

Thursday, November 29, 2007

PSPMSX: MSX Emulator for PSP v1.2.3

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.

What's new in version 1.2.3 :

- Major speed improvements while using GU render modes
- Small changes in settings menu and default settings options

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

[pspmsx-v1.2.3-fw3x.zip](#)

[pspmsx-v1.2.3-fw15.zip](#)

[pspmsx-v1.2.3-src.zip](#)

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

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 22:34

Wednesday, November 28, 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.4

Hi All,

Stella is one of the best emulators of the 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.

What's new this version :

- 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.txt file.

Here is a full working binary version :
2600-v1.0.4-bin.zip

The source code is here :
2600-v1.0.4-src.zip

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

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 19:37

Monday, November 26, 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.0 (SLIM+IR)

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 1.1.0 :

- Major speed improvements in smooth rendering !
- Compatible with custom firmwares 3.x and PSP-slim
- Display and save thumbnail images for each save state
- Add a simple intro splash screen
- New speed limiter function
- Support iso8859-1 fonts in print text functions
(might be useful to translate pspatari menus in german, french ...)
- IR keyboard support (mainly for menu)
- Add option to display fps rate
- Option to prevent the blue led to be displayed when
L or R are pressed
- Bug fix in help menu and in file requester

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.

Special thanks to Raven for his beautiful icons (Raven's 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.

binary version for fw3.x

binary version for fw1.5

source code

Enjoy,

Zx.

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

You have to load them using the original atari800 emulator menu (the yellow "Atari800 menu" option in the emulator window).

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

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

Posted by zx-81 in Atari 5200 at 21:43

Sunday, November 18. 2007

GP2X-GNU Chess: Chess game for GP2X v1.0.1

Hi All,

GNU Chess is command line Chess program running on many differents 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, Lukas Geyer, Simon Waters and David A. Wheeler.

GP2X 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.

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

Here is the source code :
gchess-v1.0.1-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 Chess Game at 16:42

Saturday, November 17. 2007

PSP GNU CHESS: Chess game for PSP v1.0.3

Hi All,

GNU Chess is command line Chess program running on many differents 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, 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.

What's new is this version ?

- IR Keyboard support
- Add Option to highlight last move
- Display captured and promoted pieces
- Add virtual keyboard to enter PGN filename
- Load and Save PGN game file
- Fix joypad/pad speed issue

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

pspgchess-v1.0.3-fw15.zip

pspgchess-v1.0.3-fw3x.zip

pspgchess-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 Chess Game at 22:27

PSPIRC: IRC Client for PSP v1.1.1 (minor update)

Hi All,

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

What's new in this version ?

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

- Bug fix in the login menu
(psp freeze if you enter key while script menu is selected)

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.

Thanks to Snaap06 and KookBott for their work on previous eboot icons and graphics.

If you like Hookbott graphics you can still download them here : [pspirc-skin.zip](#)

Big thanks to Delight1 for her graphics, help, support, ideas, comments and beta testing.

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-v1.1.1.zip](#)

A binary version for firmware 3.x-OE is available here :
[pspirc-fw3x-v1.1.1.zip](#)

Sources are here :
[pspirc-src-v1.1.1.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 IRC Client at 22:25

Monday, November 12, 2007

PSPSIM: A SamCoupé Emulator for PSP v1.1.0 (SLIM + IR)

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 1.1.0 :

- IR keyboard support !
- Speed improvement
- 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
- New help menu
- Support iso8859-1 fonts in print text functions (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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-v1.1.0-fw3x.zip

pspsim-v1.1.0-fw15.zip

pspsim-v1.1.0-src.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 22:12

Sunday, November 11. 2007

PSP7800: Atari 7800 emulator for PSP v1.1.0 *UPDATE*

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 1.1.0 :

- Display and save thumbnail images for each save state
- IR keyboard support (mainly for menu)
- Add option to display fps rate
- Option to prevent the blue led to be displayed when L or R are pressed
- New psp clock option (it can now run at 133 Mhz)
- New speed limiter function
- New sound engine (always crappy but faster)
- Import code from ProSystem version 1.2

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 **** The sound was too crappy in this version, so back to previous sound engine with version 1.1.1 :

psp7800-v1.1.1-fw3x.zip

psp7800-v1.1.1-fw15.zip

psp7800-v1.1.1-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 19:12

Saturday, November 10. 2007

PSPZX81: A Sinclair ZX81 emulator for PSP v1.1.0 (SLIM + IR)

Hi All,

Here is a new version of PSPZX81 the ZX-81 emulator for PSP.

