Sunday, April 27. 2008

GP2X-SIM: A SamCoupé Emulator for GP2X v1.0.3

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 ?

- Minor speed improvement ...
- Bug fix in sound volume control
- Bug fix in rom file requester

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

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

And source code :
sim-v1.0.3-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

GP2X-7800: Atari 7800 emulator for GP2X v1.0.4

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 :

- Optimizations to speed up the emulation, frame rate is now close to 50 fps even at 200Mhz
- Bug fix in the file requester

- L/R Trigger key can be used in the keyboard settings menu

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

Here is a full working binary version :
7800-v1.0.4-bin.zip

Source code is here :
7800-v1.0.4-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :
http://www.gp32x.com/ or dcemu network

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Posted by zx-81 in Atari 7800 at 15:28
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GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.2

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).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

What's new then in this version ?

- Fix in sound volume control

Thanks to Raven for graphics stuff.

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

Here is a full working binary version :
mo5-v1.0.2-bin.zip

Here is the source code :
mo5-v1.0.2-src.zip

This should be the first and the last version ...

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/.


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Posted by zx-81 in Thomson MO5 at 12:08
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GP2X-Colem: Colecovision emulator for GP2X v1.0.3 (final)

Hi All,

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.
GP2X-Colem is a port to GP2X of Colem Unix version 1.0.

What's new in version 1.0.3 :

- Speed improvements, the z80 part has been rewritten using jump tables,
- Emulation accuracy improvements (original hidden frameskip of one has
  been removed, and cpu cycles are modified according to ntsc/pal mode)
- Add ntsc/pal option
- Display and save thumbnail images for each save state
- 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)
- Auto-fire mode, press RTrigger+X to switch it on/off
- New graphics and add a simple intro splash screen
- Option to display frame rate
- Option to prevent the blue led to be displayed when
   L or R are pressed

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

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

The source code is here :
colem-v1.0.3-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/.


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Posted by zx-81 in ColecoVision at 00:04
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Saturday, April 26. 2008

PSPDragon : A Dragon / Tandy Coco Emulator for PSP v1.0.3

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 :

- Fix sound issue using the patch sent by original X-roar's author,
  aka Ciaran himself (big thanks to him !!)
  The sound on game such as "Demon Attack" is now much better.

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-v1.0.3-fw3x.zip

pspdragon-v1.0.3-fw15.zip

pspdragon-v1.0.3-src.zip

  Enjoy,

      Zx.

PS: If you're looking for games, have a look to this pack

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 15:14

Sunday, April 13. 2008

PSP2600: Atari 2600 emulator for PSP v1.1.3 (eboot music)

Hi All,

For gamers who have missed previous versions, 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 ?

 - Eboot music from Observe & Control (big thanks to Gnuth !)

- Rewrite many parts of the code for speed improvements,
  but sadly not enough to play pitfall2+ ...

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-v1.1.3-fw3x.zip

psp2600-v1.1.3-fw15.zip

psp2600-v1.1.3-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 Atari 2600 at 19:35

Sunday, April 6. 2008

PSPMO5 : A Thomson MO5 Emulator for PSP v1.0.3 (full speed)

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 final version :

- Major speed improvements, now full speed with 50 fps even at 133Mhz !
- Bug fix in file requester
- Adjust the different render modes

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-v1.0.3-fw3x.zip

pspmo5-v1.0.3-fw15.zip

pspmo5-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 Thomson MO5 at 19:19

GP2X-MO5 : A Thomson MO5 Emulator for GP2X v1.0.1

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).

GP2X-MO5 is a port on GP2X of the version 11 of DCMO5.

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

Thanks to Raven for graphics stuff.

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

Here is a full working binary version :
mo5-v1.0.1-bin.zip

Here is the source code :
mo5-v1.0.1-src.zip

This should be the first and the last version ...

  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 Thomson MO5 at 17:53

Saturday, April 5. 2008

GP2X-THOM: A TO7-70 emulator for GP2X v1.0.4

Hi All,

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 this version ?
- Load and save state !
- Speed improvements
- Display and save thumbnail images for each save state
- Auto-fire mode, press RTrigger+X to switch it on/off
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between
  Normal, LTrigger and RTrigger compose mapping.
- Add several hotkeys :
. settings such as fps, 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)
- Option to prevent the blue led to be displayed when   L or R are pressed

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

If you're looking for games and software have a look here :
to7-70 games

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

Here is the source code :
thom-v1.0.4-src.zip

This should be the last version ...

  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 Thomson TO7 at 18:36

Friday, April 4. 2008

GP2X-MSX: MSX Emulator for GP2X v1.0.6

Hi All,

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version ?

- Speed improvements in CPU and sound emulation
- Add missing keys such as HOME, GRAPH, STOP
- Add option to increase emulated sound volume
  (different from gp2x volume)
- Auto-fire mode, press RTrigger+X to switch it on/off
  (useful for games such as 1942)
- 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 :
msx-v1.0.6-bin.zip

Here is the source code :
msx-v1.0.6-src.zip

This should be the last version,

  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 MSX at 19:41