

<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center; vertical-align: top;">  </td> </tr> </table> <p style="text-align: left;"> History </p> <p> he MSX is created by a company named ASCII. </p> <p> ASCII wanted a standard home computer because there were already too many of them. They made a standard based on the Zilog Z80 processor (also used for first Nintendo GameBoy). </p> <p> Only without an Operating System (OS) a computer can't do a thing, so they looked for a company that could make one for them. </p> <p> As a result of this they found MicroSoft. </p> <p> MicroSoft wrote MSX-Basic for ASCII which is a CP/M based OS and includes a programming language called BASIC. </p> <p> When the Prototype was made, ASCII sold the rights to make the computer to some companies like SONY, Panasonic and Phillips and the MSX was born. </p> <p> The MSX was used for school, government (Russia) and home use. </p> <p> After a few years ASCII designed the MSX2, which was a more powerful (still 8 bit). </p> <p> 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+. </p> <p> Then they stopped as well and the end was near, yet the users took over and made new hardware for the MSX. </p> <p> And even now there is still small community left. </p> <p> After the MSX, Panasonic and SONY made their own computers. </p> <p> Panasonic developed the 3DO and SONY made the Playstation. </p> <p> 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. The 3DO died after few years and SONY made the PS2 which isn't connected in any way to the MSX. </p> <p> Manufacturers of MSX computers: </p> <p> MSX 1 Spectravideo (USA), Philips (the Netherlands), Sony, Sanyo, Mitsubishi, Toshiba, Hitachi, National, Canon, Casio, Pioneer, General, Yamaha, Yashica-Kyocera (Japan), GoldStar, Samsung, Daewoo/Yeno (South Korea), Gradiente (Brazil), Sharp/Epcom (Brazil). </p> <p> MSX 2 Philips, Sony, Sanyo, Mitsubishi, JVC, National, Panasonic, Canon, ACVS (Brazil, upgrade kit), DDX (Brazil, upgrade kit), Daewoo/Yeno (South Korea). </p> <p> MSX 2+ Sony, Sanyo, Panasonic, ACVS (Brazil, upgrade kit), DDX (Brazil, upgrade kit) </p> <p> MSX turbo R Panasonic. </p> <p> Source: http://members.home.nl/g.h.kruishaar/maine.html </p> <p> MSX Nostalgia, Author: Dominic Hoogendijk </p>	
	

valign="top" align="" lang=""> </td> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang=""> </td> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang=""> </td> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang=""> </td></tr> <tr> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang="">Philips VG8285 with a
single sided (360kb)
built-in diskdrive (1985)</td> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang="">Philips NMS8245 with a
double sided (720kb)
built-in diskdrive (1986)</td> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang="">The Sony F1-XJD
MSX2+ (1988)</td> <td scope="" dir="" style="text-align: center;" mce_style="text-align: center;" valign="top" align="" lang="">The Panasonic FS-A1GT
MSX Turbo-R (1</td></tr></table></td></tr> <tr style="background-color: rgb(240, 239, 239);" mce_style="background-color: #f0efef;" valign="top"> <td> <table style="width: 100%;" class="mceltemTable" border="0" cellpadding="0" cellspacing="0"> <tr> <td class="infuse" colspan="2"> <p>Technical Specs</p></td></tr> <tr> <td valign="top">CPU</td> <td>MSX2: Zilog Z80A @ 3.58 MHz,
MSX Turbo-R: 7mhz R800 (Risc cpu)</td></tr> <tr> <td valign="top">RAM</td> <td><table class="mceltemTable" style="width: 100%;" border="0" cellpadding="0" cellspacing="0"> <tr> <td>MSX2: 128KB
MSX2+: 64KB
MSX Turbo-R: 512KB
</td> </tr> </table></td></tr> <tr> <td valign="top">ROM</td> <td><table class="mceltemTable" style="width: 100%;" border="0" cellpadding="0" cellspacing="0"> <tr> <td valign="top">
</td> <td>MSX2/2+: Depending on manufacturer and model: 32/64/96/128 KB
MSX Turbo-R: 80 KB (Basic) 80KB (MSX Disk Basic)
16KB (MSX-MUSIC Basic) 496KB (MSX View)
</td> </tr> </table></td></tr> <tr> <td valign="top">VIDEO</td> <td><table class="mceltemTable" style="width: 100%;" border="0" cellpadding="0" cellspacing="0"> <tr> <td valign="top">
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<td>256 x 192 with 16 colors (MSX1 mode)
256 x 212 with 512 colors (MSX2-Mode)
512 x 212 with 16 colors (MSX2 Mode)
512 x 424 with 131072 colors (MSX2+ mode)</td> </tr> </table></td></tr> <tr> <td valign="top">AUDIO</td> <td><table class="mceltemTable" style="width: 100%;" border="0" cellpadding="0" cellspacing="0"> <tr> <td valign="top">
</td> <td>MSX2: 3 Channel + 1 noise channel (mono)
MSX Turbo-R: AY-8910 + YM-2413 chip
(9 channels of music) + PCM = 13 available channel</td> </tr> </table></td></tr> <tr> <td style="width: 33%;" valign="top">EXTERNAL STORAGE</td> <td width="66%">3.5" Disks and ROM Cartridges (for games or applications)
</td></tr> <tr> <td> </td> <td>
</td></tr></table></td></tr> <tr> <td style="text-align: center;" mce_style="text-align: center;"> <table style="width: 100%;" class="mceltemTable" border="0" cellpadding="0" cellspacing="0"> <tr> <td class="infuse" colspan="3"> <p style="text-align: left;" mce_style="text-align: left;">Screenshots</p></td></tr> <tr valign="top" align="middle"> <td width="33%">MSX2

