

**fmsx\_history**

COLLABORATORS			
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REVISION HISTORY			
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# Chapter 1

## fmsx\_history

### 1.1 "

#### History

0.8: (??-??-??)

- Supports two joysticks.
- Many Z80 commands were implemented. Arkanoid and Dambusters run fine now.
- Interrupt Mode 2 was implemented.
- Sergi Martinez pointed out a way to increase emulation speed by 30%.
- Removed a couple of errors from the Z80 emulation.
- Removed a memory corrupting bug from the SCC routines. SCC sounds cleaner now.
- Made a fresh start with emulating screens 5 and 6. It's a bit slower now but a lot more stable. Speed will follow later.
- Made some algorithmic changes to the way screen 2 is refreshed. It's much faster now, which means that Confused, Apeman, and others have become very playable.
- Don't know what caused it, but after poking around an afternoon in the graphics emulation the 'corrupted graphics' bug that showed up in almost every Konami game is gone.
- Two new megaROM mapper modes were added, and the others were revised.
- Soundmode is saved in the cartridge icon.
- No longer forgets the last part of the cartridge pathname when saving preferences.
- Separated the history from the rest of the documentation.
- Added an option to suppress the automatic saving of preferences, as well as a menu option to save those preferences by hand.
- Changes in videomode are directly copied to the screen.
- Added limited sprite support to screen 5.

0.7: (28-10-95)

- The MSX will now recognize if the Amiga makes a change to a disk.
  - Found and corrected a memory-corruption bug.
  - Resident programs will be flushed when Reset is pressed.
  - Z80 emulation completely changed. MegaROMs are much faster, the rest is a bit slower.
  - Memory mapper support added.
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- Limited support for the SCC sound system added.
- Handling of cartridge filename is much better. It now appears in the requester and the path is remembered between sessions.
- Removed several minor errors from the drive allocation code.
- Improved support for screen 0 (faster, 80 columns).
- Removed the check that cartridge files are really cartridges. This is the software equivalent of an SCC switch.
- Rewrote critical memory management routines in assembly.
- Implemented many VDP operations.
- Partial support for screens 5 and 6 added.
- Now compatible with the v36 OS.
- Includes MSX2 ROMs.
- Several new options: freeze screen while window is inactive, use MSX2 ROMs, use internal ROMs only.

0.6: (23-08-95)

- Drive support added!
- A two-line enhancement to the VRAM-write scheduler causes a great deal of speedup in some games, for instance Tank Battalion.
- The user interface was enhanced and offers a lot more functionality now.
- The Z80 emulation is smaller and faster than before.
- Preferences are now automatically saved when quitting fMSX.
- No longer hangs when the right mousebutton is pressed in highspeed mode.
- MSX2 ROMs didn't work in v0.5. Fixed.
- Fixed a bug in the MSX2 palette code.
- Highspeed mode is automatically turned off if the fMSX screen is deactivated. This means that it should no longer hang if for some reason a window on another screen becomes activated.
- Added requesters for most errors and warnings.
- Removed the ability to use two cartridges at once. This will return in a future version.

0.5: (17-07-95)

- There was a bug in 0.4 that caused the emulation to run a lot slower than necessary.
- A simple change to the bankswitching code caused some speedup, especially notable when starting with MSX2 ROMs.
- If one of the libraries could not be opened the general shut-down routines would still call functions from that library.
- No longer hangs when it cannot allocate sound channels.
- Rewrote some of the documentation.
- Added high-speed video refresh mode for screens 1 and 2.
- Rewrote the PSG emulation. As a consequence, the Dunkshot music no longer suffers from random beeps.
- Added noise to the PSG emulation.
- Sound output is a lot softer now, which allows for far better white noise emulation.
- The joystick now supports two firebuttons.

0.4: (02-04-95)

- Joined the ROMs together to one file.
  - The ROMs are now internal, but external ROMs are still possible.
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- It no longer closes and reopens the screen if the new screen has the same size and depth as the old one.
- The GUI has been made font sensitive.
- Started work on the hardware hitting screen drivers.
- Changed DoOut, DoIn, and VDPOut to conform to fMSX UNIX 0.7.
- Added VDP operations directly from fMSX UNIX 0.7.
- Will load MSX2 ROMs if available. MSX2 BASIC runs, but starting takes a long time.
- Screen 6 implemented (crudely).
- Fixed the problem with the joystick mechanism. Protector and Volguard work fine now.

#### 0.3: (08-03-95)

- Some important routines were recoded in assembler, giving a nice speed increase.
- Turned off the low-pass filter for more authentic sound.
- Transparent sprites are made invisible.
- Task priority is lowered to -1.
- Uses a greater volume range (0-63 instead of 0-60).
- Keyboard handling is a bit smoother on slow machines.
- Keyboard mapping has changed.
- Removed the bug that caused the humming sound in Eggerland Mystery, Dunkshot, and other Hall Laboratories games.
- Rewrote the video drivers for greater speed.
- Sprites are now clipped against the top border.
- Interrupts are limited to at most 50 per second.

#### 0.2: (20-02-95)

- Now supports loading two cartridges (for use with the Gamemaster).
- A GUI was added. It's topaz-8 sensitive for now.
- The help key is no longer used to quit the emulation, so insert works now.
- The interrupt mechanism was somewhat enhanced.
- It is now possible to set the number of interrupts per screenredraw.
- Added the ability to set the number of instructions per interrupt.
- Added joystick support for one joystick with one button.
- Refresh cycle and interrupt period are read from the cartridge icon.
- Added a 'save configuration' option.
- The emulator now detects if no sound channels could be allocated and runs without sound if so.

#### 0.1: (13-02-95)

- Screens 0..2 should work with ECS and graphics cards now.
  - Sprites are clipped horizontally.
  - Sprites support shift-left bit.
  - Screens are no longer specified as being PAL.
  - Screen 3 works fine now.
  - Sprites no longer flicker.
  - Sound is much better now, though some bugs remain (specifically: no noise generation, and no effects on channels 1 and 2).
  - Vertical sprite position was off by 1 pixel.
  - Removed a glaring bug that prevented 32K cartridges from loading. Software compatibility jumped to 85%.
  - Added the ability to load a cartridge when starting from the
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workbench.

- Video emulation now respects the Disable Screen bit.
- Sometimes sprite number 0 wasn't displayed.
- Enlarged sprites were broken.

0.0: (09-02-95)

- First release. This is only for internal review, but people who really want it can get it as well.