Sunday, May 10. 2009

PSP2600: Atari 2600 emulator for PSP v1.2.0 (cheat)

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.

It has been developped on linux for Firmwares 5.0-m33 and 1.5

Special thanks to Horeus for his nice icons and graphical stuff !

What's new in this version ?

- New graphics from my good friend Horeus
  (see http://www.ultimatepsp.fr/)
- New Eboot music
  (see http://www.jamendo.com/en/artist/pako)
- Cheat support (but it doesn't work with all games)
- Finally fix issue with "Home -> Exit" !
- Add documentation for settings in help menu
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Add hotkey to change flicker mode
- Memory monitoring engine to find your own cheat code !
- Text editor to modify the global cheat.txt file

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-v1.2.0-fw5x.zip

psp2600-v1.2.0-fw15.zip

psp2600-v1.2.0-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 19:32

Monday, July 28. 2008

PSP2600: Atari 2600 emulator for PSP v1.1.4 (minor update)

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 Firmwares 3.x-m33, 4.x-m33 and 1.5

What's new in this version ?

- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game.
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP

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-v1.1.4-fw4x.zip

psp2600-v1.1.4-fw15.zip

psp2600-v1.1.4-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 20:13

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

Sunday, January 27. 2008

PSP2600: Atari 2600 emulator for PSP v1.1.2 (who said final ?)

Hi All,

For those who has missed the beginning, 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 (i hope the last) ?

- 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.
- It uses now only PSP GU for rendering
- Speed improvements while using GU render modes
- IR keyboard support !
- Add .a26 as valid rom extention
- 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)
- New speed limiter options in settings menu
- RTrigger/LTrigger keys can be used in the keyboard
  settings menu to navigate between Normal, LTrigger
  and RTrigger compose mapping.
- Analog pad can be used in the rom file requester
- Default Hotkeys can now be set in the keyboard mapping menu
  (useful to add hotkeys on existing/previous keyboard files)
- Bug fix in the low battery watchdog
- Increase memory heap size in 3.x

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-v1.1.2-fw3x.zip

psp2600-v1.1.2-fw15.zip

psp2600-v1.1.2-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 Atari 2600 at 02:19

Wednesday, October 3. 2007

PSP2600: Atari 2600 emulator for PSP v1.1.0 (final)

Hi All,

For those who has missed the beginning, 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, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 3.x-OE and for PSP-slim.

What's new in this version (i hope the last) ?

- Display and save thumbnail images for each save state
- New graphics
- Option to prevent the blue led to be displayed when L or R are pressed

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-v1.1.0-fw3x.zip

psp2600-v1.1.0-fw15.zip

psp2600-v1.1.0-src.zip

** UPDATE ** : A little bug has been found, and prevent .bin roms to be loaded from a zip file. It has been fixed, and i've uploaded a new version.

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 21:37

Monday, September 17. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.5 *SLIM*

Hi All,

For those who has missed the beginning, 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, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 3.x-OE and for PSP-slim.

What's new in this version ?

- Compatible with custom firmwares 3.x and PSP-slim
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions
  (might be useful to translate psp2600 menus in german, french ...)
- Bug fix in file requester

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.

** Many thanks to Pakos210 for the PSP-slim test **

psp2600-v1.0.5-fw3x.zip

psp2600-v1.0.5-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 22:35

Sunday, February 25. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.4 (smooth)

Hi All,

For those who has missed the beginning, 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, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 1.5 and 3.x-OE and i hope it works also for 2.x using the eloaders from http://www.noobz.eu/.

What's new in this version ?

- A new graphical engine with new smoother render modes !
  It uses now the PSP GU for rendering, it does not run faster, but it's a lot smoother !
  Old "soft" render modes are still available, because there are a bit faster.
- Multiple keyboard mapping feature (Thanks to Pou-chan) :
  You can now toggle between 3 different keyboard mapping using LTrigger and RTrigger keys

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-v1.0.4.zip

Enjoy,
Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 2600 at 02:15

Wednesday, January 24. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.3 (bug fix)

Hi All,

Here is another version (and i hope the last one) of PSP2600 the Atari 2600 emulator running on PSP.

What's new in this version ? Mainly bug fix :

- Bug fix in the render mode Max and x1.25
- New default mapping for the keyboard in order to use the analog/digital swap feature.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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.

** Many thanks Poem58 for his help and support ! **

psp2600-v1.0.3.zip

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 2600 at 22:12

Tuesday, January 23. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.2

Hi All,

For those who has missed the beginning, 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, and David Voswinkel who's now in charge of the PSP port in Stella team.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

What's new in this version ?

- Merge the code from Stella v2.2 (replacing Stella v2.0 b1)
- Add several Anti-Flicker modes such as :
  Phosphor (from Stella v2.2), nice but CPU consuming
  Simple, very fast and suitable for black background games
  Average, it computes average colors between two frames
- Add paddle support, using Left / Right keys or analog Pad
- Fix the sound speed/accuracy (For a better quality, set the PSP clock to 333Mhz in the settings menu)
- Bug fix in Rom file requester
  PSP hangs when the rom list was big and already sorted
- Remove Gelon's name from graphics stuff (as he wants to)
- Add Aenea as the author of the first PSP port (i'm sorry for this mistake !)

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-v1.0.2.zip

Enjoy,
Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

Posted by zx-81 in Atari 2600 at 22:07

Saturday, January 20. 2007

PSP2600: Atari 2600 emulator for PSP v1.0.1

Hi All,

Stella is 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 David Voswinkel, who was the first to port Stella to PSP.

It has been developped on linux for Firmware 1.5 and i hope it works also for 2.x using the great eloader (0.99x) from http://www.noobz.eu/.

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-v1.0.1.zip

Many thanks to Gelon for his beautiful icons, to the Stella team for this nice emulator, and to all PSPSDK developpers.

Enjoy,

Zx.

If you want to discuss on this emulator, you can do it here :
zx81's forum on dcemu network

UPDATE: The first who ported Stella to PSP was Aenea ... Sorry for this mistake (His name wasn't on the official stella web site, that might explain my error) ...

Posted by zx-81 in Atari 2600 at 11:23