</td> <td width="33%">MSX2
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</td></tr> <tr> <td style="text-align: center;" mce_style="text-align: center;"> Treasure of Usas (1988)</td> <td style="text-align: center;" mce_style="text-align: center;">Space Manbow (1990)
</td> <td style="text-align: center;" mce_style="text-align: center;">Metal Gear Solid Snake 2 (1990)
</td></tr> <tr> <td style="text-align: center;" mce_style="text-align: center;">MSX2+

</td> <td style="text-align: center;" mce_style="text-align: center;">
MSX2 Turbo-R

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style="color: rgb(153, 51, 0);" mce_style="color: #993300;">Twinkle Star
(1990)</span></b></td> <td style="text-align: center;" mce_style="text-align: center;"
width="33%"><span style="color: rgb(153, 51, 0);" mce_style="color: #993300;"><b>Seed of
Dragon (1990)</b></span><span style="color: rgb(153, 51, 0);" mce_style="color:
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center;" width="33%"><span style="color: rgb(153, 51, 0);" mce_style="color:
#993300;"><b>Illusion City (1991)</b></span> </td></tr></table></td></tr> <tr
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mce_style="color: #000000;"><span style="font-size: large;" mce_style="font-size:
large;"><b>Emulators</b></span></span></span></span></p></td> <td width="33%"> </td>
<td width="15%"> </td></tr> <tr> <td width="20%"><span style="color: rgb(153, 51, 0);"
mce_style="color: #993300;">NLMSX</span><br /></td> <td width="33%"><a
href="http://fms.komkon.org/fMSX/" target="_blank">http://nlmsx.generation-msx.nl/</a><br
/></td> <td width="15%"><a target="_blank"
mce_href="http://nlmsx.generation-msx.nl/getnlmsx.php?id=668"
href="http://nlmsx.generation-msx.nl/getnlmsx.php?id=668"> Download</a><br
mce_bogus="1"></td></tr> <tr> <td width="20%"><span style="color: rgb(153, 51, 0);"
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style="color: rgb(153, 51, 0);" mce_style="color: #993300;">BLUEMSX</span><br /></td> <td
width="33%"><a href="http://www.blueMSX.com/"
target="_blank">http://www.blueMSX.com/</a><br mce_bogus="1"></td> <td width="15%"><a
target="_blank" mce_href="http://www.blueMSX.com/rel_download/blueMSXv22.exe"
href="http://www.blueMSX.com/rel_download/blueMSXv22.exe"> Download</a><br
mce_bogus="1"></td></tr> </table></td></tr></table><div style="overflow: hidden; position:
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Cartridges</td></tr></table></div>
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