

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

Sunday, December 9, 2007

### GP2X-TI99 : A TI-99/4 Emulator for GP2X v1.0.1

Hi All,

TI99Sim is a very good emulator of Texas Instruments TI99 home computer running on Windows and Unix. The emulator faithfully imitates the TI99/4 model (see <http://www.mrousseau.org/programs/ti99sim/>)

GP2X-TI99 is a port on GP2X of the version 0.1.0 of TI99Sim.

How to use it ? Everything is in the README.txt file.

If you want to convert games etc ... have a look to TI99/sim web site for more informations (<http://www.mrousseau.org/programs/ti99sim/>).

Sources are included, and this package is under the GNU public licence, read COPYING.txt file for more information about it.

Here is a binary version :  
ti99-v1.0.1-bin.rar

Here is the source code :  
ti99-v1.0.1-src.zip

Enjoy,

Zx.

If you want to discuss on this homebrew, you can do it here :  
dcemu network or <http://www.gp32x.com/>.

Posted by zx-81 in TI 99 at 14:34

WOW, but zx81 are you a coder machine ?  
THANK YOU!!! You work is great.  
When a VECTREX emu or SG1000 or a porting of XROAR( COCO and DRAGON COMPUTERS)?  
eheheheh really thank you.  
DARKGATE on Dec 9 2007, 20:47

xroar sounds good why not one day,

Zx  
zx-81 on Dec 9 2007, 23:15

videogames are cool  
johnmcmaster on Dec 15 2007, 23:43

yes

Zx  
zx-81 on Dec 16 2007, 00:20

I've used TI99Sim on Windows quite a bit and it really is a great emulator. It would be awesome to get this tow work on my GP2X. I haven't had any luck getting this port to work yet though. I'm running it (or attempting to) on a MK2 F100.

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

The first time I try to run it, I get the splash screen, then after a few seconds it exits. If I try to run it a second time, I don't even get the splash screen. It just goes to a black screen and freezes the GP2X until I power cycle it. Any idea what might be going on?  
Dan Hevey on Jan 12 2008, 01:26

Forgot to add that My GP2X is running stock firmware 2.0.  
Dan Hevey on Jan 12 2008, 01:29

Update:  
I upgraded my F100 to firmware 2.1.1, just in case. (I've been wanting to upgrade it for a while anyway) Unfortunately, GP2X-TI99 behaves exactly the same as before.  
Dan Hevey on Jan 15 2008, 06:36

Hi,

I've got the same console as you, and it works fine for me. You have to run this homebrew from the TI99 directory.

Can you tell me a bit more about what is going on when you started it ?

Zx  
zx-81 on Jan 15 2008, 09:05

Hi. It's pretty interesting (and a bit frustrating)...

The first time after starting the GP2X that I try to run the emulator, after about 4 seconds it will load the splash screen. After a couple more seconds, the screen goes black for a few seconds, then about 8 seconds after starting to execute it, the GP2X goes back to the screen it was launched from.

It seems to corrupt memory or leave something in a semi-initialized state, because if I try to run the emulator again without restarting the unit first, it will freeze hard and needs to be power-cycled. Also, if I try to run anything else that tries to start a graphics screen, like another game or emulator (pretty much anything) after running the TI99 emulator without restarting first, the GP2X will freeze hard in that case too.

I was originally loading it from Gmenu2x .09, but I've tried using the factory-standard firmware interface directly, with no luck. I have it installed in "/emulators/ti99" on my SD card, but I've also tried with it installed in /ti99 directly under the root of my SD card with the same result.

I noticed that there were a few other people on either dcemu network or <http://www.gp32x.com/> that were describing what sounded like the same problem.

Just out of curiosity, could you try (if you haven't already) removing the copy you have on your GP2X and installing the one from the zip archive? It's almost like something didn't make it into the zip archive that's on the site or got corrupted. Corruption is unlikely though unless it happened before it was zipped, because the integrity of the archive tests good.

For what it's worth, I run a LOT of games and emulators on this unit (including a lot of your other stuff) with no, or at least very few problems (great stuff, by the way). It's been very stable. I'm not clocking anything strangely, either.

Thanks for looking into this.  
Dan Hevey on Jan 15 2008, 19:54

You're right i will try that this evening and keep you inform,

Take care and thanks for your feedback,

Zx  
zx-81 on Jan 16 2008, 08:36

I've tested the zipped version and it works for me ... so i really don't understand what's going wrong,

Zx  
zx-81 on Jan 16 2008, 22:20

Well, thanks for checking into it, anyway. I guess I'll try to completely remove it and re-download and re-install it, and if that doesn't work I'll just have to put this one aside for now. I'll check back from time to time and re-test it if anything changes.

