

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 extension). It's much faster to save or load states now.  
You can use gzip or 7-zip to convert old STA to STZ.  
STA file format is still supported for loading, so you convert your previous saved files inside the emulator.  
(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](#)

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

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

Sunday, April 27. 2008

## **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 22. 2007

## **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 dcmu network or <http://www.gp32x.com/>.

Posted by zx-81 in ColecoVision at 14:36

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