Thursday, January 31. 2008

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.2

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.

What's new in this version ?

- major speed improvements !

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

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

And source code :
sim-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 SamCoupe at 23:28

Sunday, January 27. 2008

PSPSIM: A SamCoupé Emulator for PSP v1.2.1 (speed)

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 1.2.1 :

- Many optimizations to speed up the emulation in
  z80, video and sound emulation part.
  Many games are now fullspeed (50 fps) even at 222Mhz !!
- Many new render modes and screen size options
  (normal, fit, max etc ...)
- The emulator window can now be moved to fit the screen properly
- Add new hotkeys to setup render mode etc ...
- Bug fix in the low battery watchdog
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- 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-v1.2.1-fw3x.zip

pspsim-v1.2.1-fw15.zip

pspsim-v1.2.1-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 18:48

PSP2600: Atari 2600 emulator for PSP v1.1.2 (who said 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.

It has been developped on linux for Firmware 3.x-m33 and 1.5

What's new in this version (i hope the last) ?

- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space invaders !
  On given games, the auto fire can't be stopped, so an
  option to stop it, is available in the settings menu.
- It uses now only PSP GU for rendering
- Speed improvements while using GU render modes
- IR keyboard support !
- Add .a26 as valid rom extention
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- New speed limiter options in settings menu
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Analog pad can be used in the rom file requester
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Increase memory heap size in 3.x

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-v1.1.2-fw3x.zip

psp2600-v1.1.2-fw15.zip

psp2600-v1.1.2-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 Atari 2600 at 02:19

Wednesday, January 23. 2008

PSPIRC: IRC Client for PSP v1.1.2 (keyboard fix)

Hi All,

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

 What's new in this version ?

- No more lag/issue with IR keyboard !
- /notice message are now properly displayed
- Add /clear command

 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, beta testing, and for her good mood and kindness.

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-v1.1.2.zip

A binary version for firmware 3.x is available here :
pspirc-fw3x-v1.1.2.zip

Sources are here :
pspirc-src-v1.1.2.zip

** UPDATE **
If you find that virtual danzeff keyboard is too slow in version 1.1.2 then use this new version :

pspirc-fw3x-v1.1.4.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 22:35

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

Sunday, January 20. 2008

GP2X-Dragon: A Dragon / Tandy Coco Emulator for GP2X v1.0.1

Hi All,

Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

GP2X-Dragon is a port on GP2X of the PSP version of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all GP2X SDK developpers.

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

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

Here is a full working binary and source :
dragon-v1.0.1-bin.zip

dragon-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 Tandy Coco at 20:10

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.3 *ultimate*

Hi All,

Here is the final version 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 1.3.3 :

- Many optimizations to speed up the emulation, frame rate is now 50 fps at
  220Mhz in many games. Main modifications :
  . Z-80 part as been rewritten using several hints such as explicit jump tables for instructions decode

. CRT and sound part has been a bit optimized

- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as defend or die !)
- Add new hotkeys to setup auto fire speed
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- New "Command" feature in the emulator menu:
  . You have now to choose the command you want to run using arrows.
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Remove dead code (such as printer, breakpoint, trace support etc ...)

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-v1.3.3-bin.zip

cap32-v1.3.3-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

  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 00:32

Saturday, January 19. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.3.4 (better than ever !)

Hi All,

Here is the final version 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 1.3.4 :

- Many optimizations to speed up the emulation, frame rate is now 49 fps at 222Mhz in ultra mode, on CPC startup window.   Main modifications :

  . Z-80 part as been rewritten using several hints such as explicit jump tables for instructions decode
  . CRT and sound part has been optimized

- Auto-fire mode, press RTrigger+X to switch it on/off (useful for games such as defend or die !)
- Add new hotkeys to setup auto fire speed
- Bug fix in the low battery watchdog
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- New "Command" feature in the emulator menu:
  . You have now to choose the command you want to run using arrows.
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)
- Remove dead code (such as printer, breakpoint, trace support etc ...)
- Bug fix such as : while saving state using hotkey in ultra-mode, thumb image wasn't properly saved

