

Monday, December 31. 2007

**Happy new year !**

I wish all of you a safe, healthy, and prosperous New Year 2008 !

Zx

Posted by zx-81 in Events at 23:30

Saturday, December 29. 2007

### **PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.1 (minor update)**

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.

smooth

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 1.1.1 :

- All render modes use GU (smooth mode)
- Add fit height render mode (for zektor)
- Analog pad can now be used in the file requester
- Can now be compiled under linux for linux (usefull for dev/debug)
- Tried to put the new pokey functions, but it is too slow to be usable on a PSP

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.

**\*\* UPDATE \*\*** thanks to Tezz a new version have been uploaded with a fix for IR keyboard (it didn't work properly in previous 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 Atari 5200 at 19:46

### **PSPBEEB: BBC Micro Emulator for PSP v1.1.0 (SLIM + IR)**

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)

Originally developed for UNIX systems in 1994 by David Alan Gilbert, it was then ported to windows by Richard Gellman and Mike Wyatt in 1997. At the start of October 2005, David Eggleston started porting the current Windows version of BeebEm (version 2.3) to FreeBSD.

What's new in version 1.1.0 :

- Speed improvements (but still slow < 40 fps)
- IR keyboard support !
- Now compatible with custom firmwares 3.x and PSP-slim
- Display and save thumbnail images for each save state
- Add option to display fps rate
- Add a simple intro splash screen
- Analog pad can now be used in the file requester to move faster through the disk/state lists
- Option to prevent the blue led to be displayed when L or R are pressed
- All render modes use GU (smooth mode)
- Support iso8859-1 fonts in print text functions (might be useful to translate menus in german, french ...)
- Major bug fix in video emulation functions (psp freeze ...)
- Other bug fix and code cleaning

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

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

pspbbeb-v1.1.0-fw15.zip

pspbbeb-v1.1.0-fw3x.zip

pspbbeb-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 BBC Micro at 14:15

Tuesday, December 25. 2007

## **Merry Christmas !**

I wish you a merry christmas !

Please find here a set of board games for your psp :  
[xmas-board-2007.zip](#)

If you want to add some usefull apps to your PSP :  
[xmas-apps-2007.zip](#)

Or calculators :  
[xmas-calc-2007.zip](#)

If you like emulators and old school stuff :  
[xmas-emu-2007.zip](#)

Enjoy,

Zx

PS here is a mirror :

[xmas-apps-2007.zip](#)  
<http://www.mediafire.com/?b37nd59i0nc>

[xmas-board-2007.zip](#)  
<http://www.mediafire.com/?9qod00txov2>

[xmas-calc-2007.zip](#)  
<http://www.mediafire.com/?dmzrgmxz754>

[xmas-emu-2007.zip](#)  
<http://www.mediafire.com/?emjxh0griyr>

Posted by zx-81 in PSP at 00:54

Monday, December 24, 2007

## **PSPSIM: A SamCoupé Emulator for PSP v1.1.1**

Hi All,

Here is the final 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 1.1.1 :

- Speed improvement for all render mode  
(all render modes use now the GU)
- Automatic start when a new disk is loaded
- Bug fix in the keyboard settings menu  
(d-pad can be used to move up or down in the key menu, even if the virtual keyboard is displayed)
- Analog pad can be used to scroll faster in the file menu requester

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-v1.1.1-fw3x.zip

pspsim-v1.1.1-fw15.zip

pspsim-v1.1.1-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 09:33

Sunday, December 9. 2007

### **GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.1**

Hi All,

Here is a new version (i hope the last) of GP2X-CAP32 the CPC emulator for GP2X.

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 1.3.1 :

- Display in green (monochrome)
- Check CPM disk automatically  
(and run |CPM instead of RUN")
- Bug fix in the disk explorer menu  
(when the number of files on disk was too high)

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-v1.3.1-bin.zip

cap32-v1.3.1-src.zip

Special thanks to KaosOverride,

Enjoy,

Zx.

PS: Looking for games, here is a good site ?

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 Amstrad at 16:56

### **GP2X-TI99 : A TI-99/4 Emulator for GP2X v1.0.1**

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer running on Windows and Unix. The emulator faithfully imitates the TI99/4 model (see <http://www.mrousseau.org/programs/ti99sim/>)

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

GP2X-TI99 is a port on GP2X of the version 0.1.0 of TI99Sim.

