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Metal slug anthology ps4 lag

When the first release I heard there were some issues, but were they ever fixed? Also can you record videos via PS4 share or are they completely blocked? I think I've heard there was button lag issues and haven't heard any differently since. But maybe it was fixed. Do not know about the recordings. The 3-way-to-go deadly ones from well past, even single-player games play and look fine, but since it's a simulation simulation there's some noticeable input lag. I do not believe that the input interval was ever fixed because it has just dropped into the original ISO PS2 emulator. Input lag affects single and multiplayer. Individual game releases are much, much better. I think, I wonder if you can still record with the share button, even if it's exemplary loading time is a bit annoying, but other intelligent it's decent. It's more expensive and you won't find all the games on the collection, but you're better off buying the ACA version if you're looking for good versions. Currently only MS1, 2, X and 3 are available, but those are the best anyway. It's great, reduces the awesome input interval, about 5-15ms, metal slug 2,4,5 shows this example perfectly. It was also like this on the PS2 version. The input interval is very noticeable and the collection is not made playable for me. Definitely won't recommend. Ok guys, think I'll avoid ps4 ver. Thanks for the responses ~ We've found that JavaScript is disabled in this browser. Please enable JavaScript or switch to supported browsers to continue using twitter.com. You can see a list of supported browsers in our Help Center. Help the center seriously, the input interval on this game is inexcusable. It's also unseable. Just how, how does it get approved as a PS2 PS4 port? Is there anything I can't do about it? I've never felt cheated in buying game edits: also confirm lag with ps4 pro boost mode. The only game that has no input interval is 6. Contact support, it's worth a try. Saying that I doubt they will care. Just Got To Reason 3 was unvable to a point where it was not worthy due to the terrific performance yet they still wouldn't return me. The metal slug on the PS4 hasn't played, but I have a similar issue with cluster trucks. The game actually shipped with no option to reverse the horizontal axis! In 2017! Wth, it was only 2.99, but I still can't get a refund. Unable for us inverted Heathens. Come on Sony, move. You can call them and ask for a 'once in a lifetime return'. Not sure about the US store, but at the UK store it's also unclear whether it's even a PS2 port. Tbh Knowing it was the PS2 version, it's your fault. The metal slug on the PS4 hasn't played, but I have a similar issue with cluster trucks. The game actually has no horizontal axis to reverse Shipped with! In 2017! Wth, it was only 2.99, but I still can't get a refund. Unable for us inverted Heathens. Come on Sony, move. Damn, you can't reverse it into custom control options on the home screen, or is it just buttons? It's just like PS2 Or is og PS2 version without serious lag? Can op have an HDTV with larger input lag than good ol' CRT, which most of us remember while playing metal slug games? Wait, I thought the Wii version worked well. Why couldn't they just try to figure out what the difference between the two was and updating the PS2 port while they plan to resell it a decade later? I've been playing compilation very recently and I didn't notice any input lag. Maybe it's on your end? The game played just fine for me and was a lot of fun. It played last week and I didn't have any issues either. I played 3 games with rotating family members. Not a single complaint. I've been playing compilation very recently and I didn't notice any input lag. Maybe it's on your end? The game played just fine for me and was a lot of fun. It played last week and I didn't have any issues either. I played 3 games with rotating family members. Not a single complaint. The game (original) has a half second input delay.. I It's worth noting but nothing that will break the fun or be unsingable... 90% of gamers won't even complain and play fine. Said I don't believe SNK (?) will fix the original emulator for Sony to have iso updates in damn that is useless, I wouldn't expect them to port a game without boosting or fixing issues. Definitely get in touch with Sony support and give them your feedback. Damn that sucks, I wouldn't expect them to harbor a game without raising or fixing issues. Definitely get in touch with Sony support and give them your feedback. It is not a port. This is a simulation using the same original ISO... It plays like the original.. Simulation enhancements are more in performance and graphics... No gameplay. The same sounds like old delays. I remember playing the old wii version, which is dull as well. If you have a dull TV I image you will notice it. Contact support, it's worth a try. Saying that I doubt