

PCSP DOCUMENTATION

Based on rev 841

Contents

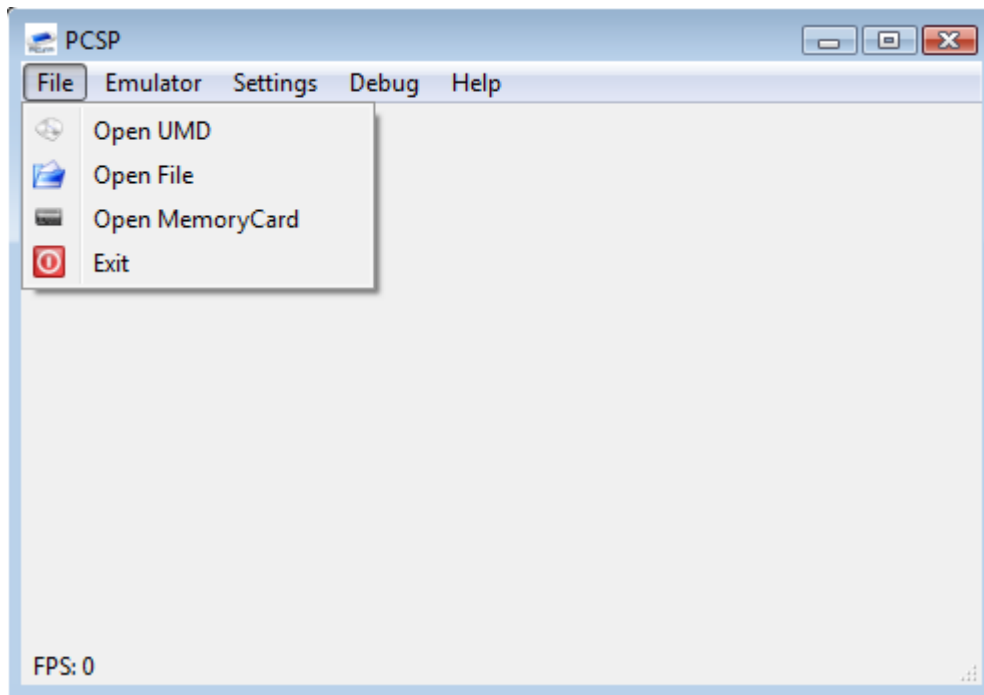
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1 Generally

PCSP is a WIP emulator.

