Emulator	John NES	nesoid	Nostalgia.NES Pro	FCEUmm - RetroArch	NES.emu	QuickNES - RetroArch	Nestopia - RetroArch
Link	etails?id=cc	N/A	/details?id=com	om/store/apps/detai	re/apps/details?id	/store/apps/de	om/store/apps/detai
Version	2.62	2.5.0	1.09.3	1.0.0.2	1.5.13	1.0.0.2	1.0.0.2
Based On	???	FCEUltra	FCEUX 2.2.1	FCEUmm 98.13mm	FCEUX 2.2.3-svn	QuickNES 1.0	Nestopia 1.46-WIP
APU tests							
apu_mixer/dmc	Fail	Fail	Fail	Fail	Fail	Fail	Fail
apu_mixer/noise	Fail	Fail	Fail	Fail	Fail	Pass	Pass
apu_mixer/square	Fail	Fail	Fail	Fail	Fail	Fail	Fail
apu_mixer/triangle	Fail	Fail	Fail	Fail	Fail	Fail	Fail
apu_reset/4015_cleared	Fail	Pass	Pass	Pass	Pass	Fail	Pass
apu_reset/4017_timing	Fail	Fail	Fail	Fail	Fail	Fail	Fail
apu_reset/4017_written	Fail	Fail	Fail	Fail	Fail	Fail	Fail
apu_reset/irq_flag_cleared	Fail	Fail	Pass	Pass	Pass	Fail	Pass
apu_reset/len_ctrs_enabled	Fail	Fail	Pass	Pass	Pass	Fail	Fail
apu_reset/works_immediately	Fail	Fail	Pass	Pass	Pass	Fail	Pass
apu_test/rom_singles/1-len_ctr	Fail	Fail	Pass	Pass	Pass	Pass	Pass
apu_test/rom_singles/2-len_table	Fail	Fail	Pass	Pass	Pass	Pass	Pass
apu_test/rom_singles/3-irq_flag	Fail	Fail	Fail	Fail	Fail	Pass	Pass
apu_test/rom_singles/4-jitter	Fail	Fail	Fail	Fail	Fail	Fail	Pass
apu_test/rom_singles/5-len_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
apu_test/rom_singles/6-irq_flag_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
apu_test/rom_singles/7-dmc_basics	Fail	Fail	Fail	Fail	Fail	Pass	Pass
apu_test/rom_singles/8-dmc_rates	Fail	Fail	Pass	Pass	Pass	Pass	Pass
blargg_apu_2005.07.30/01.len_ctr	Pass	Fail	Pass	Pass	Pass	Pass	Pass
blargg_apu_2005.07.30/02.len_table	Pass	Fail	Pass	Pass	Pass	Pass	Pass
blargg_apu_2005.07.30/03.irq_flag	Pass	Fail	Fail	Fail	Fail	Pass	Pass
blargg_apu_2005.07.30/04.clock_jitter	Pass	Fail	Fail	Fail	Fail	Fail	Pass
blargg_apu_2005.07.30/05.len_timing_mode0	Fail	Fail	Fail	Fail	Fail	Fail	Pass
blargg_apu_2005.07.30/06.len_timing_mode1	Fail	Fail	Fail	Fail	Fail	Fail	Pass
blargg_apu_2005.07.30/07.irq_flag_timing	Pass	Fail	Fail	Fail	Fail	Fail	Pass
blargg_apu_2005.07.30/08.irq_timing	Pass	Fail	Fail	Fail	Fail	Pass	Pass
blargg_apu_2005.07.30/09.reset_timing	Fail	Fail	Fail	Fail	Fail	Fail	Fail
blargg_apu_2005.07.30/10.len_halt_timing	Fail	Fail	Fail	Fail	Pass	Fail	Pass
blargg_apu_2005.07.30/11.len_reload_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
dmc_dma_during_read4/dma_2007_read	Fail	Fail	Fail	Fail	Fail	Fail	Pass
dmc_dma_during_read4/dma_2007_write	Pass	Pass	Pass	Pass	Pass	Pass	Pass
dmc_dma_during_read4/dma_4016_read	Fail	Fail	Fail	Fail	Fail	Fail	Pass
dmc_dma_during_read4/double_2007_read	Fail	Fail	Fail	Fail	Fail	Fail	Fail
dmc_dma_during_read4/read_write_2007	Fail	Fail	Pass	Pass	Pass	Pass	Pass
dmc_tests/buffer_retained	Pass	Pass	Pass	Pass	Pass	Pass	Pass
dmc_tests/latency	Pass	Pass	Pass	Pass	Pass	Pass	Pass
dmc_tests/status_irq	Pass	Pass	Pass	Pass	Pass	Pass	Pass
dmc_tests/status	Pass	Pass	Pass	Pass	Pass	Pass	Pass
dpcmletterbox/dpcmletterbox	Fail	Pass	Pass	Pass	Pass	Pass	Pass
volume_tests/volumes	Fail	Pass	Fail	Pass	Fail	Fail	Pass
CPU tests							
blargg_nes_cpu_test5/cpu	Fail	Fail	Fail	Fail	Fail	Pass	Fail
blargg_nes_cpu_test5/official	Fail	Fail	Pass	Pass	Pass	Pass	Pass
blargg_ppu_tests_2005.09.15b/palette_ram	Pass	Fail	Fail	Fail	Pass	Pass	Pass
blargg_ppu_tests_2005.09.15b/power_up_palette	Fail	Fail	Fail	Fail	Fail	Fail	Fail
blargg_ppu_tests_2005.09.15b/sprite_ram	Fail	Fail	Fail	Fail	Fail	Pass	Pass
blargg_ppu_tests_2005.09.15b/vbl_clear_time	Fail	Pass	Pass	Pass	Pass	Pass	Pass
blargg_ppu_tests_2005.09.15b/vram_access	Fail	Pass	Fail	Pass	Pass	Pass	Pass
branch_timing_tests/1.Branch_Basics	Fail	Pass	Pass	Pass	Pass	Pass	Pass
branch_timing_tests/2.Backward_Branch	Fail	Pass	Pass	Pass	Pass	Pass	Pass
branch_timing_tests/3.Forward_Branch	Fail	Pass	Pass	Pass	Pass	Pass	Pass
cpu_dummy_reads/cpu_dummy_reads	Fail	Fail	Fail	Fail	Fail	Pass	Pass
cpu_dummy_writes/cpu_dummy_writes_oam	Fail	Fail	Fail	Fail	Fail	Fail	Pass
cpu_dummy_writes/cpu_dummy_writes_ppumem	Fail	Pass	Pass	Pass	Pass	Pass	Fail
cpu_exec_space/test_cpu_exec_space_apu	Fail	Fail	Pass	Pass	Pass	Fail	Pass
cpu_exec_space/test_cpu_exec_space_ppuio	Fail	Fail	Fail	Fail	Fail	Fail	Fail
cpu_interrupts_v2/rom_singles/1-cli_latency	Fail	Fail	Pass	Pass	Pass	Pass	Pass
cpu_interrupts_v2/rom_singles/2-nmi_and_brk	Fail	Fail	Fail	Fail	Fail	Fail	Pass
cpu_interrupts_v2/rom_singles/3-nmi_and_irq	Fail	Fail	Fail	Fail	Fail	Fail	Pass
cpu_interrupts_v2/rom_singles/4-irq_and_dma	Fail	Fail	Fail	Fail	Fail	Fail	Pass
cpu_interrupts_v2/rom_singles/5-branch_delays_irq	Fail	Fail	Fail	Fail	Fail	Fail	Fail
cpu_reset/ram_after_reset	Fail	Fail	Pass	Pass	Pass	Fail	Pass
cpu_reset/registers	Fail	Fail	Fail	Fail	Fail	Fail	Fail

Emulator	John NES	nesoid	Nostalgia.NES Pro	FCEUmm - RetroArch	NES.emu	QuickNES - RetroArch	Nestopia - RetroArch