they will care. Just Got To Reason 3 was unvable to a point where it was not worthy due to the terrific performance yet they still wouldn't return me. I managed to get a refund from them once, customer support told me they would never return anything for me again when I bought the American version of the P4 area which was closed without any sign on the area store page. Damn, you can't reverse it into custom control options on the home screen, or is it just buttons? Wait if there is a custom control screen? Haha didn't know if I checked and updated my post, thank you! EDIT: I can't find any options for the controller outside of the game, help me, what am I missing? In truth, the input interval on this game is inexcusable. It's also unseable. Just how, it To be approved as a PS2 PS4 port? Is there anything I can't do about it? I've never felt so cheated in buying a game to try installing my TV in PC mode. It's There is a big difference for me. I remember being keenly aware of the input interval when I played MS1, so I tried MSX and saw it was gone. Its probably just an MS1 thing. Wait, I thought the Wii version worked well. Why couldn't they just try to figure out what the difference between the two was and updating the PS2 port while they plan to resell it a decade later? I always considered the reason for performing better than the Wii versions of SNK collections, which were more powerful just because of the Wii, stronger than the Wii GameCube, which was stronger than the PS2 and PSP. Wasn't it even a problem with the Capcom vs SNK 2 PS2 Classic version because that version didn't perform as well as the GameCube and Xbox versions? Yes, I remember my friends playing that metal slug on the PS4. The metal slug was sickening to see that the input treated so poorly with delays. Wait if there is a custom control screen? Haha didn't know if I checked and updated my post, thank you! EDIT: I can't find any options for the controller outside of the game, help me, what am I missing? If you're not missing anything, there's no inverted option in the cluster truck. The publisher (Tinybuild) complained on Twitter that it was too much effort, kept quiet for six months and then tweeted that they thought it had already been done and the patch was out. People told them they didn't find any patches and they just shut up again. If you're not missing anything, there's no inverted option in the cluster truck. The publisher (Tinybuild) complained on Twitter that it was too much effort, kept quiet for six months and then tweeted that they thought it had already been done and the patch was out. People told them they didn't find any patches and they just shut up again. Wow, well thanks, for feeling cheated back and. Sorry. There's no problem on my end except for a part of a mission at 3am. Plus it runs great. I am very happy with my purchase. This problem is significantly worse in the European version of the game, which I have seen than the American PSN version runs much better. Wait, I thought the Wii version worked well. Why couldn't they just try to figure out what the difference between the two was and updating the PS2 port while they plan to resell it a decade later? Wii and PS2 versions were developed at the same time. The Wii version ran better because the hardware was stronger. PS4 is just a simulation of PS2 games which is neoGeo simulation. In addition to the input interval from the original, you have now added overhead emulation and lag from HDTV. Part of the appeal for the developer to release these classics is that they don't really need to port the game, it's running in an emulator with upscale rendering options. They are not going to fix anything in the original code. MSA is just an awful lot candidate for PS2 on PS4. For the record, don't purchase any of the SNK PS2 Classics on PS4. The SNK PS4 ports of Metal Slug 3, Last Blade 2 and Garou MoV are all great, though. Pretty sure the Hamster Neogeo collection is also solid but with BC style simulation. Tbh Knowing it was the PS2 version, it's your fault. Yes, this is an exemplary copy of the PS2 version in which these were serious issues. Always do research before buying. Not that I don't think you should be entitled to a refund, however.. I This problem is significantly worse in the European version of the game, which I have seen than the American PSN version runs much better. Yes, it's 50Hz right? Long incision. I've owned (and its) better/worse individual versions of the metal slug game, but I've never really seen what you guys say about compiling on PS2, all the way back the disc I had the day it came out. I can feel the difference when I enable game mode on my KS8000 for Street Fighter V, when I really need it, so I should be able to notice. You should be able to get refund op. I once did it for the standalone release of Metal Slug 1 and 2 on PSP, because the slowdown was too much for me. Yes, this is an exemplary copy of the PS2 copy in which these