

目安箱HG

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[164] **動作報告 SLPS 01780** Name : ななし Date : 2011/03/13(日) 15:17 [[Res](#)]

サウンドアームズなんですが、ボイズビーの街で剣を鍛えるシーンで止まってしまいます。
110203版では道具を変えて剣をたたくところで、110120版ではその前のショックを受けるとことで止まってしまいます。
吹き出し?が出るタイミングで止まっているような感じです。
090909版では動きました。

[166] **RE:動作報告 SLPS 01780** Name : Hell Date : 2011/03/14(月) 21:32

報告ありがとうございます。
11/01/07あたりで音程(PITCH)の修正をした時に
PITCHの有効桁数を14ビットにしてしまっていたので
それが原因と思われます。
修正は完了しておりますが、もう少し経ってからリリースします。

[157] **動作報告 SLPS 02417** Name : gee Date : 2011/02/21(月) 02:21 [[Res](#)]

SLPS 02417 ネオリユード ~刻まれた紋章~
にて以下の症状を確認しました。

- ・タイトルデモの大樹のグラフィックの抜き部分に不自然な色が表示されて背景から浮いています。
- ・メッセージウィンドウ枠の四隅のパーツのグラフィックが1ドット欠けています。

実機[SCPH-7000, SCPH-50000(テクスチャ補間OFF)]で確認した限りでは同様の症状はみられませんでしたので報告させていただきます。

[165] **RE:動作報告 SLPS 02417** Name : Hell Date : 2011/03/14(月) 21:31

報告ありがとうございます。

大樹の件はブレンド処理が原因で
 $INT(\text{fore} * 0.5 + \text{back} * 0.5)$
のところを
 $INT(\text{fore} * 0.5) + INT(\text{back} * 0.5)$
にしてしまっていました。

ウィンドウ枠は直線で描かれていて
それが1ドット分少なかったようです。

修正は完了しておりますが、もう少し経ってからリリースします。

[162] **SBI (Subchannel) support** Name : Bartolo Date : 2011/03/03(木) 06:03 [[Res](#)]

is possible to add support for sbi files (<http://redump.org/>). Those files only contains subchannel data modified as copy protection. Many PAL games are protected (i.e. Resident evil 3 PAL) and can't be played.

Really very good work with your emulator. It's the best (acuracy matters).

[163] **RE:SBI (Subchannel) support** Name : themabus Date : 2011/03/05(土) 21:29

imho .sbi was poor choice @redump
this format can not hold all modified data stored in database
so, in reality it's used to trick protection, not so much for preservation
but, if such is the case, .sbi is overkill
information it holds can be expressed with 16-bit number
(it's actually what's encoded in subchannel - 16-bit key)
so, in my opinion, if there would be such concern, to get those PAL CDs going
more elegant solution would be to parse those key values from redump db
and add support for .ini file, where .exe names would be associated with key values
(to my knowledge, these CDs, being of later generation, never have generic 'psx.exe')
so one would not have to worry about .sbi files for each CD
and in case of legal concerns
this .ini file could be provided and updated separately from emulator

[150] **サイトの記事** Name : aaa Date : 2011/02/10(木) 22:36 [[Res](#)]

ie8で見ると、トップページとNYOットやろうぜの2つを除いたページで文字化けします。
エンコードで文字コードを変更しても回避できません。

[158] **RE:サイトの記事** Name : a Date : 2011/02/21(月) 14:03

ShiftJis,EUC,UTF8以外だとうまくいかないようですね・・
ISOxxxxというかJISですかね

[159] **RE:サイトの記事** Name : ななし Date : 2011/02/22(火) 02:00

http://blogs.msdn.com/b/ie_jp/archive/2010/12/17/ms10-090.aspx
回避できるとの情報があった最新版パッチをあてても状況は変わりませんでした。
IEの問題なのは明らかですが、対応してもらえると助かります。

[160] **RE:サイトの記事** Name : ああ Date : 2011/02/23(水) 18:43

ie8で全部のページが見られるようになりました。
ありがとうございました。

[156] **MGSインテグラルのポケステソフト** Name : ななし Date : 2011/02/20(日) 03:39 [[Res](#)]

女性の顔が表示されて以降動かなくなります。

[155] **Dualshock Vibration/Rumble.** Name : Ilya-v Date : 2011/02/18(金) 16:30 [[Res](#)]

Hello Dr. Hell.

