

FpseCE 0.10

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1. Presentation.

FpseCE 0.10 is the new version of a Program which is able to run Playstation One games on PocketPC and Smartphone running on Windows Mobile System.

It's a project which started in 2001, Based on a PC version, the FpseCE team is composed of two developers , LDChen and Schtruck.

Two versions are available, the first one is FREE and has no limitation. The next one can be acquired for 5 euros paid using your Paypal account by clicking on the Paypal Button on FpseCE Site <http://www.fpsece.net/download> , if you don't have a Paypal Account, you have to know that it's the most secured Payment system on internet and to create a Paypal account is very easy with one Credit Card or your Bank References.
<http://www.paypal.com> .

Now what you will have with the paid version compare to the FREE version is a Realtime SaveState Feature and a Registered Version to your Name, something not available on a True PSONe but something very usefull for gamers, you load and save at anytime and you can restart later exactly where you stopped!

2. Requirement.

FpseCE 0.10 need any PocketPC or Smartphone running on Windows Mobile 2003, Windows Mobile 5 / 6 / 6.1 / 6.5 with an ARM processor, at least 25Meg of Program Memory.

For best Result, any Device with ARM processor > 400mhz. PXA270,PXA310, PXA320 or the Last Snapdragon 1ghz!

Device must have such screen resolution: 240x320, 240x400, 320x320, 480x640, 480x800.

FpseCE is able to work on any Resolution but Menu Skins are made for only for those listed screen resolutions.

A PSone Bios File is not necessary but needed in some case. The Best one is the Scph1001.

To emulate your preferred games on your Smart Device you will need to make an Image file of your PSOne Discs Games using some CD Burner Software like Nero, CloneCD or CDRWin and generate a bin file and a cue file.

FpseCE is able to recognize .bin,.img.nrg files as full CD image File, and a Tool available on FpseCE site called PocketISO can be used to Compress CD Image file and Rip some Media Files. This tool is necessary in many case to Emulate Audio Tracks that are include onto some CD, and is recommended to Convert Audio Stream Files to get perfect sound in any case.

3. How it work.

FpseCE is entirely coded in C and have some parts coded in Assembler (ARM, WMMX). It reproduce entirely the Behaviour of a Playstation one , 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 Systems Calls, but this part is still not 100% perfect, few games will still need a BIOS to run perfectly. To reach such speed, FpseCE include a Dynamic Recompiler which interpret R3000A instructions (the PSOne Main Processor) and then convert them into ARM assembler code into a Buffer, this mean the next time this instruction will be read at the same PSOne Memory Address , Recompiled code will be directly executed.

4. Installation.

Download FpseCE010.zip from the Main Site [http://www.fpsece.net /download](http://www.fpsece.net/download).
Unzip the Directory contain into this file onto your Memory Card (by Activesync or Directly using a Memory Card Reader)

Copy your Bios File into the Bios sub-directory, this operation is not necessary but you could need it for few games.

Copy your PSOne CD images Files anywhere you want.

Now this is very Important just below is a Description of the Config File “fpse.ini” you’ll have perhaps to modify the First time to run FpseCE in some case.

In [FPSE] Section:

- Be sure you have the Right BiosName file you placed in the bios Sub-directory
BiosName=XXXXXXXXXX
- Check your Processor Version and set ON or OFF the line below
ArmCoreV5=XXX

In [JOY0KEY] Section:

- If your Device has Hardware keyboard like the Samsung I780 which don’t support Multi Press key, FpseCE include a Patch to unlock this problem, just set this line:
MultiFix=1

5. Starting and Configuration.

5.1. Start FpseCE.

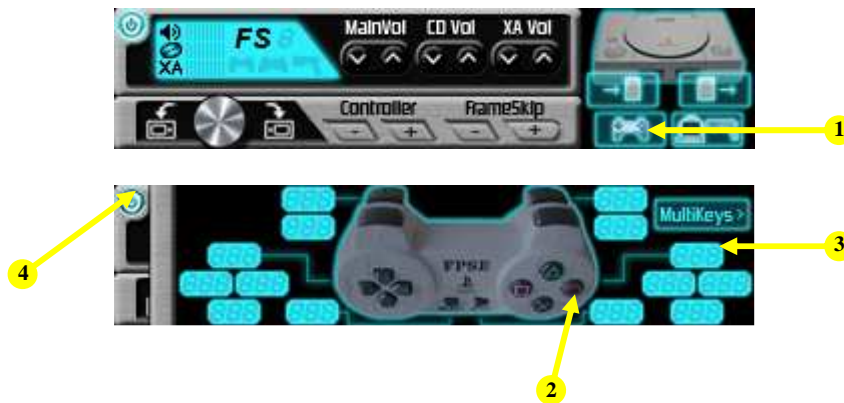
Now just run fpsece010.exe, using the loader find your CD image File and Enjoy!

