Monday, November 2. 2009

GP2X-Mancala: A Mancala Game v1.1.1 for GP2X

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala"
came from arabic word "naqalah" that means literaly "To move".
Gp2x-Mancala is the "Awari" variant, and even if the rule of this game is simple,
the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their
implementation of the classical Minimax algorithm.

The touch screen is supported, and there is a two players 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.

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial
position, all pits are filled with four stones, thus the initial position has
48 stones.

The player to move chooses one of its own, nonempty pits and removes all
stones from the pit. The player then sows the stones, counterclockwise, over
the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones
after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or
3 stones, they are captured as well, and this process is repeated clockwise,
until the own pit, or an enemy pit containing less than 2 or more than 3
stones is reached.

The player who captures most stones, wins the game. The game end when a
player cannot move, however, to avoid such a situation early in the game, it
is not allowed to do a move that leaves the opponent without countermove,
unless all moves eradicate the opponent.

Here is a full working binary version :
gp2xmancala-v1.1.1-bin.zip

Here is the source code :
gp2xmancala-v1.1.1-src.zip

   Enjoy,

        Zx

If you want to discuss on this homebrew, you can do it here :

My forum on dcemu network or http://www.gp32x.com/.

```
Posted by zx-81 in Mancala at 22:41
```

Sunday, October 25. 2009

Gp2X-GO: GO Game for the GP2X v1.1.0

Hi All,

GNU-Go is an ASCII command line GO game running on MacOS X,
Windows and many Unix systems. (see GNU Go web site)

GP2X-GO is a port of GNU-Go 3.6 and i've added a Graphical User interface.

Special thanks to Pharyon for the nice picture.

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.

For those who wonders how to play go ? here is a good site !
Here is a full working binary version :
gp2xgo-v1.1.0-bin.zip

Here is the source code :
gp2xgo-v1.1.0-src.zip

   Enjoy,

       Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Go Game at 21:13

Sunday, October 4. 2009

GP2X-Atari: Atari 800/130/5200 Emulator for GP2X v1.1.0

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.
GP2X-Atari is a port on GP2X of the PSP version.

Many new features have been added since latest GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- 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 (cartridges, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your cartridges folder !

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

Here is a full working binary version :
gp2xatari-v1.1.0-bin.zip

Here is the source code :
gp2xatari-v1.1.0-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

    Posted by zx-81 in Atari 5200 at 12:37

Monday, September 21. 2009

Gp2X-TI99: A TI-99 emulator for Gp2X v1.1.0

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/)

Gp2x-TI99 is a port on Gp2x of the version i've previously ported to PSP.

Many new features have been added since latest GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- 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 (cartridges, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your cartridges folder !

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/).

You can give a try to the cartridges package :
here

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

Here is a full working binary version :
gp2xti99-v1.1.0-bin.zip

Here is the source code :
gp2xti99-v1.1.0-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in TI 99 at 21:07

Saturday, September 5. 2009

GP2X-2600: Atari 2600 emulator for GP2X v1.1.0

Hi All,

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.

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !

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

Here is a full working binary version :
gp2x2600-v1.1.0-bin.zip

Here is the source code :
gp2x2600-v1.1.0-src.zip

  Enjoy,

      Zx.

UPDATE: a 'joy' folder was missing, i've uploaded a new zip version (thanks to Neil for his feedback).

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

    Posted by zx-81 in Atari 2600 at 23:41

Sunday, August 30. 2009

GP2X-MSX: MSX Emulator for GP2X v1.2.0

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.

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)

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

Here is a full working binary version :
gp2xmsx-v1.2.0-bin.zip

Here is the source code :
gp2xmsx-v1.2.0-src.zip

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in MSX at 11:28

Saturday, August 29. 2009

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.5.1

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)

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- 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
- Add option to disable auto fire in settings menu
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- bug fix in CRTC emulation
 (games such as Prehistorik II just couldn't be launched)

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

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

Here is a full working binary version :
gp2xcap32-v1.5.1-bin.zip

Here is the source code :
gp2xcap32-v1.5.1-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Amstrad at 10:49

Wednesday, August 26. 2009

GP2X-Colem: Colecovision emulator for GP2X v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system 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.

