Sunday, June 15. 2008

PSPVE : A Vectrex emulator for PSP v1.0.2

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

PSP-VE is a port on PSP of one latest version of VecX.

What's new then ?

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information
about it.

pspve-v1.0.2-fw3x.zip

pspve-v1.0.2-fw15.zip

pspve-v1.0.2-src.zip

  Enjoy,

       Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

    Posted by zx-81 in Vectrex at 23:22

Monday, June 9. 2008

PSPVE : A Vectrex emulator for PSP v1.0.1

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

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pspve-v1.0.1-fw3x.zip

pspve-v1.0.1-fw15.zip

pspve-v1.0.1-src.zip

It's a first release, work still remain, the sound is really crappy, the rot90 render mode should be improved, the speed is not so good as well etc ...

Here is a video done by stranno :
on youtube

   Enjoy,

        Zx.

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    Posted by zx-81 in Vectrex at 19:17