

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

Sunday, March 4, 2007

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.0.7

Hi All,

Here is a new version of PSPAtari the emulator of Atari 800, 800XL, 130XE and 5200 series.

What's new in version 1.0.7 :

- 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.
- Save state dates are displayed in the emulator window
(it's now easier to identify and to load the right save state slot)
- Bug fix (load default keyboard mapping on startup)

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.

pspatari-v1.0.7.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 5200 at 00:44

Thanks for this. I enjoy the good old atari 800 games.

One thing i have to say though, is there any chance you can fix the bug in the sound emulation?
If you play games like bristles(my fave game), you'll find the sound isn't quite right.
It affects other games as well.

It's the only thing that spoils the emu for me.
mad paul on Mar 4 2007, 15:55

Hi Paul,

I will have a look to Bristles to see what can be done, but i'm not the best in sound emulation (which is may be the hardest thing to emulate, because you need to be very accurate on the cpu speed / clock cycles).

Take care, Zx
zx-81 on Mar 4 2007, 18:36

Hi Zx,

I've just added in experimental IR keyboard support (Targus, Palm Wireless and Palm Universal Wireless) to this build. Made changes to psp_kbd.c and added in the Wireless keyboard select menu item in the setup menu.

With your permission, I'd like to release it to the public. Full credits go to you for the Atari port of course.

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Regards,
KangKeng
KangKengKingKong on Mar 5 2007, 14:59

Hi

Please do it, it sounds very cool . Credits still remain to the original authors of this emu (not me), my contribution is may be on 5 or 10% of the source code of this emu .
I would like you only to put the source code with you package, as required by the GNU license

Keep it up,

Cheers, Zx
zx-81 on Mar 5 2007, 15:32

man, that's nice.

and I was wondering if it's not too much work I wish you can make a fully IR KB supported notepad.

thanks.
NNTN on Mar 7 2007, 02:54

Is there a tutorial on how to run games that require multiple disks to run such as Alternate Reality and Ultims IV: Quest for the Avatar?
I can get the games to load, but I cannot keep playing when it requires you to change out the disk & change back like when going from town to dungeon & back again.

I used to use the old Rainbow Atari Emu for PC/Mac, and you had to "save" the disk image each time you switched it. Is it the same with this emu?

Thank you,

Don
DonK on Nov 2 2007, 16:25

Wow, this rocks ! Just checked Ultima IV . keep Gaming.
MacCode on Feb 13 2008, 15:22

This is a very old version , latest is available on this blog,

Zx
zx-81 on Feb 13 2008, 15:29