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Shadow of the colossus emulator

Shadow of the Colossus is a 2005 action-adventure game developed by SIE Japan Studio and Team Ico and released by Sony Computer Entertainment for PlayStation 2. The game was released in North America and Japan in October 2005, and in pal regions in February 2006.It directed by Fumito Ueda and developed at SCEI's International Production Studio 1, also known as Team Ico; the same development team responsible for the cult hit Ico, for whom the game is considered a spiritual successor. The story of the game centers on a young man named Wander who enters a forbidden country. Wander must travel through a huge expansion on horse-riding and win sixteen massive creatures, known simply as colossi, to restore the life of a girl named Mono. The game is unusual in the action-adventure genre of not being cilies or dungeons to explore, no characters to interact with, and no enemies who win like colossi. The shadow of Colossus has been described as a puzzle game, as the weakness of each colossus must be identified and exploited before it can be overcome. PCSX2 Wiki Go to Navigation Go to Search Developers: Team IcoPublisher(s): SCEA (US), SCEI (JP, KO), SCE Korea (KO), SCE Australia (AU), SCEE (EU)Genre: Action, AdventureWikipedia: LinkGame review links: Metacritical: 91/100Play description: Players take on the role of a young man seeking truth in an ancient story of power hidden in a mystical land. The Shadow of Colossus is a majestic journey through ancient lands to search for and destroy giant mythical beasts. With a reliable horse by your side, players explore spacious lands and unearth every towering Colossus creature. The restless task of defeating Colossus is based on intelligent puzzle solving and action-oriented gaming. With strong wit, a mystical sword and a sturdy bow, players use the wit and strategy to bring down every monster. Test configurations in Windows: Environment Configuration Comments Tester Area Operating System Processor/GPU Check graphics Audio/pad NTSC-U ? Uknown dual core @ 2.60 GHz ? 0.9.7 (r3113) GSdx 0.1.16 SPU2-X 1.4 LilyPad 0.10.0 99.230.227.175 NTSC-U/J ? Intel Pentium E5400 @ 2.70 GHz Nvidia GeForce 9600GT 0.9.8 GSdx (r4600) SPU2-X (r4600) LilyPad (r4510) BIOS: USA v2.00. Needed for VU Cycle Stealing 3, works well for 2-3x native res. Machina ? Intel Core i5-3210M @ 3.10 GHz NVIDIA Geforce 660M 1.1.0 GSdx SSE41 (r5622) SPU2-X (r5559) LilyPad (r5403) BIOS: USA v2.20, HACKS: Aggressive-CRC, Half-pixel Offset, D3D11, EE Cycles=2, VU Cycles=2, MTVU=DISABLE, Rest by default. Since the CPU & GPU (Notebook) is not very good, I have had to use some VU & EE improvements. ZIZU4851 NTSC-J Windows Intel Core i5-3570K NVIDIA GeForce GTX 680 (r5649) GSdx Europe v02.00(14/06/2004), EE/VU Rounding: None/None, 1 - EE cycle speed with DEFAULT, the game works fine with nothing NTSC-J Windows Intel Core2 Duo E8500 @ 3.16 GHz NVIDIA GeForce GTS 250 @ 512 GB 1.1.0 (r5726) G Sdx SSE41 (r5726) SPU2-X 2.0.0 (r5695) LilyPad 0.11.0 (r5403) Still playable. Some render errors (shadows & blurring) in hardware mode... Software is OK. NTSC Windows 8.1 Intel Core i5-3330 @ 3.00 GHz AMD Radeon R9 270X @ 2 GB 1.2.1 EE/IOP: Round Mode: Nearest Clamping Mode: None VUs: Round Mode: Nearest Clamping Mode: None Speedhacks: MTVU: x EE Cyclerate: 3 VU Cycle Stealing: 0 GSdx 0.1.16 SSE41 Renderer: Direct3D11 (Hardware) 8-bit Textures: ✓ Internal Resolution: 3x Texture Filtering: Bilinear (PS2) Advanced Settings and Hacks: Alpha: ✓ Alpha Stencil: ✓ Half-Pixel Offset: ✓ Sprite: ✓ WildArmsOffset: ✓ Aggressive-CRC: ✓ SPU2-X r5830 2.0.0 Lilypad r5878 0.11.0 BIOS USA 2.20, Game runs perfectly fine. LeTeTeuX NTSC-U Windows 7 Intel Core i5-4690K @ 4.00 GHz Asus GeForce GTX-770 DCOC 1.2.1 GSdx (2014-07-14) Speedhacks: None, GSdx Renderer: Direct3D9 (Hardware). Fully playable, intro FPS sags 5 FPS when 4.0 GHz, and 10FPS when 3.5 GHz, but the gameplay is always 60 regardless. Connecting progressive scanning to the game got me an extra 3 FPS averages for some reason. Roa NTSC-U / PAL Windows 7 AMD Phenom II X4 955 @ 3.20 GHz AMD Radeon HD 7970 1.5.0 (2016-May) Speedhacks: INTC Spin: MTV / U: ✓ EE Cyclerate: - 2 VU Cycle Stealing: 0 GS dx SSE2 1.1.0 Rendering: Direct3D11 Internal resolution: 2x Texture filtering: Bilinear (Forced) CRC Hack Level: Aggressive Advanced Settings and Hacks: MSAA: 2x Alpha Stencil / ✓ Half-Pixel Offset: / WildArmsOffset / Frame Limiter: Enabled. Frame rate: 60 FPS constant. yoritiba NTSC-U Win10 AMD Ryzen 5 3600 share AMD RX 5700 1.7.0-20200628204837 GSdx 20200628204837 spu2-x-r5875 Hardware rendering is still borked and cannot show most of the visual effects. Very questionable performance (end cutscene), cannot run EE 130% without massive decelerations. And 130% EE breaks physics. StalkerstalkerAMD Testkokoonpanot Linuxissa: Ympäristökokoonpanot Kommentit Testaaja Alue Käyttöjärjestelmä CPU / GPU TarkistusGrafiikka Ääni / Pad NTSC-U Ubuntu 