

Saturday, September 5. 2009

GP2X-2600: Atari 2600 emulator for GP2X v1.1.0

Hi All,

Stella is one of the best emulators 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.

Here is a port on GP2X-F100 of the version I've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !

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

Here is a full working binary version :
[gp2x2600-v1.1.0-bin.zip](#)

Here is the source code :
[gp2x2600-v1.1.0-src.zip](#)

Enjoy,

Zx.

UPDATE: a 'joy' folder was missing, I've uploaded a new zip version (thanks to Neil for his feedback).

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 2600 at 23:41

Thursday, March 27. 2008

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

Hi All,

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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

Saturday, January 12. 2008

GP2X-2600: Atari 2600 emulator for GP2X v1.0.5 *F200*

Hi All,

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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 version :

- Bug fix, now working with F200 (Thanks to Slaanesh)

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

Here is a full working binary version :
[2600-v1.0.5-bin.zip](#)

The source code is here :
[2600-v1.0.5-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 10:04

Wednesday, November 28, 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.4

Hi All,

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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 version :

- Display and save thumbnail images for each save state
- New speed limiter function
- Add option to display fps rate
- Option to prevent the blue led to be displayed when L or R are pressed
- Add a simple intro splash screen
- Support iso8859-1 fonts in print text functions (might be useful to translate menus in german, french ...)
- Bug fix and code cleaning

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

Here is a full working binary version :
2600-v1.0.4-bin.zip

The source code is here :
2600-v1.0.4-src.zip

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

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 19:37

Saturday, June 16. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.3 (bug fix)

Hi All,

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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, and David Voswinkel who's now in charge of the PSP port in Stella team.

What's new this version :

- Bug fix in rom file requester
- Bug fix in keyboard menu
- Decrease sound volume

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

Here is a full working binary version :

2600-v1.0.3-bin.zip

The source code is here :

2600-v1.0.3-src.zip

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

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 11:08

Saturday, April 21. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.2 (final)

Hi All,

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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, and David Voswinkel who's now in charge of the PSP port in Stella team.

What's new this version :

- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function (better accuracy)
- Improve volume handler
- Improve speed (now up to 70 fps at 200 Mhz)
- Linked with my patched version of SDL
- Bug fix in .zip feature

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

Here is a full working binary version :
2600-v1.0.2-bin.zip

The source code is here :
2600-v1.0.2-src.zip

This should be the final version (only if major bugs are found).

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

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 13:39

Saturday, April 14. 2007

GP2X-2600: Atari 2600 emulator for GP2X v1.0.1

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, and David Voswinkel who's now in charge of the PSP port in Stella team.

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

Here is a full working binary version :
2600-v1.0.1-bin.zip

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

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 00:11