

# **PCSP DOCUMENTATION**

**Based on rev 1130**

**Official Version v0.2.0**

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# 1 Generally

PCSP is a WIP emulator.

## 2 Changelog

### 2.1 v 0.2.0

Full VFPU support (many with some bugs and not optimized)

Added command line parser to pcp so it can be used with pcp-xmb and pcp-udb.

Added a critical message when trying to run the emulator with a CPU without SSE/SSE2 instruction set

-New texture system

-Now supports correct DXT and other formats that used to be wrong.

-Also does correct blending, texture states etc.

-Better clear function.

-Implementation of the NREV ge command (normal reverse)

-Implementation of CMD\_XPOS1, CMD\_XPOS2 and CMD\_XSIZE

-Implementation of

sceDisplayAdjustAccumulatedHcount,sceDisplayGetVcount,sceDisplayGetCurrentHcount,sceGeEdramGetAddr

-Fixed sceGeEdramGetSize

-Implementation of sceImposeGetBatteryIconStatus .

-New IO system

-Supports directory reading , raw sector reading , correctly memcard IO operations and a lot more fixes

-Fixed some alloc/dealloc mismatches

-Intergrated debugger

-Logger/Stdout/Stderr tabs in Debugger

-System viewer

-Added window menu so each dock window can toggleview

-Implementation of sceKernelGetSystemTime , sceKernelSysClock2Usec

-Correct implementation for sceKernelGetSystemTimeLow,sceKernelGetSystemTimeWide ,sceKernelUsec2SysClock

-Complete rewrite of Kernel VPL and Kernel FPL HLE instruction set.

-Implementation of sceImposeSetLanguageMode,sceImposeGetLanguageMode

-Implementation of sceloDevctl 0x02025806 and 0x02425823 cmd commands

-Always On Top option in menu

-Added messageboxes for encrypted games (pcsp will report now if you try to load an encrypted game).

-No more flickering when interacting with menus

-A workaround to fix memory allocation issues. Pcp should now work with aero enabled.

-More logging to Attrac3 HLE .No implementation at the time

-Rewrote detection of Boot files.They now report ok. (some games used to reported that they are encrypted and they weren't)

## **2.2 v 0.1.1**

-Added CRT libs with release. That will fix problems with people that doesn't have vc regist installed on their pc.

-Fixed the issue with controller image doesn't appear in config dialog

-A better way to handle fakesyscalls . For issue 14 :

<http://code.google.com/p/pcsp/issues/detail?id=14> . Enabling hle misc will give the unknown NID number.

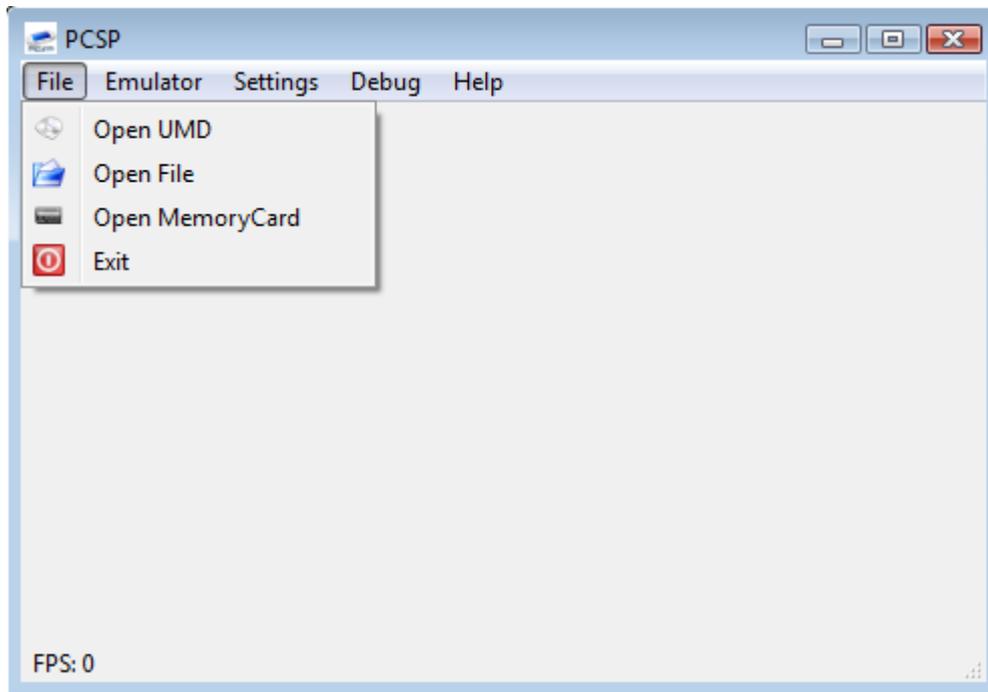
-Added dummy Kernel\_Library module . Tested with Resistance game