Do you think you can implement Vibration for the dual shock in Xebra?

ps.
Any changes?

Thanks

[152] **possible odd bug in xebra controller options** Name : Aard Date : 2011/02/12(土) 08:11 [[Res](#)]

hello again

i use a xbox 360 pad with wireless dongle on my pad

xebra works fine with this except every time i run xebra it 'forgets' the dpad up input. it looks fine in config but i have to tell it the input again for it to work. it is only on the dpad up this happens. deleting the .ini does nothing to help so i think it is either a bug in xebra or 360 pad drivers. please can you have a look

i have it set to controller 1 / virtual dualshock

thanks again dr hell

Aard

[154] **RE:possible odd bug in xebra controller options** Name : Ilya-v Date : 2011/02/12(土) 16:35

Same here with DS3 and MotionInJoy.

UP on D-Pad is not always working on start.
I need reselect the controller to make it work.

[151] **動作報告 SLPS-01497** Name : yuigenronn Date : 2011/02/12(土) 06:10 [[Res](#)]

3X3EYES転輪王幻夢[SLPS-01497]についてです
初めのメニューの一番下「三只眼變成ダイジェスト」を選ぶと半フリーズ状態となり
まともに操作できません。
ご検討いただけたら幸いです。

[153] **RE:動作報告 SLPS-01497** Name : Hell Date : 2011/02/12(土) 12:30

これもシミュレーション設定の最適化が必要なんですが
クロノクロスとかと同類で
I Cacheだけでなく他の部分の調整も必要です。
しかも最適値が実行中に行き変わるののため
今のところ対応不可ですが、
とりあえずはMisc/Blankで動きます。

これらに共通しているのはGPUのステータスフラグです。
フラグの値がある値から別の値に変化することをトリガーにしています。
実機よりCPUを遅く(相対的にデバイスを速く)再現したり
またその逆だったりしてフラグの変化が既に終了していたり、
逆に変化が遅かったりするわけです。
そうするとゲームプログラムは処理のやりなおしをするので、
袋小路に陥っているわけです。

[136] **Definate bug/error found in xebra** Name : Aard Date : 2011/01/30(日) 21:41 [[Res](#)]

This has been bothering me for a while but now im sure there is a bug

In the game wipeout 2097/XL (usa) on the title screen the icons seem to rotate slower than on a real psx

The main bug/error is when you go to the team selet screen the cars do not rotate but stay in a fixed position.

On a real psx they rotate when viewing them

This can be observed here at about 26 seconds in

<http://www.youtube.com/watch?v=PU-1JvqFFMw>

Another odd bug is on parappa the rapper (usa)

There seems to be a definite lag when pressing buttons and the 'rap sounds' seems best described as late/cutting off. This is a hard one to describe but it is definitely not correct. It just feels wrong compared to the real psx version.

Thanks again for all your hard work and i hope i am helping with my observations

Upmost respect to yo Dr. Hell

[137] **RE:Definate bug/error found in xebra** Name : Ilya-v Date : 2011/01/30(日) 21:51

Confirmed.

The cars don't spin in Whipeout XL.

Also NONE of the gamesharks is working.

[138] **RE:Definate bug/error found in xebra** Name : Aard Date : 2011/01/30(日) 22:13

also another thing is the games fps seems incorrect. on a real psx the game is very smooth as can be observed in the video. on xebra it is noticeably lower in fps rendering. wipeout 3 is fine on xebra.

[139] **RE:Definate bug/error found in xebra** Name : Hell Date : 2011/01/31(月) 17:27

>>Aard

Thanks.

"Wipeout XL" is marketed in Japan.

I will test it later.