were serious issues. Always do research before buying. Not that I don't think you should be entitled to a refund, however.. I Honestly, the most outrageous thing is price. \$ 20! Wait, if the compilation is bad on PS4, how is the PSP version on Vita? I remember when I bought MS3 I was recommended compilation but I kept off because of this exact reason. Yes, I remember my friends playing that metal slug on the PS4. The metal slug was sickening to see that the input treated so poorly with delays. The brand new stand-alone releases all Neo Jio stuff to run like dirt on the Xbox One. Companies that hold rights just don't give a. Yes, this is an exemplary copy of the PS2 copy in which these were serious issues. Always do research before buying. Not that I don't think you should be entitled to a refund, however.. I Yes, it's 50Hz right? Long incision. Boom. The more you know. Wait, if the compilation is bad on PS4, how is the PSP version on Vita? I remember when I bought MS3 I was recommended compilation but I kept off because of this exact reason. I've been playing PSP compilation since I got my Vita at launch. Since the game has been one of my go. Missing hits in the Wii version is not flash problem, and I've beaten them to back up all at times without the feeling of being crippled by input intervals. It's got cycling through these milisecond loading pauses when choosing the initial character, and that's all I can think of. If you absolutely needed very good experience, the release of MS3 was the way to go, but since there's more than one great game in the series, compilation shouldn't be on a blacklist in your mind. I've been playing PSP compilation since I got my Vita at launch. Since the game has been one of my go. Missing hits in the Wii version is not flash problem, and I've beaten them to back up all at times without the feeling of being crippled by input intervals. Find cycling through these milisecond loading pauses when selecting the initial character is, and that's all I can think of. Well that's good. Think I will be That up. I already picked up ms3's code mystics port and loved it, so I definitely want to play more of these games. Wait, if the compilation is bad on PS4, how is the PSP version on Vita? I remember when I bought MS3 I was recommended compilation but I kept off because of this exact reason. Ps3 port is great by M.2. (Neo Jio Collection) I don't know if the PSP version of that is the same or if they are Vita bound. Here's some horrendously filmed on offscreen videos about me playing the metal slug anthology on the PS4 right now, with my controller and hands visible. I very clearly press the button & stop several times to display the action response time... It is immediate for me. No input interval, maybe they'll give you a refund, I've had a couple of them when I asked. To be honest, I have no issue of playing collections. I loved it on PS2 and I just love playing as much on the PS4. The PS2 version may not be the best version of these games available but I'm definitely happy with it and it's something I often return to. Ps3 port is great by M.2. (Neo Jio Collection) I don't know if the PSP version of that is the same or if they are Vita bound. The PS3 port was pretty good, but hittashes were wrong. Which, I admit, is a very modest issue. Kind of annoying how they seized evidence basically everything that came out on neo-geo for re-release. You're in the tank in that video a couple minutes and jump, after killing the helicopter. Press the button, the thumb is completely away from the button in the air, then jumps. Clearly dull. It wouldn't be so easy to emulate OG game files.. Emulate the Ps2 version? There is most definitely input interval. I can also see it, especially when you're tapping right on the D-Pad. Especially right now is it? Stop: think the compilation input lag myth on GAF is just beneficial for selling individual standalone releases of metal slug games, like the \$8 ACA release of Metal Slug 2 that just came out last week. Page 2 Wait is the custom control screen? Haha didn't know if I checked and updated my post, thank you! EDIT: I can't find any options for the controller outside of the game, help me, what am I missing? No, I meant the PlayStation console was only on the menu, custom button assignment, but I see that you can only switch directional pads and not sticks. How bad of mine. How are you not looking at the delay between your press and the action on the screen? How can you not see it? Even when there's a delay I usually say it's a delay or just me but that video is clearly, frankly, a bit of a delay. The character doesn't run until you're completely away from the pads! Especially right now is it? Stop: I think the compilation input lag myth on GAF is just beneficial for selling individual standalone releases of metal slug games, The \$8 ACA release of Slug 2 was like that just came out last week. There is not a particular pickup at the input interval, but it is clear that there is a lag in this video ... Uuuuh pressed left, the character still in the process of turning right. You're about my fast oscillating thumb to touch down on the left D pad button, press it, just immediately after having the character turned right, and pretend what you're saying, sure. I only noticed that with Game 1 input interval, others worked fine. The

