ColEm PSP

ColecoVision emulator

http://psp.akop.org/colem

(C) 2007-2010 Akop Karapetyan

(C) 1994-2010 Marat Fayzullin

ColEm PSP *is a port of the* ColEm emulator *to the Sony PlayStation Portable platform. It's written in C and uses GU (Graphical Utility toolkit) for rendering.*

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New Features

Version 2.6.1 (September 12 2010)

- Now clearing all RAM to zeros (Heist works)
- Now padding smaller ROMs with 0xFFs in LoadROM()
- Fixed Reset9918() to reset VDP completely (Boulder Dash and Frogger)
- Implemented SCREEN2 table address masking, thanks to Daniel Bienvenu
- New save file format – not compatible with previous version

Installation

Unzip colempsp.zip into /PSP/GAME/ folder on the memory stick.

Please note that system ROM's must reside in the same folder as EBOOT.PBP file, either uncompressed, or inside SYSTEM.ZIP. Game ROM's may reside anywhere (the ROMS subdirectory is recommended, but not necessary).

Controls

ColEm PSP currently comes with the following default key mappings:

In-game:

Analog stick	Joystick up/down/left/right
Directional pad	Joystick up/down/left/right
[ ] (square)	Joystick Left button
X (cross)	Joystick Right button
O (circle)	Joystick Blue button
^ (triangle)	Joystick Purple button

R	Display the virtual keypad, for as long as the button is held
L + R	Return to emulator menu

When the virtual keypad is on:

Directional pad	select virtual button
[ ] (square)	press a virtual button

Keyboard mappings can be modified for each game. By default, button configuration changes are not retained after a mapping is modified. To save changes, press [ ] (square) after desired mapping is configured.

Compiling

Source code for ColEm PSP is available via a Subversion (SVN) repository. To check out a particular version, run

```
svn co http://svn.akop.org/psp/tags/colem/version
```

where *version* is the version number. Note that for this to work, you need to have Subversion installed.

To compile, you will need zlib (svn://) and libpng (svn://). To enable zipped ROM support, #define MINIZIP.

Version History

2.5.2 (May 16 2010)

- PSPLIB updated to latest version
- Images are now saved under PSP/PHOTOS/ColEm PSP
- Screenshot previews added to file browser
- Time rewind – use Control tab to set any button as the 'Rewind' button

2.5.1 (August 15 2008)

- Maintenance update, mainly to synchronize with the main release

2.4.1 (March 05 2008)

- PSP version brought up to date with the official release (changes are mostly internal)
- Replaced the rendering engine with a more stable one
- When switching games, latest save state will be automatically highlighted

2.2.2 (July 24 2007)

- Fixed buffer overflow error affecting units without a battery

2.2.1 (June 21 2007)

- Initial release

Credits

Marat Fayzullin	ColEm

Simon Tatham	fixed.fd font on which the emulator's font is based
Gilles Vollant	Minizip library
Ruka	PNG saving/loading code

Akop Karapetyan, 2011