

# **PCSP DOCUMENTATION**

**Based on rev 918**

**Official Version v0.1.1**

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# 1 Generally

PCSP is a WIP emulator.

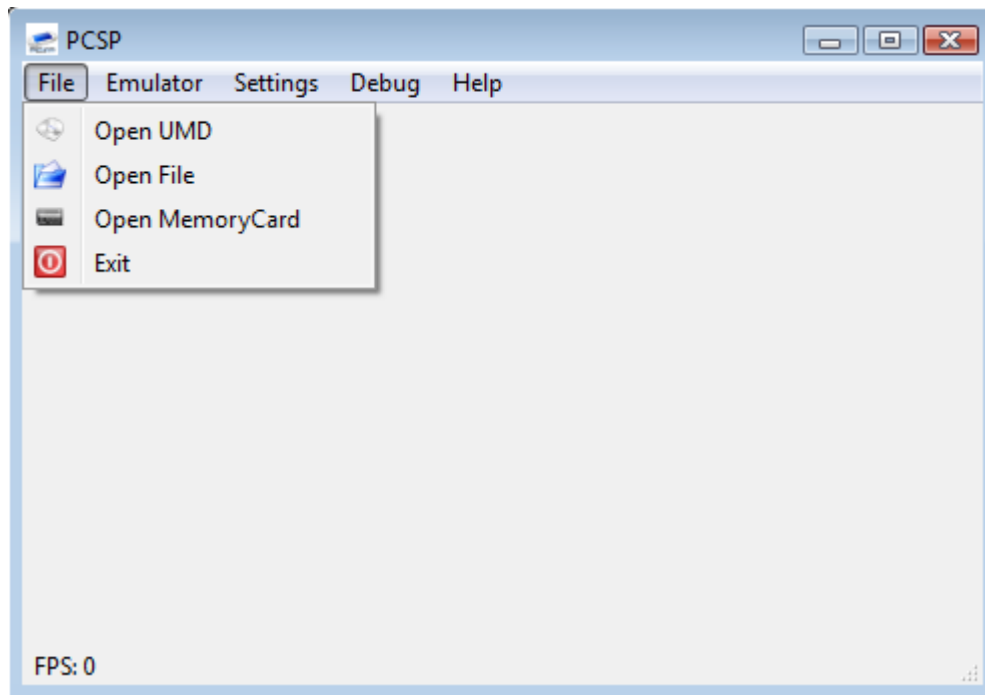
