

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



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
libretro: bluemsx
libretro: fmsx
openmsx

BIOS

- BlueMSX (DEFAULT): Download the BlueMSX standalone version, available at 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

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.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
Settings that apply to all cores of this emulator	
GRAPHICS API msx1.gfxbackend	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
AUDIO LATENCY msx1.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION msx1.video_allow_rotate	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHT GUN msx1.lightgun_map	Map controller inputs to light gun inputs. ⇒ On true, Off false.

libretro: bluemsx

libretro: bluemsx configuration

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

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option <code>key_value</code>
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING <code>global.bluemsx_nospritelimits</code>	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`

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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