GP2X-Colem is a port on GP2X-F100 of my previous PSP port version of ColEm.

What's new in version 1.1.0 :

- 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 !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression
  (with STZ as file extention). 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.
  (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help 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)
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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

Here is a full working binary version :
gp2xcolem-v1.1.0-bin.zip

The source code is here :
gp2xcolem-v1.1.0-src.zip

Enjoy,

    Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
Posted by zx-81 in ColecoVision at 21:24
```

Tuesday, August 25. 2009

GP2X-Chess: Chess game for GP2X-F100 v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

GP2X-Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It has been developped and tested on GP2X-F100 with FW 4.1.0

What's new in this version ?

- Share the code for both Wiz and GP2X-F100 version
- Improve menu navigation using joystick
- New background images

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.

Here is a full working binary version :
gchess-v1.1.0-bin.zip

Here is the source code :
gchess-v1.1.0-src.zip

Enjoy,

        Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

    Posted by zx-81 in Chess Game at 18:36

Friday, August 29. 2008

GP2X-Write: A Text Editor for GP2X v1.1.0

Hi All,

Here a new version of gp2x-write the text editor for GP2X.

For those who haven't seen previous release, it permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

What's new then ?

- New background images from Gruso !
- Add word wrap mode !
- New built in fonts with various size (8x10, 8x14, 8x16 and 16x22)
- New option to specify wrap settings
- New hotkey to display help menu
- New hotkey to rewrap a paragraph
- A new menu for all settings
- Minor 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.

write-v1.1.0-bin.zip

write-v1.1.0-src.zip

 Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Text Editor at 19:19

Monday, June 23. 2008

GP2X-Dragon: A Dragon / Tandy Coco Emulator for GP2X v1.0.2

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.

GP2X-Dragon is a port on GP2X of the PSP version of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all GP2X SDK developpers.

What's new then ?

- Fix sound issue using the patch sent by original X-roar's author,
  aka Ciaran himself (big thanks to him !!)
- Bug fix with volume settings (it didn't work properly)
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (rom, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games on your disk and rom folders !
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !

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.

Here is a full working binary and source :
dragon-v1.0.2-bin.zip

dragon-v1.0.2-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Tandy Coco at 23:17

Saturday, June 21. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.4.1

Hi All,

Here is another version of GP2X-CAP32 the CPC emulator for GP2X.

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 1.4.1 :

- 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 file.

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

** UPDATE ** :

Another bug has been found by Carl Murray (thanks to him) and here is a fix (v1.4.2)

Here is a full working binary and source :
cap32-v1.4.2-bin.zip

cap32-v1.4.2-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

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 homebrew, you can do it here :

dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Amstrad at 15:04

Thursday, June 5. 2008

GP2X-MSX: MSX Emulator for GP2X v1.1.0

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- Speed improvements
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using www.7-zip.org)
- 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 on your disk and rom folders !
- In the emulator menu you can go directly to keyboard and settings
  menu using the L-Trigger key.
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !

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

Here is a full working binary version :
msx-v1.1.0-bin.zip

Here is the source code :
msx-v1.1.0-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in MSX at 21:51

Tuesday, June 3. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.4.0

Hi All,

Because faster is better, here is another version of GP2X-CAP32 the CPC emulator for GP2X.

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 :

- Speed improvements
- 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.
- 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.
- The sound can be set a bit louder

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

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

Here is a full working binary and source :
cap32-v1.4.0-bin.zip

cap32-v1.4.0-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

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.

PS: Looking for games, here is a good site ?

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

