Sony PlayStation 4

The PlayStation 4 (PS4) is a home video game console developed by Sony Interactive Entertainment. Announced as the successor to the PlayStation 3 in February 2013, it was launched on November 15, 2013, in North America, November 29, 2013, in Europe, South America, and Australia, and on February 22, 2014, in Japan. A console of the eighth generation, it competes with Microsoft's Xbox One and Nintendo's Wii U and Switch.

This system scrapes metadata for the `ps4` group and loads the `ps4` set from the currently selected theme, if available.



Quick reference

- **Emulator:** ShadPS4
- **Folder:** `/userdata/roms/ps4`
- **Accepted ROM formats:** `.ps4 .zar`

ROMs

First extract your .PKG file manually on your PC using a tool such as PKG Extractor. Then copy the extracted game folder into `/userdata/roms/ps4`. Then in the new installation directory for the installed game, create a file with a `.ps4` extension so EmularionStation will see it. i.e.

```
/userdata/roms/ps4/CUSA03173/Bloodborne.ps4
```

Afterwards you can launch the game from EmulationStation accordingly.

DLC content will be stored in: `/userdata/roms/ps4/DLC`

Very important: To play games you may need the system modules from your PS4 that has been jailbroken. The log file may give an indication of any required system modules. Place the decrypted system module files in: **/userdata/system/configs/shadps4/sys_modules**

Since **version 44**, EmulationStation also directly recognizes a folder whose name ends with `.ps4` without needing to create a .ps4 file inside it.e.g.

```
/userdata/roms/ps4/Bloodborne.ps4/
```

Also since version 44, '`.zar`' files are supported. To compress an already-extracted game folder, use ZArchive [https://github.com/Exzap/ZArchive] or directly the context menu in Batocera's file manager. i.e.

```
/userdata/roms/ps4/Bloodborne.zar
```

Emulators

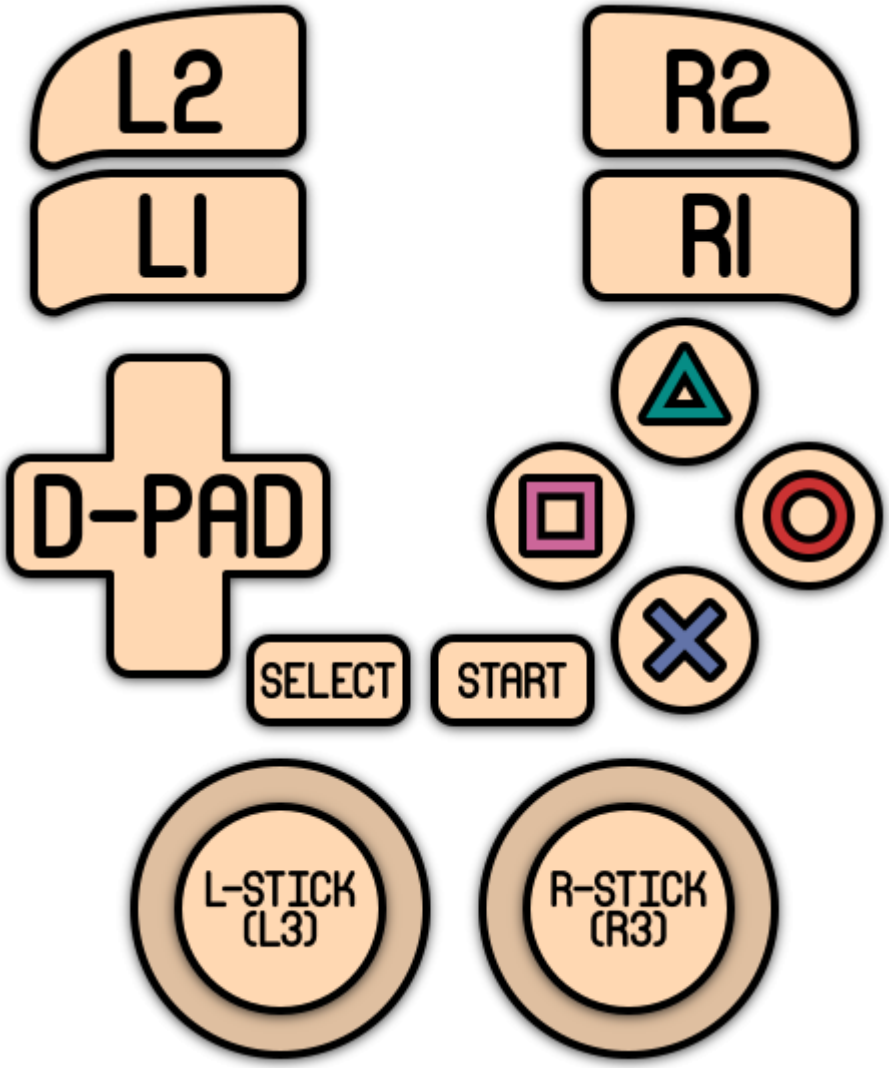
PS4 emulation is very experiemental & requires a highly specified x86_64 PC. Ideally your CPU supports the AVX2 instruction set and your GPU must support Vulkan 1.3 or later.

ShadPS4

For compatibility check: https://shadps4.net/compatibility/

Controls

Here are the Sony PlayStation 4's controls shown on a Batocera Retropad:



Troubleshooting

For further troubleshooting, refer to the generic support pages.

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