Descarga de diskmanager: <http://www.lexlechz.at/en/software.html>

<https://www.msx.org/forum/semi-msx-talk/emulation/how-run-bin-files-fmsxdos-or-rumsx>

You must first create a .dsk file on which you put the .bas and .bin files.

Use DiskManager that can you find on the site of RuMSX : [**http://members.eunet.at/lexlechz/**](https://www.msx.org/members.eunet.at/lexlechz/)

.bas files are BASIC files . You can run these files when you are in BASIC by the command RUN :

for the file "TEST.BAS" : RUN"TEST.BAS" (+ press on RETURN)

.bin files are binary files. Some of them can be launched in BASIC by the command BLOAD, R :

for the file "TEST.BIN" : BLOAD"TEST.BIN",R (+ press on RETURN)

Some games are a combination of BASIC and binary files, with a loader file like AUTOEXEC.BAS or a file .LDR. Put all the files of a game on a .dsk file.

If there is an AUTOEXEC.BAS file, the game will start automatically when you run the emulator with this .dsk file.

If there isn't an AUTOEXEC.BAS file, then you create this file in BASIC with only one line :  
10 RUN"TEST.LDR"  
( if the loader file is TEST.LDR)

You can also rename TEST.LDR and give as new name AUTOEXEC.BAS by the BASIC command NAME"TEST.LDR"AS"AUTOEXEC.BAS", but in some cases, you must also change some lines of this BASIC file, if they refer to "TEST.LDR" (replace TEST.LDR by AUTOEXEC.BAS of course)

A last important point : if the game don't start, reboot the emulated MSX and press on Left Ct