Sony PlayStation 3

The PlayStation 3 is a home console developed by Sony. It was released in 2006.

PS3 emulation is only available on x86_64 (i.e. not on Raspberry Pi, Odroid or other SBCs).

This system scrapes metadata for the `ps3` group and loads the `ps3` set from the currently selected theme, if available.



Quick reference

- **Emulator:** rpcs3
- **Folder:** `/userdata/roms/ps3`
- **Accepted ROM formats:** `.ps3 .psn .squashfs`

BIOS

MD5 checksum	Share file path	Description
`a0b63a3e4ae92ed176d6b9a67ce447f0`	`bios/PS3UPDAT.PUP`	PS3 firmware file

Sony distributes this firmware on their website for installing onto your PlayStation 3; no link can be provided but it's easy enough to find by using a search engine.

`PS3UPDAT.PUP` is still updated to this day. The MD5 shown here may be for an older firmware, check the **MISSING BIOS** tool to check the MD5 for your current installation of Batocera.

ROMs

Add other formats. Cleanup in general.

Place your Sony Playstation 3 ROMs in `/userdata/roms/ps3`.

PlayStation 3 ROMs can come in many formats, disc-based, PSN and that other one. They're all stored as multiple files inside of an over-arching folder.

Disc-based games

Batocera accepts these kinds of PS3 games in the following folder structure:

```
ps3/
└─ Game name.ps3/
  ├─ PS3_GAME/
  │  ├─ LICDIR/
  │  ├─ TROPDIR/ (trophy data)
  │  ├─ USRDIR/ (the main game data)
  │  ├─ ICON0.PNG
  │  ├─ PARAM.SFO
  │  ├─ PIC0.PNG
  │  ├─ PS3LOGO.DAT
  │  └─ (various other metadata files)
  ├─ PS3_UPDATE/ (built-in firmware update, if applicable)
  └─ PS3_DISC.SFB
```

Emulators

RPCS3

RPCS3 configuration

Standardized features available to all cores of this emulator: `ps3.videomode`

ES setting name `batocera.conf` key	Description » ES option key `value`
GRAPHICAL USER INTERFACE `ps3.gui`	Display the user interface » Off `0`, On `1`.
GRAPHICS BACKEND `ps3.gfxbackend`	Choose your graphics rendering » OpenGL `OpenGL`, Vulkan `Vulkan`.
SPU DECODER `ps3.spudecoder`	LLVM used by default. Use ASMJIT if game crashes; then Interpreter (fast) if still crashing. ⇒ Recompiler (LLVM) `Recompiler (LLVM)`, Recompiler (ASMJIT) `Recompiler (ASMJIT)`, Interpreter (fast) `Interpreter (fast)`, Interpreter (precise) `Interpreter (precise)`.

First RPCS3 run

The emulator we use is RPCS3, the PS3 opensource emulator. It requires more resources than older

systems, in particular you need a decent CPU with a Vulkan-compatible GPU for hardware acceleration. You won't run games correctly if you don't have GPU acceleration, please refer to RPCS3 hardware recommendations on their website.

On Batocera 29, for the first run, you need to manually install the firmware into RPCS3. In order to do so, you need to launch the File browser from `[F1]` when you are on the main **systems menu**, go to **Applications** and run the application `rpcs3-config`.

When you are on the RPCS3 configuration tool, go to the **File** menu and select **Install firmware**. The firmware file you need to provide is the one installed above. It's located in `/userdata/bios/PS3UPDAT.PUP` on the Batocera Linux file system. The install of the PlayStation 3 firmware will take a few minutes (“Compiling PPU modules”)... please be patient!

Run disc games

Once you have correctly installed the firmware in the previous step, you can quit the File browser (`[Ctrl]+[Q]`) and go in the PS3 system menu from EmulationStation.

PlayStation 3 games are installed as `.ps3` directories.

On the first run of each game, RPCS3 will be compiling PPU modules again.

Run PSN games

1. Install the game from pkg files in `rpcs3-config`
2. Create a text file in `roms/ps3/` with a `.psn` extension. The contents of the file is the game's ID - for example, Scott Pilgrim vs. the World (which won't get out of demo mode unless it's running from the proper folder) would contain NPUB30162 in the PSN file.

