Sunday, August 30. 2009

GP2X-MSX: MSX Emulator for GP2X v1.2.0

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.

Here is a port on GP2X-F100 of the version i've previously ported to PSP.

Many new features have been added compared to GP2X-F100 version.
Here is a copy of the changelog :

- Cheat support !
- New background images
- Text editor to write your own comments on games
- Text editor to modify the global cheat.txt file
- Display first comment line while browsing game files
- Memory monitoring engine to find your own cheat code !
- Zip rom files are now decompressed in memory (much faster !)

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

Here is a full working binary version :
gp2xmsx-v1.2.0-bin.zip

Here is the source code :
gp2xmsx-v1.2.0-src.zip

  Enjoy,

     Zx.

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

 Posted by zx-81 in MSX at 11:28

For downloading trainers check the last column on the following page:
http://romdb.vampier.net/cheats/

Have fun!
  Vampier on Aug 31 2009, 07:27

thanks,

Zx
  zx-81 on Sep 2 2009, 20:43

Hi ZX81. I'd like to thank you for all your impressive work porting the best emulators to Wiz and specially the MSX one.

I have one question about this emulator i can't seem to figure out: I'm playing SD Snatcher and when i get killed i get a message asking me to introduce my "user disk". Along with the three disk on my rom came one .dsk file named "user disk" but i don't know how to execute it.

Any clues?

Thanks again and keep up the good job.
  Ada on Sep 17 2009, 13:41

Ada,

SD-Snatcher comes on 3 disk images (not ROMs) these do not include a user disk (also known as save disk)

to create a userdisk simply create an empty disk and type this in MSX basic

call format (then follow the instructions on the screen)

Make sure you save your progress to disk by pushing f2 (or was it f3) in the game.

Make sure you have the SCC extention activated for the right ingame sounds!
  Vampier on Sep 17 2009, 20:04

Thank u so much. I'll try that.
  Ada on Sep 18 2009, 02:51

Until now there are 750 downloaded cheats.
  Vampier on Sep 27 2009, 10:46

ROMTypeA in MSX.c/MSX.h is guessed automatically, but on a lot or ROMs it fails, so the original fMSX.c allows you to set this parameter to a number from 0 to MAXMAPPERS-1

Can you please add this option, make it "auto" by default, and make it storable once number selected ?
  cax on Oct 25 2009, 00:15

Hi,

After discussion with Vampier, the best is to have a kind of DB with crc32 of roms and the right mapper id . If Vampier (or you) give me the name of the roms and the modified value of mappers i can then add them in a db file and bundle this feature in a new release, Thanks

Zx
  zx-81 on Oct 25 2009, 09:38

any plans on porting MSX to pandora?
  Alerino on Feb 10 2010, 19:16

Hi,

I haven't any pandora console, so i do not plan to port it on this console ..

Zx
  zx-81 on Feb 10 2010, 19:54

as far as I know openMSX already runs on the Pandora since one of the devs has one.
  Vampier on Feb 10 2010, 21:09