

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

Sunday, April 29. 2007

GP2X-Atari: Atari 800/130/5200 Emulator for GP2X 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. GP2X-Atari is a port on GP2X of the PSP version 1.0.7.

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

Here is a full working binary version :
[atari-v1.0.1-bin.zip](#)

Here is the source code :
[atari-v1.0.1-src.zip](#)

This is the first version but should be the last version (only if major bugs are found).

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Atari 5200 at 23:22

Wednesday, April 25, 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.2

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version :

- Improve speed
- Improve emulation accuracy
- New render mode
- New default keyboard mapping
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Bug fix in file requester
- Add .mx1 and .mx2 file extention
- Linked with my patched version of

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

Here is a full working binary version :
[msx-v1.0.2-bin.zip](#)

Here is the source code :
[msx-v1.0.2-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in MSX at 22:34

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

Sunday, April 22. 2007

***UPDATE* PSP7800: Atari 7800 emulator for PSP v1.0.6**

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 1.0.6 :

- Merge diff from ProSystem v1.2
- Add option to display frame rate
- New sound handler
- Improve speed
- New speed limiter function
- New background image
- Bug fix in 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.

UPDATE Version 1.0.6 was buggy here is the new one :

psp7800-v1.0.7-fw15.zip
psp7800-v1.0.7-fw2x.zip
psp7800-v1.0.7-src.zip

Sorry for the inconvenience

Many thanks to Danno who reported those bugs

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 22:48

*** UPDATE * GP2X-7800: Atari 7800 emulator for GP2X v1.0.2**

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see <http://home.comcast.net/~gscottstanton> for details.

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

Here is a port on GP2X of the version 1.1 that i had previously ported to PSP.

What's new in this version :

- Merge diff from ProSystem v1.2
- Improve speed
- Improve emulation accuracy
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Linked with my patched version of SDL
- New background image
- Bug fix in file requester

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

Previous version that i've uploaded yesterday was buggy, here is the new one

Here is a full working binary version :

7800-v1.0.2-bin.zip

Source code is here :

7800-v1.0.2-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in Atari 7800 at 17:50

GP2X-Colem: Colecovision emulator for GP2X v1.0.2

Hi All,

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.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.2 :

- Improve speed !
- Improve emulation accuracy
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Linked with my patched version of SDL
- Bug fix in file requester

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

Here is a full working binary version :

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

colem-v1.0.2-bin.zip

The source code is here :
colem-v1.0.2-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in ColecoVision at 14:36

Saturday, April 21. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.2 (final)

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.

My PSP version is based on the work 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.

What's new this version :

- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function (better accuracy)
- Improve volume handler
- Improve speed (now up to 70 fps at 200 Mhz)
- Linked with my patched version of SDL
- Bug fix in .zip feature

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

Here is a full working binary version :
2600-v1.0.2-bin.zip

The source code is here :
2600-v1.0.2-src.zip

This should be the final version (only if major bugs are found).

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Atari 2600 at 13:39

Monday, April 16. 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.2

Hi All,

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 GP2X-thom version 1.0.2 :

- New speed limiter
- New sound volume handler
- New virtual keyboard position
- Help file can have up to 4096 lines
(useful to write your own documentation/cheat file)
- Bug fix in sound mute
- Bug fix in joystick handler
(Diagonals weren't properly handled)
- Bug fix in key mapping
(reverse Ltrigger and Rtrigger keys)
- New default keyboard mapping :
(press Trigger + Joystick to emulate cursor keys)
- Bug fix in menus
- Bug fix in file requester
(crash when moving up)
- Bug fix in exit handler
(should not freeze anymore)

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

If you're looking for games and software have a look here :
[to7-70 games](#)

Here is a full working binary version :
[thom-v1.0.2-bin.zip](#)

Here is the source code :
[thom-v1.0.2-src.zip](#)

This should be the final version (only if major bugs are found).

