

FpseCE 0.10.1

# Documentation



# FpseCE

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### 1. Introduction.

FpseCE 0.10.1 (hereafter referred to as “FpseCE”) is the latest version of a program designed to run PlayStation One games on PocketPCs and Smartphones running the Windows Mobile Operating System.

It is a project which was started in 2001, ported from the PC version, FPSE.

The FpseCE team is comprised of two developers, LDChen and Schtruck.

There are two available versions of the emulator; the first is the non-supporter version, which is FREE and without limitations. The supporter version can be acquired for a minimum donation of €5. You may donate more than this, if you value the program as such. Donations can be made via PayPal, simply by clicking the “PayPal” button on <http://www.fpsece.net/download>, and following the on-screen instructions. If you don't have a PayPal account, I am pleased to inform you that it is considered the most secure payment system on the Internet. Creating a PayPal account is very straightforward, requiring only a few personal details and details from either a Credit or Debit card. PayPal can be found at the following web address:

<http://www.paypal.com>.

Certain features are exclusive to supporters. These features are:

- Real-time save/load state
- Force Feedback emulation (vibration)
- True overlay pad widgets
- Minimize button to pause FpseCE and send it to the background
- Registered version, marked with your name
- Priority updates as they become available. To receive updates, simply enter the email address used to donate, on this page: <http://fpsece.net/request>. You should receive the latest update within 10-15 minutes.

These features will be covered in more detail later.

## 2. Requirements.

In order to run FpseCE, your Pocket PC or Smartphone should meet the following requirements:

Operating System: Windows Mobile 2003 / 5 / 6.1 or 6.5.x

Processor: ARM processor > 400MHz. PXA270, PXA310, PXA320, Snapdragon 1GHz or equivalent.

Program Memory: 25mb or greater.

Screen Resolution: 240x320, 240x400, 320x320, 480x640, 480x800.

Note that FpseCE will work on any resolution, but menu skins are made for only for those listed above.

BIOS: Not necessary for FpseCE to function. Some games, however, require that one be present. The best file to use in this case is SCPH1001.bin (Not distributed with FpseCE for copyright reasons). BIOS files must be placed in FpseCE/BIOS/.

Supported image file formats: .iso, .bin, .nrg, .img and also full CD image file.

To create an image file, you must own the original PSX disc. Using your preferred program, e.g. Nero, CloneCD, Alcohol 120%, rip the contents of the disc to generate a compatible image file. There is a program called PocketISO, available at the download section of the FpseCE site. This program can be used to compress the image file for optimum support on FpseCE, as well as ripping some media files. This tool is necessary in many cases, to emulate audio tracks that are included on some CDs, and is recommended to convert audio stream files in any case, in order to achieve perfect sound.

## 3. How it works.

FpseCE is written in C, with parts coded in Assembler (ARM, WMMX).

The program entirely reproduces the behaviour of a PlayStation console, by emulating the main processor and all co-processors, sound chipset, graphic chipset and input device chipsets.

FpseCE is even able to run without any BIOS file by emulating system calls, although this part is still not 100% perfect. A few games will still need a BIOS to run perfectly.

To reach the speeds that it is capable of, FpseCE includes a Dynamic Recompiler, which interprets R3000A instructions (the PSone's main processor) and converts them into ARM assembler code into a buffer. This means that the next time this instruction is read at the same PSone memory address, recompiled code will be directly executed.

#### 4. Installation.

Download FpseCE0101.zip from the main site: <http://www.fpsece.net/downloads>.

Copy the .cab installation file to your phone's memory card or built-in storage memory (via ActiveSync or directly using a memory card reader).

Run the .cab installation file from your device to begin the installation. Upon completion of installation, a shortcut to the program will be placed in the start menu.

Acquire a BIOS File, and copy it into the BIOS sub-directory of your FpseCE installation (this operation is not necessary to run the program, but may be needed by a few games).

PSone CD images file(s) can be copied to any location on your storage card.

Below is a description of some features of the FpseCE configuration file, hereafter referred to as "fpse.ini". Before running FpseCE for the first time, it may be necessary to modify certain entries in this file. This can be done via PC, by opening the file with a text editor such as Notepad or GEdit. It can also be edited directly from within Windows Mobile using a text editor such as Resco Explorer or Word Mobile.

In [FPSE] Section:

- Be sure you have the right BIOS name file you placed in the BIOS Sub-directory  
BiosName=XXXXXXXXXX (Example: BiosName=SCPH1001.bin)

- Check your processor version, to see whether it supports ARMv5, and set the appropriate value for ArmCoreV5=ON/OFF.

In [JOY0KEY] Section:

- If your device has a hardware keyboard which doesn't support multi-press keys, such as the Samsung i780, a patch is included in FpseCE to solve this problem. Just set this line:

MultiFix=1

- If your device has hardware buttons, such as a keyboard, which you use as the controller, you should set "AutoRotate=1".

- Alternatively, if you use an external controller (Bluetooth, wired, etc.), set "AutoRotate=0". Enabling AutoRotate, will reassign the controller buttons appropriately for the current screen orientation.

The purpose of this is to save the user from having to manually reassign the d-pad buttons, when they rotate the screen.

Likewise, disabling AutoRotate keeps the controller layout the same, regardless of the screen orientation.

For example:

“AutoRotate=1”

	Portrait	Landscape left	Landscape right
<b>Up</b>	W	D	A
<b>Down</b>	S	A	D
<b>Left</b>	A	W	S
<b>Right</b>	D	S	W

In [POCKETPC] Section:

- If your PocketPC was released later than 2007, it is recommended that you use the new DirectX graphics driver. To enable DirectX, you need to set the line GFXDRV=4.

- If your device’s screen is WQVGA, WVGA or 320x320, the option exists to stretch the image to full screen in landscape mode. Simply set “FullScreen=1”. If “FullScreen=0”, the emulator will leave the image in the default, correct aspect ratio.