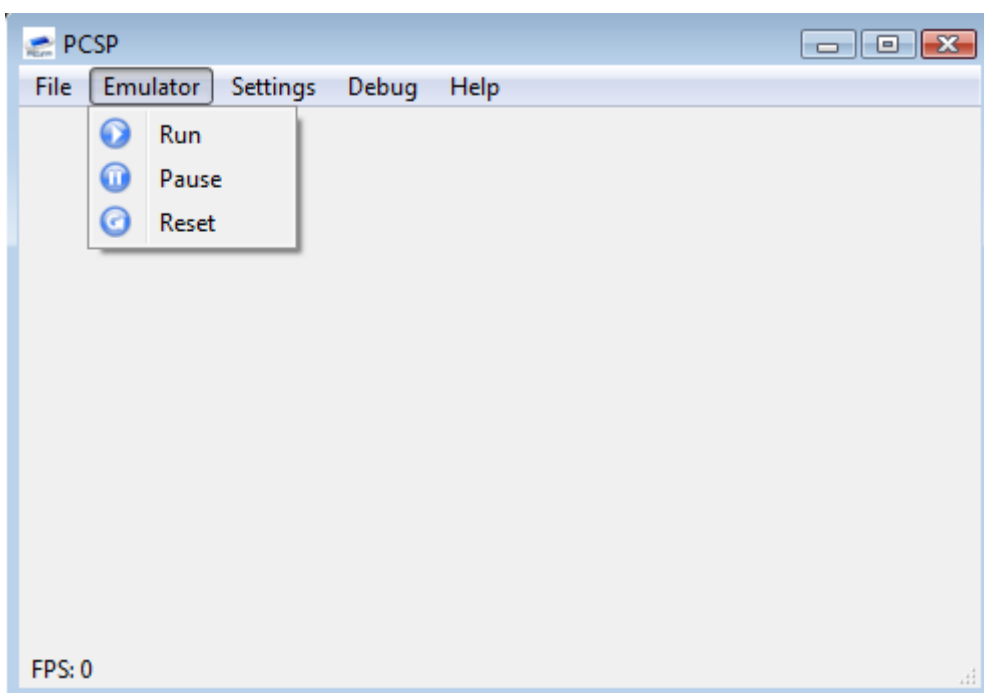
2 Configuration

2.1 General Configuration



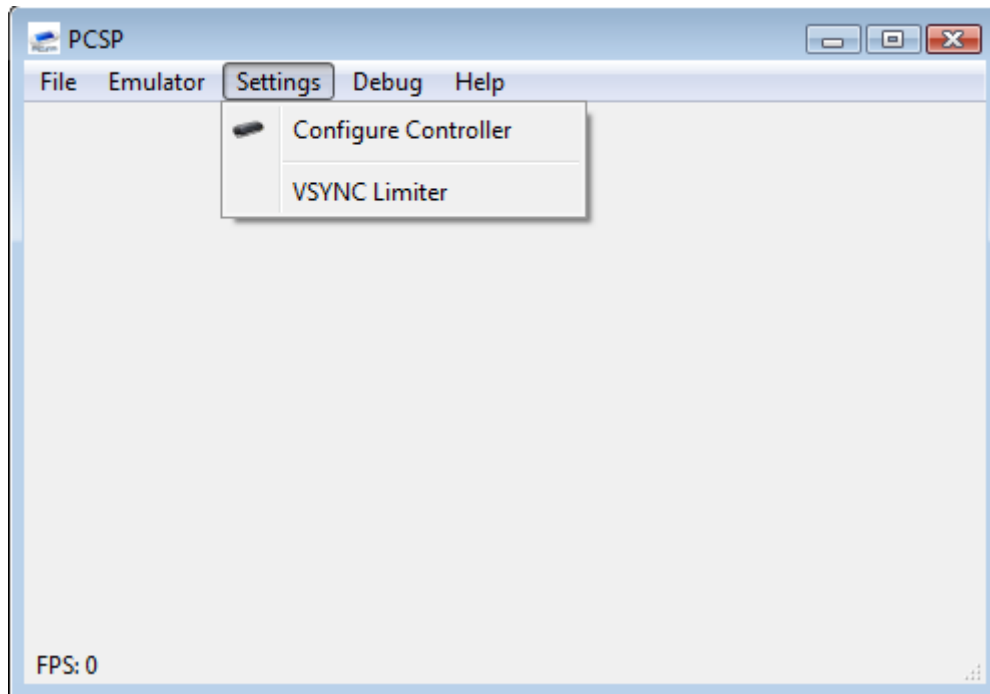
File menu has generally 4 options.

