Sunday, October 5. 2008

PSPMSX: MSX Emulator for PSP v1.4.0

Hi All,

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 1.4.0 :

- Cheat support !
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)
- New render modes (x1.25, x1.5 and x1.75)
- Add vertical shift & vsync feature
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- The virtual keyboard is now usable in the file requester menu to
  choose the first letter of the game you search !
- In the emulator menu you can go directly to keyboard and settings
  menu using the L-Trigger key.
- Source code can now be compiled to build a linux version

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

pspmsx-v1.4.0-fw4x.zip

pspmsx-v1.4.0-fw15.zip

pspmsx-v1.4.0-src.zip

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

  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 14:36

Thanks again
   Jason on Oct 6 2008, 06:47

Thanks,

ZX
   zx-81 on Oct 11 2008, 11:39