Monday, September 25. 2006

PSPMSX: MSX Emulator for PSP v1.0.6

Hi All,

Here is a new version of PSPMSX the the MSX series Emulator for PSP.

For those who haven't seen previous versions, fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
It runs MSX/MSX2/MSX2+ software on many different platforms including Windows and Unix.
See http://fms.komkon.org/fMSX/ for further informations.
It has been first written by Marat Fayzullin, and later Vincent van Dam ported it on SDL.

** Many thanks to Malkster and Pou-Chan for their help **

What's new in version 1.0.6 :

- Icons and background images designed by Malkster
- Emulator menus reorganization (new menu for settings)
- Multiple keyboard mappings feature developped by Pou-chan :
  You can now toggle between 3 different keyboard mapping using
  LTrigger and RTrigger keys
- Add keyboard change skin option :
  you can add your own virtual keyboard images in the graphics directory.
- New speed limiter (more accurate)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu
  when the battery is very low (< 5%)
- Bug fix and code cleaning

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

pspmsx-v1.0.6.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 MSX at 22:57

hola
    Anonymous on Nov 11 2006, 00:52

coment
    David on Nov 24 2006, 08:12

How do I activate Konami Sound Cartridge (SCC+) support?
    Felipe on Dec 11 2006, 18:11

It works! The menu is very nicely done and I've got Metal Gear up and running, well ok, i need to fix the keyboard mapping. So let's forget all those fancy PES6, Tekken and Ridge Racer games, I can now spend my time on my fav msx2 games. Thanks alot!
   Bart on Dec 17 2006, 01:50

As i said it seems to be running fine. Yet for Metal Gear and MG2 i can not save. MG tries to access a tape i think and MG2 a disk, and they both fail. Any suggestions or fixes?
   Bart on Dec 17 2006, 03:34

thanks man

thanks you

very thanks
   joel on Oct 31 2008, 19:40

I can't seem to get it to run properly. It registers as corrupt data on my psp. Can someone help me out? Do I include the source file in the game folder as well.
   curtis on Feb 6 2010, 21:42

First you'd better to take latest version (this one is very old). then you need a custom firmware installed or a homebrew enabler (see pspupdates.qj.net or psp-hacks.com web site for details)

regards,   Zx
   zx-81 on Feb 6 2010, 23:12

How can i use this?
Its my first try to use this emulator
   jerome on Apr 8 2010, 10:11

Hi,

First of all i suggest you to use most recent version (PSPMSX: MSX Emulator for PSP v1.5.1).

You need to have a custom firmware or homebrew enabler (HEN) installed on your psp. See web site such as qj.et or psp-hacks.com for details,

Cheers,   Zx
   zx-81 on Apr 8 2010, 20:56

Can you help me make a kbd file for Metal Gear 2? I don't know how... Please?
   Jeremiah on Dec 3 2012, 10:26

Hi,

There is nothing special to do but only to go in the keyboard settings and choose the mapping you want. Then save it, and it will be loaded automatically the next time you launch that particular game,

Cheers,   Zx
   zx-81 on Dec 24 2012, 09:29