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



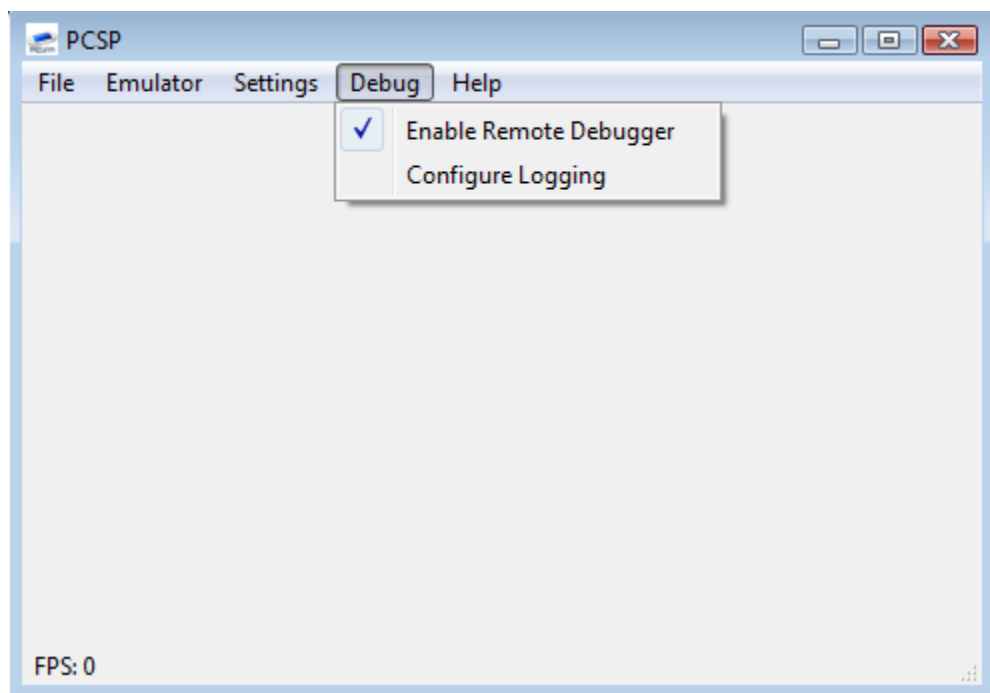
Emulator menu has 3 options.

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

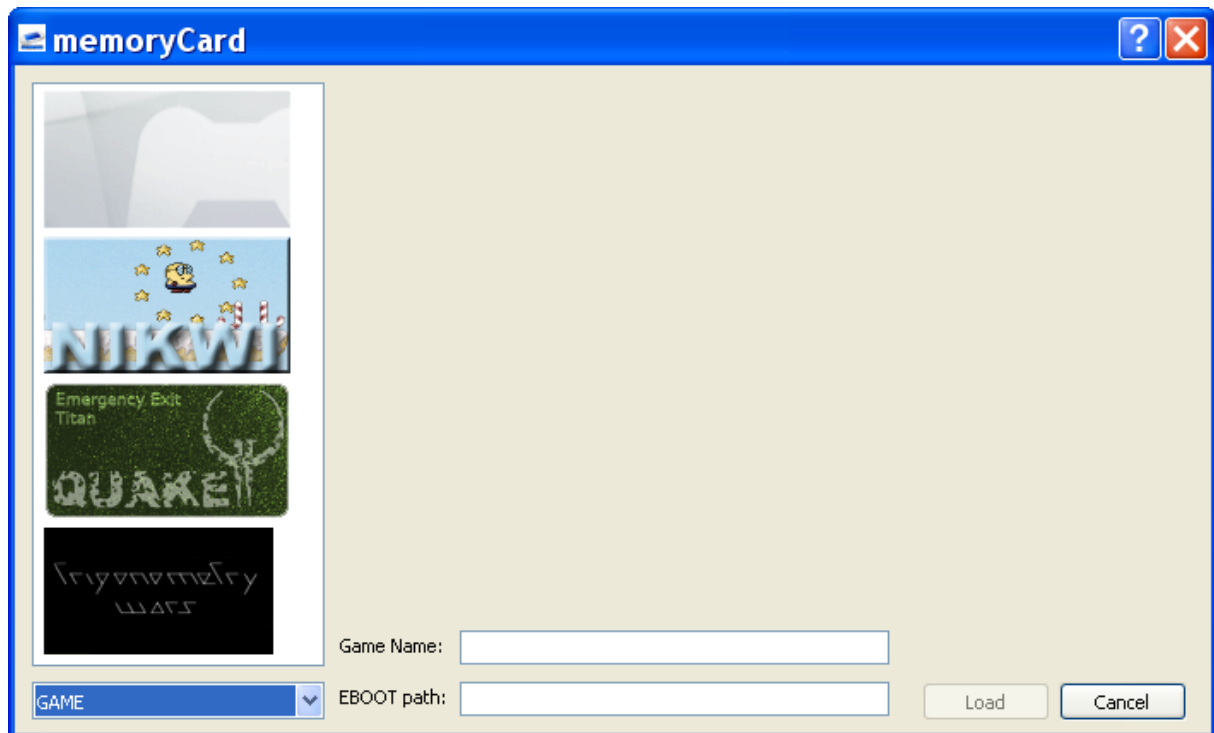
1. Configure Controller. Opens the controller dialog for configuring keys
2. VSYNC Limiter. If a game runs too fast you can enable it so OpenGL can sync to 60fps



