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[186] **CEPの件なのですが** Name : SOL Date : 2011/06/05(日) 10:24 [[Res](#)]

同じく独田地獄斎様の作られたXEBRAで使おうと思ったのですが、どうにも上手くいきません。一応他サイトを眺めてAPPLIST.TXTも設定してコードも入れたのですが.....ゲームはソウルハッカーズです。

単純に対応していないのでしょうか？

それとも自分の不手際なのでしょうか？

どうかお教え願いますようよろしくお願ひいたします。

[183] **resident evil 2 usa bug found in xebra** Name : Aard Date : 2011/04/27(水) 06:59 [[Res](#)]

hello again

i have found a possible bug in xebra

Resident Evil 2 - Dual Shock Ver. (USA) (Disc 1) (Leon)

whilst playing resident evil 2 original mode, the game hangs at a certain point early in the game, in the police station where the first safe is you must enter a code into. if you go outside to the stairs then go back inside the game hangs on a black screen

i have saved simulation and running image and uploaded if these will help

<http://www.megaupload.com/?d=7L8O64MO>

hope you can fix this and understand my desription. thank again dr hell

Aard

[185] **RE:resident evil 2 usa bug found in xebra** Name : Hell Date : 2011/04/27(水) 17:23

There are three different freezing.

1st is "timeout -> loop".

2nd is "timeout -> goto halt trap or execute unexpected codes".

3rd is "self-modifying is not performed correctly -> execute unexpected codes".

1st can be recoverd after freezing but others are not.

You have to optimize simulation settings before freezing.

"RE2" is a localization of "Biohazard 2".

Therefore, I expect this case is 3rd.

Main solution would be "Run/Simulate/I Cache Size/0".
And lower I cache rate would be better.

[178] **Bug in controller option still exists** Name : Aard Date : 2011/04/16(土) 22:37 [[Res](#)]

Hello again Dr Hell.

Glad to see you're not gone :)

The bug still exists in the controller options where I have to re configure the D-Pad up input every time i restart xebra. This is confirmed by others also.

Thanks again for all your work

Aard

[181] **RE:Bug in controller option still exists** Name : Ghettorade Date : 2011/04/27(水) 00:11

I'm actually not having this problem and everytime I restart Xebra/Arbex, my dualshock configuration remain the same. But that's just me maybe!

cheers from Italy

[182] **RE:Bug in controller option still exists** Name : Ilya-v Date : 2011/04/27(水) 00:51

I use to have this problem too but it seemed to dissappear.

Speaking about Dualshocks, will there be a Vibration/Rumble option soon?

[184] **RE:Bug in controller option still exists** Name : Aard Date : 2011/04/27(水) 07:01

yes it does seem fixed now. thanks again dr hell for the incredible work

[179] **"Duke Nukem: Total Meltdown" sound problems** Name : Ghettorade Date : 2011/04/17(日) 06:31 [[Res](#)]

Hello Dr. Hell. Thank you for your great work on Xebra/Arbex! There is a problem with the game "Duke Nukem: Total Meltdown" SLUS-00355 (USA) and SLPS-01557 (Japan).

Basically the in-game music in many levels after a while stops playing or doesn't loop properly. I hope you will have the time to look after this issue in the future. Obviously when you have time, and if you want to do it! :)

がんばって!!

[180] **RE:"Duke Nukem: Total Meltdown" sound problems** Name : Ghettorade Date : 2011/04/26(火) 05:22

Wow Dr. Hell thank you so much, you totally fixed this problem in this new version of Xebra/Arbex!!!!

Thank you for everything and I wish you all the best!

ありがとう!! またね! :)

[176] **Cycle-accurate mode?** Name : Hopkat Date : 2011/04/16(土) 03:48 [[Res](#)]

Hi! Will there be 'cycle-accurate' mode like BSnes? Like gpu texture cache / vram garbage and cpu / dma penalties? Not for playing, just for archival-sake?

