

Sunday, July 30. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.1.2 (For 2.x FW !!)

**** THIS VERSION IS FOR 2.1+ FW PSP ! ****

What's new in version 1.1.2 (compared to v1.1.1) :

- Rewrite partially the code of the graphic stuff
(many parts of the code weren't optimized at all !)
- Rewrite partially the code of the ARM emulator
- Review memory cache strategy
- Bug fix and code cleaning

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

pspvba-v1.1.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 20:30

PSPVBA: GameBoy Advance Emulator for PSP v1.2.3

Hi All,

Who said i give up ? I never give up when i got ideas to make things going better .

Here is a new version of PSPVBA the GameBoy Advance Emulator for PSP, which is a bit faster (up to 6% on v-rally 3) compared to v1.2.2 !

This version doesn't work for +2.0 FW !

What's new in version 1.2.3 :

- Rewrite critical parts of graphic emulation source code
- Rewrite critical parts of the ARM emulator to make it going faster
- Review memory cache strategy
- Bug fix and code cleaning

How to use it ?

Have a look to the README.txt file !

One binary version for 1.5 FW and sources are included in the zip archive.

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

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

pspvba-v1.2.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 19:48

Saturday, July 29. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.1.1 (For 2.x FW !!)

Hi All,

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

Taken the code of the version 1.2.2 (with media engine and not working ofr 2.1+ FW) i've just finished to merge it with the old v1.1.0 version and here it is :

**** THIS VERSION IS FOR 2.1+ FW PSP ! ****

What's new in version 1.1.1 (compared to v1.1.0) :

- Improve sound (no more SDL stuff)
- GU access improvement (disable cache)
- Add option to enable/disable GBA battery/flash save
- Add new beautiful icons and background designed by Win-Win (Shadow) !
- New feature to save and load a distinct setting file for each games
- Add option to enable/disable the cache with the Graphical Unit
- Emulator menus reorganisation (new menu for settings)
- Rewrite some part of the Gfx code (faster)
- Bug fix and code cleaning

How to use it ?

Have a look to the README.txt file !

One binary version for 2.x FW and sources are included in the zip archive.

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

pspvba-v1.1.1.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 18:45

PSPVBA: GameBoy Advance Emulator for PSP v1.2.2

Hi All,

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

After days of intensive work on this emulator, i have to say that i've tried many things, and unfortunately none give

better speed results.

It seems that i've reached the limit of what i can do on this emulator (from speed point of view).

This version doesn't work for +2.0 FW !

What's new in version 1.2.2 :

- Rewrite some part of the Gfx code (up to 5% faster)
- Bug fix and code cleaning

How to use it ?

Have a look to the README.txt file !

One binary version for 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-v1.2.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 12:17

Friday, July 28. 2006

Portable VNC v1.2.3 (little bug fix)

Hi All,

Here is a new release of Portable VNC for FW 1.5 only.

What's new in version 1.2.3 :

- Fix the bug that appears when you delete a network access point entry in the network settings
(then no more wifi connections are displayed in the menu ...)

pspvnc-v1.2.3.zip

Looking for a tuto ? here it is

Enjoy,

Zx.

PS: Update only if you encountered the bug described above (no connections in the list)

Posted by zx-81 in VNC Client at 02:06

Thursday, July 27. 2006

PSP-FTPD: A FTP Server on your PSP v0.3.7 (UMD support)

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.7 :

- Fix the bug that appears when you delete a network access point entry in the network settings (then no more wifi connections are displayed in the menu ...)
- UMD can now be read !

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

One binary version for 1.5 FW and sources are included in this zip archive :
psptpd-v0.3.7.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 22:46

PSPWeather : View local weather on your PSP (v1.06)

Hi All,

PSPWeather is a simple network software to view the local weather conditions on your PSP. It has been developped by McDongle a year ago (see here for details and earlier versions).

I've worked a bit on it, and here is the change log :

- Port to new SDK
- Fix DHCP issue (work fine on 1.5FW now !)
- Many bug fix, code cleanning, memory leak fix etc ...
- Add a simple startup icon

A binary version for 1.5FW and sources are included in this zip archive :
pspweather-v1.06.zip

Enjoy,

Zx.

Posted by zx-81 in Weather at 22:30

Wednesday, July 26. 2006

Portable VNC v1.2.2 (DHCP on FW1.5)

Hi All,

Here is a new release of Portable VNC for FW 1.5 only.

What's new in version 1.2.2 :

- Fix the bug with DHCP on FW 1.5

HOME key has been remapped to LTrigger+Start

pspvnc-v1.2.2.zip

Looking for a tuto ? here it is

Enjoy,

Zx.

