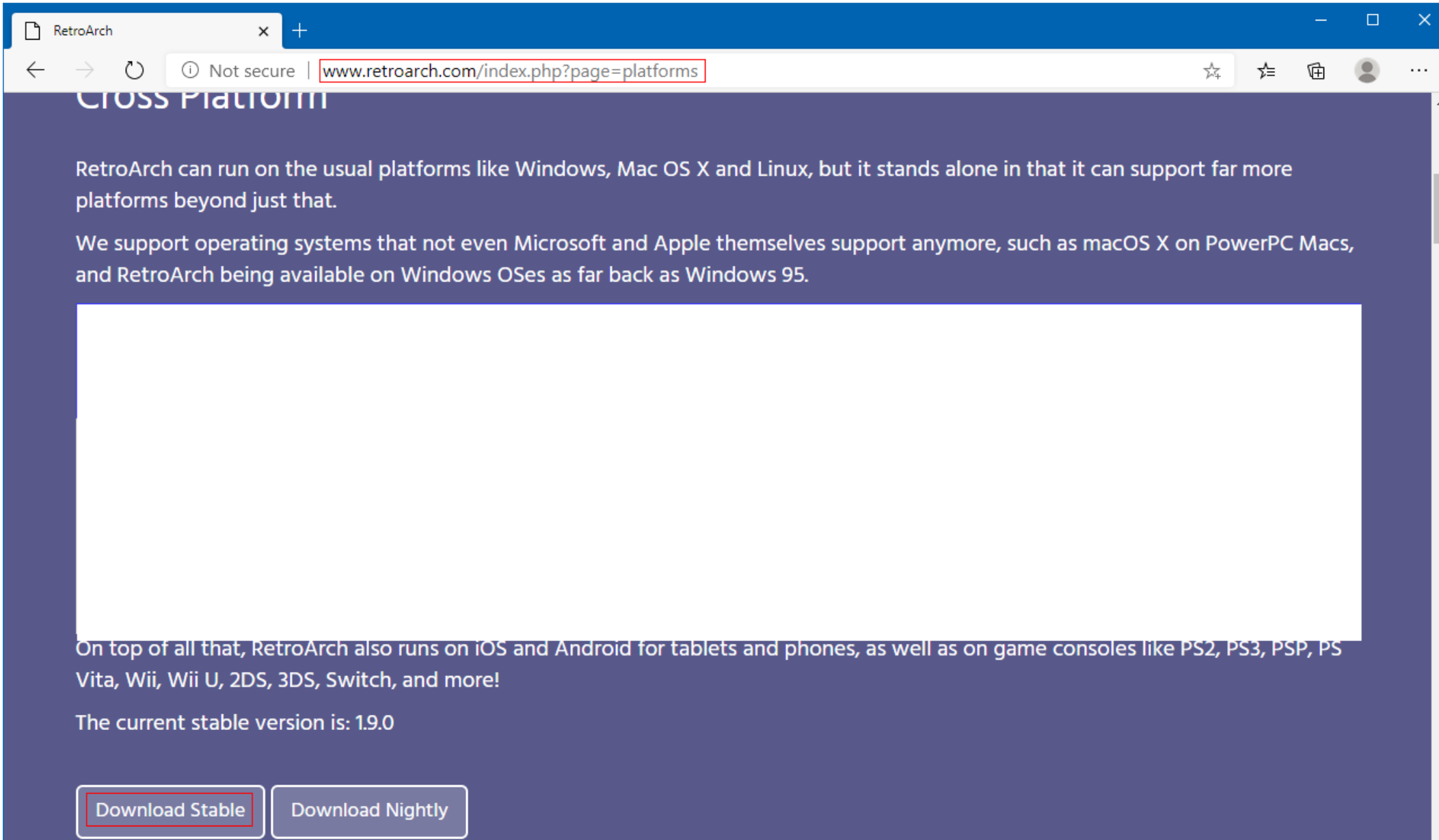


1) RetroArch

Download front end RetroArch from the downloads page at <http://www.retroarch.com/> or <http://www.retroarch.com/index.php?page=platforms> and run the installer once complete. Keep note of where you installed RetroArch to, I'll be referring to this folder as RetroArch. **Prerequisite: You must have a GPU that supports Vulkan.**



CROSS PLATFORM

RetroArch can run on the usual platforms like Windows, Mac OS X and Linux, but it stands alone in that it can support far more platforms beyond just that.