>> Ilya-v

>> themabus

"Game Shark" is a localisation(decoration) of DATEL.uk's "Pro Action Replay".

It is a same situation of Japanese "CDX".

"Monster Rancher 2" is a localisation of Japanese "Monster Farm 2".

Changing disc in both "CDX" and "MF2" works fine on XEBRA.

Probably you did it with wrong way.

I expect you stop running before changing disc like following.

(1)Stop(Run/Pause or click close button)

(2)Run/Open Shell

(3)Open CD(media or image)

(4)Run/Close Shell

(5)Restart(Run/Run 1-3)

This action means changing disc at LIGHTNING SPEED.

By the way, it is fate that PAR(GS) does not work on ARBEX nor other HLE.

Because PAR copies codes from os-rom to main memory and execute codes.

HLE has no code in os-rom area.

[141] **RE:Definate bug/error found in xebra** Name : Hell Date : 2011/01/31(月) 19:35

>>Is there other options to cheat with PAR type, adress based cheater?

I will never add any cheating option.
I already made an application "cep".

>> http://drhell.1616bbs.com/bbs/drhell_topic_pr_101.html

I expect they work now on 110129.
(Xploder CD9000 will not work on US bios because area protection)

[142] **RE:Definate bug/error found in xebra** Name : Ilya-v Date : 2011/01/31(月) 19:42

Thanks you so much. :)

With 110129a ALL gamesharks are working perfectly.
They only work with a bios/OSROM and Xebra.

Thank you very much again.

[145] **RE:Definate bug/error found in xebra** Name : themabus Date : 2011/01/31(月) 23:23



thank you Dr.Hell

about 'parappa the rapper ' lag. there also appears to be similar issue with 'Heart of Darkness'. 'Assign Player' screen feels unresponsive and on larger animations (like in very start, when you jump out of plane and it explodes) game appear to stutter. i thought this was because of my PC being too slow, but maybe it's related somehow. also in this game's loading screen animation one block would look oddly out of place, maybe it's somehow related to Jailbreak visual defect.

one Japanese game, that appears to be problematic is Devil Man. in intro animation (after New Game is selected. it's 3D animation) there would be some scenes, when graphics go blurry and on Xebra they look weird, as if screen does not get cleared in time and some artefacts remain. i tried varioun I-Cache Rate setting, but without success, though maybe i just couldn't get it right.

[146] **RE:Definate bug/error found in xebra** Name : Hell Date : 2011/01/31(月) 23:54

Thanks.
I have known Devil Man's issue.
I expect it might be related to texture-cache.
It might be same thing some F1 game's heat haze.
but texture cache emulation is very heavy, like I-cache emulation.
if it is supported, cost-effectiveness is too bad.
I intend to leave it because it is not fatal.

[147] **RE:Definate bug/error found in xebra** Name : themabus Date : 2011/02/01(火) 00:25

oh ok
i'm sure it's for the best then

[149] **RE:Definate bug/error found in xebra** Name : Aard Date : 2011/02/04(金) 06:01

Thankyou Dr Hell for the speedy fix

Working perfectly now
Thankyou again for your superb work

I wish more developers were like you

Upmost respect to you

Regards

Aard

[67] **Important Features to Improve.** Name : Ilya-v Date : 2010/12/11(土) 21:28 [[Res](#)]

Hello Dr.Hell.

Your emulator is the best!
You're the only one who still develops psx emulators.
So I want to help by pointing few things to improve.

- * Sound Interpolation (Filtering of sound, VERY Important to sound like real console).
- * CD-Audio/CDDA volume too quiet (control).
- * Video Resolution & Aspect settings (needed on LCD screens).
- * Gamepad Vibration.
- * Fullscreen Alt+Enter shortcut.
- * English Manual.

Detail explanation of all the functions, and what they do.

- * More Friendly & Graphic Interface.

Like ePSXe (sorry), for Gamepad settings, Graphics and Sound Settings.

- * Everything that relates to Memorycard should be on its own menu. Same with Graphics & Sound.
- * Mark settings that are On/Off with (V).
- * Crash on Exit in Windows 7.