## 5. Starting and Configuration.

### 5.1. Start FpseCE.

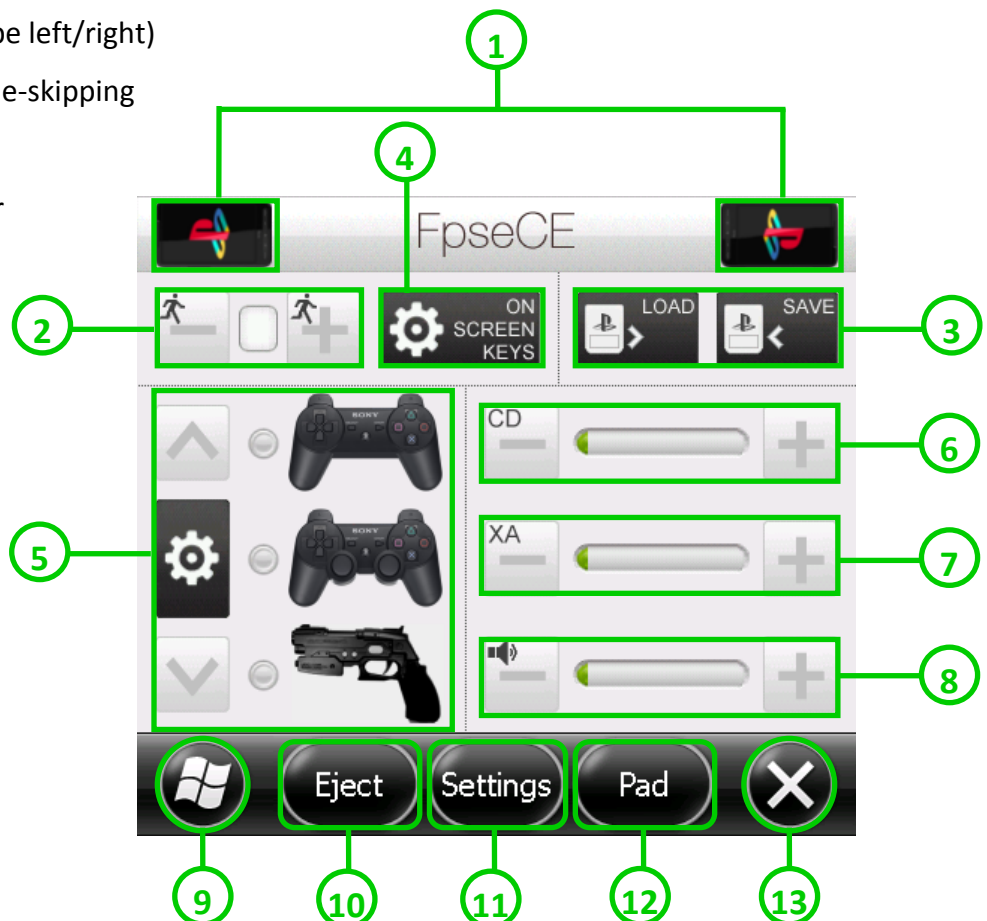
Simply run FpseCE from the start menu. You will be prompted to select an image. Use the built-in file browser to locate your CD image file and Enjoy!

After running a game for the first time, a shortcut for that game will be placed in the start menu, inside a folder called "PSone Games".

### 5.2. Main Menu.

When you run FpseCE, you will be brought to the main menu (pictured below). From here you can access all of the configuration features of the program, including controller configuration, frame skip, screen rotation, volume, etc.

1. Rotate screen (landscape left/right)
2. Increase/decrease frame-skipping
3. Save/load state\*
4. Touch-screen controller configuration
5. Pad type and button configuration
6. CD volume
7. XA volume
8. Main volume
9. Minimize\*
10. Eject "CD"
11. Settings
12. On-screen portrait pad
13. Back/Exit FpseCE



\*Feature only available for registered supporter version.



### 5.2.1. Switching orientation of the screen.

To rotate the screen, in order to play in landscape (left or right) tap the corresponding rotation button (1). Tapping the left-hand button, puts the program in landscape left, while tapping the right-hand button puts it in landscape right.

FpseCE always starts in portrait mode. To return to portrait from landscape, tap upper-right corner of the device *as viewed from portrait orientation* (A). This will bring up the menu and rotate the screen to portrait (even if a hardware keyboard is open). Note that the area that needs to be tapped is very small (about 2 pixels) and may take a couple of attempts to find.



This will be written to a game-specific config. file in the CFG sub-directory!

### 5.2.2. Frame-skipping.

Frame-skipping is used to speed up emulation when a game runs slowly. The frame-skipping used by FpseCE is not *real* frame-skipping, it is, in fact, a 3D function skipping. By default, it is disabled (the Value is 0). The values from 1 to 9 represent the frame rate emulator will try to reach by skipping those 3D functions.

Below are the frame-skip values and the frame rates they represent:

<u>Number</u>	<u>Frame Rate</u>
1	10 FPS
2	15 FPS
3	20 FPS
4	25 FPS
5	30 FPS
6	35 FPS
7	40 FPS
8	45 FPS
9	50 FPS

To adjust frame-skipping simply tap the + and – buttons (2) on the main menu. The more times you tap the + button, the higher the value, and vice versa. Note that frame-skipping is a destructive method of increasing the speed of games. As a result of this, certain games will benefit from it more than others, and some games will become practically unplayable whilst using frame-skipping. It is best to test different levels of frame-skip with each game when necessary.

[This will be written to a game-specific config. file in the CFG sub-directory!](#)

### 5.2.3. Adjust volume.

In FpseCE, there are two types of audio, CD and XA. CD audio and XA Stream bars manage the volume for games that have been compressed with PocketISO, and had the Audio Track or XA streams ripped to MP3. To adjust CD and XA volume, use their volume bars (6) and (7) respectively. To adjust the main volume, tap on the arrows by its volume bar (8). As you adjust the volume, the bars will fill or deplete accordingly to display the current volume levels.

Note that forcing CD volume and XA volume to 0, will improve emulation speed by up to 20%, when a game has been compressed with PocketISO, and had audio ripped to MP3.

[This will be written to a game-specific config. file in the CFG sub-directory!](#)

#### 5.2.4. Real-time save and load state (Registered version only).

In order to use the save/load state feature, it is recommended to disable high level emulation (HLE) in fpse.ini (in [FPSE] section). The reason for this is because some games patch the BIOS making them incompatible with save state while HLE is active.



