

Monday, September 25. 2006

PSPMSX: MSX Emulator for PSP v1.0.6

Hi All,

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

For those who haven't seen previous versions, 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.

**** Many thanks to Malkster and Pou-Chan for their help ****

What's new in version 1.0.6 :

- Icons and background images designed by Malkster
- Emulator menus reorganization (new menu for settings)
- Multiple keyboard mappings feature developped by Pou-chan :
You can now toggle between 3 different keyboard mapping using LTrigger and RTrigger keys
- Add keyboard change skin option :
you can add your own virtual keyboard images in the graphics directory.
- New speed limiter (more accurate)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP
- 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%)
- Bug fix and code cleaning

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

pspmsx-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 MSX at 22:57

PSPBEEB: BBC Micro Emulator for PSP v1.0.7

Hi All,

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

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

For those who haven't seen previous versions, BeebEm is a famous emulator of the BBC Micro computer series running on both windows and unix. (see beebem)

**** Many thanks to Pou-chan for the multiple keyboard mapping ****

What's new in version 1.0.7 :

- Multiple keyboard mapping feature developped by Pou-chan :
You can now toggle between 3 different keyboard mapping (using for example LTrigger and RTrigger keys)
- Bug fix in the keyboard skin chooser (that made the emu crashed)
- Add new keyboard files from Bah and Pou-chan

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

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

pspbbeb-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](#)

Posted by zx-81 in BBC Micro at 21:27

Saturday, September 23. 2006

PSPZX81: A Sinclair ZX81 emulator for PSP v1.0.2

Hi All,

Here is a new version (with minor changes) of PSPZX81 the ZX 81 Sinclair emulator for PSP.

** i would like to thanks Murilo for his feedback and good advices on this emulator **

What's new in this version :

- Add speed limiter option
- Add background change color option
- Add .81 as a valid program file extention

If you're looking for a manual or documentation for the zx81 itself have a look here :
<http://www.zx81kit.com/>

If you're looking for games and software have a look here :
<ftp://ftp.nvg.ntnu.no/pub/sinclair/>

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

pspzx81-v1.0.2.zip

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

Enjoy,

Zx.

Posted by zx-81 in Sinclair at 00:27

Friday, September 22. 2006

PSPXTI: A TI-92 Calculator emulator v1.0.8 (minor update)

Hi All,

Here is a new version of PSPXTI, the TI-92 calculator emulator for PSP.

What's new in this version ?

1.0.8

- Save state is now done using zlib so ram file size is smaller and as a consequence, it is much faster to save
- Bug fix (may display stange characters in the emulator menu)

You need the rom of your TI-92 or TI-92 plus, but it is NOT part of the PSPXTI package because it is the property of Texas Instruments !

If you own an original TI-92 you can then download the rom Ti-92+ v1.1 here :
<http://ti83khdv.online.fr>

This version works with 2.xFW. and 1.5FW.
pspxti-v1.0.8.zip

It's distributed under GNU licence and sources are included.

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

Here is a PDF version of the manual : TI 92+ manual

Enjoy,

Zx.

Posted by zx-81 in TI 92 at 23:01

PSPX48: a HP48 Calculator emulator v1.0.6 (minor update)

Hi All,

Here is a new version of PSPX48, the HP48 calculator emulator for PSP.

What's new in this version ?

1.0.6

- Save state is now done using zlib so ram file size is smaller and as a consequence, it is much faster to save
- Bug fix (may display stange characters in the emulator menu)

The HP48 documentation is there : user guide

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

As far as i know Hewlett Packard graciously began allowing HP48 bios to be downloaded in 2000 (you need it, but it is NOT part of my PSPX48 package because it's not GNU !).

This rom can easily be found here : [hpcalc](#)
(you will have to rename it 'rom' (without extension))

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

As always, the package is under GPL Copyright and sources are included.

PSPX48 v1.0.6

Enjoy,

Zx.

Posted by zx-81 in HP 48 at 22:30

Monday, September 18. 2006

Keyboard mapping files for PSPBEEB

On DCEmu network, Bah has kindly offered us a set of keyboard files for the PSPBeeb.
It contains the mapping for more than 30 BEEB games !