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

If you want to convert games etc ... have a look to Ti99/sim web site for more informations (<http://www.mrousseau.org/programs/ti99sim/>).

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

Here is a binary version :  
ti99-v1.0.1-bin.rar

Here is the source code :  
ti99-v1.0.1-src.zip

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 TI 99 at 14:34

Saturday, December 8. 2007

## **PSPCAP32: Amstrad CPC Emulator for PSP v1.3.2**

Hi All,

Here is a new version (final ?) 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 1.3.2 :

- Option to display in green (monochrome)
- Option to scroll up or down the screen (when the screen is not properly centered)
- Analog pad can now be used in the file requester to move faster through the disk/snapshot lists
- Check CPM disk automatically (and run |CPM instead of RUN")
- Bug fix in the disk explorer menu (when the number of files on disk was too high)
- IR keyboard works now also in the keyboard settings menu.
- Bug fix in the render function, sometimes the screen became dark (it should not happen anymore).

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-v1.3.2-fw3x.zip

pspcap32-v1.3.2-fw15.zip

pspcap32-v1.3.2-src.zip

Thanks to Gryzor you can find here a set of snapshots.  
If you look for disk images you can find most of them here

Want to know which games are good ? here is a good site !

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 Amstrad at 19:47

### **PSPTI99 : A TI-99/4 Emulator for PSP v1.0.2**

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer running on Windows and Unix. The emulator faithfully imitates the TI99/4 model (see <http://www.mrousseau.org/programs/ti99sim/>)

PSPTI99 is a port on PSP of the version 0.1.0 of TI99Sim.

What's new then in this version ?

- Add save state feature !
- Display and save thumbnail images for each save state
- Disable speech system (make the emulator to freeze)
- Bug fix in the render function (dark screen)

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

If you want to convert games etc ... have a look to Ti99/sim web site for more informations (<http://www.mrousseau.org/programs/ti99sim/>).

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

pspti99-v1.0.2-fw3x.zip

pspti99-v1.0.2-fw15.zip

pspti99-v1.0.2-src.zip

The save state feature is still a bit buggy, if you encounter any issue then reload the cartridge you were playing, and then reload the save state.

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 99 at 18:58

Monday, December 3. 2007

## **PSPTI99 : A TI-99/4 Emulator for PSP v1.0.1**

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer running on Windows and Unix.  
The emulator faithfully imitates the TI99/4 model  
(see <http://www.mrousseau.org/programs/ti99sim/>)

PSPTI99 is a port on PSP of the version 0.1.0 of TI99Sim.

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

If you want to convert games etc ... have a look to TI99/sim web site  
for more informations (<http://www.mrousseau.org/programs/ti99sim/>).

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

pspti99-v1.0.1-fw3x.zip

pspti99-v1.0.1-fw15.zip

pspti99-v1.0.1-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 TI 99 at 21:59

Sunday, December 2. 2007

## **GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.0**

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 1.3.0 :

- Games on disk are now automatically loaded on startup !
- Menu to explore the disk content and possibly load files with Basic RUN" command
- Add several news options such as one to display (or not) the border
- 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-v1.3.0-bin.zip

cap32-v1.3.0-src.zip

Special thanks to KaosOverride !

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 Amstrad at 00:52

Saturday, December 1. 2007

## **PSPCAP32: Amstrad CPC Emulator for PSP v1.3.1**

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 1.3.1 :

- Major Speed improvements, it's really fullspeed even using GU rendering ! 45 fps at 222Mhz using the fast mode, >50 fps for any mode at 266Mhz.
- Games on disk are now automatically loaded on startup !
- Menu to explore the disk content and possibly load files with Basic RUN" command
- Sound improvements
- Add several news options such as one to display (or not) the border, or to select disk startup mode etc ...
- Bug fix in the keyboard settings menu (when the virtual keyboard is displayed, then you can still use the d-pad to select menu items)
- Other 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-v1.3.1-fw3x.zip

pspcap32-v1.3.1-fw15.zip

pspcap32-v1.3.1-src.zip

Thanks to Gryzor you can find here a set of snapshots.  
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Enjoy,

Zx.

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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 Amstrad at 10:16