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Armored core for answer ps3 emulator

Note: This post is only intended for reporting spam, advertising, and problematic posts (harassment, fighting, or rudeness). Reddit and its partners use cookies to provide a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain services, improve the quality of Reddit, personalize content, and measure advertising effectiveness. By rejecting non-essential cookies, Reddit may still use certain cookies for proper platform functionality. Omega Member 0 13 posts 0 threads Joined: Sep 2018 Reported game issue: "Armored Core" now playable without crashes. Small issue remains with player's AC texture artifacts (seen in screenshot). Plays at full speed without vsync. Question: Is Armored Core 4 fixed? Unable to use certain settings, such as TSX. Saxon Member 0 1 posts 0 threads Joined: Jan 2020 Fixed the player's AC texture artifacts by enabling "Write Color Buffers". Haven't fully tested the game with this setting yet. Rustler One Member 0 1 posts 0 threads Joined: Aug 2018 Reference post: RPCS3 Version 0.0.9-9806-01db83bc Alpha Hardware: 2x Xeon X5675 at 4.12ghz, R9 280x, 48gb ddr3. Reported game issues: * Full playthrough with little issue; fps drops and low fps in some missions. * Menus would lag after 3 hours (twice), possibly due to 3gb vram on the GPU. * Weird artifacts when buildings or objects were destroyed. * Sky had artifacts, including a flickering sun in the mission "Defend Arteria Carpals". * AC textures didn't work correctly; turning on write and read color buffers fixed it but caused crashes. I've had a few minor issues with the game while playing through it using this emulator. The problems mostly stem from artifacts appearing on screen, even when running at reduced graphics settings. These aren't too distracting but can be annoying to look at. In my experience, I found that enabling write color buffers often helped improve performance and reduce these artifacts, although it sometimes resulted in the game crashing during specific load screens or missions. During my playthrough, I experienced occasional drops in frames per second (fps), particularly in certain mission sections where the frame rate would occasionally drop. This might be due to limitations with the hardware used, such as my current GPU's 3GB of VRAM. Despite these issues, overall, I'm able to complete the game without too much difficulty. The improvements made by this emulator are quite notable and allow me to enjoy the game once again. To get Assassin's Creed: Freedom Cry (ACFA) working smoothly in RPCS3, follow these steps: 1. Lower the frame rate to 60 FPS or the game might become unplayable. 2. Boot up the game and notice that it has some minor glitches, which will be fixed in a future update. 3. Complete the tutorial and save the game. 4. Close the game and enable "Write Color Buffers" in the GPU settings before re-starting the game. Failure to follow this order can cause the game to crash during the tutorial. The game may experience some minor performance issues, such as dips in frame rate, but they should not be severe enough to make it unplayable. It's recommended that you update to version 1.35 of the game using the provided link. If the update has already been downloaded, this should resolve any existing issues. Some users have reported success with this method, including finetundra and Omega, who used RPCS3 build 0.0.10-10413-7080305d_linux64 to run the game without issues. However, eyeeye encountered an issue where enabling "Write Color Buffers" caused the game to crash during missions involving enemy NPCs (non-player characters). Others have experienced similar problems with "mesh on my AC textures," although it's unclear if this is related to the "Write Color Buffers" setting. As of now, there isn't a clear solution for this issue. Write Color Buffers causing crash issue when trying to start mission, tried UndeadChili method but it only works on first mission, anyone know how to make it work? Sorry for bad english skills. It seems Write Color Buffers always crashes at loading screen if NEXT enemy involved and Order match with Write Color Buffers enabled always crashes too (no issues with ally NEXT missions). I'm happy to share that I found the fix: enable BOTH options in Configuration > GPU > Additional Settings, including Write Color Buffer Configuration > Advanced > GPU > Read Color Buffers. This solves graphics missing issue on mech and prevents game crashing due to write access error when playing match with NEXT. Compatibility List is being updated regularly. Current compatible games are listed below, please check this page often for latest updates. Games can be filtered by clicking on their ID for forum thread or title for wiki page. Online-only games are marked with a network icon and not included in game count. * Playable (69.75%): Games that can be completed with playable performance and no game-breaking glitches. * Ingame (27.34%): Games that either can't be finished, have serious glitches or have insufficient performance. * Intro (2.85%): Games that display image but don't make it past the menus. * Loadable (0.06%): Games that display a black screen with framerate on window's title. * Nothing (0.00%): Games that don't initialize properly, not loading at all and/or crashing the emulator. Ingame status is categorized into four main categories: - Inable (27.34%) - Intro (2.85%) - Loadable (0.06%) - Nothing (0.00%) Each category contains a list of compatible games and applications that can be run with the emulator. The lists are subject to change frequently, so it's recommended to check back often for updates. Clicking on a game ID or title will redirect you to relevant forum threads or wiki pages. Games listed under Intro, Loadable, and Nothing statuses have an online icon indicating they require a network connection. The list contains various types of games, including playable ones, which can be completed with good performance and no major glitches. The games are divided into categories such as Ingame, Intro, Loadable, and Nothing based on their functionality. Some games may have network online-only icons to distinguish them from other game counts. It's essential to regularly check this page for the latest updates. 