

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

Wednesday, October 31, 2007

### PSPIRC: IRC Client for PSP v1.0.7

Hi All,

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

What's new in this version ?

- Bug fix in danzeff keyboard (characters ? and # weren't mapped properly)
- Bug fix on fw-3x, the PSP freeze when more than 7 tabs were opened simultaneously
- New line edit mode in irc console

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.

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 3.71-m33, 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-v1.0.7.zip](#)

A binary version for firmware 3.x-OE is available here :  
[pspirc-fw3x-v1.0.7.zip](#)

Sources are here :  
[pspirc-src-v1.0.7.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 Delight1 for her help, support and beta testing !

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 22:29

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

Monday, October 29. 2007

### **PSPWrite: A Text Editor for PSP v1.0.3 \* UPDATE \***

Hi All,

Here is a new version of PSPWrite the text editor for PSP

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

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.

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

What's new then in 1.0.3 ?

- Add option to change the font size (8x8 or 6x10)
- Use Analog pad to move faster
- New CPU clock (from 133 to 333)
- Two cursor modes :
  - . the cursor move only on already written text.
  - . the cursor can move everywhere.

**\*\* UPDATE \*\*** The previous version was buggy, i've just uploaded a new one !

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.

[pspwrite-v1.0.3-fw3x.zip](#)

[pspwrite-v1.0.3-fw15.zip](#)

[pspwrite-v1.0.3-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 Text Editor at 21:51

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

Sunday, October 28. 2007

### **PSP Development Kit ready to use for Windows Users \*\*\* UPDATE \*\*\***

Hi All,

For windows users who want to develop on their windows PC, little homebrew for the PSP, without spending hours or days trying to install cygwin and compile the toolchain, this package is for you !!

You have first to install VirtualBox that is freely available : <http://www.virtualbox.org/>

\*\* UPDATE: here \*\*

\*\* N'HESITEZ PAS A POSER VOS QUESTIONS ICI \*\*

You have to unrar the rar archive in disk1.vdi (you need at least 4Gb of free space on your hard disk)

Then create a new virtual host, Linux 2.6 with 256 Mb of memory, and use the disk1.vdi as a disk image !

This disk image contains a full install of xubuntu 7.4, where the PSP SDK has been already compiled, and several other software added (such as the famous IDE Kdevelop, gcc, SDL etc ...).

After virtually booting Xubuntu, the login name is psp, and the password is psp.

I've written a small PSP project (hello world) for Kdevelop, ready to use.

The source code of PSPWrite is also given as an example, with a linux version and a PSP version (but with makefile only, without project file for Kdevelop).

Hope that helps,

Zx

Posted by zx-81 in SDK at 22:13

Saturday, October 27. 2007

## **PSPTHOM: A TO7-70 emulator for PSP v1.1.0 (IR + SLIM)**

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 1.1.0 :

- IR keyboard support !
- 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
- Option to prevent the blue led to be displayed when L or R are pressed
- 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.

[pspthom-v1.1.0-fw3x.zip](#)

[pspthom-v1.1.0-fw15.zip](#)

[pspthom-v1.1.0-src.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](#)

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

Posted by zx-81 in Thomson T07 at 21:22

### **A new french forum section on coyotte info !**

Hi All !

I had already two favorite places on qj.net and dcmu to discuss all my emulators and homebrew stuff (thanks again to them for kindly hosting me), but i hadn't any dedicated place in my own country, i mean on a french web site.

Biloute from french web site coyotte.info kindly offered me to host sub forum sections to discuss all PSP and gp2x emulator ports and other homebrew stuffs.

So if you speak french, you're welcome :  
here for PSP  
and  
here for GP2X

Cheers,

Zx.

Posted by zx-81 in Favorite sites at 19:04

Friday, October 26. 2007

## **PSP GNU CHESS: Chess game for PSP**

Hi All,

I'm pleased to announce a new homebrew for the PSP today !

GNU Chess is command line Chess program running on many different systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Stuart Cracraft, Lukas Geyer, Simon Waters and David A. Wheeler.

PSP Gnu Chess use the GNU Chess version 5.07 for the Artificial Intelligence, and i've added a Graphical User interface.