For those who haven't seen previous release, 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.

PSPZX81 is a port of the version 2.1 on PSP.

What's new then in this version ?

- IR keyboard support !
- Now compatible with custom firmwares 3.x and PSP-slim
- New graphics
- Display and save thumbnail images for each save state
- New render mode (fit height and fit) using GPU
- New psp clock option (it can now run at 133 Mhz)
- New speed limiter function
- Add option to display fps rate
- Add a simple intro splash screen
- Emulator menus reorganisation (new menu for settings)
- Add help menu
- Add keyboard change skin option
(you can add your own virtual keyboard images in the graphics directory).
- Multiple keyboard mapping feature (Thanks to Pou-chan)
You can now toggle between three different keyboard mapping using L/R Trigger keys
- 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 in program file requester

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/>

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

[pspzx81-v1.1.0-fw3x.zip](#)

[pspzx81-v1.1.0-fw15.zip](#)

[pspzx81-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 Sinclair at 22:58

Huge thanks to generous donators!

Huge thanks to all generous donators !

Thanks to you, i've got now a new Targus Keyboard PA870 v3 (my previous one didn't work properly, and i had to spend half an hour to make it work using a screwdriver etc ...)

I can now continue to develop homebrew with IR keyboard feature,

Thanks again,

Zx

Posted by zx-81 in Events at 14:30

Tuesday, November 6, 2007

PSPIRC: IRC Client for PSP v1.1.0 (Ultimate) *UPDATE*

Hi All,

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

What's new in this version ?

- New graphics designed by Delight1 herself !
- Display all user flags in the user list menu
- IRC Channel name is now automatically added in command /TOPIC, /KICK and /MODE
- Command /MSG is now supported (alias to /PRIVMSG)
- Command/Text line history
- Command completion in the console window ! (see readme for details)
- You can now paste the name of an existing tab in the console line
- Bug fix in /TOPIC command (only the first word was taken into account)
- Bug fix in the new input line feature
(the text was messed up when line size was greater to the width of console window)
- Bug fix in the help menu (only first lines were displayed properly)

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.

Thanks to Snaap06 and KookBott for their work on previous eboot icons and graphics.

If you like Hookbott graphics you can still download them here : [pspirc-skin.zip](#)

**** Big thanks to Delight1 for her graphics, help, support, ideas, comments and beta testing ****

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-v1.1.0.zip](#)

A binary version for firmware 3.x-OE is available here :
[pspirc-fw3x-v1.1.0.zip](#)

Sources are here :
[pspirc-src-v1.1.0.zip](#)

Enjoy,

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

Zx

*** UPDATE **** For those who find that text is unreadable with the new console background, i've uploaded a new version of pspirc with this background image :

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcmu network or zx81's forum on qj.net

Posted by zx-81 in IRC Client at 21:20

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

Saturday, November 3. 2007

GP2X-Write: A Text Editor for GP2X v1.0.2

Hi All,

Here a new version of gp2x-write the text editor for GP2X.

For those who haven't seen previous release, 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.

What's new then ?

- Two cursor modes :

- . the cursor move only on already written text (useful to edit existing text file)
- . the cursor can move everywhere (useful to display existing text file)

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-v1.0.2.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 15:56

Friday, November 2. 2007

PSP GNU CHESS: Chess game for PSP v1.0.2

Hi All,

GNU Chess is command line Chess program running on many differents 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, 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.

What's new is this version ?

- Option to specify search depth (i.e: difficulty)
- Add Undo feature
- Add Book feature, move database is stored in file book.dat.
The file given with this homebrew is the book.dat provided with gnuchess (but you can replace it by your own)
- Bug fix when you put black on the bottom of the screen, King and Queen weren't at the right place !
- Bug fix with keys/analog pad (sensitivity was too high)

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

pspgchess-v1.0.2-fw15.zip

pspgchess-v1.0.2-fw3x.zip

pspgchess-v1.0.2-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 Chess Game at 15:13