character doesn't run until you're completely away from the pads! So you're saying that my thumb release itself is like a frame of animation which is also started by button press, and Marco's response time is 1:1 with my own real life response time. You're about my fast oscillating thumb to touch down on the left D pad button, press it, just immediately after having the character turn right, and pretend what you're saying, sure. Man. Play your own video at 0.25 speed. Here, I also made a gif for you. The PS3 port was pretty good, but hiflashes were wrong. Which, I admit, is a very modest issue. Kind of annoying how they seized evidence basically everything that came out on neo-geo for re-release. Still considered all things better than most other ports of the game. I still like playing games on a real MVS or PC emulator though. Man. Play your own video at 0.25 speed. Here, I also made a gif for you. So you're showing me that I can take my thumb to the other side of the D-Pad fast Marco can complete a turning animation cycle. This is not the input interval. So you're showing me that I can take my thumb to the other side of the D-Pad fast Marco can complete a turning animation cycle. This is not the input interval. Good effort. Look at the end of the GIF when you are repeatedly pressing in the same direction. No animation cycle is changing at all. Just accept that you ignored the input interval. Tomb Raider all over the people again. So you're showing me that I can take my thumb to the other side of the D-Pad fast Marco can complete a turning animation cycle. This is not the input interval. I've never seen a more clear display of input intervals! I compile and I didn't notice any lag. I have GTA 3 and it once trailed a ton. I think ps2 copying software can be a bug or something that creates your ps4 lag. I re-established the game and doing my reworking for now. It bought during that last sale and was immediately disappointed. You already throw all your grenades due to the interval. 3 played fine but the jump was delayed. Good effort. Look at the end of the GIF when you are repeatedly pressing in the same direction. No animation cycle is changing at all. Just accept that you ignored the input interval. You mean where I started trying to tap soft and missed the button for the first time. I believe that a good selection was made on your part. You can make GIF for me, I make GIF for you. These are incredibly lightweight taps. Coming off my thumb Contact and Marco Nudge are further together. If your argument is that the input interval absolutely exists, in video games, yes, no duh. If your argument is that compiling metal slugs has terrible input lag, no. You mean where I started trying to tap soft and missed the button for the first time. I believe that a good selection was made on your part. You can make a GIF for me, I can make a GIF for you. These are incredibly lightweight taps. My thumb is coming from skin contact and Marco Nudge forward consists together. If your argument is that the input interval absolutely exists, in video games, yes, no duh. If your argument is that compiling metal slugs has terrible input lag, no. Lol, good selection which means I'm being selective. I'm recording the first few seconds of my own video, Unedited. Now you are just making excuses. Light faucet! I missed the button! GIF you only show that my original GIF, and the claim is correct. And now you're moving round the post. You originally claimed that there was no input interval according to your video's title and your post in the thread. Now it's suddenly of course there is, just not terrible. Again, just admit that you didn't notice the gaps. Obviously I am not the only one in the thread who agrees with me. Ninja, my man, input gap is there. You have about 10 others telling you the same thing.. Yes, I bought it too a few months ago and I couldn't play it because of the terrible input interval. The input interval of the game plus the input interval of my TV did not make it playable for me either. Lol, good selection which means I'm being selective. I'm recording the first few seconds of my own video, Unedited. Now you are just making excuses. Light faucet! I missed the button! I didn't say you edited my video, and if you're not selective on purpose, you're misrepresenting a failed tap->ma's as input interval. It's not an excuse, I miss my tap in the second video too, trying to alternate what I'm doing, holding the controller and keep the screen visible, tap quickly for the display of soft and subtle movements and of course I undertapped