Many thanks to him,

Here is a link to the rar archive :

keyboard files

Zx.

Posted by zx-81 in BBC Micro at 19:44

Sunday, September 17. 2006

PSPBEEB: BBC Micro Emulator for PSP v1.0.6

Hi All,

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

For those who haven't seen previous versions, 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.

**** Big thanks to Mr Nick666 for the beautiful images ****

What's new in version 1.0.6 :

- Icons and background images designed by Mr Nick666
- Emulator menus reorganisation (new menu for settings)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Add keyboard change skin option
- 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%)
(you can add your own virtual keyboard images in the graphics directory).
- Bug fix and code cleaning

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

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

pspbbeb-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 BBC Micro at 22:48

PSPZX81: A Sinclair ZX81 emulator for PSP v1.0.1

Hi All,

XZ81 is an emulator of the Sinclair ZX81 computer running on Unix systems.
It has been written by Russell Marks in 1995.
See <http://rus.members.beeb.net/> for further informations.

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

I've successfully modified, and port the source code of the version 2.1 of xz81 and it's now working fine on PSP !

It has been developped on linux for Firmware 1.5, and 2.1+ using DevHook and the two great GTA eloaders (0.97 and 0.98) from <http://www.fanjita.org/>.

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

If you're looking for a manual or documentation for the zx81 itself have a look here : <http://www.zx81kit.com/>

If you're looking for games and software have a look here : <ftp://ftp.nvg.ntnu.no/pub/sinclair/>

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

pspzx81-v1.0.1.zip

Special thanks to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in Sinclair at 16:50

Friday, September 15. 2006

PSPSIM: A SamCoupé Emulator for PSP v1.0.3

Hi All,

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

For those who haven't seen previous versions, 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.

**** Many thanks to Mr Nick666 for his graphics and settings files ****

What's new in version 1.0.3 :

- Icons and background images designed by Mr Nick666
- Emulator menus reorganisation (new menu for settings)
- 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%)
- New feature to save and load a distinct setting file for each games
- Add keyboard change skin option
(you can add your own virtual keyboard images in the graphics directory).
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP

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-v1.0.3.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 SamCoupe at 22:03

Sunday, September 10. 2006

PSPColem: A ColecoVision Emulator for PSP v1.0.6

Hi All,

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

For those who haven't seen previous versions, 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. PSPColem is a port to PSP of Colem (Unix version 1.0).

**** I would like to thanks Crait for his help on the graphic icons ****

What's new in version 1.0.6 :

- Emulator menus reorganisation (new menu for settings)
- New icons and background image
- 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%)
- New feature to save and load a distinct setting file for each games
- Add keyboard change skin option (you can add your own virtual keyboard images in the graphics directory).
- Speed limiter option
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP
- Huge speed improvement (that's why there is a speed limiter now)
- Bug fix

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-v1.0.6.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 ColecoVision at 15:59

Saturday, September 9, 2006

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.5

Hi All,

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

What's new in version 1.0.5 :

- Emulator menus reorganisation (new menu for settings)
- Icons and background images modification (add colors)
- New feature to save and load a distinct setting file for each games
- Speed limiter option
- Delete files option (in the file selector)
- Speed improvement
- Screenshots are now saved in PNG format instead of BMP
- Bug fix

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-v1.0.5.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 19:55

Tuesday, September 5. 2006

Looking for Graphic designer for various emulator ports :)

Hi All,

I'm working now to improve all emulators i've already ported, and to make them look better, we need good background and icons / images.

So, if someone wants to help me on this task, please send me an email to [zx81.zx81\(at\)gmail.com](mailto:zx81.zx81(at)gmail.com)

Emulators i'm working on are :

PSP Beeb (BBC Micro emulator)
PSP Colem (ColecoVision emulator)
PSP Int (Intellivision emulator)
PSP Msx (MSX emulator)
PSP Sim (Sam coupé emulator)

For each of them we need a small icon (144 x 80) :

A big icon (480x272) :

And background image, used in the emulator menu :

Thanks,

Zx.

Posted by zx-81 in Events at 22:20