

Wednesday, May 31, 2006

## **PSPSIM: A SamCoupé Emulator for PSP v1.0.2 (full speed)**

Hi All,

Here is a new version of PSPSim the SamCoupé Emulator for PSP.

What's new in version 1.0.2 :

- Add normal screen, zoom x1.5, x1.75 and x2 modes !
- Major speed optimizations (now full speed at 333Mhz)
- Change default keyboard mapping

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

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

pspsim-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in SamCoupe at 00:18

Sunday, May 28. 2006

### **PSPColem: A ColecoVision Emulator for PSP v1.0.3 (final ?)**

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

What's new in version 1.0.3 :

- Add Load/Save/Del states menu !
- Add .col as valid extention for rom files
- Bug Fix: emulator configuration is now properly loaded on startup.

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

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

pspcolem-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 15:50

### **PSPColem: A ColecoVision Emulator for PSP v1.0.2**

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

What's new in version 1.0.2 :

- The Sound is now fully supported !
- Fix CPU speed issue

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

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

pspcolem-v1.0.2.zip

Enjoy,

Zx.

PS: Special thanks to Fredjmh123 for his help on sound issue/support ...

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

Posted by zx-81 in ColecoVision at 02:16

Friday, May 26. 2006

## **PSPColem: A ColecoVision Emulator for PSP v1.0.1**

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems.

There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See <http://fms.komkon.org/ColEm/> for further informations.

I've successfully modified, and port the source code of the Unix version 1.0 of ColEm. It's now working fine on PSP !

It has been developed on linux for Firmware 2.5 using the great GTA eloader (0.97) from <http://www.fanjita.org/>, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxexploit).

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

It's a first beta release and work still remain (sound support, save state etc ...)

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

pspcolem-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 16:04

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

Thursday, May 25, 2006

### **PSPSIM: A SamCoupé Emulator for PSP v1.0.1**

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology. For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

I've successfully modified, and port the source code of the CVS version 0.90 beta 4 of SamCoupe. It's now working fine on PSP !

It has been developed on linux for Firmware 2.5 using the great GTA eloader (0.97) from <http://www.fanjita.org/>, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxloit).

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

It's a first beta release and work still remain (speed, save state etc ...)

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

pspsim-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in SamCoupe at 16:35

Wednesday, May 24, 2006

## **PSPCAP32: Amstrad CPC Emulator for PSP v1.0.9**

Hi All,

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

What's new in version 1.0.9 :

- New keyboard files from Loic Daneels (more than 270 games !)
- In the key mapping editor, PSP keys can now be left unassigned
- Add Analog pad mapping (in .kbd file format and in the key mapping editor)
- Modify the exit key sequence, it's now Start+L+R to avoid conflict with IR-shell.

How to use it ?

Have a look to the README.txt file !

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

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

pspcap32-v1.0.9.zip

Enjoy,

Zx.

- 1) Looking for a good web site about CPC ?  
<http://www.cpczone.net/>
- 2) Looking for games:  
<ftp://ftp.nvg.ntnu.no/pub/cpc/>

Posted by zx-81 in Amstrad at 23:36

Saturday, May 20. 2006

## **PSPBEEB: BBC Micro Emulator for PSP v1.0.5 (final)**

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP (and i hope the last).

What's new in version 1.0.5 :

- In the key mapping editor, PSP keys can now be left unassigned
- Disk image can now be loaded on the two drives of the BBC Micro (and not only on drive 0).

How to use it ?

Have a look to the README.txt file !

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

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

pspbbeb-v1.0.5.zip

Enjoy

Zx

Looking for games ? have a look here

Posted by zx-81 in BBC Micro at 14:23

Friday, May 19. 2006

**PSPBEEB: BBC Micro Emulator for PSP v1.0.4 (bug fix)**

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

What's new in version 1.0.4 :

- Fix CAPSLOCK bug
- Fix auto-load bug with clock at 222 on 1.5FW

How to use it ?

Have a look to the README.txt file !

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

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

pspbbeb-v1.0.4.zip

Enjoy

Zx

Posted by zx-81 in BBC Micro at 19:10

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

Thursday, May 18. 2006

### **PSPBEEB: BBC Micro Emulator for PSP v1.0.3**

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

What's new in version 1.0.3 :

- New Speed optimization
- Add screen resize menu (x1.25, x1.5, x2)
- Add .img disk file support
- Add a file (run.txt) to specify association between the disk name and the name of the program to run (file yyy.img -> CHAIN"xxx")
- Add Analog pad mapping (in .kbd file format and in the key mapping editor)
- Add shortcut to \*CAT and CHAIN"xxx" command
- Option to swap between cursor and analog pad is now working

How to use it ?