5.2. Configuration.

The First time you run FpseCE you will need to assign PSOne key to hardware or virtual key on your device.

5.2.1. Assigning hardware keys.

Just below is an example of what you have to do to assign a Hardware key to PSOne gamepad button.



- Tap on the gamepad button image (1).
- Tap on the Circle button (2) (Notice the digit screen (3) is now ---)
- Press the Hardware key of your device you want to assign.
Now Notice the Digit Screen (3) print the Key Numcode.

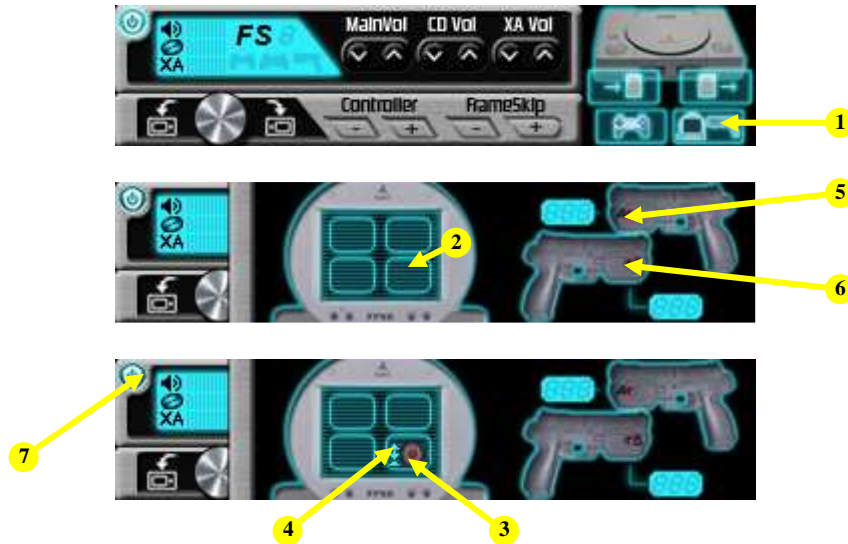
Tap (4) to return to main menu.

Hardware key is now well assigned to PSone gamepad Circle button.

!It will be written to a Game Specific config file into CFG sub-directory!

5.2.2. Assigning Virtual Keys or Gun Buttons.

Just below is an example of what you have to do to assign a Virtual key to PSOne gamepad button. In this example, we have the possibility to have 4 Virtual Buttons onto the Screen, depending of the Skin, and your Device screen resolution.



- Tap on the screen/gun button image (1).
- Tap on the right bottom rectangle (2). Now you have the first button assigned to this part of the screen. Continue to tap on each button (3) until the good one.
- Tap on the left of this button (4) to choose the type of button you want. There is too type of button, Press button or Switch button. Switch button is usefull for games like Shoot'em up or Racing...

Tap (7) to return to main menu.

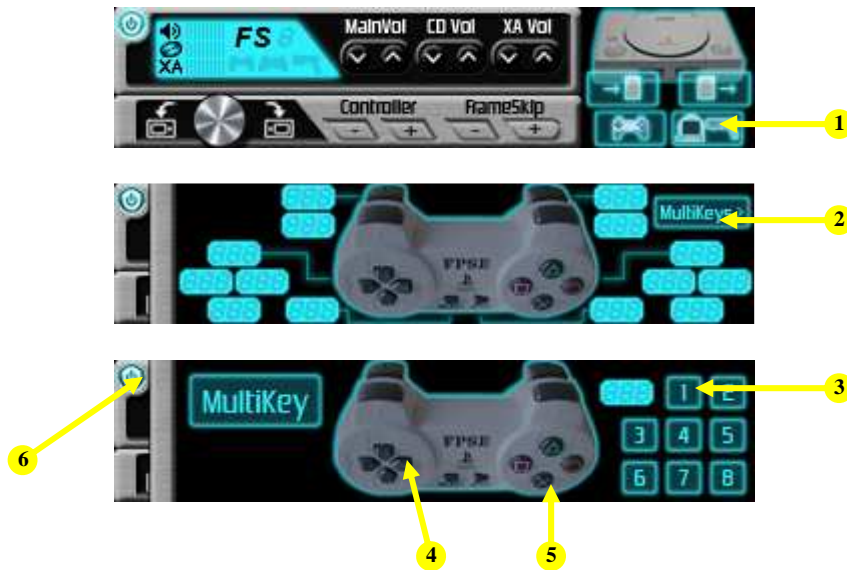
Vitual key is now well assigned to PSone gamepad Circle button.

For Gun button it's like in **5.2.1** , just tap on (5) for A and (6) for B.