We support operating systems that not even Microsoft and Apple themselves support anymore, such as macOS X on PowerPC Macs, and RetroArch being available on Windows OSes as far back as Windows 95.

On top of all that, RetroArch also runs on iOS and Android for tablets and phones, as well as on game consoles like PS2, PS3, PSP, PS Vita, Wii, Wii U, 2DS, 3DS, Switch, and more!

The current stable version is: 1.9.0

[Download Stable](#) [Download Nightly](#)

2) BIOS

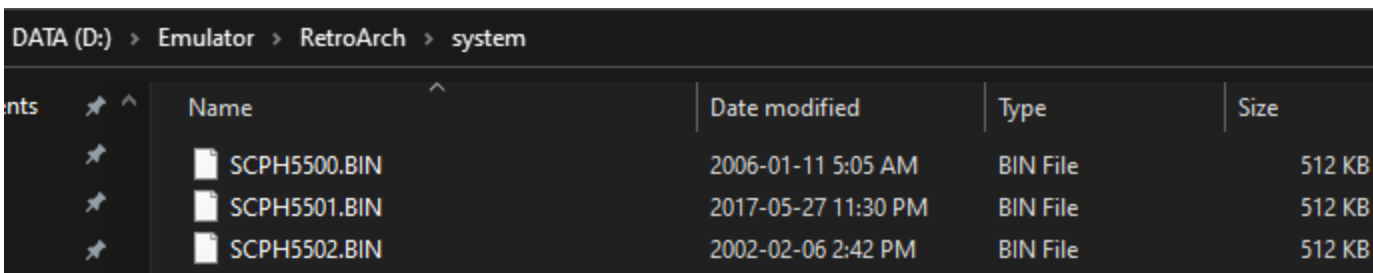
Get your own **BIOS** files and game files. The emulator we are downloading requires the following BIOS files and place them in the **RetroArch\system** folder. Get your own game files as well. You can extract your physical CD copy if you have a cd rom drive.