Sorry if I ask too much but this will replace my console soon :)

Thank you.

Ilya

[68] **RE:Important Features to Improve.** Name : ilya-v Date : 2010/12/13(月) 21:29

Dr. Hell Can you read this??
Please answer.

[70] **RE:Important Features to Improve.** Name : Hell Date : 2010/12/20(月) 22:16

Thank you for your opinion.

[72] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/02(日) 20:03

Thanks for reading this Dr. Hell.

Can you please implement Sound Interpolation it's very important.
Some people will not play the emulator because it doesn't have Sound Interpolation and games sound very sharp.

[74] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/03(月) 17:07

Most emulators output only raw(digital) wave data.
Otherwise, in real console,
digital -> loss by D/A converter -> loss by wire -> loss by A/A or A/D -> loss by A/A or D/A.

Investigating these characters of losses is a never-ending work.
Strictly speaking, they are different between your own console's and other's.
Find your favorite settings by YOURSELF.

Sound Output:

$g0 == 0: f(x) = \text{raw}$
 $g0 != 0: f(x) = (\text{raw} * g0 + f(x - z1) * g1 + f(x - z2) * g2) / 4096$

[78] **RE:Important Features to Improve.** Name : ilya-v Date : 2011/01/03(月) 21:44

Thanks for replying.

Sound Interpolation is not that complicated.
Its NOT a Cable/AD/DA loss issue.

Every emulator has "Gaussian" interpolation.
ePSXe, BSNES, etc.. they ALL have Gaussian interpolation filter to sound natural.

Thanks.

[79] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/03(月) 23:36

Oh! I understand.
You are right.
SPC700(brother of PS1 SPU) has a gaussian filter!
But I have no method to investigate coefficients of this filter
because analog capture has loss & noise.
Do you have any information about
how many numbers of coefficients and
value of each coefficients ?

[80] **RE:Important Features to Improve.** Name : ilya-v Date : 2011/01/04(火) 03:27

Here is some info:

http://en.wikibooks.org/wiki/Super_NES_Programming/SPC700_reference

More full info:

<http://ekid.nintendev.com/snes/spctech.htm>

More:

<http://www.romhacking.net/docs/197/>

Hope it helps.

P.S.

- * Fullscreen Resolution & Aspect settings (needed on LCD screens).
- * CD-Audio/CDDA volume too quiet.
- * Gamepad Vibration.

Please, consider this too. they are important.

[82] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/05(水) 01:38

I investigated again ADPCM decoding very seriously with real console.
But, I could NOT find "gaussian interpolation".
In ADPCM decoding, SPU only performs simple interpolation.
It has no variable coeffs like a gaussian interpolation.
It is a 4-tap FIR filter with fixed coefficients.
(strictly speaking, decrease one if value is positive)

And XEBRA has already supported this simple interpolation at least since 2005.
Even if you feel gaussian is natural,
it is only a result, by chance, a similar effect of Cable/AD/DA loss.

[83] **RE:Important Features to Improve.** Name : ilya-v Date : 2011/01/05(水) 02:01

Thanks Dr. Hell.

Maybe its Linear or Cubic interpolation?
I'm shure there is something that makes it
different (less sharp) in the console.

How to use the Z1 Z2 g0g1 g2 settings?

Thanks.

[84] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/05(水) 02:25

>>Maybe its Linear interpolation?

```
y[n] = (x[n-3] * 4807 + x[n-2] * 22963 + x[n-1] * 4871 - x[n]) >> 15;  
if (y[n] > 0) { y[n]--; }
```

>> How to use the Z1 Z2 g0g1 g2 settings?

Forget ver. 11/01/03.

I will release new version with EQ biquad filter in few days.

