

Friday, May 29. 2009

PSPHUGO: PC Engine Emulator for PSP v1.3.0 (CD MP3)

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 ?

- Audio Track support for CD-ROM
(support only MP3 format with stereo 16 bits samples at 22k or 44k rate)
- CD-ROM TOC file format support.
- Using TurboRip, ripped CD can now be used directly with PSP-Hugo !
(see README file for explanations)
- Increase PSP clock speed when playing mp3 CD tracks
- Disable sound while saving states & screenshots
(to avoid scratchy noise for few seconds)
- Fix sleep mode issue
- Replace SDL sound engine by direct PSP audio stuff to improve performances
- Fix issue when loading more than one CD image
- New backgrounds

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

You may find here a version TurboRip to convert your original CD to a format compatible with PSP-Hugo : TurboRip-V100

Please have a look to the README file to see how to proceed ...

CD Audio track reading is very CPU consuming, so if you run CD-rom games with audio tracks, PSP-Hugo will automatically increase the clock frequency while playing MP3 tracks to 300 Mhz.
(You may modify this parameter in the settings menu).

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

psphugo-v1.3.0-fw5x.zip

psphugo-v1.3.0-fw15.zip

psphugo-v1.3.0-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](#)

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

Posted by zx-81 in PC Engine at 16:58

Tuesday, May 12. 2009

PSPColem: A ColecoVision Emulator for PSP v1.2.1 (green)

Hi All,

Here is a new 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 1.2.1 :

- Improve emulation speed (now 60 fps at 133 Mhz !)
- Default speed is now 133 Mhz for green emulation (but you may increase the psp clock to 222Mhz for better performance)
- New background graphics
- Finally fix issue with "Home -> Exit" & sleep mode !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Text editor to modify the global cheat.txt file
- Auto fire support for second joystick
- Bug fix in unzip rom function (unable to open more than 10 zipped files)
- Bug fix in z80 emulation (game such as moon patrol were buggy)

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-v1.2.1-fw5x.zip

pspcolem-v1.2.1-fw15.zip

pspcolem-v1.2.1-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 22:35

Sunday, May 10, 2009

PSP2600: Atari 2600 emulator for PSP v1.2.0 (cheat)

Hi All,

For gamers who have missed previous versions, Stella is one of the best emulators 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.

It has been developed on Linux for Firmwares 5.0-m33 and 1.5

Special thanks to Horeus for his nice icons and graphical stuff !

What's new in this version ?

- New graphics from my good friend Horeus
(see <http://www.ultimatepsp.fr/>)
- New Eboot music
(see <http://www.jamendo.com/en/artist/pako>)
- Cheat support (but it doesn't work with all games)
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- 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
- Add hotkey to change flicker mode
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file

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-v1.2.0-fw5x.zip`

`psp2600-v1.2.0-fw15.zip`

`psp2600-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](#)

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

Posted by zx-81 in Atari 2600 at 19:32