To save state, tap the save state button from the main menu (3). You will be taken to the save state menu. There are ten available slots on which to save, numbered 0-9 (B). Tap on any of these buttons to save to that slot.

Note that using save state can take up as much as 2mb of space on your storage card.



To load state, tap the load state button from the main menu (3). You will be taken to the load state menu. If one of the slots numbered 0-9 on this menu, contains a save, you can load state by tapping the appropriate number.

### 5.3. Assigning hardware keys.

The following instructions will show you how to assign a controller button to a hardware button on your phone or gamepad.

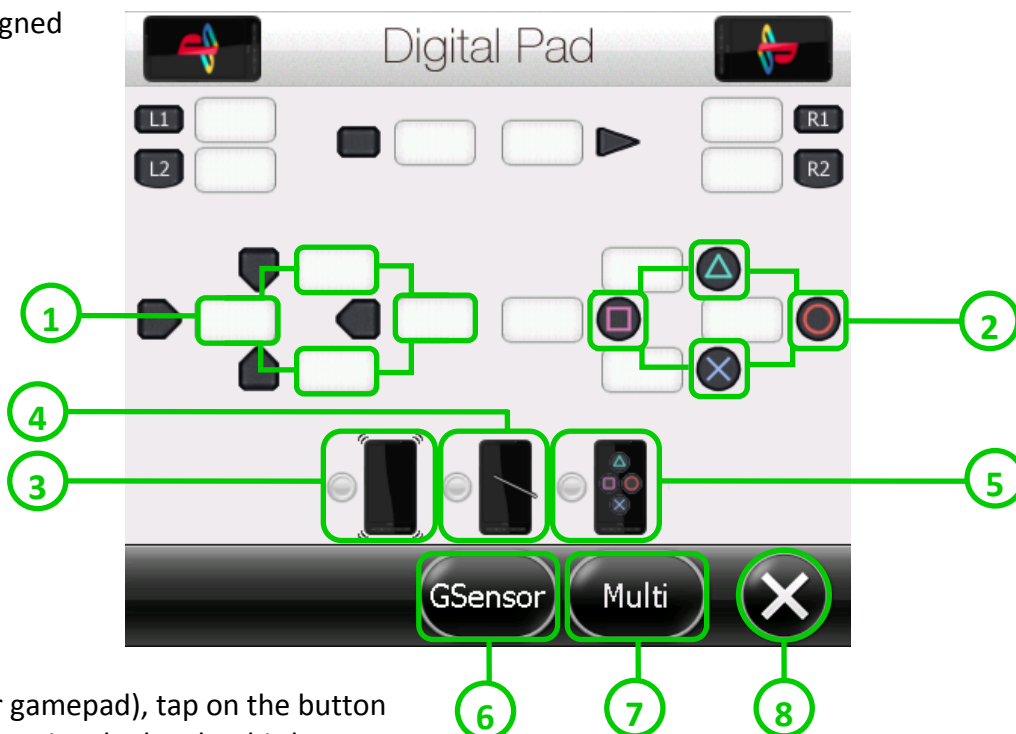
Tapping the arrows on (5) from the main menu, cycles through the customisable controller types (digital, analog and GunCon). Certain games require certain pad types. In this case, make sure the appropriate one is selected.

To access the respective configuration menus for the controller types, tap on the cog icon (5) from the main menu, when the pad type you wish to modify is selected.

#### 5.3.1. Digital controller.

Below is an image of the digital pad configuration screen.

1. Boxes to display assigned keys
2. PSone button to be assigned
3. G-Sensor mode
4. Stylus mode
5. Button mode
6. G-Sensor tuning menu
7. Multi-key menu
8. Back



To map a PSone button to a hardware key (phone key or gamepad), tap on the button you want to map, e.g. "L1". Notice the box by this button now displays "---". Now, press the hardware key you wish to set this button as, e.g. space bar of QWERTY keyboard. Notice the box now displays the numerical code of the selected key. Repeat this process for all buttons.

### 5.3.2. DualShock (Analog) controller.

Below is an image of the analog pad configuration screen.

