

Tuesday, February 12. 2008

PSPAtari: Atari 800/130/5200 Emulator for PSP v1.1.3 (minor fix)

Hi All,

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

For those who haven't seen previous versions, Atari800 is an emulator for the 800, 800XL, 130XE and 5200 models of the Atari personal computer. It can be used on console, FrameBuffer or X11.

See <http://atari800.sourceforge.net/> for further informations.

PSPATARI is a port on PSP of the version 2.0.2 (April 08 2006) of Atari800 from Petr Stehlik.

What's new in version 1.1.3 :

- fix issue with NTSC colors (thanks to carpy)
- bug fix with vsync option
- bug fix with pal/ntsc video system change

It has been developed on linux for Firmware 1.5 and 3.71-m33, and for the IR keyboard part it has been tested using a Targus Universal IR Wireless keyboard.

Special thanks to Raven for his beautiful icons (Raven's web site)

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.

binary version for fw3.x

binary version for fw1.5

source code

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 5200 at 21:57

Awesome emulator! Thanks for doing the port. Somewhere between 1.06 and 1.13, the joystick stopped working on Caverns of Mars. Seems OK in other games (Star Raiders, Airstrike II, etc.), so I'm not sure what is going on. Just FYI.
Atari 800 Fan on Aug 26 2008, 06:20

Hi,

Thanks for your feedback, i will have a look on it

Zx

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

zx-81 on Aug 26 2008, 10:59

Had a chance to test a few other versions and have verified the problem exists in 1.10. Maybe the IR keyboard code? If I have time i'll keep going back to see when it starts working again. I'm running the 1.5 FW version, but tried the 3.x version and it was the same. Other games seem to work just fine, but Caverns of Mars is an old time favorite! Thanks again for your work on this.

Atari 800 Fan on Aug 26 2008, 17:35

It works just fine for me using fw3x version on a 4.01-m33 fat ... joystick is working great ... May be you have a bad setting files for this game ?

Zx

zx-81 on Aug 26 2008, 20:01

Very strange. Verified that I don't have a settings file for this game. I'm running a fat under 3.80 M33-5 with the 1.5 kernel addon. I can try upgrading to 4.01 m33 to see what happens. Only have the joystick problem with Caverns of Mars -- all other games work fine. Thanks for looking into it.

Atari 800 Fan on Aug 27 2008, 06:08

I haven't tried fw1.5 version but fw3x version in game4XX folder on a 4.01-m33. I have no 3.80-m33 psp installed so i can't test it ... i will give it a try using fw1.5 addon,

Zx

zx-81 on Aug 27 2008, 09:10

Just ran another test to make sure I'm not losing my mind. the version 1.06, fw1.5, works fine under 3.80 M33-5. Why does this only happen with this game? Is it using some lower level joystick driver that isn't being emulated the same under 1.13? I'll run it under 4.01M33 to verify that it works like you are seeing.

Atari 800 Fan on Aug 27 2008, 16:38

OK -- here are the final results.

Booted 4.01M33 off the MS and tested the fw3x version and it worked fine (no surprise given your results)

Went back and installed the fw3x verison under 3.80M33 and it now works fine! Only difference is that I installed it in the GAME380 folder this time, where last time I installed it in GAME (and set the GAME folder fw to 3.80 in the recovery menu)

Let me know what happens when you try the fw1.5 version.

Atari 800 Fan on Aug 27 2008, 19:59

Figured it out (sorry for all the posts). The setting that breaks Carvens of Mars is in the Atari (blue) menu. I have been setting the machine to an 800 OS/B since that seems to be required to run Star Raders. When I reinstalled I wiped out the emulator settings and it reverted to an 800XL and that seems to have fixed the joystick problem. Switching back to an 800 OS/B breaks the joystick again in this game. Not sure why, but that's what it is.

Atari 800 Fan on Aug 27 2008, 20:25

ok i better understand now , thanks for all your feedback and testing,

Take care, Zx

zx-81 on Aug 27 2008, 23:38