Sunday, June 15. 2008

PSPVE : A Vectrex emulator for PSP v1.0.2

Hi All,

VecX emulates the Vectrex game console on systems such as Linux and Windows.
It has been written by Valavan Manohararajah.

PSP-VE is a port on PSP of one latest version of VecX.

What's new then ?

- Major speed improvements :
  + 6809 emulation
  + vector rendering
  + remove vector cash (buggy and time consuming)
- Sound emulation completly rewritten and inspired
  from 8910 driver of xmame.
- The rotate 90' view is now much faster and it is used
  as default render mode.
- Save state modification, it is now faster to save state
  (but previously saved games are not compatible with this
  new version !)
- Add .vec and .gam file extention as valid rom extention
- Add option to change color between gray and blue

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

Thanks to Raven for the eboot icon's stuff.

Sources are included, and this package is under the GNU public licence v2, read COPYING.txt file for more information about it.

pspve-v1.0.2-fw3x.zip

pspve-v1.0.2-fw15.zip

pspve-v1.0.2-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 Vectrex at 23:22

Again, thanks for taking on the Vectrex emulation. It plays pretty good so far. I have a couple requests (not sure if you are taking requests, but here it goes...)

PLEASE let it rotate the other way too. I grew up playing the Vectrex along with most of the other consoles. I have a much harder time playing with my Left hand on the thumbstick. Right hand on the stick and left on the buttons would be more like the original. At least for a Right Hander like myself.

Overlay Support:
They make the games look much more authentic and less drab. The other PSP Vectrex emu supported them and did a nice job of it also. Let me know if you need help resizing any of the existing overlays.
I'd love to help out in any way.

Thanks,
SpooNMan (AKA: S****Man)
    SpooNMan on Jun 19 2008, 01:11

Hi Dude,

You can already change the render mode in settings menu, and put it vertically.

You can also change the default keyboard mapping as you like in the keyboard settings menu.

About overlay, it might be good ... who knowns one day

Zx
    zx-81 on Jun 19 2008, 08:28

GP2X version pleeeaaaseeeeee!!!!
    Anonymous on Jun 19 2008, 22:49

Gp2x version is running too slow right now (19 fps even at 240Mhz), but who knows, may be one day i will spend time to improve it up to a playable speed

Zx
    zx-81 on Jun 19 2008, 23:21

I mean please let it rotate the other way. That way it would have the stick on the top/right and the buttons on the bottom. It sounds wrong, but if you play the real Vectrex hardware and then the emu it feels much closer to the real experience. It would be nice to have the option to rotate clockwise or counterclockwise . Make everyone happy

Keep up the great work. I have every one of your console emus on my PSP and I am impressed with all of them so I expect good things to come of this as well. Any chance you could give us a good Magnavox Odyssey emulator? The emu that was released doesn't work well with the M33 1.5 firmware plugin and the roms dir is "hardcoded" to x:/ROMS.

Matt
    SpooNMan on Jun 20 2008, 07:17

Gp2x version is running too slow right now (19 fps even at 240Mhz),

 OH MY GOD!!!!!!

 TERRIBLE!!!! eheheh
    DARKGATE on Jun 22 2008, 08:51

Any news about a version for firmware 4.01?
    Dave on Jul 29 2008, 03:54

It should already work for 4.01 ???

Zx
    zx-81 on Jul 29 2008, 09:09

Hi Zx,
Just wondering if you have given any consideration to adding overlay support to the Vectrex emu. I think it would nearly perfect if you could add this. It really does give personality and authenticity to the games.

Thanks again for all your great emulators!

-Matt
    SpooNman on Feb 4 2009, 02:45

Hi Dude,

i'm not working on any stuff for psp right now ... but may be one day

Zx
    zx-81 on Feb 4 2009, 22:58

Hi zx,

Would you be able to port this to dingoo?
Im lovin all the other emu ports that you have done for dingux, and ive noticed that there is no other decent vectrex emus for any of the handhelds (apart from this!) and i would love it on dingoo!!
  Lee on Nov 21 2009, 12:24

Going to bump this again since it's been a while.

_____
Hi Zx,
Just wondering if you have given any consideration to adding overlay support to the Vectrex emu. I think it would nearly perfect if you could add this. It really does give personality and authenticity to the games.

Thanks again for all your great emulators!

-Matt
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PS: I have all the Vectrex overlays in 480x272 if you need them. thanks.
  Matt on Nov 23 2009, 20:12

ZX81, I used 8910 emulation from your version to add sound for vecx, for Dingoo A320 native OS version of the emulator.
You can find my source code and binaries here: http://code.google.com/p/nzeemin-opensrc/
  Nikita Zimin on Oct 6 2010, 07:58