

目安箱HG

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[255] **Android版** Name : 浦部 Date : 2015/03/09(月) 07:23 [[Res](#)]

Xebra中心に使用しました。Xperia Z3で全体的に動作は重めでした。バグらしいバグはありませんでしたが、Android本体の[設定]-[アプリ]から見るとARBEXがAEBEXと誤表記されていました。

以下要望です。ご検討をお願いします。

- ・パッド対応(DUALSHOCK 4など)
- ・パワーランプの実装(POWER/PAUSE,OPEN/CLOSEの現在選択中の項目がわかりづらい。文字点灯でも可)

[254] **【動作報告】 XEBRA** Name : 55!west Date : 2015/02/27(金) 16:53 [[Res](#)]

独田地獄齋様

中古で買った下記ゲームをイメージ化して、ありがたくZEBRAで遊ばせてもらっています。CD読込の時間が劇的に短縮されるため、とても快適にプレイできますね。

「リトルプリンセス マール王国の人形姫2」
「マールじゃん！」

ただ少し残念なことに「リトルプリンセス」のほうは10~20分程度プレイするとフリーズしてしまうようです。フリーズする場所は特に決まっておらず、こまめにRunning imageを取っておけば、ゲームはそこから再開して進められます

「マールじゃん！」のほうはモウマンタイです。

今後も期待しております。

[248] **XEBRA140707がAVASTで「感染されている」と出ます** Name :  1 Date : 2014/07/11(金) 06:39 [[Res](#)]
uttii

現在提供されているXEBRA140707をDLしようとする、AVAST AntiVirusが感染していると言ってDLを拒否します。何に感染していたのかはちゃんと見る前にウィンドウを閉じてしまったのかわかりません。PCをリポートすればまた出て売るので、後ほど続報を投稿します。

[249] **RE:XEBRA140707がAVASTで「感染されている」と出ます** Name : false Date : 2014/07/11(金) 23:01

AVASTにメールを送信して、当該ファイルはウイルスではないのでupdateしてほしいと報告すれば先方で修正してくれます。誤検出を減らす為にも是非AVASTに報告して下さい。

[250] **RE:XEBRA140707がAVASTで「感染されている」と出ます** Name :  uttii Date : 2014/07/13(日) 14:03

了解しました。AVASTに問い合わせてみます。

[246] **SLPS00017 King's Field** Name : 浦部 Date : 2014/06/26(木) 21:00 [[Res](#)]

SLPS00017キングスフィールドですが
タイトル画面で流れるBGM (SE?)が正常に再生されません。

- ・動作がフリーズするわけではありません
- ・090617版、110415版、130815版でリアルCD、イメージCD両方で確認しました
- ・Simulateの値をかなり変更しましたが無理でした

[247] **RE:SLPS00017 King's Field** Name : (^-^*)/ Date : 2014/07/02(水) 22:32

Thanksです。

表に現れるのは音の不具合ですが、SPUとは無関係なものが原因だったため
究明に手間取りました。

[245] **Thank you for great emulator** Name : vinushika Date : 2014/06/11(水) 11:07 [[Res](#)]

Your emulator is only one capable of running Conkram Time Warp sequence in Legend of Legaia without problems. Official emu on PS3 is especially bad at emulating it. pSX and ePSXe both crash immediately.

[243] **バウンダリーゲート** Name : もへじ Date : 2014/05/25(日) 10:53 [[Res](#)]

バウンダリーゲート(SLPS_00907)ですが
130815版でオープニングムービー後にフリーズします。

110415版では問題ありませんでした。

[244] **RE:バウンダリーゲート** Name : (^-^*)/ Date : 2014/05/30(金) 19:56

Thanksです。

内容を変更したわけではないので更新履歴には書かなかったのですが
CD関係のソースコードの中で、数値で記入していたところを文字列に置き換えた時に
ミスったようです。

[242] **No support of XInput** Name : kirkor Date : 2014/05/18(日) 09:12 [[Res](#)]

Hi, Xebra doesnt suppor XInput, but only older Directinput. It is wrong because L2 and R2 buttons cannot be used at the same time.