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.

pspgchess-v1.0.1-fw15.zip

pspgchess-v1.0.1-fw3x.zip

pspgchess-v1.0.1-src.zip

Enjoy,

Zx.

PS: It's a first playable release but work still remain ...

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 Chess Game at 21:53

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

Wednesday, October 17, 2007

### GP2X-Write: A Text Editor for GP2X v1.0.1

Hi All,

I'm pleased to announce the first release of GP2X-Write a simple text editor for the GP2X.

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

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.

write-v1.0.1.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 Text Editor at 22:37



Tuesday, October 16. 2007

## **PSPWrite: A Text Editor for PSP v1.0.2**

Hi All,

Here is a new version of PSPWrite the text editor for PSP

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

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.

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.

What's new then in 1.0.2 ?

- IR keyboard is now active in all menus and the ENTER key works fine (no need to press Ctrl-X in menus)
- file extention are now ignored so you can edit any file
- the last folder used to load a file becomes the new default folder
- the last folder is saved in the configuration file (so the default folder is not always pspwrite/txt/ folder)
- options are now saved on exit
- ask before to overwrite a file
- keys such as page-up or page-down are now working fine in the virtual keyboard
- add missing key mapping in the help file
- option to specify the text and background color
- option to specify the width/height of the editor screen (the screen will be automatically centered)
- tabulations are now supported (and expanded in space optionally)
- 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.

pspwrite-v1.0.2-fw3x.zip

pspwrite-v1.0.2-fw15.zip

pspwrite-v1.0.2-src.zip

Enjoy,

Zx.

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

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 Text Editor at 22:43

### **PSPColem: A ColecoVision Emulator for PSP v1.1.0**

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 1.1.0 :

- Display and save thumbnail images for each save state
- New graphics
- Option to prevent the blue led to be displayed when L or R are pressed
- Option to display frame rate

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-v1.1.0-fw3x.zip

pspcolem-v1.1.0-fw15.zip

pspcolem-v1.1.0-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 ColecoVision at 22:32

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

Saturday, October 13. 2007

### **PSPWrite: A Text Editor for PSP v1.0.1 \*UPDATE\***

Hi All,

I'm pleased to announce the first release of PSPWrite a simple text editor for the PSP. This editor should be easier to use than Notepad (part of PSP-PDA project).

It permits to edit even huge text file, in both dos and unix mode, using iso8859-1 (8bits) characters encoding. All iso8859-1 characters are present in the "Danzeff like" virtual keyboard.

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.

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.

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

pspwrite-v1.0.1-fw3x.zip

pspwrite-v1.0.1-fw15.zip

pspwrite-v1.0.1-src.zip

UPDATE : a little bug has been found and fix (it could freeze the psp)

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 Text Editor at 20:38

Thursday, October 11. 2007

## **PSP-FTPD: A FTP Server on your PSP v0.4.0**

Hi All,

Here is a new release of PSP-FTPD the FTP server for your PSP.

What's new in version 0.4.0 :

- Now compatible with fw3x-0E

How to use it ?

Have a look to the README.txt file.

pspftpd-v0.4.0.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 FTP Server at 19:42

Wednesday, October 10. 2007

**PSPGGO: GO Game for the PSP v1.1.0 \* SLIM \***

Hi All,

For those who haven't seen previous releases, GNU-Go is an ASCII command line GO game running on MacOS X, Windows and many Unix systems. (see GNU Go web site)

PSP-GGO is a port of latest version 3.6 of GNU-Go, and i've added a Graphical User interface.

What's new then in this version ?

- Now compatible with custom firmwares 3.x and PSP-slim
- New user interface and new graphics
- 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 in the 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.

For those who wonders how to play go ? here is a good site !

[pspggo-v1.1.0-fw3x.zip](#)

[pspggo-v1.1.0-fw15.zip](#)

[pspggo-v1.1.0-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 Go Game at 20:40

Sunday, October 7, 2007

### **PSPX48: a HP48 Calculator emulator v1.1.0 \*SLIM\***

Hi All,

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

What's new in this version 1.1.0 ?

