

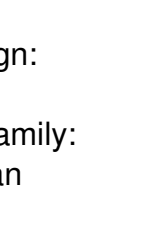
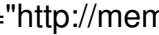




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After a few years ASCII designed the MSX2, which was a more powerful (still 8 bit). This was an attack on the 16 bit game consoles. They were a low class for the 16 bit but the best 8 bit computer around. But after there was a MSX2+, major companies left the MSX standard. Only Panasonic made newer models, such as the MSX TURBO R, which is a 16 bit MSX based on R800 Risc processor and also had the old Z80 onboard to be compatible with MSX, MSX2 and MSX2+. Then they stopped as well and the end was near, yet the users took over and made new hardware for the MSX. And even now there is still small community left. After the MSX, Panasonic and SONY made there own computers. Panasonic developed the 3DO and SONY made the Playstation. Both are a distantly connected to the MSX, since they both are using a video chip based on the one for the MSX, only much better. 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One of the first MSX1 machines (Philips) with rubber keys and 32kb RAM (1983).

The Canon V-20 MSX1 with 32kb of RAM (1984)

The Goldstar FC-200 MSX with 64kb of RAM (1984)

The Sony Hitbit HB-201P MSX with 64kb of RAM (1985)

<p> Technical Specs </p>	
CPU	Zilog Z80A @ 3.58 MHz
RAM	Depending on manufacturer and model: 32/48/64 Kbytes
ROM	Depending on manufacturer and model: 16/32 Kbytes
VIDEO	256 x 192 Pixels with 16 colors
AUDIO	3 Channel + 1 noise channel (mono)
EXTERNAL STORAGE	Tapes, Disks and cartridges

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[Click here](index.php?option=com_content&view=article&catid=31:msx&id=102:msx-index)

ck here to see more game intros from MSX
 Screenshots

Emulators

NLMSX

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