Another bad thing about Directinput is no rumble support. I see that Xebra emulates rumble properly (you can see in some games that rumble is "on") but gamepad wont rumble anyway because of using Direcinput.

http://en.wikipedia.org/wiki/DirectInput#DirectInput_vs_XInput

[235] **Strange behaviour of color emulation in BIOS** Name : Kirkor Date : 2014/04/22(火) 05:13 [[Res](#)]

Hi, I realized strange behaviour of some colors emulation in BIOS.

What I did - I used the same copy of BIOS file in three different emulators and opened PlayStation BIOS where you see memory card manager and CD player. Now look at the colors around "memory card" and "CD Player" here: <http://i61.tinypic.com/116s1h2.jpg>

They are all different. If I used exactly the same BIOS, why Xebra, ePSXe and no\$psx emulators show completly different colors? I just dont understand it. Reseting emualtor, deleting BIOS file and configuring it again wont change anything so it means these color are not changeable after different tries. What you see is final

for every of these emulators.

Is there any explanaton for this? Which of these emualtors is "right" and shows how it should be?

[241] **RE:Strange behaviour of color emulation in BIOS** Name : Kirkor Date : 2014/04/28(月) 09:59

Dr Hell, do you still read thsi forums? There are no answers from you sadly...

I think I got correct answer on another forum that says: "That's the intended behavior. Reset a real PS1 a few times and it will have a different color each time. It's a feature, not emulation inaccuracy. Enable full VRAM view and see what happens."

If it is true, then emulator also should emulate this BIOS feature of changing colors. I reseted XEBRA about ten times and colors still stay the same.

[233] **Games with CD-Audio problem** Name : Kirkor Date : 2014/04/22(火) 04:37 [[Res](#)]

Hi, it is about how Xebra handles games with CD-Audio tracks. First I need to write about game images that most people use for gaming when usiing emulator - 95% of them come from Redump group. Normally they are single bin and cue files, but if game consists audio tracks, it is handled like this:

<http://oi58.tinypic.com/66djsp.jpg>

So "Game Name (Track 2).bin", "Game Name (Track 3).bin" and so on depending how many audio tracks are there. Every audio track is in bin format. If Redump group did it liek this, then it sure must be this way.

What the problem is:

-from what I know, Xebra only reads audio tracks when they are all in one RAW bin file.

-from instructions in "help" section: "File/Open/CD-ROM Image"

To open the general(2352bytes/sector) CD-ROM image file

When the file name is xxxxxxxx.yyy,

if xxxxxxxx.cue exists, it will be loaded as the cue sheet."

What it means according to instruction you wrote is that it wont use cue file because filename is different (cue file doesnt contain "Track 2", etc., in filename).

The only way is to mount in Daemon Tools (but not sure if it works as I havent tested) or other virtual drive programs which is wrong way to do - it must be user friendly and not the opposite. It should corrected to support loading audio tracks from such dumps in a normal way because as I said, these dumps from Redump group are what most people use to emulate games (let's be honest here as only few people play these old games from original copies they own).

[236] **RE:Games with CD-Audio problem** Name : nestura Date : 2014/04/22(火) 05:18

The REDUMP format is not better than any other. They insist on having separate files for each track only to make it easier to verify the data and identify dumping problems. Their approach towards subchannel data in particular is severely flawed. Instead of dumping and retaining the subchannel data itself, they use a makeshift "SBI" format as a workaround. This discrepancy means that any "REDUMP" image is and always will be incomplete. The offsetting and splitting they use for tracks and pregaps is also strange and often produces incorrect results.

Someone who eats pancakes every day should not assume everyone else does the same. Many people do not use broken REDUMP format. You should rip your own game disc again using a normal format instead of complaining about someone else's bad dump not working.