<http://www.musicdsp.org/files/Audio-EQ-Cookbook.txt>

[85] **RE:Important Features to Improve.** Name : ilya-v Date : 2011/01/05(水) 02:46

あなたに非常に博土地獄をありがとうございます。
私は大幅に時間と労力を感謝しています。

[90] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/06(木) 19:13

I overlooked the envelope procedure.
The code "if (y[n] > 0) { y[n]--; }" does not exist.
It is only a result of the envelope which level is 32767
y[n] = (y[n] * 32767) >> 15;

[91] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/06(木) 19:19

Dr. Hell

Please explain what N, a1, a2, b0, b1, b2 do?
its very hard to calculate this.

Yes I know the equsion is here:

<http://www.musicdsp.org/files/Audio-EQ-Cookbook.txt>

But still, the average non mathematical user will have hard time making it do what he wants.

Can you make it more friendly?

[92] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/06(木) 23:04

[ZIPファイル \(8KB\)](#) calculator

[93] **RE:Important Features to Improve.** Name : ilya-v Date : 2011/01/07(金) 00:06

Hello Dr. Hell.

I have professionally Recorded my console into my PC through the RED/WHITE audio plugs and compared them to the Xebra/Arbex sound.

I am sorry but I have so say it again.
It is NOT a Cable/AD/DA loss, it is Interpolation filter ONLY on the sound (not the CD music).

The recorded CD music and Xebra CD music sounded EXACTLY the same.
Therefor It is NOT a AD/DA/Cable issue.

BUT, the audio that I recorded is very different!!!
The console has Interpolation filtering, I am 100% shure that is has some filtering on the sound.

Please check it again Dr. Hell,
If you can record something from your console and hear the difference yourself.

You can hear my samples:
http://rapidshare.com/files/441138999/Console_vs_Xebra.zip

You can hear that the CD music is the same but the audio is not.
Also the CD music on Xebra is quiet compared to the console.

Thanks.

[94] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/07(金) 20:57

Thank you!

I noticed my mistake.
I only tested the case that pitch is 1.0.
My pitch procedure is not correct.

[95] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/07(金) 22:29

I am very happy to help you.

07-01-2011 Sounds VERY close,
but still a little sharper then the console.

EDIT:
There are big sound problems in "Xenogears".

*(05-01-2011 sounded OK but without filtering.)
It sounds like there is no interpolation at all.
Menu sound effect are too loud and distorted.
Only in Xenogears (maybe other games too).

Can you check it please?

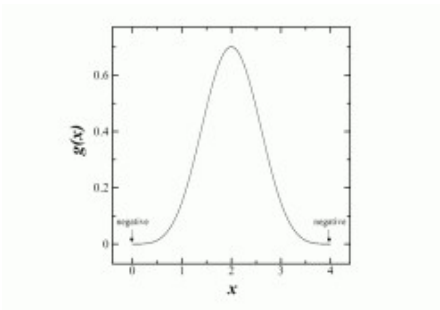
Ilya

[99] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/09(日) 02:00

110108 sounds PERFECT !!!

Thank you Dr. Hell.

[100] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/09(日) 08:03



I seem to have misunderstood the one "gauss interpolation".
If people call below as "gauss interpolation", PlayStation SPU has a "gauss interpolation" process.

```
n = (int)t;  
f = t - n;  
output = g(f) * x[n] + g(1.0 + f) * x[n - 1] + g(2.0 + f) * x[n - 2]  
+ g(3.0 + f) * x[n - 3];
```

The argument of g() is 8-bit fraction effective.
It means g(0/4096),g(1/4096),..., and g(15/4096) are same.

XEBRA's g() is a 16-bit fixed-point number [1,0,15].
But PlayStation's g() is over 16-bit or floating-point number.

[102] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/09(日) 18:05

Hello Dr. Hell

The fullscreen resolution is 640x480.
it is very blurry on any LCD.
Can you make an option to change the fullscreen
resolution to native of the LCD or make a selection option?

"I Cache Rate"
difference games require different settings for this option.

"Chrono Cross" require value of E to work and not freeze.
"Xenogears" require 18, anything lower and the game has artifacts and bugs.

Can you please explain what exactly this value does or any option to make a standard so all games work?