cpu_timing_test6/cpu_timing_test	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_misc/instr_misc/01-abs_x_wrap	Pass	Pass	Pass	Pass	Pass	Pass	Pass
instr_misc/instr_misc/02-branch_wrap	Fail	Crashes	Pass	Pass	Pass	Pass	Pass
instr_misc/instr_misc/dummy_reads	Fail	Fail	Fail	Fail	Fail	Pass	Pass
instr_misc/instr_misc/dummy_reads_apu	Fail	Fail	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/01-implied	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/02-immediate	Fail	Fail	Fail	Fail	Pass	Pass	Pass
instr_test-v3/rom_singles/03-zero_page	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/04-zp_xy	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/05-absolute	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/06-abs_xy	Fail	Fail	Fail	Fail	Fail	Pass	Pass
instr_test-v3/rom_singles/07-ind_x	Fail	Fail	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/08-ind_y	Fail	Fail	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/09-branches	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/10-stack	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/11-jmp_jsr	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/12-rts	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/13-rti	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/14-brk	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_test-v3/rom_singles/15-special	Fail	Pass	Pass	Pass	Pass	Pass	Pass
instr_timing/instr_timing/1-instr_timing	Fail	Fail	Fail	Fail	Fail	Pass	Pass
instr_timing/instr_timing/2-branch_timing	Pass	Pass	Pass	Pass	Pass	Pass	Pass
other/nestest	Fail	Fail	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/01-implied	Fail	Pass	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/02-immediate	Fail	Fail	Fail	Fail	Pass	Pass	Pass
nes_instr_test/rom_singles/03-zero_page	Fail	Pass	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/04-zp_xy	Fail	Pass	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/05-absolute	Fail	Pass	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/06-abs_xy	Fail	Fail	Fail	Fail	Fail	Pass	Fail
nes_instr_test/rom_singles/07-ind_x	Fail	Fail	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/08-ind_y	Fail	Fail	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/09-branches	Fail	Pass	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/10-stack	Fail	Pass	Pass	Pass	Pass	Pass	Pass
nes_instr_test/rom_singles/11-special	Fail	Pass	Pass	Pass	Pass	Pass	Pass
Mapper-specific tests							
exram/mmc5exram	Fail	Fail	Fail	Fail	Pass	Fail	Pass
mmc3_irq_tests/1.Clocking	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_irq_tests/2.Details	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_irq_tests/3.A12_clocking	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_irq_tests/4.Scanline_timing	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_irq_tests/5.MMC3_rev_A	Fail	Fail	Fail	Fail	Fail	Fail	Fail
mmc3_irq_tests/6.MMC3_rev_B	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_test/1-clocking	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_test/2-details	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_test/3-A12_clocking	Fail	Fail	Fail	Fail	Fail	Pass	Pass
mmc3_test/4-scanline_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
mmc3_test/5-MMC3	Fail	Fail	Fail	Fail	Fail	Fail	Pass
mmc3_test/6-MMC6	Pass	Fail	Fail	Fail	Fail	Fail	Fail
PPU/graphics tests							
nmi_sync/demo_ntsc	Fail	Fail	Fail	Fail	Fail	Fail	Pass
oam_read/oam_read	Pass	Fail	Fail	Fail	Fail	Pass	Pass
oam_stress/oam_stress	Fail	Fail	Fail	Fail	Fail	Hangs	Pass
ppu_open_bus/ppu_open_bus	Fail	Fail	Fail	Fail	Fail	Pass	Fail
ppu_vbl_nmi/rom_singles/01-vbl_basics	Fail	Fail	Fail	Fail	Fail	Pass	Pass
ppu_vbl_nmi/rom_singles/02-vbl_set_time	Fail	Fail	Fail	Fail	Fail	Pass	Pass
ppu_vbl_nmi/rom_singles/03-vbl_clear_time	Fail	Fail	Fail	Fail	Fail	Fail	Pass
ppu_vbl_nmi/rom_singles/04-nmi_control	Fail	Fail	Pass	Pass	Pass	Pass	Pass
ppu_vbl_nmi/rom_singles/05-nmi_timing	Fail	Fail	Fail	Fail	Fail	Pass	Pass
ppu_vbl_nmi/rom_singles/06-suppression	Fail	Fail	Fail	Fail	Fail	Pass	Pass
ppu_vbl_nmi/rom_singles/07-nmi_on_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
ppu_vbl_nmi/rom_singles/08-nmi_off_timing	Pass	Fail	Fail	Fail	Fail	Pass	Pass
ppu_vbl_nmi/rom_singles/09-even_odd_frames	Fail	Fail	Fail	Fail	Fail	Pass	Pass
ppu_vbl_nmi/rom_singles/10-even_odd_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
scanline/scanline	Fail	Fail	Pass	Fail	Pass	Fail	Fail
scrolltest/scroll	Pass	Pass	Pass	Pass	Pass	Pass	Fail
sprdma_and_dmc_dma/sprdma_and_dmc_dma_512	Fail	Fail	Fail	Fail	Fail	Fail	Fail
sprdma_and_dmc_dma/sprdma_and_dmc_dma	Fail	Fail	Fail	Fail	Fail	Fail	Fail

Emulator	John NES	nesoid	Nostalgia.NES Pro	FCEUmm - RetroArch	NES.emu	QuickNES - RetroArch	Nestopia - RetroArch
