

Sunday, February 25. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.4 (smooth)

Hi All,

For those who has missed the beginning, Stella is on of the best emulator 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 who was the first to port Stella to PSP, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 1.5 and 3.x-OE and i hope it works also for 2.x using the eloaders from <http://www.noobz.eu/>.

What's new in this version ?

- A new graphical engine with new smoother render modes !
It uses now the PSP GU for rendering, it does not run faster, but it's a lot smoother !
Old "soft" render modes are still available, because there are a bit faster.
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
You can now toggle between 3 different keyboard mapping using LTrigger and RTrigger keys

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-v1.0.4.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 02:15

Awesome work Zx! I knew you could do it! This emulator is now awesome. Thanks alot for revisting. You've made me a very happy man. The new smoothing algorithm seems to work great.
Whitey75 on Feb 25 2007, 04:48

Some more suggestions....I can hear you groaning already...lol

I still think an auto save function would be awesome. One that you could switch off if you wanted. The reason for this is that for most of these games, the main objective is to get a high score. If you could just switch on autosave in the menu, and have it work for all games, it would be a nice feature.

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

It would be cool if the user could select the background pics for the menus. A different background pic for each level of the menu would be great...to easily distinguish between them.

The ability to play mp3's in menus and during games would be great. Similar to the feature in the activision pack, so we could listen to our 80's music while playing.

I heard another user suggest the ability to export you high scores to table where you could easily go and view and compare high scores for different games. I thought this was a cool idea, although this would take a bit of coding, so I could understand this not being at the top of ur priority list.

Greater speeds in the new smoothing modes will be great (I know ur working on this). I noticed refresh speeds on river raid weren't great, but still very good.

PITFALL 2!

Anyway I'll leave you alone for now. Keep up the fantastic work. This is now my favourite emulator. I hope there is even more to come.

Cheers

Whitey75 on Feb 25 2007, 07:35

Many thanks for your feedback, and comments .

Zx

zx-81 on Feb 28 2007, 00:27

You are the man for bringing some 80s goodness to the PSP in classic form. To continue the trend, I think you are the man who can bring the MAME emulator (some more 70s/80s/90s goodness) to the PSP for the masses for us all to enjoy.

So what do ya say?

usokz on Mar 1 2007, 17:39

No probs....and thanks again. I hope you find some of my suggestions useful in any (potential) future versions of your emulators.

Cheers

Whitey75 on Mar 1 2007, 21:58

Mame port is a good idea, but afaik, it has been already ported on the PSP ?

Take care,

Zx

zx-81 on Mar 2 2007, 10:20

Hi Zx,

Looks like you've been busy porting ur emu's to the GP2X.

I was just wondering if you are ever going to revisit this already fantastic emulator and implement some of the suggestions I made earlier this year (March 1).

Can't wait for further updates.

Cheers

Whitey75 on Apr 22 2007, 10:29

Is this supposed to work with firmware 3.40 OE-A? I receive an error when I try to launch this version (1.0.4) of the emulator:

"The game could not be started. (8002014"

Curious George on Aug 31 2007, 01:33

Hi George,

Yes it works with 3.40-OE, take the fw1.5 version and put it in game150 folder,

hope that help,

Zx

zx-81 on Aug 31 2007, 21:38

I tried zipping each one my roms (to save some space) and I get an error about not being able to open the file... What is strange is that the doc says it supports ZIP? I also tried zipping up the roms for your other ports (PSPColem, PSP7800, PSPINT, etc) and those are able to open up the zipped roms without a problem... this is only one that is giving me problems?

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

Grog Argh on Sep 18 2007, 04:49