SCPH5500.BIN

SCPH5501.BIN

SCPH5502.BIN

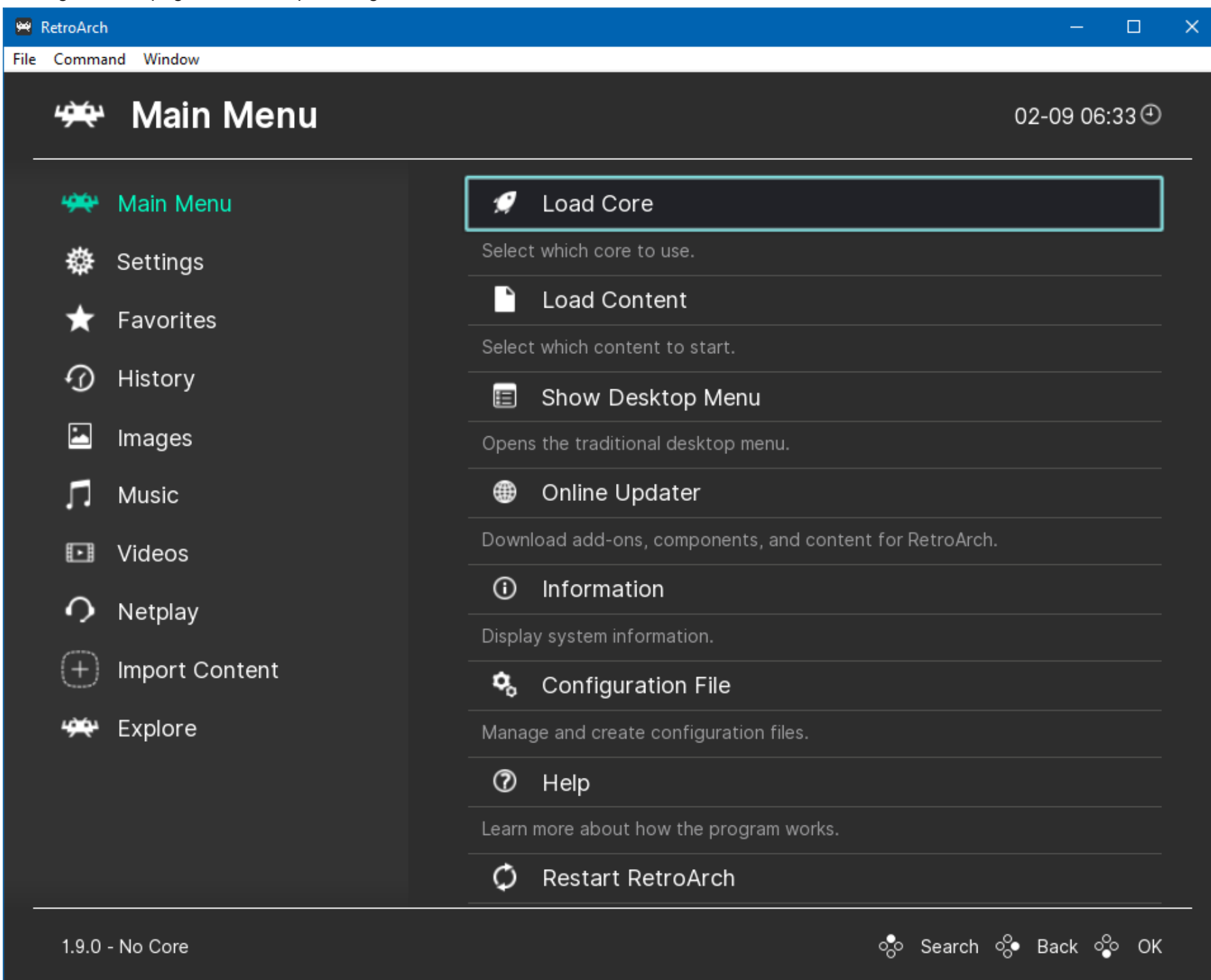
The folder should look like this when you are done.



DATA (D:) > Emulator > RetroArch > system				
nts	Name	Date modified	Type	Size
	 SCPH5500.BIN	2006-01-11 5:05 AM	BIN File	512 KB
	 SCPH5501.BIN	2017-05-27 11:30 PM	BIN File	512 KB
	 SCPH5502.BIN	2002-02-06 2:42 PM	BIN File	512 KB

3) Download Core

When you open up RetroArch you should be on the Main Menu and Load Core will be selected by default. You can navigate the menu with the arrow keys, enter to select/go to next page, and backspace to go back. Select Load Core > Download a Core.



Select Sony PlayStation (Beetle PSX HW). Once done you will see a [#] beside it when you do. Press backspace twice to go back to the main menu.

 RetroArch

File Command Window



Core Downloader

02-09 06:34 ⓘ

License: GPLv3

SNK - Neo Geo CD (NeoCD)

License: LGPLv3

SNK - Neo Geo Pocket / Color (Beetle NeoPop)

License: GPLv2

SNK - Neo Geo Pocket / Color (RACE)

License: GPLv2

Sony - PlayStation (Beetle PSX HW)

License: GPLv2

Sony - PlayStation (Beetle PSX)

License: GPLv2

Sony - PlayStation (DuckStation)

License: GPLv3

Sony - PlayStation (PCSX ReARMed)

