

Saturday, August 22. 2009

PSPMSX: MSX Emulator for PSP v1.5.1 (Irda Joy)

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.

This version of PSPMSX supports IRDA-Joystick box designed by my good friend Buzz

(see <http://buzz.computer.free.fr> for details).

If you have any electronic skills you may design your own for less than 20\$! The Schematic and the PIC source code is provided in contrib folder of PSPMSX archive.

For those who have never heard about IRDA joystick project, the goal was to connect your old DB9 joystick (compatible with Atari , Amiga, Amstrad etc ...) or a paddle device to your PSP FAT. Buzz has written the driver and designed the PCB and programmed the PIC micro-controller, while i was in charge of emulator enhancements.

What's new in version 1.5.1 :

- IRDA Joystick box support
- Add "IRDA joystick" device support for both DB9 Joystick and Atari Paddle
- Add menu for IRDA joystick settings and keys mapping
- Add option to choose between IRDA devices (keyboard such as Targus or joystick using Buzz device)

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

[pspmsx-v1.5.1-fw5x.zip](#)

[pspmsx-v1.5.1-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 21:49

Sunday, November 2, 2008

PSPMSX: MSX Emulator for PSP v1.4.1

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 1.4.1 :

- Finally fix issue with "Home -> Exit" !
- Text editor to write your own comments on games
- Display first comment line while browsing game files
- Digital pad is now usable in file requester even when danzeff keyboard is displayed
- Fix inconsistency between zip rom file names and save game name.
- Improve cheat menu & memory monitoring engine
- Text editor to modify the global cheat.txt file
- Tested on new FW 5x-M33
- Bug fix in unzip function (if you tried to unzip more than 10 files, it wasn't able to open any other files, and you had to restart the emulator)
- Add option to disable auto fire in settings menu

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

[pspmsx-v1.4.1-fw5x.zip](#)

[pspmsx-v1.4.1-fw15.zip](#)

[pspmsx-v1.4.1-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 15:22

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

Wednesday, May 28, 2008

PSPMSX: MSX Emulator for PSP v1.3.0

Hi All,

Who said i gave up ? Here is a new (last?) 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.

**** UPDATE ****

What's new in version 1.3.1 :

- The virtual keyboard is now usable in the file requester menu to choose the first letter of the game you search !

What's new in version 1.3.0 :

- Add gzipped disk file support to reduce disk file size from 700k to 50k ! (you may gzip original dsk file using 7-zip available at www.7-zip.org)
- Add MSX eboot's music (thanks to Konami)
- 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 in your disk and rom folders !
- In the emulator menu you can go directly to keyboard and settings menus using the L-Trigger key.
- Fix IR keyboard issue with fw >= 3.80 for FAT PSP
- Fix random black screen issue

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

[pspmsx-v1.3.1-fw3x.zip](#)

[pspmsx-v1.3.1-fw15.zip](#)

[pspmsx-v1.3.1-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 22:58

Saturday, January 19. 2008

PSPMSX: MSX Emulator for PSP v1.2.4

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 1.2.4 :

- Add missing keys such as HOME, GRAPH, STOP
(Thanks to symBioT for the bug report)
- Auto joystick fire mode, press RTrigger+X to switch it on/off
(useful for games such as 1942)
- Add several new hotkeys :
 - . settings such as fps, render mode, auto fire speed
can now be directly modified inside the emulator
(no need to enter in the settings menu)
 - . quick save / quick load current state
(no need to enter in the main menu)
- Bug fix in the low battery watchdog
- Analog pad can be used in the rom file requester
- RTrigger/LTrigger keys can be used in the keyboard
settings menu to navigate between Normal, LTrigger
and RTrigger compose mapping.

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

[pspmsx-v1.2.4-fw3x.zip](#)

[pspmsx-v1.2.4-fw15.zip](#)

[pspmsx-v1.2.4-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 01:28

Thursday, November 29, 2007

PSPMSX: MSX Emulator for PSP v1.2.3

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 1.2.3 :

- Major speed improvements while using GU render modes
- Small changes in settings menu and default settings options

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

[pspmsx-v1.2.3-fw3x.zip](#)

[pspmsx-v1.2.3-fw15.zip](#)

[pspmsx-v1.2.3-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 22:34

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

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

Sunday, March 18. 2007

PSPMSX: MSX Emulator for PSP v1.1.0 (PAL/NTSC)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.1.0 :

- No need anymore to restart PSPMSX to change the MSX model !
- Add option to toggle between PAL/NTSC
- Add option to change the RAM size
- Bug fix in the max render mode

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

pspmsx-v1.1.0.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 21:59

Sunday, March 4, 2007

PSPMSX: MSX Emulator for PSP v1.0.9 (Fix Snatcher)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP, with a minor update, only for those who likes Snatcher ...

What's new in version 1.0.9 :

- Bug fix for the Snatcher game ...

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

pspmsx-v1.0.9.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

Looking for Snatcher ?
here it is ...

