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

Icons pack for a set of emulators !

Hi All,

With the agreement of **Gelon**, here is a set of icons and backgrounds he has designed for emulators such as :

Colecovision, Thomson-to7, Sinclair Zx81, Atari 7800 and Atari 2600.

Enjoy and many thanks to him for his hard work,

gelon's icons pack

Zx

UPDATE: It seems that some of those icons were taken from http://www.criticalraven.be/PSP/ ... ???

    Posted by zx-81 in Others at 21:31

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

Friday, January 19. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.4 (game compatibility)

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

What's new in version 1.0.4 :

The two following features were presents in the original ProSystem
emulator but had been disabled during the PSP port :
- Add bios file support (you need the 7800.rom file)
- Add games database system (prosystem.dat file)
- Load default.kbd file on startup (if file is present in kbd folder)

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.

**** Big Big thanks to Danno for his help on game compatibility issues ! ***

psp7800-v1.0.4.zip

This should be the last release, since most of all games are working fine now ...

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 7800 at 18:48

Monday, January 15. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.3 (bug fix)

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

What's new in version 1.0.3 :

- Major Bug fix : All roms (such as BallBlazer) that used the Pokey audio chip
  made the emulator to crash !
- New icons from Gelon

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.

psp7800-v1.0.3.zip

This should be the last release ...

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 7800 at 20:53

Sunday, January 14. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.2

Hi All,

Here is a new version of PSP7800 the Atari 7800 console emulator !

What's new in version 1.0.2 :

- Add Sound support !
- Add new render modes (Normal, x1.25, x1.5)
- Add Frame skip option
- Add new speed limiter option
- Fix colors palette (merge the code from ProSystem v1.1)
- Code cleaning

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.

psp7800-v1.0.2.zip

This should be the last release, only if major bugs are found ...

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 7800 at 15:49

Saturday, January 13. 2007

PSP7800: Atari 7800 emulator for PSP v1.0.1

Hi All,

ProSystem is the best emulator of Atari 7800 game console,
running on Windows system.

It has been written by Greg Stanton, see Greg's site
for details.

I've successfully modified, and port the source code of the version v1.0
and it's now working fine on PSP !

This is a first release and some features are still not available, such as sound or fit screen mode etc ...

It has been developed 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.

psp7800-v1.0.1.zip

Special thanks to all PSPSDK developers,

  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 7800 at 15:03

Wednesday, January 3. 2007

PSPMancala: Mod from MasterChafed

Hi all,

Here a Mod from MasterChafed for PSPMancala :
pspmancala-mod v1.0.2

  Enjoy,

    Zx

 Posted by zx-81 in Mancala at 00:28

Tuesday, January 2. 2007

PSPColem: A ColecoVision Emulator for PSP v1.0.7 (bug fix)

Hi All,

Here is a new version of PSPColem the Colecovision Emulator for PSP.

For those who haven't seen previous versions, ColEm is one of the best emulator of the ColecoVision videogame system written by Marat Fayzullin. It's running on FreeBSD, HP-UX, SunOS, Solaris, Linux, and other Unix systems. PSPColem is a port to PSP of Colem (Unix version 1.0).

What's new in version 1.0.7 :

- Add help menu
- Bug fix in PNG screenshots (bad colors)
- Bug fix in the file selector (state files loading)
- Bug fix in the keyboard menu

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.

pspcolem-v1.0.7.zip

  Enjoy,

      Zx.

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

** Very nice eboot icons designed by Gelon are available on DCEMU **

here it is

 Posted by zx-81 in ColecoVision at 11:24

PSPMancala: Mancala Game for the PSP v1.02

Hi All,

Here is a new version of PSPMancala the mancala board game familly for the PSP.

What's new in version 1.0.2 :

- We can now play two mancala variants (common Mancala and Awari)
- The AI has been modified and should be stronger now
- Final score is now properly computed
- Small bug fix

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

How to play ? Have a look to the rules in the README.txt file.

pspmancala-v1.0.2.zip

Special thanks to all PSPSDK developers.

  Enjoy,

      Zx.

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

  Posted by zx-81 in Mancala at 01:59

Monday, January 1. 2007

Happy new year !

I wish all of you a safe, healthy, and prosperous New Year !

Zx

Posted by zx-81 in Events at 14:15