

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).

PlayStation 3

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 Installation differs depending on format.





PS3 games have a string of letters and numbers referred to as their title ID. For example: NPEB01393 is the title ID for a PSN copy of Hatsune Miku: Project DIVA F.

Title IDs that begin with B are disc-based games; title IDs that begin with N are digital PSN games.

Disc-based game folder

Batocera accepts disc-based PS3 ROMs stored as folders 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
```



Yes, the PS3 ROM folder name has a `.ps3` extension to it! Yes, you can attach extensions to a folder (they are just a part of the filename after all).

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.ps3" "Game name.squashfs"
```

For example:

```
cd /userdata/roms/ps3
mksquashfs "Little Big Planet.ps3" "Little Big Planet.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 **File** → **Install Packages, Raps, Edats**.
4. Navigate to and install the PSN game's PKG file (usually the larger file, this may take a while).
5. Repeat the process for any additional licence/DLC files (RAPs, EDATs and other PKG files).
6. Right click the installed title and select **Copy Info** → **Copy Name + Serial**.
7. Once that's complete, use [Alt] + [Tab] to switch focus back to the file explorer (if we quit out of the application, the clipboard is cleared).
8. In the file browser, click on **Share** and navigate to roms/ps3.
9. Create a new text file titled after the game's name followed by the .psn extension. For instance, *Scott Pilgrim vs. the World.psn* Pasting the clipboard's contents here and erasing the serial number may be faster.
10. Open this as a text document and enter the game's ID code in a single line. For instance, N PUB30162. Pasting the clipboard's contents and erasing the name may be faster. [Ctrl] + [S] to save the file and [Ctrl] + [Q] to exit.
11. [Alt] + [Tab] back to rpcs3-config and exit out of both the rpcs3-config and the file manager by pressing [Ctrl] + [Q] two additional times.
12. Update your gamelist to show the added PSN game.

The PSN game will be installed to /userdata/system/configs/rpcs3/dev_hdd0/game/<GAMEID> and the userdata to /userdata/system/configs/rpcs3/dev_hdd0/home/00000001/. This is subject to change in the future.

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

[Scott Pilgrim vs. the World.psn](#)

```
NPUB30162
```

For this example text file, the resulting folder structure would look like this:

