

目安箱HG

ホーム

一覧表示

ツリー表示

トピック表示

新規投稿

記事検索

記事修正・削除

携帯用

管理用

[「デブはやるべき！！」番組放送後イイねが止まらない超簡単ダイエット](#)

糖質制限ダイエットなんてもう古い！放送後大反響の食事制限なしダイエットが凄い
株式会社モイスト

[まるで巡るよう！シミの悩みに試したい一本の美容液とは](#)

顔のシミに悩まされる日々を何とかしたくないですか？

PG2ピュアエッセンス

SPONSORED

[123] **problematic foreign games** Name : themabus Date : 2011/01/18(火) 22:59 [[Res](#)]



tested on 2 quite different machines with Xebra/Arbex 11/01/15 (Run 1) on default settings

In Cold Blood [SLUS-01294]

New Game - freeze. this could be CD system related. pSX works, but throws bunch of IOControl error messages at console.

edit:

looks like couple of .str streaming media files on this CD have some moded sectors (so sub-header 1 won't match with 2 and such). i do recall there were such situations for Japan region too. i took notes when checking discs some years back, and following are marked as having errors in CD structure, maybe some of those:

SLPS-00012
SLPS-00143
SLPS-00669
SLPS-00670
SLPS-00671
SLPS-00672
SLPS-00758
SLPS-01332
SLPS-01560
SLPS-01588
SLPS-01645
SLPS-01898
SLPS-02871

Olympic Summer Games [SLUS-00148]

freeze after opening, not reaching main menu. could be CD system related. pSX freeze at same place with error message: setloc out of range: 00:00:00

Shadow Man [SLUS-00895]

when New Adventure is selected and right before intro kicks in, there would be sound beep first on left then on right channel.

Mission: Impossible [SLUS-01016]

when 1st mission starts there is constant buzzing in background. It's on Sound FX channel, when this volume is set to 0 from options menu, it disappears.

main menu text is jerky. this occurs on all emulators tested with but it's

hard to believe game would be designed in such way.

Road Rash: Jailbreak [SLUS-01053]

Solo -> Five-O -> Race -> [Start] -> Quit -> Yes -> [Start]

now status screen background image would be slightly distorted, always at same position (please see included picture).

Pitfall 3D: Beyond the Jungle [SLUS-00254]

Vigilante 8 Demo (last main menu option) -> [select any car] - emulator crash

Monster Rancher 2 [SLUS-00917]

start new game, go to Shrine and select Disc Stone. here you are asked to change CD and then reinsert MR2 CD back and somehow i think that CD swapping does not work correctly: in pSX i would do Eject CD -> [change disc] -> Insert CD drive. i thought that in Xebra Open Shell / Close Shell would do the same, but instead Xebra procedure appears to be Open Shell -> [change disc] -> CD-ROM via SPTI -> Close Shell, when done without CD-ROM via SPTI step, game won't continue properly. is this intended as correct CD swapping procedure?

[124] **RE:problematic foreign games** Name : Hell Date : 2011/01/19(水) 07:10

Thanks,
but test them with following settings, please

- (1) Run/Run 2 (and Run/Simulate/I Cache Rate/18)
- (2) Run/Run 2 and Run/Simulate/I Cache Rate/10
- (3) Run/Run 2 and Run/Simulate/I Cache Rate/20

[125] **RE:problematic foreign games** Name : themabus Date : 2011/01/19(水) 16:01

ok, i did that but it doesn't appear to affect those cases

In Cold Blood problem appears to be error skipping. it runs well with CD-ROM Image command or when drive just return strange sectors. but, if drive report those sectors as erroneous with sense, game freeze. there are only 2 strange sectors on this disc, both in .str files.

edit:

i edited 1 sector in opening.str from Japan release of Tekken, setting address to FFFFFFFF. mounted it on virtual drive (it would return error on this sector now), and it froze the same way.

Olympic Summer Games reach main menu when only 1st track is launched with CD-ROM Image (there are 9 audio tracks) or when 1st track only is mounted as drive. maybe this is TOC related?

[126] **RE:problematic foreign games** Name : Hell Date : 2011/01/20(木) 20:07

I have SLPS-00012.

I have tested.

As you say, I agree that the cause of this problem will be DiskError.

Probably if emulator skip reading this sector, some games will work.