## 2 Changelog

### 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

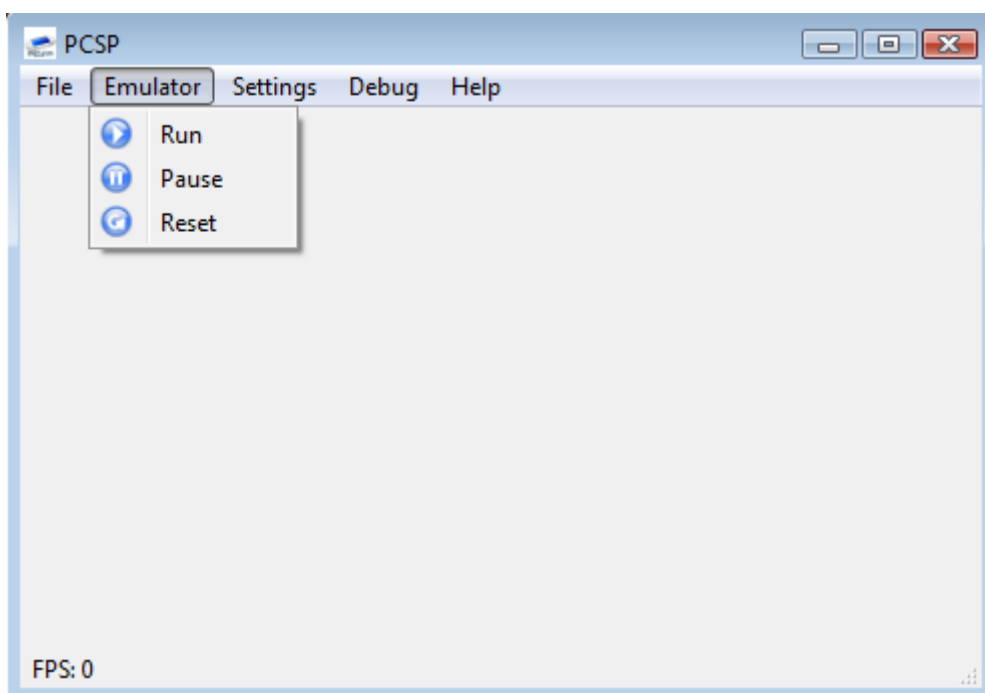
## 3 Configuration

### 3.1 General Configuration



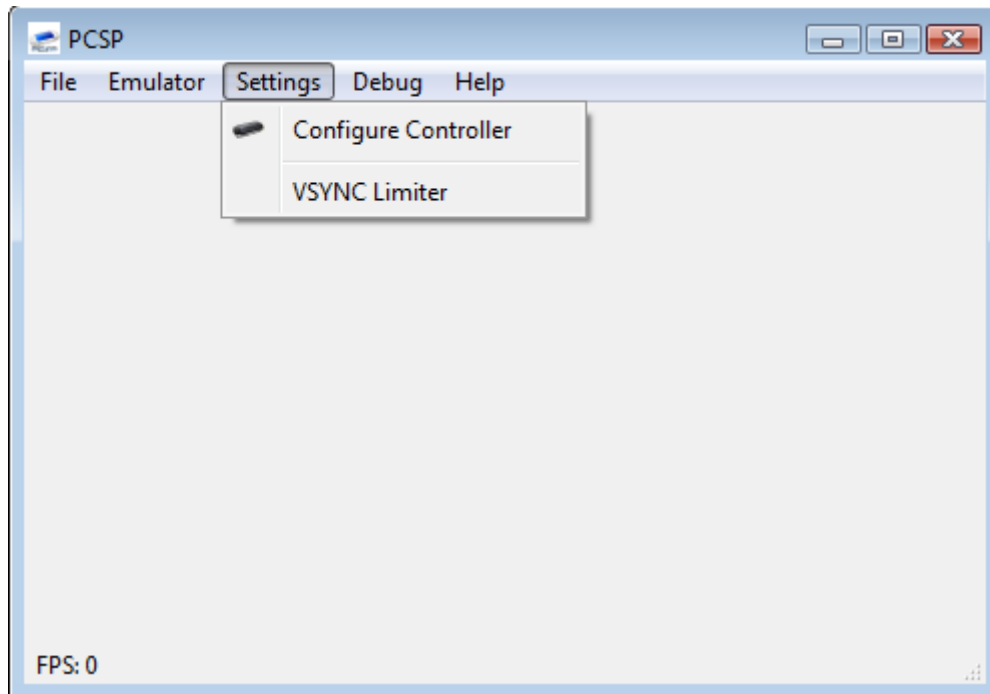
File menu has generally 4 options.