Thanks again for testing.

- Dan  
Dan Hevey on Jan 16 2008, 22:56

Solved the problem (sort of)

It looks like the problem is somehow tied to un-archiving the program on my Windows machines. I had tried downloading and installing it from two separate machines, but they were both Windows based machines, and in both cases I had used 7zip 4.57 for Windows to unzip it. I didn't think there would be a problem with that, because that's how I un-archive most of my GP2X stuff.

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

Anyway, I got the idea to try running GP2X-TI99 from Stern so that I could see if there was any output that would give a clue what might be going on. I noticed that it complained that it couldn't find some files in the roms subdirectory just before it hung. Everything seemed to be there that was supposed to be and seemed to have the proper names. So I thought maybe in the process of unzipping it, either 7zip or Windows had somehow corrupted or changed the CR/LF format of something there. So I tried downloading it on one of my Ubuntu machines and un-archiving it directly to my SD card from there. After that, it worked fine.

I'm not sure exactly where the problem is, but whatever it is, it seems to be related to something on my Windows machines. Also, from what I've seen on some of the forums, some other people seem to have the same problem.

At any rate, the emulator looks GREAT, definitely worth the trouble. Believe it or not I still have my original TI99 with all of the cartridges, though it's in storage for now. That was my first computer and I spent a lot of time on that before I got my C64 and later got into Amigas.

Thanks for all the great emulators. I'll be sending a donation soon as I get this message sent.

Keep up the great work!

- Dan  
Dan Hevey on Jan 17 2008, 06:10

Hi Dan,

Many thanks for your feedback and donation,

I will check this on my windows PC and try to fix the zip archive.

Thanks again,

Zx  
zx-81 on Jan 17 2008, 13:44

I have encountered the same issues described above by Dan. The prog shows the splash screen then exits to the launcher. I've tried unzipping the file on my Vista and OSX machines with the same result. When running the gp2 from stern it shows the 'Unable to locate console roms' error.

This is an F100 unit / 2.1.1 firmware.  
Remo on Feb 11 2008, 07:13

A folder is may be missing ? I know there are issue when you unzip a zip file with empty folder ...

Zx  
zx-81 on Feb 11 2008, 08:29

Could you list out what the directory structure is supposed to be, including any empty folders that might be necessary?  
Remo on Feb 11 2008, 23:30

```
-- background.png
-- cartridges
-- Amazeing.ctg
-- Attack.ctg
-- BUCK.ctg
-- Blasto.ctg
-- Burgertime.ctg
-- CENTIPE.ctg
-- Carwars.ctg
-- CongoBongo.ctg
-- DEFEND.ctg
-- DigDug.ctg
-- Hangman.ctg
-- HuntTheWumpus.ctg
-- Hustle.ctg
-- INVADE.ctg
-- JungleHunt.ctg
-- MINE.ctg
-- MOON.ctg
-- MUNCH.ctg
-- MoonPatrol.ctg
-- MunchMan.ctg
-- PACMAN.ctg
-- POLE.ctg
-- Parsec.ctg
-- Parsecc.bin
-- Parsecg.bin
-- STNICK.ctg
-- Soccer.ctg
-- TI-Invaders.ctg
```

```
-- VideoGames1.ctg
-- VideoGames2.ctg
-- hopper.ctg
-- hopperc.bin
-- hopperg.bin
-- sxba.ctg
-- xb25.ctg
-- disks
-- drivers
-- mmuhack.o
-- mmuhack2.o
-- gp2xti99.gpe
-- graphics
-- default
-- keys.png
-- keys_c.png
-- keys_c_t.png
-- keys_s.png
-- keys_s_c.png
-- keys_t.png
-- nums.png
-- nums_c.png
-- nums_c_t.png
-- nums_s.png
-- nums_s_c.png
-- nums_t.png
-- help.txt
-- kbd
-- foo.txt
-- roms
-- GRAM Kracker.dat
-- Mini-Memory.dat
-- TI-994A.ctg
-- TI-994A.dat
-- spchrom.bin
-- spchrom.dat
-- save
-- foo.txt
-- scr
-- foo.txt
-- set
-- MOON.set
-- foo.txt
-- splash.png
-- thumb.png
```

10 directories, 65 files  
zx-81 on Feb 11 2008, 23:54

Thanks, my dir structure appears identical with the exception of a file called stOrNHEI in the 'root' dir between splash.png and thumb.png. That file is created upon extraction of the .zip published here.

I tried the PSP version and got it working, but found it had no .dsk support which I need. Does the GP2X version support .dsk?  
Remo on Feb 13 2008, 01:19

Hi,

I've zipped this archive with 'zip' command under linux. That might explain it doesn't work properly under windows.