sprite_hit_tests_2005.10.05/01.basics	Pass	Pass	Fail	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/02.alignment	Pass	Pass	Fail	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/03.corners	Pass	Pass	Pass	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/04.flip	Pass	Pass	Pass	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/05.left_clip	Fail	Fail	Fail	Fail	Fail	Pass	Pass
sprite_hit_tests_2005.10.05/06.right_edge	Fail	Fail	Fail	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/07.screen_bottom	Pass	Pass	Fail	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/08.double_height	Pass	Pass	Fail	Pass	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/09.timing_basics	Fail	Fail	Fail	Fail	Fail	Pass	Pass
sprite_hit_tests_2005.10.05/10.timing_order	Fail	Fail	Fail	Fail	Pass	Pass	Pass
sprite_hit_tests_2005.10.05/11.edge_timing	Fail	Fail	Pass	Pass	Pass	Pass	Pass
sprite_overflow_tests/1.Basics	Fail	Pass	Pass	Pass	Pass	Pass	Pass
sprite_overflow_tests/2.Details	Fail	Pass	Fail	Pass	Pass	Pass	Pass
sprite_overflow_tests/3.Timing	Fail	Fail	Fail	Fail	Fail	Crashes	Pass
sprite_overflow_tests/4.Obscure	Fail	Fail	Fail	Fail	Fail	Pass	Pass
sprite_overflow_tests/5.Emulator	Fail	Pass	Pass	Pass	Pass	Pass	Pass
tvpassfail/tv	Fail	Fail	Fail	Fail	Fail	Fail	Fail
vbl_nmi_timing/1.frame_basics	Fail	Fail	Fail	Fail	Fail	Pass	Pass
vbl_nmi_timing/2.vbl_timing	Fail	Fail	Fail	Fail	Fail	Pass	Pass
vbl_nmi_timing/3.even_odd_frames	Fail	Fail	Fail	Fail	Fail	Pass	Pass
vbl_nmi_timing/4.vbl_clear_timing	Fail	Fail	Fail	Fail	Fail	Fail	Pass
vbl_nmi_timing/5.nmi_suppression	Fail	Fail	Fail	Fail	Fail	Pass	Pass
vbl_nmi_timing/6.nmi_disable	Fail	Fail	Fail	Fail	Fail	Pass	Pass
vbl_nmi_timing/7.nmi_timing	Fail	Fail	Fail	Fail	Fail	Pass	Pass
Miscellaneous tests							
PaddleTest3/PaddleTest	-----	-----	-----	-----	-----	-----	-----
read_joy3/count_errors_fast	Pass	Pass	Pass	Pass	Pass	Pass	Fail
read_joy3/count_errors	Pass	Pass	Pass	Pass	Pass	Pass	Fail
read_joy3/test_buttons	Pass	Pass	Pass	Pass	Pass	Pass	Pass
read_joy3/thorough_test	Pass	Pass	Pass	Pass	Pass	Pass	Pass
full_palette/flowing_palette	Fail	Fail	Fail	Fail	Fail	Fail	Pass
full_palette/full_palette_smooth	Fail	Fail	Fail	Fail	Fail	Fail	Pass
full_nes_palette	Fail	Fail	Fail	Fail	Fail	Fail	Pass

Emulator	snesoid	SuperGNES Lite	SNESDroid	SNES9x Next - RetroArch	SNEX9x - RetroArch	snes9x EX+	ClassicBoy - SNES	John SNES Lite	bsnes Performance - RetroArch
Link	**N/A**	https://play.go	https://play.g	/store/apps/de	/store/apps/d	https://play.	/details?id=c	https://play	/store/apps/de
Version	**2.2.4**	**1.5.6**	**1.4.2**	**1.0.0.2**	**1.0.0.2**	**1.5.20**	**2.0.2**	**1.03**	**1.0.0.2**
Based On	**SNES9x**	**???**	**SNES9x 1.52**	**SNES9x 1.52**	**SNES9x 1.53**	**SNES9x 1.53**	**SNES9x 1.53**	**???**	**Higan v0.93**
Blargg's tests									
SNES ADC (Add With Carry) SBC (Subtract with Borrow from Accumulator)									
Test SBC 16	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Pass
Test SBC	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Pass
Test ADC 16	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Pass
Test ADC	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Pass
SNES Flash screen									
Flash screen	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
SNES OAM (Object Attribute Memory) Test									
1-random	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
2-low	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
3-high	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Pass
SNES Test TSC									
SNES Test TSC	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Official test suites									
Aging Test Program									
Work RAM	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
DRAM	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
VRAM	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
DMA Memory	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
OAM	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
CG RAM	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
MPY 8x8	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
MPY 16x8	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
DIV 16/8	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
DMA	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
EXT Latch	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
HV Timer	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
VRAM Count	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
V224/V239	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Field Flag	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
VH Flag	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
OBJ L Over	Couldn't Open	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass
65c816	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
APU	Couldn't Open	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Test Program									