1. Ingame - Games with game breaking glitches: Unable to finish, serious issues. 2. Intro - Games displaying image but failing to progress past menus. 3. Loadable - Games showing a black screen with framerate in window title. 4. Nothing - Games that don't initialize properly, crashing emulator. 5. Playable - Games completed with playable performance and no glitches. The lists are updated frequently, check the respective pages for updates. Clicking on game IDs redirects to forums or wiki pages. The emulator's compatibility list is constantly updated, so it's essential to check this page regularly for the latest information. The list categorizes games into four statuses: Online-Only, Playable, Ingame, and Intro. **Playable Games:** These are the ones that can be completed without any game-breaking glitches (69.75%). **Ingame Games:** These include titles that either can't be finished, have serious glitches, or insufficient performance (27.34%). The statuses also mention: - **Intro***: Games which display images but don't pass beyond menus. - **Loadable***: Those displaying black screens with a framerate on the title. - **Nothing***: The ones not loading at all and/or crashing the emulator. Three pages of compatibility lists are provided (Pages 15, 16 and 17), each listing the current compatible games tested with the emulator. These statuses and category details are subject to change frequently; therefore, frequent checking is recommended for the latest updates. Playable Games #### List of Current Compatible Games Games that can be completed with playable performance and no game-breaking glitches. #### Game Status Explained - **Intro***: Games display an image but fail to progress past menus. - **Loadable***: Games display a black screen with a framerate visible in the window's title. - **Nothing***: Games don't initialize properly, not loading at all, or crashing the emulator. - Online-only games and applications have a network online-only icon. #### Game Updates This page is subject to frequent updates. Please check back often for the latest information. #### Game Information Links - Clicking on a game's ID redirects you to its respective forum thread. - Clicking the title redirects you to its respective wiki page. Entry contains no available game updates for God of War, Unearthing The Legend, God of War: Ascension Original Soundtrack, God of War: Blood and Metal EP, God of War: Ghost of Sparta - Original Soundtrack, Gran Turismo 5 Prologue Concept Movie, Guacamelee! Soundtrack, Heavy Rain Original Soundtrack, Infamous 2: The Blue Soundtrack, Infamous 2: The Red Soundtrack, Killzone 2 Behind the Bullet, Killzone 3 Behind the Scenes, Killzone 3: The Official Soundtrack, Killzone Mercenary - Original Soundtrack, Knytt Underground Soundtrack, Lightning Returns Final FantasyXIII PlayView, Metal Gear Solid V: The Phantom Pain Trailer Exporter, Monster Hunter Fiesta 11 Fukuoka - PlayView, Monster Hunter Fiesta 11 Nagoya - PlayView, MotorStorm RC Soundtrack, Papo and Yo Soundtrack, rain Music Montage, rain Musical Montage, Retro/Grade Soundtrack, Senran Kagura: Bon Appétit! & Valhalla Knights 3 Gold PlayView, Starhawk Original Soundtrack, Super Stardust HD Soundtrack Adam's Venture: Chronicles, Assassin's Creed Ascendance, Atelier Escha & Logy, and more - No Available Game Updates Monster Hunter Fiesta 11 Fukuoka Team ICO Video: Behind The Scenes Part 1 Adam's Venture: Chronicles Soundtrack Atelier Escha & Logy: Alchemist of the Dusk Sky - PlayView Vol.2 The Last of Us Original Soundtrack This collection includes various soundtracks from different games, including Beyond: Two Souls, Call of Duty: Black Ops Zombies, Dark Souls, and more. Many entries in this list contain the note "no available game updates," indicating that there are no new features or patches to be downloaded for these titles. Some notable soundtracks include God of War: Ghost of Sparta and Killzone 3: The Official Soundtrack. Other content includes featurettes and making-of documentaries, as seen in Beyond: Two Souls Making Of Featurettes. Additionally, some games have companion soundtracks, such as Papo and Yo Soundtrack and Retro/Grade Soundtrack. The collection of game soundtracks and videos seems to be a jumbled mess with many entries marked as having "no available game updates." There are mentions of specific games like Team ICO, Tearaway, and Uncharted, but the focus is on the PS3 emulator RPCS3. The author claims that the current version of RPCS3 won't run Armored Core 4: Forte (AC4A) no matter what, but they have a setup that works for most people. However, this setup is touchy and not recommended for use with other games in the emulator. There's also an alternative to playing AC4A on PC through Xenia, which might be a better option due to its simplicity compared to trying to get it working on PS3. The author invites readers to reach out to them on Twitter or Twitch for more information and assistance. If it's even better, feel free to reach out if you require additional information - can be found on @iivigames' Twitter profile. Currently, there's just one available review for this product.