

Wednesday, June 28, 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.2 (speed)

Hi All,

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP.

What's new in version 1.0.2 :

- Major speed improvement !!!
- Better Sound quality (rewritten)
- Add new render modes (smooth)
- Zip file support
- PNG screenshots (instead of BMP)
- Many bug fix
- Code cleaning

How to use it ?

Have a look to the README.txt file !

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

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

pspvba-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in GameBoy Adv at 22:49

Monday, June 26. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.1 (beta)

Hi All,

VisualBoyAdvance is an emulator for GameBoy Advance console.
See <http://vba.ngemu.com/> for further informations.

PSPVBA is a port on PSP of the Linux version 1.7.2 of VisualBoyAdvance with SDL support.

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

It's a first beta release, and as we could expect, it doesn't run full speed !

I've done many optimizations to reach the full speed, in particular i've translated all the original source code from c++ to pure C langage for performance purposes, but that's not enough ...

Nevertheless, all required features for an emulator are already presents such as sound, "save states", customizable keys mapping, screenshots etc ...

The sound suport is based on the work of psp298, but it is not really good (mainly due to speed).

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

pspvba-v1.0.1.zip

Enjoy,

Zx.

Posted by zx-81 in GameBoy Adv at 00:06

Wednesday, June 21. 2006

PSPCAP32: Amstrad CPC Emulator for PSP v1.1.0

Hi All,

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

First, i would like to thank Loic Daneels for his hard work on keyboard files, his feedback and all his usefull suggestions .

What's new in version 1.1.0 :

- New keyboard files from Loic Daneels (more than 380 games !)
- Add keyboard change skin option :
You can design and add your own virtual keyboard images in the graphics directory (as it has been done by DrNicket for PSPInt, the Intellivision emulator).
- Modify the file requester to memorize separately the last locations/directory of disk image, snapshot, and keyboard (much more convenient !)
- Add a red LED to show CPC floppy disk access
- Bug fix, SHIFT and CONTROL keys are now working.
- Bug fix in analog pad handler

How to use it ?

Have a look to the README.txt file !

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

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

pspcap32-v1.1.0.zip

Enjoy,

Zx.

Posted by zx-81 in Amstrad at 01:00

Saturday, June 17. 2006

PSPInt: Intellivision Emulator for PSP v1.0.6

Hi All,

DrNicket and I, are pleased to present you a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.6 :

- Add keyboard change skins option
- Add beautiful keyboard skins
- New homebrew icon

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.

pspint-v1.0.6.zip

Enjoy,

DrNicket and Zx.

Posted by zx-81 in Intellivision at 11:03

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.2 (sound)

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

What's new in version 1.0.2 :

- Sound support
- Add various render modes (normal/fit/x1.25 ...)
- Code cleaning and bug fix
- New virtual keys

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.

pspatari-v1.0.2.zip

Enjoy,

Zx.

PS For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the yellow "Atari800 menu" option in the emulator window).

Then select "Cartridge management" then "Insert cartridge" and specify your disk image file, then choose the cartridge type 5200, and go back to the emulator using LTrigger.

Posted by zx-81 in Atari 5200 at 00:46

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

Monday, June 12. 2006

Contact informations

If you want to contact me by email : [zx81.zx81\(at\)gmail.com](mailto:zx81.zx81(at)gmail.com)

Cheers, Zx.

Posted by zx-81 in Contact at 09:01

Sunday, June 11. 2006

PSPMSX: MSX Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP

What's new in version 1.0.5 :

- Option to eject the rom
- Disk change doesn't reboot anymore the MSX
(usefull to play games with multiple disks)
- Sound improvement

Special thanks to Paul Bosselaar for his help on sound issue,
his advices and usefull feedback.

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

pspmsx-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 22:18

PSPInt: Intellivision Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.5 :

- New virtual keyboard (by DrNicket)

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.

pspint-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 15:42

Saturday, June 10. 2006

PSPInt: Intellivision Emulator for PSP v1.0.4

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.4 :

- Second joystick support
- Add keys to the virtual keyboard
- Option to toggle between players

Auto racing works now on this emulator !

Save state feature is still missing, i've spent hours on it, but without any success (very unstable, it freeze your PSP one time over two ...).

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.

pspint-v1.0.4.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 10:35

PSPMSX: MSX Emulator for PSP v1.0.4 (final)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP (and i hope the last).

What's new in version 1.0.4 :

- Disk images are now supported !
- Joystick support

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

pspmsx-v1.0.4.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 00:20

Thursday, June 8, 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP 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.

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

It's a first beta release and many work still remain such as sound support, change hardware type, resize screen etc ...

Inside the emulator you can only run Atari 800 ROMS. Nevertheless, you can change hardware type using the original emulator menu (Atari800 Menu) and then change the hardware type, and load the rom you want .

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

pspatari-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 Atari 5200 at 23:18

Tuesday, June 6. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.5 (minor update)

Hi All,

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

What's new in version 1.0.5 :

- Add second joystick support

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-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 00:02

Monday, June 5, 2006

PSPMSX: MSX Emulator for PSP v1.0.3 (load any roms !)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.0.3 :

- All roms can now be loaded directly !
- MSX version can be changed inside the emulator
(no need to rename the rom as carta.rom etc ...)
- Fix a bug in sound startup

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.

pspmsx-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 23:40

PSPInt: Intellivision Emulator for PSP v1.0.3

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.3 :

- Bug fix in color

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.

pspint-v1.0.3.zip

Enjoy,

Zx.

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

Posted by zx-81 in Intellivision at 23:13

Sunday, June 4, 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.4

Hi All,

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

What's new in version 1.0.4 :

- Add exit menu
- Bug fix: keyboard files are now properly loaded (as it should be).

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-v1.0.4.zip

Enjoy,

Zx.

Posted by zx-81 in ColecoVision at 12:42

PSPMSX: MSX Emulator for PSP v1.0.2 (save states !)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.0.2 :

- Add Load/Save/Del states menu !
- Add exit menu
- The default MSX model is now MSX2+ (this can be changed by editing the configuration file pspmsx.cfg).

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.

pspmsx-v1.0.2.zip

Enjoy,

Zx.

Edit:

Not all roms can be started with the rom loader menu, so for example for metal gear 2 the solution is to replace the rom carta.rom (in the pspmsx directory) by the one of metal gear (rename it carta.rom), and it works great at emulator startup

Posted by zx-81 in MSX at 12:08

PSPInt: Intellivision Emulator for PSP v1.0.2

Hi All,

Here is a new version of PSPInt the Intellivision Emulator for PSP.

What's new in version 1.0.2 :

- Add .int and .itv as valid extention for rom files
- Add exit menu

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.

pspint-v1.0.2.zip

Enjoy,

Zx.

Posted by zx-81 in Intellivision at 11:56

Saturday, June 3. 2006

PSPMSX: MSX Emulator for PSP 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.

I sucessfully modified, and port the source code of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam, and it works fine now on PSP !

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

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

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

Sources are included, and are distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the PSP part.

pspmsx-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 MSX at 14:19

Friday, June 2. 2006

PSPInt: Intellivision Emulator for PSP 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.

I've sucessfully modified, and port the source code of the Linux version 20051204 of Jzintv.
It's now working fine on PSP !

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

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

It's the first release and the last (only if major bugs are found).

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

pspint-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 Intellivision at 22:28