But I expect this problem depend on your PC's drive.

At least PlayStation's drive(both ReadS&ReadN) does not care mismatch of sub-header.

Emulator should not skip reading.

Setmode A0 43550 43270 E3 02

Nop 73688 29327 E3 02

Setloc 08 46 22 161319 87095 E3 02

ReadN 194903 33059 E3 02

(ReadN) 32566232 32404388 E1 22
Pause 32623003 37241 E3 22
(Pause) 34201547 1615785 E2 02

08 46 22 02 01 00 80 00 01 E4 80 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Setloc 12 48 44 34248866 46773 E3 02
ReadS 34308811 59404 E3 02
(ReadS) 43383226 9133819 E1 22
Pause 43436102 33480 E3 22
(Pause) 45247478 1844856 E2 02

12 48 44 02 01 00 80 00 01 E4 80 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Setloc 19 54 26 45294795 46764 E3 02
ReadN 45354798 59470 E3 02
(ReadN) 54441216 9145888 E1 22
Pause 54496146 35535 E3 22
(Pause) 56605672 2145061 E2 02

19 54 26 02 01 00 80 00 01 E4 80 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

Setloc 22 46 33 56652986 46768 E3 02
ReadS 56712929 59411 E3 02
(ReadS) 65616657 8963139 E1 22
Pause 65671656 35604 E3 22
(Pause) 67920935 2284883 E2 02

22 46 33 02 01 00 80 00 01 E4 80 00 00 00 00 00
00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00

[127] **RE:problematic foreign games** Name : Hell Date : 2011/01/20(木) 22:33

Wow, surprising!

I noticed SeekL for audio sector to be completed with DA mode!
(but GetlocL is still based on last read data sector)
It will be related to some games.

[134] **RE:problematic foreign games** Name : themabus Date : 2011/01/22(土) 18:01

oh, yes, this fixed one of them. thank you very much Dr.Hell!

about those strange sectors, i think you're right not to handle them differently based on content. but looking from the other side, if read error is encountered, not knowing why (maybe it is drive fault or maybe damaged CD) i think some sector skipping could be useful. i think, when in streaming mode, console would try to keep constant data rate too. though i tested Reverthion [SLPS-00143] a little and it functions. in this case audio stream is affected and even though music does not play on drive that return errors, this does not cause program to freeze. so this freezing, maybe it is not sector skipping problem but is isolated to streaming video processing routine. maybe something could be done to avoid it like with audio. or, if not, maybe error message could be used in such situation when freeze occur because of read error to notify user about cause.

[135] **RE:problematic foreign games** Name : Ilya-v Date : 2011/01/28(金) 16:37

Any news?

[143] **RE:problematic foreign games** Name : themabus Date : 2011/01/31(月) 23:04

regarding to those, as far as i can tell Vigilante 8 Demo now works in latest version. it definitely doesn't crash on startup any more.

[128] **Enhanced display support** Name : vertigoman007 Date : 2011/01/21(金) 04:15 [[Res](#)]

When i play games on Xebra, the image isn't sharp (there is alot of pixels).

I've notcied that on ePSXe,there is an options of Enhanced Display, which make the image sharp and clean (on Pete's OpenGL2 Renderer).

Will you add some new filters or some other engine that will make the game image/video cleaner and sharper?

[129] **RE:Enhanced display support** Name : Aard Date : 2011/01/21(金) 04:57

dont take this the wrong way but that is a stupid request. xebra is exact emulation not fancy shit and hacks. the psx had low res so you will see lots of pixels. it didnt have 1080p 8xaa display. stick to epsxe if you like that crap.

[133] **RE:Enhanced display support** Name : vertigoman007 Date : 2011/01/21(金) 16:59

ok, thank you for your replay.

I'll stick to Xebra, cause i think it's doing much better job on emulating the PS1.

[107] **Noisy buzzing sound on few games** Name : vertigoman Date : 2011/01/12(水) 05:01 [[Res](#)]

Hi,

When i'm trying to run with ARBEX some rip games, like: lomax or moto racer, i'm getting a realy noisy buzzing sound in the background while playing.

This problem doesn't appear to happened on other emulators.

Can you please check it?

BTW, Are you planning to add some video filters, so the game video will look cleaner, cause there is alot of pixels when trying to run 3d games.