Electronics Test	Couldn't Open	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Character Test	Couldn't Open	Fail	Fail	Fail	Pass	Pass	Pass	Pass	Pass
Controller Test	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Sound Test	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Color Test	Couldn't Open	Pass	Fail	Fail	Fail	Fail	Pass	Pass	Fail
Super Scope Test	-----	-----	-----	-----	-----	-----	-----	-----	-----
Mouse Electronics Test	-----	-----	-----	-----	-----	-----	-----	-----	-----
Mouse Button Test	-----	-----	-----	-----	-----	-----	-----	-----	-----
Mouse Cursor Movement Test	-----	-----	-----	-----	-----	-----	-----	-----	-----
Mega Man X2/X3 Cx4 Test									
Interface Register	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Register File	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Data RAM	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
LDMAC	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Down Load	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
MALU	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Immediate Register	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Immediate ROM	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
SPC7110 Check Program V3.0									
Mode 1/A									
Reg Init	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
S-RAM Data Bus	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
S-RAM Addr Bus	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
S-RAM R/W	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open

Emulator	snesoid	SuperGNES Lite	SNESDroid	SNES9x Next - RetroArch	SNEX9x - RetroArch	snes9x EX+	ClassicBoy - SNES	John SNES Lite	bsnes Performance - RetroArch
D-Port Acc	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Mul	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Div	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
C-Length	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
D-Port B+O+S	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
RTC Time	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open
Mode 2/B									
RTC Backup	-----	-----	-----	-----	-----	-----	-----	-----	-----
S-RAM Backup	Couldn't Open	Couldn't Open	Pass	Pass	Pass	Pass	Pass	Pass	Couldn't Open

Emulator	John GBC	Mobile Gameboy	GBCoid	My OldBoy! - GBC Emulator	ClassicBoy - GB	Nostalgia. GBC	Gambatte - RetroArch	GBC.emu Free
Link	etails?id=cc	etails?id=d	N/A	re/apps/details?ic	s/details?id=co	details?id=com	m/store/apps/det	ps/details?id=c
Version	2.63	1.16	1.86	1.1	2.01	1.10.1	1.0.0.2	1.5.13
Based On	???	???	gnuboy	???	VBA-M	Gambatte	Gambatte 0.5.0	Gambatte
CGB (Color Gameboy) Sound								
01 Registers	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
02 Len Ctr	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
03 Triggers	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
04 Sweep	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
05 Sweep Details	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
06 Overflow on Trigger	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
07 Len Sweep Period Sync	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
08 len ctr during power	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
09 wave read while on	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
10 wave trigger while on	Pass	Fail	Fail	Fail	Pass	Pass	Pass	Pass
11 legs after power	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
12 wave	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
DMG (Dot Matrix Gameboy) Sound								
01 Registers	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
02 Len Ctr	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
03 Triggers	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
04 Sweep	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
05 Sweep Details	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
06 Overflow on Trigger	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
07 Len Sweep Period Sync	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
08 len ctr during power	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
09 wave read while on	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
10 wave trigger while on	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
11 regs after power	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
12 wave write while on	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
CPU Instructions								
01 Special	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
02 interrupts	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
03 op sphl	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
04 op r imm	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass
05 op rp	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass
06 ld r r	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass
07 jr jp call ret rst	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
08 misc instrs	Fail	Pass	Fail	Fail	Pass	Pass	Pass	Pass
09 op r r	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass
10 bit ops	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass
11 op a(hl)	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass
InstructionTiming								
Instr Timing	Fail	Fail	Fail	Pass	Pass	Pass	Pass	Pass
Memory Timing								
01 Read Timing	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
02 Write Timing	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
03 Modify Timing	Fail	Fail	Fail	Fail	Fail	Pass	Pass	Pass
OAM (Object Attribute Memory) Bug								
01 LCD Sync	Fail	Fail	Fail	Fail	Pass	Pass	Pass	Pass
02 Causes	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail
03 Non Causes	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
04 Scanline Timing	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail
05 Timing Bug	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail
06 Timing No Bug	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
07 Timing Effect	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail
08 Instr Effect	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail

Emulator	mulator for GB	MyGBA Emulator	Gameboy Player	Classicboy - GBA	gPSP - RetroArch	Gameboid	My Boy! Free	VGBAnext	VBA Next - RetroArch	GBA.emu	John GBA Lite	VBA-M - RetroArch	mGBA - RetroArch
Link	m/store/apps/de	store/apps/detai	ore/apps/details	s/details?id=co	n/store/apps/de	N/A	ore/apps/details	n/store/apps/de	n/store/apps/de	/apps/details?id	pps/details?id=c	n/store/apps/de	n/store/apps/de
Version	1.0.7	1.0.3	3.00	2.0.3	1.2.2 - v0.91	2.4.7	1.7.0.2	5.4.6	1.2.2- v1.0.2	1.5.27	3.10	1.2.2	2/14/17
Based On				GPSP				VGBA	VBA-M				mGBA
	http://wiki.libretro.com/index.php?title=Nintendo_Game_Boy_Advance_Core_Compatibility												
Deadbody's CPU Test	Screw it, no one	Screw it, no one	Screw it, no one	Fails	Fails	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
GBA Test Suite - Memory Tests	If anyone really v	If anyone really v	If anyone really v	s stuck in reboot	s stuck in reboot	s stuck in reboot	s stuck in reboot	1256/1552	1380/1552	1295/1552	1295/1552	1391/1552	1552/1552
GBA Test Suite - I/O Tests				Gets stuck in reboot	s stuck in reboot	s stuck in reboot	s stuck in reboot	10/122	99/122	95/122	98/122	99/122	115/122
GBA Test Suite - Timing Tests				Gets stuck in reboot	s stuck in reboot	s stuck in reboot	s stuck in reboot	4/1260	349/1260	373/1260	691/1260	678/1260	1136/1260
GBA Test Suite - Carry Tests				Gets stuck in reboot	s stuck in reboot	s stuck in reboot	s stuck in reboot	93/93	78/93	74/93	78/93	93/93	93/93
GBA Test Suite - Video Tests				Gets stuck in reboot	s stuck in reboot	s stuck in reboot	s stuck in reboot	0/3	0/3	0/3	0/3	0/3	0/3
ARMWrestler/ARM ALU				20/21	20/21	20/21	21/21	20/21	20/21	20/21	20/21	21/21	21/21
ARMWrestler/ARM LDR/STR				14/26	14/26	26/26	26/26	20/26	26/26	26/26	26/26	26/26	26/26
ARMWrestler/ARM LDM/STM				1/12	1/12	1/12	5/12	8/12	8/12	8/12	8/12	8/12	8/12
ARMWrestler/THUMB ALU				11/11	10/11	11/11	11/11	11/11	10/11	11/11	11/11	11/11	11/11
ARMWrestler/THUMB LDR/STR				5/7	5/7	7/7	7/7	7/7	7/7	7/7	7/7	7/7	7/7
ARMWrestler/THUMB LDR/STM				2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2	2/2

Emulator	Gensoid	PicoDrive - RetroArch	Sega Emulator	Sega Genesis (MD)	ClassicBoy - Sega	GENPLUSDroid	Genesis	AndroGens	MD.emu	Genesis Plus GX - RetroArch
Link	**N/A**	m/store/apps/deta	ore/apps/details	e/apps/details	ps/details?id=com	re/apps/details?	ore/apps/d	apps/details	pps/detail	m/store/apps/deta
Version	**2.4.3**	**1.0.0.2**	**2**	**3.6**	**2.01**	**1.9.3**	**1**	**1.3**	**1.5.20**	**1.0.0.2**
Based On		PicoDrive 1.91	emu -> Genesis F	DroidGen -> Ge	Genesis Plus	Genesis Plus	DroidGen -> Genesis		enesis Plu	enesis Plus GX 1.7
512PAL	Fail	Fail	Crashes	Pass-	Pass	Pass	Pass	Pass	Pass	Pass
960PAL	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
MD1536	Fail	Fail	Pass	Pass	Pass	Pass-	Pass	Pass	Pass	Pass+
MDTrans	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
MEMTEST_68k	0/13	5/13	7/13	7/13	7/13	7/13	7/13	7/13	7/13	7/13
PAL512	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Raster_Test	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail
SHLTEST	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
SHLTEST2	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
Sprite Masking H32	7/9	6/9	9/9	9/9	9/9	9/9	9/9	9/9	9/9	9/9
Sprite Masking H40	8/9	6/9	9/9	9/9	9/9	9/9	9/9	9/9	9/9	9/9
STETEST	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
STETEST2	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
VCTEST	0/16	0/16	3/16	3/16	3/16	3/16	2/16	3/16	3/16	2/16
VDPTEST	???	???	???	???	???	???	???	???	???	???