!All will be written to a Game Specific config file into CFG sub-directory!

5.2.3. Assigning one Hardware key to many PSone gamepad buttons.

Just below is an example of what you have to do to assign many one hardware key to many PSOne gamepad buttons.



- Tap on the screen/gun button image (1).
- Tap on Multikeys button (2).
- Tap on the Multikeys button 1 (3).
- Tap on Right button (4) and Cross button (5)
(Notice they are switch buttons)
- Press any Hardware Key you want to assign to both buttons.
Now you will see the Key Numcode of the Hardware button assigned to both PSone Gamepad buttons.

Tap (6) to return to main menu.

The next time you will press the Hardware key, FpseCE will simulate the pressing of Right and Cross buttons simultaneously.

!All will be written to a Game Specific config file into CFG sub-directory!

5.2.4. Switching Orientation of the screen.

Just below is the explanation on how to switch to another orientation the PSone screen.



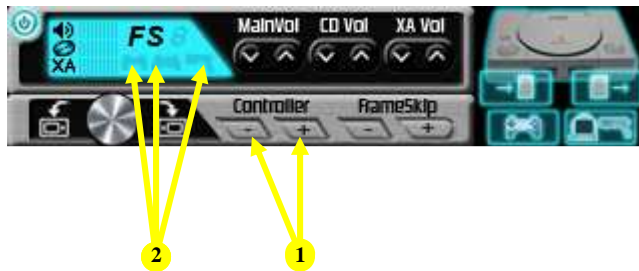
Press (1) to switch to left landscape or (2) to switch to the right landscape Orientation.

Notice:

- a) FpseCE start everytime in portrait.
- b) To return to portrait from landscape, tap on the top/right screen corner (top/right viewed from Portrait orientation).

5.2.5. Changing Pad to Digital / Analog / Gun.

Just below is the explanation on how to change the current type of Pad.



Press (1) to change type of pad you need then you see the selected one into (2).

!This will be written to a Game Specific config file into CFG sub-directory!

5.2.6. Change Frameskipping.

Just below is the explanation on how is implemented frameskipping into FpseCE. Frameskipping is usefull to speedup Emulation when a game is too slow.

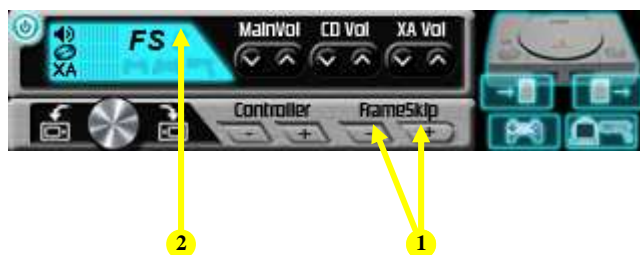
It is disabled by Default, the Value is 0.

Now it's not a real frameskipping, it's in fact a 3D function skipping... And the Values from 1 to 9 represents the Framerate emulator will try to reach by skipping those 3D functions.

Here is the Framerate relatives to the Frameskipping Number:

<u>Number</u>	<u>FrameRate</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

Now below is the explanation on how to change Framskipping:



Tap (1) to change Frameskipping then you see the number one into (2).

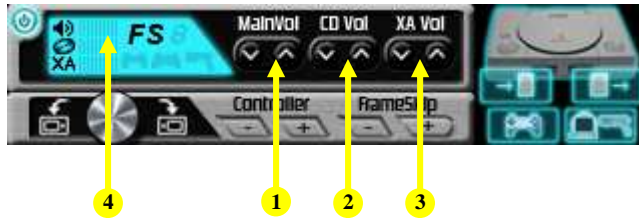
!This will be written to a Game Specific config file into CFG sub-directory!

5.2.7. Change Sound Volume.

Just below is the explanation on how to change volume into FpseCE.

There is 3 type of Volume BAR, the First one is the Main Volume, the Next one is the CD Audio Volume BAR, and the last is the XA Stream Volume.

CD audio and XA Stream BAR manage in fact the Volume for Games that have been compressed by PocketISO and ripped Audio Track or Xa Streams to MP3.



Tap (1) (2) or (3) to change Main Volume / CD volume and XA Volume then you see the level of each into (4).

Notice that Forcing CD Volume and XA Volume to 0 when a game has been compressed by PocketISO and ripped to MP3 will speed up emulation up to 20%.