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-v1.3.4-fw3x.zip

pspcap32-v1.3.4-fw15.zip

pspcap32-v1.3.4-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

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 Posted by zx-81 in Amstrad at 21:42
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PSPMSX: MSX Emulator for PSP v1.2.4

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 1.2.4 :

- Add missing keys such as HOME, GRAPH, STOP
  (Thanks to symBioT for the bug report)
- Auto joystick fire mode, press RTrigger+X to switch it on/off
  (useful for games such as 1942)
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Bug fix in the low battery watchdog
- Analog pad can be used in the rom file requester
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.

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

pspmsx-v1.2.4-fw3x.zip

pspmsx-v1.2.4-fw15.zip

pspmsx-v1.2.4-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

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 Posted by zx-81 in MSX at 01:28
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Sunday, January 13. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.3.2 (fullspeed)

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 1.3.2 :

- Big speed improvements (~20%) thanks to Noldor & Notaz
  All games can now be run close to fullspeed
- Bug fix in green/monochrome default settings
- Add new hotkeys :
  . settings such as fps or render mode
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)

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-v1.3.2-bin.zip

cap32-v1.3.2-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

  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 21:32

Saturday, January 12. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.3.3

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 1.3.3 :

- improve speed (+3 fps at 222Mhz)
- add new hotkeys :
  . settings such as fps, delta_y or render mode
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- bug fix in green/monochrome default settings

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-v1.3.3-fw3x.zip

pspcap32-v1.3.3-fw15.zip

pspcap32-v1.3.3-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 23:36

GP2X-2600: Atari 2600 emulator for GP2X v1.0.5 *F200*

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.

What's new this version :

- Bug fix, now working with F200 (Thanks to Slaanesh)

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

Here is a full working binary version :
2600-v1.0.5-bin.zip

The source code is here :
2600-v1.0.5-src.zip

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

Special thanks to Slaanesh, Manjuu and Sbock.

  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 10:04

Thursday, January 10. 2008

PSPDragon : A Dragon / Tandy Coco Emulator for PSP v1.0.1

Hi All,

Xroar is the best emulator of Dragon32/64 and Tandy Coco home computer running on many systems such as Linux, Unix, Mac OS X, GP32 and Windows32.
See http://www.6809.org.uk/dragon/xroar.shtml for further informations.

PSPDragon is a port on PSP of the version 0.19 of Xroar.

Special thanks to Danzel and Jeff Chen for their virtual keyboard, Ciaran Anscomb for this great emulator, Raven's for eboot icons and to all PSPSDK developpers.

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

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

pspdragon-v1.0.1-fw3x.zip

pspdragon-v1.0.1-fw15.zip

pspdragon-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 Tandy Coco at 23:30

Tuesday, January 1. 2008

PSPWrite: A Text Editor for PSP v1.0.4

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 1.0.4 ?

- Add select/cut/copy/paste feature
- Text can be copied to clipboard and then copied to another/new file
  (usefull to merge several files together).
- New files are now named using a unique id
  (to prevent filename conflicts)
- New background image for file requester and help window

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-v1.0.4-fw3x.zip

pspwrite-v1.0.4-fw15.zip

pspwrite-v1.0.4-src.zip

  Enjoy,

      Zx.

** UPDATE ** : i've put a new version, since previous one was buggy

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 20:20

Portable VNC v1.2.7 (minor bug fix)

Hi All,

Here is a new release of Portable VNC for Custom FW 3.x

For those for haven't seen previous versions, VNC let you access
to your PC desktop from anywhere using a wifi connection.

What's new in version 1.2.7 :

+ Fix issue with fw3x (not enough heap memory)
+ Fix issue with irkeyboard (linked with latest version)

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library), and the Virtual
keyboard is based on the Danzel code.

PSPVNC has been written by NHD from TeamXos, and it's based on the PalmOS VNC client.

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

pspvnc-v1.2.7-src.zip

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

pspvnc-v1.2.7-fw3x.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 VNC Client at 10:51