

Thursday, March 27, 2008

GP2X-2600: Atari 2600 emulator for GP2X v1.0.6

Hi All,

Stella is one of the best emulators 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 (final) version :

- 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.
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- 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)

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

Here is a full working binary version :
[2600-v1.0.6-bin.zip](#)

The source code is here :
[2600-v1.0.6-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 19:43

Monday, March 24. 2008

PSPDragon : A Dragon / Tandy Coco Emulator for PSP v1.0.2

Hi All,

For those who haven't seen previous version, 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.

What's new then in this version :

- Speed improvements
- Add vsync option
- Add artifact mode
- Auto-fire mode, press RTrigger+X to switch it on/off
- New command menu to run disk program
- Bug fix in the low battery watchdog

Special thanks to 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.

I've removed the tape support since it was buggy, and all games are available on disk (so no need to support tape). I don't plan to work on this emulator in a near futur, so it might be a final version.

[pspdragon-v1.0.2-fw3x.zip](#)

[pspdragon-v1.0.2-fw15.zip](#)

[pspdragon-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 Tandy Coco at 14:43

Friday, March 21. 2008

AFKIM: Instant Messenger for PSP v3.3.3 (bug fix)

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see <http://localhost.geek.nz/>)

This version fix several bugs due to changes in bitlbee messages and default settings.

Here is the change log :

- add simple splash screen and fix video black screen issue
- bug fix with latin characters (iso8859-1 characters are now set by default in bitlbee configuration)
- fix in network name resolution (it hangs sometimes, so back to original name resolution stuff)

afkim-v3.3.3-fw3x.zip

afkim-v3.3.3-src.zip

afkim-v3.3.3-fw15.zip

Enjoy,

Zx.

**** UPDATE ****

For those who encountered the "resolving" loop message, you have to replace the name of the server in the im.bitlbee.cfg by the corresponding IP address :

im.bitlbee.org -> 195.85.225.201

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 Messenger at 21:38

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

Thursday, March 20, 2008

AFKIM: Instant Messenger for PSP v3.3.2 (CRITICAL)

Hi all,

Here is a new release of AFKIM (Away From the Keyboard Instant Messenger), the instant messaging application for PSP written by Danzel !
(see <http://localhost.geek.nz/>)

This version fix a critical issue (thanks to LegolasFett for reporting). Previous versions of Afkim don't work anymore due to several changes in the authentication messages sent by the bitlbee server.

Have a look to the file README-irkbd.txt for mapping informations etc ...

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

afkim-v3.3.2-fw3x.zip

afkim-v3.3.2-src.zip

afkim-v3.3.2-fw15.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 Messenger at 21:46

Monday, March 17. 2008

PSPTI99 : A TI-99/4 Emulator for PSP v1.0.3

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 ?

- Speed improvements
- Add vsync and autofire options
- 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

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-v1.0.3-fw3x.zip

pspti99-v1.0.3-fw15.zip

pspti99-v1.0.3-src.zip

If you encounter any issue with the "save state" then reload the cartridge you were playing, and then reload the save state.

You can download a roms pack [here](#)

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 TI 99 at 19:37

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

Sunday, March 16. 2008

Huge thanks to psp-hacks !

Huge thanks to my friend Greg from psp-hacks !

Thanks to his huge contribution, i've ordered right now a psp slim !

I plan to add new features such as TV-video output in all my homebrew stuff.
I hope now to be able to fix issues encountered by PSP Slim users.

Thanks again Greg, for all your time, your nice web site, your support and your kindness,

Zx

Posted by zx-81 in Events at 12:02

Friday, March 14. 2008

PSPMO5 : A Thomson MO5 Emulator for PSP v1.0.2 (final)

Hi All,

For those who haven't seen previous release, 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.

What's new then in this version :

- Disk and Tape support !
- Load and save state !
- Display and save thumbnail images for each save state
- Add new render mode (Fit height)
- New command/run menu
- Add optional disk mode
- Speed improvements
- Add new hotkeys for quick save / quick load current state

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-v1.0.2-fw3x.zip](#)

[pspmo5-v1.0.2-fw15.zip](#)

[pspmo5-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 Thomson MO5 at 21:35

Saturday, March 8. 2008

PSPTHOM: A TO7-70 emulator for PSP v1.2.0 (final)

Hi All,

Here is the final 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 1.2.0 :

- Speed improvements
- Load and save state
- Display and save thumbnail images for each save state
- Add vsync option
- Add new render modes (such as fit height)
- Analog pad can now be used in the file requester
- 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
- Can now be compiled under linux for linux (usefull for dev/debug)

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-v1.2.0-fw3x.zip

pspthom-v1.2.0-fw15.zip

pspthom-v1.2.0-src.zip

Enjoy,

Zx

PS: If you're looking for games for this emulator, please have a look on this french web site

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 Thomson T07 at 14:49

Monday, March 3. 2008

PSPXTI: A TI-92 Calculator emulator v1.2.2 (final)

Hi all,

For those who haven't seen previous versions, XTiger is a 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 final version ?

- Major speed improvements !
- New eboot icons from Raven's web site !
- Add view fps and frameskip options
- Bug fix in the low battery watchdog
- Analog pad can be used in the program file requester

This version works for 1.5 and custom firmware 3.X-OE/M33

*** UPDATE ****

A new version with home, hand, diamond and 2nd keys mapped as ctrl-keys (see readme for details).

pspxti-v1.2.3-fw3x.zip

pspxti-v1.2.3-fw15.zip

pspxti-v1.2.3-src.zip

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

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.

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

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

Posted by zx-81 in TI 92 at 23:33