



RESOURCES

..that is: two or three useful things that I've learned so far. :-)

LINKS

BEST WIZ SITES

<http://dl.openhandhelds.org/cgi-bin/wiz.cgi>

<http://www.emuboards.com/invision/index.php?app=uportal&news=107>

MORE SITES

<http://www.funGP.com>

<http://gp2xwiz.info>

<http://gp32x.com>

<http://www.dcemu.co.uk/list/category/18-GP2X-News>

GAMES

<http://pdroms.de>

http://www.emuparadise.org/Abandonware_Games/51

BUYING

<http://www.play-asia.com/paOS-14-71-18q-49-en.html>

<http://www.gp2x.de/shop/index.php/language/en>

<http://www.amazon.com/Memory-Cards-Computer-Add-Ons-Computers/b/?node=516866>

FIRMWARE UPDATES

<http://dl.openhandhelds.org/cgi-bin/wiz.cgi?0,0,0,0,42>

or

http://www.fungp.com/cu/dp_1.asp

FOR DEVELOPERS

<http://wiki.gp2x.org>

<http://dev.gp2x.com>

FIRST OF ALL, GET THE FIRMWARE!

<http://dl.openhandhelds.org/cgi-bin/wiz.cgi?0,0,0,0,42,488>

Even if you don't care to have “the latest stuff”, and are okay with the preinstalled version, it's paramount that you download a working firmware and store it to a safe place – for someday **you're gonna need it to restore your Wiz** after maybe having tampered with it too much, or simply due to an aborted installation of an alternative front-end such as Win2x.

Should you someday turn on your Wiz and it doesn't start, just unpack the firmware (*GP2XWiz_Firmware_v1.2.6_rev359_20100915.zip* or later version) to the root folder of an SD-card of at least 2GB and then hold the R button while turning the Wiz on: in a quarter of an hour or so, your Wiz will come back to life as right out of the factory. (**While upgrading the firmware, make sure the Wiz is connected to the computer, or to an AC-DC adapter:** if battery discharges before full installation, you'll have to start all over again.)

NOTICE: when upgrading, all the contents of the NAND memory will be lost.

GET YOURSELF A GOOD MEMORY CARD

You'll need a CLASS 6 (or higher) SD card, at least 2GB (so you can also use it to upgrade the firmware) but obviously the larger the better: on amazon (see the links section above) you can get yourself a 16GB CLASS **10** for just 25\$, they're all worth it.

Older, smaller and slower SD cards will do too – but be prepared for long waits before games load, and you'll also risk that some game-status will fail saving.

KEEP THE PLASTIC FILM, F*CK THE STICKERS

I know it's tempting, to peel off the transparent plastic film of the original package that protects the screen from scratches. However you'll better keep it on until it curls and comes off by itself: you'll be enjoying months of scratch protection before actually needing to apply an extra screen-protector film.

Also, take my advice: resist to the temptation of pimping up your Wiz by applying fancy stickers to it, for they'll only turn into flypaper in a matter of few weeks – and you don't want to glue up your fingers while playing, right?

TV-OUT CABLE: PLAY WIZ ON YOUR TV SET

http://www.play-asia.com/Caanoos_TVout_Cable/paOS-13-71-18t-49-en-70-3xuq.html

A must-have, in spite of the drawbacks

The connector is a bit loose (1) and the cables are too short (2). No documentation is included in the package (3). Doesn't work with some emulators (4). But at this price (US\$8.90), you'd be a fool not to grab it: it supports plenty of games (5), and future updates might fix even those that right now aren't working.