This version is 99% the same as the PSP one ... so no dsk support,

Zx  
zx-81 on Feb 13 2008, 09:04

I don't suppose there's a possibility that you could add .dsk support? I so very badly want to be able to run Tunnels of Doom on the PSP. It's one of the best dungeon crawl RPGs ever made, but requires disk support for the loadable modules.  
Remo on Feb 13 2008, 21:37

I plan to release a new version one day or the other

Zx  
zx-81 on Feb 13 2008, 23:59

I am having the same problem with the program hanging at the start screen as described above. Is there a fix for this yet?  
Chris on Feb 26 2008, 06:12

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

It might be due to the unzip software you have used (see post below) ...

Zx  
zx-81 on Feb 26 2008, 08:56

Is there a way to unzip in windows and have it still work? Also I didn't mention this is a brand new F-200 model with the 4.0 firmware if that might be a factor. This was my first computer and I really look forward to playing parsec on this. Great job and many thanks I must say.

Chris on Mar 1 2008, 19:24

Well I had a copy of knoppix laying around on a disk. So I booted it up and extracted the zip file directly to my SD card and walah the emulator works now. Great job man, and many thanks for your hard work. Your'e the best!

Chris on Mar 1 2008, 21:01

I went to create a keyboard file for parsec and there aren't any samples to go off of anywhere in the zip file as stated in the read me. Could you post what it should look like here? That would be great.

Chris on Mar 1 2008, 22:18

Nevermind, I figured out how to edit them within the menu. I do have a question though. Should there be Voice synthesis sound? Because I am getting no voice, just sound effects.

Chris on Mar 1 2008, 22:59

You can generate one using the "Save keyboard" menu (a file called xxxx.kbd will be saved in the kbd folder).

Zx  
zx-81 on Mar 2 2008, 23:54

The voice system has been disabled (it takes too many CPU resources ...)

Zx  
zx-81 on Mar 2 2008, 23:55

Thanks, I just wanted to make sure I got the controls all figured out. Amazingly this is more enjoyable to play on my gp2x than my pc. Now if I could just figure out how to convert my .ticart files to what I need to use them with this emulator I will be set. You see I have a few games that aren't included and it would be cool to have them in there too. But hey Parsec is all I really cared about, lol...

Anonymous on Mar 3 2008, 21:51

It's a bit hard to convert those files (i've spent a night to understand how to convert mines ...) The best is to send me your files, and i will try to convert them and send you them back.

Cheers,

Zx

PS: My email is in the readme file.  
zx-81 on Mar 3 2008, 22:52

This emulator isn't working. I get the title screen and it goes back to the main menu. I like to try an older version if you have it. I was thinking there might be a configuration file that need to be deleted.

Tim Page on Sep 17 2008, 18:16

IT works fine for me on my GP2X-100 using unrar tool from linux ...

Zx  
zx-81 on Sep 17 2008, 19:32

Could my problem be that I'm using a GP2X F-200 with the newest firmware? I also tried the T 99 included with mess and that didn't work but the other emulators were fine. I did have a simmilar problem with the atari 800 emulator and I deleted the configuration file that was on the gp2x nand memory and that fixed the problem.

Tim Page on Sep 17 2008, 20:20

Could you make the older versions of this emulator available for download or email them to me so I can do further testing. Thanks

Tim Page on Sep 17 2008, 20:30

There is no other version,

Zx  
zx-81 on Sep 17 2008, 22:14

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

Not work!!!!

I tried on F200 and F100 with Firmware 4.0 and does not work.

You see the image presentation and then returns the menu!

I tried with Gmenu and with the standard menu but nothing.

I have tried in various folders and subfolders but nothing.

Not work.

1) Why?

2) There is an old working version? But where are the old versions?

3) When you plan a new working version?

Congratulations for the wonderful work and for other ZX81's emulators that works ... 're a legend!  
But you could run that too?

Turbilon on Sep 2 2009, 22:51

Many people encountered issue with zip archive, so i suggest you to try the .rar version ...

I'm using Linux, and with unzip command it works fine for me on my F100 Fw 4.0

Zx

zx-81 on Sep 2 2009, 23:03

Thank you for your kind reply but I always used WinRAR and I do not work the emulator.

Have you changed the package to download?

It would be possible to unpack the package to download or upload it in some way on the site?

Thanks again for your kindness and for your work..

Turbilon on Sep 2 2009, 23:09

<http://zx81.zx81.free.fr/public/gp2x/ti99/ti99-v1.0.1.tar.bz2>

Zx

zx-81 on Sep 2 2009, 23:26

Thank you but not work ....

Upload uncompressed format on torrent?

Would it be possible for you?

Thank you ... you're very kind

Turbilon on Sep 2 2009, 23:44