

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

Monday, June 30, 2008

AFKIM: Instant Messenger for PSP v3.3.5

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 graphical glitches under xfw 4.01-m33 on PSP SLIM
(If you have cfw < 4.01 or a PSP FAT, then no need to install this new version).

afkim-v3.3.5-2-fw4x.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 23:10

Monday, June 23, 2008

GP2X-Dragon: A Dragon / Tandy Coco Emulator for GP2X v1.0.2

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.

What's new then ?

- Fix sound issue using the patch sent by original X-roar's author, aka Ciaran himself (big thanks to him !!)
- Bug fix with volume settings (it didn't work properly)
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !

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-v1.0.2-bin.zip

dragon-v1.0.2-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 23:17

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

Saturday, June 21. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.4.1

Hi All,

Here is another 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 1.4.1 :

- Bug fix in CRTIC emulation (games such as Prehistorik II just couldn't be launched)
- Two drives (A & B) are now supported, but only drive A can be used to automatically start a game. It might be useful with symbOS to put the OS disk on drive 'A:' and application disk on 'B:'

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

This package is under GPL Copyright, read COPYING file for more information about it.

**** UPDATE ** :**

Another bug has been found by Carl Murray (thanks to him) and here is a fix (v1.4.2)

Here is a full working binary and source :
cap32-v1.4.2-bin.zip

cap32-v1.4.2-src.zip

Special thanks to KaosOverride, Noldor & Notaz,

Thanks to Gryzor you can find here a set of snapshots in snz format.

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 !

If you are a real CPC fan (as i am) have a look on the awesome GBCPC project from my good friend Loic Daneels :

GBCPCV3Full.rar
GBCPC update V4.rar

If you speak french you can post a little comment here : [cpcrulez](#)

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 15:04

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.1

Hi All,

Here a new (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 1.4.2 :

- Bug fix in CRTIC emulation (games such as Prehistorik II just couldn't be launched)
- Two drives (A & B) are now supported, but only drive A can be used to automatically start a game. It might be useful with symbOS to put the OS disk on drive 'A:' and application disk on 'B:'

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.

This homebrew has been tested on both FAT and SLIM (thanks to Greg) with cfw 3.90-m33 + add fw1.5, but it should work on any other DAX custom firmwares.

**** UPDATE ** :**

Another bug has been found by Carl Murray (thanks to him) and here is a fix (v1.4.2)

pspcap32-v1.4.2-fw3x.zip

pspcap32-v1.4.2-fw15.zip

pspcap32-v1.4.2-src.zip

Thanks to Gryzor you can find here a set of snapshots in snz format.

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 !

If you are a real CPC fan (as i am) have a look on the awesome GBCPC project from my good friend Loic Daneels :

GBCPCV3Full.rar

GBCPC update V4.rar

If you speak french you can post a little comment here : [cpcrulez](#)

Enjoy,

Zx.

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 dcmu network or zx81's forum on qj.net

Posted by zx-81 in Amstrad at 12:47

Sunday, June 15. 2008

PSPVE : A Vectrex emulator for PSP v1.0.2

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows. It has been written by Valavan Manohararajah.

PSP-VE is a port on PSP of one latest version of VecX.

What's new then ?

- Major speed improvements :
 - + 6809 emulation
 - + vector rendering
 - + remove vector cash (buggy and time consuming)
- Sound emulation completely rewritten and inspired from 8910 driver of xname.
- The rotate 90' view is now much faster and it is used as default render mode.
- Save state modification, it is now faster to save state (but previously saved games are not compatible with this new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

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 v2, read COPYING.txt file for more information about it.

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

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

[pspve-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 Vectrex at 23:22

PSPWrite: A Text Editor for PSP v1.0.5

Hi All,

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

First of all, happy father's day to all dad's

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.

It has been developed on linux for Firmware 1.5 and 3.90-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

What's new then in 1.0.5 ?

- New graphics based on hackePeter work
- Add eboot's music
- The virtual keyboard is now usable in the file requester menu
- Fix IR keyboard issue with fw \geq 3.80 for PSP FAT
- Reduce default PSP clock speed (133 Mhz is good enough to write text)

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-v1.0.5-fw3x.zip

pspwrite-v1.0.5-fw15.zip

pspwrite-v1.0.5-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 Text Editor at 19:58

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

Monday, June 9, 2008

PSPVE : A Vectrex emulator for PSP v1.0.1

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

PSP-VE is a port on PSP of one latest version of VecX.

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 v2, read COPYING.txt file for more information about it.

pspve-v1.0.1-fw3x.zip

pspve-v1.0.1-fw15.zip

pspve-v1.0.1-src.zip

It's a first release, work still remain, the sound is really crappy, the rot90 render mode should be improved, the speed is not so good as well etc ...

Here is a video done by stranno :
on youtube

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 Vectrex at 19:17

Thursday, June 5, 2008

GP2X-MSX: MSX Emulator for GP2X v1.1.0

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
- Add gzipped disk file support, reduce disk file size from 700k to 50k ! (you may gzip original dsk file using www.7-zip.org)
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, disk, keyboard, settings). It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !

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

Here is a full working binary version :
[msx-v1.1.0-bin.zip](#)

Here is the source code :
[msx-v1.1.0-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 MSX at 21:51

Tuesday, June 3. 2008

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.4.0

Hi All,

Because faster is better, here is another 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 1.4.0 :

- Speed improvements
- Add gzipped disk file support, reduce disk file size from 190k to 20k !
(you may gzip original dsk file using www.7-zip.org)
Of course, gzipped disk files are also browsable using disk explorer inside the emulator, and when possible, they can be run automatically.
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (snapshot, disk, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games in your disk and snapshot folders !
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- The sound can be set a bit louder

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-v1.4.0-bin.zip](#)

[cap32-v1.4.0-src.zip](#)

Special thanks to KaosOverride, Noldor & Notaz,

Thanks to Gryzor you can find here a set of snapshots in snz format.

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,

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

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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 21:35

Sunday, June 1. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.0

Hi All,

Here new (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 1.4.0 :

- Major speed improvements, frame rate reached 55 fps at 222Mhz on startup and 67 fps at 266Mhz
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Add gzipped disk file support, reduce disk file size from 190k to 20k ! (you may gzip original dsk file using www.7-zip.org)
Of course, gzipped disk files are also browsable using disk explorer inside the emulator, and when possible, they can be run automatically.
- Add eboot's music
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (snapshot, disk, keyboard, settings).
It might be very helpful to recognize that game later if you have thousand different games in your disk and snapshot folders !
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Fix random black screen issue
- Source code can now be compiled to build a linux version

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.

This homebrew has been tested on both FAT and SLIM (thanks to Greg) with cfw 3.90-m33 + add fw1.5, but it should work on any other DAX custom firmwares.

[pspcap32-v1.4.0-fw3x.zip](#)

[pspcap32-v1.4.0-fw15.zip](#)

[pspcap32-v1.4.0-src.zip](#)

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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 18:42