

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

Wednesday, June 30, 2010

Pandora-Colem: Colecovision emulator for Pandora 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.

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

What's new in version 1.1.0 (compared to original version) :

- File requester with real and virtual keyboard to choose sequentially rom files beginning with a given letter
- Thumbnail images for save states & file requester
- Save state files use gzip compression (with STZ as file extension). 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.
- 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
- 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

Sources are included, read COPYING.txt & README file for more information about it.

Here is a full working PND version :
[pandora-colem-v1.1.0-pnd.zip](#)

The source code is here :
[pandora-colem-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 12:31

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Monday, June 28. 2010

Wiz-SIM: A SamCoupé Emulator for Wiz v1.1.0

Hi All,

SimCoupe emulates a SAM Coupe - an 8-bit, Z80-based home computer released in 1989 by Miles Gordon Technology.

For more information on the machine itself, including history and technical specification you can go on the SimCoupe web site.

Originally developed for UNIX and DOS systems by Allan Skillman, it has been then improved and ported to SDL by Simon Owen, Dave Laundon.

Wiz-Sim is a port of the PSP/Gp2X versions i've previously released. Special thanks to Nick666 for gfx.

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

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

And source code :
wizsim-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 SamCoupe at 18:21

Pandora-HUGO: PC Engine Emulator for Pandora v1.1.0

Hi All,

For those who haven't seen previous release, 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)

Pandora-Hugo is a port on Pandora of my latest Dingux version of Hu-Go. It's almost fullspeed without any overclocking.

What's new then in this version compared to original one ?

- 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
- Screen size / Fit mode optimized for Pandora
- Pandora Keyboard support
- Save directories for rom images on exit
- etc, etc ...

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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.

Work still remain to support cd.

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

And the source code :
pandora-hugo-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 PC Engine at 16:11

Sunday, June 27. 2010

Pandora-CAP32: Amstrad CPC Emulator for Pandora 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 Pandora of the version i've previously ported to Gp2x-Wiz.

What's new compared to original Caprice32 project :

- 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
- CPC Disk explorer
- Auto disk startup support
- Save state in gzip format
- Screen size / Fit mode optimized for Pandora
- Pandora Keyboard support
- Save directories for snap and disk image on exit
- etc, etc ...

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 :
pandora-cap32-v1.1.0-bin.zip

The source code is here :
pandora-cap32-v1.1.0-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 homebrew, you can do it here :
My forum on dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in Amstrad at 17:24

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

Saturday, June 26. 2010

Pandora-MSX: MSX Emulator for Pandora 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 Pandora of the version i've previously ported to GP2X-Wiz and other portable consoles.

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

Here is a full working binary version :
[pandora-msx-v1.1.0-bin.zip](#)

And the source code :
[pandora-msx-v1.1.0-src.zip](#)

Looking for cheats ? here it is : <http://romdb.vampier.net/cheats/>

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 22:29

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

Saturday, June 19. 2010

Pandora-X48: a HP48 Calculator emulator v1.0.1

Hi all,

X48 is an unix emulator (under X Window) of the famous HP48 GX calculator. It has been written many years ago by Eddie C. Dost in C langage.

I've sucessfully modified and port the source code of the 0.4.0 version using Pandora environment. It's now working fine on Pandora, using a new layout to fit pandora screen width.

The package is under GPL Copyright and sources are included.

Pandora X48 v1.0.0 binary version only

Pandora X48 v1.0.0 sources

The HP48 documentation is there : user guide

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 HP 48 at 00:11

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Monday, June 14. 2010

A new developer for the Pandora Gaming console !

Hi,

Thanks to Craig from open-pandora.org who kindly offered and shipped me a pandora i'm pleased to announce that i'm joining the Open Pandora scene.

This gaming console is the best portable console i've ever seen !

It's nice, it's powerful, with a tiny keyboard, touchscreen, joypads, analog pads and wireless device. All this nice hardware running the best os ever, i mean linux (Ångström). The dream comes true !

Thanks again Craig,

Zx

Posted by zx-81 in Pandora at 22:42