-Implemented the following scePower module functions:

- scePowerGetCpuClockFrequency
- scePowerGetCpuClockFrequencyInt
- scePowerGetBatteryFullCapacity
- scePowerIsLowBattery
- scePowerGetBusClockFrequencyInt
- scePowerGetLowBatteryCapacity
- scePowerSetBusClockFrequency
- scePowerGetBatteryChargingStatus
- scePowerGetBatteryRemainCapacity
- scePowerGetBatteryLifeTime
- scePowerSetCpuClockFrequency
- scePowerSetClockFrequency
- scePowerGetBatteryVolt
- scePowerGetBacklightMaximum
- scePowerGetBatteryTemp

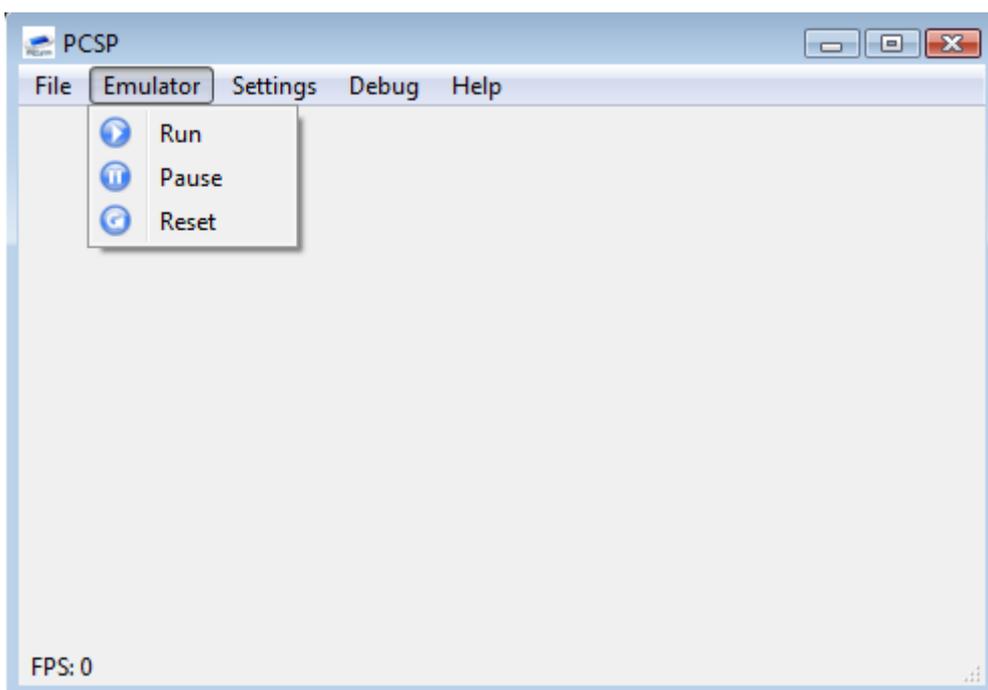
## 3 Configuration

### 3.1 General Configuration



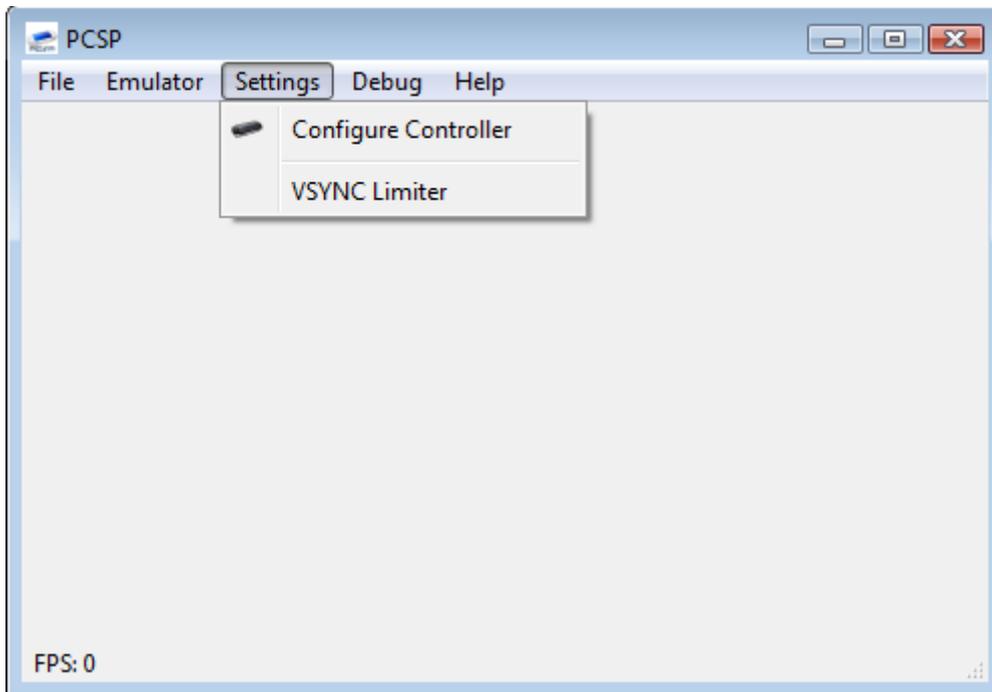
File menu has generally 4 options.

