Sunday, August 30. 2009

GP2X-MSX: MSX Emulator for GP2X v1.2.0

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.

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)

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

Here is a full working binary version :
gp2xmsx-v1.2.0-bin.zip

Here is the source code :
gp2xmsx-v1.2.0-src.zip

 Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in MSX at 11:28

Saturday, August 29. 2009

Wiz-MSX: MSX Emulator for Wiz 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.

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using www.7-zip.org)

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

Here is a full working binary version :
wizmsx-v1.1.0-bin.zip

Here is the source code :
wizmsx-v1.1.0-src.zip

  Enjoy,

     Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in MSX at 20:49

GP2X-CAP32: Amstrad CPC Emulator for GP2X v1.5.1

Hi All,

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)

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- 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
- Add option to disable auto fire in settings menu
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- bug fix in CRTC emulation
 (games such as Prehistorik II just couldn't be launched)

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 version :
gp2xcap32-v1.5.1-bin.zip

Here is the source code :
gp2xcap32-v1.5.1-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
Posted by zx-81 in Amstrad at 10:49
```

Wiz-CAP32: Amstrad CPC Emulator for Wiz v1.1.0

Hi All,

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)

Here is a port on GP2X-Wiz of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- Speed improvements
- 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

- Add option to disable auto fire in settings menu
- Zip rom files are now decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- bug fix in CRTC emulation
 (games such as Prehistorik II just couldn't be launched)

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 version :
wizcap32-v1.1.0-bin.zip

Here is the source code :
wizcap32-v1.1.0-src.zip

  Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
Posted by zx-81 in Amstrad at 02:34
```

Wednesday, August 26. 2009

GP2X-Colem: Colecovision emulator for GP2X v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

GP2X-Colem is a port on GP2X-F100 of my previous PSP port version of ColEm.

What's new in version 1.1.0 :

- 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 !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression
  (with STZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
  (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
   can now be directly modified inside the emulator
   (no need to enter in the settings menu)
  . quick save / quick load current state
   (no need to enter in the main menu)
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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

Here is a full working binary version :
gp2xcolem-v1.1.0-bin.zip

The source code is here :
gp2xcolem-v1.1.0-src.zip

Enjoy,

Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
Posted by zx-81 in ColecoVision at 21:24
```

Wiz-Colem: Colecovision emulator for Wiz v1.1.0

Hi All,

ColEm is one of the best emulator of the ColecoVision videogame system running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. There are also ports to MacOS, MSDOS, Windows, OS/2, PocketPC and other systems. See http://fms.komkon.org/ColEm/ for further informations.

WIZ-Colem is a port on Wiz of my previous PSP port version of ColEm.

What's new in version 1.1.0 (compared to original or even my old gp2x version) :

- 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 !
- Save state dates are displayed in the emulator window
- Save state files are now saved using gzip compression
  (with STZ as file extention). It's much faster to save
  or load states now.
  You can use gzip or 7-zip to convert old STA to STZ.
  STA file format is still supported for loading, so you
  convert your previous saved files inside the emulator.
  (it's now easier to identify and to load the right save state slot)
- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Auto fire support for second joystick
- Zip rom files are decompressed in memory (much faster !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Auto-fire mode, press RTrigger+X to switch it on/off
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- Add ntsc/pal option and fix issue with default speed
  (emulator was too slow in ntsc mode)

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

Here is a full working binary version :
wizcolem-v1.1.0-bin.zip

The source code is here :
wizcolem-v1.1.0-src.zip

Enjoy,

   Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

```
 Posted by zx-81 in ColecoVision at 15:38
```

Tuesday, August 25. 2009

GP2X-Chess: Chess game for GP2X-F100 v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

GP2X-Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. It has been developped and tested on GP2X-F100 with FW 4.1.0

What's new in this version ?

- Share the code for both Wiz and GP2X-F100 version
- Improve menu navigation using joystick
- New background images

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.

Here is a full working binary version :
gchess-v1.1.0-bin.zip

Here is the source code :
gchess-v1.1.0-src.zip

Enjoy,

        Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Chess Game at 18:36

Monday, August 24. 2009

Wiz Chess: Chess game for Wiz v1.1.0

Hi All,

GNU Chess is command line Chess program running on many differents systems such as UNIX, windows or MacOS. It was started in 1986 by Stuart Cracraft, who is continuing to develop it with other coders such as Chua Kong Sian, Lukas Geyer, Simon Waters and David A. Wheeler.

Wiz Chess uses the GNU Chess version 5.07 for the Artificial Intelligence. Wiz Chess is a port to Wiz of the GP2X-F100 version.

It's a first port version and i've not already added touch screen support ...

I would like to thanks Dave and Exophase for their advices and their help.

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.

Here is a full working binary version :
wizchess-v1.1.0-bin.zip

Here is the source code :
wizchess-v1.1.0-src.zip

You may find another skin designed by Exclamation :
skin-wizchess.rar

Enjoy,

     Zx

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

Posted by zx-81 in Chess Game at 21:35

Sunday, August 23. 2009

PSPColem: A ColecoVision Emulator for PSP v1.3.1 (irda joy)

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).

This version supports IRDA-Joystick box designed by my good friend Buzz
(see http://buzz.computer.free.fr for details).
If you have any electronic skills you may design your own for less than 20$! The Schematic and the PIC source code is provided in contrib folder of zip archive.

For those who have never heard about IRDA joystick project, the goal was to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT. Buzz has written the driver and designed the PCB and programmed the PIC micro-controller, while i was in charge of emulator enhancements.

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-v1.3.1-fw5x.zip

pspcolem-v1.3.1-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 20:19

Saturday, August 22. 2009

PSPMSX: MSX Emulator for PSP v1.5.1 (Irda Joy)

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.

This version of PSPMSX supports IRDA-Joystick box designed by my good friend Buzz
(see http://buzz.computer.free.fr for details).
If you have any electronic skills you may design your own for less than 20$! The Schematic and the PIC source code is provided in contrib folder of PSPMSX archive.

For those who have never heard about IRDA joystick project, the goal was to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT. Buzz has written the driver and designed the PCB and programmed the PIC micro-controller, while i was in charge of emulator enhancements.

What's new in version 1.5.1 :

- IRDA Joystick box support
- Add "IRDA joystick" device support for both
  DB9 Joystick and Atari Paddle
- Add menu for IRDA joystick settings and keys mapping
- Add option to choose between IRDA devices
  (keyboard such as Targus or joystick using Buzz device)

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

pspmsx-v1.5.1-fw5x.zip

pspmsx-v1.5.1-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 MSX at 21:49
```

