

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

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

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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

Monday, September 22. 2008

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,

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zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Amstrad at 22:35

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 1. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.0

Hi All,

Here new (final?) version of PSPCAP32 the CPC Emulator for PSP.

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.

This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

What's new in version 1.4.0 :

- Major speed improvements, frame rate reached 55 fps at 222Mhz on startup and 67 fps at 266Mhz
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Add gzipped disk file support, reduce disk file size from 190k to 20k ! (you may gzip original dsk file using www.7-zip.org)
Of course, gzipped disk files are also browsable using disk explorer inside the emulator, and when possible, they can be run automatically.
- Add eboot's music
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (snapshot, disk, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games in your disk and snapshot folders !
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Fix random black screen issue
- Source code can now be compiled to build a linux version

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

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

This homebrew has been tested on both FAT and SLIM (thanks to Greg) with cfw 3.90-m33 + add fw1.5, but it should work on any other DAX custom firmwares.

pspcap32-v1.4.0-fw3x.zip

pspcap32-v1.4.0-fw15.zip

pspcap32-v1.4.0-src.zip

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

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zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Amstrad at 18:42

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.

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 Amstrad at 21:42

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

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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

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.

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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 19:47

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

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

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

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

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

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

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

Tuesday, July 11. 2006

PSPCAP32: CPC Emulator for PSP v1.1.2 (Skin)

Hi All,

Here is a new version of PSPCAP32 the CPC Emulator for PSP.

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.1.2 :

- Add icons and background designed by Shadow !
- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)
- Bug fix in danzeff keyboard (wrong key mapping)

How to use it ?

Have a look to the README.txt file !

Two binary versions (for 2.x and 1.5 FW) and sources are included in the zip archive.

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

pspcap32-v1.1.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 14:11

Sunday, July 9. 2006

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,

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[zx81's forum on dcemu network](#)

Posted by zx-81 in Amstrad at 17:59

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

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

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 13. 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 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