators 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 developed 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 extension
- 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

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

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

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 Anscorb 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

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.

pspbbeb-v1.1.0-fw15.zip

pspbbeb-v1.1.0-fw3x.zip

pspbbeb-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



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

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

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 virtual 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

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

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

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 ).



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

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

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 different 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

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

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

Posted by zx-81 in Thomson T07 at 21:22

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



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

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

## **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

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

### **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

## **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

Saturday, June 16. 2007

## **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

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

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

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

Sunday, March 25. 2007

## **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

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 T07 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 T07 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.

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

- 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 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

### **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 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

### **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 extension
- 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 different 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 extension). 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

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

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



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

## **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

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, 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

Saturday, December 2. 2006

## **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 T07 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,

DrNickel and Zx.

Posted by zx-81 in Intellivision at 23:12

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

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

As far as i know Hewlett 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 extension))

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.

pspbbeb-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.



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

I've successfully 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

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 shortcuts
- 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 shortcuts
- 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

### **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

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 :

## 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

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 !

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

- 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

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 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

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 DrNickel 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

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 DrNickety)

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.

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

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. Nevertheless, 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.

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

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 successfully 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 ...

## **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

Thursday, May 25. 2006

## **PSPSIM: A SamCoupe 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 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 (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

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.

pspbbeb-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.

pspbbeb-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.

pspbbeb-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.

pspbbeb-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 successfully 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 (kxexploit).

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.

pspbbeb-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

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

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 successfully 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

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

## **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](http://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

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 successfully 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](#)

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

Posted by zx-81 in TI 92 at 10:55

Sunday, March 12. 2006

### **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