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## Snes9x controller lag

I'm using the Snes9x to play Nintendo games on my mac mini. I connected a wired USB PS3 controller and I successfully configured it with a plug-in. However, I am experiencing a noticeable time lapse between the buttons pressed and the actions that occur in the game. The result was such that a jump in the mario brothers happened too late, and I died by falling into a pit or running into an enemy. It's really annoying, and it makes the game virtually unplayable. (pun intended) I want a setting to adjust the time so I can make up for the time. Has anyone experienced this problem and come up with a solution? Does anyone know a successful configuration of various computer control conscies, etc...? Watch 31 Star 219 Fork 97 You can't take that action at this time. You're signed in with a different tab or window. Reload to refresh your session. You're signed out in a different tab or window. Reload to refresh your session. Main » Emulation » Snes9x Page: 1 creaothceann Post: #6 of 312 Since: 10-29-18 Last post: 2 days Last view: 21 hours Snes9x 1.57 has been released. Changes include major updates to the libretro portal, some corrective fixes, a few new features, and some objections. Support for XML HLSL shaders in Windows ports and xml GLSL shaders in GTK+ ports has been removed. We recommend downloading and using shaders from the libretro repository alternative. For those packing GTK + ports, note that construction with GTK + 3 is now highly recommended compared to GTK +

