

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

Tuesday, November 11. 2008

PSPIRC: IRC Client for PSP v1.1.6

Hi All,

PSPIRC is a basic IRC client for the PSP (see Internet Relay Chat).

What's new in this version ?

- Finally fix issue with "Home -> Exit" !
- Add a built-in editor to edit commands & words list (command.txt and word.txt files)
- Add eboot music from NeXuS (see <http://www.jamendo.com/en/artist/nexus>)
- Can now return back to Wifi menu (No need to restart pspirc to connect to another hotspot)
- Bug fix in battery level display

Credits and license :

It is mainly based on the IRC engine written by Danzel and the user interface i wrote for PSPSSH.

The IR keyboard support is based on the work of Harald Fielker.

If you like previous Hookbott graphics you can still download them here :
pspirc-skin.zip

Big thanks to Delight1 for her graphics, help, support, ideas, comments etc ...

This software is distributed under GNU V2 License, see GPLv2.txt file for all details and information about it.

It has been developed on linux for Firmware 1.5 and 5.0-m33 (FAT & SLIM) 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.

Download :

pspirc-fw5x-v1.1.6.zip

pspirc-fw15-v1.1.6.zip

pspirc-src-v1.1.6.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 IRC Client at 15:37

Monday, November 10, 2008

PSPSSH : SSH2 Client for PSP v1.2.0

Hi All,

For those who haven't seen the previous version, Dropbear is a small SSH2 Server and Client running on a variety of POSIX-based platforms. It has been mainly developed by Matt Johnston (see matt's web site).

PSPSSH is a port of the version 0.48.1 to the PSP.

This ssh client gives you a remote access to your PC (if you have a SSH server installed of course), and you can then enter commands and run scripts as if you were directly in front of your PC.

This software is usefull for linux users who might want to connect to their PC/server from anywhere using a wifi connection, and then read their mail using text based tool such as pine, elm or mutt, run text irc client, watch log files, edit configuration files, restart services etc ...

Change log :

What's new in version 1.2.0 :

- Multi-session support !
(No need to restart pspssh to connect to another server)
- Add a built-in editor to edit commands & words list
(command.txt and word.txt files)
- Add eboot music from NeXuS
(see <http://www.jamendo.com/en/artist/nexus>)
- Finally fix issue with "Home -> Exit" !
- Tested on firmware 5.0 M33
- Bug fix in battery level display

Credits and license :

The terminal Vt100 emulation part of PSPSSH is based on the work of Danzel for his Telnet client for PSP.

The IR keyboard support is based on the work of Harald Fielker (author of the PSP IR Keyboard Library)

This software is distributed under several open-source/free software licenses, and mainly the MIT/X Consortium License.

See LICENSE.txt file for all details and information about it.

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

Download :

pspssh-v1.2.0-fw5x.zip

pspssh-v1.2.0-fw15.zip

pspssh-v1.2.0-src.zip

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

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 SSH Client at 22:15

Sunday, November 9, 2008

PSPTHOM: A TO7-70 emulator for PSP v1.2.1

Hi All,

Here is a new 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 1.2.1 :

- Improve global emulation speed !
- Cheat support !
- Add eboot music from NeXuS (see NeXuS)
- New render mode x1.75
- 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
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Add option to disable auto fire in settings menu
- Fix IR keyboard issue with fw >= 3.80 for PSP FAT

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-v1.2.1-fw5x.zip

pspthom-v1.2.1-fw15.zip

pspthom-v1.2.1-src.zip

Enjoy,

Zx

If you want to discuss on this emulator, you can do it there :

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

zx81's forum on dcemu network or zx81's forum on qj.net

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

Posted by zx-81 in Thomson T07 at 22:31

Sunday, November 2, 2008

PSPMSX: MSX Emulator for PSP v1.4.1

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 1.4.1 :

- Finally fix issue with "Home -> Exit" !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Digital pad is now usable in file requester even when danzeff keyboard is displayed
- Fix inconsistency between zip rom file names and save game name.
- Improve cheat menu & memory monitoring engine
- Text editor to modify the global cheat.txt file
- Tested on new FW 5x-M33
- 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)
- Add option to disable auto fire in settings menu

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

[pspmsx-v1.4.1-fw5x.zip](#)

[pspmsx-v1.4.1-fw15.zip](#)

[pspmsx-v1.4.1-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 15:22

Saturday, November 1. 2008

PSPCAP32: Amstrad CPC Emulator for PSP v1.4.4

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 1.4.4 :

- Cheat support !
- Text editor to modify the global cheat.txt file
- Memory monitoring engine to find your own cheat code !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Finally fix issue with "Home -> Exit" !
- Add option to disable auto fire in settings menu
- Improve global emulation speed
- Improve file requester with virtual keyboard to choose sequentially rom files beginning with a given letter
- Zip rom files are now decompressed in memory (much faster !)
- Tested on FW-5.0-m33

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-v1.4.4-fw5x.zip

pspcap32-v1.4.4-fw15.zip

pspcap32-v1.4.4-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

PSPHUGO: PC Engine Emulator for PSP v1.2.0

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 :

- Finally fix issue with "Home -> Exit" !
- Digital pad is now usable in file requester even when danzeff keyboard is displayed
- Fix inconsistency between zip rom file names and save game name.
- Tested on new FW 5x-M33

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-v1.2.0-fw5x.zip

psphugo-v1.2.0-fw15.zip

psphugo-v1.2.0-src.zip

This should be a final version only if major bugs are found. Most of all incompatibility issues are already presents in original windows / Linux Hu-go version so i don't plan to fix them (too much work, it would be easier to port another PC Engine emulator ...)

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 14:27