

Monday, October 1. 2007

PSPMSX: MSX Emulator for PSP v1.2.2 *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 1.2.1 :

- New render fast mode (original msx size but faster)
- Option to prevent the blue led to be displayed when L or R are pressed
- Remove .png file when removing state file
- Bug fix: random pixels colors on screen borders
- IR keyboard works now also with in the keyboard settings/mapping menu

**** UPDATE : What's new in version 1.2.2 ****

- Add option to increase the sound volume

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

[pspmsx-v1.2.2-fw3x.zip](#)

[pspmsx-v1.2.2-fw15.zip](#)

[pspmsx-v1.2.2-src.zip](#)

This should be the last release, (before the next one lol)

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 21:24