```
/userdata/  
├─ roms/ps3/  
│   └─ Scott Pilgrim vs. the World.psn  
└─ system/configs/rpcs3/dev_hdd0/game/NPUB30162/  
    └─ (the game data)
```

Emulators

RPCS3

RPCS3 ([Russian Personal Computer Station 3](#)) is an experimental emulator for the PS3. [Founded in May of 2011 by DH and Hykem](#), its development has been steadily increasing in activity over time. It's pretty much the only PS3 emulator that can consistently run most commercial games.

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, refer to RPCS3's [hardware recommendations on their website](#). Here's a cool benchmark table:

https://docs.google.com/spreadsheets/d/1Rpq_2D4Rf3g6O-x2R1fwTSKWvJH7X63KExsVxHnT2Mc/edit#gid=0

With that said, this is still an **experimental** emulator, and most games have issues (even if minor). Consult its [compatibility list](#) first before making any reports. If one of the games is marked as "playable" on the compatibility list but you're still having issues with it, consult [RPCS3's wiki](#) for that specific game.


RPCS3 configuration

Standardized features available to all cores of this emulator: `ps3.videomode`, `ps3.powermode`, `ps3.tdp`, `ps3.videomode`, `ps3.bezel`, `ps3.bezel_stretch`, `ps3.hud`, `ps3.hud_corner`, `ps3.bezel.tattoo`, `ps3.bezel.tattoo_corner`, `ps3.bezel.tattoo_file`, `ps3.bezel.resize_tattoo`, `ps3.use_guns`, `ps3.use_wheels`, `ps3.wheel_rotation`, `ps3.wheel_deadzone`, `ps3.wheel_midzone`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
CPU	
PPU DECODER <code>ps3.rpcs3_ppudecoder</code>	LLVM is fastest, use the Interpreter settings if there are issues. ⇒ LLVM Recompiler Recompiler (LLVM), Dynamic Interpreter Interpreter (dynamic), Static Interpreter Interpreter (static).
SPU DECODER <code>ps3.rpcs3_spudecoder</code>	LLVM used by default. Use ASMJIT if game crashes; then Interpreter (fast) if still crashing. ⇒ LLVM Recompiler Recompiler (LLVM), ASMJIT Recompiler Recompiler (ASMJIT), Fast Interpreter Interpreter (fast), Precise Interpreter Interpreter (precise).
SPU XFloat Accuracy <code>ps3.rpcs3_spuxfloataccuracy</code>	Can fix bugs in some games. Only relevant for dynamic or LLVM SPU decoder. ⇒ Accurate XFloat accurate, Approximate XFloat approximate, Relaxed XFloat relaxed.
PREFERRED SPU THREADS <code>ps3.rpcs3_sputhreads</code>	Limiting to 1 or 2 may fix audio stuttering on weaker CPUs in some games. Leave on automatic if slowdown occurs. ⇒ 1 thread 1, 2 threads 2, 3 threads 3, 4 threads 4, 5 threads 5, 6 threads 6.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
SPU LOOP DETECTION ps3.rpcs3_spuloopdetection	May provide performance gain on CPUs with low core/thread count at the expense of possible broken timings. ⇒ Off (Default) False, On True.
SPU BLOCK SIZE ps3.rpcs3_spublocksize	Mega and Giga modes may improve performance. Use the Safe mode for maximum compatibility. ⇒ Safe (Default) Safe, Mega Mega, Giga Giga.
MAX POWER SAVING CPU-PREEMPTIONS ps3.rpcs3_maxcpu_preemptcount	Helps reduce CPU power consumption by throttling the CPU when not needed. Useful for handhelds. ⇒ Off (Default) 0, Minimum 50, Moderate 100, Maximum 150.
VIDEO	
ASPECT RATIO ps3.rpcs3_ratio	PS3's internal ratio setting. Some games only support 16/9. ⇒ 16:9 (default) 16:9, 4:3 4:3.