1. Open UMD option for opening UMD files . Pcs sp 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 pcs p



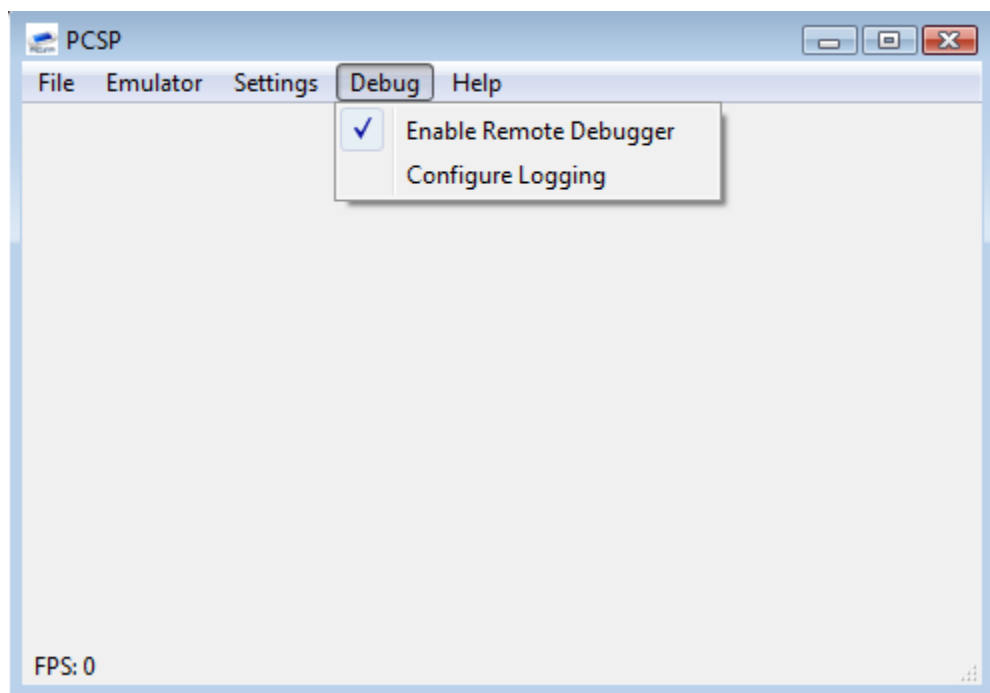
Emulator menu has 3 options.

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



Settings menu has 2 options

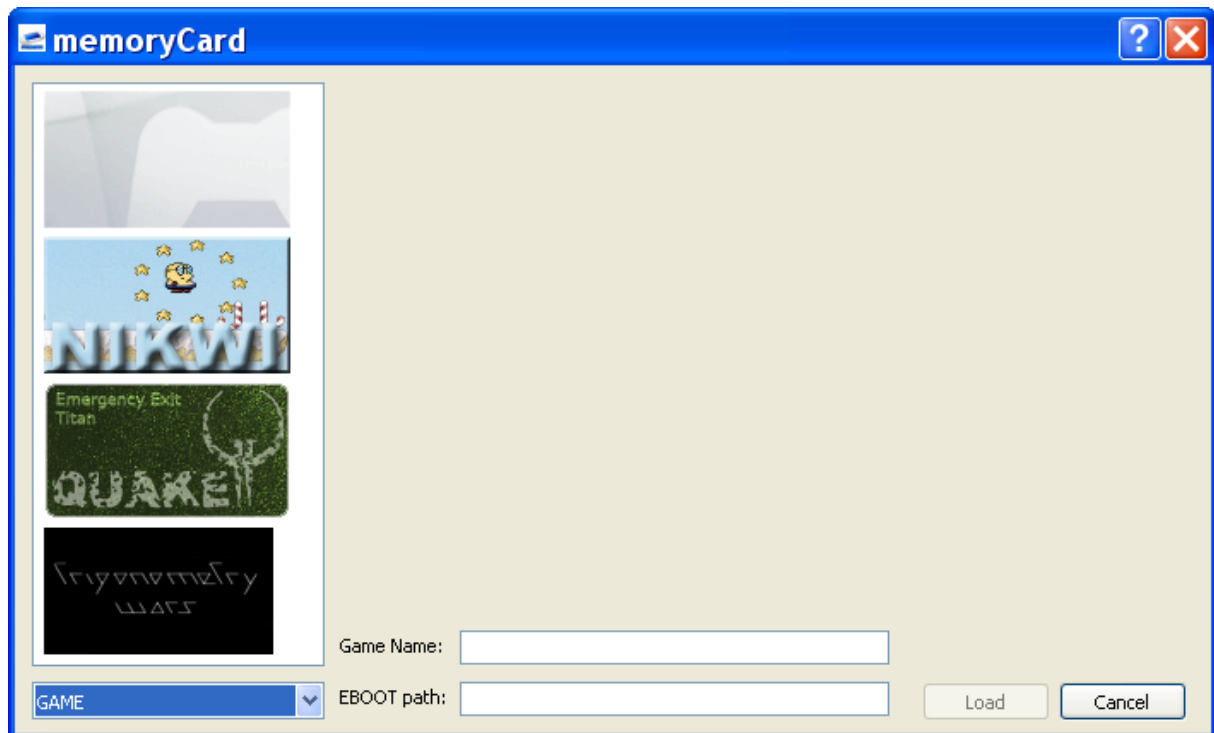
1. Configure Controller. Opens the controller dialog for configuring keys
2. VSYNC Limiter. If a game runs too fast you can enable it so OpenGL can sync to 60fps



