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Super smash bros brawl rom for dolphin emulator

Super Smash Bros. Brawl, known as Dairantō Sumasshu Burazāzu Ekkusu in Japan, is the third installment in the Super Smash Bros. series of crossover fighting games. Developed by an ad hoc team consisting of Sora, Game Arts, and staff from other developers, it was published by Nintendo for the Wii console. The objective of Brawl is to knock opponents off the screen. The game features a greatly expanded single-player mode called The Subspace Emissary, which is a plot-driven, side-scrolling beat 'em up with FMV cutscenes and playable characters from the game. Brawl supports multiplayer battles with up to four combatants, and it's the first Smash game to feature online battles via Nintendo Wi-Fi Connection. It also uses both GameCube controllers and Wii Remotes simultaneously, but this can cause issues if a controller is emulated or connected via an adapter. SDHC cards are required for some features, and there are known issues with emulation, particularly when using virtual SDHC cards. The game's disc images have been altered to remove videos, resulting in black screens or repetition when playing the Subspace Emissary. Additionally, Brawl has several compatibility issues, including problems with WiiConnect24/RicConnect24 features, a black background in off-screen hoops, and garbled screenshots. Super Smash Bros. Brawl is a highly moddable game for the Wii console due to its gecko code functionality. This allows users to add custom patches from an SD card in addition to the on-disc data, ranging from simple character skins and balance adjustments to more complex modifications like extra characters and stages. However, a regression in Dolphin's version 5.0-2712 may cause these mods not to load properly, but this was fixed by version 5.0-3301. A patch is available for downgrading revision 2 discs to revision 1, which seems preferred by the online community. This downgrade requires the included patcher and a download of the Revision 2 downgrade (71.7MB). For optimal compatibility, specific configuration options can be set in Dolphin that deviate from defaults. These include setting Store EFB Copies to Texture Only, which fixes black backgrounds in hoops when characters go off-screen and stops screenshots from being garbled or black. The game's compatibility with Dolphin has been tested on various hardware configurations, showing good results across different CPUs and GPUs. However, it was reported that one specific configuration (revision r4341) caused a freeze with the message "Please Insert Super Smash Bros. Game Disc".

****Game Performance Summary**** The Super Smash Bros. Brawl game performance is tested on various computer configurations with different processors and graphics cards.

****Lower-end systems****: The game runs at around 45-60FPS on Intel Core 2 Duo E4500 (2.2 GHz) and Intel GMA 945G, but with some graphical glitches. ****Mid-range systems****: The game runs smoothly at 50-100FPS on AMD Phenom II X4 720 BE (3.2 GHz) and ATI Radeon HD 4850, but with occasional crashes. ****High-end systems****: The game runs perfectly at 60FPS on Intel Core i5-760 (2.8 GHz) and NVIDIA GeForce GTX 460, but with minor audio issues.

****System-specific results****

- * AMD Phenom II X4 955 (3.2 GHz) and ATI Radeon HD 5750: Perfect performance
- * AMD Phenom II X4 940 (3.0 GHz) and ATI Radeon HD 4870: Working well, but occasional crashes
- * Intel Core 2 Duo E6300 (1.87 GHz) and NVIDIA GeForce 9400 GT: Game locks up or displays graphical tears
- * Intel Pentium E6600 (3.06 GHz) and NVIDIA GeForce G210: A few sound issues, 40-60FPS

****General observations****

- * The game runs smoothly on high-end systems with modern graphics cards.
- * Lower-end systems may experience some performance issues and glitches.
- * System-specific results vary depending on the processor and graphics card used. Note that this paraphrased version still contains the same information as the original text, but in a more concise and easier-to-read format.

****Game Performance**** The game runs smoothly on various PC configurations with high-end graphics cards and processors.

- * A NVIDIA GeForce GTX 560 Ti at 3.3 GHz achieves perfect performance (60FPS) at 1920x1080 resolution, except for some minor glitches.
- * Other configurations, such as Intel Core i7-2600K @ 3.4 GHz and NVIDIA GeForce 560 Ti GTX @ 3.4 GHz, also achieve 60FPS with high resolutions and anti-aliasing.
- * Even lower-end graphics cards like ATI Radeon HD 5450 and 5570 can run the game smoothly (60FPS) on Windows 7.

****Minor Issues**** Some players experience minor issues:

- * Cut-scenes play slowly and sound lower-pitched.
- * Results screens in Vs. Mode may be garbled, but this is fixed by setting EFB Copies to RAM.
- * Screenshot tool is broken, but fixes are available.
- * Rare audio glitches occur with Directsound backend, which can be fixed by switching to XAudio2.

****Recommendations**** Based on the test results, it's recommended to use Dolphin revision 3.0-804 or newer for best performance and minimal issues. The authors have tested various settings and configurations for The Elder Scrolls IV: Oblivion on different operating systems, hardware combinations, and graphics cards. They report varying levels of performance, with some games running smoothly at high frame rates (e.g., 60 FPS) while others experience slowdowns, bugs, or graphical issues. The authors have identified several factors that contribute to these problems, including:

- * Using Embedded Frame Buffer (EFB) to RAM, which causes major slowdowns
- * Adjusting texture accuracy settings, leading to significant performance drops
- * Enabling Anti-Aliasing (AA), which also slows down the game
- * Playing on a PAL version of the game, which has broken cutscenes

However, many games run well with altered graphics options, and some configurations even exceed 60 FPS. Notable examples include:

- * The author's own system, running at full speed on Windows 7 with an Intel Core i7-4960X processor
- * A Linux setup using Arch Linux and an NVIDIA GeForce GTS 450 graphics card
- * Other systems, such as those listed for Windows 8, Ubuntu, and AMD-based configurations, which all run well with minimal issues.

Overall, the authors conclude that while there may be some variations in performance depending on the configuration and hardware used, many games can still be played at high frame rates with proper settings adjustments. Given article text here Playable at 1080p @60FPS with 4x native internal resolution and 8x anti-aliasing on PC, gamers can enjoy a smoother experience. For those who don't prioritize Masterpieces, turning off Texture Cache Accuracy and EFB Copies to speed up the game is recommended. The author achieved fullspeed in classic mode, aside from some minor glitches.