# User Section

# Dev Notes

## Emu Setups

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | DTools? | Cmd | Ext order (low to high) | Plugins? |
| PCSX-R | Y – SCSI | pcsxr.exe -nogui -runcd | Img mdf ccd cue |  |
| Psx (psxfin.exe) | Y = SCSI | psxfin.exe [DTDrive letter]  e.g. psxfin.exe J: | Mds cue ccd |  |
|  |  |  |  |  |
|  |  |  |  |  |

## WizApp Stuff

Wabmp – 24 bit R8G8B8 – color space info unchecked

# NOTES

#### PCSXR

Plugins needed:

SaPu's CD-ROM Plugin.

Links:

<http://pcsxr.codeplex.com/SourceControl/latest#pcsxr/doc/pcsxr.1>

From Launch ISO on gui (pref order):

Cue

ccd

Mdf

Img

Mount on scsi drive DaemonTools

Cmd line:

pcsxr.exe -nogui -runcd

#### pSX (psxfin.exe)

CMD line options:

psx [options] <path to cd> [<ppf file>] [<save state>]

Options: -w Windowed

-f Full screen

-c{i/r} R3000 CPU mode (interpreter/recompiler)

-C{i/r} R5900 CPU mode

-r Enable event rescheduling

-s Disable frame skipping

-2 PS2 mode

-t Start with status display enabled

-F Disable pause

-a<slot>,<fname> Insert memory card

-p- No pad in port 0

-A Disable async cd access (always block)

-P Disable 50hz (always use 60hz)

-p<mode> Pad mode

0 - SCPH-1010: Normal pad

1 - SCPH-1150: Analog+rumble

2 - SCPH-1200: Dualshock

3 - SCPH-0034: GunCon

-d Use D3D gpu driver

-R Use D3D reference rasterizer

-l Enable log

-b Break before boot

-B Break r5900 before boot

-V Break VU1 at mscal/mscnt

-x Show SCSI drive letter mappings

Ext priority (low to high)

mds (not mdf)

cue

ccd

cmd line:

Mount in scsi daemon rtools

psxfin.exe J:

(replace J with your virtyal driveletter)

## To Do

Memory cards????

### INIs

Games.ini overrides general settings in Emus.ini (where specific game needs to be launched in a specific way)