License: GPLv2

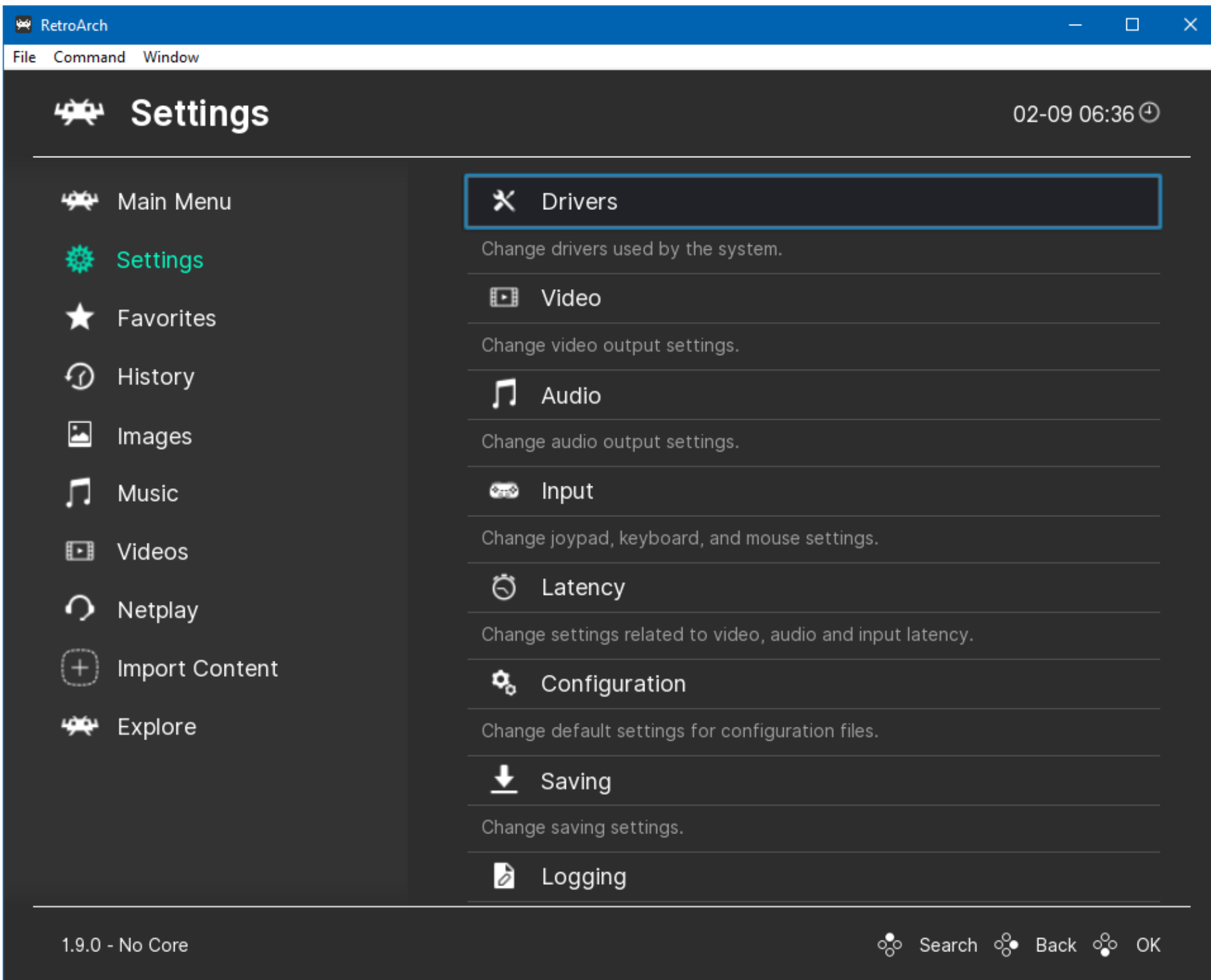
Sony - PlayStation 2 (Play!)

1.9.0 - No Core

 Search  Back  OK

4) Driver Settings

Go down to the settings menu and click on Drivers.



Highlight and select Video and select Vulkan. If your GPU does not support vulkan use OpenGL. If you don't know OpenGL is your best choice. Press backspace to go back to the main settings.

 Drivers

02-09 06:39

Input

dinput

Input driver to use. Some video drivers force a different input driver.

Controller

xinput

Controller driver to use.

Video

vulkan

Video driver to use.

Audio

xaudio

Audio driver to use.

Audio Resampler

sinc

Audio resampler driver to use.

Camera

null

Camera driver to use.