Some custom homebrew / translation / hack-stuff only work on Xebra - only with interpreter. And some unreleased only work on 'non-emus' - taking advantage of emu bugs (sorry nothing to share atm)

And when you stop working on Xebra (10-20+ years from now), there won't be any real ps1 left (just ps1 emu via ps1-late model/ps2/ps3) - everything that only Dr. Hell could ever learn will be gone to history. :(
- By then, almost all people will just port old, bad code of pSX (mame) + pcsx (other)

And you are single one who has superior skill/ability to uncover all this stuff (ex. ADPCM waveform graph - showed that to shalma and said 'Let's do that!'; we laughed, he gave up on psx now :lol:)

Thanks anyway for reading! :)

[177] **RE:Cycle-accurate mode?** Name : Hell Date : 2011/04/16(土) 07:50

XEBRA does not have 'cycle-accurate' mode.
I think future Core-i7 10GHz will be still power shortage.

If some program work only with interpreter,
it would be related to short span self-writing code.
They will work with compiler when click Run/Simulate/I Cache Size/0.

[173] **spu questions** Name : shalma Date : 2011/04/15(金) 23:21 [[Res](#)]

Hi, exceptional work on recreating the psx hw! Xebra is almost perfect for recreating hw tests but sometimes it behaves a little unexpectedly. ^^

There's a few I'd like to ask more about-

(1)

1- Write \$8000 to 1daa (ctrl)
2- Send a DMA-w to spu
3- Real hw seems to 'hang' where the DMA never finishes but Xebra says it does
(I don't know whether this is true or not) :(

src: <http://forums.ngemu.com/pcsx-discussion/116599-developers-wanted-pcsx-revival-33.html#post1960749>
(this is a ___very poorly___ written program but a test on real hw _seems_ to create a hang)

(2)

Do you know what the purpose of \$1dac is? Is this some type of clock speed register? Normally \$04 gets sent here (normal speed?) - would \$03 be half-speed?

(3)

Sometimes when writing bad sound programs on your emu, I hear reverb even when the reverb flag is off. Is this right? The hw testers don't mention this to me. ^^

This causes the reverb buffer to trigger IRQs too. Which didn't seem to happen during a bad hw test (above link).

ex.

<http://forums.ngemu.com/pcsx-discussion/116599-developers-wanted-pcsx-revival-32.html#post1958778>

(4)

\$1daa - \$01 cd audio flag

Does this toggle cdxa mute on/off? Or does it just ignore/use 1db0-1db2 cd volume regs? I ask this because Vib Ribbon sets \$1daa to '0' but plays cdda anyways. ^^

(5)

Chronicles of the Sword - new game movie. I'm only hearing xa through stereo-left (attenuators = 7f 0 | 0 7f). Do I have a bad dump or is this hw-verified? Or does hw change atten to 7f 0 | 7f 0?

(6)

Does Xebra emulate clock edges, bus controller timings, ram page penalties?

<http://forums.ngemu.com/pcsx-discussion/142119-programming-what-known-timings-psx.html>

(7)

Does Xebra emulate the \$1daa \$8000 | \$4000 bits?

Sorry for so many questions. But thank you for continuing this project and borrowing any of your time.

[174] **RE:spu questions** Name : Hell Date : 2011/04/16(土) 00:52

(1) probably DMA will never finish.

(Xebra don't care because I have not met such a strange game)

but bit15(0x8000) has no effect for data transfer.

bit4-5(0x0030) only controls transfer mode.

(2) I don't know.

(3) bit7(0x0080) controls writing buffer by reverb process.

reading buffer by reverb process will never stop.

(4) SPU cannot understand the difference between CD-DA and XA.

bit0(0x0001) controls the flow to direct process from CD-input.

bit1(0x0002) controls the flow to reverb process from CD-input.

(5) I don't know. Chronicles of the Sword is not marketed in Japan.

(6) Emulating those factors is very heavy.

Therefore i took approxmate method(average penalty time)

(7) Yes.

[175] **RE:spu questions** Name : shalma Date : 2011/04/16(土) 01:37

Thank you incredibly much! My understanding of psx has been shattered again. :D

I definitely want to spend lots of time now learning how your emulator works (through tests).