- 1) if you slightly move the cable, the screen flickers or blanks - but there's an easy workaround: twist the loose cable onto the other until the screen stops flickering, and then permanently block it with some adhesive tape
- 2) you gotta sit just a few inches from the screen
- 3) **a TV-out enabling application is required** -
for the Wiz: <http://dl.openhandhelds.org/cgi-bin/wiz.cgi?0,0,0,0,114,302>
for Canoo: <http://dl.openhandhelds.org/cgi-bin/caanoos.cgi?0,0,0,0,114,597>
- 4) **won't work with** C64 (frodo, vice), Gameboy (lemonboy), GameGear, NeoGeoPocket, Nintendo (gpfce, but nesemu works), Spectrum and the ports of Descent, Duke nukem, Heretic, Hexen 1 and 2, Quake 1 and 2, Rise of the triad.
- 5) **works with the following emulators:** Amiga (uae4all), Amstrad CPC, Atari 800XL, Atari2600, Atari lynx (handy), Atari ST (outcast), ColecoVision, CPS2, FBA, GameBoy Advance (gpsp), Intellivision, MAME4ALL (v2.6), Megadrive/SegaGenesis (picodrive, with "screen tearing fix" off), NeoGeo, PCengine (temper), Playstation, SuperNintendo (drpocketsnes), Nintendo (nesemu) **and the ports of** Alephone/Marathon2 (marathon, infinity, durandel), Doom 1 and 2, Flashback, PhoneME (mobile-phone java-games), ScummVM, Warcraft, Wolfenstein3D, Zelda.

PS: the shipping in bubble wraps is a bit slow (took 1 month to get to Italy) but is so cheap that (unless you're in special hurry) I recommend it.



AC-DC ADAPTERS (RECHARGERS)

They may come in handy if you travel without a laptop, otherwise I wouldn't recommend them: completely drained **Wiz batteries recharge in less than 4 hours** from a USB port (even if the PC is off, or in standby) but will take 50% more using a recharger (6 hours or more).

OVERCLOCKING

According to some, the CPU of the Wiz is actually a 700 MHz *under*-clocked to 533 in order to save batteries consumption. Whether true or not, everybody seems to agree that **it's perfectly safe to push it to 750 MHz**. (Some keep it permanently on 833 MHz, however above 880 it's known to freeze and possibly get damaged - which is why I never push it above 700 Mhz myself.)

THE INTERNAL (NAND) MEMORY

The Wiz has 1GB of built-in non-volatile memory: about half of it is occupied by the “operating system”, the remainder may be well used to store your own data – or alternative front-ends such as the great Win2X.

However **messing with NAND memory very often leads to corrupted or unreadable files**, and there seems to be no other way to fix the NAND Linux-UBIFS filesystem than reflashing it (=blanking it by reinstalling the firmware). Which is why **it's always best to only save to the SD memory card**.

But! I've found the likely source of the problem, and a swell workaround. :-)
Seems like the files transferred to the NAND are somewhat temporarily buffered – either in your PC or in the RAM of the Wiz, I can't tell for sure. What I do know, is that (at least on Windows XP) if you **disconnect the Wiz using the safe-hardware removing procedure BEFORE closing the connection from the Wiz, and then restart the Wiz..** voilà: all files get stored to the NAND and none is corrupted. (Though some may not be visible until you restart the Wiz – which is why I recommend to do that immediately.)



APPLICATIONS THAT STUCK ON EXIT

Some applications (whether emulators, game-ports or utilities) apparently crash the Wiz when you exit them: you get stuck in a black screen and there's nothing you can do but switch off and turn on again.

In most (although not all) cases, it's enough to edit the .GPE file that launches the application: it's a textfile ("open with notepad"), just append the following:

```
#!/bin/sh
cd /usr/gp2x
exec ./gp2xmenu --boot -disable-autorun
```

THAT'S ALL, FOLKS!

Make sure you don't miss my "*MAME4ALL resources*" too, featuring:

- **cutting down to only 859 ROMsets** (937MB instead of 1.9GB)
- extract subsets of **the 599 games worth playing**, or **the 319 all-times best** (with full listings of games and their rankings IMHO)
- **extra cheats**: updated from May 18th 2000 to April 2009
- ready-made **game configurations** (also saving your battery life)
- one-click **in-game menu reset** .GPE
- enabling **screenshots**