

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

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,

Zx.

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

Posted by zx-81 in MSX at 21:51

Friday, April 4. 2008

GP2X-MSX: MSX Emulator for GP2X v1.0.6

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 in CPU and sound emulation
- Add missing keys such as HOME, GRAPH, STOP
- Add option to increase emulated sound volume (different from gp2x volume)
- Auto-fire mode, press RTrigger+X to switch it on/off (useful for games such as 1942)
- RTrigger/LTrigger keys can be used in the keyboard settings menu to navigate between Normal, LTrigger and RTrigger compose mapping.
- 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)
- Default Hotkeys can now be set in the keyboard mapping menu (useful to add hotkeys on existing/previous keyboard files)

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

Here is a full working binary version :
[msx-v1.0.6-bin.zip](#)

Here is the source code :
[msx-v1.0.6-src.zip](#)

This should be the last version,

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 19:41

Monday, October 1. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.5 (final)

Hi All,

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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 ?

- 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

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

Here is a full working binary version :
[msx-v1.0.5-bin.zip](#)

Here is the source code :
[msx-v1.0.5-src.zip](#)

This should be the last version,

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 23:03

Saturday, September 22. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.4 *UPDATE*

Hi All,

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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 ?

- Huge speed improvements !
- New graphics
- Display and save thumbnail images for each save state
- 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 (gp2x msx crash when changing the ram size in the default settings). Thanks to 7th-son for his feedback.

Here is a full working binary version :
msx-v1.0.4-bin.zip

Here is the source code :
msx-v1.0.4-src.zip

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 16:54

Tuesday, May 1. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.3 (compatibility)

Hi All,

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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.

This version fix game compatibility issue (all games that required painter.rom cartridge)

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

Here is a full working binary version :
[msx-v1.0.3-bin.zip](#)

Here is the source code :
[msx-v1.0.3-src.zip](#)

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 16:57

Wednesday, April 25. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.2

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.

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 :

- Improve speed
- Improve emulation accuracy
- New render mode
- New default keyboard mapping
- Add MMU hack stuff
- Add option to display frame rate
- New speed limiter function
- Improve volume handler
- Bug fix in file requester
- Add .mx1 and .mx2 file extention
- Linked with my patched version of

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

Here is a full working binary version :
[msx-v1.0.2-bin.zip](#)

Here is the source code :
[msx-v1.0.2-src.zip](#)

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 22:34

Tuesday, April 10. 2007

GP2X-MSX: MSX Emulator for GP2X v1.0.1

Hi All,

fMSX is a famous emulator of the MSX, MSX2, and MSX2+ 8bit home computers.
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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 of the version 2.7.0.40 of fMSX-SDL from Vincent van Dam that i had previously ported to PSP.

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

Here is a full working binary version :
`msx-v1.0.1-bin.zip`

Enjoy,

Zx.

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

Posted by zx-81 in MSX at 19:11