[238] **RE:Games with CD-Audio problem** Name : Kirkor Date : 2014/04/22(火) 11:24

First of all, where did I "complain"? Maybe read again what I wrote if you have problems in reading. Since when trying to improve something means at the same time "complaining"?

Now to correct other things you wrote. There is no "perfect" format available when trying to make 1:1 copy of CD. because CD isnt "perfect" by itself. Redump dumps isnt any different and it isnt "broken" or a bad dump as you wrote - make something yourself like this and we will talk how you managed to do anything and maybe then try to criticise others. Because now you look funny giving all this lying info to Dr Hell. The most close are Trurip sets (do you even know it?) with their own ripping tool (that takes its name from the name of their group - trurip) but still it is not complete.

SBI is no workaround, You want to sound like a knowledgable person in this field but you have no idea what you are talking about here. It is just one of the good ways how to handle with libcrypt. Trurip handles it differetly (and being more close to 1:1 aspect) but it really doesnt mater when you just want to play game. I will reiterate you this - my post is to make Xebra more user friendly and what the hell you are talking about here? No one really cares when it comes for gaming if SBI is perfect or how they handled audio tracks - it is about playing game and doing it in the easiest possible way. You are stating that many people d onot use Redump but it is a lie - most people do including ePSXe programmers. Or jsut see what happens if it isnt supported: <http://ngemu.com/threads/xebra-ff8-black-screen.157020/>

It makes a lot of people thinking that Xebra isnt compatible for this game which is not exactly true. Xebra is considered enough "obscure" by many users and your way of thinking would mean to doom it at all. "This not" and "that no" - no improvements? All is fine? So why other emulators support what I am just trying to inform Dr Hell? For joking purposes? Your way of thinking present short-sightedness. Imagine in your limited way of thinkng that 95% of PSX emulation players now use Redump sets so it is a must for Xebra to support it if it is going to be a recognized emulator. There are some dumps that only Redump has - after 10-15 years when there most probably wont be any PSX games like this to buy on ebay anymore. How would you play for example a rare game Anstoss: Premier Manager? For now only redump preserved this game and it is going to stay like this. You are going to - as you stated - make your own copy but from what? From toilet paper? You wont do it. So emulators have to be consistent with what is going to be the only dumps on the internet after some years. Use your imagination and then understand why it must be adapted - you are going to eat these pancakes like everyone and just deal with it.

You must be from these guys who hate Redump but really - take your Redump complexes somewhere else. For me it doesnt matter if it is Redump or Trurip and my post was about something else so if you are bored go somewhere else. I wrote here to improve Xebra, not fight with someone of limited imagination.

[239] **RE:Games with CD-Audio problem** Name : nestura Date : 2014/04/22(火) 19:25

You have said some nasty things without any provocation. I am disappointed that you chose to respond in such an immature way, as well as trying to discredit me rather than sticking to the facts. Forgive me if I was incorrect, but your first post in this thread sounded as though you were complaining about your stolen REDUMP game not working.

Using a split binary opposed to a single binary is only convenient for the dumper. It is allowed by the cue/bin spec, but not all software supports it. There is no advantage to this method. The data in both versions should be identical regardless.

SBI files are a workaround. The whole content of the subchannel is not included in the image. Instead, the generated "SBI" files contain the bare minimum to bypass protection. You seem to justify REDUMP as being as close to the original disc as possible, then ignore this oversight entirely.

I do not use REDUMP format. I do not know many people that use it. I am therefore skeptical of your claim that "most" people use it. I think it would be fairer to say that "some" people use it?

Rather than ask XEBRA author to support split-bin format, you should ask REDUMP people to use a format that works with XEBRA. :P

I am not sure what you mean about "Final Fantasy VIII black screen". The thread indicates it is a game bug that happens in all emulators and consoles.