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

2.2 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

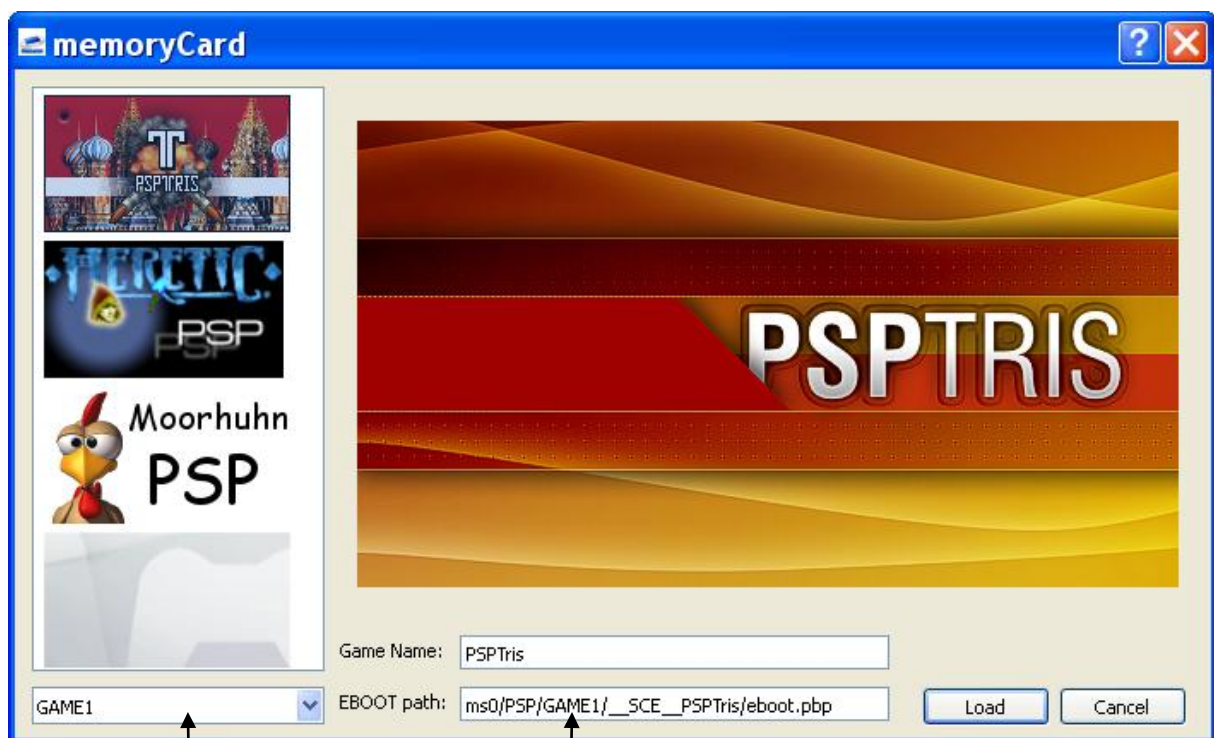
GAME2

The following will not work

game1

game2

somethingelse



Choose the category

Boot path