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Comparison tables of different ZX music players

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General

	AYEmul	*AYFly*	*ZXTune*
First public release	1999	Aug 1, 2008	Jun 7, 2009
Last available release	2.9 beta 11 (Jun 26, 2011)	0.0.25 (Feb 28, 2009	b3890 (Apr 18, 2017)
Written in	Delphi	C++	C++, Java
Used framework	VCL	wxWidgets	QT [1]

1. Also commandline version is available

Operating systems support

	AYEmul	AYFly	ZXTune
Windows	x86	x86	x86,x86_64
Linux	x86 [1]	+/- [2]	x86,x86_64,ARM
Mac OS X	-	-	+
Mobile	-	Symbian	Dingux,Android

1. Not complete version

Supported formats

Dumps

	AYEmul	AYFly	ZXTune
AY/YM register dumps			
OUT	+	-	-
PSG	+	+	+
EPSG	+	-	-
YM	+	+	+
VTX	+	+	+
ZXAY	+	-	-
AYC	-	-	+

	AYEmul	AYFly	ZXTune
TFM register dumps			
TFC	-	-	+
TFD	-	-	+
Memory dumps			
AY/EMUL	+	+	+
AYM	+	-	-

Trackers

	AYEmul	AYFly	ZXTune
AY/YM			
ASC	+	+	+
AY/AMAD	+	-	-
FLS	+	-	-
FTC	+	-	+
FXM	+	-	-
GTR	+	-	+
PSC	+	+	+
PSM	+	-	+
PT1	+	+	+
PT2	+	+	+
PT3	+	+	+
SQT	+	+	+
ST1	-	-	+
STC	+	+	+
ST3	-	-	+
STP	+	+	+
TS	+	+	+
TXT	+	-	+
Digital			
CHI	-	-	+
DMM	-	-	+
DST	-	-	+
ET1	-	-	+
PDT	-	-	+
SQD	-	-	+
STR	-	-	+
Philips SAA1092			
COP	-	-	+
TurboFM			
TFE	-	-	+

Other

	AYEmul	AYFly	ZXTune
Playlists	AYL,M3U	AYL	AYL [1],XSPF

	AYEmul	AYFly	ZXTune
Archives	-	-	HRiP,ZXZip,ZIP,RAR,LHA
Disk images	TRD,SCL,Hobeta	-	TRD,SCL,Hobeta,FDI,TD0,DSK
Compressed	-	-	Hrust,Hrum,DSQ,MSP,TRUSH,LZS,PCD,CC3,CC4,ESV,GAM,TurboLZ,CharPres,Pack,LZH,MegaLZ
Snapshots	-	-	Z80,SZX
Scaner	+ [2]	-	+

1. Import only
2. Not recursive

Supported features

Conversion

	AYEmul	AYFly	ZXTune
Dumps			
ZXAY	+	-	-
VTX	+	-	-
YM6	+	-	-
PSG	+	-	+ [1]
ZX50	-	-	+ [1]
FYM	-	-	+ [1]
Trackers			
TXT	-	-	+ [1,2]
Sound			
WAV	+	+ [1]	+
MP3	-	-	+
OGG	-	-	+
FLAC	-	-	+

1. Using separate commandline utility
2. Only PT3/TXT files

Pusher test

PUSHMUZ.scl from http://vtrdos.ru/system/PUSH639A.ZIP

File	AYEmul	AYFly	ZXTune
79	**61 (77%)/64 (81%)** [1]	**8 (10%)**	**74 (94%)/73 (92%)** [2]
ASC Sound Master (13)	**13 (100%)**	**5 (38%)**	**13 (100%)**
ASM0.xx1	+ [3]	-	+
ASM0.xx2	+ [3]	-	+
ASM_0.12	+ [3]	-	+
ASM_1.03	+ [3]	-	+
ASM_1.10	+ [3]	-	+
ASM_1.11	+ [3]	-	+
ASM_1.12	+	-	+
ASM_2.00	+	-	+
ASM_1976	+	+	+
ASM0xwop	+	+	+
ASM112wp	+	+	+

