

Thursday, March 29. 2007

### **Soirée chat sur Ultimate PSP !**

First of all sorry for those who don't speak french ...

Je vous invite à venir chater sur un des sites PSP francophone que je préfère, pour une soirée spéciale :

le vendredi 30 Mars 2007 entre 20h30 et 22h !

Ca se passe par ici : chat sur UltimatePSP

A vendredi ,

Zx

Posted by zx-81 in Events at 14:24

Sunday, March 25. 2007

## PSPSSH : SSH2 Client for PSP v1.0.2

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

If you wonder what a SSH client is, this homebrew is useless for you ...

Change log :

What's new in version 1.0.2 :

- As Matt Johnston advice me, a new random number generator has been integrated (it's a unix like /dev/random generator). This version is now more secure, since the entropy of the random number generator is higher.
- Add option for binary id\_rsa key file support, for priv/pub RSA key pair authentication. (See README for details)
- Add option to disable remote server version check
- Add option to change PSP CPU Clock
- New Danzeff keyboard layout, control keys are now available, and unused keys have been removed.
- Control keys and arrow keys support
- Improve communication speed !
- Add scroll up and scroll down feature
- A cursor is now displayed in the console window
- Bug fix and code cleaning

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work of Danzel for his Telnet client for PSP.

Many thanks to Matt Johnston for this nice SSH client, thanks to Danzel for his Virtual keyboard and his Vt100 stuff, and to all PSPSDK developpers.

This software is distributed under several open-source/free software licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

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

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

Download :

A binary version for firmware 1.5 and 3.x-OE is available here :  
pspssh-bin-v1.0.2.zip

Sources are here :  
pspssh-src-v1.0.2.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 21:46

### **PSPCAP32: Amstrad CPC Emulator for PSP v1.1.6 (Symb-OS)**

Hi All,

Here is a minor update 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 1.1.6 :

- Add option to change the ram size up to 576k and PSPCap32 can now run Symb-OS !

Thanks to Goebish for his help !

Symb-OS is a free multitasking operating system developed for MSX and CPC, with many games and usefull apps, such as a calculator, image viewer etc ...

If you want to know what Symb-OS is, please have a look here [Symb-OS web site](#)

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-v1.1.6.zip

Enjoy,

Zx.

UPDATE : For those who want to run Symb-OS you have to :

- set the ram size to 576K
- load the symbos.dsk file
- enter the RUN"SYM command in the amstrad CPC emulator window  
(and NOT RUN"SYMBOS)

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 16:49

Sunday, March 18. 2007

## **PSPMSX: MSX Emulator for PSP v1.1.0 (PAL/NTSC)**

Hi All,

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

What's new in version 1.1.0 :

- No need anymore to restart PSPMSX to change the MSX model !
- Add option to toggle between PAL/NTSC
- Add option to change the RAM size
- Bug fix in the max render mode

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

pspmsx-v1.1.0.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 21:59

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

Saturday, March 17. 2007

### **PSPSSH : SSH2 Client for PSP v1.0.1 !**

Hi All,

Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

I've sucessfully ported the version 0.48.1 to the PSP.

The terminal Vt100 emulation part of PSPSSH is based on the work of Danzel for his Telnet client for PSP.

Many thanks to Matt Johnston for this nice SSH client, thanks to Danzel for his Virtual keyboard and his Vt100 stuff, and to all PSPSDK developpers.

This software is distributed under several open-source/free software licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.03-OE.

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

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

A binary version for firmware 1.5 and 3.x-OE is available here :  
pspssh-bin-v1.0.1.zip

Sources are here :  
pspssh-src-v1.0.1.zip

Thanks to Matt Johnston for Dropbear, to Danzel and Jeff Chen for their virtual keyboard, thanks once more to Danzel for the VT100 emulation, and thanks to all PSPSDK coders.

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 SSH Client at 23:37

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

Sunday, March 11. 2007

### PSPTHOM: A TO7-70 emulator for PSP v1.0.4 (ultimate)

Hi All,

Here is a new version of PSPThom the emulator of the Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see <http://www.sylvain-huet.com>), then Eric Botcazou (see <http://nostalgies.thomsonistes.org/>) continued this project and added many news features.