```
 Posted by zx-81 in Amstrad at 21:35
```

Sunday, April 27. 2008

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.3

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.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

What's new in this version ?

- Minor speed improvement ...
- Bug fix in sound volume control
- Bug fix in rom file requester

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

Here is a full working binary version :
sim-v1.0.3-bin.zip

And source code :
sim-v1.0.3-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

   Posted by zx-81 in SamCoupe at 23:28

GP2X-7800: Atari 7800 emulator for GP2X v1.0.4

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.2 that i had previously ported to PSP.

What's new in this version :

- Optimizations to speed up the emulation, frame rate is now close to 50 fps even at 200Mhz
- Bug fix in the file requester

- L/R Trigger key can be used in the keyboard settings menu

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

Here is a full working binary version :
7800-v1.0.4-bin.zip

Source code is here :
7800-v1.0.4-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

```
Posted by zx-81 in Atari 7800 at 15:28
```

GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.2

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).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

What's new then in this version ?

- Fix in sound volume control

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
mo5-v1.0.2-bin.zip

Here is the source code :
mo5-v1.0.2-src.zip

This should be the first and the last version ...

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.


```
Posted by zx-81 in Thomson MO5 at 12:08
```

GP2X-Colem: Colecovision emulator for GP2X v1.0.3 (final)

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.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.3 :

- Speed improvements, the z80 part has been rewritten using jump tables,
- Emulation accuracy improvements (original hidden frameskip of one has
  been removed, and cpu cycles are modified according to ntsc/pal mode)
- Add ntsc/pal option
- Display and save thumbnail images for each save state
- 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)
- Auto-fire mode, press RTrigger+X to switch it on/off
- New graphics and add a simple intro splash screen
- Option to display frame rate
- 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.

Here is a full working binary version :
colem-v1.0.3-bin.zip

The source code is here :
colem-v1.0.3-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.


```
Posted by zx-81 in ColecoVision at 00:04
```

Sunday, April 6. 2008

GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.1

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).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

Thanks to Raven for graphics stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

Here is a full working binary version :
mo5-v1.0.1-bin.zip

Here is the source code :
mo5-v1.0.1-src.zip

This should be the first and the last version ...

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Thomson MO5 at 17:53

Saturday, April 5. 2008

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.4

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.

What's new in this version ?
- Load and save state !
- Speed improvements
- Display and save thumbnail images for each save state
- Auto-fire mode, press RTrigger+X to switch it on/off
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between
  Normal, LTrigger and RTrigger compose mapping.
- Add several hotkeys :
. settings such as fps, 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)
- 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.

If you're looking for games and software have a look here :
to7-70 games

Here is a full working binary version :
thom-v1.0.4-bin.zip

Here is the source code :
thom-v1.0.4-src.zip

This should be the last version ...

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Thomson TO7 at 18:36

```
Friday, April  4. 2008
```

GP2X-MSX: MSX Emulator for GP2X v1.0.6

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- Speed improvements in CPU and sound emulation
- Add missing keys such as HOME, GRAPH, STOP
- Add option to increase emulated sound volume
  (different from gp2x volume)
- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as 1942)
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- 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)

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

Here is a full working binary version :
msx-v1.0.6-bin.zip

Here is the source code :
msx-v1.0.6-src.zip

This should be the last version,

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