Posted by zx-81 in VNC Client at 22:11

PSP-FTPD: A FTP Server on your PSP v0.3.6

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.3.6 :

- Fix the bug with DHCP on FW 1.5

How to use it ?

Have a look to the README.txt file.

Finally ?

It has been tested using gFtp on Linux and Internet Explorer and Filezilla on Windows.

One binary version for 1.5 FW and sources are included in this zip archive :
pspftpd-v0.3.6.zip

Enjoy,

Zx.

Posted by zx-81 in FTP Server at 20:07

Tuesday, July 25. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.4 (German)

Hallo,

Here is a german version of pspatari translated by XazZ

Zx.

pspatari-v1.0.4-de.zip

Posted by zx-81 in Atari 5200 at 22:55

Monday, July 24. 2006

PSPCAP32: CPC Emulator for PSP v1.1.2 (German)

Hallo,

Here is a german version of pspcap32 translated by XazZ

Zx.

pspcap32-v1.1.2-de.zip

Posted by zx-81 in Amstrad at 23:00

PSPVBA: GameBoy Advance Emulator for PSP v1.2.1 German

Hallo,

Here is a german version of pspvba translated by XazZ

Zx.

pspvba-v1.2.1-de.zip

Posted by zx-81 in GameBoy Adv at 19:41

Sunday, July 23. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.2.1

Hi All,

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

This version doesn't work for +2.0 FW !

What's new in version 1.2.1 :

- New feature to save and load a distinct setting file for each games
- Add option to enable/disable the cache with the Graphical Unit
- Emulator menus reorganisation (new menu for settings)
- Bug fix: Emulator menu is now launched on startup
- Bug fix: no more freeze when exiting the emulator (but HOME button still doesn't work !)
- Bug fix: bad refresh of the emulator menu/screen

How to use it ?

Have a look to the README.txt file !

One binary version for 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-v1.2.1.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 21:53

PSPVBA: GameBoy Advance Emulator for PSP v1.2.0 (Media Engine)

Hi All,

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

This version doesn't work for +2.0 FW !

What's new in version 1.2.0 :

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

- All the sound part has been rewritten to use the media engine (faster)
- Graphical Unit access improvement
(disable cache, may result in graphic artefacts but faster !)
- Add new beautiful icons and background designed by Win-Win (Shadow) !
- Add option to enable/disable GBA battery/flash save
(to avoid annoying disk save every 10 seconds in several games)

How to use it ?

Have a look to the README.txt file !

One binary version for 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-v1.2.0.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in GameBoy Adv at 11:24

Friday, July 14. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.1.0 (fast and smooth)

Hi All,

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

What's new in version 1.1.0 :

- It works now on 2.5 and 2.6 FW (i've tested it using DevHook)
- All the graphic part has been rewritten to replace SDL by direct GU access (faster)
- Sound is now played at 22Khz instead of 11Khz (i can play it up to 44Khz, it's better but slower).
- The images are now smooth (using the GU)
- Snapshot files are now in PNG format (instead of BMP)

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 should be the last version for 2.x because i will try to use the ME (available only on 1.5)

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

pspvba-v1.1.0.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 at 15:19

Wednesday, July 12. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.7 (skin)

Hi All,

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

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.0.7 :

- Sound improvement
- Switch off the sound during screenshot save
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu when the battery is very low (< 5%)
- Add nice icons and background designed by Shadow !
- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)

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-v1.0.7.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
[zx81's forum on dcemu network](#)

EDIT: This version seems not to work on 2.01+ FW ...

Posted by zx-81 in GameBoy Adv at 02:59

Tuesday, July 11. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.4 (skin)

Hi All,

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

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.0.4 :

- Add icons and background designed by Shadow !
- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)

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-v1.0.4.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.

If you want to discuss on this emulator, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in Atari 5200 at 21:49

PSPCAP32: CPC Emulator for PSP v1.1.2 (Skin)

Hi All,

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

First i would like to thanks Shadow for his beautiful icons and background image .

What's new in version 1.1.2 :

- Add icons and background designed by Shadow !

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

- Modify the UI to be able to use custom background images (transparency)
- Sleep mode is now working (but only when you're in the emulator window)
- Bug fix in danzeff keyboard (wrong key mapping)

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-v1.1.2.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 14:11

Sunday, July 9. 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.3

Hi All,

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

**** First i would like to thank you Cyphre for his help on the sound issue ! ****

What's new in version 1.0.3 :

- Improve the sound, it's now much more better
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu when the battery is very low (< 5%)
- Enter directly in the emulator menu on startup (instead of the ATARI screen)
- Bug fix in smooth image algorithm (resulting in wrong color display)
- Add keyboard change skin option (you can add your own virtual keyboard images in the graphics directory).
- Modify the file requester to memorize separately the last locations/directory of rom image and keyboard (much more convenient !)

