

Sunday, September 30. 2007

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.2.0

Hi All,

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 1.2.0 :

- Major Speed improvements, it's now close to fullspeed !
- Import CRT emulation part of older version of Caprice32 v4.1.0 (less accurate, but much faster)
- Add two new render modes : Fast and Ultra.
- Sound is now played in 16 bits and stereo !
- Display and save thumbnail images for each save state
- New speed limiter function
- Add option to display fps rate
- Option to prevent the blue led to be displayed when L or R are pressed
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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 and source :

`cap32-v1.2.0-bin.zip`

`cap32-v1.2.0-src.zip`

Thanks to KaosOverride for the hints on VDU stuff

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 19:50

Saturday, September 29. 2007

PSPCAP32: Amstrad CPC Emulator for PSP v1.2.0 *UPDATE*

Hi All,

Here is a MAJOR 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 1.2.0 :

- Major Speed improvements, it's really fullspeed !
- Import CRT emulation part of older version of Caprice32 (less accurate, but much faster)
- Add two new render modes : Fast and Ultra.
- Sound is now played in 16 bits and stereo !
- IR keyboard support !
- Display and save thumbnail images for each save state
- New speed limiter function
- Add option to display fps rate
- Option to prevent the blue led to be displayed when L or R are pressed
- Now compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions (might be useful to translate menus in german, french ...)
- Bug fix and 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.

pspcap32-v1.2.0-fw3x.zip

pspcap32-v1.2.0-fw15.zip

pspcap32-v1.2.0-src.zip

Enjoy,

Zx.

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

PS2: If you look for games you can find most of them here

PS3: If you want to run SYMBOS

- 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)

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

** UPDATE 10/1/2007 ** :

- I've uploaded a new version that fix the annoying bug with thumbnail images in ultra mode.
- A new version of the keyboard files from Loic Daneels are also provided in the new zip archive !

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 13:24

Friday, September 28. 2007

PSPMancala: Mancala Game for the PSP v1.03 *SLIM*

Hi All,

Here is a new version of PSPMancala the mancala board game family for the PSP.

What's new in version 1.0.3 :

- Compatible with custom 3.x firmwares (and i hope with psp slim)
- New graphics and eboot icons
- Add Intro Splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate menus in german, french ...)

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.0.3-fw3x.zip

pspmancala-v1.0.3-fw15.zip

pspmancala-v1.0.3-src.zip

Special thanks to all PSPSDK developers.

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 Mancala at 23:38

PSPInt: Intellivision Emulator for PSP v1.1.0 *SLIM*

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 1.1.0 :

- Compatible with custom 3.x firmwares (and i hope with psp slim)
- Add Intro Splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate menus in german, french ...)
- Bug fix in file requester

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

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-v1.1.0-fw3x.zip

pspint-v1.1.0-fw15.zip

pspint-v1.1.0-src.zip

Enjoy,

DrNickel and 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 Intellivision at 20:27

Saturday, September 22. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.4 *UPDATE*

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 ?

- Huge speed improvements !
- New graphics
- Display and save thumbnail images for each save state
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

** UPDATE 9/23/2007 *** I've uploaded a new version to fix a bug (gp2x msx crash when changing the ram size in the default settings). Thanks to 7th-son for his feedback.

Here is a full working binary version :
msx-v1.0.4-bin.zip

Here is the source code :
msx-v1.0.4-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 16:54

PSPMSX: MSX Emulator for PSP v1.2.0 *UPDATE*

Hi All,

Here is a new version of PSPMSX 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.

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

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 1.2.0 :

- Huge speed improvements, it runs now faster than 60 fps using only 222Mhz PSP clock frequency
- IR keyboard support !
- New graphics and eboot icons
- Display and save thumbnail images for each save state
- Add a new render mode (fit height)
- New speed limiter function
- Add option to display fps rate
- Now compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

**** UPDATE 9/23/2007 **** I've uploaded a new version to fix a bug (psp freeze when changing the ram size in the default settings). Thanks to 7th-son for his feedback.

[pspmsx-v1.2.0-fw3x.zip](#)

[pspmsx-v1.2.0-fw15.zip](#)

[pspmsx-v1.2.0-src.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 10:35

Monday, September 17, 2007

PSPColem: A ColecoVision Emulator for PSP v1.0.9 (SLIM)

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 1.0.9 :

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate psp2600 menus in german, french ...)
- 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.