```
Posted by zx-81 in MSX at 19:41
```

Thursday, March 27. 2008

GP2X-2600: Atari 2600 emulator for GP2X v1.0.6

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this (final) version :

- 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.
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- 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)

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

Here is a full working binary version :
2600-v1.0.6-bin.zip

The source code is here :
2600-v1.0.6-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK
developers.

Special thanks to Slaanesh, Manjuu and Sbock.

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Atari 2600 at 19:43

Sunday, February 3. 2008

GP2X-7800: Atari 7800 emulator for GP2X v1.0.3

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.2 that i had previously ported to PSP.

What's new in this version :

- Many optimizations to speed up the emulation, frame rate is now 50 fps at
  220Mhz in many games.
- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as xevious !)
- Add new hotkeys :
  . settings such as fps 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)
  . setup auto fire speed
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add
  hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
7800-v1.0.3-bin.zip

Source code is here :
7800-v1.0.3-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Atari 7800 at 22:28

Thursday, January 31. 2008

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.2

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.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

What's new in this version ?

- major speed improvements !

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

Here is a full working binary version :
sim-v1.0.2-bin.zip

And source code :
sim-v1.0.2-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in SamCoupe at 23:28

Sunday, January 20. 2008

GP2X-Dragon: A Dragon / Tandy Coco Emulator for GP2X 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.

GP2X-Dragon is a port on GP2X of the PSP version of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all GP2X SDK 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.

Here is a full working binary and source :
dragon-v1.0.1-bin.zip

dragon-v1.0.1-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Tandy Coco at 20:10

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.3 *ultimate*

Hi All,

Here is the final version of GP2X-CAP32 the CPC emulator for GP2X.

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 :

- Many optimizations to speed up the emulation, frame rate is now 50 fps at
  220Mhz in many games. 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 a bit 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
- 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 ...)

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

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

Here is a full working binary and source :
cap32-v1.3.3-bin.zip

cap32-v1.3.3-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

  Enjoy,

      Zx.

PS: Looking for games, here is a good site ?

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Amstrad at 00:32

Sunday, January 13. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.2 (fullspeed)

Hi All,

Here is a new version (i hope the last) of GP2X-CAP32 the CPC emulator for GP2X.

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 :

- Big speed improvements (~20%) thanks to Noldor & Notaz
  All games can now be run close to fullspeed
- Bug fix in green/monochrome default settings
- Add new hotkeys :
  . settings such as fps 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)

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

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

Here is a full working binary and source :
cap32-v1.3.2-bin.zip

cap32-v1.3.2-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

  Enjoy,

      Zx.

PS: Looking for games, here is a good site ?

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Amstrad at 21:32

Saturday, January 12. 2008

GP2X-2600: Atari 2600 emulator for GP2X v1.0.5 *F200*

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this version :

- Bug fix, now working with F200 (Thanks to Slaanesh)

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

Here is a full working binary version :
2600-v1.0.5-bin.zip

The source code is here :
2600-v1.0.5-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK
developers.

Special thanks to Slaanesh, Manjuu and Sbock.

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Atari 2600 at 10:04

Sunday, December 9. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.1

Hi All,

Here is a new version (i hope the last) of GP2X-CAP32 the CPC emulator for GP2X.

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 :

- Display in green (monochrome)
- 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)

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

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

Here is a full working binary and source :
cap32-v1.3.1-bin.zip

cap32-v1.3.1-src.zip

Special thanks to KaosOverride,

  Enjoy,

     Zx.

PS: Looking for games, here is a good site ?

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Amstrad at 16:56

GP2X-TI99 : A TI-99/4 Emulator for GP2X 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/)

GP2X-TI99 is a port on GP2X 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.

Here is a binary version :
ti99-v1.0.1-bin.rar

Here is the source code :
ti99-v1.0.1-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

Posted by zx-81 in TI 99 at 14:34

Sunday, December 2. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.0

Hi All,