VDPFIFOTEST	19/122	17/122	47/122	47/122	44/122	47/122	121/122	47/122	47/122	121/122
WBUG	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
WTEST	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass
WTEST_I1	Fail	Pass	Fail	Fail	Fail	Pass	Fail	Pass	Pass	Pass
WTEST_I2	Fail	Fail	Fail	Fail	Fail	Pass	Fail	Pass	Pass	Pass
ym2612csmmode	Fail	Fail	Pass	Pass	Pass	Pass	Pass	Pass	Pass	Pass

Emulator	PSXoid				psx4droid				PCSX-ReARMed [NEON] - RetroArch				FPSe				FPSe				Classicboy - PS1				PCSX-ReARMed - RetroArch				ePSXe				ePSXe				Mednafen - RetroArch			
Link	Can't find apk				No.				ogle.com/store/apps/details?id=e				.com/store/apps/details?id=com				.com/store/apps/details?id=com				https://play.google.com/store/app				ogle.com/store/apps/details?id=ple				.com/store/apps/details?id=com				.com/store/apps/details?id=com				.com/store/apps/details?id=c			
Version	1.0.2				3.0.5				1.2.2 / r22				0.11.169				0.11.178				2.0.3 / r19				1.2.2 / r22				1.9.34				2.0.5				1.2.2 / 0.9.38.6			
Based On	PCSX-ReARMed				????				PCSX-ReARMed				FPSe				FPSe				PCSX-ReARMed				PCSX-ReARMed				ePSXe				ePSXe				Mednafen			
BIOS Used	SCPH1001				SCPH1001				SCPH5500/5501/5502				SCPH1001				SCPH1001				SCPH5500/5501/5502				SCPH5500/5501/5502				SCPH1001				SCPH1001				SCPH5500/5501/5502			
Notes: All Emulators at default settings/plugins. E = Exception, F = Flags, V = Value, T = Timing. (* = catastrophic crash)																																								
CPU Tests																																								
http://emulation.ga	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T
LOG	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	23/25	N/A	21/25	N/A	23/25	N/A	21/25	N/A	??	N/A	??	N/A	??	N/A	??	N/A	23/25	N/A	23/25	N/A	23/25	N/A	22/25	N/A	25/25	N/A	25/25	N/A
LOG IMM	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	10/11	N/A	10/11	N/A	10/11	N/A	10/11	N/A	??	N/A	??	N/A	??	N/A	??	N/A	10/11	N/A	10/11	N/A	10/11	N/A	10/11	N/A	11/11	N/A	11/11	N/A
MEM	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	7/12	N/A	7/12	N/A	7/12	N/A	7/12	N/A	??	N/A	??	N/A	??	N/A	??	N/A	7/12	N/A	7/12	N/A	7/12	N/A	7/12	N/A	12/12	N/A	12/12	N/A
BRA	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	16/16	N/A	14/16	N/A	16/16	N/A	14/16	N/A	??	N/A	??	N/A	??	N/A	??	N/A	16/16	N/A	16/16	N/A	16/16	N/A	16/16	N/A	16/16	N/A	16/16	N/A
JMP	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	2/4	N/A	2/4	N/A	2/4	N/A	2/4	N/A	??	N/A	??	N/A	??	N/A	??	N/A	2/4	N/A	2/4	N/A	2/4	N/A	2/4	N/A	4/4	N/A	4/4	N/A
EXC	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	3/3	N/A	3/3	N/A	3/3	N/A	3/3	N/A	??	N/A	??	N/A	??	N/A	??	N/A	3/3	N/A	3/3	N/A	1/3	N/A	3/3	N/A	3/3	N/A	3/3	N/A
MEM DLY	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	4/7	N/A	0/7	N/A	4/7	N/A	0/7	N/A	??	N/A	??	N/A	??	N/A	??	N/A	4/7	N/A	0/7	N/A	4/7	N/A	0/7	N/A	7/7	N/A	7/7	N/A
MEM ADV	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	15/15	N/A	8/15	N/A	15/15	N/A	8/15	N/A	??	N/A	??	N/A	??	N/A	??	N/A	15/15	N/A	8/15	N/A	15/15	N/A	8/15	N/A	15/15	N/A	10/15	N/A
BRA ADV	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	0/8	N/A	0/8	N/A	0/8	N/A	0/8	N/A	??	N/A	??	N/A	??	N/A	??	N/A	8/8	N/A	8/8	N/A	8/8	N/A	8/8	N/A	8/8	N/A	4/8	N/A
