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

Sunday, January 27. 2008

PSP2600: Atari 2600 emulator for PSP v1.1.2 (who said 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.

It has been developped on linux for Firmware 3.x-m33 and 1.5

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

- Auto-fire mode, press RTrigger+X to switch it on/off
  useful for games such as space invaders !
  On given games, the auto fire can't be stopped, so an
  option to stop it, is available in the settings menu.
- It uses now only PSP GU for rendering
- Speed improvements while using GU render modes
- IR keyboard support !
- Add .a26 as valid rom extention
- Add several new hotkeys :
  . settings such as fps, render mode, auto fire speed
    can now be directly modified inside the emulator
    (no need to enter in the settings menu)
  . quick save / quick load current state
    (no need to enter in the main menu)
- New speed limiter options in settings menu
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Analog pad can be used in the rom file requester
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Increase memory heap size in 3.x

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-v1.1.2-fw3x.zip

psp2600-v1.1.2-fw15.zip

psp2600-v1.1.2-src.zip

 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 02:19

Thanks for still including the 1.5 eboot for the few of us who still stick with the 'old girl'.

"Increase memory heap size in 3.x"
Just for my personal interest: is more, less or the same amount of RAM available under the 3.x kernal compared to 1.5?

Appreciated as always zx
  Bah on Jan 27 2008, 05:24

"Add .a26 as valid rom extention"

OMG thank you.
  akadewboy on Jan 27 2008, 08:14

Thanks,

To answer your question, i guess the ammount of memory available in 3.x is less than in 1.5 mainly due to plugins etc ...

Btw, in 3.x i have to specify the max ammount of memory (here 12 Mb). In 1.5 you have all the memory available if you want.

Zx
  zx-81 on Jan 27 2008, 09:08

Glad to see you enjoy it,

Zx
  zx-81 on Jan 27 2008, 09:10

many many thanks Zx, this brings back memories for me and i still love these games (except E.T. of course thanks again for not giving up on this emu, ive followed through with each release, thanks again
  philip burke on Jan 27 2008, 18:16

Thanks for your kind comment

Zx
  zx-81 on Jan 27 2008, 18:29