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# MSX1

The MSX1 is a computer developed by Microsoft. It was released in 1983.

This system scrapes metadata for the "msx" group(s) and loads the msx1 set from the currently selected theme, if available.



Grouped with the "msx" group of systems.



## Quick reference

- **Accepted ROM formats:** .dsk, .mx1, .rom, .zip, .7z, .cas, .m3u
- **Folder:** /userdata/roms/msx1

Emulators
<a href="#">libretro: bluemsx</a>
<a href="#">libretro: fmsx</a>
<a href="#">openmsx</a>
<a href="#">CLK</a>

## BIOS

BlueMSX (DEFAULT): Download the BlueMSX standalone version, available at [http://bluemsx.msxblue.com/rel\\_download/blueMSXv282full.zip](http://bluemsx.msxblue.com/rel_download/blueMSXv282full.zip), then extract the "Databases" and "Machines" folders and add them to the /userdata/bios folder.

FMSX: Requires the following files (available with fmsx distribution), in the /userdata/bios folder:

- CARTS.SHA
- CYRILLIC.FNT
- DISK.ROM
- FMPAC.ROM
- FMPAC16.ROM
- ITALIC.FNT
- KANJI.ROM
- MSX.ROM
- MSX2.ROM
- MSX2EXT.ROM
- MSX2P.ROM
- MSX2PEXT.ROM
- MSXDOS2.ROM

- PAINTER.ROM
- RS232.ROM

CLK requires the following BIOS files:

MD5 checksum	Share file path	Description
364a1a579fe5cb8dba54519bcfcdac0d	bios/MSX/msx.rom	Generic MSX BIOS
6f69cc8b5ed761b03afd78000dfb0e19	bios/MSX/fmpac.rom	FM-PAC ROM

Except the case, these two files should be identical to the ones you get for FMSX.

## ROMs


Place your MSX1 ROMs in /userdata/roms/msx1.

## Emulators

### RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

### RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `msx1.videomode`, `msx1.videomode`, `msx1.ratio`, `msx1.shader`, `msx1.shader`, `msx1.smooth`, `msx1.integerscale`, `msx1.bezel`, `msx1.bezel_stretch`, `msx1.hud`, `msx1.bezel.tattoo`, `msx1.bezel.tattoo_corner`, `msx1.bezel.tattoo_file`, `msx1.bezel.resize_tattoo`, `msx1.ai_service_enabled`, `msx1.ai_target_lang`, `msx1.ai_service_url`, `msx1.ai_service_pause`, `msx1.runahead`, `msx1.secondinstance`, `msx1.video_frame_delay_auto`, `msx1.vrr_runloop_enable`, `msx1.video_threaded`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> <code>msx1.gfxbackend</code>	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>AUDIO LATENCY</b> msx1.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>ALLOW ROTATION</b> msx1.video_allow_rotate	Allow cores to set rotation. ⇒ On true, Off false.
<b>CONTROLLER TO LIGHT GUN</b> msx1.lightgun_map	Map controller inputs to light gun inputs. ⇒ On true, Off false.

## libretro: bluemsx

### libretro: bluemsx configuration

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

Standardized features for this core: msx1.rewind, msx1.autosave, msx1.padtokeyboard, msx1.cheevos

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

## libretro: fmsx

### libretro: fmsx configuration

Standardized features for this core: msx1.rewind, msx1.autosave, msx1.netplay, msx1.cheevos

## openmsx

### openmsx configuration

Standardized features available to all cores of this emulator: msx1.videomode, msx1.padtokeyboard, msx1.videomode, msx1.bezel, msx1.bezel\_stretch, msx1.hud, msx1.bezel.tattoo, msx1.bezel.tattoo\_corner, msx1.bezel.tattoo\_file, msx1.bezel.resize\_tattoo

## CLK

**CLK aka Clock Signal** is a multi-system emulator that is focused on low-latency emulation, that can be used for MSX1. CLK has been added to Batocera 42.

## Controls

Here are the default MSX1's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

### Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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