Thanks in Advance for all the hard work.

[120] **RE:Noisy buzzing sound on few games** Name : vertigoman Date : 2011/01/16(日) 17:08

thank you for fixing the noisy sound problem.

[97] **CD unit emulation details** Name : themabus Date : 2011/01/08(土) 19:18 [[Res](#)]

hi Dr.Hell
Happy New Year

i was poking around and noticed there would be some slight differences in CD unit behaviour between hardware

and emulator.

- when CDDA playback request is executed on data track range (e.g. SetLoc 00:02:00 -> Play), console will process those sectors, but mute audio output until audio track is reached. Xebra does not mute audio in this situation producing audible noise. such situation, besides artificial tests, can also occur in real life with faulty CD images.

- while console is idling, addresses around 00:02:00 is returned with GetLocP/GetLocL. same with older Xebra versions (including 101220) (i have to praise your attention to details here, other emulators appear to only return static value) but latest Xebra seem to always return 0x03 0x80 after 1st request with GetLocL. i.e. some value on 1st request, but 0x03 0x80 on following requests. GetLocP still functions as in older versions.

- this 2nd reply byte (after status) on my console is usually 0x20 but in emulator 0x80, e.g. when SetLoc or Play is executed with wrong amount of parameters response would be 0x01 0x20 on console / 0x01 0x80 in emulator. though other emulators appear to not care about this at all returning only status and it was more than year back i made program to do those tests, i don't remember what was the meaning of this byte, it probably doesn't matter.

- calling undocumented CD commands 0x1D & 0x1F without parameters cause emulator to freeze for about minute.

best of luck

you have done truly amazing work

[98] **RE:CD unit emulation details** Name : themabus Date : 2011/01/08(土) 19:29

oh, now when i think about it, i was going to report problem with Ballerburg, Campaign mode didn't start in this game but when retested with latest version (110107) it works now. could this GetLocL be related? maybe it's better to leave it as it is then.

[105] **RE:CD unit emulation details** Name : Hell Date : 2011/01/10(月) 18:07

The result "0x03,0x80" says "Error!!!".
1st is STATUS : 0x03 = Standby | Error
2nd is ERROR_CODE : 0x80
I don't know what does 0x80 mean.
However, GetLocL's error code seems to be 0x80.

GetLocL needs Read or SeekL command because GetLocL only copy part of main data(not sub code) which already read.

And some commands invalidate this copied data.

If it is invalidated and there is no new Read or SeekL, GetLocL fails.

"Ballerburg" is not marketed in Japan.

So, I don't know the detail.

However, invalidating this copied data when Read command is acknowledged was changed at ver. 11/01/03.

It would be related.

[106] **RE:CD unit emulation details** Name : themabus Date : 2011/01/11(火) 16:25

ah, yes, thank you, you are right

on SeekL it fuctions exactly like console, now i see

difference appears to be after CdInit() call (not issuing SeekL afterwards)

console would reposition @00:02:00 and return this location as if set by SeekL

but emulator would respond differently, sending 0x03, 0x80

i use CdInit() in test app to reset CD unit

but such situation probably will never happen with real program

[109] **RE:CD unit emulation details** Name : Hell Date : 2011/01/12(水) 18:03

command total_clk local_clk inter res1 res2 ...

