

PCSX2 v0.3

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Une nouvelle version de PCSX2, émulateur Playstation II en cours de développement, a été mise en ligne. Au menu des nouveautés:

- Interface multi-langues ,le français n'est encore pas dispo :(

- Upgrade de plugins:

1) gssoft 0.41

2) cdvdbin 0.62

CPUS

-FAke BC0 opcodes in cop0

-Trap instructions fixed in interpreter

-Fixed some fpu bugs in interpreter

-Fixed MMI bugs in interpreter

-VIF1 cmd now handles the i bit, still not 100% correct

-VIF1dma now handles 'from Memory' transfers

-More Unpack case in vif

-fixed several VIF1 bugs

-VIF0 fixed also

Hardware

-8 bit DMAS

-mem128 read/write routines

-Implemented latency interrupt thingy

-Fixes to rootcounters

-FIFO fix

-IOPmem fix

-optimaze gs dma

Debugging

-DECI 2 Protocol !!

-fix some stuff in pcsx2 debugger

-add cpu ops debug in debugger

-Logging to STDOUT added

-add more memory mapping for EE

and IOP

HLE

-rewrote of HLE code for pads (padman-xpadman). This will solve some pad problems

-rewrote the HLE code for Loadmodule

-New INTC handling in HLE bios

-Implement VSyncSetFlag in HLE bios

-Added memory dummies in mcserv. Now memcards wil be appear as functional.

-sceCDReadIOPm in CDVD HLE

-Added dummy handles for mtapman901/3

-new Threads at BIOS HLE. Still not finished

La version windows de l'émulateur est disponible [ici](#).

Pour une version Linux ou mettre à jour vos plugins, consultez la page de downloads PCSX2.