on the part of it. I was hoping that I wouldn't have to record again several times to make sure all my button presses were accurate to avoid being separated from someone like you. And now you're moving round the post. You originally claimed that your There was no input interval according to your post in the title and thread. Now it's suddenly of course Is, just not terrible. Here's what I started with: without any sense of being crippled by input gaps. It was my qualifier before I posted a video and before you started talking to me or building your angles of investigation. No input interval in the video title does not mean that it is not an unusual amount of input interval, the hyperbolic opposite of UNPLAYABLE statements. I get it, you're on a hohoho, this guy doesn't exist to think input gaps exist, let's kick some fun. This is your own goal post, not mine. Obviously I am not the only one in the thread who agrees with me. I am glad that you count yourself as one of the people who agree with you, but since you are familiar with moving target positions like words arguing the Internet Forum you are probably too familiar with appealing for the right-to-be-based off it's ps2 port, which had input gaps. Then you run it through another emulator... Lol damn. What a mess. PS4 is just a simulation of PS2 games which is neoGeo simulation. In addition to the input interval from the original, you have now added overhead emulation and lag from HDTV. There's the problem, right there. Pretty much the simulation nowadays (which adds lag) and a nonsense TV technology (which is not as good as CRT) that is not suitable for video games. Some people just can't accept when they're wrong. I think the compilation input lag myth on GAF is just beneficial for selling individual standalone releases of metal slug games, like the \$8 ACA release of Metal Slug 2 that just came out last week. What a wonderful conspiracy theory. So should SNK be paying people a decade to go on to spread this myth now? Because I'd totally need to tell people to be paid to buy metal slug games. (Except for people with severe input gaps, no one should support them.) Especially right now is it? Stop: I think the compilation input lag myth on GAF is just beneficial for selling individual standalone releases of metal slug games, like the \$8 ACA release of Metal Slug 2 that just came out last week. Um, there is a ton of input intervals in this video. Personally I'm too less sensitive to that so this one makes me angry, it feels like character weight 300kg and he's underwater. What a wonderful conspiracy theory. So should SNK be paying people a decade to go on to spread this myth now? Because I'd totally need to tell people to be paid to buy metal slug games. (Except for people with severe input gaps, no one should support them.) You're taking that too far, it's just emulation purists fanboyism, not political rally plants. Great link. Yes, I know that people have been exaggerating about it for a very long time. This is one of the few things that attracts purists arcade->muddling->CRT debates like moths for a flame, and asking all people directly about the groove about which metal slug they should buy when they separate consoles. Looking at 5 or so versions, and Bruh, I've got some extinct Japanese CRT in my basement and all all Geo Cartridge... The compilation is playable trash, never buy, buying the \$20 standalone release of Metal Slug 3 instead of exaggerating and posturing instead of being told that compiling metal slugs is a fully playable game with a better value proposition. You're not informing me anything, you're just reminding me why I won't budge on it. I didn't say you edited my video, and if you're not selective on purpose, you're misrepresenting a failed tap->ma's as input interval. It's not an excuse, I miss my tap in the second video too, trying to alternate what I'm doing, holding the controller and keep the screen visible, tap quickly for the display of soft and subtle movements and of course I undertapped on the part of it. I was hoping that I wouldn't have to record again several times to make sure all my button presses were accurate to avoid being separated from someone like you. There is nothing different. It's slow down, it's the early seconds of your own videos. Just. If you cannot provide enough evidence, why provide any proof? It was my qualifier before I posted a video and before you started talking to me or building your angles of investigation. No input interval in the video title does not mean that it is not an unusual amount of input interval, the hyperbolic opposite of UNPLAYABLE statements. I get it, you're on a hohoho, this guy doesn't exist to think input gaps exist, let's kick some fun. This is your own goal post, not mine. No one thinks so. You're arguing in your head. Like I said in my first post, I am not particularly sensitive to input gaps. I play a lot of exemplary games I'm sure there's input lag. I