18.04.1 Intel Core i5-4690K Stock Sapphire HD 6950 1 Gt 1.4.0 GSdx 1.1.0 Sse2 SPU2-X 2.0.0 Toimii hyvin Jonkin verran hidastumista, ei häiriöitä, 80-90% nopeus ketjupalo NTSC-U Ubuntu 19.04 Ydin 5.0.0 Intel Core i5-2500K @ 4.1 GHz AMD Radeon R9 280X 1.5.0-0 Speedhacks: EE Cyclerate: 0 EE Cycle Skipping: 1 MTVU: / GSdx 1.1.0 SSE4.1/AVX Renderer: OpenGL (Hardware) Texture Filtering: Bilinear (PS2) Laitteistotilan asetukset: Salli 8-bittiset tekstuurit / Suuri Framebuffer / Tarkka päivämäärä / Ota käyttäjän hakkerointi käyttöön / Sisäinen resoluutio: 3x Native Anisotropic Filtering: 8x Blending Unit Tarkkuus: Automaattinen CRC-taso: Aggressiiviset lisäasetukset: Nopea tekstuuri invalidointi / Half-pixel Offset : (Texture) SPU2-X 2.0.0 OnePAD 0 1.3.0 • Works 100% most of the time native res 3x. 3x. Sometimes drops to 80% in limited spaces (coloss, inside the temple), sometimes there are fps dips just like on PS2. • Increasing or reducing the EE cycle speed from 0 slows down emulation • Increasing the overtaking of the EE cycle to more than 1 leads to choppier, lower fps rendering. Adding to 1 produces a speed of 100 percent in most areas, compared to 70 percent at 0. • Progressive scanning enabled according to in-game settings. BIOS used: USA v1.6 Stogas PAL Debian 10 Intel Core i5-4570 CPU @ 3.20 GHz NVIDIA GeForce GTX 760 2 GB 1.6.0 Enable high-speed DVD: Yes MTVU: Yes EE Cycle Skipping: 1 GSdx 1.2.0 AVX 2 renderTi: Internal resolution of the OpenGL hardware: 3x anisotropic filtering: 16x Allow 8-bit textures: Yes Mixing resolution: Normal semipixel offset: Normal (Vertex) SPU2-X 2.0.0 OnePAD 0 2.0.0 Works mostly at full speed, but can be up to 50% from time to time. Enable progressive scanning and turn off widescreen mode with in-game settings both improve performance. Ratchet66 Trivia Original names: フンダと巨像 (SCPS-15097) & amp; (SCPS-19320) & amp; (SCPS-19335), 辻達與巨像 (SCAJ-20146), 완다와 거상 (SCKA-20061) Also known as Wang Da Yu Ju Xiang (AS), Wander to Kyoizou (JP, JP KO) Shadow of the Colossus is one of PCSX2’s most popular games, but it’s one of the most complex to emulate because the original PlayStation 2 release pushed console boundaries and often suffered body losses. This game is very processor intensive, even for PCSX2. The game has a built-in 16:9 widescreen mode, resulting in a larger part of the world visible. Switching to widescreen mode has a slightly impact on performance. Known issues Poor performance Mode: Active Type: Main Description: The game works very slowly. Work-in-progress method: Go to > emulsification settings > speedhacks and increase VU cycle stealing until it runs smoothly. Note: The theft of the VU cycle may cause translucities of certain textures, especially from a distance. Work-in-work method: Go to > emulsification settings > game fixes and enable OPH Flag Hack. This should lead to a significant improvement in performance in some areas. Overflow status: Active type: Serious description: Flowering is too bright, so it’s hard to see much screen in sunny places. Work-in-work method: Go to The Config > Video (GS) > Plugin Settings app, use the OpenGL Hardware Renderer, and set Accurate Date to Fast and Accurate Mix to Normal. Alternatively, you can set renderer settings in any ((Software) option. Work-in-work method: Go to configuration >video (GS) > extension settings and set CRC hack level to Aggressive this completely disables the flowering effect). Texture alignment error Status: Active type: Minor description: The flowering of shadow creatures, pigeons, the Wanderer’s Sword and Mono’s dress is placed in the upper left corner of its right location. Work-in-work method: Go to the Config (Config > Video) ->extension ->extension click Enable HW Hacks, go to configure hacks and enable Half-Pixel Offset hack. Applying a halfpixel transition can lead to white lines flickering along the top and left edges of the screen. Go to the Configuration Settings > GS Windows > tab and remove flickering lines by setting zoom to 102.60%. Using TC Offset(350, 350) instead of a semipixel offset hack fixes flickering edges and distorted motion blur, but causes problems in remote terrain. Alternatively, you can set the internal resolution to Original or set renderer settings to any ((Software) option. Dark edge in the lower-right corner of the screen Mode: Active Type: Low Description: Dark grey/black texture appears at the bottom and right edge of the screen when scaled. Work-in-work method: Go to GS (Config > Video) > Plugin Settings, click Enable HW Hacks, go to advanced settings and hacking, and set Half-Pixel Offset to normal (Vertex). Fixed issues with Weird Shadows Status: Fixed Type: Minor Description: All the characters in the game, including Agro, cast strange, sketched shadows. Work-in method: Use the latest version of PCSX2. Game Screenshots Colossus Shadow (SCPS 15097) Colossus Shadow (SCES 53326) Game Videos Official PCSX2 1.1.0 Game Video: Link

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