2 and there should be no recess. Also note that wayland compatibility is implemented, which, if enabled, also requires GTK+ to have been compiled with wayland support. The configuration file format for this port has changed to a simple .ini style that can be manually edited and saved as snes9x.conf, in accordance with the conventions of other ports, in the user's configuration folder. This will cause any changes to the settings made to previous versions reset to default. Frame skipping options have also been simplified to eliminate the never-used fixed speed setting and simplify interaction with dynamic speed controls and audio sync. Snes9x 1.57 - different seta010 emulation repair. (kps501) - Pass the OAM blargg test with appropriate recording behavior. (BearOso) - Alternate blocking in BG mode 1-4. (BearOso) - Repair IRQ and NMI emulation to allow more games to work properly. (BearOso, OV2) - Use 1 instead of 0 for the original PPU left window coordinates, fixing the junk in the left column of the photo in some games. (turhope) - Add internal hacking options for DSP. (kps501, mudlord, BearOso) - Add sprite-tile limit disable hack. (Tatsuya79) - Add snapshot support Libreto. (OV2) - More over-pressing hack increases IPC (retrotalker) - Fixing controller initial problems prevents some games from using (retrotalker) - Appropriate writing behavior to register \$2122. (Reuters) - Fixing transparency issues with the Star Fox asteroid. (redguy, BearOso) - Increase SuperFX speeds to more accurately represent hardware, and fix bugs with Stunt Race FX and Yoshi's island. (BearOso) - Resize the view on the status load. (retrotalker) - Many fixes for variables that are not saved or saved incorrectly in a save state. (Dwedit) - Passes the tiithing test in Blargg's mathematical test ROM. (BearOso) - Eliminates memory leaks in loadzip.cpp. (Bonimiy) - The screen size repair does not return when the overscan is turned on then off the middle of the frame. (BearOso) Win32: - Includes directdraw library and compilation with DirectDraw support by default. (OV2) - Adds a link to the DirectX installer in the error message displayed when the necessary DirectX library is not found. (OV2) - Save the window position when exiting through the menu (OV2) - Make the custom ROM dialog box possible to change the route size. (OV2) - Fixes various cheat dialog issues. (OV2) - Remove d3d9x DLL dependency using DirectXMath. (OV2) - Removing the HLSL shade option is rarely used. (OV2) - Add InitialSnapshotFilename support. (BearOso) - Disables BG conversion keys by default. (Dan Tri) - Focus and mutilation suitable for excessively high and regular height modes. (OV2) - Eliminates the ability to disable SNES rental modes. (OV2) - Added Super Famicom-style icon resources to EXE. (BearOso) MacOS: - Part support for the new cheats format. (OV2) - MacOS Construction Repair. (marconett) - Set defaults for new configuration options. (tmkk) - Repair compilation on Mac OS Mojave (meeplingsnesroms) libreto: - Massive update code libreto to the latest downstream. (fr500, kps501, OV2, twinaphex, BearOso, hiddenasbestos, m4xw, kxyxz, claudiustollarius) GTK+: - Use datarootdir instead of datadir when installing. (orbea) - Fix --with-system-zip configuration flag. (People) - Draw alternating fields when ready. (BearOso) - Wayland Initial Support. (remicalixte) - Only XV is allowed in X11. (BearOso) - More wayland support via EGL. (BearOso) - Significant rewriting of OpenGL drivers to support newer standards. This won't work on &t; OpenGL ~1.5. (BearOso) - Change the frameskip option to speed up the adjustment option with simpler, but more relevant methods of speed control. (BearOso) - Add support for relatively stylish save slots. (ichigo-0, BearOso) - Removing XML configuration file formats benefits another format like Win32. Make joystick constraints and more options readable and editable by humans. (BearOso) - Try adding device buttons when initially starting OSS. (BearOso) The Current Setup I: Super Famicom (2/1/3 SNS-CPU-1CHIP-02) → SCART → OSSC → StarTech USB3HDCAP → AmaRecTV 3.10 Kakashi Post: #16 of 210 Since: 10-29-18 Last post: 448 days Last view: 420 days Not surprised to see mudlord involved with a hack. And hey! Dwedit! It's been a long time without seeing him! BearOso Post: #8 of 175 Since: 10-30-18 Last Post: 22 Days Final 22 days posted by KakashiNo surprise to see mudlord involved with a hack. Yes, advanced cabinet tables come from him. The hacks are optional, though. They are primarily for libreto and they are clearly labeled to know they are hacky. Gtk+ ports hide them behind a configuration flag and Win32 doesn't even expose them. I don't have too much of a problem with hacks like this as long as it's made clear that they're going to break things or not how it's supposed to sound. If people want to try to ease the slowdown or blink or clean up the sound, that's fine. I'm just disappointed when people want things to act like zsnnes. I don't care if that's how you remember it because you didn't have a SNES and pirated game in the late 90s. It's like a remnant of 1337 h4ck3r self aggrandizement from back then. And hey! Dwedit! It's been a long time without seeing him! He fixed a series of things with state-saving contradictions to fix runahead in libreto, for which he was also responsible. I've made some big changes towards GTK+ which are basically side effects of having fun with Wayland. creaothceann Post: #9 of 312 Since: 10-29-18 Last post: 2 days Last view: 21 hours Posted by KakashiAnd hey! Dwedit! It's been a long time without seeing him! Current Setup: Super Famicom (2/1/3 SNS-CPU-1CHIP-02) → SCART → OSSC → StarTech USB3HDCAP → <3> AmaRecTV 3.10 DonJon Post: #5 of 88 Since: 11-04-18 Last post: 454 days Last view: 454 days hm, I think I remember mudlord. At least he contributed something. Great Snes9x release! Broseph Post: #11 of 166 Since: 10-29-18 Last post: 133 days Last view: 133 days Amazing work BearOso and everyone who worked on this. Posted by BearOso He fixed a bunch of things with conflicting state savings to fix runahead in libreto, for which he was also responsible. I'll have to check with SNES Blackthorne to see if it works like it did in 1.56 with runahead on. With a 1.56 libreto core, there is a strange behavior that occurs in the game when the runahead is turned on (1 front frame); Whenever you walk left or right pause the entire screen and when you release left/right then it's back to normal. I assume something in the game has some kind of next frame reaction that causes this but usually whenever this happens, you only see a 1 frame jump instead of the whole screen pausing and unpausing. Of course, the easy fix is to just turn off the runahead (which is why things like Retroarch are useful because everything can be configured on a per-game basis) because runahead depends a lot on the game. anyway, great work again. Broseph Post: #34 of 166 Since: 10-29-18 Last post: 133 days Last view: 133 days Snes9x 1.58 released: Move the LICENSE file to the base directory and use a stub in all the source files referring to it. - Điều chỉnh Hack thời gian Châu Aniki. - Sữ dụng dung numbering when displaying pressed keys. - Hide the control port if it is disabled when the key is displayed. - Fix movie play play back. libreto: - Fix alternating modes when overscan crops are activated. - Allow override -f. (orbea) GTK+: - Use snes\_ntsc deployment. - Remove additional LGPL licenses to avoid confusion. - Don't translate configuration file entries. Repair rupture on non-C. language - Fixes a problem where the configuration file does not contain all configurable items. - Eliminate configuration options for Netplay, Joystick, and JMA. SDL 2.0 is now required. - Update gettext and remove intltool. update-po will now catch all translated strings. - If so, reducing the input latency option will now use the fence instead of glFinish to prevent CPU hogging. - Text on the screen may have a width change and will be visible in some cases anymore now. Win32: - More selected audio equipment (XAudio2 only) epguy40 Post: #2 of 2 Since: 07-06-19 Last post: 536 days Last view: 536 days Snes9x 1.60 is released at the end of April 2019 on 1.60 Since: #226 10-30-18 Last post: 1 day Last view: 16 hours Posted by epguy40Snes9x 1.60 released in late April 2019 on github see the release notes there Dangit I was excited for a new release... then gradually realized that I had that version installed. Anyway, thank you for topped up. AMD Ryzen 3700X | MSI Gamer Geforce 1070Ti 8GB | 16GB 3600MHz DDR4 RAM | ASUS Crosshair VIII Hero (WiFi) Motherboard | Windows 10 x64 Page: 1 Main » Emulation » Snes9x Snes9x

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