Scott Pilgrim vs. the World.psn

```
NPUB30162
```

And that's it. I added an extra line to the English version of the PS3's system text to explain it.

Folder compression

From Batocera **v33** and higher, you can losslessly compress PS3 game folders as SquashFS images and still have RPCS3 read them as if though they weren't compressed at all!

To do so, open up SSH and run the following commands on your already installed games:

```
cd /userdata/roms/ps3
mksquashfs "<game name>.<folder extension>" "<game name>.<folder
extension>.squashfs"
```

For example:

```
cd /userdata/roms/ps3
mksquashfs "little big planet.ps3" "little big planet.ps3.squashfs"
```

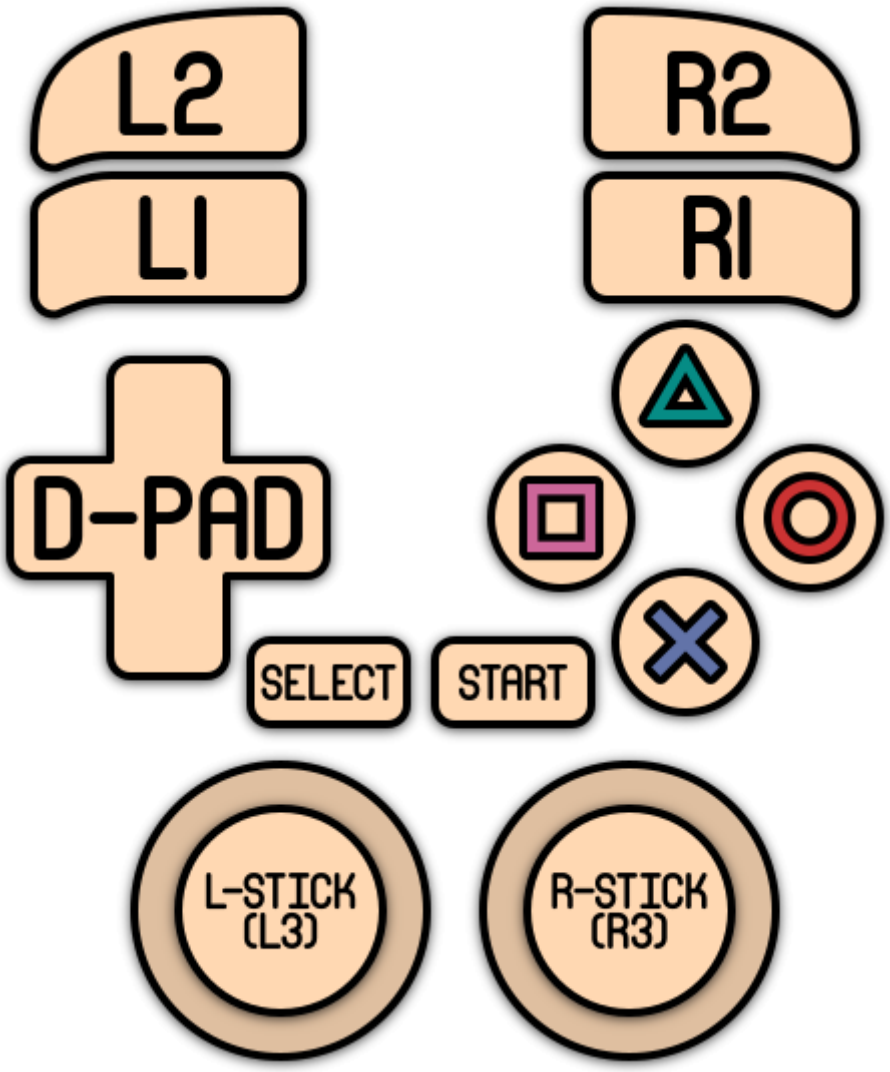
It is important that you maintain the folder extension for `ps3` and `psn` extensions respectively.

Game compatibility

You can check the latest PS3 game compatibility from the official list on RPCS3 website.

Controls

Here are the Sony PlayStation 3's controls shown on a Batocera Retropad:



Troubleshooting

For further troubleshooting, refer to the generic support pages.

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Permanent link:
https://wiki.batocera.org/systems:ps3?rev=1641195599

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