fmsx_history

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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

fmsx_history

1.1 "

   History

  1.0: (14-07-96)

- Screen redraw was completely rewritten as a separate task. This
  means redrawing is a lot more regular than it used to be.
- Rewrote handling of VDP blanking. There was really no need to have
  separate routines for each screenmode.
- Because many more video preferences are planned these have been
  given their own window. Some options from the old preferences window
  have been moved to this new window.
- Added the ability to ignore the VDP blanking bit. This is necessary
  because blanking is handled globally, and some games only turn off
  the screen for certain scanlines.
- Implemented alternate colors, colorblinking, 26.5 line mode, and
  running on the workbench for screen 0 (80).
- Changed the way the second joystick is activated from Amiga-J to
  '(' on the numeric keypad.
- Implemented music mode.
- Removed a spurious memory allocation. Chip RAM usage dropped by 64Kb.
- Implemented double buffering.
- Added the option to hide the title bar of the MSX screen.
- Removed a memory-corrupting bug from highspeed mode, courtesy of
  Børge Nøst.
- Rewrote highspeed mode. It is far more OS-friendly now, but still
  as fast as it used to be. It should give no more trouble now.

  0.8: (10-03-96)

- Supports two joysticks.
- Many Z80 commands were implemented. Arkanoid and Dambusters run
  fine now.
- Interrupt Mode 2 was implemented.
- Sergi Martinez pointed out a way to increase emulation speed by 30%.
- Removed a couple of errors from the Z80 emulation.
- Removed a memory corrupting bug from the SCC routines. SCC sounds
  cleaner now.
- Made a fresh start with emulating screens 5 and 6. It's a bit slower

now but a lot more stable. Speed will follow later.
- Made some algorithmic changes to the way screen 2 is refreshed. It's
  much faster now, which means that Confused, Apeman, and others have
  become very playable.
- Don't know what caused it, but after poking around an afternoon in
  the graphics emulation the 'corrupted graphics' bug that showed up
  in almost every Konami game is gone.
- Two new megaROM mapper modes were added, and the others were revised.
- Soundmode is saved in the cartridge icon.
- No longer forgets the last part of the cartridge pathname when saving
  preferences.
- Separated the history from the rest of the documentation.
- Added an option to suppress the automatic saving of preferences, as
  well as a menu option to save those preferences by hand.
- Changes in videomode are directly copied to the screen.
- Added limited sprite support to screen 5.

  0.7: (28-10-95)

- The MSX will now recognize if the Amiga makes a change to a disk.
- Found and corrected a memory-corruption bug.
- Resident programs will be flushed when Reset is pressed.
- Z80 emulation completely changed. MegaROMs are much faster, the
  rest is a bit slower.
- Memory mapper support added.
- Limited support for the SCC sound system added.
- Handling of cartridge filename is much better. It now appears in the
  requester and the path is remembered between sessions.
- Removed several minor errors from the drive allocation code.
- Improved support for screen 0 (faster, 80 columns).
- Removed the check that cartridge files are really cartridges. This
  is the software equivalent of an SCC switch.
- Rewrote critical memory management routines in assembly.
- Implemented many VDP operations.
- Partial support for screens 5 and 6 added.
- Now compatible with the v36 OS.
- Includes MSX2 ROMs.
- Several new options: freeze screen while window is inactive, use
  MSX2 ROMs, use internal ROMs only.

  0.6: (23-08-95)

- Drive support added!
- A two-line enhancement to the VRAM-write scheduler causes a great
  deal of speedup in some games, for instance Tank Battalion.
- The user interface was enhanced and offers a lot more functionality
  now.
- The Z80 emulation is smaller and faster than before.
- Preferences are now automatically saved when quitting fMSX.
- No longer hangs when the right mousebutton is pressed in highspeed
  mode.
- MSX2 ROMs didn't work in v0.5. Fixed.
- Fixed a bug in the MSX2 palette code.
- Highspeed mode is automatically turned off if the fMSX screen is
  deactivated. This means that it should no longer hang if for some
  reason a window on another screen becomes activated.
- Added requesters for most errors and warnings.

– Removed the ability to use two cartridges at once. This will return
  in a future version.

  0.5: (17-07-95)

– There was a bug in 0.4 that caused the emulation to run a lot
  slower than necessary.
– A simple change to the bankswitching code caused some speedup,
  especially notable when starting with MSX2 ROMs.
– If one of the libraries could not be opened the general shut-down
  routines would still call functions from that library.
– No longer hangs when it cannot allocate sound channels.
– Rewrote some of the documentation.
– Added high-speed video refresh mode for screens 1 and 2.
– Rewrote the PSG emulation. As a consequence, the Dunkshot music
  no longer suffers from random beeps.
– Added noise to the PSG emulation.
– Sound output is a lot softer now, which allows for far better white
  noise emulation.
– The joystick now supports two firebuttons.

  0.4: (02-04-95)

– Joined the ROMs together to one file.
– The ROMs are now internal, but external ROMs are still possible.
– It no longer closes and reopens the screen if the new screen has
  the same size and depth as the old one.
– The GUI has been made font sensitive.
– Started work on the hardware hitting screen drivers.
– Changed DoOut, DoIn, and VDPOut to conform to fMSX UNIX 0.7.
– Added VDP operations directly from fMSX UNIX 0.7.
– Will load MSX2 ROMs if available. MSX2 BASIC runs, but starting
  takes a long time.
– Screen 6 implemented (crudely).
– Fixed the problem with the joystick mechanism. Protector and
  Volguard work fine now.

  0.3: (08-03-95)

– Some important routines were recoded in assembler, giving a nice
  speed increase.
– Turned off the low-pass filter for more authentic sound.
– Transparent sprites are made invisible.
– Task priority is lowered to -1.
– Uses a greater volume range (0-63 instead of 0-60).
– Keyboard handling is a bit smoother on slow machines.
– Keyboard mapping has changed.
– Removed the bug that caused the humming sound in Eggerland Mystery,
  Dunkshot, and other Hall Laboratories games.
– Rewrote the video drivers for greater speed.
– Sprites are now clipped against the top border.
– Interrupts are limited to at most 50 per second.

  0.2: (20-02-95)

– Now supports loading two cartridges (for use with the Gamemaster).
– A GUI was added. It's topaz-8 sensitive for now.

- The help key is no longer used to quit the emulation, so insert
  works now.
- The interrupt mechanism was somewhat enhanced.
- It is now possible to set the number of interrupts per screenredraw.
- Added the ability to set the number of instructions per interrupt.
- Added joystick support for one joystick with one button.
- Refresh cycle and interrupt period are read from the cartridge icon.
- Added a 'save configuration' option.
- The emulator now detects if no sound channels could be allocated
  and runs without sound if so.

  0.1: (13-02-95)

- Screens 0..2 should work with ECS and graphics cards now.
- Sprites are clipped horizontally.
- Sprites support shift-left bit.
- Screens are no longer specified as being PAL.
- Screen 3 works fine now.
- Sprites no longer flicker.
- Sound is much better now, though some bugs remain (specifically:
  no noise generation, and no effects on channels 1 and 2).
- Vertical sprite position was off by 1 pixel.
- Removed a glaring bug that prevented 32K cartridges from loading.
  Software compatibility jumped to 85%.
- Added the ability to load a cartridge when starting from the
  workbench.
- Video emulation now respects the Disable Screen bit.
- Sometimes sprite number 0 wasn't displayed.
- Enlarged sprites were broken.

  0.0: (09-02-95)

- First release. This is only for internal review, but people who
  really want it can get it as well.