** Many thanks to Pakos210 for the PSP-slim test **

pspcolem-v1.0.9-fw3x.zip

pspcolem-v1.0.9-src.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 23:18

PSP7800: Atari 7800 emulator for PSP v1.0.8 (SLIM)

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 1.0.8 :

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen

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

- Support iso8859-1 fonts in print text functions
(might be useful to translate psp2600 menus in german, french ...)
- 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.

** Many thanks to Pakos210 for the PSP-slim test **

psp7800-v1.0.8-fw3x.zip

psp7800-v1.0.8-src.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 Atari 7800 at 23:02

PSP2600: Atari 2600 emulator for PSP v1.0.5 *SLIM*

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 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 developped on linux for Firmware 3.x-OE and for PSP-slim.

What's new in this version ?

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
(might be useful to translate psp2600 menus in german, french ...)
- 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.

** Many thanks to Pakos210 for the PSP-slim test **

psp2600-v1.0.5-fw3x.zip

psp2600-v1.0.5-src.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 Atari 2600 at 22:35

PSPIRC: IRC Client for PSP v1.0.6

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Add all iso8859-1 characters in danzeff virtual keyboard
- All text fonts are now compatible with iso8859-1 characters
- Bug fix in IR keyboard .ini files with UTF8 specification
(for example mapping string such as "u+c3a0" didn't work properly)
- New targus mapping with french characters mapped from ALT 1 up to ALT -
(see targus-include.ini file for more details)

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLv2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
pspirc-fw15-v1.0.6.zip

A binary version for firmware 3.x-OE is available here :
pspirc-fw3x-v1.0.6.zip

Sources are here :
pspirc-src-v1.0.6.zip

Many thanks to Danzel for his Virtual keyboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Craig for his Sprint IR keyboard driver.

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

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 IRC Client at 20:54

Sunday, September 16. 2007

AFKIM: Instant Messenger for PSP v3.3.1 (latin1)

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !

My contribution to this projet is still MINOR, all credits should remain to Danzel
(see <http://localhost.geek.nz/>)

What's new then ?

- Add iso 8859-1 font/characters compatibility (useful for french, spanish, german etc ...)
- Add modified version of Danzeff Keyboard with iso 8859-1 characters
- Code cleaning

Have a look to the file README-irkbd.txt for mapping informations etc ...

The IR keyboard part has been tested using a Targus Universal IR Wireless keyboard.

afkim-v3.3.1-fw3x.zip

afkim-v3.3.1-src.zip

**** UPDATE **** : Here is a fw 1.5 version

afkim-v3.3.1-fw15.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 Messenger at 23:28

Tuesday, September 11. 2007

PSPSSH : SSH2 Client for PSP v1.0.9 (latin1)

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.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.0.9 :

- Add iso8859-1 characters support in vt100 emulation
- Add word.txt file to paste words in vt100 console (words in this file can be written using UTF8 / unicode)
- All text fonts are now compatible with iso8859-1 characters
- Add all iso8859-1 characters in danzeff virtual keyboard
- Bug fix in IR keyboard .ini files with UTF8 specification (for example mapping string such as "u+c3a0" didn't work properly)
- New targus mapping with french characters mapped from ALT 1 up to ALT - (see targus-include.ini file for more details)

Credits and license :

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

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library)

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 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
[pspssh-v1.0.9-fw15.zip](#)

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

A binary version for firmware 3.x-OE is available here :
pspssh-v1.0.9-fw3x.zip

Sources are here :
pspssh-v1.0.9-src.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 20:35

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

Saturday, September 8, 2007

PSPIRC: IRC Client for PSP v1.0.5 * UPDATE *

**** UPDATE **** : The version i have uploaded on my web site yesterday was buggy, i've uploaded a new version just now. sorry for inconvenience.

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Support iso-8859-1 characters in IRC console for West European languages (characters such as à, é, è ... are now printed properly instead of a white space)
- Bug fix in console display

Credits and license :

It is mainly based on the IRC engine written by Danzel, and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library) with a new patch from Craig to support Sprint PCS IR keyboard.

This software is distributed under GNU V2 License, see GPLv2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 3.40-OE, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

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

Download :

A binary version for firmware 1.5 is available here :
[pspirc-fw15-v1.0.5.zip](#)

A binary version for firmware 3.x-OE is available here :
[pspirc-fw3x-v1.0.5.zip](#)

Sources are here :
[pspirc-src-v1.0.5.zip](#)

Many thanks to Danzel for his Virtual keyboard and his IRC stuff, and to all PSPSDK developpers.

Special thanks to HookBott for graphics, splash screen and icons, and to Craig for his Sprint IR keyboard driver.

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](#)

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

Posted by zx-81 in IRC Client at 23:43