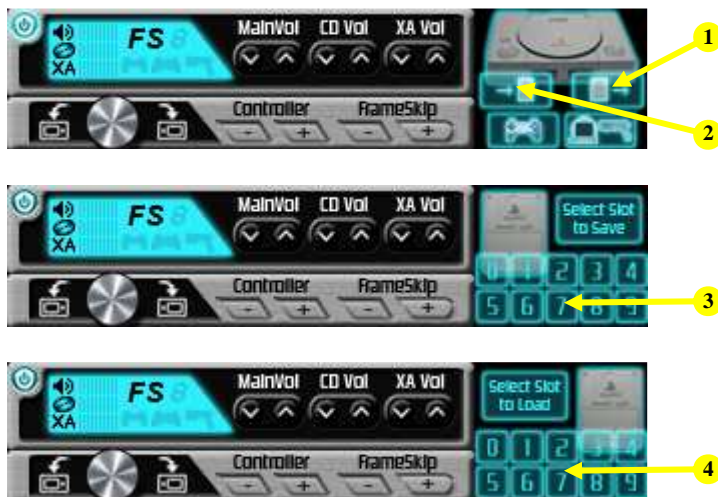
!All will be written to a Game Specific config file into CFG sub-directory!

5.2.8. Save and Load State in Realtime. (only in registred version)

Just below is the explanation on how to Save and Load State at anytime.

Remember that SaveState and Loadstate is available only with the 5euros registred version.

It's recommended to Switch HLE to off into fpse.ini config file (into [FPSE] section) because some games patch Bios and it's not compatible with Savestate.



Tap (1) to Save and (2) to load a previously save state.

Then Tap the Slot Number to Save (3) or Load (4) the game.

Notice: Save Take Much Space, sometime up to 2mbytes.

5.2.9. Take ScreenShot.

Just below is the explanation on how to Save Screenshot.



Tap (1) to Save ScreenShot into the Same directory of FpseCE.

5.3 Quit FpseCE.

Here is the explanation on how to quit FpseCE.



Just Tap (1) for about 2 seconds , you'll see on the top of the Screen [>>>>>>], when the char > will reach the char], FpseCE will exit.

It's a security, like that you won't exit by tapping the Bad button...

5.4. Advanced Configuration

5.4.1. More on fpse.ini.

Here is some details on FpseCE config file fpse.ini:

- a) **LastSPU=0peopspu109.dll**
peopspu109.dll is the SPU Plugin from Pete Bernett modified and ported by LDchen to FpseCE, remove the 0 just behind to use it. Sound Emulation is sometime better than Original SPU plugin but use more CPU..
- b) **AutoSpeed=on**
This is the Framelimiter, 50fps with PAL games and 60fps with NTSC games.
- c) **DisableLogo=on**
When HLE is off and this is off too, emu boot Bios with the Sony Logo.
- d) **EnableHLE=on**
HLE mean High Level Emulation, this mean it emulate Bios Function called by programs, it's better to set off when using SaveState. When on you can see some speed up with 2D games and few time with 3D games.
- e) **BiosName=XXXXXXX**
Here you have to type the BIOS filename you have placed into BIOS sub-directory.
- f) **ArmCoreV5=on**
Must be off if you Processor don't support Arm V5 instructions.
- g) **ArmCoreMMX=off**
If you set it on, be sure your Processor support WMMX instructions, in that case MDEC will use a new player faster than the C one.
- h) **ShowFPS=off**
Set on if you want to know the speed of FpseCE with your Device.
- i) **RunSPUsync=off**
This feature is sometime needed for some game to make them working into FpseCE, let it off if you don't need it because that slowdown emulation.
- j) **EnableSound=on**
When off, SPUNULL plugin is used, this mean no more main Sound (but still CD sound and XA sound if compressed using PocketISO and big speedup.

5.4.2. gamelist.ini.

This new file is use to Store specific Patch/Speed up for specific Game, here is how it works:

In general, each game have a Specific Number into system.cnf file onto CD. FpseCE read this number and look into this file if there is a section with the name Number.

For example Tekken3 PAL version is SCES_012.37, so in gamelist.ini you will have that:

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

First , if your game need to be included, load it first into FpseCE, then quit FpseCE and look into file fpse.txt into the root directory of your PocketPC. You will find exe_name=XXXX the famous Specific Number.

What I will only explain is the Patch line. The value represent a SUM of type of patch, each type of patch has a specific number like below:

```
spu_hack_enabled=1 ; Destructive and Fast hack for game like MGS
odd_even_fix=2 ; Specific GFX patch for Chrono Cross
busy_fix=4 ; Specific GFX Patch for some games
lazy_fix=8 ; Specific GFX Patch for some games
high_res_boost=16 ; Patch to speedup emulation on high res games
frame_skip_mode=32 ; Destructive Frameskip which speedup games
```

In our case Tekken has Patch=48 which mean it is patched with high_res_boost and frame_skip_mode (16+32=48).

6. Greetings.

Thanks to LDchen who still support the project after many years.

Thanks to Almighty Bob and his fantastic Skins.

Thanks to i900FrenchAddict and his beta testing.

And Thanks to all FpseCE lovers for supporting us.