[104] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/09(日) 20:51

The frequency of PlayStation CPU is 33868800Hz.
Therefore many people think PlayStation executes 33868800 instructions per second.
However, there are actually a lot of factors to obstruct the execution, and it stops very often.
Not only CPU but also GPU, SPU and any other peripherals stop each other,
because they compete by the access to main storage.
To emulate these factors is very very heavy.
Probably, future Core-i7 10GHz might be power shortage.

Therefore, almost every game emulators cannot help adopting an approximate method "SIMULATION".
(some emulators have the part where even neither the emulation nor the simulation are done.
It is natural that some games never work on them)

"I Cache Rate" is average time to fetch one instruction from I Cache
(it is expanded to 16 times to deal by integer and written in hexadecimal number)

Haven't you ever heard?.....

If Pentium and Celeron have same clock frequency, Pentium will be faster.
Because Pentium has bigger I Cache, so average i-fetch time is shorter.

In the same principle, the fetch time of refined program is shorter than that of non-refined.
Even in one game, refined code and non-refined code exist together.
There is no all mighty setting.

[111] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/12(水) 22:49

I have noticed that you implemented fullscreen resolution capabilities in 110112a,
Thank you for this essential option.

May I suggest to fix a few things for convenience.

* F12 should change to User defined fullscreen resolution.

* in "Video Output" we should select the fullscreen resolution.

(Width & Height will be only for window size).

The fullscreen resolutions should be given by the Video Card not premade by you.

(My lcd is 1680x1050 and I can't set it properly).

* "Scale" should have an "Auto" option in the "Video Output" menu.

It will auto select the scale to 4:3 ratio from fullscreen resolution the user selects.

(Auto scale to 4:3, only on fullscreen (On/Off))

for example:

If the user selects 1680x1050 (16:10) the Scale automatically selects underscan 0.833
to make the screen 4:3 in fullscreen.

If the selected resolution is 1920x1080 (16:9) it changes to underscan 0.75.

If any 4:3 resolution is selected it does nothing.

Thanks.

[119] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/15(土) 14:45

Thank you for fixing the CD behaviour in 110115 and thank you for implementing many of my
suggestions.

I think the emulator is VERY close in terms of Convenience and Accuracy to perfection.

May I suggest a few things for convenience and user friendly operation.

* Selecting CD drive (not file inside the disk).

Xebra will Remember what drive the user selected.

The user will not have to select it everytime he executes Xebra.

* Save State directory.

When player press F1-F3 Xebra will save a running image in a directory inside Xebra driectory (Xebra->Saves) by the CD code name.

For example:

Whe I press F1-F3 Xebra saves a SLUS_011.05.000-002 file in "Saves" drectory.

So that every game has its own save state and the user don't have to Search for the saved file every time to open a running image.

Also it will not overwire the game played before to XEBRA.000-002.

* F11 for Dualshock/Standard controller switching.

Just like when you press the small button on the controller.

"Ape Escape" will not play because the game says at the begining it requires a Dualshock to play.

Even when I select Analog Controller it still does not work.

I guess the Dualshock returns a different code to the console then the Analog one.

(There are 3 different pads for the ps1. When the Dualshock became available, the Analog became useless).

Also there is no Vibration function. It will be very nice to have this option when Dualshock is selected by pressing F11 :) .

* Windows 7 displays a "Xebra/Arbex stopped working" box (crash) everytime I close the program.

Thank you for considering my suggestions and implementing them to your emulator.

Myself and all the emulation community are very appreciative for this.

[121] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/16(日) 18:52

* Gameshark.

None of the Gameshark cheat CD's work with Xebra.

(only v5 loads but don't work).

Even if the CD loads the cheats are not working when I change the disk.

Maybe the addresses are not saved when changing disk?

The Gameshark v5 CD, here (800k):

<http://www.megaupload.com/?d=89X8J1Z4>

Thanks.

[122] **RE:Important Features to Improve.** Name : Aard Date : 2011/01/17(月) 05:51

This is a very good thread and once again thankyou dr hell for your superb software skills with this emulator

A few suggestions i'd like to make.