Init 38734 38642 E3 02

Nop 169383309 169344049 E0 not acknowledged then timeout
Nop 169411957 28192 E3 12 shell_open bit raised
Nop 169442701 30235 E3 02
Nop 169486508 43300 E3 02
Nop 169517258 30240 E3 02
Nop 169557691 39919 E3 02
Nop 169588365 30167 E3 02
Nop 169630697 41825 E3 02
Nop 169661441 30231 E3 02
Nop 169753065 91109 E3 02
GetlocP 169786301 32705 E5 03 80
GetlocP 169831998 45134 E5 03 80
GetlocP 169865178 32638 E5 03 80
GetlocP 169907960 42242 E5 03 80
GetlocP 169941070 32563 E5 03 80
GetlocP 169987018 45416 E5 03 80
GetlocP 170019988 32420 E5 03 80
GetlocP 170062624 42104 E5 03 80
GetlocP 170095733 32573 E5 03 80
GetlocP 170222477 126207 E5 03 80
GetlocL 170255385 32353 E5 03 80
GetlocL 170297973 42036 E5 03 80
GetlocL 170330859 32349 E5 03 80
GetlocL 170375330 43935 E5 03 80
GetlocL 170408287 32425 E5 03 80
GetlocL 170450710 41891 E5 03 80
GetlocL 170483464 32214 E5 03 80
GetlocL 170530421 46415 E5 03 80
GetlocL 170563307 32349 E5 03 80
GetlocL 170655793 91950 E5 03 80
SeekL 170689049 32710 E3 02
SeekL 340000388 169344049 E0 not completed then timeout
SeekL 340039147 38281 E3 42
SeekL 509344909 169344043 E0 not completed then timeout
GetlocL 509475959 130591 E5 43 80
GetlocL 509508374 31876 E5 43 80
GetlocL 509653063 144149 E5 43 80
GetlocL 509685752 32154 E5 43 80
GetlocL 509712363 26064 E5 43 80
GetlocL 509805414 92515 E5 43 80
GetlocL 509837816 31866 E5 43 80
GetlocL 509889143 50780 E5 43 80
GetlocL 509921607 31929 E5 43 80
GetlocL 509975343 53201 E5 43 80

I tested again.

After Init, SeekL without Setloc will be never completed.

My system is SCPH-7000.

Which system did you use?

Can you show me your command list?

[112] **RE:CD unit emulation details** Name : themabus Date : 2011/01/13(木) 03:09

SCPH-5502, but i don't have it hooked to PC

so my means of testing are just with PSX program, maybe somethin's wrong with it
simplified it could look like this

...init...

```

CdInit();

while (1) {
...gfx functions...

CdControlB(CdlGetlocL, 0, CDres);
FntPrint(
"L %02x %02x %02x %02x %02x %02x %02x %02x \n",
CDres[0],CDres[1],CDres[2],CDres[3],CDres[4],CDres[5],CDres[6],CDres[7]
);

CdControlB(CdlGetlocP, 0, CDres);
FntPrint(
"P %02x %02x %02x %02x %02x %02x %02x %02x \n",
CDres[0],CDres[1],CDres[2],CDres[3],CDres[4],CDres[5],CDres[6],CDres[7]
);

...gfx functions...
}

```

[113] **RE:CD unit emulation details** Name : themabus Date : 2011/01/14(金) 01:09

when i follow your example, after Init and couple NOPs i'd get 03 80 on GetLocL, but still address on GetLocP. similar results on SCPH-102 and with Xebra too.

i guess Init <-> CdInit is to blame and there appears to be slight console difference too:

so difference between my console and Xebra is when i execute GetLocL after CdInit() lib call, like in code posted above.

judging by your log, there appears to be difference between our consoles in GetLocP, when it follows Init command. but results i get here match those from Xebra. maybe this difference is because i test with crappy program but you, i think, hook to hardware.

but i guess this likely doesn't matter. i'm sorry for trouble.

[114] **RE:CD unit emulation details** Name : Hell Date : 2011/01/14(金) 01:52

Could you upload your psx program?

I think the library function: CdInit() contains not only Init but also some other primitive commands. CdControlB() automatically add or exchange another primitive command.

[115] **RE:CD unit emulation details** Name : themabus Date : 2011/01/14(金) 02:07

oh, i think that might explain.

as far as i remember, i modified CdControlB call to accept wider range of parameters and return larger buffer, i.e. commands are passed through this routine. something might be screwed up there.

link removed

[117] **RE:CD unit emulation details** Name : Hell Date : 2011/01/15(土) 05:20

Thank you very much.

I noticed my mistake.

My mistake is (*)

idling around 00:02:00 -> (*)try to read 00:01:?? -> disk error -> GetlocL invalid.

By the way, CdInit() function uses Nop, Reset, Demute. No Init.

[118] **RE:CD unit emulation details** Name : themabus Date : 2011/01/15(土) 13:32

thank you Dr.Hell
i think your solution is very elegant one

[116] **動作報告 SLPS-02818** Name : ななし Date : 2011/01/14(金) 19:59 [[Res](#)]

xebra110112a版にて。
ブレンド X ブランド おでかけ合成RPG というゲームで以下のようになり、進められませんでした。
(タイトルではポケステを認識できているが、ゲーム中は認識できていない?)

