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This beta was released over a month ago, so you can expect to see this in the stable release. As usual, the latest version of Snes360 is now available for download. The main changes in this version are a bunch of fixes for issues that people encountered during last week's beta release. It also includes some minor changes that could be useful to some users. Snes360 v0.32 Beta is the first version of Snes360 v0.32 to support both the original Super Nintendo and the Super Famicom (aka Super NES) cartridges. The current version is mainly focused on Super NES support. However, the aim of this beta release is to get some feedback from those people that can't boot their original Super NES cartridges. This version also includes some other changes that could be useful to some users. * Fixed a bug that could lead the SCART to generate a null signal on some monitors. (This was especially observed on HDMI displays.) * Fixed a problem that could affect the sound. * Reduced the number of noises. * Reduced the frequency of music samples. * Increased the resolution of the video with a patched SCART. * Improved the color palette of the SCART by using a native Xbox 360 color palette. * Improved the results when recording from the camera of the Xbox 360. * Improved the results when recording with any third-party app. * Added the ability to launch several games at the same time. * Improved the option to disable scrolling. * Improved the ability to record from the Nintendo Wii U and Gamecube. * Improved the image display. * Fixed a bug with the Snes360 icon. * Improved the results when launching/exiting in another program. * Fixed a bug with the color palette of the SCART. * Fixed a problem with the loading screens. * Fixed a problem with the startup screen. * Added the ability to change the output format. * Added the ability to select the folder where the emulator saves the states. * Added the ability to close the emulator without saving the states. * Added the ability to hide the emulator without saving the states. * Added the ability to launch the emulator in the background. * Improved the results when launching the emulator in the background. * Improved the results when recording with any third 82157476af

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