

Last login: Wed Aug 29 23:26:31 on ttys000
Samsas-Mac-mini:~ samsa\$ cd "`dirname '/Applications/pcsx2.app/Contents/Resources/script'`; cd pcsx2; clear; ./pcsx2; exit

F1 - save state
(Shift +) F2 - cycle states
F3 - load state
PCSX2 beta (r2578822) - compiled on Jun 30 2012
Savestate version: 8b410001
EE pc offset: 0x2a8, IOP pc offset: 0x208
x86Init:
Features:
Loading plugins...
Loading GS...
Loading PAD1...
Loading PAD2...
Loading SPU2...
Loading CDVD...
Loading DEV9...
Loading USB...
Loading FW...
Plugins loaded successfully.
ZZogl-PG: Disabling MRT depth writing.
ZZogl-PG: You've manually enabled these hacks:
ZZogl-PG: 'No logz' hack enabled.
Resetting...
Ready
Loading plugins...
Loading GS...
Loading PAD1...
Loading PAD2...
Loading SPU2...
Loading CDVD...
Loading DEV9...

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    Loading USB...
    Loading FW...
Plugins loaded successfully.
Initializing plugins...
ZZogl-PG: Calling GSinit.
ZZogl-PG: GSinit finished.
Plugins initialized successfully.
* CDVD Disk Open: DVD, Single layer or unknown:
* * Track 1: Data (Mode 1) (1007712 sectors)
Bios Version 1.60
Bios Warning > rom2 not found.
Bios Warning > erom not found.
Framelimiter rate updated (UpdateVSyncRate): 59.94 fps
Opening Plugins...
Notice: GS Plugin does not implement GSsetFrameLimit.
MTGS > Thread Started, Opening GS Plugin...
ZZogl-PG: Calling GSopen.
ZZogl-PG: Creating ZZogl window.
ZZogl-PG: Got Doublebuffered Visual!
ZZogl-PG: glX-Version 1.4
Xlib: extension "XFree86-VidModeExtension" missing on display "/tmp/launch-myTEjH/
org.macosforge.xquartz:0".
ZeroSPU2: Initialized portaudio...
ZeroSPU2: Created sound stream successfully...
ZeroSPU2: Started sound stream successfully...
Plugins opened successfully.
loadElfCRC: cdrom0:\SLUS_201.48;1
loadElfFile: 3001304 bytes
loadElfFile: cdrom0:\SLUS_201.48;1; CRC = 8CB179A6
XML Loader returned an error. Trying to load a pnach...
No patch found.Resuming execution without a patch (this is NOT an error).
ZZogl-PG: Disabling MRT depth writing.
ZZogl-PG: Current game CRC is 8cb179a6.
ZZogl-PG: You've manually enabled these hacks:
ZZogl-PG: 'No logz' hack enabled.
Issuing EE/iR5900-32 Recompiler Reset [mem/structure cleanup]
vtlb/mmap: Block Tracking reset...
iR3000A Resetting recompiler memory and structures
* PCSX2 *: ExecuteBios
# Initialize memory (rev:3.63, ctm:393Mhz, cpuclk:295Mhz detected)
# Total accessible memory size: 32 MB (B:2:8:0) (363:2:7c30)
# TLB spad=0 kernel=1:12 default=13:30 extended=31:38
# Initialize Start.
# Initialize GS ...
# Initialize INTC ...
# Initialize TIMER ...
# Initialize DMAC ...
# Initialize VU1 ...
# Initialize VIF1 ...
# Initialize GIF ...
# Initialize VU0 ...
# Initialize VIF0 ...
# Initialize IPU ...
# Initialize FPU ...
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# Initialize User Memory ...
# Initialize Scratch Pad ...
# Initialize Done.
```

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EE DECI2 Manager version 0.06 Mar 19 2002 18:11:29
CPUID=2e20, BoardID=0, ROMGEN=2002-0319, 32M
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ZZogl-PG: Depth 24
ZZogl-PG: You have Direct Rendering!
ZZogl-PG: Using multitexturing.
ZZogl-PG: Maximum texture size is 8192 for Tex_2d and 8192 for Tex_NV.
ZZogl-PG: Disabling MRT depth writing.
ZZogl-PG: Current game CRC is 8cb179a6.
ZZogl-PG: You've manually enabled these hacks:
ZZogl-PG: 'No logz' hack enabled.
ZZogl-PG: Shader file version is outdated! Only log-Z is possible.
ZZogl-PG: Initialization successful.
# Restart Without Memory Clear.
# Initialize GS ...
# Initialize INTC ...
# Initialize TIMER ...
# Initialize DMAC ...
# Initialize VU1 ...
# Initialize VIF1 ...
# Initialize GIF ...
# Initialize VU0 ...
# Initialize VIF0 ...
# Initialize IPU ...
# Initialize FPU ...
# Initialize Scratch Pad ...
# Restart Without Memory Clear Done.
Issuing EE/iR5900-32 Recompiler Reset [mem/structure cleanup]
vtlb/mmap: Block Tracking reset...
* PCSX2 *: ExecuteBios Complete
loadElfFile: cdrom0:\SLUS_201.48;1
Loading from a CD rom or CD image
loadElfFile: 3001304
addr 15208 "rom0:OSDSYS" -> "cdrom0:\SLUS_201.48;1"
addr 15970 "rom0:OSDSYS" -> "cdrom0:\SLUS_201.48;1"
addr 213d8 "rom0:OSDSYS" -> "cdrom0:\SLUS_201.48;1"
addr 90780 "rom0:OSDSYS" -> "cdrom0:\SLUS_201.48;1"
loadElfFile: cdrom0:\SLUS_201.48;1; CRC = 8CB179A6
XML Loader returned an error. Trying to load a pnach...
No patch found.Resuming execution without a patch (this is NOT an error).
Opening Plugins...
Plugins opened successfully.
ZZogl-PG: Disabling MRT depth writing.
ZZogl-PG: Current game CRC is 8cb179a6.
ZZogl-PG: You've manually enabled these hacks:
ZZogl-PG: 'No logz' hack enabled.
# Restart.
# Initialize GS ...
# Initialize INTC ...
# Initialize TIMER ...
```

```
# Initialize DMAC ...
# Initialize VU1 ...
# Initialize VIF1 ...
# Initialize GIF ...
# Initialize VU0 ...
# Initialize VIF0 ...
# Initialize IPU ...
# Initialize FPU ...
# Initialize User Memory ...
# Initialize Scratch Pad ...
# Restart Done.
# Restart Without Memory Clear.
# Initialize GS ...
# Initialize INTC ...
# Initialize TIMER ...
# Initialize DMAC ...
# Initialize VU1 ...
# Initialize VIF1 ...
# Initialize GIF ...
# Initialize VU0 ...
# Initialize VIF0 ...
# Initialize IPU ...
# Initialize FPU ...
# Initialize Scratch Pad ...
# Restart Without Memory Clear Done.
Closing plugins...
    Closing PAD1...
    Closing PAD2...
    Closing GS...
    Closing CDVD...
    Closing DEV9...
    Closing USB...
    Closing FW...
    Closing SPU2...
ZeroSPU2: Waiting for thread... done
ZeroSPU2: stream stopped...
ZeroSPU2: stream closed...
ZeroSPU2: portaudio terminated...
Plugins closed successfully.
```