はじめから を選択

↓

アプリケーションプログラムをダウンロードします。
このゲームは15ブロックの空き容量が必要です。

↓

○押下

↓

ポケットステーションをしらべています。

↓

ポケットステーションがフォーマットされていません。
フォーマットしてよろしいですか?

↓

はい を選択

↓

フォーマット中です。フォーマットが完了しました。

↓

ダウンロード中です。
ポケットステーションを抜き差ししないでください。

↓

ゲームを開始します。

↓

(オープニング)

↓

ポケットステーションをしらべています。

↓

メモリーカードでは、ゲームができません。
ポケットステーションを(差込口1)にセットしてください。

[108] **wipeout games dont work** Name : Aard Date : 2011/01/12(水) 05:15 [[Res](#)]

using the redump.org wipeout xl freezes upon loading. i will be posting other games that don't work here regularly. they will all be redump usa versions. keep up excellent emulator work. xebra - best psx emulator today.

[110] **RE:wipeout games dont work** Name : aard Date : 2011/01/12(水) 20:57

fogiveness please
i was not mounting image fully only the data track. when full image mount it works fine. seems to hag looking for cdda. thanks and please dont stop work on your amazing emulator. i will post any bugs i find.
thankyou

[101] **problematic cheating CDs** Name : themabus Date : 2011/01/09(日) 15:20 [[Res](#)]

Code Breaker

displays several logos and freezes. (sometimes it freezes on mangled PS logo, not advancing further, so there appears to be some random factor involved) works in pSX with same bios (0x55847d8c), producing audio noise burst and displaying 'No X-Key found.' message.

Xploder CD9000 v2.0 (Germany)

with USA bios freezes in same place, but does work with EU bios or Abrex. (in other emulators boots with same USA bios, but i don't have USA console to test on, maybe it shouldn't, maybe they cheat) When CD player is select, plays back data track as audio, producing noise (issue from topic 97)

GameShark CDX 3.4

Xebra - displays black screen but audio from intro movie can be heard. controller does not respond.
Abrex - freeze at fake cyan logo.

GameShark 2 version 2 / GameShark 4

freeze with black screen after PS logo. Abrex freezes at fake cyan logo.

GameShark Sampler

didn't boot in any emulator. haven't tested on console, maybe it's CD fault or could be it's super tricky.

[103] **RE:problematic cheating CDs** Name : Ilya-v Date : 2011/01/09(日) 19:40

Its appears that these cheatings cds are going into CPU/Memory/Brain areas that Games don't go to. If it is so, then the emulation is not fully accurate.

My guess is fixing this will fix many other game problems/bugs/freezes, like changing the I Cache Rate all the time for different games.

I tested few of these in ePSXe and they work great.

Dr. Hell what seems to be the cause?

[88] **Dr. Hell. I invite you to Emuforums.** Name : Ilya-v Date : 2011/01/05(水) 22:06 [[Res](#)]

Hello Dr.Hell.

I invite you to join the NGEMU.com forum Emuforums. Emuforums is the biggers emulation forum on the internet.

here:

<http://forums.ngemu.com/>

There is a "Xebra/Arbex Discussion" subforum on the "PSX Emulation" board. Thousands of people will be very happy to see you there and will gladly help you Code/Write and support Xebra/Arbex.

I think its time for more people to be aware how GOOD your emulator is.

Please Join Us there.

Thanks

Ilya

[96] **RE:Dr. Hell. I invite you to Emuforums.** Name : Ilya-v Date : 2011/01/08(土) 18:47

You are still invited and everybody is waiting there for you.

[73] **Adding .CDZ support and Cmd-Line Image run** Name : vertigoman Date : 2011/01/02(日) 22:15 [[Res](#)]

Hello,

First of all i must say that your psx emulation is simply wonderful, you've done a great work.

I would like to add two important suggestions for the feature version of arbex:

1. Please add CDZ image support (or any other compressions, like .7z), so we will be able to run compressed game images (all other psx emulators already support this options).
2. Add a cmd-line support, so we'll be able to run games automatically and easily from shortcuts (it's a bit frustrating to search for the game image and run it manually everytime).

That's all.

Keep the Good work!

[75] **RE:Adding .CDZ support and Cmd-Line Image run** Name : Hell Date : 2011/01/03(月) 17:10

>>1.

