

BETA 6**Menu System***Bug Fixes*

- Fixed an issue where going back to the BIOS from the options and enabling the CD-ROM would lock-up the system.

ARM/FPGA Changes

- Command handler adjustments (fixes the intro video in “Parasite Eve 2” from randomly freezing).

BETA 5**Menu System***Bug Fixes*

- Fixed an issue where some options were disabled.

BETA 4**Menu System***Bug Fixes*

- Fixed an issue where some users would be stuck on “Reading Directories” during startup.

ARM/FPGA Changes

- Command handler adjustments.

BETA 3**Menu System***Bug Fixes*

- Array overflow issue addressed (fixes ‘Fear Effect [NTSC]’).

BETA 2**Menu System***Bug Fixes*

- Returning to the menu and selecting another game would cause the system to freeze on “Reading Data”.

BETA 1**Menu System***Bug Fixes*

- System CNF loading now uses a fixed array (fixes an issue with 'Fear Effect [NTSC]').
- Loading from the CD-ROM no longer uses 'LoadExec' (fixes an issue with SquareSoft titles).
- Updates will now be executed even if there are no folders present on the SD Card.

Improvements

- Burn-in (saver) trigger time doubled.

ARM/FPGA Changes

- Seek delay adjustments.

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