Menu Debug contains tools for connecting with the remote PCSP debugger.

## 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**

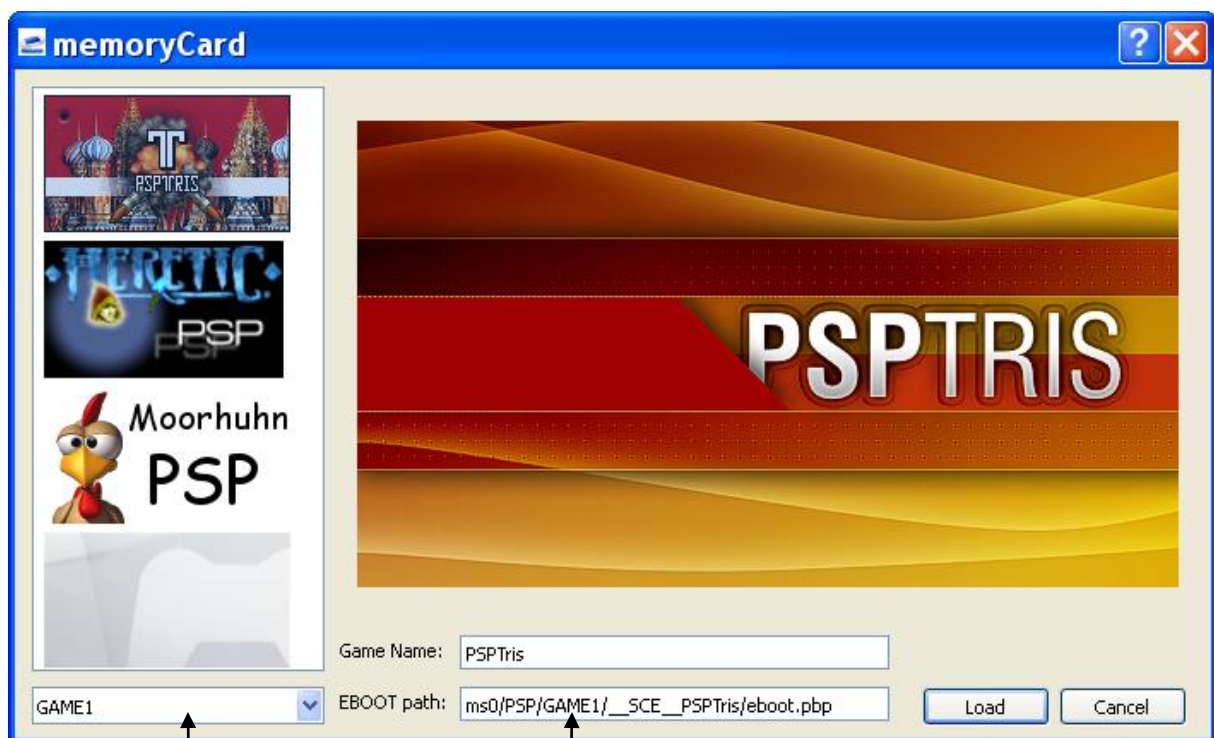
**GAME2**

The following will not work

**game1**

**game2**

**somethingelse**



Choose the category

Boot path