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 1.3.0 :

- Games on disk are now automatically loaded on startup !
- Menu to explore the disk content and possibly load files with
  Basic RUN" command
- Add several news options such as one to display (or not) the border
- Code cleaning

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

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

Here is a full working binary and source :
cap32-v1.3.0-bin.zip

cap32-v1.3.0-src.zip

Special thanks to KaosOverride !

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Amstrad at 00:52

Wednesday, November 28. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.4

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this version :

- 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
- 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.

Here is a full working binary version :
2600-v1.0.4-bin.zip

The source code is here :
2600-v1.0.4-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK
developers.

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

    Posted by zx-81 in Atari 2600 at 19:37

`Sunday, November 18. 2007`

GP2X-GNU Chess: Chess game for GP2X v1.0.1

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

GP2X Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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.

Here is a full working binary version :
gchess-v1.0.1-bin.zip

Here is the source code :
gchess-v1.0.1-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

`  Posted by zx-81 in Chess Game at 16:42`

Saturday, November 3. 2007

GP2X-Write: A Text Editor for GP2X v1.0.2

Hi All,

Here a new version of gp2x-write the text editor for GP2X.

For those who haven't seen previous release, it permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

What's new then ?

- Two cursor modes :
. the cursor move only on already written text (useful to edit existing text file)
. the cursor can move everywhere (useful to display existing text 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.

write-v1.0.2.zip

 Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Text Editor at 15:56

Wednesday, October 17. 2007

GP2X-Write: A Text Editor for GP2X v1.0.1

Hi All,

I'm pleased to announce the first release of GP2X-Write a simple text editor for the GP2X.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

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.

write-v1.0.1.zip

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

  Posted by zx-81 in Text Editor at 22:37

Monday, October 1. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.5 (final)

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- 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

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

Here is a full working binary version :
msx-v1.0.5-bin.zip

Here is the source code :
msx-v1.0.5-src.zip

This should be the last version,

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in MSX at 23:03

Sunday, September 30. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.2.0

Hi All,

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 now close to fullspeed !
- Import CRT emulation part of older version of Caprice32 v4.1.0
  (less accurate, but much faster)
- Add two new render modes : Fast and Ultra.
- Sound is now played in 16 bits and stereo !
- 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
- 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 file.

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

Here is a full working binary and source :
cap32-v1.2.0-bin.zip

cap32-v1.2.0-src.zip

Thanks to KaosOverride for the hints on VDU stuff

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Amstrad at 19:50

Saturday, September 22. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.4 *UPDATE*

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to
PSP.

What's new in this version ?

- Huge speed improvements !
- New graphics
- Display and save thumbnail images for each save state
- 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 (gp2x msx crash when changing the ram size in the
default settings). Thanks to 7th-son for his feedback.

Here is a full working binary version :
msx-v1.0.4-bin.zip

Here is the source code :
msx-v1.0.4-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

Posted by zx-81 in MSX at 16:54

Saturday, June 16. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.3 (bug fix)

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is 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.

What's new this version :

- Bug fix in rom file requester
- Bug fix in keyboard menu
- Decrease sound volume

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

Here is a full working binary version :
2600-v1.0.3-bin.zip

The source code is here :
2600-v1.0.3-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK
developpers.

  Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Atari 2600 at 11:08

Thursday, May 10. 2007

GP2X-TI92: A TI-92 Calculator emulator v1.0.1

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.

Here is a port on GP2X of the version 0.8 using GP2X-SDK environment.

The package is under GPL Copyright and sources are included.

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 : http://www.smendes.com/ti89.pdf

You need the rom of your TI-92 or TI-92 plus v1.1, but it is NOT part of this package
because it is the property of Texas Instruments !

If you own a TI-92 then you can download the TI-92+ v1.1 rom file for example on this site http://ti83khdv.online.fr/

Here is a binary version :
ti92-v1.0.1-bin.zip

Here is the source code :
ti92-v1.0.3-src.zip

  Enjoy,

       Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in TI 92 at 22:39