I probably should test this myself first with your emu but I've got another question that's been nagging me for awhile- Silhouette Mirage ending mini-game.

When you switch to Sandalphon (red Zohar) and start firing, it sets (channel 7 or 8 iirc) to start at 7FFF0. Reverb area is set at 7FFF8 (i.t.).

Do you happen to know how does the voice play? Does it loop at 7fff0? Wrap to 1000? Turn on mute flag and stop?

It'll probably take me time to figure out what's the correct answer so I'd like to know a little early if possible. ;)

<http://store.curiousinventor.com/guides/PS2/>

I know this is for PS2 controllers but I've seen Point Blank 3 (Guncon) / Silent Hill (Justifier) poll the lightgun about \$46, \$47, \$4c (supposedly they are device identifiers). PB3 locks out the lightgun if the values are wrong.

And Gunfighter - Jesse James (Guncon) locks out the digital joypad if it gets the wrong values for \$43, \$45.

I'm just curious if you know anything about them. As all controllers (digital, dualshock, negcon, ..) probably carry this 'device data'.

Again thank you for the kind answers and the 10+ (?) years you've invested in authentically recreating the ps1.

If I have a question next time, I'll do more research with Xebra first. :)

[171] **Run>Sync** Name : ななしの Date : 2011/04/15(金) 19:16 [[Res](#)]

Run>Syncについてなんですが

110120版まではきく（早送りのようになる）のですが
110129a版からききません。

ショートカットキーのF4でも同じです。

確認頂けますでしょうか。

[172] **RE:Run>Sync** Name : x Date : 2011/04/15(金) 19:39

110129aからデフォルトでフレームスキップしなくなっただけ。
つまり君のPCが早送りできるできるほど高速でないだけのこと

[161] **Dr. Hell Any News?** Name : Ilya-v Date : 2011/02/26(土) 19:29 [[Res](#)]

Its been a long time since the last release is everything OK?

Did you lose interest in XEBRA?

Are you working on something else?

[169] **RE:Dr. Hell Any News?** Name : Ilya-v Date : 2011/04/01(金) 17:21

Dr. Hell?

[170] **RE:Dr. Hell Any News?** Name : Ilya-v Date : 2011/04/09(土) 17:04

Is it the end of Xebra?

[168] **problems with some Japanese games** Name : themabus Date : 2011/03/23(水) 17:49 [[Res](#)]

hi dr.Hell

[SLPS-01286] Gundam: The Battle Master 2

during combat sometimes there is this sort of mechanic sound, that doesn't appear on other emulators. it sounds like it's out of place, didn't test this on console though.

Sample: <http://www.mediafire.com/?n2sp9k7832qa2nq>

[SLPS-01468] Gangway Monsters

textbox looks messed up. i tried various 'I Cache Rate' settings, but couldn't get it right.

Screen: <http://img402.imageshack.us/img402/4710/qangv.png>

[SLPS-00619] Akazu no Ma

left column of video looks distorted

Screen: <http://img858.imageshack.us/img858/5606/akazu.png>

[SLPS-01489] Bakusou Kyoudai Let's & Go!! - Eternal Wings

screen fades to black and game appears to freeze after 'Press START' screen.

[SLPS-01096] Aishiau Koto Shika Dekinai

shortly after new game starts camera will focus on the sky where game logo 'Nothing But Loving You' appears. then music starts to play and main character girl says something in Japanese and on console few seconds afterwards camera refocuses back on the main character and game continues. Xebra however loops this music/displays logo for a very long time.

best wishes

take care

[167] **Memory card problems + Command line** Name : oatty  Date : 2011/03/18(金) 14:02 [[Res](#)]

Firstly, The XEBRA emu is excellent!

I am using the commandline instructions to start games, however I noticed a bug. Although you specify the location of memory card 1 and 2, when exiting xebra it does not save your updated to these memory cards.

Also, although you have specified the location of memory card 1 and 2 from commandline, when you go to the menu and select to save "Memory Card 1 Image" and "Memory Card 2 Image" the windows file browser pops up for you to select the memory card file to save to. It would be great if it just updates the memory card files it loads at xebra startup.

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