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:** `.psn .squashfs`
- **Accepted folder extensions:** `.ps3`

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.

PlayStation 3 ROMs can come in many formats, disc-based, PSN and that other one. Installation differs depending on format.

Disc-based game folder

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

```
roms/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
```

SquashFS 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 disc-based game:

```
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"
```

Digital PSN games

PSN games were originally downloaded from the online store and installed onto the hard-drive. Because they are not disc-based games, some manual action is required:

1. On the system list, press `[F1]` on the keyboard and click on **Applications** in the left sidebar.
2. Open `rpcs3-config`.
3. Click on Fix Me!.
4. Navigate to and install the PSN game's PKG files (Fix Me! wtf is a PKG file?) (this may take a while).
5. Once that's complete, exit out by pressing `[Ctrl] + [Q]`.
6. In the file browser, click on **Share** and navigate to `roms/ps3`.
7. Create a new text file titled after the game's name followed by the `.psn` extension. For instance, `Scott Pilgrim vs. the World.psn`.
8. Open this as a text document and enter the game's ID code in a sinle line. For instance, `NPUB30162`.

Here's an example text file (which can be downloaded) that can be placed in `rom/ps3`:

Scott Pilgrim vs. the World.psn

```
NPUB30162
```

The resulting folder structure would look like this:

```
roms/ps3/
     └─ Game name.psn
```

Fix Me! and the PSN game itself is installed in a mysterious place no-one knows about...

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 used is RPCS3, the PS3 opensource emulator. It requires more resources than older systems, benefiting from a decent CPU and a Vulkan-capable GPU for hardware acceleration. Games won't run correctly if you don't have GPU acceleration, please refer to RPCS3's hardware recommendations on their website.

When RPCS3 is run for the first time (just attempt to launch any game from ES), it will ask to install the provided firmware from the BIOS folder (`userdata/bios/PS3UPDAT.PUP`). Do so. This may take a while, grab a cup of tea while you wait. When it's done, simply exit the program (**File → Exit** or `[Ctrl] + [Q]`) and launch a game again. This will need to be done for every new firmware released. This action can also be invoked manually by going to **File → Install firmware**.

On the first run of each game, RPCS3 will compile PPU modules. This takes a long time, so grab some tea. In all future launches, wait time is dramatically decreased.

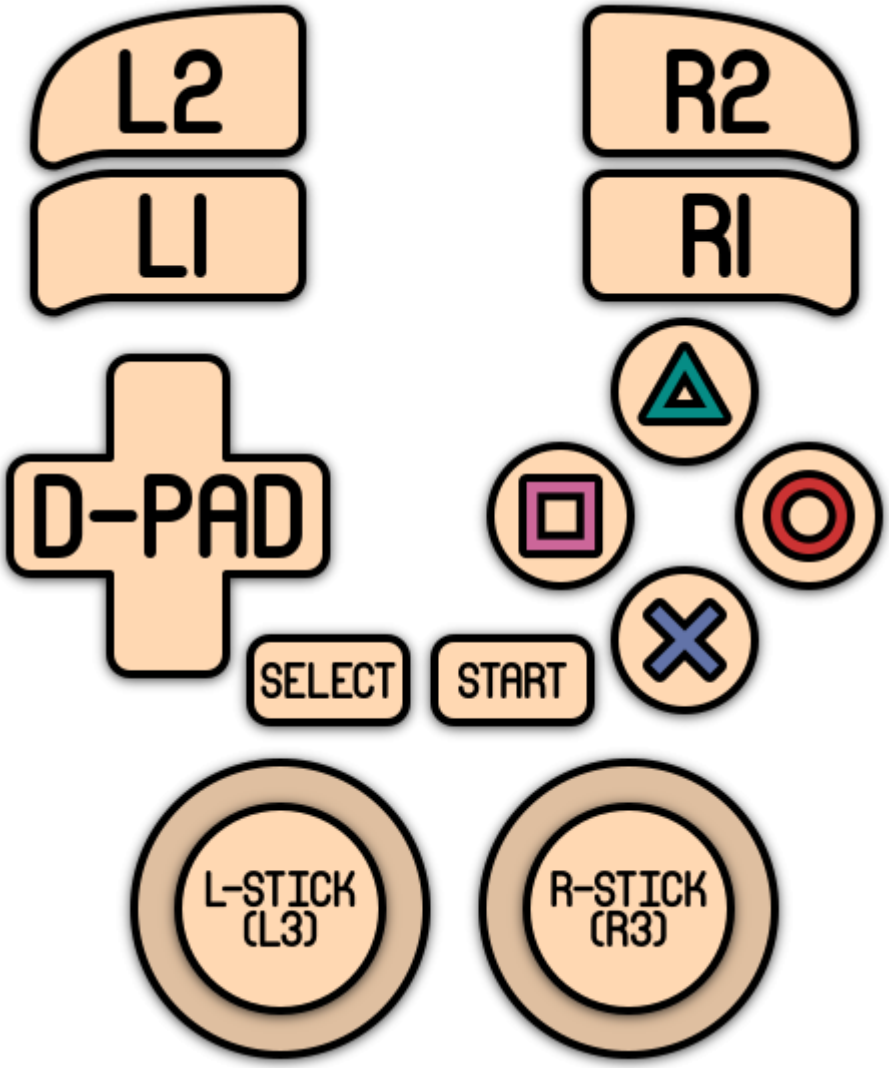
Do not launch games directly from RPCS3's interface. Do so from ES. Otherwise you will not have audio.

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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https://wiki.batocera.org/systems:ps3?rev=1648122107

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