It is a business of a virtual drive's.
I will never support such a never-ending work.

>>2.

#open-file command

-BU00 "PATH" same as menu:File/Open/Memory Card 1 Image
-BU10 "PATH" same as menu:File/Open/Memory Card 2 Image
-CUE "PATH" load cue
-IMAGE "PATH" ... same as menu:File/Open/CD-ROM Image
-INI "PATH" load another ini
-OSROM "PATH" ... same as menu:File/Open/OSROM Image
-RUN "PATH" same as menu:File/Open/Running Image
-SIM "PATH" same as menu:File/Open/Simulation Image
-SPTI "PATH" same as menu:File/Open/CD-ROM vis SPTI
-TOC "PATH" load TOC

#other command

-BLANK same as menu:Run/Misc/Blank
-FULL same as menu:View/Full Screen
-ROTATE ... same as menu:View/Rotate
-RUN1 same as menu:Run/Run1
-RUN2 same as menu:Run/Run2
-RUN3 same as menu:Run/Run3
-SCALE same as menu:View/Scale
-SYNC same as menu:Run/Sync

[76] **RE:Adding .CDZ support and Cmd-Line Image run** Name : vertigoman Date : 2011/01/03(月) 18:21

Hello,

I've tried to run the image file using the command-line you offer, but it didn't work.

I've typed:

ARBEX.EXE -IMAGE ".\hercules.bin" -RUN1(i've also tried to write the full path of the image file, but still no change).

Can you please tell me what did i do wrong?

About image compression, i think it's much comfortable to have a 30mb image file on the hd instead of 500mb image, which is i think a waste of hd free space.

You already create a version (xebra) which doesn't need the psx original bios, so i think a compressed image support will make this emulation into one of the top.

Anyway, it's only suggestion, if you have time, you can look at Mooby's CDR Plug-in source for epsxe, which support compressed images: http://www.zophar.net/download_file/3190

Thank you.

[77] **RE:Adding .CDZ support and Cmd-Line Image run** Name : Hell Date : 2011/01/03(月) 18:44

[Cmd-Line was supported from Version 11/01/03](#)

[81] **RE:Adding .CDZ support and Cmd-Line Image run** Name : vertigoman  Date : 2011/01/04(火) 04:40

Hello,

I've tried to enter this cmd-line, but it didn't work:

ARBEX.EXE -IMAGE ".\hercules.bin" -RUN1

Can you please tell me how to type it right to make it work?

[87] **RE:Adding .CDZ support and Cmd-Line Image run** Name : vertigoman  Date : 2011/01/05(水) 07:44

Can you please write me the full right syntax for running psx image from Cmd-Line ?

Thank you.

[89] **RE:Adding .CDZ support and Cmd-Line Image run** Name : vertigoman  Date : 2011/01/06(木) 08:36

Just want to update that i've upgrade to xebra110105 and everything works now.

thank you for fixing the problem with the cmd-line support.

It will be really great if you'll be also able to add a compressed image support on one of your future versions.

keep the good work and thank you for the support.

[86] **Xebra.pdf 翻訳する** Name : _E_  Date : 2011/01/05(水) 03:47 [[Res](#)]

ヘル博士、こんにちは、

最近『海外』のエミュレーター会はXebraに興味があって、Xebraの使い方は他のエミュと比べてやりがたいと思います。私も日本人でないし、日本語能力は大したことではないけども、もし良かったら、Xebraの手動を翻訳するば、他のユーザは使い方を分かると思います。どう思いますか？

81件~90件 (全122件)

[4](#) | [5](#) | [6](#) | [7](#) | [8](#) | [9](#) | [10](#) | [11](#) | [12](#) | [13](#)[<RSS>](#)[【管理者へ連絡】](#)

[もはや新常識！？絶望的な毛穴に「温める毛穴ケア」を試した結果](#)

[楽々もちっとたまご肌！？5年連続売上シェア1位で超話題の洗顔とは](#)
[ランクアップ](#)

[「デブはやるべき！！」番組放送後イイねが止まらない超簡単ダイエット](#)

[糖質制限ダイエットなんてもう古い！放送後大反響の食事制限なしダイエットが凄い](#)
[株式会社モイスト](#)

SPONSORED

[無料レンタル掲示板_1616BBS](#)