don't even know what my input lapses on my TV is. If I make a video similar to yours and slow it down I wouldn't be surprised if anyone could spot the input interval. But what is clear is that the video you are showing has input lag. You're the only one claiming there wasn't one, so backpedaling on him is going serious. I am glad that you count yourself as one of the people who agree with you, but since you are familiar with moving target positions like words arguing the Internet Forum you are probably too familiar with the appeal for rights you are taking in this way too personally. I'm not saying anything about you, your preferences, your perception of input gaps, your tolerance of it, or metal slug compilation. I'm saying the videos are showing you clearly input intervals. Just. I have standalone MS3 on PS4 and compilation, and there's definitely noticeably more lag on compilation. EDIT: If you're the kind of guy that regular 1ccs metal slugs, playable probably won't be going too far, but it won't be a big issue for most people. KOF2000 also has awesome input intervals as well. If the input interval is so bad you can see it in off-screen recorded videos So not sure why they are selling it. I'm loving how a people literally post a video with massive input intervals then plugs her ears and Lala goes when people tell her it's input interval. Really enjoy, I won't be able to play 2 minutes with so much delay. What's weird is crazy input intervals don't exist so much on MS6 in this compilation. The only thing left is waiting seriously for arcade archives MS, the input interval on this game is inexcusable. It's also unseable. Just how, how does it get approved as a PS2 PS4 port? Is there anything I can't do about it? I've never felt so cheated into buying a game to have noticed that when I first boot it, check some online impression, everyone says you got to use analog stick instead of playing and it was definitely a lot better. I think this problem existed on the original ps2. Here's some horrendously filmed on offscreen videos about me playing the metal slug anthology on the PS4 right now, with my controller and hands visible. I very clearly press the button >stop several times to display the action response time... It is immediate for me. No input interval, input delay is super clear in your vid (which is normal to expect). The clock in the background is also a useful reference point. You're not looking at it or have played enough version to filter it. The PS2 version of this game has a built-in input interval, but it's not playable. I'm sure what happened is that there are gaps in addition to what's contained in the game (that came about via remaster, op HDTV, or both), and that adds all of the gaps combined and makes the game playable level. Page 3 the PS2 version of this game has a built-in input interval, but it's not playable. I'm sure what happened is that there are gaps in addition to what's contained in the game (that came about via remaster, op HDTV, or both), and that adds all of the gaps combined and makes the game playable level. The game is not playable... This is hyperbole. The input interval exists but it is less than RotR on XB1 for example. The game is not playable... This is hyperbole. The input interval exists but it is less than RotR on XB1 for example. No, it's not really, which is kinda crazy. I know I'm a meme for it, but you're free to look at it that I made back then. This metal slug video is noticeably worse, which is a bit crazy. What's weird is crazy input intervals don't exist so much on MS6 in this compilation. The only thing left arcade archives waiting for MS MS6 didn't run on Neo Geo and was a much later game than the mid-2000s. (Run on Sega Etmiswave IIRC) did they really port it for this compilation I guess? Maybe anyone knows? It's a bummer, metal slug is a blast. These games with people who have had a ton of fun aren't even in video games. What is the best means of playing metal slugs 1, 2, x and 3 these days, just directly next to the opening MAME? I'm loving how a people literally post a video with massive input intervals then plugs her ears and Lala goes when people tell her it's input interval. Ignorance really Is, I won't be able to play 2 minutes with so much delay. I'm guessing he's the one Like those guys can't tell the difference between 30 and 60 fps. For anyone who didn't know: Yes, there's games that intentionally delay input.. Where there's some sort of delay between letting go of a control and seeing the character actually stop moving. Metal slugs are not one of those. When you press left or right, the character should start moving immediately. When you let go, they're supposed to stop immediately. Other games that work this way include Contra, Final Fight and The Legend of Zelda, but there are many. The video posted earlier doesn't exactly do that and 100% proves that the interval exists, at least on their setup. No one denying this is simply