

## 目安箱HG

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[234] **Lack of overscan - black borders in USA games** Name : Kirkor Date : 2014/04/22(火) 05:04 [[Res](#)]

Hi, first I would like to write that I am not talking about normal black borders found in some PAL games,

I am talking for example about black borders that were not visible on real CRT TV. An example of USA game with upper black border (it has less lines than in PAL so it is normal): <http://oi58.tinypic.com/w6z3np.jpg>

As emulator, it shows whole screen image which is very good. But there is no option to hide these borders. They not only appear in USA games but also in some bios files (PAL at upper part, USA at lower part). Also some games show black borders and some have normal image there (but still it wasnt shown on CRT TVs).

What the problem is: now when most people play games on LCD screens where whole image is shown (not like in CRT TVs), there must be an option to hide black borders only - I think it is caled overscan that is often found in NES emulators. If it shows more image than you normally saw then it is fine - it is only needed to hide these black borders because it doesnt look nice to play with a border like in the picture I posted above. I am not sure why there is no option to customize visible screen. Was it in real hardware when you played some years ago? Then it must be corrected :-). It could be solved by giving option to manually set how much image you see from every corner but it is not much user friendly. As I said - the best is to make program hide only black parts of the screen. I think ePSXe emulator does it this way.

[232] **Team Buddies (USA) music popping and skipping** Name : Kirkor Date : 2014/04/22(火) 03:57 [[Res](#)]

Hi, music is popping and skipping all the time in Team Buddies (USA). I find an easy fix: change cycle(3) to 1 or 2 and music plays fine then.

I have no idea what I really changed but why music is not working fine on default settings?

[231] **European BIOS SCPH-5502 bug** Name : Kirkor Date : 2014/04/21(月) 23:23 [[Res](#)]

Hi, there is a bug in European BIOS SCPH-5502 and SCPH-1002. You can see it here: <http://i59.tinypic.com/2jdl2m8.jpg>

It is too much of black border on the upper side. I think there should be some borders in this BIOS (but not seen on real CRT TV) as other accurate emulator also shows it, but it is only a bit of black on the upper and bottom side. And we have too much of black border in Xebra. It is completely wrong.

The worst part here SCPH-5502 is a bios from my first PSX (the menu for memory card is best for me) and this is the one I would like to use - but this black border irritates me everytime it loads.

BIOS files can be downloaded here for testing purposes: <http://www.planetemu.net/roms/sony-playstation-bios>

[230] **Save states bug** Name : Kirkor Date : 2014/04/21(月) 23:11 [[Res](#)]

Hi, you can read here about this bug in Xebra: <http://ngemu.com/threads/careful-if-your-using-save-states.159897/>

Do you know about this bug? It is quite irritating as you can lose all your progress without any warning.

[229] **BIOS slowdowns** Name : Kirkor Date : 2014/04/21(月) 23:07 [[Res](#)]

Hi, I am having slowdowns when running BIOS (in general two opening intros - first white colored with Sony logo and then Black colored with PS logo). It lags and sound skips badly.

It is strange as in-gameplay I usually don't have any slowdowns so my processor is enough. But why does it happen on opening intros only?

I realized that turning off two stretching options in video, nearly repairs problem (Sony intro logo is perfect and only two skips in sound when PS logo is shown). When you turn off "stretching with OpenGL" it becomes better and when you switch both stretching options it becomes as I just described (so nearly perfect with no issues).

I am not sure if it is like this on other computers but I can hardly see any fault of my computer here.

[228] **4 players support** Name : Kirkor Date : 2014/04/21(月) 22:58 [[Res](#)]

Hi, currently Xebra supports only 2 players. Are you planning to add (multitap) 4 players support?

[227] **Yugioh shin duel monsters halted in PK201** Name : dungtang  Date : 2013/12/18(水) 23:38 [[Res](#)]

I download Xebra130815 and pk201\_090909, and I converted Rom to run Mini Yugioh in PK201, but not completed.

PK201 recognized Yugioh in FROM but when I hit "K button", PK201 halted. I don't know why?

This is file I converted to rom:

<https://www.mediafire.com/?vxom80y1um6tf2j>

Please help me,  
Sorry because of my english very bad

Thanks you very much

[226] **Clock Tower (U) freezes in game** Name : raf Date : 2013/11/10(日) 23:46 [[Res](#)]

There are a few situations where the game freezes.  
I have found following situations:

scenario 1: sometimes if scissorman chases you for the first time

scenario 2: when playing with Stan Gotts. After he fires at Scissorman

scenario 3: when leaving the room with the dead children.  
when playing with helena and leaving the wine cellar

workaround: don't use savestates, saving on memory card and reading afterwards solves the problem.  
sometimes reading from memory card crashes if you are in a problem room.

So it could be a savestate bug.

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[221] **nightmare creatures (U) doesn't boot** Name : raf Date : 2013/11/10(日) 18:43 [[Res](#)]

The accuracy of this 134 kb emulator is awesome. I have played a lot of games and found only a few bugs. Nightmare creatures is a multi bin image. I have mounted it in daemon tools. The game doesn't boot.

[224] **RE:nightmare creatures (U) doesn't boot** Name : fiscu Date : 2013/11/10(日) 19:49

XEBRA supports reading from CD with File->Open->CD-ROM via SPTI.

Nightmare Creatures is supported in XEBRA. You have a broken disc image.

[225] **RE:nightmare creatures (U) doesn't boot** Name : raf Date : 2013/11/10(日) 23:35

yes I am reading from virtual CD. I have tried another source but problem keeps. epsxe works

[220] **BUG Black borders appear in some games** Name : psx\_fan Date : 2013/09/12(木) 20:18 [[Res](#)]

When I play Mortal Kombat Trilogy Platinum (PAL version), I can see a black border at the top of the screen. I have the latest version (130815) of Xebra installed.

A guy from Emuforums.com has a similar problem, and she/he describes it very well, so you may look there as well: <http://forums.ngemu.com/showthread.php?t=155737>

[222] **RE:BUG Black borders appear in some games** Name : raf Date : 2013/11/10(日) 19:12

Do you mean the typical pal borders? I am from europe and I remember playing snes and psx on crt with 50 hz.

Slow games with wrong aspect ratio.

I don't know if xebra is emulating real pal. If xebra emulates pal at 50 hz speed you should avoid it anyway, because most lcd runs at 60 Hz fixed. That means bad scrolling. It's a hardware limitation

[223] **RE:BUG Black borders appear in some games** Name : fiscu Date : 2013/11/10(日) 19:44

Black borders present in games to compensate for the different aspect ratio. Some games do this some do not. NTSC is 480 lines, PAL is 576 lines. 480+96 black lines = 576.

Games are not slower, but output at 50hz instead of 60Hz that NTSC uses. Hz is rate that screen is refreshed, NOT SPEED OF GAME. Many modern displays are capable of displaying 50Hz AND 60Hz. There are issues displaying 50Hz on 60Hz display and issues displaying 60Hz on 50Hz display.

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