

# *PCSX2 1.4.0*

## *Readme*

### *Overview*

**PCSX2** is a PlayStation 2 emulator for Windows and Linux, started by the same team that brought you [PCSX](#) (a Sony PlayStation 1 emulator).

The **PCSX2** project attempts to allow PS2 code to be executed on your computer, thus meaning you can put a PS2 DVD or CD into your computers drive, and boot it up!

The project has been running for 15 years now, and since its initial release has grown in compatibility. From initially just being able to run a few public domain demos, its current state enables many games to boot and actually go in game, such as the 'famous' **Final Fantasy X**, **Devil May Cry 3** and **God of War**. You can always visit the [PCSX2 homepage](#) to check the latest compatibility status of games with more than 2000 titles tested.

Following our new release scheme as described [here](#), v1.4.0 is an **official, stable release**.

## ***What's new in 1.4.0?***

- We have a full article on all of the changes up on [pcsx2.net](http://pcsx2.net)

## ***List of current hotkeys***

**F1** -- Saves state into the current slot

**F2** -- Changes to the next save slot

**Shift+F2** -- Changes to the previous slot

**F3** -- Loads state from the current slot

**Shift+F3** -- Loads state from the backup slot

**F4** – Frame Limiter Type (Normal / Off / Value)

**Shift+F4** – Frame skip toggle

**F6** -- Toggles the GS window's Aspect Ratio (stretch, 4:3, 16:9)

**F8** (also **Shift+F8** & **Ctrl+Shift+F8**) -- Takes a snapshot of the image inside the GS window (saved in snaps folder)

**F9** -- Hardware/Software Renderer Toggle for GSdx

**F10** – Toggles logging

**F11** -- Freezes the GS

**F12** – Toggles Video Capture for GSdx

**TAB** -- Turbo On / Off toggle

**Shift+TAB** -- Slow motion toggle

**Alt+ENTER** – Full screen toggle

**ESC** -- Pauses the emulation

**Ctrl+KP\_ADD** -- Zooms into the GS window

**Ctrl+KP\_SUBTRACT** -- Zoom out of the GS window

**Ctrl+KP\_MULTIPLY** -- Resets the zoom on the GS window

These shortcuts change the vertical zoom of the image, thus stretching/squishing it:

**Alt+Ctrl+KP\_ADD** -- Stretches the image

**Alt+Ctrl+KP\_SUBTRACT** -- Squishes the image

**Alt+Ctrl+KP\_MULTIPLY** -- Resets the image

These shortcuts move the whole image inside the GS window:

**Alt+Ctrl+UP** -- Moves the image up

**Alt+Ctrl+DOWN** -- Moves the image down

**Alt+Ctrl+LEFT** -- Moves the image left

**Alt+Ctrl+RIGHT** -- Moves the image right

**Alt+Ctrl+KP\_DIVIDE** -- Re-centers the image

## ***GSdx-specific keyboard hotkeys***

**F5** -- Toggle De-Interlacing Modes

**F7** – Cycle Pixel Noise modes ( Internal "TV-like" shaders )

**INSERT** – Toggle Software mipmapping

**HOME** – Toggle external shader

**PAGE\_UP** – Toggle FXAA (HW and SW)

**DELETE** – Toggle Software anti-aliasing (AA1)

## ***Status***

PCSX2 has come a long way since its starting point back in 2001. Current features include:

- Separate recompilers for Emotion Engine (EE) , Vector Unit 0 (VU0) and Vector Unit 1 (VU1).
- Triple core support, with the Graphics Synthesizer (GS) running on a second thread and the VU1 running on a third thread when MTVU is used
- Usage of MMX, SSE1, SSE2, SSSE3, SSE4, AVX and AVX2 extensions.
- Proper SPU2 emulation featuring Time Scaling and Reverb.
- Full gamepad support featuring Dual Shock 2, analog controls and even supporting analog movement over keyboard (using some external plugins). The default plugin even comes fully set up for xinput devices out of the box!
- Many more :)

Sections that still need work:

- Dev9, FireWire and USB are all just partially supported.
- MIPS cache could be properly implemented, but currently only one title is known to rely on it.
- The complex timing between PS2 components is an on-going work in progress.

## ***How can you help?***

As most of you are aware, the PCSX2 team is working on this project at the expense of their free time and provides it without charge.

If you want to show your appreciation to these people and motivate them, you can donate any amount of money you feel is right to the team's PayPal account found on the official site.

These funds will be used for the team members to get new, more modern hardware in order to test and debug more efficiently and even implement new features (just like dual core support for example).

If you are a programmer and you are interested in helping the PCSX2 team by making additions or corrections to the code, you are free to browse through the public Github repository [here](#) after taking into account PCSX2 is under the [\(GPL\) v3](#)