1. Boxes to display assigned keys

2. PSone button to be assigned

3. G-Sensor mode

4. Stylus mode

5. Button mode

6. More options (analog sticks)

7. G-Sensor tuning menu

8. Multi-key menu

9. Back

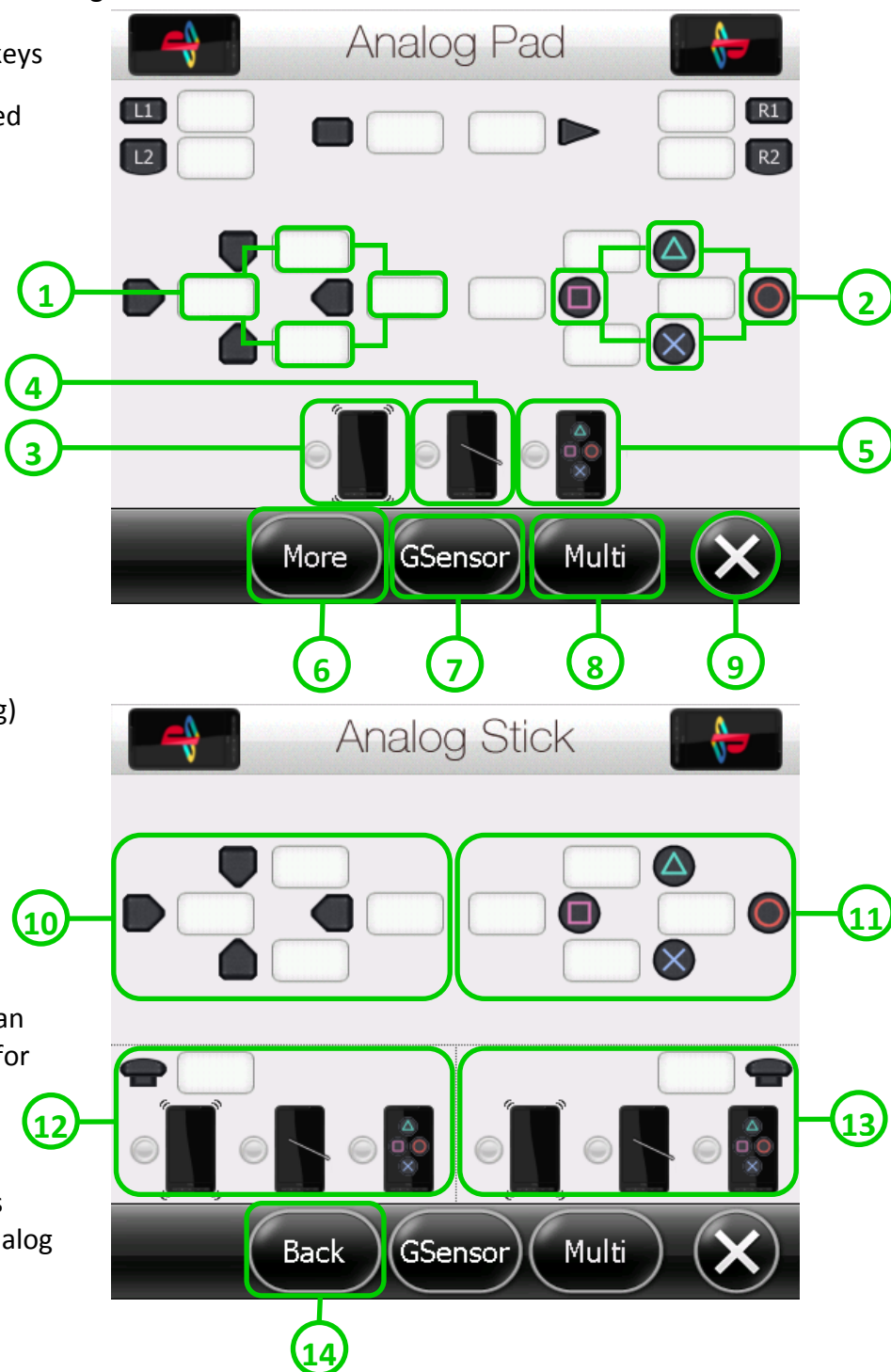
10. Button config (left analog)

11. Button config. (right analog)

12. Control type (left analog)

13. Control type (right analog)

14. Previous menu



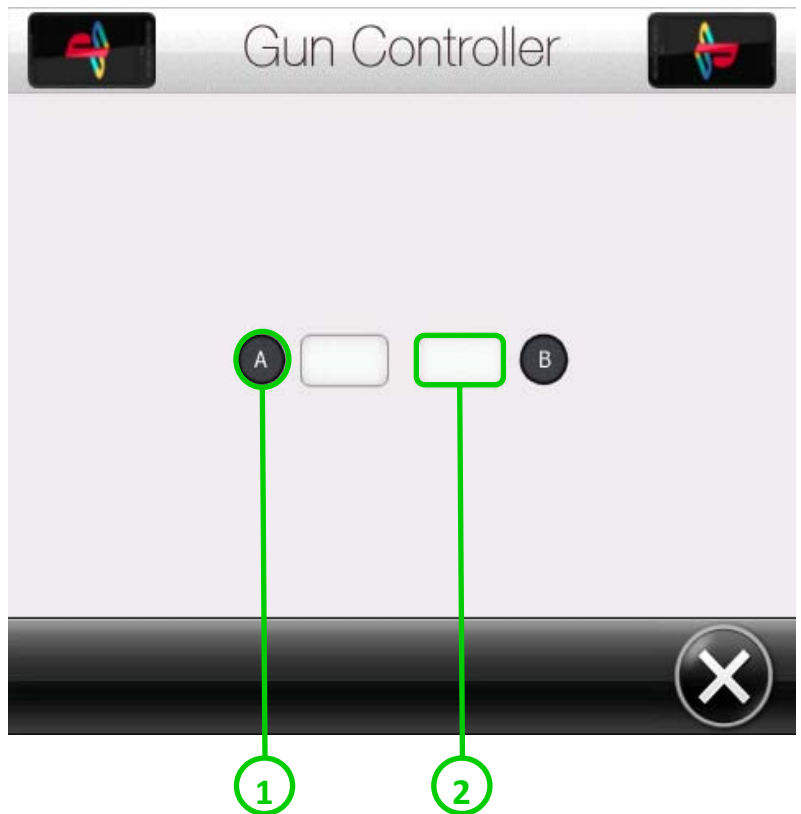
The process for mapping keys for an analog pad is exactly the same as for the digital pad. The only change to the menu is the addition of the "More" button, which brings you to the "Analog Stick" menu. In this menu, you can map keys to the analog sticks and the method of control.

### 5.3.3. GunCon controller.

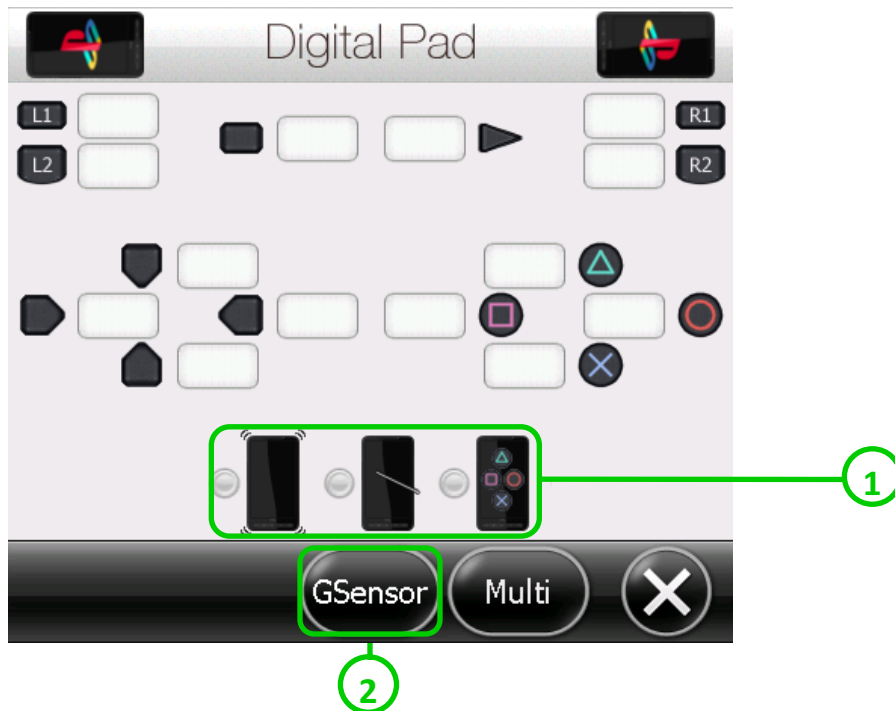
Below is an image of the GunCon configuration screen.

