Friday, October 30. 2009

Dingux-Atari: Atari 800/130/5200 Emulator for Dingux v1.1.0

Hi All,

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.
Dingux-Atari is a port on Dingoo/Dingux of the PSP version with some new features.

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

Here is a full working binary version :
dingux-atari-v1.1.0-bin.zip

Here is the source code :
dingux-xatari-v1.1.0-src.zip

 Enjoy,

      Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

    Posted by zx-81 in Atari 5200 at 21:58

Awesome!!! Going to try it out now!!
   toddj on Oct 30 2009, 23:06

Wow.. Everything I try so far runs great!!!! I'm unable to run 800 .bin files, but it might be the ones I have. .atr and 5200 roms work great! Thank you so much!!
   toddj on Oct 31 2009, 00:04

Yes! The Emulator I was waiting for, many many many thanks Zx.
   Chris23235 on Oct 31 2009, 00:46

Excellent work ZX81!

With this release, the Dingoo is now officially a must-have for any old-school Atari fan.
   J on Oct 31 2009, 02:56

OH MAN! Thank you!!!
the 5200 is my favorite (^_^)
   Long on Oct 31 2009, 09:18

Glad to see you all enjoy it !

Zx
   zx-81 on Oct 31 2009, 10:24

I notice that the x and a items are swapped with the y anb buttons. I also cant get secondary fire to work.
   mrdrilleraddict on Nov 1 2009, 05:50

Hi,

I've just uploaded a fixed version (same name, same location),

Zx
   zx-81 on Nov 1 2009, 11:47

Thanks! The mappings are correct now but I still cant get fire button 2 to work and for some reason most of my a52 roms dont load unless i go into the atari menu. Please note that I am not in any way complaining. You are a great asset to the community and have given me many hours of enjoyment.
   mrdrilleraddict on Nov 1 2009, 13:03

I found the problem some of my files when i do a properties on them say size 16.0kb or 4kb but the size on disk is 32.0 kb those files will not work. the ones that say size 32.0 kb and size on disk 32.0 kb work. I got to find a way to correct the file sizes I guess any suggestions?
   mrdrilleraddict on Nov 1 2009, 13:57

Hi !

Foa Thanks for your feedback . Can you give me the name of the game for which you can't use fire2 ? About your A5200 rom issue, it works only for A5200 32k cartridge. I have to find a way to identify the proper A5200 cartridge version (may be only using the file size).

Cheers,

   Zx
   zx-81 on Nov 1 2009, 14:58

The Pokey Emulation has some errors now and then, in general, it sounds like the sound is playing a little bit to slow, not much perhaps a few percent. And in Koronis Rift you can here, the the Lucasfilm startup sound isn't played right, but that was also a problem in the Dreamcast Port of Atari800, so I think it's in the original sources.
   Chris23235 on Nov 1 2009, 16:52

BeamRider is not registering fire #2
   mrdrilleraddict on Nov 1 2009, 17:26

Thanks for your time and you work. This weekend of releases is of "three points"
   eMe on Nov 1 2009, 21:12

Emu is very good I play atari 800xl games , only sound isn't good, i try atari800 on pc linux, there sound is good. Can you correct sound quality in next versions of emu?
   Freeesh on Nov 18 2009, 13:24

I sadly have to acknowledge what Freeesh wrote: the POKEY emulation is - sadly - rather bad when playing ATRs (a lot of noisy sound while playing games like Defender or Animal Party and even some sound stuttering - often rather early in the emulation). Other than that: great. The only wish I had was the ability to play XEXs (Xl EXecutables) directly without having to convert them to ATR first.
   Thorsten Günther on Feb 4 2010, 08:40

You don't have to convert xex to atr. Just go into the "Atari Menu" and launch them with the Run Atari Program function.
   Anonymous on Feb 10 2010, 00:44