Friday, April 22. 2011

Caanoo-MSX: MSX Emulator for Caanoo v1.1.2

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.

Special thanks to Pixador for his hard work on my previous dingux version.
All those improvements are now part of this new caanoo version.

Here is a copy of the changelog v1.1.2 :
- USB Joystick support !
  (up to two players if you got a Twin USB joystick adapter
  or if you use Caanoo Pad + one USB joystick)
- Overclock support and default cpu clock when exiting the emu
- global disk / rom files location
- Rom file selector bug fix
- Add F10 key in Danzeff keyboard
- New title icon from Mospaedax
- improve speed limiter accuracy

From Pixador dingux mods :
- Updated the Z80 emulation to the latest fMSX one
- Emulation of M1 cycles: R register is now fully emulated and cycles are more accurate.
- Fixed joystick emulation: joystick 2 must not be a copy of joystick 1
- Fixed color 0 in MSX2 sprites
- Fixed color palette for Screen 8 sprites
- Full color depth in Screen 8
- Fixed initial memory mapping for ASCII8 and ASCII16 megaroms
- New megarom type: RTYPE
- Megarom detection with SHA1 checksum with file carts.sha (based on Cax mod)
- Tweaked the built-in megarom type detection to improve its accuracy
- Added setting to force a specific megarom type
- FM-PAC is not loaded if FM emulation disabled
- Sound is shut down when the MSX is reset
- New Render modes: "zoomed" and "fullscreen" (based on Cax mod)
- More accurate speed limiter

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

Here is a full working binary version :
caanoo-msx-v1.1.2-bin.zip

The source code is here :
caanoo-msx-v1.1.2-src.zip

It's distributed under Marat Fayzullin's license for the original MSX part, and under FreeBSD license for all the Dingoo part.

 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/.

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Posted by zx-81 in MSX at 10:57
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Wednesday, November 24. 2010

Caanoo-MSX: MSX Emulator for Caanoo v1.1.1

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.

Here is a copy of the changelog v1.1.1 :
- USB keyboard support in menu & emulator
- Fix sound speed issue (UPeriod parameter in settings menu)
- Adjust max FPS when changing between PAL/NTSC mode
- Center Help screen
- Remove unused overclock cpu speed parameter

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the GP2X part.

Here is a full working binary version :
caanoo-msx-v1.1.1-bin.zip

The source code is here :
caanoo-msx-v1.1.1-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 20:44

Sunday, October 3. 2010

Caanoo-MSX: MSX Emulator for Caanoo 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.

Here is a port on Caanoo of the version i've previously ported to Wiz.

I haven't any Caanoo, and i would like to thanks Pedro De quintana for his help on Caanoo beta-testing !

Many new features have been added compared to original 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 !)
- Improve file requester with virtual keyboard to choose
  sequentially rom files beginning with a given letter
- Add documentation for settings in help menu
- Add gzipped disk file support, reduce disk file size from 700k to 50k !
  (you may gzip original dsk file using www.7-zip.org)

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

It's distributed under Marat Fayzullin's license for the original MSX part, and under GNU license for all the GP2X part.

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

The source code is here :
caanoo-msx-v1.1.0-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 11:32