1. GunCon button to be assigned (A or B)
2. Boxes to display assigned keys

To map a key to a GunCon button, tap on the button you wish to set (A or B). Notice the box by the button has changed to display "---". Now, tap the button you wish to set as this key. Notice now, the box displays the numerical code of the key you pressed.



### 5.3.4. Using “Stylus mode” and the “G-Sensor”.



Tap on the control type icons (1), to cycle through the three control methods. Respectively:

**G-Sensor mode** – This is supported only by devices with a built-in accelerometer. Movement is controlled by tilting the device, e.g. in a driving game, steer left by physically rotating the device to the left. This feature is most useful in a driving game, like Gran Turismo. The G-Sensor is tuneable by accessing the tuning menu (2). Hardware and on-screen controls, are not disabled by using the G-Sensor, and can be used in conjunction with it.

**Stylus mode** – Movement is controlled with on-screen swipes or gestures, e.g. in a driving game, steer left by swiping left on the screen with your finger or a stylus. Movement will cease when your finger/stylus is removed from the screen. This control type is most useful for RPG games, such as the Final Fantasy series. Non-movement controls are not affected by stylus mode and still need to be set on-screen or with hardware keys.

**Button mode** – All controls are either assigned to hardware keys, or set as on-screen controls.



(fig. 1)

1



(fig. 2)

2

3

Note that to activate Stylus mode or the G-Sensor for the analog sticks, you must first select the DualShock as controller type (fig. 1) and click on the “More” button (1). This brings you to the “Analog Stick” menu (fig. 2). Clicking on (2) or (3) will allow you to toggle G-Sensor, stylus or button control on the left and right analog sticks respectively.

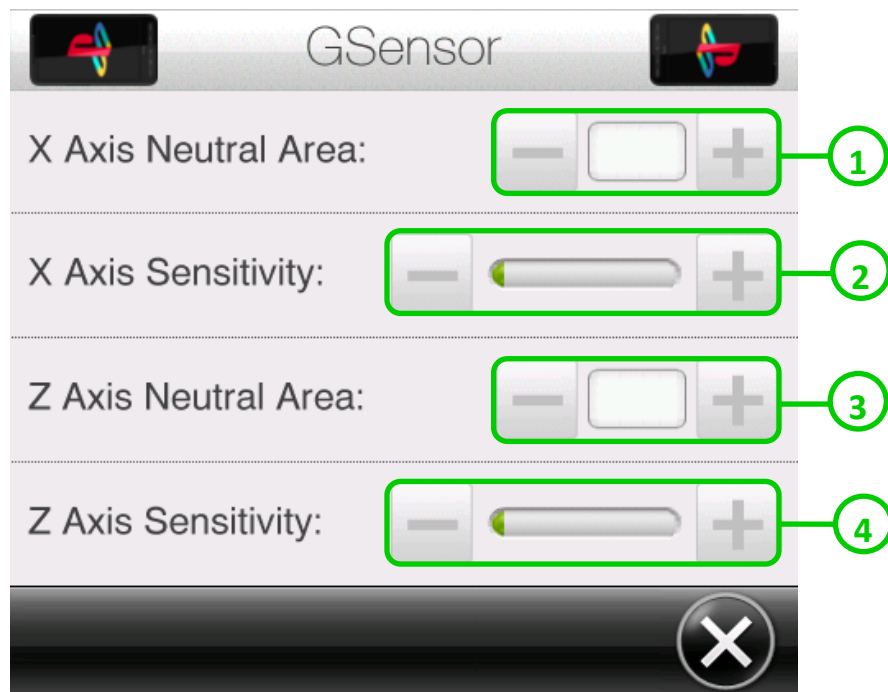
If none of the three options are selected, the analog sticks can be set in the same way as normal buttons (4).

This will be written to a game-specific config. file in the CFG sub-directory!



### 5.3.5. G-Sensor tuning.





The G-Sensor can be tuned by accessing tuning menu. To access the menu, tap the “GSensor” button from the digital (6) or analog (7) control configuration menus.