ADDITIONAL FRAMELIMIT ps3.rpcs3_framelimit	Most games already have an internal framelimit. Minor performance cost. ⇒ Off (faster, unstable) False, 20 20, 25 25, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 59.94 59.94, 60 60.
RENDER RESOLUTION (SCALING) ps3.rpcs3_resolution_scale	Choose your preferred render resolution. ⇒ 640×360 50, 960×540 75, 1280×720 (Default) 100, 1600×900 125, 1920×1080 150, 2240×1260 175, 2560×1440 200, 3200×1800 225, 3840×2160 250, 4480×2520 275, 5120×2880 300.
VSYNC ps3.rpcs3_vsync	Can fix screen tearing on unorthodox displays (most LCDs don't need this). ⇒ Off (Default) False, On True.
STRETCH TO DISPLAY AREA ps3.rpcs3_stretchdisplay	Distorts the output to fill the display fully Overrides aspect ratio. ⇒ Off False, On True.
RENDER	
GRAPHICS API ps3.rpcs3_gfxbackend	Choose which graphics API library to use. ⇒ OpenGL OpenGL, Vulkan Vulkan.
ANISOTROPIC FILTER ps3.rpcs3_anisotropic	Improves clarity of distant textures. ⇒ 2x 2, 4x 4, 8x 8, 16x 16.
ANTI-ALIASING ps3.rpcs3_aa	Enhancement. Smooth out jagged edges on 3D object polygons. ⇒ Disabled Disabled.
ZCULL ACCURACY ps3.rpcs3_zcull	Can improve performance at the expense of graphics accuracy. ⇒ Precise (Slowest)(Default) Precise, Approximate (Fast) Approximate, Relaxed (Fastest) Relaxed.
SHADER QUALITY ps3.rpcs3_shader	Controls precision of generated shaders. Low quality can improved performance. ⇒ Ultra Ultra, High (Default) High, Low Low, Automatic Auto.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
OUTPUT SCALING ps3.rpcs3_scaling	Final image filtering. ⇒ Nearest Nearest, Bilinear (Default) Bilinear, FidelityFX Super Resolution FidelityFX Super Resolution.
SHADER MODE ps3.rpcs3_shadermode	Only Async (skip draw) avoids freezing while compiling shaders. ⇒ Legacy (single threaded) Shader Recompiler, Async (multi threaded)(Default) Async Shader Recompiler, Async with Shader Interpreter Async with Shader Interpreter, Shader Interpreter only Shader Interpreter only.
NUMBER OF SHADER COMPILER THREADS ps3.rpcs3_num_compilers	Only applicable when either Async Shader mode is set. ⇒ 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8, 9 9, 10 10, 11 11, 12 12, 13 13, 14 14, 15 15, 16 16.
WRITE COLOR BUFFERS ps3.rpcs3_colorbuffers	May fix missing graphics and broken lighting at the cost of performance. ⇒ Off (Default) False, On True.
STRICT RENDERING MODE ps3.rpcs3_strict	Straight API specification. Can resolve rare cases of missing graphics and flickering. ⇒ Off (Default) False, On True.
DISABLE VERTEX CACHE ps3.rpcs3_vertexcache	Disables the vertex cache. Might resolve missing or flickering graphics output but degrade performance. ⇒ Off (Default) False, On True.
MULTITHREADED RSX ps3.rpcs3_rsx	Offloads some RSX operations to a secondary thread. Improves performance in high-core processors. ⇒ Off (Default) False, On True.
ASYNCHRONOUS TEXTURE STREAMING ps3.rpcs3_async_texture	Stream texture to GPU in parrallel. Can improve performance on more powerful GPU's that have spare headroom. ⇒ Off (Default) False, On (Vulkan Only) True.
AUDIO	
AUDIO FORMAT ps3.rpcs3_audio_format	Choose number of audio channels. ⇒ Stereo Stereo, Surround 5.1 Surround 5.1, Surround 7.1 Surround 7.1.