Posted by zx-81 in MSX at 00:10

Friday, March 2. 2007

PSPMSX: MSX Emulator for PSP v1.0.8 (ultimate)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP !

What's new in version 1.0.8 :

- Add option to enable the sound and musix chips (FM-AM and Music modules) required by several games. It's slow down the emulator, so use it with care.
- Add a new render mode (max) to fit the entire MSX screen
- Add missing MSX keys (thanks to Creepy)
- Fix 3.10-OE black screen bug in smooth mode (thanks to Creepy for his feedback)

**** Special thanks to Paul Bosselaar (Creepy) for his help ! ****

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

pspmsx-v1.0.8.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

Looking for Snatcher ?
here it is ...

Posted by zx-81 in MSX at 23:40

Sunday, February 25. 2007

PSPMSX: MSX Emulator for PSP v1.0.7 (smooth)

Hi All,

Here is a new version of PSPMSX the 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 1.0.7 :

- A new graphical engine with new smoother render modes !
It uses now the PSP GU for rendering, it does not run faster, but it's a lot smoother !
Old "soft" render modes are still available, because there are a bit faster.
- Save state dates are displayed in the emulator window
(it's now easier to identify and to load the right save state slot)
- Add help menu
- Bug fix (load default keyboard mapping on startup)
- Bug fix in Rom file requester
- Bug fix in keyboard handler

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

[pspmsx-v1.0.7.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 16:48

Monday, September 25, 2006

PSPMSX: MSX Emulator for PSP v1.0.6

Hi All,

Here is a new version of PSPMSX the 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.

**** Many thanks to Malkster and Pou-Chan for their help ****

What's new in version 1.0.6 :

- Icons and background images designed by Malkster
- Emulator menus reorganization (new menu for settings)
- Multiple keyboard mappings feature developped by Pou-chan :
You can now toggle between 3 different keyboard mapping using LTrigger and RTrigger keys
- Add keyboard change skin option :
you can add your own virtual keyboard images in the graphics directory.
- New speed limiter (more accurate)
- New feature to save and load a distinct setting file for each games
- Delete files option (in the file selector)
- Screenshots are now saved in PNG format instead of BMP
- The percent of battery left is now displayed in the emulator window
- Add a watchdog to automatically return to the emulator menu
when the battery is very low (< 5%)
- Bug fix and code cleaning

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

pspmsx-v1.0.6.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 22:57

Sunday, June 11. 2006

PSPMSX: MSX Emulator for PSP v1.0.5

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP

What's new in version 1.0.5 :

- Option to eject the rom
- Disk change doesn't reboot anymore the MSX
(usefull to play games with multiple disks)
- Sound improvement

Special thanks to Paul Bosselaar for his help on sound issue,
his advices and usefull feedback.

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

pspmsx-v1.0.5.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 22:18

Saturday, June 10. 2006

PSPMSX: MSX Emulator for PSP v1.0.4 (final)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP (and i hope the last).

What's new in version 1.0.4 :

- Disk images are now supported !
- Joystick support

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

pspmsx-v1.0.4.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 00:20

Monday, June 5, 2006

PSPMSX: MSX Emulator for PSP v1.0.3 (load any roms !)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.0.3 :

- All roms can now be loaded directly !
- MSX version can be changed inside the emulator
(no need to rename the rom as carta.rom etc ...)
- Fix a bug in sound startup

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

Sources are included, and this package is under the GNU public licence,
read COPYING.txt file for more information about it.

pspmsx-v1.0.3.zip

Enjoy,

Zx.

Posted by zx-81 in MSX at 23:40

Sunday, June 4, 2006

PSPMSX: MSX Emulator for PSP v1.0.2 (save states !)

Hi All,

Here is a new version of PSPMSX the MSX series Emulator for PSP.

What's new in version 1.0.2 :

- Add Load/Save/Del states menu !
- Add exit menu
- The default MSX model is now MSX2+ (this can be changed by editing the configuration file pspmsx.cfg).

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

Sources are included, and this package is under the GNU public licence, read COPYING.txt file for more information about it.

pspmsx-v1.0.2.zip

Enjoy,

Zx.

Edit:

Not all roms can be started with the rom loader menu, so for example for metal gear 2 the solution is to replace the rom carta.rom (in the pspmsx directory) by the one of metal gear (rename it carta.rom), and it works great at emulator startup

Posted by zx-81 in MSX at 12:08

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

Saturday, June 3. 2006

PSPMSX: MSX Emulator for PSP v1.0.1

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.

I sucessfully modified, and port the source code of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam, and it works fine now on PSP !

It has been developped on linux for Firmware 2.5 using the great GTA eloader (0.97) from <http://www.fanjita.org/>, but it should work properly on other firmwares. I've integrated a 1.5FW binary version (kxexploit).

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

It's a first beta release and work still remain (save state etc ...)

Sources are included, and are distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the PSP part.

pspmsx-v1.0.1.zip

PS: Special thanks to Danzel and Jeff Chen for their virtual keyboard, and to all PSPSDK developpers.

Enjoy,

Zx.

Posted by zx-81 in MSX at 14:19