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Thomson TO7 at 23:31

Sunday, April 15. 2007

GP2X-Yape: A Commodore Plus/4 Emulator for GP2X v1.0.1

Hi All,

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.

GP2X-Yape is a port of the version v0.32.4.

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

Here is a full working binary version :
[yape-v1.0.1-bin.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by `zx-81` in Commodore at 22:38

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.1

Hi All,

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.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

GP2X-SIm is a port of the CVS version 0.90 beta 4 of SamCoupe.

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

Here is a full working binary version :
[sim-v1.0.1-bin.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

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

Posted by zx-81 in SamCoupe at 18:58

Saturday, April 14. 2007

GP2X-Colem: Colecovision emulator for GP2X v1.0.1

Hi All,

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. GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

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

Here is a full working binary version :
colem-v1.0.1-bin.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in ColecoVision at 23:16

GP2X-2600: Atari 2600 emulator for GP2X v1.0.1

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP. My PSP version is based on the work 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.

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

Here is a full working binary version :
2600-v1.0.1-bin.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
dcemu network or <http://www.gp32x.com/>.

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

Posted by zx-81 in Atari 2600 at 00:11

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

Friday, April 13. 2007

My new web site on DCEMU network !

Hi All !

Thanks to Wraggster and DCEmu's Staff, I'm pleased to announced you that i have got a new web site on DCEmu network, with a new design and new forum sections (such as a GP2X section).

So if you want comment out all my latest PSP and GP2X releases, please feel free to go there :

zx81.dcemu.co.uk

Cheers, Zx.

Posted by zx-81 in Favorite sites at 22:17

GP2X-7800: Atari 7800 emulator for GP2X v1.0.1

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system. It has been written by Greg Stanton, see <http://home.comcast.net/~gscottstanton> for details.

Here is a port on GP2X of the version 1.0 that i had previously ported to PSP.

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

Here is a full working binary version :
7800-v1.0.1-bin.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in Atari 7800 at 00:34

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

Thursday, April 12, 2007

GP2X-ZX81: A Sinclair ZX81 emulator for GP2X 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.

Here is a port on GP2X of the version 2.1 that i had previously ported to PSP.

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/>

Here is a full working binary version :
[zx81-v1.0.1-bin.zip](#)

And the source code :
[zx81-v1.0.1-src.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here : <http://www.gp32x.com/> or dcemu network

Posted by zx-81 in Sinclair at 19:41

Wednesday, April 11, 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.0.1

Hi All,

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)

Here is a port on GP2X of the version 4.2.0 that i had previously ported to PSP.

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

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

Here is a full working binary version :
cap32-v1.0.1-bin.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in Amstrad at 02:44

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

Tuesday, April 10, 2007

GP2X-MSX: MSX Emulator for GP2X 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.

Here is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

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

Here is a full working binary version :
msx-v1.0.1-bin.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in MSX at 19:11

GP2X-Int: Intellivision Emulator for GP2X 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.

Here is a port on GP2X of the version 20051204 that i had previously ported to PSP.

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

Here is a full working binary version :
int-v1.0.1-bin.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in Intellivision at 13:47

Monday, April 9, 2007

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.1

Hi All,

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.

Here is a port on GP2X of the version 1.1.5, that i had previously ported to PSP.

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

If you're looking for games and software have a look here :
[to7-70 games](#)

Here is a full working binary version :
[thom-v1.0.1-bin.zip](#)

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/> or dcemu network

Posted by zx-81 in Thomson TO7 at 23:16

Saturday, April 7, 2007

GP2X-Mancala: A Mancala Game for GP2X v1.01

Hi All,

Mancala is a board game family, originated in East Africa. The word "Mancala" came from arabic word "naqalah" that means literally "To move". GP2XMancala is the "Awari" variant, and even if the rule of this game is simple, the complexity can be compared to chess Game.

The AI is based on the source code of H. Huseby & G.T. Lines, for their implementation of the classical Minimax algorithm.

GP2XMancala is a port of my PSP version.

