

Wednesday, October 3, 2007

PSP2600: Atari 2600 emulator for PSP v1.1.0 (final)

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 3.x-OE and for PSP-slim.

What's new in this version (i hope the last) ?

- Display and save thumbnail images for each save state
- New graphics
- Option to prevent the blue led to be displayed when L or R are pressed

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-v1.1.0-fw3x.zip

psp2600-v1.1.0-fw15.zip

psp2600-v1.1.0-src.zip

**** UPDATE **** : A little bug has been found, and prevent .bin roms to be loaded from a zip file. It has been fixed, and i've uploaded a new version.

Enjoy,
Zx.

If you want to discuss on this emulator, you can do it there :
zx81's forum on dcemu network or zx81's forum on qj.net

Posted by zx-81 in Atari 2600 at 21:37

zx thanks for the savescreen YOU ROCK!!!
tron psp on Oct 4 2007, 01:28

Thanks for your comment,

Zx
zx-81 on Oct 4 2007, 08:41

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

Hmm tried the 3.x on my Slim and the zip files won't loaded. Any ideas?
BEAViSX on Oct 21 2007, 04:33

Hi,

Are you sure you've installed the version from my blog ? Because other version you may have found on other location may not work properly (i've fixed a little bug on zip file few hours after the first release).

In the zip file, the rom should have the extention .bin or .rom.

Hope that help,

Zx
zx-81 on Oct 21 2007, 10:09

Well I got the zip files working now. All I need now is to know how to do to make snapshots of the games and will they show up when I highlight the zip file?
BEAViSX on Oct 22 2007, 02:41

You can save the state of your game at anytime. Then when you will load that game again, all previously saved state will appear on the emulator menu.

Zx
zx-81 on Oct 22 2007, 13:24

No I meaning more like seeing what the game looks like before playing like what MAME GUI menus do.
BEAViSX on Oct 29 2007, 17:51

Ok i see,

Zx
zx-81 on Nov 15 2007, 17:44

Maybe I'm blind or just keep mising it. but how do I get it to take up the full screen on my psp?
Zaiaku on Nov 25 2007, 15:28

In the settings menu, set the render mode to max

Zx
zx-81 on Nov 25 2007, 23:00

Ahh perfect. Just what I wan't. Excellent job!
Would be nice to be able to disable to splash screen.

I see it supports zip files, maybe next update rar files
Zaiaku on Nov 26 2007, 00:56

Hi ,

You can replace the file splash.png by the image you want (480x272). You can also skeep the intro pressing X when the splash screen is displayed.

Zx
zx-81 on Nov 26 2007, 08:58