What's new in version 1.0.4 :

- Disk image (in .sap format) are now supported !
- Add option to choose the Basic rom version
- New feature to toggle automatically between Basic rom version (depending if a tape or a disk image is loaded)
- Add new commands to run tape/disk games
- Add a file (run.txt) to specify association between the disk/tape name and the name of the command to run (for example file yyy.sap -> LOADM"xxx",,R)
- New icons from Gelon
- New background image

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.

pspthom-v1.0.4.zip

Enjoy,

Zx

PS: If you're looking for games for this emulator, please have a look on this french web site

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 Thomson TO7 at 14:49

Sunday, March 4, 2007

### **PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.7**

Hi All,

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

What's new in version 1.0.7 :

- 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.
- Save state dates are displayed in the emulator window  
(it's now easier to identify and to load the right save state slot)
- Bug fix (load default keyboard mapping 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.

pspatari-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 Atari 5200 at 00:44

### **PSPMSX: MSX Emulator for PSP v1.0.9 (Fix Snatcher)**

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP, with a minor update, only for those who likes Snatcher ...

What's new in version 1.0.9 :

- Bug fix for the Snatcher game ...

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

pspmsx-v1.0.9.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

Looking for Snatcher ?  
here it is ...

Posted by zx-81 in MSX at 00:10

Saturday, March 3. 2007

### **PSPTHOM: A TO7-70 emulator for PSP v1.0.3**

Hi All,

Here is a new version of PSPThom the emulator of the Thomson TO7 home computer !

For those who haven't seen previous versions, Thom is one of the best emulator of the Thomson TO7 home computer running on MacOS, Windows and Unix.

It has been initially written by Sylvain Huet in 1996 (see <http://www.sylvain-huet.com>), then Eric Botcazou (see <http://nostalgies.thomsonistes.org/>) continued this project and added many news features.

What's new in version 1.0.3 :

- 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.
- 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.

pspthom-v1.0.3.zip

Enjoy,

Zx

PS: This is the last one for now ... having a rest now

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 Thomson T07 at 00:55

Friday, March 2. 2007

### **PSPMSX: MSX Emulator for PSP v1.0.8 (ultimate)**

Hi All,

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

What's new in version 1.0.8 :

- Add option to enable the sound and musix chips (FM-AM and Music modules) required by several games. It's slow down the emulator, so use it with care.
- Add a new render mode (max) to fit the entire MSX screen
- Add missing MSX keys (thanks to Creepy)
- Fix 3.10-OE black screen bug in smooth mode (thanks to Creepy for his feedback)

\*\* Special thanks to Paul Bosselaar (Creepy) for his help ! \*\*

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

pspmsx-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

Looking for Snatcher ?  
here it is ...

Posted by zx-81 in MSX at 23:40

### **PSPBEEB: BBC Micro Emulator for PSP v1.0.8**

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)

What's new in version 1.0.8 :

- Add two new commands to run games (\*EXEC and \*RUN).
- New file format for run.txt, see README for details.  
Be aware, this format is not compatible with previous version.

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

- Add help menu
- 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.
- Save state dates are displayed in the emulator window  
(it's now easier to identify and to load the right save state slot)
- 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 "Beebem" license, read COPYING.txt file for more information about it.

pspbeeb-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](#)

If you're looking for games to play with : [here](#)

Posted by zx-81 in BBC Micro at 15:22

Thursday, March 1. 2007

### **PSPSIM: A SamCoupé Emulator for PSP v1.0.4**

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.

What's new in version 1.0.4 :

- 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.
- Multiple keyboard mapping feature (Thanks to Pou-chan) :  
You can now toggle between three different keyboard mapping using
- Bug fix in Rom file requester
- Add help menu

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-v1.0.4.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 SamCoupe at 19:06

### **PSPYape: A Commodore Plus/4 Emulator for PSP v1.0.3**

Hi All,

Here is a new version of PSPYape the Commodore Plus/4 home computer emulator !

For those who haven't seen previous versions, Yape is the best emulator of Commodore microcomputer family running on Windows and Unix.

The emulator faithfully imitates the C-264 (alias Commodore Plus/4) model.

It has been written by Attila Grósz, see <http://yape.plus4.net> for details.

What's new in version 1.0.3 :

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

- 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.
- No need to reset anymore the C-264 before loading a new program  
(the game will load and start automatically)
- Bugs fix & Code cleaning

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.

pspyape-v1.0.3.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](#)

If you look for good stuff for this one you may try this site :  
[the old computer's web site](#)

Posted by zx-81 in Commodore at 12:54