1. Open UMD option for opening UMD files . Pcspp supports iso and cso images
2. Open File option. Used for opening independent files. Usually it is NOT the recommended way to open files
3. Open MemoryCard. Opens the memory card browser. The use of it explained below
4. Exit. Closes pcspp



Emulator menu has 3 options.

1. Run option. After something is loaded from File menu then run is used to start emulation
2. Pause option. You can pause a game
3. Reset option. NOT implemented for v0.2.0

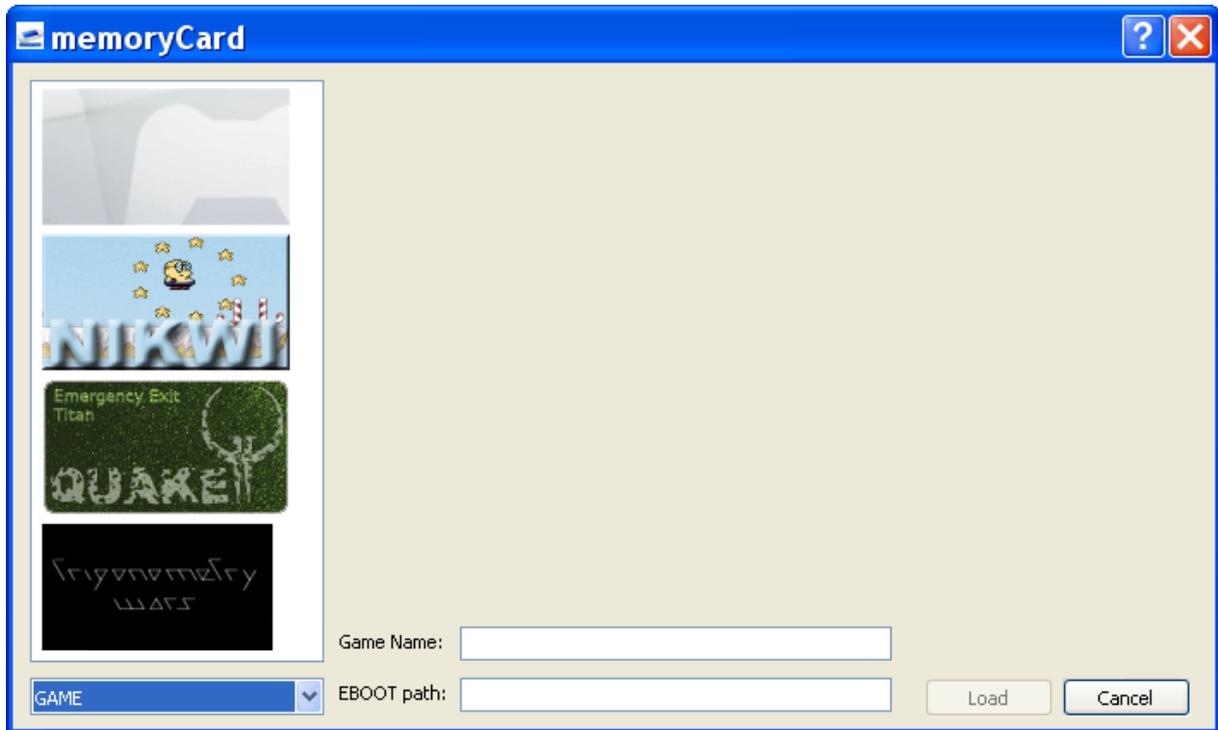


Settings menu has 2 options

1. Configure Controller. Opens the controller dialog for configuring keys
2. VSYNC Limiter. If a game runs too fast you can enable it so OpenGL can sync to 60fps

