Monday, September 29. 2008

PSPColem: A ColecoVision Emulator for PSP v1.2.0

Hi All,

Here is a new (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 1.2.0 :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- New render modes and vertical shift feature
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- A thumbnail image is now displayed in the file requester
  while selecting any file with the same name of a previously
  saved game (roms, keyboard, settings).
  It might be very helpful to recognize that game later if you
  have thousand different games in your rom folder !
- 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 IR keyboard issue with fw >= 3.80 for FAT PSP
- New default keyboard mapping
- Add Moon Patrol music to EBOOT
- 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.

pspcolem-v1.2.0-fw4x.zip

pspcolem-v1.2.0-fw15.zip

pspcolem-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 ColecoVision at 23:06

Sunday, September 28. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.4

Hi All,

For those who haven't seen previous version Hu-Go is a famous emulator of NEC PC Engine console, running on many system such as Linux and Windows. (see http://www.zeograd.com/ for details)

PSPHugo is a port on PSP of one latest version of Hu-Go.

What's new then in this version :

- Improve global emulation speed, PC Kid is now fullspeed even at 222Mhz
  (overclock parameter set to 26 and sound 22Khz mono)
- HCD file support but sound audio track are still ignored
- Cheat support !
- Memory monitoring engine to find your own cheat code !
  (It is all explained in the README file on a simple example)

Thanks to NC and my son for beta testing.

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

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

psphugo-v1.0.4-fw4x.zip

psphugo-v1.0.4-fw15.zip

psphugo-v1.0.4-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 PC Engine at 13:47

Monday, September 22. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.3

Hi All,

For those who haven't seen previous version Hu-Go is a famous emulator of NEC PC Engine console, running on many system such as Linux and Windows. (see http://www.zeograd.com/ for details)

PSPHugo is a port on PSP of one latest version of Hu-Go.

What's new then in this version :

- Improve global emulation speed
- ISO file support but sound audio track are ignored
- Screen size 320x240 is now supported
  (required for games such as R-Type)
- Add two new sound engines : mono (fast 22K or 44K) and
  stereo (accurate 22K or 44K).
  You may have to reset the game when you change between
  mono and stereo, and save states may not work properly.
  (few games are now fullspeed using audio mono 22K at 222Mhz)
- Zip rom files are now decompressed in memory (much faster !)
- Bug fix with D-pad (didn't work properly in previous versions)

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

Special thanks to my friend NC for support and testing

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

psphugo-v1.0.3-fw4x.zip

psphugo-v1.0.3-fw15.zip

psphugo-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 PC Engine at 23:17

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.3

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 1.4.3 :

- Emulation speed (small improvements)
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu

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-v1.4.3-fw4x.zip

pspcap32-v1.4.3-fw15.zip

pspcap32-v1.4.3-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 !

  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 22:35

Thursday, September 18. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.2 (sound+speed)

Hi All,

For those who haven't seen previous version Hu-Go is a famous emulator of NEC PC Engine console, running on many system such as Linux and Windows. (see http://www.zeograd.com/ for details)

PSPHugo is a port on PSP of one latest version of Hu-Go.

What's new then in this version :

- Rewrite sound engine using part of code from Hugo-Wii port version, it is
  now much closer to real PC Engine sound.
- Fix sprites display glitches in Gunhead and several other games
- Fix save state issue in all games (it was a miracle if that worked)
- Improve global emulation speed (fullspeed in many games at 266Mhz !)
- Add a new overclock option resulting in a faster emulation speed
  (but if you encounter any graphical glitches then you may have to set
   overclock to 0 and increase PSP clock speed instead)
- Improve file requester with virtual keyboard to choose sequentially
  rom files beginning with a given letter
- Volume booster
- Bug fix in the keyboard menu (joystick keys)
- Add documentation for settings in help menu

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

Special thanks to my friend Nicolas C. for support and testing

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

psphugo-v1.0.2-fw4x.zip

psphugo-v1.0.2-fw15.zip

psphugo-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 PC Engine at 22:47

Sunday, September 14. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.1

Hi All,

Hu-Go is a famous emulator of NEC PC Engine console, running on many system such as Linux and Windows. (see http://www.zeograd.com/ for details)

PSPHugo is a port on PSP of one latest version of Hu-Go.

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

Special thanks to my friend Nicolas C. for his support and kindness, without him i would have never found enough motivation to port Hu-Go to PSP.

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

psphugo-v1.0.1-fw4x.zip

psphugo-v1.0.1-fw15.zip

psphugo-v1.0.1-src.zip

It's a first release, work still remain to improve the speed and to fix graphical glitches on games such as gunhead.

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 PC Engine at 23:11

Sunday, September 7. 2008

AFKIM: Instant Messenger for PSP v3.3.6

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 is only for people encountering name resolution and bitlbee connection issue. I have added a simple workaround to specify timeout values used during connection process (see afkim.cfg configuration file to change default values).

afkim-v3.3.6-fw4x.zip

afkim-v3.3.6-fw15.zip

afkim-v3.3.6-src.zip

 HTH,

     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 15:05

Saturday, September 6. 2008

PSPXTI: A TI-92 Calculator emulator v1.2.4

Hi all,

Summer holidays ended, it is time to go back to school, so i am sure you will enjoy a new update of pspxti the calculator emulator for PSP.

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.

PSPXTI is a port on PSP a the Unix version 0.8.

What's new in this version ?

- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Put Danzeff keyboard in a better location
- Virtual keyboard is now usable in the file requester menu
  to specify the first letter of a file
- Add music in EBOOT "Below The Arctic Ocean" from Azhrak
  (see jamendo)
- Tested with 4.01-m33 on psp slim

pspxti-v1.2.4-fw4x.zip

pspxti-v1.2.4-fw15.zip

pspxti-v1.2.4-src.zip

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

It has been developed on linux for Firmware 1.5 and 4.01-M33, and for the IR keyboard
part it has been tested using a Targus Universal IR Wireless keyboard on a PSP FAT.

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

 Posted by zx-81 in TI 92 at 15:07