

JPCSP - General FAQ:

Q: What is JPCSP?

A: JPCSP is an under development PlayStation Portable emulator, written in Java. Its purpose is to emulate the PSP by taking an HLE (High Level Emulation) approach.

Q: Where do I get it?

A: In [JPCSP's homepage](#), the download section holds the latest stable release. Please note that this version doesn't match the current revision of JPCSP.

Q: What is the Google Code section?

A: JPCSP is an open source project. For that, it makes use of the [SVN](#) system, so developers can make changes quickly and commit them to a common server. Like it would be expected, the revision hosted at Google Code is an up-to-date version of JPCSP.

Q: So, what if I want to use the newest revision?

A: You'll need to compile it.

In order to compile Java code, basic Java knowledge is required, as well as specific software (check this thread for links and a brief explanation:

[viewtopic.php?f=21&t=1658](#)).

As an alternative, you can obtain the latest unofficial compiled builds from this thread:

[viewtopic.php?f=21&t=2056](#) (hosted by MaXiMu).

Q: How do I run it?

A: First, be sure to have the latest [Java Runtime Environment](#) installed in your system.

Next, you need to start the emulator by using a batch file (check this thread:

[viewtopic.php?f=4&t=2373](#)) which can be found in the emulator's main folder.

Q: How do I load games?

A: To load an ISO/CSO image, you need to place it under the "umdimages" folder (this folder can be changed under Settings → Compatibility).

For homebrew, place the application's main folder (which should contain the EBOOT file) under: ms0 → PSP → GAME.

Q: Can I play [insert game name] in JPCSP?

A: Short answer: probably not.

Long answer: [JPCSP - Compatibility List](#).

JPCSP is still under active development, so it's normal that most games cannot be played.

Q: Then when will [insert game name] be "Playable"?

A: How could anyone tell?

Logically, a game's compatibility increases depending on it's particular issues and if they can be solved or not.

Q: What's this "Encrypted" status in the compatibility list?

A: Games tagged as "Encrypted" cannot be loaded in JPCSP. Therefore, they can't be played by regular means.

Q: Can I help the project?

A: Yeah sure, if you have knowledge in coding

Recommended requirements:

OS: Windows (XP/Vista/7) 32bit/64bit or Linux (any up-to-date distribution) 32bit/64bit.

CPU: Intel® Core™ Duo @ 2.0ghz (or better :p) , AMD Athlon™X2 @ 2.0 ghz or better.

RAM: 2 Gb.

Video Card: 256 Mb(or better). Any card that supports OpenGL 2.1.

Please note that these settings are mostly a reflection of users' experience.

Additional issues:

Using a 64bit version of Windows → [Click here](#).

Running JPCSP under Linux → [Click here](#).

Video resources:

[Getting NetBeans IDE + JDK Java SE](#) (by MaXiMu).

[Compiling JPCSP under NetBeans](#) (by MaXiMu).

[Installing NetBeans IDE + JDK Java SE under Linux](#) (by MaXiMu).