## 3.2 Memory Card Manager

Memory card Manager simulates the XMB browser of PSP firmware in order to run homebrew games and demos. The use of it is required since IO needs to parse the path of the external files in order to work correctly (e.g if a demo has an external file e.g a texture.png it will not be able to load it correctly if demo doesn't load from memory card manager).



Memory card manager requires the following path structure.

**pcsp.exe**

**ms0 folder**

**--PSP folder**

**---GAME folder**

Demos and homebrew should be put there. Each demo should be in the following structure

Demoname/EBOOT.PBP

For example

**ms0/PSP/GAME/testdemo/EBOOT.PBP** is a valid demo path.

It is also able to create more GAME folders in ms0/PSP/ in order to organize categories.

Folder is necessary to start with GAME (any other name will be ignored)

Valid names:

**GAMEsdk**

**GAME1**

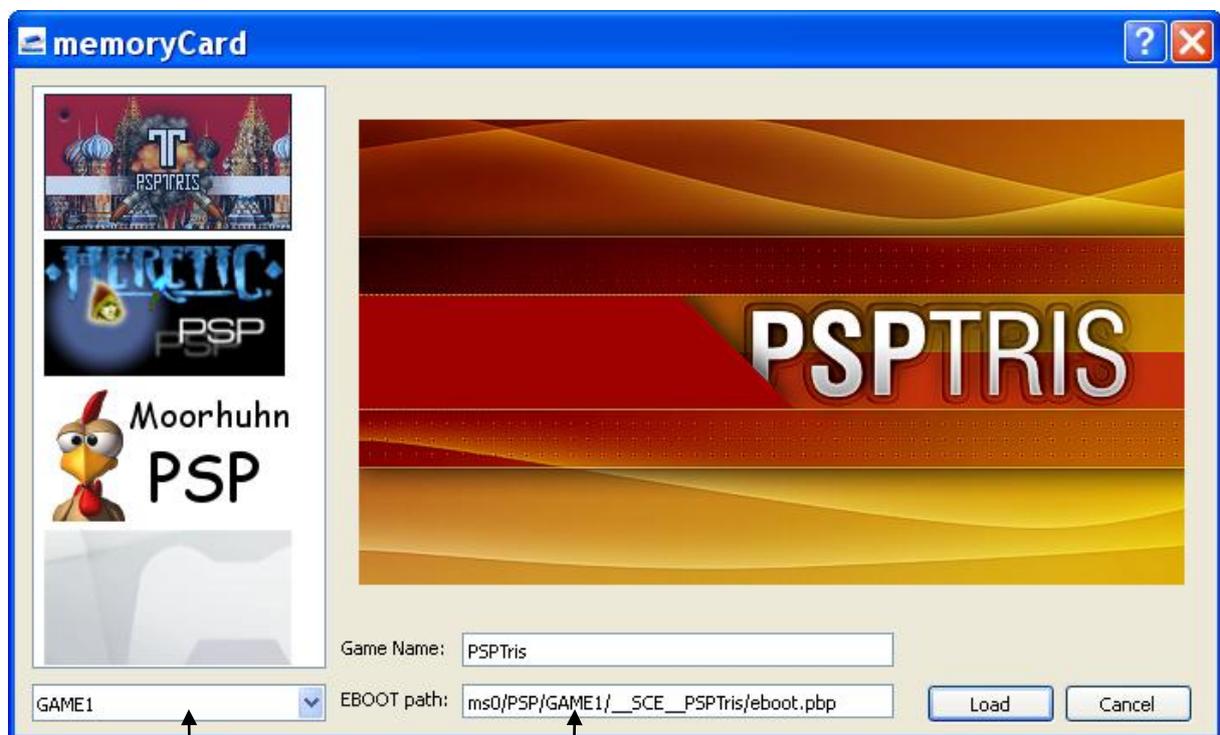
**GAME2**

The following will not work

**game1**

**game2**

**somethingelse**



Choose the category

Boot path