FPSE

COLLABORATORS

	TITLE : FPSE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 24, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

FPSE

1.1   FPSE - Free PlayStation Emulator

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            FPSE 0.08, Amiga revision 2 (000805)

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 AmigaPPC version by Mathias "AmiDog" Roslund 2000


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Visit the homepage at http://www.amidog.com/emu/

1.2 FPSE - Introduction

FPSE is a software that emulate the Sony PlayStation (PSX).

If you want to use "FPSE", the following terms and conditions of use must be
accepted:

TERMS OF USE

"FPSE" is a Software emulation of Sony's Playstation Console.
This software is by no means meant to replace the Hardware developed by Sony
Corporation.

This software is distributed "AS IS" and the authors decline all responsibility
for all damages (hardware, software and economic) derived by the use of this
software.

FPSE wants to be an open-source and a fully portable project, so the ENTIRE
source code is released.
You CANNOT distribute modified versions of source code and executables
without the permission of the authors.
You CANNOT create modified versions of this software for making damages or
for playing PIRATED Playstation cdroms.

If you want to use "FPSE" with an original "BIOS" image, you must own a real
Playstation, thus having legal right to use his internal software.
The authors decline all responsibility if a cracked version of "BIOS" is used.

FPSE must be used only with ORIGINAL Playstation CDROMS.
The use of "pirated" CDROMS is strictly prohibited.
The use of an "imaged" CDROM is allowed if legal (maked from an ORIGINAL and
OWNED cdrom for personal use only) or free.
The authors will not be answerable to any legal claim make by Software vendors
against an "FPSE" user.

"FPSE" is an emulator, so not all demos, games and applications can run.
The authors decline all responsibility if something runs wrong and for any
improper working performance.

"FPSE" in his original form is virus free.
The authors decline all responsibility if you have used infected versions
downloaded from other sites.

1.3 FPSE - Requirements

Hardware:

 * Amiga with a PowerPC board
 * CGFX v3

 * 32 MB of RAM
 * OS 3.0

Software:

 * WarpUP v4
 * Playstation BIOS file named scph1001.bin

1.4   FPSE - Features

Features:
* Good compatibility:
    – all R3000 and many GTE opcodes.
    – Nice graphic and sound output
    – MDEC support.
    – CDROM can run commercial games.
    – I/O emulation.
* Fast because it can use dynamic recompilation.
* Easy plugin technology: some good plugins are already present.
* Memory cards and Rs232 emulation.
* Dual shock emulation.
* Accepts PS_EXE, CPE and COFF images as executables.
* And it's open-source.

NOTE: Not all of the above is yet supported in the AmigaPPC port.

1.5   FPSE - Installation

Just copy it to any place on your HD and place the BIOS renamed to
scph1001.bin in the same directory as the FPSE executable.

1.6   FPSE - Usage

 * Starting FPSE:

 1. Open a shell window
 2. Increase the stack, 100k (stack 100000 <ENTER>) should be enough
 3. fpse.exe <arguments> <ENTER> (fpse.exe -? gives you a list of supported ↩
    arguments)

 * Pad emulation:

 ENTER – Start
 TAB – Select
 1 – L1
 2 – L2
 9 – R1
 0 – R2
 X – Cross
 Z – Circle

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 V - Triangle
 C - Square
 Cursor keys - Directional buttons

* Other keys:

 ESC - Quit emulator
 HELP - Save a screenshot
```

NOTE: You can quit the emulator in window mode by just closing the window.

1.7   FPSE - Options

```
Syntax: fpse [-option] [file]
 file         PSX-EXE file
 -c           compiler(default)
 -i           interpriter
 -b<biosfile> bios filename
 -a<romfile>  load A/R Flash
 -v           verbose
 -d           disassemble
 -e           run debugger
 -s<script>   script file name
 -?           display this help screen

AmigaPPC specific options:
 -u#          cd unit (def: 2)
 -x<device>   cd device (def: atapi.device)
 -f           use screen (def: window)
 -l<c>        location, u=USA, j=Japan (def: Europe)
```

1.8   FPSE - Disclaimer

```
Remember! You use this piece of software at your own risk!
I can never be held responsible for any sort of damage caused
to your software or hardware by the use of this product!

Bugreports and suggestions might be sent to one of my addresses.
```

1.9   FPSE - Contact

```
Bugreports, suggestions, comments or anything else you may
want to contact me about can preferably be sent by e-mail to:

 fpse@amidog.com

You may however also contact me by normal mail:

 Mathias Roslund
 Sveav. 2b, nb
```

```
S-702 14 Orebro
Sweden
```

1.10 FPSE - History

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v0.08r1 -000802
        -First revision, most endian bugs has been fixed (I hope).

v0.08r2 -000805
        -Based on slightly newer FPSE sources.
        -A few tweaks to the software renderer, it no longer give dark colors.
        -New CLI option to select USA/Japan/Europe.
```