Please be more polite next time you respond. :)

[240] **RE:Games with CD-Audio problem** Name : Kirkor Date : 2014/04/22(火) 23:50

1. I am sorry if you feel offended by my reply but look at your first answer. You suggested that I am "complaining" which was irritating while I am trying to improve Xebra in order to make it on par (in this field) with other up to date emulators. Your reply also sounds quite arrogant - you are writing about how "bad" they managed sbi files, while I am trying to make Xebra more user friendly for every user?

2. About "facts" - sorry but it is hardly that you gave any facts or arguments. You only stated that Redump makes "this" and "that" bad - but where is any explanation? And as stated above, you are mostly writing out of topic.

3. Now you used word "stolen" so next provocation. First, dont be a hypocrite and look at your HDD how many "stolen" roms you own. 99% of people that are into emulation - and you sure are - own different kind of roms. Second, there are only two redump games on my HDD - namely Team Buddies and Crash Bash - which I also own original in physical copies (also FFXII but not dumped). So that's a next lie coming from you. You can have Redump on your computer and own original disc so that you dont have to dump it yourself. It is another argument why Xebra should support it.

4. I agree that it would be much better not to use splitted audio tracks into several bins, I never wrote you are wrong here. But that's how it is. It would be much better if they went with normal img ccd and sub - I completely agree with you. But it will be a problem for Xebra if it is not going the way Redump directed. Or look even deeper into the future - if Dr Hell isnt going to publish source code, then Xebra is going to die someday. Not sure when, but this way no emulator is going to have existence. That's why some programmers - when they stopped supporting their emulator - published source code so that it wont vanish and could be adopted to new standards that are rapidly changing. But these are all things that you seem to not (I hope yet) understand.

5. Look around. I am pretty sure most people use Redump dumps. I will give you one example - take a look at emuparadise - all PSX and PS2 games there are from Redump. And what I see as time goes is that Redump nearly "ate" everyone with their dumps. It shouldn't be strange as they dumped all USA games, only about 10 are missing from PAL and about (also only) 200 Japanese are missing which is excellent result. Now try to understand what the standard is going to be. If you said Sega CD or Saturn I would agree as mostly there are Darkwater dumps and now Trurip.

6. You are wrong about FFXIII. The game doesn't work because subchannel data (and so SBI file) is not supported.

Anyway, thanks for the conversation :-)

[237] **No support of subchannel data** Name : Kirkor Date : 2014/04/22(火) 09:19 [[Res](#)]

Hi, as in title - Xebra doesn't support subchannel data, for example "sbi" files which contain copy protection. It is mostly valid for PAL games and the number of them is more than 200 as for now (including different regions). For example, you will never run with Xebra PAL versions of Final Fantasy VIII, Final Fantasy IX or Vagrant Story. SBI files are used in Redump group sets - www.redump.org. These sets are currently the most popular - most people use their dumps to play in emulators.

It brings a lot of confusion like you can read here: <http://ngemu.com/threads/xebra-ff8-black-screen.157020/>

Most people think that Xebra cannot emulate it but it just doesn't support subchannel data.

Attachment doesn't work so I am uploading here all SBI files: <http://www.sendspace.com/file/b7eddm>

SBI files can be also obtained from here (click on game and then "SBI subchannels"):

<http://redump.org/discs/system/psx/libcrypt/2/>

More about SBI files can be read here: <http://redump.org/guide/libcrypt/>

Currently many emulators like ePSXe or no\$psx support sbi files, unfortunately Xebra doesnt. Here is how ePSXe handles it:

"- Added subchannel support using SBI files from redump.org. To get it working with isos the SBI file has to be renamed with the same filename as the image (except the extension, for example .bin to .sbi) and be located in the same folder. To get it working in cdroms, you need to put the SBI file in directory patches, with the PS-EXE name of the game and ".sbi" at the end of the name. (example: SLES_99.999.SBI). Be carefull, ".sub" has priority over ".sbi", so if you prefer to use the ".sbi" file, remove/move ".sub" to another folder."

Is support for subchannel (together with sbi files support) data going to be added?

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