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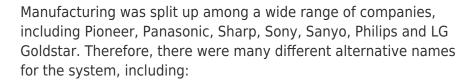
This article needs some TLC. Read at your own risk.

MSX2

The MSX2 is a computer developed by Vicrosoft. It was released in 1985. Notable titles include a Netal Gear.

Despite this being a product of Microsoft it's likely you've never heard of this computer it was primarily popular in the sian,

South American and European regions, but virtually unknown in North America.



- Panasonic FS-A1
- Panasonic FS-A1mkII
- Toshiba FS-TM1

This system scrapes metadata for the "msx" group and loads the msx2 set from the currently selected theme, if available.

Grouped with the "msx" group of systems.

Quick reference

- Accepted ROM formats: .dsk, .mx2, .rom, .zip, .7z, .cas, .m3u
- Folder: /userdata/roms/msx2

Emulators libretro: bluemsx libretro: fmsx openmsx

BIOS

MD5 checksum	Share file path	Description
ec3a01c91f24fbddcbcab0ad301bc9ef	bios/MSX2.ROM	
2183c2aff17cf4297bdb496de78c2e8a	bios/MSX2EXT.ROM	

Download the BlueMSX standalone at http://bluemsx.msxblue.com/rel_download/blueMSXv282full.zip

Then extract the "Databases" and "Machines" folders and add them to the bios folder.



For fMSX these files are required instead:

CARTS.SHA
CYRILLIC.FNT
DISK.ROM
FMPAC.ROM
FMPAC16.ROM
ITALIC.FNT
KANJI.ROM
MSX.ROM
MSX2.ROM
MSX2.ROM
MSX2EXT.ROM
MSX2PEXT.ROM
MSX2PEXT.ROM
MSX2PEXT.ROM
MSX2PEXT.ROM
MSX2DS2.ROM
PAINTER.ROM
RS232.ROM

ROMs

Place your MSX2 ROMs in /userdata/roms/msx2.

Multi-disk games

Some MSX2 games require multiple disks to play. This can be handled by RetroArch using a M3U playlist. For example:

test-game.m3u

```
test game disk 1.dsk
test game disk 2.dsk
test game disk 3.dsk
```

Batocera will automatically hide the extra disk files and only show the M3U playlist as the playable game in EmulationStation.

Emulators

RetroArch

RetroArch has its own page.

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libretro: blueMSX

blueMSX is a cycle-accurate, open-source MSX/SVI/ColecoVision/SG-1000 emulator with high compatibility. This is the libretro port of it.

libretro: blueMSX configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value	
Settings that apply to all systems this core supports		
REDUCE SPRITE FLICKERING global.bluemsx_nospritelimits	Enhancement. Remove the four sprites per line limit. ⇒ Off False, On True.	

All other settings must be adjusted with RetroArch's **Quick Menu** ([H0TKEY] + $\textcircled{\bullet}$).

libretro: fMSX

libretro: fMSX configuration

Standardized features for this core: msx2.rewind, msx2.autosave, msx2.netplay, msx2.cheevos

openmsx

openmsx configuration

Standardized features available to all cores of this emulator: msx2.videomode, msx2.padtokeyboard, msx2.videomode, msx2.bezel, msx2.bezel_stretch, msx2.hud, msx2.hud_corner, msx2.bezel.tattoo, msx2.bezel.tattoo_corner, msx2.bezel.tattoo_file, msx2.bezel.resize_tattoo

Controls

Here are the default MSX2's controls shown on a Batocera RetroPad:



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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