Location

null

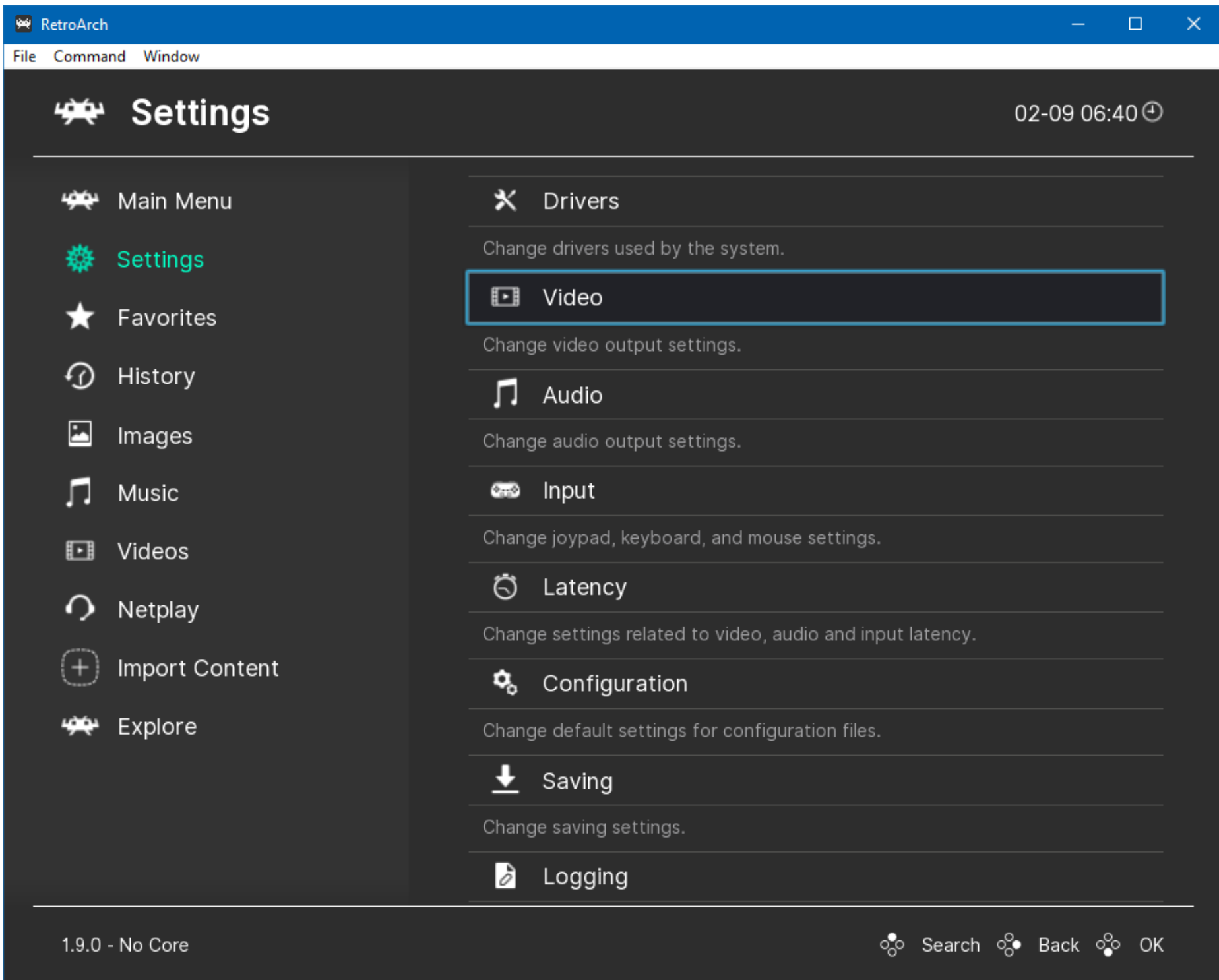
Location driver to use.

Menu

ozone

5) Video + Configuration Settings

From the main settings screen select Video and select Scaling.



 RetroArch

File Command Window



Scaling

02-09 06:42 ⓘ

Integer Scale

OFF

Only scales video in integer steps. The base size depends on system-reported geometry and aspect ratio. If 'Force Aspect Ratio' is not set, X/Y will be integer scaled independently.

Aspect Ratio

16:9

Crop Overscan (Reload)

ON

Cuts off a few pixels around the edges of the image customarily left blank by developers which sometimes also contain garbage pixels. (Restart Required)

1.9.0 - No Core

 Search  Back  OK

 RetroArch

FileCommandWindow



Windowed Mode

02-09 06:43 

Windowed Scale3.0x

Sets the window size relative to the core viewport size. Alternatively, you can set a window width and height below for a fixed window size.