Have a look to the README.txt file !

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

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

pspbbeb-v1.0.3.zip

Enjoy

Zx

1) Looking for a good web site about BBC Micro ?

<http://www.stairwaytohell.com/>

2) Looking for games:

<ftp://ftp.nvg.ntnu.no/pub/bbc>

Posted by zx-81 in BBC Micro at 00:07

Sunday, May 14. 2006

## **PSPBEEB: BBC Micro Emulator for PSP v1.0.2**

Hi All,

Here is a new version of PSPBEEB the BBC Micro Emulator for PSP.

What's new in version 1.0.2 :

- Add missing keys in the virtual keyboard
- Add Zip archive support for disk files (.ssd ...), keyboard (.kbd) and state files (.uef).
- Add Load/Save/Del emulator states menu
- Add menu to change the BBC hardware Model
- Add a frameskip option
- Speed optimization (frame display)

How to use it ?

Have a look to the README.txt file !

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

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

pspbbeb-v1.0.2.zip

Enjoy

Zx

1) Looking for a good web site about BBC Micro ?

<http://www.stairwaytohell.com/>

2) Looking for games:

<ftp://ftp.nvg.ntnu.no/pub/bbc>

Posted by zx-81 in BBC Micro at 22:21

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

Saturday, May 13. 2006

### **PSPBEEB: BBC Micro Emulator for PSP v1.0.1**

Hi All,

BeebEm is a famous emulator of the BBC Micro computer series running on both windows and unix. (see beebem)

Originally developed for UNIX systems in 1994 by David Alan Gilbert, it was then ported to windows by Richard Gellman and Mike Wyatt in 1997. At the start of October 2005, David Eggleston started porting the current Windows version of BeebEm (version 2.3) to FreeBSD.

I've successfully modified, and port the source code of the 0.0.4 version from Dave Eggleston using PSPSDK environment. It's now working fine on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from <http://www.fanjita.org/>, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxexploit).

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

It's a first beta release and work still remain ...

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

pspbbeb-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in BBC Micro at 19:18

### **Update: Keyboard mapping files for PSPCAP32**

Hi All,

Loic Daneels has updated his keyboard files pack for Pspcap32. It contains now the mapping for more than 200 CPC games !

Many thanks to him.

Here it is : keyboard pack v3

Zx.

Posted by zx-81 in Amstrad at 09:33

Monday, May 8, 2006

### **Portable VNC v1.2.1 working now also on 1.5 FW !**

Hi All,

Here is a new version of portable VNC working with 1.0, 1.5, 2.0->2.6 FW.

What's new in this version :

- + Modify wifi connection handler to work on 1.5FW
- + Test wifi switch

**\*\* Many thanks to KingPSP to help me to test it on 1.5FW ! \*\***

Thanks also to Yoyofr, Bigal90 and DeMoN X for their help.

My contribution on this app is minor (only code rewriting to fit new interface of PSPSDK, and copy/paste wifi code from psp-ftpd). I just wanted it to work on my PSP 2.5.

Portable VNC is distributed under GNU licence, and sources are provided with the archive.

pspvnc-v1.2.1.zip

Hope that helps,

Cheers,           Zx.

Looking for a tuto ? here it is

Posted by zx-81 in VNC Client at 22:53

### **Portable VNC v1.2 working now for 2.5FW**

Hi All,

Here is a new version of portable VNC working with 2.5 FW.

What's new in this version :

- + Compile/Port on latest version of PSPSDK
- + Support >= 2.5 FW
- + Add Support for DHCP (works now with my wifi router)
- + Bug fix (exit hangs) on FW >= 2.5

My contribution on this app is minor (only code rewriting to fit new interface of PSPSDK, and copy/paste wifi code from psp-ftpd). I just wanted it to work on my PSP 2.5.

I've not tested it with 2.6, but it should work properly.

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

Portable VNC is distributed under GNU licence, and sources are provided with the archive.

pspvnc-v1.2.zip

Hope that helps,

Cheers,           Zx.

Posted by zx-81 in VNC Client at 16:01

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