```
Monday, May  7. 2007
```

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.3

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.

What's new in GP2X-thom version 1.0.3 :

- Improve speed
- Improve emulation accuracy
- Improve volume handler
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Bug fix in file requester

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

Here is a full working binary version :
thom-v1.0.3-bin.zip

Here is the source code :
thom-v1.0.3-src.zip

This should be the last version ...

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
 Posted by zx-81 in Thomson TO7 at 12:19
```

Tuesday, May 1. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.3 (compatibility)

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

This version fix game compatibility issue (all games that required painter.rom cartridge)

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

Here is a full working binary version :
msx-v1.0.3-bin.zip

Here is the source code :
msx-v1.0.3-src.zip

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in MSX at 16:57

Sunday, April 29. 2007

GP2X-Atari: Atari 800/130/5200 Emulator for GP2X 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.
GP2X-Atari is a port on GP2X of the PSP version 1.0.7.

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

Here is a full working binary version :
atari-v1.0.1-bin.zip

Here is the source code :
atari-v1.0.1-src.zip

This is the first version but should be the last version (only if major bugs are found).

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in Atari 5200 at 23:22

Wednesday, April 25. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.2

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version :

- Improve speed
- Improve emulation accuracy
- New render mode
- New default keyboard mapping
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Bug fix in file requester
- Add .mx1 and .mx2 file extention
- Linked with my patched version of

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

Here is a full working binary version :
msx-v1.0.2-bin.zip

Here is the source code :
msx-v1.0.2-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

Posted by zx-81 in MSX at 22:34

Sunday, April 22. 2007

* UPDATE * GP2X-7800: Atari 7800 emulator for GP2X v1.0.2

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.1 that i had previously ported to PSP.

What's new in this version :

- Merge diff from ProSystem v1.2
- Improve speed
- Improve emulation accuracy
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Linked with my patched version of SDL
- New background image
- Bug fix in file requester

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

 Previous version that i've uploaded yesterday was buggy, here is the new one

Here is a full working binary version :
7800-v1.0.2-bin.zip

Source code is here :
7800-v1.0.2-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Atari 7800 at 17:50

GP2X-Colem: Colecovision emulator for GP2X v1.0.2

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.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.2 :

- Improve speed !
- Improve emulation accuracy
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Linked with my patched version of SDL
- Bug fix in file requester

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

Here is a full working binary version :
colem-v1.0.2-bin.zip

The source code is here :
colem-v1.0.2-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in ColecoVision at 14:36

Saturday, April 21. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.2 (final)

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is 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.

What's new this version :

- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function (better accuracy)
- Improve volume handler
- Improve speed (now up to 70 fps at 200 Mhz)
- Linked with my patched version of SDL
- Bug fix in .zip feature

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

Here is a full working binary version :
2600-v1.0.2-bin.zip

The source code is here :
2600-v1.0.2-src.zip

This should be the final version (only if major bugs are found).

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

  Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

    Posted by zx-81 in Atari 2600 at 13:39

Monday, April 16. 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.2

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.

What's new in GP2X-thom version 1.0.2 :

- New speed limiter
- New sound volume handler
- New virtual keyboard position
- Help file can have up to 4096 lines
  (useful to write your own documentation/cheat file)
- Bug fix in sound mute
- Bug fix in joystick handler
  (Diagonals weren't properly handled)
- Bug fix in key mapping
  (reverse Ltrigger and Rtrigger keys)
- New default keyboard mapping :
  (press Trigger + Joystick to emulate cursor keys)
- Bug fix in menus
- Bug fix in file requester
  (crash when moving up)
- Bug fix in exit handler
  (should not freeze anymore)

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

Here is a full working binary version :
thom-v1.0.2-bin.zip

Here is the source code :
thom-v1.0.2-src.zip

This should be the final version (only if major bugs are found).

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Thomson TO7 at 23:31

Sunday, April 15. 2007

GP2X-Yape: A Commodore Plus/4 Emulator for GP2X 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 (alias Commodore Plus/4) model.
It has been written by Attila Grósz, see http://yape.plus4.net for details.

GP2X-Yape is a port of the version v0.32.4.