- Now compatible with custom firmwares 3.x and PSP-slim
- Bug fix and code cleaning
- New help menu

The HP48 documentation is there : user guide

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

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

[pspx48-v1.1.0-fw3x.zip](#)

[pspx48-v1.1.0-fw15.zip](#)

[pspx48-v1.1.0-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 [HP 48](#) at 16:12

### **PSPXTI: A TI-92 Calculator emulator v1.2.1 \*SLIM\***

Hi all,

For those who haven't seen previous versions, XTiger is an unix emulator (under X Window) of a TI-92 calculator (Texas instruments).

It was originally written by Jonas Minnberg and was closed source.

Jonas Minnberg has not worked on XTiger for quite a while and he gave Misha Nasledov the code and permission to GPL it.

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

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

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- Now compatible with custom firmwares 3.x and PSP-slim
- Option to prevent the blue led to be displayed when L or R are pressed
- It has been linked with latest IR keyboard library so it should work better with Palm Keyboard
- The power '^' character is now properly mapped on IR keyboard
- 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

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+ v1.01 or v1.05 here <http://ti83khdv.online.fr>

This version works for 1.5 and custom firmware 3.X-OE

pspxti-v1.2.1-fw3x.zip

pspxti-v1.2.1-fw15.zip

pspxti-v1.2.1-src.zip

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

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

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

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 TI 92 at 13:28

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

Saturday, October 6, 2007

### **PSPoste: Email Client for PSP Beta 6.2 (Palm IR Fix)**

Hi all,

Here is a new version of PSPoste the famous email client application for PSP written by David Cummings, Ben Biron and Sajeeth Cherian (see <http://www.psposte.org> for details).

My contribution to this projet is MINOR, all credits should remain to original authors !

What's new then ? It has been linked with latest IR keyboard library (same as PSPIRC), and IR keyboard such as Palm should now work properly. Thanks to Mov from QJ for his help and test.

It is distributed under GNU licence, and sources are provided.

For those who want to import their contact list from Outlook, Sylvain provides them a useful application available here on his blog : <http://sylvain.nawrocki.free.fr/blog/>

binary version for firmware 1.5

binary version for firmware 3x

source code

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 Email Client at 09:52



Wednesday, October 3, 2007

## **PSP2600: Atari 2600 emulator for PSP v1.1.0 (final)**

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 (i hope the last) ?

- Display and save thumbnail images for each save state
- New graphics
- Option to prevent the blue led to be displayed when L or R are pressed

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-v1.1.0-fw3x.zip

psp2600-v1.1.0-fw15.zip

psp2600-v1.1.0-src.zip

**\*\* UPDATE \*\*** : A little bug has been found, and prevent .bin roms to be loaded from a zip file. It has been fixed, and i've uploaded a new version.

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 21:37

Monday, October 1. 2007

### **GP2X-MSX: MSX Emulator for GP2X v1.0.5 (final)**

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 ?

- New render fast mode (original msx size but faster)
- Option to prevent the blue led to be displayed when L or R are pressed
- Remove .png file when removing state file

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

Here is a full working binary version :  
[msx-v1.0.5-bin.zip](#)

Here is the source code :  
[msx-v1.0.5-src.zip](#)

This should be the last version,

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 23:03

### **PSPMSX: MSX Emulator for PSP v1.2.2 \*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. 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.

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What's new in version 1.2.1 :

- New render fast mode (original msx size but faster)
- Option to prevent the blue led to be displayed when L or R are pressed
- Remove .png file when removing state file
- Bug fix: random pixels colors on screen borders
- IR keyboard works now also with in the keyboard settings/mapping menu

**\*\* UPDATE : What's new in version 1.2.2 \*\***

- Add option to increase the sound volume

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

pspmsx-v1.2.2-fw3x.zip

pspmsx-v1.2.2-fw15.zip

pspmsx-v1.2.2-src.zip

This should be the last release, (before the next one lol)

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 21:24

### **Want to port your homebrew to Fw-3X / PSP SLIM ?**

For those who wonder how to port their homebrews to Fw-3x and PSP-SLIM, you will find here a very simple "hello world" homebrew, that can be compiled both for fw-15 and fw-3x,

here it is

Have a look to the README file for details.

This is a very simple example part of the SDK, it's only for coders, so no need to publish this stuff on your forums !!!

Hope that helps,

Zx

Posted by zx-81 in SDK at 20:40