Thursday, March 27. 2008

GP2X-2600: Atari 2600 emulator for GP2X v1.0.6

Hi All,

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.

GP2X-2600 is a port on GP2X of my previous port to PSP.
My PSP version is based on the work of Aenea who was the first to port Stella to PSP.

What's new this (final) version :

- 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.
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- 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)
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
2600-v1.0.6-bin.zip

The source code is here :
2600-v1.0.6-src.zip

Thanks to Stella team for this nice emulator, and to all GP2X-SDK
developers.

Special thanks to Slaanesh, Manjuu and Sbock.

  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 Atari 2600 at 19:43