Friday, August 21. 2009

PSPCAP32: Amstrad CPC Emulator for PSP v1.5.1 (Irda Joy)

Hi All,

Here a new 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)

This version of PSPCap32 supports IRDA-Joystick box designed by my good friend Buzz
(see http://buzz.computer.free.fr for details).
If you have any electronic skills you may design your own for less than 20$! The Schematic and the PIC source code is provided in contrib folder of PSPCap32 archive.

For those who have never heard about IRDA joystick project, the goal was to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT. Buzz has written the driver and designed the PCB and programmed the PIC micro-controller, while i was in charge of emulator enhancements.

What's new in version 1.5.1 :

- IRDA Joystick box support
- Add "IRDA joystick" device support for both
  DB9 Joystick and Atari Paddle
- Add menu for IRDA joystick settings and keys mapping
- Add option to choose between IRDA devices
  (keyboard such as Targus or joystick using Buzz device)

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-v1.5.1-fw5x.zip

pspcap32-v1.5.1-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 13:29

Wednesday, August 19. 2009

Wii: Wad To Nand

Hi,

As many of you i've tried the very nice nand emulation stuff and triiforce wiiware launcher on emulated nand. As many of you i've encountered many issues and errors while trying to use wad manager 1.5 to install my wad files in the nand emulation image stored on my SD. I have to retry ten times to install the same wad to get it working etc ...

Waitting for a new better working version of wad manager (1.6 ?) i've modified BFGR WadTools 0.39a to extract directly all the files needed for triiforce and nand emulation !

It permits to convert directly your wiiware wads to "ticket" and "title" folders directly usable with nand emulation and Triiforce beta 5 (available here: triiforce beta 5)

You only need to run wad2nand on your wad file using a dos shell for example :

wad2nand mywiiware.wad

If everything is running fine you should then obtain two folders ticket and title

Then you just need to copy those two folders at the root of your SD or your USB drive containing your NAND dump for Triiforce. Launch Triiforce beta 5, choose nand emulation and you should see your wiiwares !

Here is a cygwin binary version and sources. It's distributed under GPL v2.

wad2nand

Hope that helps,

Zx

** UPDATE: ** It seems to work only using triiforce beta 5 (or later)

Posted by zx-81 in Tools at 10:48

Sunday, August 9. 2009

PSPHUGO: PC Engine Emulator for PSP v1.3.1 (Irda Joystick)

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.

This version of PSP-Hugo supports IRDA-Joystick box designed by my good friend Buzz
(see http://buzz.computer.free.fr for details).
If you have any electronic skills you may design your own for less than 20$
The Schematic and the PIC source code is provided in contrib folder of PSPHugo archive.

For those who have never heard about IRDA joystick project, the goal was to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT. Buzz has written the driver and designed the PCB and program the PIC micro-controller, and i was in charge of emulator enhancements.

Finally, what's new in this PSP-Hugo version ?

- IRDA Joystick box support
- Add "IRDA joystick" device support for both
  DB9 Joystick and Atari Paddle
- Add menu for IRDA joystick settings and keys mapping
- Add option to choose between IRDA devices
  (keyboard such as Targus or joystick using Buzz device)

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-v1.3.1-fw5x.zip

psphugo-v1.3.1-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 PC Engine at 19:05

Saturday, August 8. 2009

A new developer for the Gp2x Wiz console !

Hi,

In january 2007 i joined the gp2x scene, thanks to David from gp2xstore.com who kindly offered and sent me a gp2x-F100. It was a really nice experience to develop homebrews for this nice piece of hardware running my favorite operating system (i mean linux of course).

Without him, i would have never done anything on this console since i was already busy with PSP stuff.

The good news is that i will soon join the Gp2x Wiz scene because David from gp2xstore did it again !

For those who doesn't known anything about gp2x Wiz, let's say that it is one of the most powerful portable console, two times faster than a PSP with a linux based kernel, dedicated to homebrews and emulators (see gp2x Wiz on wikipedia)

Thanks again,

Zx

Posted by zx-81 in GP2X Wiz at 11:41