Sunday, April 13. 2008

PSP2600: Atari 2600 emulator for PSP v1.1.3 (eboot music)

Hi All,

For gamers who have missed previous versions, 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 ?

 - Eboot music from Observe & Control (big thanks to Gnuth !)

- Rewrite many parts of the code for speed improvements,
  but sadly not enough to play pitfall2+ ...

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-v1.1.3-fw3x.zip

psp2600-v1.1.3-fw15.zip

psp2600-v1.1.3-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 19:35

Just wondering why is Pitfall 2 so different than all the other games? What makes it slower
   BEAViSX on Apr 14 2008, 13:50

I've done profiling with the linux version, but i can't figure out why it's so slow ... Btw It is slow even with the linux version ...

Zx
   zx-81 on Apr 14 2008, 14:02

Pitfall II for the Atari 2600 contains the Atari POKEY chip (used in the 8bit home computers) to upgrade the 2600 sound. If you want
to play Pitfall II, play the Atari 8-bit version (using ZX-81's Atari800 emulator). This is the "Adventurer's Edition" which gives you a
whole new world to explore after you finish the first one.
   Byte on Apr 14 2008, 17:03

Note that this emulator is listed as Atari 5200 in the menu to the right. The 5200 was a console derived from the 400/800 hardware platform (with different 360degree joysticks).
   Byte on Apr 14 2008, 17:07