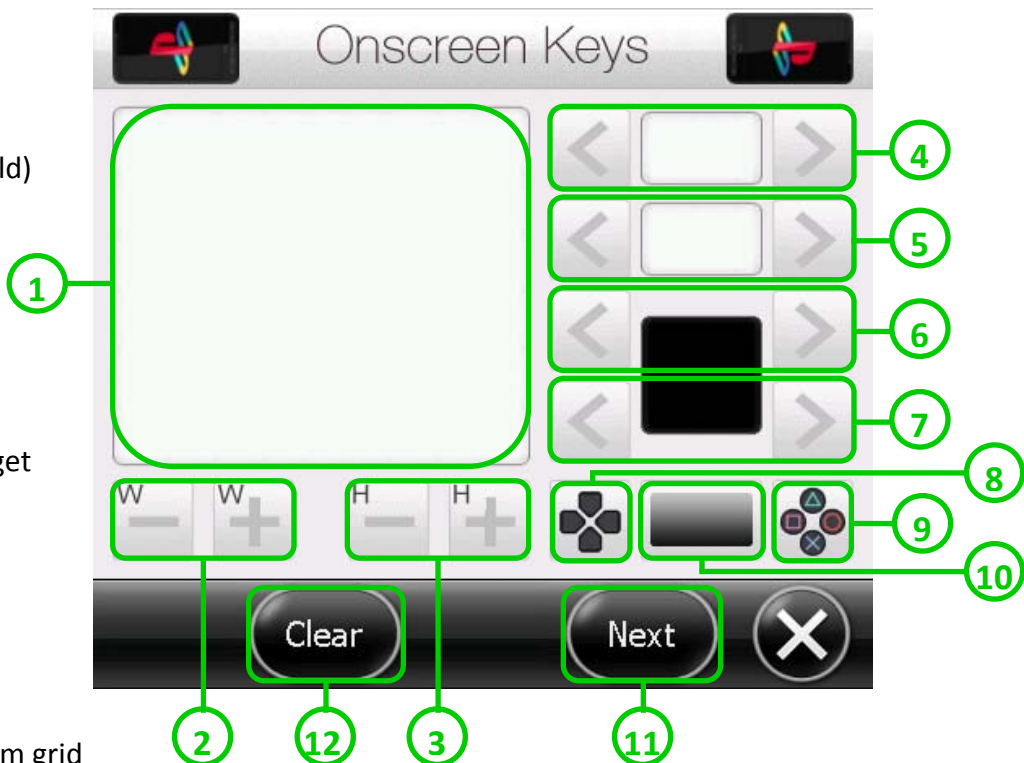


The G-Sensor’s “neutral area”, i.e. the amount the device can be tilted without activating the sensor, can be easily adjusted for the X and Z axes. Tap on the + and – buttons for “X Axis Neutral Area” (1), to adjust the x-axis, and “Z Axis Neutral Area” (3), to adjust the z-axis.

You can also adjust the sensitivity. Use the + and – buttons for x-axis (2) and z-axis (4) sensitivity.



### 5.3.6. Assigning virtual keys.

1. Grid (maximum size: 7x6)
2. Increase/decrease number of columns
3. Increase/decrease number of rows
4. Controls, e.g. 'L1'
5. Key type (toggle/hold)
6. Overlays
7. Overlay colour
8. D-Pad widget on & position
9.     pad widget on & position
10. Pad opacity
11. Next design for pad widgets
12. Clear all buttons from grid



To assign a virtual on-screen key, first adjust the number of rows (3) and columns (2) of the grid up to a maximum of 7x6 (42 squares). This will allow you to set as many buttons on the screen as you like, in the places that you want them.

Select an area of the grid (1) by tapping it. The selected square will become highlighted. Now you need to choose a control for this square; scroll through the button choices with the left and right control arrows (4). When you have the button you want, notice that it has appeared in the grid.

Next you need to choose whether or not this key will act as a toggle switch. Tap on the second row of arrows (5) to choose “hold”  or “toggle” . A toggle key will remain active once pressed, until it is pressed a second time.

Now that you have set your button, you have the option of applying an on-screen overlay, to be able to see the button during play. To do this, scroll through the choices of icons with the third row of left and right arrows (6). When you are happy with your selection, you will notice that it has appeared on the playable area of the screen. You now have the option of changing the colour of this icon. To do so, use the fourth row of left and right arrows (7).

If you wish to quickly remove all virtual keys simultaneously, tap on the “clear” (12) button. The grid will now be empty, but will remain the size it was before clearing.

#### **5.3.7. True overlay pad widgets (Registered version only).**

With the supporter version of FpseCE, it is possible to apply an on-screen widget for the directional buttons and also for the PlayStation symbol buttons. To use these pads, tap on the d-pad icon (8) and the symbol buttons icon (9) in the on-screen configuration menu. Tapping one of the buttons once, places its widget overlay on the screen, to the bottom-left and bottom-right respectively. Tapping a second time, places the widgets central-left and right, while a third time moves them to the top-left and right. A fourth tap removes the widget from the screen.

A number of different pad designs are available to download from the FpseCE forum. To change the style of the pad widgets, tap on the “Next” button (11). In addition to changing the style, the opacity of the widgets can be changed between two grades, by use of the gradient button (10).

This will be written to a game-specific config. file in the CFG sub-directory!

### 5.3.8. Setting multi-keys.

Multi-keys are useful for a number of reasons, but are particularly useful for devices with resistive screens, as they do not support multi-touch.

To access the multi-key menu, tap “Multi” from the digital (7) or analog (8) control menus. The next screen to be displayed will be the multi-key menu.

1. Buttons to set as multi-keys
2. Multi-key slots

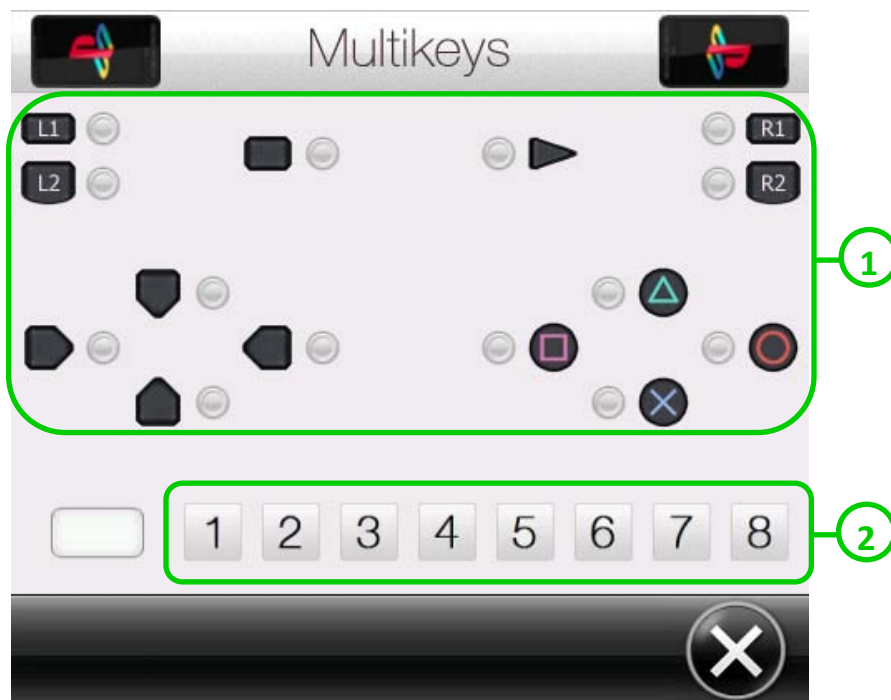
To set a multi-key on one of the eight available slots numbered 1-8 (2). Next, you need to tap on each button on the screen that you wish to use in the multi-key, e.g. L1 + R1. Pressed buttons become highlighted to signify selection.

