Jpcsp – Java PSP Emulator

Jpcsp is a PlayStation Portable emulator for PC, started by shadow (the same great person that made **PCSX & PCSX2)** and joined by a great team.
Jpcsp is the first psp emulator written in java, allows to play your psp games on a PC

What's new on v0.3?

- **It's Jpcsp's birthday!! Happy birthday Jpcsp**☺
- A huge improvement in CPU/FPU/VFPU added and fixed a considerable instructions which make things better.
- v0.3 is 50% faster than v0.2 ☺.
- Fixed a lot of issues and bugs (in compiler, loader, memory…etc).
- Better fake Mpeg.
- Improved and fixed a lot of modules like sceUmd…etc, and other HLE stuffs which make a lot of games are running or even playable.
- Improved graphics in VideoEngine and pspdislay, fixed compressed textures, textures cache, and also 2D & 3D (yeah we have 3D ☺).
- Added special settings for more compatibility and speed.

How it works:

- First you need to install JRE (Java Runtime Environement).
- Put your iso/cso in "umdimages" folder, and your homebrews/demos in "ms0/ PSP/GAME".
  You can find the saves in "ms0/PSP/SAVEDATA".
  Note: only ISO and CSO are suported for commercial games!!and pbp/elf for demos.
- To lunch Jpcsp click on "Jpcsp.jar" or you can run it from a batch file using " java -Xmx512m -jar "Jpcsp.jar" " you can also use Xmx1024m if you have more than 2bg of memory ;-)
- To load & play a gme do: click on file and choose "Load UMD" now you will see a window ("UMD iso/cso Browser") choose a game and press "Load", then press "Run" and be happy :p.
- For homebrews/demos choose "Load MemStick"…
- In "Options" you will see some special hacks, they helps to improve compatibility and speed, play with those hack to find a good stability for each game you are trying (not all games uses the same hacks :p).
- To get more speed enable "Only GE graphics" in "Options" and disable the logger (in Logger change log level to "OFF").
- Jpcsp is using HLE (High Level Emulation), the team chosen it for speed and a good compatibility instead of LLE which is really slow compared to HLE

especially with Java, plus we haven't enough infos about hardware and firmware☹ to handle all the hardware at low level.

The Dev Team:

This table represents the current team members working on Jpcsp.

Shadow add something here…

Nickname	Real Name	Place	Comments
shadow	George Moralis	Greece	Project founder/leader, general coding, he touches to all part of the emu.
fiveofhearts	?	United Kingdom	The HLE guru (or expert?), graphics , general coding.
gid15	?	Germany	Graphics, HLE, Allegrex and compiler, yeah a great coder.
hlide	?	France	Allegrex guru, he's the author of the CPU/FPU/ VFPU documentation.
Orphis	?	France	Core & HLE programming, and helped out with some javascript of the webpage.
Dreampeppers99	?	?	Helped alot in the early stages of the project.
shash	?	?	Graphics programming.
gigaherz	?	Spain	UmdIsoReader, filesystems...etc, General coding. ahh and he hate Java.
aisesal	?	?	Graphics programming.
zarjan	?	?	He helped jpcsp on its first steps.
mozvip	?	?	He helped jpcsp on its first steps.
Qwin	?	Netherlands	Coder and designer of the webpage.
Pim Smeets	?	Netherlands	Helped out mastering the page design.

The Test0rs Team:

Raziel1000
Foxil
J_BYXX
Hykem
BlackDaemon
SilvX
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