Sunday, February 24. 2008

PSPMO5 : A Thomson MO5 Emulator for PSP v1.0.1

Hi All,

DCMO5 is one of the best emulator of the Thomson MO5 home computer running on many systems such as MacOS, Windows and Unix. It has been written by Daniel Coulom (see http://dcmo5.free.fr/ for further details).

PSPMO5 is a port on PSP of the version 11 of DCMO5.

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v3, read COPYING.txt file for more information about it.

pspmo5-v1.0.1-fw3x.zip

pspmo5-v1.0.1-fw15.zip

pspmo5-v1.0.1-src.zip

It's a first release, work still remain, for tape and disk support, save states etc ...

  Enjoy,

     Zx.

**** UPDATE **** I've uploaded a new version with keyboard issue fixed (some characters weren't properly mapped)

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 Thomson MO5 at 16:21

PSPZX81: A Sinclair ZX81 emulator for PSP v1.2.0 (final)

Hi All,

Here is the final 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 ?

- New eboot icons based on Raven's stuff

- Add several new hotkeys :
  . settings such as fps, 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)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Add vsync option
- Can now be compiled for linux (useful for debug)
- Bug fix in the low battery watchdog

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-v1.2.0-fw3x.zip

pspzx81-v1.2.0-fw15.zip

pspzx81-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 Sinclair at 10:51

Tuesday, February 12. 2008

PSPColem: A ColecoVision Emulator for PSP v1.1.1

Hi All,

Here is the final 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 1.1.1 :

- Speed improvements, z80 part rewritten using jump tables.
  Antartic Adventure is now fullspeed (60 fps) even at 133Mhz !
- IR keyboard support (mainly for menu)
- Auto-fire mode, press RTrigger+X to switch it on/off
- 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)
- 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
- Add vsync option
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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-v1.1.1-fw3x.zip

pspcolem-v1.1.1-fw15.zip

pspcolem-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 ColecoVision at 22:34

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.3 (minor fix)

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 1.1.3 :

- fix issue with NTSC colors (thanks to carpy)
- bug fix with vsync option
- bug fix with pal/ntsc video system change

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.

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 Atari 5200 at 21:57
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Wednesday, February 6. 2008

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.2 (final)

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 1.1.2 :

- Speed improvements
- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space Xevious !
  On given games, the auto fire can't be stopped easily
  (so you might have to disable it several times)
- Bug fix: settings weren't properly loaded when using
  original 5200 menu
- 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)
- 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
- Add vsync option

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.

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 Atari 5200 at 22:55
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Sunday, February 3. 2008

GP2X-7800: Atari 7800 emulator for GP2X v1.0.3

Hi All,

ProSystem is the best emulator of Atari 7800 game console, running on Windows system.
It has been written by Greg Stanton, see http://home.comcast.net/~gscottstanton for details.

Here is a port on GP2X of the version 1.2 that i had previously ported to PSP.

What's new in this version :

- Many optimizations to speed up the emulation, frame rate is now 50 fps at
  220Mhz in many games.
- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as xevious !)
- 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)
  . setup auto fire speed
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add
  hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
7800-v1.0.3-bin.zip

Source code is here :
7800-v1.0.3-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 Atari 7800 at 22:28

Saturday, February 2. 2008

PSP7800: Atari 7800 emulator for PSP v1.1.2 (final)

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 1.1.2 :

- Major speed improvements (> 60 fps at 222Mhz)
  but limited at 50fps by default
- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space Xevious !
  On given games, the auto fire can't be stopped easily
  (so you might have to disable it several times)
- It uses now only PSP GU for rendering
- IR keyboard support
  (pretty useless, but don't forget, i'm a shadok)
- 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)
- 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

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.

psp7800-v1.1.2-fw3x.zip

psp7800-v1.1.2-fw15.zip

psp7800-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 7800 at 12:53