*JPCSP - General FAQ:*  
  
  
**Q:** What is JPCSP?  
**A:** JPCSP is an under development PlayStation Portable emulator, written in Java.  
It's 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](http://www.jpcsp.org/), 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](http://en.wikipedia.org/wiki/Subversion_%28software%29) 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](http://jpcsp.org/forum/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](http://jpcsp.org/forum/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](http://java.sun.com/javase/downloads/index.jsp) 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](http://jpcsp.org/forum/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](http://jpcsp.org/forum/viewtopic.php?f=32&t=3065).  
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](http://jpcsp.org/forum/viewtopic.php?f=4&t=2452).  
*Running JPCSP under Linux* *→* [Click here](http://jpcsp.org/forum/viewtopic.php?f=21&t=3851).  
  
**Video resources:**  
[Getting NetBeans IDE + JDK Java SE](http://www.youtube.com/watch?v=w_xNl7ARj8U) (by MaXiMu).  
[Compiling JPCSP under NetBeans](http://www.youtube.com/watch?v=etu7dtHlntw) (by MaXiMu).  
[Installing NetBeans IDE + JDK Java SE under Linux](http://www.youtube.com/watch?v=ZxfHvQ0dyew) (by MaXiMu).