GNU/Linux on Handheld Gaming Devices

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The Systems

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Nintendo DS

Multi billion dollar Japanese companyProprietary

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Gp2x

- •Gamepark Holdings
- •Small Korean indie company
- •Open

PSP•DRM evilness**•**Inelegant hacks required

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 GPLv32
- •GPLv3?

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Gameboy Advance •2.0 uCLinux •sash shell

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Gameboy Advance •2.0 uCLinux

sash shellessentially useless

Hardware Rundown: The NDS

2 ARM Processors 4 MB Memory NDS ROM cards – up to 128 megs 802.11 Wifi D-Pad + Buttons Touchscreen 2D Gfx 3D Gfx Power/Battery Storage

Hardware Rundown: The GP2X

Larger screen TV out Joypad + buttons **Power/Battery** 2 ARM Processors on one die 64MB Ram 64MB NAND Flash Storage USB EXT port

Breaking out the GP2X

Breakout board / Docking cradle 4 USB ports with Host mode RS232 Audio Composite Video JTag

> Mame/Media Cabinet? USB Wifi?

Linux on the NDS

uCLinux 2.4, 2.6 No MMU 8 bit write issue Text segment XIP

Linux on the GP2X

2.4.25 with April 2006 Firmware Firmware updates Lots of nice libs Themable interface Not GPL :(Linux runs on 1 CPU Ideas for the other CPU

Linux on the GP2X

Troubles getting the kernel source :(Open2x :) Autostarting SD images possible

gp32x.com is GP2X hacker central

Targetting the NDS

Documentation @ http://dslinux.org/ Building the kernel Porting apps and libs TinyX Targetting the NDS directly NDSPython

Targetting the GP2X

SDL Pygame! :D :D :D Statically linking libs

The DSLinux community

Support from Nintendo Forums vs Mailing lists Speed and direction of development

The GP2X community

Support from Gamepark Holdings Difficulty of obtaining an SDK Lack of mailing lists Forums :(

Conclusion

Which one goes in my pocket? Price comparison