

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

Sunday, October 26. 2008

PSP7800: Atari 7800 emulator for PSP v1.2.0 *UPDATE*

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.

**** UPDATE **** Bug fix with zip format : can't open more than 10 roms ...

What's new in version 1.2.0 :

- Improve global emulation speed !
- New render modes
- Add vertical shift feature
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Zip rom files are now decompressed in memory (much faster !)
- Add option to disable auto fire in settings menu
- Add eboot music (see <http://www.jamendo.com/en/artist/nexus>)
- 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.

It has been tested on both FAT and SLIM using firmware 5.0-m33 and firmware 1.5 (addon stuff)

psp7800-v1.2.0-fw5x.zip

psp7800-v1.2.0-fw15.zip

psp7800-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

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Posted by zx-81 in Atari 7800 at 19:04

Saturday, October 18. 2008

PSP Development Kit for Linux's users (Fedora Core)

Hi all,

Here is a tar ball of PSP Software Development Kit i've compiled on my Linux Fedora core 9 Destkop, and that i use for my latest hombrews :

PSP SDK gcc-4.3.1

Hope that helps,

Zx.

**** PS: No need to copy this news to any other places, it's nothing more than the SDK checkout from ps2dev and compiled under my linux box ... ****

Posted by zx-81 in SDK at 00:31

Thursday, October 16. 2008

PSPHUGO: PC Engine Emulator for PSP v1.0.5

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 :

- Major speed improvement
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Improve cheat menu & memory monitoring engine
- Text editor to modify the global cheat.txt file
- Bug fix in unzip function (if you tried to unzip more than 10 files, it wasn't able to open any other files, and you had to restart the emulator)

This version doesn't fix any compatibility issue, so all games that didn't work with earlier versions still won't run.

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-v1.0.5-fw4x.zip

psphugo-v1.0.5-fw15.zip

psphugo-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 PC Engine at 22:26

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

Sunday, October 12. 2008

PSPWrite: A Text Editor for PSP v1.2.0

Hi All,

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.x-m33 and 4.x-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard on PSP FAT.

What's new then in 1.2.0 ?

- Add Recent files menu to load previously opened files (usefull to edit several files at the same time)
- Add a kind of bookmark feature to save last cursor position in each recent files.
- Add a simple syntactic colorization feature for C/C++ files and Lua scripts. (you can add any other langages in syntax.cfg file).
- Add a status line to display several informations such as current cursor position.
- Add command mode to search a word forward and backward or to go directly to a given line number.
- Add history feature for command mode to retrieve previously entered commands.

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-v1.2.0-fw4x.zip

pspwrite-v1.2.0-fw15.zip

pspwrite-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 Text Editor at 18:08

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

Friday, October 10. 2008

AFKIM: Instant Messenger for PSP v3.3.7

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/>)

The server im.bitlbee.org is down and it doesn't appear even in DNS. Unfortunately it is the default Bitlbee server used by afkim and there is no way to create a new account using afkim in any other Bitlbee server.
(You have to do it by yourself using any IRC client).

In this new version of afkim you can specify in afkim.cfg file the public Bitlbee server / port you want to connect to. The afkim.cfg file try now to connect you to im.codemonkey.be when using a new account (you have to rename or remove the bitlbee.cfg file first).

Special thanks to BLackYyy* for his feedback on im.bitlbee.org server issue.

[afkim-v3.3.7-fw4x.zip](#)

[afkim-v3.3.7-fw15.zip](#)

[afkim-v3.3.7-src.zip](#)

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 23:13

Sunday, October 5, 2008

PSPMSX: MSX Emulator for PSP v1.4.0

Hi All,

For those who haven't seen previous versions, 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.

What's new in version 1.4.0 :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- New render modes (x1.25, x1.5 and x1.75)
- Add vertical shift & vsync feature
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- 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.
- Source code can now be compiled to build a linux version

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

[pspmsx-v1.4.0-fw4x.zip](#)

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

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

This should be the last release, (before the next one as always)

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 MSX at 14:36

Saturday, October 4. 2008

PSPWrite: German version of pspwrite

Guten Tag zusammen,

Blutelf hat das PSPWRITE ins deutsch übersetzt :

hier

Danke Blutelf

Zx

Posted by zx-81 in Text Editor at 22:50

Wednesday, October 1, 2008

PSP-FTPD: A FTP Server on your PSP v0.5.0

Hi All,

For those who haven't seen previous versions, PSP-FTPD is a simple FTP server for the PSP. It permits to send and retrieve files or complete directories to and from your PSP without any cables, using your Wireless connection (WIFI), with a FTP client on your PC such as Filezilla (<http://filezilla.sourceforge.net/>).

So what's new then in this version :

- Improve speed transfert
(tested at home with 500k for download, 250k for upload)
- Tested on PSP slim with fw4x-m33
- New graphics for EBOOT & background
- Add music for EBOOT
- Bug fix in battery status display

It has been tested using gFtp on Linux, with both PSP Slim and FAT with cfw 4.01-m33-2

pspftpd-v0.5.0-fw4x.zip

pspftpd-v0.5.0-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 FTP Server at 23:28