Total	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	80/101	N/A	73/101	N/A	80/101	N/A	73/101	N/A	??	N/A	??	N/A	??	N/A	??	N/A	88/101	N/A	85/101	N/A	86/101	N/A	84/101	N/A	101/101	N/A	92/101	N/A
CPX (Complex CPU) Tests																																								
	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T
Basic	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	1/3*	N/A	0/1	N/A	1/3*	N/A	0/1	N/A	0/3	N/A	0/1	N/A	0/3	N/A	0/1	N/A	1/3	N/A	0/1	N/A	1/3	N/A	0/1	N/A	1/3	N/A	1/1	N/A
Complex	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	1/3*	N/A	0/2*	N/A	1/3*	N/A	0/2*	N/A	0/3	N/A	0/2	N/A	0/3	N/A	0/2	N/A	0/3	N/A	0/2	N/A	0/3	N/A	0/2	N/A	1/3	N/A	0/2	N/A
Total	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	??	N/A	2/6	N/A	0/3*	N/A	2/6	N/A	0/3*	N/A	0/6	N/A	0/3	N/A	0/6	N/A	0/3	N/A	1/6	N/A	0/3	N/A	1/6	N/A	0/3	N/A	2/6	N/A	1/3	N/A
GPU Tests																																								
	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T
BASIC	??	??	??	N/A	??	??	??	N/A	??	??	??	N/A	0/1	1/3	0/4	N/A	0/1	1/3	0/4	N/A	0/1	0/4	1/4	N/A	0/1	0/4	1/4	N/A	1/1	2/3	3/4	N/A	1/1	3/3	4/4	N/A	1/1	1/3	4/4	N/A
Common VRAM	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/3	0/3	N/A	N/A	0/3	0/3	N/A	N/A	0/3	0/3	N/A	N/A	0/3	0/3	N/A	N/A	3/3	3/3	N/A	N/A	3/3	3/3	N/A	N/A	0/3	3/3	N/A
Primatives																																								
FBUF	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/1	0/1	N/A	N/A	0/1	0/1	N/A	N/A	0/1	0/1	N/A	N/A	0/1	0/1	N/A	N/A	1/1	1/1	N/A	N/A	1/1	1/1	N/A	N/A	0/1	1/1	N/A
POLY MONO	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	8/16	N/A	N/A	0/16	8/16	N/A	N/A	0/16	0/16	N/A	N/A	16/16	14/16	N/A	N/A	0/16	16/16	N/A
POLY GOURAUD	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	8/16	N/A	N/A	0/16	8/16	N/A	N/A	0/16	0/16	N/A	N/A	16/16	8/16	N/A	N/A	0/16	4/16	N/A
LINE MONO	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	12/16	N/A	N/A	0/16	12/16	N/A	N/A	0/16	0/16	N/A	N/A	16/16	16/16	N/A	N/A	0/16	16/16	N/A
LINE GOURAUD	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	16/16	16/16	N/A	N/A	0/16	16/16	N/A
RECT WXH	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/8	0/8	N/A	N/A	0/8	0/8	N/A		0/8	4/8			0/8	4/8		N/A	8/8	7/8	N/A	N/A	8/8	7/8	N/A	N/A	0/8	8/8	N/A
RECT 1x1	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/8	0/8	N/A	N/A	0/8	0/8	N/A	N/A	0/8	4/8	N/A	N/A	0/8	4/8	N/A	N/A	8/8	8/8	N/A	N/A	8/8	8/8	N/A	N/A	0/8	8/8	N/A
RECT 8x8	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/8	0/8	N/A	N/A	0/8	0/8	N/A	N/A	0/8	4/8	N/A	N/A	0/8	4/8	N/A	N/A	8/8	7/8	N/A	N/A	8/8	7/8	N/A	N/A	0/8	8/8	N/A
RECT 16x16	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/8	0/8	N/A	N/A	0/8	0/8	N/A	N/A	0/8	4/8	N/A	N/A	0/8	4/8	N/A	N/A	8/8	7/8	N/A	N/A	8/8	7/8	N/A	N/A	0/8	8/8	N/A
MOVE	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/32	0/32	N/A	N/A	0/32	0/32	N/A	N/A	0/32	0/32	N/A	N/A	0/32	0/32	N/A	N/A	32/32	32/32	N/A	N/A	32/32	32/32	N/A	N/A	0/32	32/32	N/A
Primative VRAM	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/32	0/32	N/A	N/A	0/32	0/32	N/A	N/A	0/32	0/32	N/A	N/A	0/32	0/32	N/A	N/A	32/32	32/32	N/A	N/A	32/32	32/32	N/A	N/A	0/32	32/32	N/A
XYFLIP	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	0/16	0/16	N/A	N/A	16/16	4/16	N/A	N/A	16/16	4/16	N/A	N/A	0/16	4/16	N/A
Special																																								