You can use the multi-key in two different ways. The first is as a hardware key. On the multi-keys menu, select the multi-key slot you wish to assign to a hardware button, then press the hardware button that you want it to be. The numerical code of the chosen button will appear in the box to the left of the slots.

Alternatively, you can use the multi-key as an on-screen control. You can do this from the on-screen configuration menu. The multi-key can be placed on any space in the grid, the same as any other button, but you can recognise them by their number; a multi-key assigned to slot 1, will be number 1 in the on-screen configuration menu.

Upon successfully setting your multi-key(s), the next time you press the selected hardware key or tap the selected area of the screen, FpseCE will simulate the pressing of all assigned keys simultaneously.

Upon successfully setting your multi-key(s), the next time you press the selected hardware key or tap the selected area of the screen, FpseCE will simulate the pressing of all assigned keys simultaneously.



This will be written to a game-specific config. file in the CFG sub-directory!

### 5.3.9. Portrait pad.

There is a portrait pad available for use with FpseCE. To activate it, simply tap the “Pad” button (12) from the main menu.



Alternative pad styles and layouts are available for download on the FpseCE forum.

## 5.4. Quit, minimise and change disc.

### 5.4.1. Quit FpseCE.



To exit from FpseCE, tap and hold the exit button (1) for about two seconds. You'll will see [>>>>>>] building up across the top of the screen. When the '>' symbols reach the 'X', FpseCE will close.

Note that the reason for the delay in exiting is to prevent accidentally closing the program.

### 5.4.1. Minimise FpseCE (Registered version only).

To pause the current game and send FpseCE to the background, tap on the minimise button (2). To resume, re-launch FpseCE from its shortcut. The game will resume from where it was when the program was minimised.

### 5.4.2. "Eject CD".

Certain games, such as Metal Gear Solid and the Final Fantasy series, require the disc to be changed at some point. To eject the "CD", tap on the eject button (3). The program will return to the image selection screen. From this screen you can select the next disc of the game, without having to exit and restart the program.

## 5.5. Advanced configuration

### 5.5.1. fpse.ini.

Below is the fpse.ini file. Some entries have been omitted, either for being unused by FpseCE, or because they are not meant to be changed by the user. Also, long sections, such as on-screen, have been shorted to two entries and marked as “start” and “end”.

[FPSE]	
LastGPU=gpusoftdx.dll	- GPU plugin
LastSPU=peopspu109.dll	- Audio plugin. Disabled by default (Opeopspu.dll)
LastJOY0=joy0pse.dll	- Controller plugin
LastJOY1=joy1key.dll	- Controller plugin
LastCD=cdrimage.dll	- CD plugin
CDCountry=1	- Region
UseOtherMDEC=off	- MDEC acceleration, using DSP instructions since ARMv5
CpuMode=on	- On = Dynamic Recompiler   Off = Interpreter
AutoSpeed=on	- Limit fps to 50 (PAL) / 60 (NTSC)
MDEC_bw=off	- Play videos in black and white
DisableEngines=off	- GTE acceleration using DSP instructions
DisableLogo=on	- Skip Sony logo
EnableHLE=on	- High level emulation
UseSubQ=on	- Enable CD sector SubQ channel emulation
BiosName=scph1001.BIN	- must match name of BIOS file in BIOS sub-directory
MemCard1=slot1.mcd	- Memory card slot 1
MemCard2=slot2.mcd	- Memory card slot 2
ArmCoreV5=on	- Use Arm V5 instructions
ArmCoreMMX=off	- MDEC uses new decoder routine
RunSPUSync=off	- Emulate SPU irq. Necessary for some game like MGS, but significantly slows down emulation. Use only if necessary
[PocketPC]	
Onscreen_OC41=0	- Start of on-screen controls
Onscreen_00=7	- End of on-screen controls
GFXDRV=3	- Graphics driver 0 = GDI   1 = GAPI   2 = LFB QVGA   3 = LFB VGA   4 = Direct X
Orientation=0	- Screen orientation
FpsCount=on	- Display fps counter
EnableSound=off	- Enable / disable sound
PadType=2	- change between digital, analog and GunCon control types

FullScreen=1	- Enable / disable full screen
Stick_Left=0	- Left analog. 0 = nothing, 1 = stylus mode, 2 = G-Sensor
Stick_Right=0	- Right analog. 0 = nothing, 1 = stylus mode, 2 = G-Sensor
Stylus_Mode=2	- 0 = off, 1 = emulated for digital, 2 = emulated for analog
Sensor_Mode=0	- 0 = off, 1 = emulated for digital, 2 = emulated for analog
Vib_Threshold=255	- Vibration threshold

[GPUSOFT]

Odd_Even_Fix=0	- GFX patch for chrono cross
High_Res_Boot_Fix=0	- Speed up high-res games
Frame_Skip_Mode=0	- Destructive frame-skip

[JOY0KEY]

AutoRotate=0	- Rotate controller with screen
MultiFix=0	- Enable / disable MultiFix
GunB=87	- GunCon button B
GunA=81	- GunCon button A
Up=87	- Start of controller configuration
R2=85	- End of controller configuration

[JOY1KEY]

Up=38	- Start of controller configuration
R2=84	- End of controller configuration
An1Up=89	- Start of left analog configuration
An1Right=72	- End of left analog configuration
An1Action=86	- Left analog stick mode (stylus, etc.)
An2Up=73	- Start of right analog configuration
An2Right=75	- End of right analog configuration
An2Action=78	- Right analog stick mode (stylus, etc.)

