



MSU-1 Enhancement

Conker's HIGH RULE TAIL features the possibility to hear msu-1 enhanced audio. The patch is conceived so that you can also use it on other emulators like zsnes and snes9x which do not support msu. In this case, the rom will play the in-game spc music.

Bsnes tutorial:

Bsnes until 0.68 play wav files which do not loop. Bsnes 0.69 and later versions support pcm files that can loop, so this is the music format and emulator of your choice since it is super easy. My personal suggestion is bsnes v0.70 which you can get here:

http://bszelda.zeldalegends.net/stuff/Con/bsnes_v070.zip

1. Have a copy of alttp prepatched with HIGH RULE TAIL's patch
2. Rename this rom into "conker.sfc"
3. Make a new folder (msu or whatever)
4. Extract bsnes_v070.zip (all files) into this folder
5. Copy the patched "conker.sfc" into this folder
6. Extract all the contents from the msu1 pack (downloaded from the cloud) into this folder .

It should contains:

The music tracks (95 pcm files = conker-XX.pcm)

The intro video (pu_msu.msu)

Bsnes XML file (pu_msu.xml)

Higan manifest (manifest.bml)

Important note:

There's actually a spc-fallback code to play the spc in case no pcm is found. But this is first featured by bsnes 0.89 ff- unfortunately, this emulator is somewhat complicated to run roms with msu, so I stick to the user-friendly bsnes 0.70. Spc playback is thus only featured by sd2snes and higan. But as long as you have all msu files (pcms and msu video file) no problems here.

Sd2snes tutorial:

Actually this works the same way as bsnes: make a custom folder in the main directory called 'conker'. In this folder, you'll need to have your Zelda ROM, prepatched with HIGH RULE TAIL's patch, and you must rename it to 'conker.sfc'. In this same directory, you'll need the 'conker.msu' file. Neither the 'conker.xml' nor the 'manifest.bml' is needed. Copy also all the provided pcm files and the conker.msu video file into this folder! Also keep in mind that the audio volume changed in firmware 0.1.7, so you need THIS firmware or later versions!

Firmware v0.1.7 ff: choose Configuration-> Chip Options and set the msu1 boost to +12dBFS

Important note:

Problems with saving is a known issue with MSU-1 enhanced games on the SD2SNES. The game **saves only** with this technique your progress: In order to save permanently, you'll need to "Save and Quit", and then either press **L+R+Select+X** or press and hold the reset button on your console long enough so that it resets to the SD2SNES main menu.

Step-by-step by Mattroid

1. Have a copy of ALTTP prepatched with HIGH RULE TAIL
2. Rename your ROM file to conker.sfc
3. You need firmware 0.1.7 or later. Be sure you adjusted Configuration-> Chip Options and set the msu1 boost to +12dBFS
4. Put your patched ROM on your SD card in a folder somewhere
(I named mine 'Conker MSU' although this probably doesn't matter)
5. Extract all of the pcms and the conker.msu video file into this folder
6. Put the SD card in your SD2SNES and play!

Higan tutorial:

1. Have a copy of alttp prepatched with HIGH RULE TAIL's patch
2. Rename this rom to "conker.sfc"
3. Import this game in higan
4. Go into the folder %USERPROFILE%\Emulation\Super Famicom\pu_msu.sfc in Windows Explorer
5. Overwrite the existing manifest.bml with (until higan v0.95) or just copy (higan v0.96 and later) the manifest.bml from the patch package into this folder
6. Copy all pcms and the conker.msu video file from the cloud into this folder

Theme list

Check the theme_list.xls