.Default video output to all 0

.Improve the controller config screen as you can't immediatly tell what button correlates to what button on pad. Maybe read

X=

L1=

etc

.A seperate text .ini that xebra uses to on the fly alter ICache etc dependant on for example the cdimages SYSTEM.CNF files SLUS info

Thankyou for your time and work

A small odd thing i noticed is that i cant close xebra without hitting 'X' twice.

Thanks again

[130] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/21(金) 06:21

Thank you Dr. Hell for 110120.

Few things:

* F11 sometimes behaves strangely.
in "Tony Hawk's Pro Skater 4" when I Enable F11
the game shows as though I Connect/Disconnect the controller Repeatedly. I have to go to Xebra
controller menu and select a different controller to fix this (clicking F11 once again not fixing it).
And the Vibration Count keep going up and up on its own.

Do you think it will be possible to implement a Real DirectX vibration function to the Dualshock emulation?

* Some savestates save as *****.exe.000 file.
not as a typical SCUS_94423.000 file.
(Please make them save in "Saves" directory no in the root Xebra directory.)
Is there any reason for leaving the XEBRA.RUN on F1?

* Gameshark still freezes at startup.
Please check whats wrong.

Gameshark v4 CD (6mb):
<http://www.snesorama.us/board/showthread.php?t=465>

On v5 the cheats still are not working when swaping to the game disk.
(themabus mentioned abnormality when swaping disks)

thanks.
I hope i'm helping and not requesting too much.

[131] **RE:Important Features to Improve.** Name : Hell Date : 2011/01/21(金) 07:15

Not all the game have ID in CD.
And at bootup stage, ID does not appear in PlayStation's memory.

[132] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/01/21(金) 16:20

This one does SLUS_003.30.
It also has an Trilogy.exe file in the root and
it saves TRILOGYEXE.000 or SLUS_00330.000 depends where It is in the game.
In the intro it saves the slus file, but in game it saves exe file.
It means that I have to watch the intro every time before I can load the game (can't skip it).

* I think the Right Analog Stick Pos are swaped.
0:Rpos should be 0:Zpos and vise-versa.
It always been like that I just forgot to mention it.
(Or is it just in my controller?)
I use Dualshock 3 with MotionInJoy driver.

* I added a small thing in the Dualshock bug in the previous post.
Also in "Mortal Kombat 4" the Vib counter doesn't go up even when Dualshock is selected and it supposed
to vibrate.

* CD changing/swaping behaviour.

It appears that in some games when changing CD with Daemon tools I have to select/open a new file in the CD directory (SPTI) or the game won't work properly.

By changing cd (in Daemon tools) then simply clicking reset in Xebra the game don't have menu music and freezes when entering Laras Home in Tomb Raider 1.

Normal behaviour?

* Xebra still crashes on exit in windows 7.

I think/guess its related to creating BU00 and BU10 automaticlly on exit, or not?

Thanks

[148] **RE:Important Features to Improve.** Name : Ilya-v Date : 2011/02/01(火) 17:24

110129a suggestions.

* In Controller Settings I need to swap 0:Rpos <-> 0:Zpos to be correct.
Can you test it with your controller?

* Aspect Rasio (Scale) should only effect Fullscreen.
Because there are no Widescreen games on the PS1, or there is some?

* Save Directory. I have alot of games and many saves .
All of them are in the root Xebra dirctory when I press F1,F2,F3 to save.
Can you please make them Save/Load to "Saves" directory in Xebra?
Just so there will be order.

* Same game, two save names. One with as TRILOGYEXE.000 (Trilogy.exe is on the CD)
other as SLUS_00330.000 (Intro I can't skip).

The game starts as SLUS_00330.000 (normal) but after the intros the game changes to TRILOGYEXE.000.
I can't Load when in intros, I also can't skip them.
Can you please fix this?

Dr. Hell, do you think it is possible to emulate the Rumble of the Dualshock?
Do you have any idea how to do that?

Thanks.

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