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-v1.0.3.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.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 5200 at 21:36

PSPCAP32: CPC Emulator for PSP v1.1.1 (sound is good now !)

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 !

What's new in version 1.1.1 :

- New keyboard files from Loic Daneels (more than 470 games !)
- Improve the sound, it's now much more better !
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatreturn to the emulator menu when the battery is very low (< 5%)
- Add option to modify the "sound tick average" value (usefull to avoid sound distortion on many games)
- Enter directly in the emulator menu on startup (instead of the CPC screen)
- Bug fix in smooth image algorithm (resulting in wrong color display)
- Other bug fix (sdl semaphore) and 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.

pspcap32-v1.1.1.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Amstrad at 17:59

Saturday, July 8. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.6 (minor update)

Hi All,

Here is a minor update of PSPVBA the GameBoy Advance Emulator for PSP.

What's new in version 1.0.6 :

- Add a screen resize option (Ymin/Ymax) to reduce the size of the screen and then speed up the emulation. This can be usefull in car games such as V-rally 3, when we don't care to see the sky or not . It's simple but we can hope to win up to 5% on CPU speed.
- Press Start+Select to return to the emulator menu (whatever the key mapping you have set). This feature is to overcome the issue some of you encountered, when they couldn't go back in the emulator menu because the key they had assigned to the menu didn't respond .
- (re) Add the save battery feature (already available in the original VBA source code), but i haven't tested it so far .

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-v1.0.6.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in GameBoy Adv at 22:52

I've joined the DCEMU network !

Hi All !

Today Wraggster from dcemu kindly offered me to host a dedicated website on dcemu network.

So now, if you want to comment out all those emulator ports, please feel free to go there :

zx81.dcemu.co.uk

You can also discuss the news here, or discuss homebrews and emulators i've ported to PSP there !

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

Cheers, Zx.

Posted by zx-81 in Favorite sites at 18:24

Thursday, July 6. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.5

Hi All,

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

What's new in version 1.0.5 :

- New turbo modes (more speed and less graphic artefacts)
- Add SFX enable/disable option (can be used to increase speed)
- Fix in BMP screenshots (no more need to flip the image)
- Improve a bit the sound quality
(the "ARM tick" can be changed to prevent sound distorsion)
- The SELECT key is now available for user keyboard mapping
(but don't forget to map a psp key to enter in the emulator MENU !)
- File requester use now two directories for keyboard and rom files
- Fix the bug that made games like Pokemon Fire to crash

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-v1.0.5.zip

This should be the last release for 2.x FW (only if major bugs are found) :

- In my option this version is usable for many games, with acceptable performances
- I will downgrade to 1.5FW soon and may be try to use kernel mode to improve the speed a bit more.

Enjoy,

Zx.

This emulator doesn't work with the Tiff exploit on 2.0, so please use the GTA exploit instead.

Posted by zx-81 in GameBoy Adv at 22:46

Tuesday, July 4. 2006

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 470 CPC games !

Many thanks to him for his awesome work !!!

Here it is : keyboard pack v6

Zx.

Posted by zx-81 in Amstrad at 12:59

Monday, July 3. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.4

Hi All,

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

I would like to thanks again Tommydanger for his help !

What's new in version 1.0.4 :

- Emulator menu is now directly available on startup
- Add turbo modes, but it can result in graphic artefacts but you can win up to 20% !
(turbo modes don't work for all games)
- Add ARM tick average change option (can be used to increase speed)
- The file default.kbd (keyboard mapping) is now loaded on startup
- Screenshots are now save in BMP format instead of PNG (less memory consuming, so it should not freeze your PSP).
- Many bug fix

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-v1.0.4.zip

Enjoy,

Zx.

This emulator doesn't work with the Tiff exploit on 2.0, so please use the GTA exploit instead.

Posted by zx-81 in GameBoy Adv at 22:05

Saturday, July 1. 2006

PSPVBA: GameBoy Advance Emulator for PSP v1.0.3 (more speed)

Hi All,

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

First of all i would like to thanks Tommydanger for his help on bug tracking for the firmware 2.0.

What's new in version 1.0.3 :

- Always better speed !
- Add new render modes (scanline)
- Add FPS/CPU statistics
- The Start key is now usable
- Sound off increase speed
- Many bug fix
- Big 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-v1.0.3.zip

Enjoy,

Zx.

This emulator doesn't work with the Tiff exploit on 2.0, so please use the GTA exploit instead.

Posted by zx-81 in GameBoy Adv at 02:13