[SPUPeops]

UseXA=0	- Enable / disable XA sound (with peopspu.dll)
Volume=0	- XA volume (with peopspu.dll)



### 5.5.2. More on fpse.ini.

a) **LastSPU=0peopspu109.dll**

peopspu109.dll is the SPU Plugin from Pete Bernett, modified and ported by LDchen to FpseCE. To use it, simply delete the '0' from after the '=' sign. Sound emulation is sometimes better than the original SPU plugin, but CPU usage is increased.

b) **AutoSpeed=on**

This is the Frame-limiter: 50fps with PAL games, and 60fps with NTSC games.

c) **DisableLogo=on**

When both this and HLE are set to "off", the emulator will boot the BIOS with the Sony logo.

d) **EnableHLE=on**

HLE means High Level Emulation. What it does, is emulate BIOS functions called by programs. It's better to set it to "off", when using SaveState. When enabled, there may be noticeable speed improvements with 2D games, and occasionally with 3D games.

e) **BiosName=XXXXXXX**

Here you have to type the BIOS file name you have placed into BIOS subdirectory.

f) **ArmCoreV5=on**

If your processor supports Arm V5 instructions, this should be left on, otherwise it must be disabled.

g) **ArmCoreMMX=off**

This may be enabled, providing your processor supports WMMX instructions. In such a case, MDEC will use a new player, faster than the C one.

h) **ShowFPS=off**

Set to "on", if you would like to know the speed FpseCE runs on your device.

i) **RunSPUsync=off**

This feature is sometimes needed for certain games, to make them work in FpseCE. Leave it disabled if you don't need it, as it can decrease emulation speeds.

j) **EnableSound=on**

When set to "off", SPUNULL plugin is used. This means main sound will be disabled (CD sound and XA sound will still be available, if the image was compressed using PocketISO), but there will be a big increase in speed.

k) **FullScreen=1**

When set to "1", the image will be stretched to fill the display in landscape. This applies to WQVGA, WVGA and 320x320 devices.

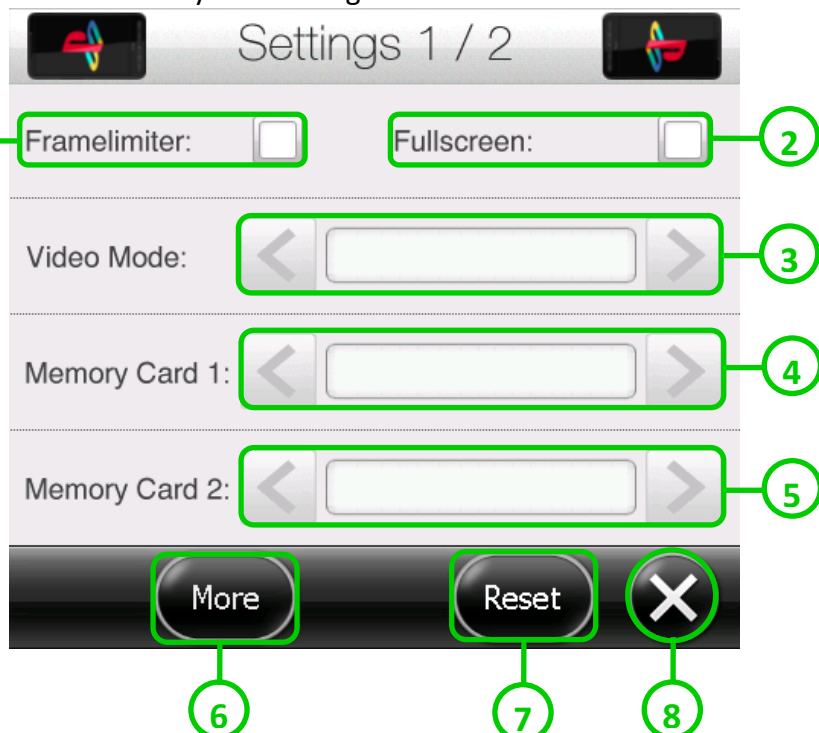
l) **GFXDRV=4**

This feature changes the graphics drivers used by the program. The values are: 0 = GDI; 1 = GAPI; 2 = LFB QVGA; 3 = LFB VGA; 4 = DirectX.

### 5.5.3. Settings menu.

To access the settings menu, tap the settings button from the main menu. The program will then display settings menu page 1 of 2. This menu allows you to change certain entries in fpse.ini directly from within FpseCE.

1. Toggle "AutoSpeed"
2. Toggle full screen
3. Change the graphics driver
4. Change memory card 1
5. Change memory card 2
6. Access settings menu 2 of 2
7. Reset device to apply changes
8. Return to main menu
9. Toggle "EnableHLE"
10. Toggle "ArmCoreV5"



11. Choose to skip or view the Sony logo
12. Toggle "ArmCoreMMX"
13. Enable/disable peopspu.dll
14. Toggle "DisableEngines"
15. Toggle "RunSPUsync"
16. Toggle "UseOtherMDEC"
17. Return to settings menu 1 of 2



#### 5.5.4. gamelist.ini.

This file is used to store specific patch/speed ups for specific games. Here is how it works:  
In general, each game has a specific number in the system.cnf file on the disc. FpseCE reads this number and looks into this file if there is a section with that name and number.

For example, Tekken 3 PAL version is SCES\_012.37, so in gamelist.ini you will have:

```
[SCES_012.37]
License=SCES_012.37
Name=Tekken3
Notes=
Status=2
Status_HLE=2
Flag0=7
Patch=48
```

If your game needs to be included, first enable high level emulation in fpse.ini. Next, load the game with FpseCE, then quit. Browse to, and open the file "fpselog.txt" in the root directory of your device. You will find the game's specific number, exe\_name=XXXX. I will only explain the patch line. The value represents the sum of the types of patch, and each type of patch has a specific number, shown below:

```
gpu_points_check=1      ; Change the triangle counter-clockwise
                        ; calculation mode (fix some polygon problems
                        ; with some games)
mdec_reverse=2          ; Invert colour for MDEC playing
busy_fix=4              ; Unused
lazy_fix=8              ; Unused
high_res_boost=16       ; Patch to speed up emulation on games with a
                        ; resolution of 480x512 or greater
frame_skip_mode=32      ; Patch for Tekken 3 to activate "SKIP mode"
re2fix=64               ; Fix for a game
odd_even_fix=128        ; Possibly required for Chrono Cross, while
                        ; it should no longer be necessary
```

In our case, Tekken has Patch=48, which means it is patched with high\_res\_boost and frame\_skip\_mode (16+32=48).

## 6. Credits.

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Thanks to AlmightyBob for creating the original skins.

Thanks to SimonMallion for the current default skin.

Thanks to all other artists for contributing skins, icons and more to the project.

Thanks to i900frenchaddict for his beta testing.

And finally, thanks to all forum members and FpseCE lovers for supporting the project and maintaining such an active, helpful community.

Documentation by CloudStrife86.