**Prevent lags and slowdowns**

There are major slowdowns in bszelda map1/map2. There are some possible ways to avoid this with rom but all are horrible:  
  
- fastrom: map1/2 is already hirom and thus this isn't applicable  
- SA1: this is horrible to code, vitor vileta implemented it for SMW, Gradius and Contra... I think he is the only person on earth able to enable it to a game  
- making the code more efficient... I tried it and failed. Much executed code is beyond my understanding.  
  
But there is good news for all who play on emulator, I discovered a **CPU overclock function in bsnes 115:**<https://bsnes.de.uptodown.com/windows>  
  
- Boot the game  
- go into Settings -> enhancements... CPU overclocking  
- set the speed to 174%

**Important note:**  
First boot the rom, and then make this adjustment (also everytime you re-load, set speed to 100% (normal), otherwise it crashes, at least for me).  
  
Best thing: Also MSU-1 english dub stays synced, I discovered no graphical glitches or whatever, all is smooth.   
  
Also my latest lanmola/gleeok implementation is fixed (TQ/FQ and Link versions only) :D  
  
  
  
**Other emulators:**  
To date of January 2021 only bsnes 115 features this overclocking next to snes9x libretto.



Snes9x 1.60: I requested this feature, cross fingers: <https://github.com/snes9xgit/snes9x/issues/687>  
Bsnes plus: <https://github.com/devinacker/bsnes-plus/issues/274>

FXPak, sd2snes: will never happen since the cpu cannot run faster than the cpu runs :D , so this is a pc workaround only