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

Here is a full working binary version :
yape-v1.0.1-bin.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

   Posted by zx-81 in Commodore at 22:38

GP2X-SIM: A SamCoupé Emulator for GP2X 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.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

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

Here is a full working binary version :
sim-v1.0.1-bin.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in SamCoupe at 18:58

Saturday, April 14. 2007

GP2X-Colem: Colecovision emulator for GP2X 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.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

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

Here is a full working binary version :
colem-v1.0.1-bin.zip

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
  Posted by zx-81 in ColecoVision at 23:16
```

GP2X-2600: Atari 2600 emulator for GP2X v1.0.1

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is 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.

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

Here is a full working binary version :
2600-v1.0.1-bin.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Atari 2600 at 00:11

Friday, April 13. 2007

GP2X-7800: Atari 7800 emulator for GP2X 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 http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.0 that i had previously ported to PSP.

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

Here is a full working binary version :
7800-v1.0.1-bin.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Atari 7800 at 00:34

Thursday, April 12. 2007

GP2X-ZX81: A Sinclair ZX81 emulator for GP2X 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.

Here is a port on GP2X of the version 2.1 that i had previously ported to PSP.

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/

Here is a full working binary version :
zx81-v1.0.1-bin.zip

And the source code :
zx81-v1.0.1-src.zip

  Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

 Posted by zx-81 in Sinclair at 19:41

Wednesday, April 11. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X 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)

Here is a port on GP2X of the version 4.2.0 that i had previously ported to PSP.

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

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

Here is a full working binary version :
cap32-v1.0.1-bin.zip

 Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

   Posted by zx-81 in Amstrad at 02:44

Tuesday, April 10. 2007

GP2X-MSX: MSX Emulator for GP2X 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.

Here is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

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

Here is a full working binary version :
msx-v1.0.1-bin.zip

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in MSX at 19:11

GP2X-Int: Intellivision Emulator for GP2X 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.

Here is a port on GP2X of the version 20051204 that i had previously ported to PSP.

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

Here is a full working binary version :
int-v1.0.1-bin.zip

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

    Posted by zx-81 in Intellivision at 13:47

Monday, April 9. 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.1

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.

Here is a port on GP2X of the version 1.1.5, that i had previously ported to PSP.

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

Here is a full working binary version :
thom-v1.0.1-bin.zip

   Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

```
Posted by zx-81 in Thomson TO7 at 23:16
```

Saturday, April 7. 2007

GP2X-Mancala: A Mancala Game for GP2X v1.01

Hi All,

Mancala is a board game familly, originated in East Africa. The word "Mancala"
came from arabic word "naqalah" that means literaly "To move". GP2XMancala
is the "Awari" variant, and even if the rule of this game is simple,
the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their
implementation of the classical Minimax algorithm.

GP2XMancala is a port of my PSP version.

 Big big thanks to Julien who ported my PSP GnuGO to GP2X

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.

How to play ? Here is the rules available from awari.cs.vu.nl :

  Awari is played on a board where each player owns 6 pits. In the initial
position, all pits are filled with four stones, thus the initial position has
48 stones.

  The player to move chooses one of its own, nonempty pits and removes all
stones from the pit. The player then sows the stones, counterclockwise, over
the remaining pits.

  If the last stone is sown into an enemy pit that contains 2 or 3 stones
after sowing, the stones are captured.

  In this case, if the second last pit is also an enemy pit that contains 2 or
3 stones, they are captured as well, and this process is repeated clockwise,
until the own pit, or an enemy pit containing less than 2 or more than 3
stones is reached.

  The player who captures most stones, wins the game. The game end when a
player cannot move, however, to avoid such a situation early in the game, it
is not allowed to do a move that leaves the opponent without countermove,
unless all moves eradicate the opponent.

mancala-v1.0.1.zip

Special thanks to all GP2X-SDK developpers.

 Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/

UPDATE :
If you want to discuss on this homebrew you'd better do it here :
zx81's forum on dcemu network

Since i can't answer you on www.gp32x.com (my account has been blocked). A kind of welcome joke or anti spam stuff
?

UPDATE2 : gp32x.com issue seems to be fixed now ...

Posted by zx-81 in Mancala at 10:00

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Wednesday, April  4. 2007
```

GP2X ? Here i come !

Thanks to my friend David Chau from gp2xstore.com, i can now develop homebrew not only for the PSP, but also for the nice GP2X Console !

Many many thanks to him,

    Zx

```
 Posted by zx-81 in GP2X F100 at 20:28
```