CONVERT TO 16-BIT ps3.rpcs3_audio_16bit	Use 16 bit audio samples for audio drivers that don't support 32bit. Only use if you get no audio. ⇒ Off (Default) False, On True.
ENABLE AUDIO BUFFERING ps3.rpcs3_audiobuffer	Can reduce crackle and stutter but increases audio latency. ⇒ Off False, On (Default) True.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
AUDIO BUFFER DURATION ps3.rpcs3_audiobuffer_duration	Duration of audio buffer in milliseconds. Higher numbers may cause audio latency. ⇒ 10ms 10, 20ms 20, 40ms 40, 60ms 60, 80ms 80, 100ms (Default) 100, 120ms 120, 140ms 140, 160ms 160, 180ms 180, 200ms 200, 220ms 220, 240ms 240.
ENABLE TIME STRETCHING ps3.rpcs3_timestretch	Reduces crackle and stutter further, but may cause a very noticeable reduction in audio quality on slower CPUs. ⇒ Off (Default) False, On True.
TIME STRETCHING THRESHOLD ps3.rpcs3_timestretch_threshold	Buffer fill level (in percentage) below which time stretching will start. ⇒ Off 0, 15% 15, 30% 30, 45% 45, 60% 60, 75% (Default) 75, 90% 90, 100% 100.
GRAPHICAL USER INTERFACE ps3.rpcs3_gui (ps3.gui in Batocera  and lower)	Allows Alt+Tab to RPCS3's menu. Useful for manual disc-swapping. ⇒ Off 0, On 1.
SHOW LIGHT GUN CROSSHAIRS ps3.rpcs3_crosshairs	⇒ Off False, On True.
CONTROLLERS	
PS3 CONTROLLER 1 ps3.rpcs3_controller1	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.
PS3 CONTROLLER 2 ps3.rpcs3_controller2	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.
PS3 CONTROLLER 3 ps3.rpcs3_controller3	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.
PS3 CONTROLLER 4 ps3.rpcs3_controller4	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.
PS3 CONTROLLER 5 ps3.rpcs3_controller5	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.
PS3 CONTROLLER 6 ps3.rpcs3_controller6	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.
PS3 CONTROLLER 7 ps3.rpcs3_controller7	Default uses SDL2, otherwise enable controller specific capabilities. Sony DS won't work with clone controllers. ⇒ Legacy Evdev Evdev, Sony DS Sony.


First RPCS3 run

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.

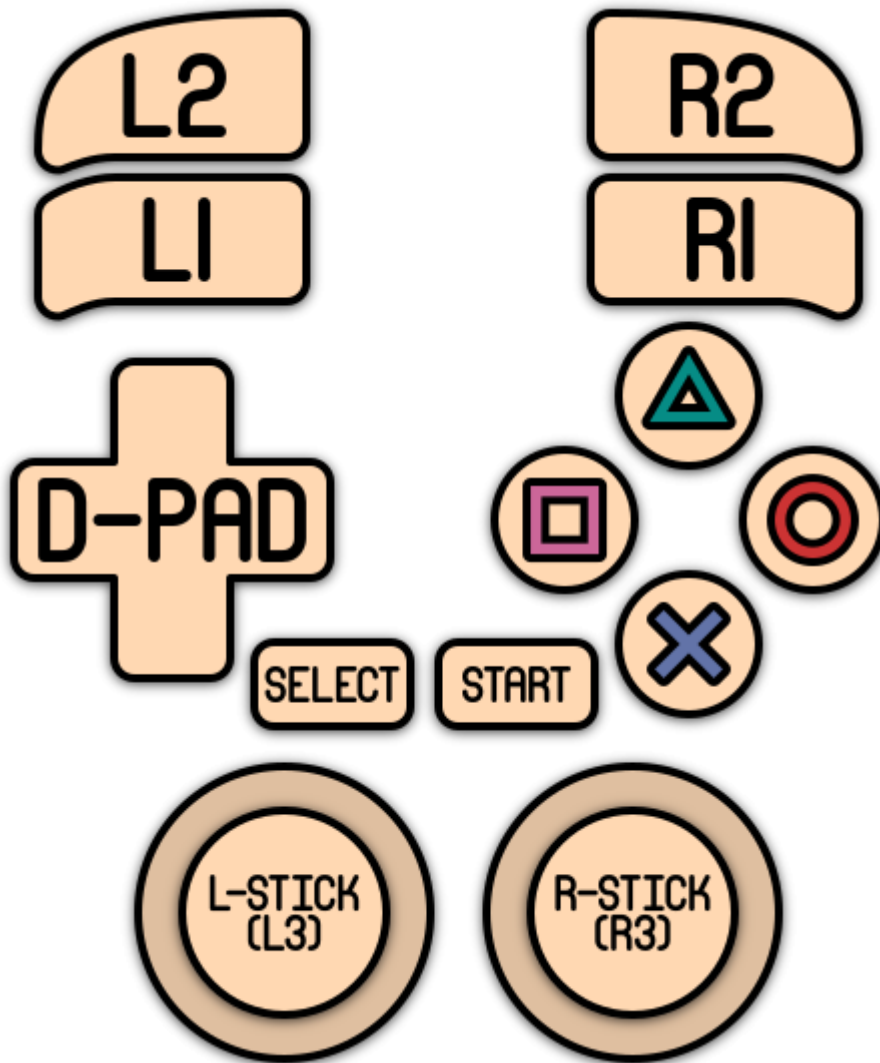


Do not launch games directly from RPCS3's interface. Do so from ES. Otherwise you will not have audio.

It is possible to have RPCS3 compile the PPU for all currently detected games (as opposed to only doing so when the game is launched). In rpcs3-config, go to ( **Fix Me!** precise instructions) boot menu → compile PPU cache for firmware and all games.

Controls

Here are the Sony PlayStation 3's controls shown on a [Batocera Retropad](#):



Troubleshooting

Troubleshooting starts by checking RPCS3 logfiles. You can find them on the Batocera filesystem here:

```
/userdata/system/cache/rpcs3/RPCS3.log
```

I don't know how to set up my PS3 games! They are in a weird format and not a folder.

This is more related to usage of RPCS3, refer to their [quick start guide](#).

I have X issue with game Y

For PS3 game specific issues, be sure to check [RPCS3's wiki](#) first.

For further troubleshooting, refer to the [generic support pages](#).

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