

# MSX2+

The MSX2+ is a computer developed by Microsoft. It was released in 1988.



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

## BIOS

MD5 checksum	Share file path	Description
ec3a01c91f24fbddcbcab0ad301bc9ef	bios/MSX2.ROM for BlueMSX and OpenMSX, and bios/MSX/msx2.rom for CLK	
2183c2aff17cf4297bdb496de78c2e8a	bios/MSX2EXT.ROM for BlueMSX and OpenMSX, and bios/MSX/msx2ext.rom for CLK	

Download the BlueMSX standalone at [http://bluemsx.msxblue.com/re\\_download/blueMSXv282full.zip](http://bluemsx.msxblue.com/re_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
- MSX2EXT.ROM
- MSX2P.ROM

```
MSX2PEXT.ROM
MSXDOS2.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](#).

### 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
<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.

All other settings must be adjusted with RetroArch's **Quick Menu** ([HOTKEY] + .

## 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`

## CLK

[CLK aka Clock Signal](#) is a multi-system emulator that is focused on low-latency emulation, that can be used for MSX2. CLK has been added to Batocera 42.

## 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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Last update: **2025/10/16 17:27**