--OFFSET	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	0/46	N/A	N/A	N/A	0/46	N/A	N/A	N/A	10/46	N/A	N/A	N/A	10/46	N/A	N/A	N/A	22/46	N/A	N/A	N/A	46/46	N/A	N/A	N/A	30/46	N/A
--POSITION	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	15/46	N/A	N/A	N/A	15/46	N/A	N/A	N/A	11/46	N/A	N/A	N/A	26/46	N/A	N/A	N/A	40/46	N/A	N/A	N/A	46/46	N/A	N/A	N/A	46/46	N/A
--SIZE	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	11/46	N/A	N/A	N/A	11/46	N/A	N/A	N/A	19/46	N/A	N/A	N/A	27/46	N/A	N/A	N/A	28/46	N/A	N/A	N/A	46/46	N/A	N/A	N/A	46/46	N/A
--AREA	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	25/69	N/A	N/A	N/A	25/69	N/A	N/A	N/A	25/69	N/A	N/A	N/A	30/69	N/A	N/A	N/A	57/69	N/A	N/A	N/A	69/69	N/A	N/A	N/A	69/69	N/A
--FIFO	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	0/3	N/A	N/A	N/A	0/3	N/A	N/A	N/A	0/3	N/A	N/A	N/A	0/3	N/A	N/A	N/A	0/3	N/A	N/A	N/A	0/3	N/A	N/A	N/A	0/3	N/A
Extra																																								
--DUMP	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	0/11	N/A	N/A	N/A	0/11	N/A	N/A	N/A	0/11	N/A	N/A	N/A	0/11	N/A	N/A	N/A	0/11	N/A	N/A	N/A	0/11	N/A	N/A	N/A	3/11	N/A
--CACHE	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	0/2	N/A	N/A	N/A	0/2	N/A	N/A	N/A	0/2	N/A	N/A	N/A	0/2	N/A	N/A	N/A	0/2	N/A	N/A	N/A	0/2	N/A	N/A	N/A	0/2	N/A
Total	??	??	??	N/A	??	??	??	N/A	??	??	??	N/A	0/1	0/174	51/398	N/A	0/1	0/174	51/398	N/A	0/1	0/174	109/398	N/A	0/1	0/174	137/398	N/A	1/1	109/174	243/398	N/A	1/1	174/174	360/398	N/A	1/1	1/174	347/398	N/A
GTE Tests																																								
	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T	E	F	V	T
Basic	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	0/1	0/1	N/A	N/A	0/1	0/1	N/A	N/A	1/1	0/1	N/A	N/A	1/1	0/1	N/A	N/A	1/1	1/1	N/A	N/A	1/1	1/1	N/A	N/A	1/1	1/1	N/A
REG	N/A	??	??	N/A	N/A	??	??	N/A	N/A	??	??	N/A	N/A	31/64	0/64	N/A	N/A	31/64	0/64	N/A	N/A	31/64	41/64	N/A	N/A	31/64	41/64	N/A	N/A	64/64	64/64	N/A	N/A	64/64	64/64	N/A	N/A	64/64	64/64	N/A
Official																																								
TIMING	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	??	??	N/A	N/A	N/A	N/A	0/22	N/A	N/A	N/A	0/22	N/A	N/A	N/A	0/22	N/A	N/A	N/A	0/22	N/A	N/A	N/A	0/22	N/A	N/A	N/A	0/22	N/A	N/A	N/A	0/22
OPCODE	N/A	??	??	??	N/A	??	??	??	N/A	??	??	N/A	22/22	5/22	0/22	N/A	22/22	5/22	0/22	N/A	22/22	4/22	0/22	N/A	22/22	4/22	0/22	N/A	22/22	22/22	22/22	N/A	22/22	22/22	22/22	N/A	22/22	22/22	20/22	N/A
Unofficial																																								
TIMING	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	??	N/A	N/A	N/A	0/42	N/A	N/A	N/A	0/42	N/A	N/A	N/A	0/42	N/A	N/A	N/A	0/42	N/A	N/A	N/A	0/42	N/A	N/A	N/A	0/42	N/A	N/A	N/A	0/42
Total	??	??	??	??	??	??	??	??	??	??	??	??	22/22	36/87	0/87	0/64	22/22	36/87	0/87	0/64	22/22	36/87	41/87	0/64	22/22	36/87	41/87	0/64	22/22	87/87	87/87	0/64	22/22	87/87	87/87	0/64	22/22	87/87	85/87	0/64
Misc Tests																																								
Where am I?	??				Fail				??				Fail				Fail				Fail				Fail				Fail				Fail				Fail			
Pipe line	??				Fail				??				Fail				Fail				Fail				Fail				Fail				Fail				Fail			
No code	??				Fail				??				Fail				Fail				Fail				Fail				Fail				Fail				Fail			
IRQ	??				Fail				??				Fail				Fail				Fail				Fail				Fail				Fail				Fail			
Total	??				0/4				??				0/4				0/4				0/4				0/4				0/4				0/4				0/4			