

Tuesday, February 27. 2007

PSPColem: A ColecoVision Emulator for PSP v1.0.8

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).

What's new in version 1.0.8 :

- Save state files are now saved using gzip compression (with STZ as file extention). It's much faster to save or load states now.
You can use gzip or 7-zip to convert old STA to STZ. STA file format is still supported for loading, so you convert your previous saved files inside the emulator.
- Save state dates are displayed in the emulator window (it's now easier to identify and to load the right save state slot)
- New graphical functions with new smoother render modes. It uses the PSP GPU for rendering, it does not run faster, but it's a lot smoother.
- Add a new fullscreen option (render mode max)
- Bug fix in Rom file requester
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
You can now toggle between three differents keyboard mapping using L/R Trigger 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.

pspcolem-v1.0.8.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 ColecoVision at 22:17

Raven's homebrew sets

If you're looking for new good icons for your homebrew, here you will find a lot of beautiful graphic PSP stuff, all designed by Raven :

Raven's web site

Zx

To change your EBOOT icons, i suggest you to use PSPBrew software.

Posted by zx-81 in Favorite sites at 20:18

PSP7800: Atari 7800 emulator for PSP v1.0.5

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

For those who haven't seen previous versions, ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see Greg's site for details.

What's new in version 1.0.5 :

- New graphical functions with new smoother render modes.
It uses the PSP GPU for rendering, it does not run faster, but it's a lot smoother.
- Add a new fullscreen option (render mode max)
- Rom selector support now .rom and .bin as valid file extention
- Save state dates are displayed in the emulator window
(it's now easier to identify and to load the right save state slot)
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
You can now toggle between three differents keyboard mapping using LTrigger and RTrigger keys
- Bug fix in Rom file requester

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.

psp7800-v1.0.5.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 Atari 7800 at 14:05

Monday, February 26. 2007

PSPCAP32: Amstrad CPC Emulator for PSP v1.1.5

Hi All,

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

For those who haven't seen previous versions, Caprice32 is one of the best emulator of the Amstrad CPC home computer series running on Windows and Unix, written by Ulrich Doewich.

This emulator faithfully imitates the CPC464, CPC664, and CPC6128 models (see caprice32 project)

What's new in version 1.1.5 :

- Save state files are now saved using gzip compression (with SNZ as file extension). It's much faster to save or load states now.
You can use gzip or 7-zip to convert old SNA to SNZ. SNA file format is still supported for loading, so you convert your previous saved files inside the emulator.
- A new graphical engine with new smoother render modes !
It uses now the PSP GU for rendering, it does not run faster, but it's a lot smoother !
Old "soft" render modes are still available, because there are a bit faster.
- Save state dates are displayed in the emulator window (it's now easier to identify and to load the right save state slot)
- Sound is now played at 44Khz (instead of 48Khz)
- Bug fix (load default keyboard mapping on startup)
- Bug fix in Rom file requester
- Bug fix in keyboard handler

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.

pspcap32-v1.1.5.zip

Enjoy,

Zx.

PS: Thanks to Gryzor you can find here a set of snapshots.

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 Amstrad at 01:20

Sunday, February 25. 2007

PSPMSX: MSX Emulator for PSP v1.0.7 (smooth)

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.

What's new in version 1.0.7 :

- A new graphical engine with new smoother render modes !
It uses now the PSP GU for rendering, it does not run faster, but it's a lot smoother !
Old "soft" render modes are still available, because there are a bit faster.
- Save state dates are displayed in the emulator window
(it's now easier to identify and to load the right save state slot)
- Add help menu
- Bug fix (load default keyboard mapping on startup)
- Bug fix in Rom file requester
- Bug fix in keyboard handler

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

pspmsx-v1.0.7.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 MSX at 16:48

PSP2600: Atari 2600 emulator for PSP v1.0.4 (smooth)

Hi All,

For those who has missed the beginning, Stella is on of the best emulator of Atari 2600 game console, running on many different systems, such as Linux, Solaris, Windows, MacOS/X, WinCE, OS/2, GP2X.

It has been written initially by Bradford Mott, see Stella site for details.

PSP2600 is a port on PSP of the version v2.2 of Stella. It's based on the work

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

of Aenea who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developed on linux for Firmware 1.5 and 3.x-OE and i hope it works also for 2.x using the eloaders from <http://www.noobz.eu/>.

What's new in this version ?

- A new graphical engine with new smoother render modes !
It uses now the PSP GU for rendering, it does not run faster, but it's a lot smoother !
Old "soft" render modes are still available, because there are a bit faster.
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
You can now toggle between 3 different keyboard mapping using LTrigger and RTrigger 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.

psp2600-v1.0.4.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 Atari 2600 at 02:15

Wednesday, February 21, 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.6

Hi All,

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

For those who haven't seen previous versions, 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.

What's new in version 1.0.6 :

- Multiple keyboard mapping feature (Thanks to Pou-chan) :
You can now toggle between 3 different keyboard mapping using LTrigger and RTrigger keys
- Add help menu
- New background image
- Bug fix in Rom file requester
- Bug fix in screenshots
- Bug fix in keyboard handler

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-v1.0.6.zip

Enjoy,

Zx.

S: For those who wonder how to use 5200 Roms :

You have to load them using the original atari800 emulator menu (the white "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 23:10

Monday, February 19, 2007

PSPInt: Intellivision Emulator for PSP v1.0.9 (minor update)

Hi All,

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

What's new in version 1.0.9 :

- Bug fix in Rom file requester
(PSP hangs when the rom list was big and already sorted)
- Add help menu
- Screenshots are now saved in PNG format

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-v1.0.9.zip

Enjoy,

DrNickel and 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 Intellivision at 22:29

A Virtual Keyboard for your PSP (Dvorak Layout)

Hi All,

I've made a new version of the javascript keyboard, using Dvorak Layout
(for those who don't know who Dvorak is, i suggest you to go there : [dvorak keyboard layout](#))

Here is a demo :
psp web keyboard

It is very usefull for me to make google search, or to enter URL in a more friendly manner

You can unzip the archive on your memory stick and then add a bookmark to the location such as
file:/psp/dvorak/index.html

Here is the zip file : [dvorak.zip](#)

Enjoy !

Zx.

PS: For those who prefer Qwerty layout, here is the zip file : [qwerty.zip](#)

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

Posted by zx-81 in Keyboard at 21:34