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

Thursday, June 5. 2008

GP2X-MSX: MSX Emulator for GP2X v1.1.0

Hi All,

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.

GP2X-MSX is a port on GP2X of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

What's new in this version?

- Speed improvements
- Add gzipped disk file support, reduce disk file size from 700k to 50k! (you may gzip original dsk file using www.7-zip.org)
- A thumbnail image is now displayed in the file requester while selecting any file with the same name of a previously saved game (rom, disk, keyboard, settings). It might be very helpful to recognize that game later if you have thousand different games on your disk and rom folders!
- In the emulator menu you can go directly to keyboard and settings menu using the L-Trigger key.
- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search!

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

Here is a full working binary version: msx-v1.1.0-bin.zip

Here is the source code: msx-v1.1.0-src.zip

Enjoy,

If you want to discuss on this homebrew, you can do it here: http://www.gp32x.com/ or dcemu network

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Posted by zx-81 in MSX at 21:51
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I love your PSP and GP2X MSX emulators.. Have you considered porting one to the Wii?!!!! Jay on Sep 15 2008, 19:16

Why not one day, if it hasn't been already ported,

zx-81 on Sep 15 2008, 20:56

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Hi Zx-81. Great emu's for GP2X, but it's been a long time since your last updates, will you be doing any more updates to your GP2X emu's for speed increases up to 60fps? hirolaser on Oct 21 2008, 23:13

Hi,

i plan to release a new version soon (when i will have finished the psp version)

Zx zx-81 on Oct 21 2008, 23:15