

Saturday, September 22, 2007

PSPMSX: MSX Emulator for PSP v1.2.0 *UPDATE*

Hi All,

Here is a new version of PSPMSX 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.

What's new in version 1.2.0 :

- Huge speed improvements, it runs now faster than 60 fps using only 222Mhz PSP clock frequency
- IR keyboard support !
- New graphics and eboot icons
- Display and save thumbnail images for each save state
- Add a new render mode (fit height)
- New speed limiter function
- Add option to display fps rate
- Now compatible with custom firmwares 3.x and PSP-slim
- 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.

**** UPDATE 9/23/2007 **** I've uploaded a new version to fix a bug (psp freeze when changing the ram size in the default settings). Thanks to 7th-son for his feedback.

[pspmsx-v1.2.0-fw3x.zip](#)

[pspmsx-v1.2.0-fw15.zip](#)

[pspmsx-v1.2.0-src.zip](#)

Enjoy, Zx.

If you want to discuss on this emulator, you can do it there :
[zx81's forum on dcemu network](#) or [zx81's forum on qj.net](#)

Posted by zx-81 in MSX at 10:35

Merci, grand dégagement!

Hope that's how you say "Thanks, great release!" =D

Cheers!

Ocean19 on Sep 23 2007, 00:55

Blog Export: ZX-81's web site, <http://zx81.zx81.free.fr/serendipity/>

Thank you very much for all your work! It's amazing that this emulator runs fluidly at "only" 222 MHz! Very nice!

But I got a question: What's the difference between the 1.5 and 3.xx Firmware versions? Or is there none? I mean does one of them run faster? Does one use the hardware "better"?

Thx in advance!

Murdock on Sep 23 2007, 13:00

Lol ! Thanks for your kind comment. It seems you have used a word-to-word translator, because it means "thanks, nice clearance" as if i was a football player .

Zx

zx-81 on Sep 23 2007, 14:24

Thanks for your comment .

The difference between 1.5 and 3.x is that 1.5 works only for psp fat, and 3.x works also for psp slim.

Zx

zx-81 on Sep 23 2007, 14:25

Dear ZX-81,

I love your MSX emulator, but there's a couple of things that bothers me:

1. Whenever I'll try to use the emulator "the second time", it always shuts down my PSP (I only get to see the intro screen before that happens). Why is this? I had the same problem with the last release as well. Could it be because of some emulator settings that I'm changing on emulator's first runs that does this?

2. Most of the time there seems to be some weird garbage on screens' edges when playing games on full screen modes. It's a bit annoying, to say the least. I think this was already fixed in the last release, but I'm not 100% sure about that.

If you could fix these two issues, I'd be a happy guy. Thanks.

Keep up the good work, man!

- MP

MP on Sep 25 2007, 01:29

First of all thanks for your feedback,

For your freeze issue, i don't understand what is going on. If you can send me your carta.set file (this is the default file settings), and i will try to reproduce this bug.

For the fullscreen mode, if you can tell me on which game you encountered this bug, i will then be able to reproduce it (or does it happen on all games ?)

Zx

zx-81 on Sep 25 2007, 08:41

I don't need to send you the carta.set file, because I now know what I'll have to do to not get the emulator working the next times I'll try to run it. I only need to change MSX ram size from 256kB (msx_ram_pages=16) to either 128kB (msx_ram_pages= or 512kB (msx_ram_pages=32) and the emulator won't work anymore. I tried these changes with the initial carta set (within the emulator) so I'm sure that this IS the setting change that will make the emulator not working on my PSP anymore. Why this change ruins the emulator? I don't know. Luckily, I can get the emulator working again by just deleting the carta.set file. I just have to remember not touching that setting anymore if I want to keep playing MSX games with your emulator (for now).

As for the fullscreen mode thingy: It happens on all games and sometimes there's even garbage on MSX screen's edges (not the PSP screen's) as well, when in normal mode. A foolproof solution to this would be great.

Oh, and forgot to mention this the last time: Those black squares on top corners of the PSP screen (that becomes blue when pressing L and R buttons). Is there a way to disable them, because they're kinda in a way when in max/fit modes? I know this is nitpicking at best, but they're bothering me.

Thanks!

MP on Sep 25 2007, 19:54

(msx_ram_pages= = msx_ram_pages=8

How I love forced emoticons.

- MP

MP on Sep 25 2007, 20:00

Hi MP,

Thanks for your feedback. For the ram size issue, i've tried one more time with the new version, and i can't make my psp freeze anymore.

I haven't been able to reproduce the screen issue, if you want to help me, please take contact with me (see my email in the [contact page](#)).

For the led when L or R keys are pressed, i will add a new option to disable this feature.

Thanks again for your comments,

Zx

zx-81 on Sep 25 2007, 22:02

D'oh! Didn't notice the version 1.2.0 was updated. Yup, the emulator doesn't freeze anymore when playing around with MSX ram sizes. One thing less to worry.

MP on Sep 26 2007, 00:29

>.> my PSP just says "Now Loading..." then switches back to my PSP when inside the emulator, anyone know what I'm doing wrong?

Askar on Dec 15 2008, 01:05