

Menu System

Bug Fixes

- The 'System Information' page in PAL mode is now correctly formatted.
- System CNF loading now uses a fixed array (fixes an issue with 'Fear Effect [NTSC]').
- Multidisc titles will now send the correct PS-EXE "BOOT" string to the MemCard Pro.
- Returning to the menu and selecting another game would cause the system to freeze on "Reading Data".
- 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.
- Fixed an issue where some users would be stuck on "Reading Directories" during startup.
- Fixed an issue where some options were disabled.
- Going back to the BIOS from the options and enabling the CD-ROM will no longer lock-up the system.
- Some compiler warnings were fixed (should help with memory and pointer sanity).

Improvement

- Burn-in (saver) trigger time doubled.

ARM/FPGA Changes

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

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