Big big thanks to Julien who ported my PSP GnuGO to GP2X

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.

How to play ? Here is the rules available from awari.cs.vu.nl :

Awari is played on a board where each player owns 6 pits. In the initial position, all pits are filled with four stones, thus the initial position has 48 stones.

The player to move chooses one of its own, nonempty pits and removes all stones from the pit. The player then sows the stones, counterclockwise, over the remaining pits.

If the last stone is sown into an enemy pit that contains 2 or 3 stones after sowing, the stones are captured.

In this case, if the second last pit is also an enemy pit that contains 2 or 3 stones, they are captured as well, and this process is repeated clockwise, until the own pit, or an enemy pit containing less than 2 or more than 3 stones is reached.

The player who captures most stones, wins the game. The game end when a player cannot move, however, to avoid such a situation early in the game, it is not allowed to do a move that leaves the opponent without countermove, unless all moves eradicate the opponent.

mancala-v1.0.1.zip

Special thanks to all GP2X-SDK developpers.

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
<http://www.gp32x.com/>

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

UPDATE :

If you want to discuss on this homebrew you'd better do it here :
zx81's forum on dcemu network

Since i can't answer you on www.gp32x.com (my account has been blocked). A kind of welcome joke or anti spam stuff ?

UPDATE2 : gp32x.com issue seems to be fixed now ...

Posted by zx-81 in Mancala at 10:00

Friday, April 6. 2007

PSPSIM: A SamCoupé Emulator for PSP v1.0.5

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 1.0.5 :

- Bug fix: frame skip option is now saved with game settings
(Thanks to Nick666, who had reported me this bug)
- From Mr Nick666 :
 - + New beautiful background images designed by Mr Nick666 !
 - + Settings files for most of all famous games !

Big big thanks to Nick666

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-v1.0.5.zip

Enjoy,

Zx.

PS: If you're looking for good games, try the Nick666 pack : [here](#)

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 21:27

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

Thursday, April 5, 2007

PSPSSH : SSH2 Client for PSP v1.0.4 (WPA !)

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.

Change log :

What's new in version 1.0.4 :

- WPA support for 3.0x-OE PSP firmware
- Add Visual bell feature, the screen blink when Ctrl-G (bell character) is sent to the vt100 emulator.

Credits and license :

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

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.

Download :

A binary version for firmware 1.5 is available here :
[pspssh-fw15-bin-v1.0.4.zip](#)

A binary version for firmware 3.x-OE is available here :
[pspssh-fw3x-bin-v1.0.4.zip](#)

Sources are here :
[pspssh-src-v1.0.4.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.

Special thanks to Cool Matty for his feedback, and Dmitry for testing !

Enjoy,

Zx

If you want to discuss on this emulator, you can do it there :

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

zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in SSH Client at 22:28

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

Wednesday, April 4, 2007

GP2X ? Here i come !

Thanks to my friend David Chau from gp2xstore.com, i can now develop homebrew not only for the PSP, but also for the nice GP2X Console !

Many many thanks to him,

Zx

Posted by zx-81 in GP2X F100 at 20:28

Sunday, April 1. 2007

PSPSSH : SSH2 Client for PSP v1.0.3

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 1.0.3 :

- New Danzeff keyboard layout
(alt keys are now available)
- New option to save the vt100 screen as a text file.
- New login menu
(more friendly, and with new options)
- Improve vt100 emulation
(for example, the nano editor works fine now)

- As Matt Johnston advice me, i've added a new initial random seed generation, using keystroke latency
(you have now to press psp keys randomly, the first time you run pspssh).

- bug fix in random number generator
- bug fix in key send function
- bug fix in vt100 emulator

Credits and license :

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

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.

Download :

A binary version for firmware 1.5 and 3.x-OE is available here :
[pspssh-bin-v1.0.3.zip](#)

Sources are here :

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

pspssh-src-v1.0.3.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.

Special thanks to Cool Matty for his feedback !

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 18:10