

Wednesday, January 24. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.3 (bug fix)

Hi All,

Here is another version (and i hope the last one) of PSP2600 the Atari 2600 emulator running on PSP.

What's new in this version ? Mainly bug fix :

- Bug fix in the render mode Max and x1.25
- New default mapping for the keyboard in order to use the analog/digital swap feature.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from <http://www.noobz.eu/>.

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.

**** Many thanks Poem58 for his help and support ! ****

psp2600-v1.0.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
[zx81's forum on dcemu network](#)

Posted by zx-81 in Atari 2600 at 22:12

Hi Zx,

Congrats on another great and timely update. I notice the screen wrap around problem has now been addressed. Good stuff! I hope this isn't the last update however.

I notice that the graphics are still 'blurry' (for lack of a better word) in 1.25x and full screen mode. In normal mode they are nice and crisp. You only need to look at the score in many games to notice that the numbers are blurred.

I know it's already been reported, but it would also be great if you could use HOME while playing a game to exit to the XMB.

Pitfall II still isn't playable as I'm also sure your aware.

Anyway, these things aside, I feel your Atari2600 is now the best available. If you were to tackle these issues the emulator would go from being very good, to absolutely awesome. We all appreciate your hard work.

Cheers

Whitey75 on Jan 25 2007, 04:29

thanks!
but your download zip archive seems to be broken.
(at least on mac osx)

lopetz on Jan 25 2007, 13:26

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

Hi,

Thanks for your feedback, it should be good now

Zx
zx-81 on Jan 25 2007, 13:50

Thanks. Keep up the good work.

Pitfall 2 was never one of Stella's strong points. Doesn't even run full speed on a GP2X.
madmab on Jan 25 2007, 21:56

I take the opportunity to thank you for all your conversions.
Especially for the Intellivision emulator (Inty was my console when I was a little boy sigh!)

Please don't stop!

A question: is Pitfall 2 slow because of the additional hardware it had to make the music? (well I remember it had additional hardware, am I wrong?).
If so, shouldn't it be easy to (optionally) disable that part of the emulation thus making Pitfall2 playalbe?

In case you don't want to do so, for any reason, could you point me to the piece of code that needs to be modified?
marco on Jan 25 2007, 22:23

Hey Zx-81 Best Atari emulator ever. Games play better on your emulator than on the Activision hits package! Nice Bright graphics great sound good gameplay AWESOME. A couple of things that would be cool though:

1. A save state pic or a screenshot pic so you can see your high score on the menu.
2. A sleep mode.

Your the best thanks again
Anonymous on Jan 26 2007, 06:46

So Zx is this the last update we'll see to this emu. Not putting pressure on, it's just that I'm coming to this site 4-5 times a day to see if it's been updated.

I guess you could say I'm keen for more...lol

Anyway...all the best... I look forward to whatever your working on.

Cheers
Whitey75 on Jan 28 2007, 00:38

Hi Whitey,

This should be the last release for this emulator.

For the moment i'm not working on any other emulator port. May be next week i will begin another project, but i really don't know what for now.

Thanks for your comment,

Zx
Anonymous on Jan 28 2007, 10:34

Thanks! Good Job!

Is there anyway you could put a screenshot image next to the savestate slot on the menu screen?

These games are a lot more fun when you have a goal like a personal best to beat.

Thanks, Tron
Anonymous on Jan 29 2007, 01:13

thanks for this zx, tis good to have the full screen option. Please dont give up on it just yet though, using the home button would be nice but not priority, a nice clean image would be excellent in 1.25 or even max screen mode. enjoy your break for a while but please have a quick think about it. many thanks again for everything so far, im very grateful.
philly on Jan 31 2007, 08:48

Hi Zx,

I agree. It would be a shame to stop work on this excellent emu all together. The lack of the clean image in 1.25 or full screen modes is a real bummer and really detracts from what is otherwise an great emulator.

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

I hope you continue ur hard work.

Cheers

Whitey75 on Feb 8 2007, 09:53

Amazing work !!!!

Do you plan to port an open source Atari ST emulator ? Would be great as the current CaSTaway port is very limited... I heard that Hatari was a very good one and SDL based... maybe it's worth a look...

continue !

Atari Fan on Feb 14 2007, 19:11

I will have a look on this point ... I'm using a very simple smooth algorithm, and it would be better if i use the GPU smooth capabilities

Take care and thanks for your comment,

Zx

zx-81 on Feb 16 2007, 09:02

Hi,

First of all thanks for your comment . I will be in vacation soon, and i may have time to port another emu

Cheers, Zx

zx-81 on Feb 16 2007, 09:07

Good Work !

speccyclive on Feb 17 2007, 19:27

Zx, that would be great! Damn, now I'm going to have to visit ur website every day in hope of an update...lol

I notice even the commercial Activision package has a problem with blurred images. If you could fix that than u would be one-upping activision themselves!

They do have Pitfall 2 running however!

Keep up the great work. All us 2600 fans are much indebted to u for all ur hardwork. A couple of more suggestions (I'm sure u must hate me!), an ability to autosave highscores (which u could turn off on certain roms if u didn't want). The ability to play MP3 music in the emu while ur playing. This was inspired by the activision package. While not necessary it would be a cool addition.

Oh, and have fun on holidays!

Whitey75 on Feb 18 2007, 21:59

Zx,

You are da man! nice work on the 800 and Intellivision emulators. Please don't forget to look into the GPU smoothing capabilities, and autosaving of save states for this one however. I know Many ppl are interested in this one.

Cheers

Whitey75 on Feb 22 2007, 22:13

For smooth capabilities, i've worked on it, and a new release should come soon

Take care,

Zx

zx-81 on Feb 25 2007, 01:50