

## 目安箱HG

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[202] **Lets stay on topic** Name : Anonymous   Date : 2012/01/01(日) 08:29 [[Res](#)]

Lets stay completely on topic. American hate and racism discourages all Xebra fans from working together to complement Dr. Hell's brilliance by offering praises, suggestions, and bug reports. Lets choose our internet handles carefully.

I am sure that Dr. Hell is aware of the stop/start bug that affects some Namco games like Pac-Man World 20th Anniversary (NTSC-U), Ridge Racer Revolution (NTSC-U), and to a lesser extent Tales Of Destiny (NTSC-U). He only has a few bugs left to fix up before he shuts everyone up for generations. And even if he chose not to and we never heard from him again (I wouldn't blame the guy, seriously) we'd still sing his praises for years to come. So lets all take a deep breath, set our differences aside, and work together to help Dr. Hell make a dream come true.

[203] **RE:Lets stay on topic** Name : Aard   Date : 2012/01/09(月) 02:49

What the hell are you on about ?

[201] **Hiccups in Pac-Man World 20th Anniversary (NTSC)** Name : obamaisaworthlessnigger Date : 2011/12/27(火) 10:44 [[Res](#)]

This game hiccups or "stutters" every x number of seconds (keep moving pacman for a few secs without stopping and it shall become apparent) You just can't get it to run 100% smoothly no matter what. No other game I've tried so far on this awesome emulator has ever displayed such abnormality. Hard to tell what exactly is causing it but I can tell you CPU usage isn't anywhere near being maxed out so it must be something at software level.

Needless to say, this doesn't happen with my real PSX or other emulators.

Thank you doc so much for Xebra, what an amazing piece of software! Hope this can be reproduced and fixed at some point.

Much appreciated.

[199] **クラッシュバンディクー2 動作報告** Name : あぶう   Date : 2011/12/17(土) 01:05 [[Res](#)]

Xebraでクラッシュバンディクー2のボーナスチャレンジに行くと必ず「問題が発生したため、XEBRA.EXEを終了します。ご不便をおかけして申し訳ありません。」というWin7のエラーメッセージが表示され、強制終了します。確認したバージョンは110203、110425です。またARBEXでも同様の結果です。

回避方法あればご教授ください。

[200] **RE:クラッシュバンディクー2 動作報告** Name : lilstenly   Date : 2011/12/20(火) 20:22

Crash bandicoot 2 works for me (クラッシュバンディクー2は、私の作品)  
-> Run -> Run 1 (Interprete)

[191] **[SLUS-01369] Looney Tunes Sheep Raider - Controls bug**

Date : 2011/07/03(日) 09:06 [

Name : lilstenly

[Res](#) ]

I got strange issue with that game.

When I start the game and enter in the menu to choose languages the menu rolls left by itself, character runs to the left side by itself. it is like left arrow is pressed all the time.

I tried to run the game with every option int pass1 or pass2 and I got the same issue.

[192] **RE:[SLUS-01369] Looney Tunes Sheep Raider - Controls bug**

Date : 2011/07/03(日)

Name : lilstenly

09:13

Forgot to mention that I'm using the last version, tested the game in both... xebra / arbex 110425.

Also tried few times to reconfigure the controls, to delete xebra.ini... nothing fixes that.

[198] **RE:[SLUS-01369] Looney Tunes Sheep Raider - Controls bug**

Date : 2011/11/20(日)

Name : lilstenly

06:02

Found out that is not a bug, set Virtual Controller to Digital Controller and restart the emulator, it actually worked, after the restart.

Wishing you luck with your projects and hope to make a detailed manual about this application. :)

[197] **Bug Reports - 19/10/2011** Name : Anonymous  Date : 2011/10/20(木) 11:08 [ [Res](#) ]

I see that you are working hard on accuracy. The best that I can do is offer bug reports as I find them. Here are some that I have encountered so far:

tales of destiny - ntsc-u - freezes or resets if Philia tries to cast her "Storm" spell - major

ridge racer revolution - ntsc-u - slows down and speeds up repeatedly - major

airgrave - ntsc-j - opening music and music at final credits is jumbled - minor

As encounter bugs, I'll try to keep list and post.

[196] **NYOットやろうぜ について** Name : 通りすがり Date : 2011/10/17(月) 04:47 [ [Res](#) ]

名前の由来ですが、

ネットやろうぜ

というPS-SDKの名前だったんですね。

[195] **Dr. Hell?** Name : Ilya-v Date : 2011/09/11(日) 00:01 [ [Res](#) ]

Hello Dr. Hell.

Is everything ok?

Is this project dead?

[194] **Tomb Raider - cdda repeat** Name : tomb\_bug Date : 2011/07/30(土) 04:14 [ [Res](#) ]

Hi,

when entering secret area, secret music plays. Normal music does not return cdda is done.

Same with warning music.

Or with looping normal music - plays once then stops.

[193] コントローラーの認識について Name : どら Date : 2011/07/05(火) 18:10 [ Res ]

はじめまして、どらと申します。  
この度xebra110425を使わせてもらいましたが、優先デバイス以外のコントローラーを認識しません。  
確か以前のバージョンでは問題なく使えてました。  
今後はこの方針でいくのでしょうか？

環境  
i7-920  
XP 32Bit

よろしくお願ひします。

[187] [SLPS-00032] Uchuu Seibutsu Furopon-kun P! Name : themabus Date : 2011/06/16(木) 00:11 [ Res ]

hi Dr.Hell

when you lose the game, it appears to slow down a lot. maybe this is somehow related to slowdowns in other games - Heart of Darkness and the other one. tested this with Run 1 / I Cache Rate: 18, 20, 28, 10, 8 & 1 / BIOS 3b601fc8

also bootup sound continues while company logos are displayed. i remember getting this randomly with some cheating CDs, but with this title it appears to be consistant.

[188] RE:[SLPS-00032] Uchuu Seibutsu Furopon-kun P! Name : themabus Date : 2011/06/21(火) 17:16



unrelated, but not to start new topic

[SLPS-02615] Vigilante 8: 2nd Battle  
bad pixels at the top of the stage loading screen  
tested with ICR 10/18/20/28

[189] RE:[SLPS-00032] Uchuu Seibutsu Furopon-kun P! Name : Hell Date : 2011/06/22(水) 19:41

About: Uchuu Seibutsu Furopon-kun P!

I'll test it later.

About: Vigilante 8: 2nd Battle

Those pixels are same as real PlayStation.  
Real console outputs pictures like this.  
Some television set hide this area by plastic frame.  
But background CRT/some other TVs shows like this.

Many LCD television have a function for adjusting picture position.  
You will find those pixels by adjusting V-pos

[190] RE:[SLPS-00032] Uchuu Seibutsu Furopon-kun P! Name : themabus Date : 2011/06/23(木) 04:01

oh, ok, thank you. sorry about that.

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