Pcsx2 0.9.9 R 5139

. Apr 27, 2012 Assertion Failure - PCSX2 (0.9.9) r-5139. No. Posts: 3.560. Threads: 21. Joined: Jul 2010 History of PCSX2 0.9.9-dev March 24, 2020 PCSX2 v0.9.10 has been released. It should fix all the reported bugs and is recommended to use. See the release notes for details. Here are the bugs fixed in the last release. * PCSX2 no longer raises exceptions when accessing memory space with size greater than 2GB * PCSX2 can handle more than 30 minutes of pause time per session * PCSX2 doesn't raise assertion errors anymore * PCSX2 now also supports Wii U textures * PCSX2 finally supports CUDA mode in more games * PCSX2 can use more than 2048 threads in SPU2-X * The way file names are handled in gamepatch is also fixed * Clang, GCC, Visual C++ compilers now work * GNU C Library has been updated to 2.23 * Supported Direct3D 10 API * Support for OSX 10.8 Lion * mKronos 5.1 support * PCSX2 has gone through extensive testing of the Steam Runtime and will now officially run on Steam Machines * Added support for direct play to Steam Runtime * Added support for Vulkan API * Added support for Gallium3D * Added support for AMD FirePro S10000 * Added support for Nvidia 9xx and 10xx * Added support for Apple's Metal API * Added support for GPU Metal * Added support for DirectCompute 9.3 API * GPU OpenCL * GPU Vulkan * Improved PCSX2 support for Steam's upcoming features * Source now has a built in changelog system for easier browsing * Disabled hardware button API * BSAI has been added to PSX Wii's audio output * Added new animation tools * Added new effects tools * added Cybele support * Added DVD and CD based options in memory for games * Option to skip dumping debug memory at the start of a patch * Added developer options * Added developer description * Added on-the-fly game patching with support for certain game patches to execute during gameplay

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[5015. pcsx2 0.9.9 r 5139] *** Another crash. This time. It seems to be a crash due to the window configuration . Jun 25, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [5153]. Threads: 2. Joined: Oct 2012 [5153] pcsx2 0.9.9 r5139 Jun 27, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [5153]. Threads: 2. Joined: Oct 2012 [5153] pcsx2 0.9.9 r5139 Jun 25, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [5153]. Threads: 2. Joined: Oct 2012 [5153] pcsx2 0.9.9 r5139 Jun 27, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [5153]. Threads: 2. Joined: Oct 2012 [5153] pcsx2 0.9.9 r5139 Jun 25, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [5153]. Threads: 2. Joined: Oct 2012 [5153] pcsx2 0.9.9 r5139 Jun 27, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [5153]. Threads: 2. Joined: Oct 2012 [5153] pcsx2 0.9.9 r5139 Jun 25, 2014 Crash, PCSX2 0.9.9 r5139. Post Battle Legend, [2d92ce491b