wrong. This is the same half-second input delay. Blame the original PS2 version instead of the PS4 emulator. It's cleared because that's how the originals were played. Do they seriously need to publish such a flawed game when less flawed games exist? Anyway, different line of thinking. Corporate above buyers. Here's some horrendously filmed on offscreen videos about me playing the metal slug anthology on the PS4 right now, with my controller and hands visible. I very clearly press the button >stop several times to display the action response time... It is immediate for me. No input interval, how can you not see clear gaps here? It's not too subtle, it's *at least* a couple 100ms! The metal slug on the PS4 hasn't played, but I have a similar issue with cluster trucks. The game actually shipped with no option to reverse the horizontal axis! In 2017! Wth, it was only 2.99, but I still can't get a refund. Unable for us inverted Heathens. Come on Sony, move. Have they still not decided it? I thought he said this was an update centuries ago what the was coming in. That's what's keeping me from buying it. Ok that God dammit! I'm guessing he's one of those guys like those can't tell the difference between 30 and 60 fps. You will be making wrong guessing. I have the feeling that you are condescending and presumptuous. Considering I can see and feel the difference between THE SFV on movie mode and game mode on this 20ms TV, I notice that I'm able to make a difference in things that can make a difference in how a game looks and how quickly I can act/act. How can you not see clear gaps here? It's not too subtle, it's *at least* a couple 100ms! How did you come up with that number and what is your numerical standard reference point for other releases, emulators, arcades/carts, etc.? So, in a nutshell: Metal Slug Compilation PS2/PS4 - Bad Metal Slug Compilation PSP/Vita - Good Metal Slug 3 PS4/PS3/Vita - Good ACA Metal Slug 1 PS4 - ?aca metal slug 2 ps 4 - ? How are the arcade archive ports of the first two games? Not playable, I finished all the games just fine. The PS2 was originally as bad as it was. The ports that were issued one after another in Japan on the PS2 though are very good. I suggest that op ps2-ps4 of Parappa Rapper doesn't try that shits input lag so bad the music goes over and its still pressing Edit – Not just input lag, it's also a sync issue considering I can see and feel the difference between movie mode on this 20ms TV and SPV on game mode, I think I'm able to notice things about how a game looks and how quickly I can react to things. I mean. Maybe what you think is wrong? Thoughts: It's instantaneous to me. No input interval. Birds and flies will notice it more clearly than most in this thread, simply chalking it up to variation within a species. Played this early in January and I just ate bullets because of the free release which is a big deal of the game.... But there's no way in hell you can possibly get all of those trophies with such extreme intervals. No way into hell. It's not bad for the fact that you can use consistently so I don't think it should be returned per say, but I don't know how seriously you can try and put your A+ effort into the game because of the input interval either. I mean. Maybe what you think is wrong? Idea: Birds and flies will notice it more clearly than most in this thread, simply chalking it up to variation within a species. So the people who see it are flies and people who are not human? Especially right now is it? Stop: I think the compilation input lag myth on GAF is just beneficial for selling individual standalone releases of metal slug games, like the \$8 ACA release of Metal Slug 2 that just came out last week. Man, wtf. The input interval is evident as nonsense in these videos. You either played the game botched your whole life or you don't really understand what the input interval is and how subtle it can be (this case isn't subtle at all). I don't know if this theme is off, but if the PS2 version is poor, what's the best way to play metal slug games physically? I always wanted to play them, but they get released digital and that's a dealbreaker so what's the best I've always thought to get the PS2 version, but if it's that bad then eh what metal slugs 1, 2, x and 3 play these days means the best, just opening directly next to MAME? I think the standalone releases on PSN or PS3 are good. Wii's virtual console ones are definitely there too, I don't know if this theme is off, but if the PS2 version is poor, what's the best way to play metal slug games physically? I always wanted to play them, but they get released digitally and that's a dealbreaker so what's the best I've always thought to get the PS2 version, but if it's that bad then eh what metal slugs 1, 2, x and 3 play these days means the best, just opening directly next to MAME? I think the standalone releases on PSN or PS3 are good. 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