File	AYEmul	AYFly	ZXTune
ASM20_wp	+	+	+
ASM103wp	+	+	+
Fast Tracker (2)	**1 (50%)**	**0 (0%)**	**2 (100%)**
FST_1.xx	+	-	+
FST_1xxV	-	-	+
Global Tracker (5)	**5 (100%)**	**0 (0%)**	**5 (100%)**
GTR1_0_1	+	-	+
GTR1_0_2	+	-	+
GTR_1.1	+	-	+
GTR10wop	+	-	+
GTR11wop	+	-	+
Pro Sound Creator (5)	**5 (100%)**	**0 (0%)**	**5 (100%)**
PSC_1.03	+	-	+
PSC_1.04	+	-	+
PSC_1.05	+	-	+
PSC_1.06	+	-	+
PSC_1.07	+	-	+
Pro Sound Maker (6)	**0 (0%)**	**0 (0%)**	**5 (83%)**
PSM_SNG0	-	-	+
PSM_SNG1	-	-	-
PSM_SNG2	-	-	+
PSM_SNG3	-	-	+
PSM_4wop	-	-	+
PSM_SNG4	-	-	+
Pro Tracker 1 (1)	**1 (100%)**	**0 (0%)**	**1 (100%)**
PRT_1.1	+	-	+
Pro Tracker 2 (5)	**4 (80%)/5 (100%) [1]**	**0 (0%)**	**5 (100%)**
PRT_2.0	+	-	+
PRT_2.1	-/+ [1]	-	+
PRT2_101	+	-	+
PRT_2.4	+	-	+
PRT_3.01	+	-	+
Pro Tracker 3 (26)	**25 (96%)**	**2 (7%)**	**26 (100%)**
PRT_3.X	+	-	+
PRT_3.31	+	-	+
PRT_3_1A	+	-	+
PRT332SE	+	-	+
PRT343MB	+	-	+
PRT_3_4M	+	-	+
PRT_3.4R	+	-	+
PRT_3.4+	+	-	+
PRT_3.43	+	-	+
PRT_3.4F	+	-	+
PRT_3.5	+	-	+

File	AYEmul	AYFly	ZXTune
PRT_3.51	+	-	+
PRT_3.53	+	-	+
PRT3_53M	+	-	+
PRT_3.54	+	-	+
PRT_3.57	+	-	+
PRT3_60A	+	-	+
PRT_3.63	+	-	+
PRT_3_65	+	-	+
PRT_3.66	+	-	+
PRT_3.67	+	-	+
VT2_10bt	+	-	+
PTR_3.72	-	+	+
ILLUSION	+	+	+
Pro Tracker Utility (Pro Tracker 3)			
PTU_1.0	+	-	+
PTU_1.3X	+	-	+
Sound Tracker (9)	**3 (33%)/5 (55%)** [1]	**0 (0%)**	**8 (89%)**
STR_old	+	-	+
STR_1.3	-/+ [1]	-	+
STR3_0_1	+ [3]	-	+ [3]
STR3_0_2	+ [3]	-	+ [3]
STR_KSA	-	-	+
STR_FLS	-/+ [1]	-	-
STR_WORK	-	-	+
Super Sonic (Sound Tracker)			
SON_1.20	-	-	+
SON_1.21	-	-	+
Sound Tracker Pro (6)	**3 (50%)**	**1 (17%)**	**3 (50%)**
STP_old	+ [3]	-	+
STP_ver	+ [3]	-	+
STPo W_N	+	+	+
STP_new	-	-	-
STP_WORK	-	-	-
STPN_wop	-	-	-
SQTracker (1)	**1 (100%)**	**0 (0%)**	**1 (100%)**
SQT_xxx	+	-	+

1. Adding to playlist/ripping. Difference due to much precise checking while ripping.
2. Adding extracted files/corrupted scl. Difference due to files overlap caused by truncation.
3. Missed metainformation from player