Window Opacity100

Show Window DecorationsON

Remember Window Position and SizeOFF

Remember window size and position, enabling this has precedence over Windowed Scale

Window Width1280

Set the custom width for the display window.

Window Height720

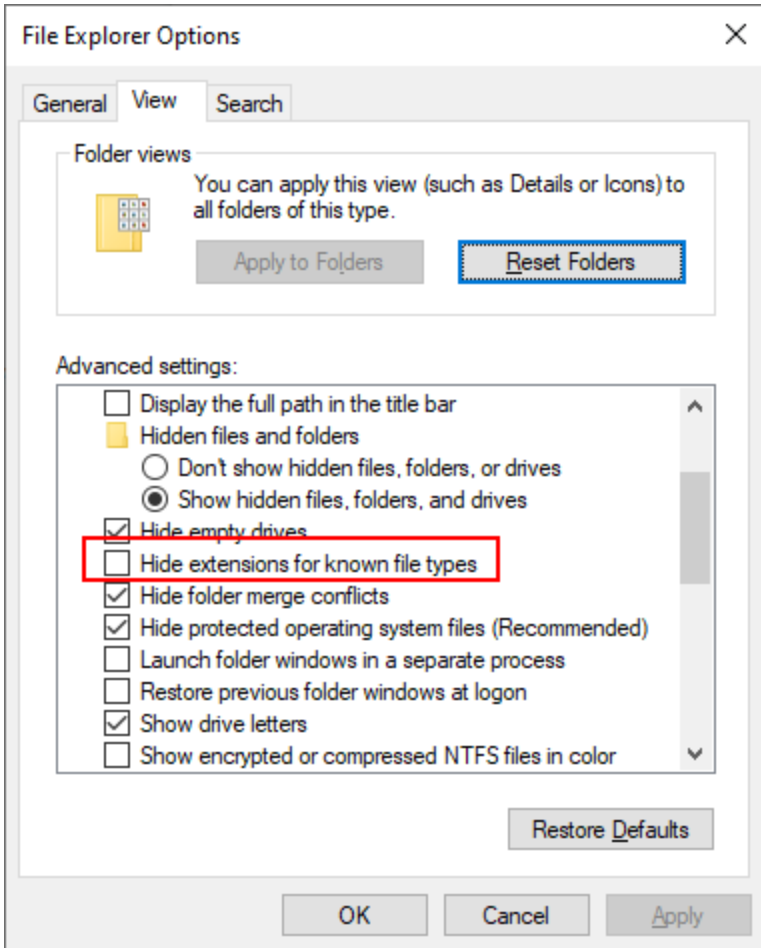
Set the custom height for the display window.

1.9.0 - No Core

 Search  Back  OK

6) Setting up the Game

You must have the game setup in BIN/CUE format for RetroArch to find it. If it is in another format you can simply take the largest file (most likely the disc image) and change the file extension to .bin. To change your file extensions on Windows 10, hit the start menu and start typing "File Explorer Options" and hit enter. Go to the view tab and make sure this option is unchecked.



Next go to the folder where your discs are located and change your discs files to .bin, here is what mine looks like. I will be using my file names for the following steps, but you can have your own. If they are already in BIN/CUE format you can skip this step until the **playlist** step.

 LOD1_USA.bin	2017-05-31 2:28 AM	BIN File	473,586 KB
 LOD2_USA.bin	2017-05-31 2:30 AM	BIN File	562,510 KB
 LOD3_USA.bin	2017-05-31 2:30 AM	BIN File	546,069 KB
 LOD4_USA.bin	2005-12-16 9:33 AM	BIN File	730,669 KB

Each one of these files BIN files needs a .CUE file, you can right click on an empty space in Windows Explorer and click New > Text Document. For the first disc you would create an "LOD1_USA.cue".

Once you've created all four CUE files open them in a text editor and input the following, the file name inside the CUE file should match your BIN file. So for disc 2 I would put FILE "LOD2_USA.bin" BINARY as the first line instead.

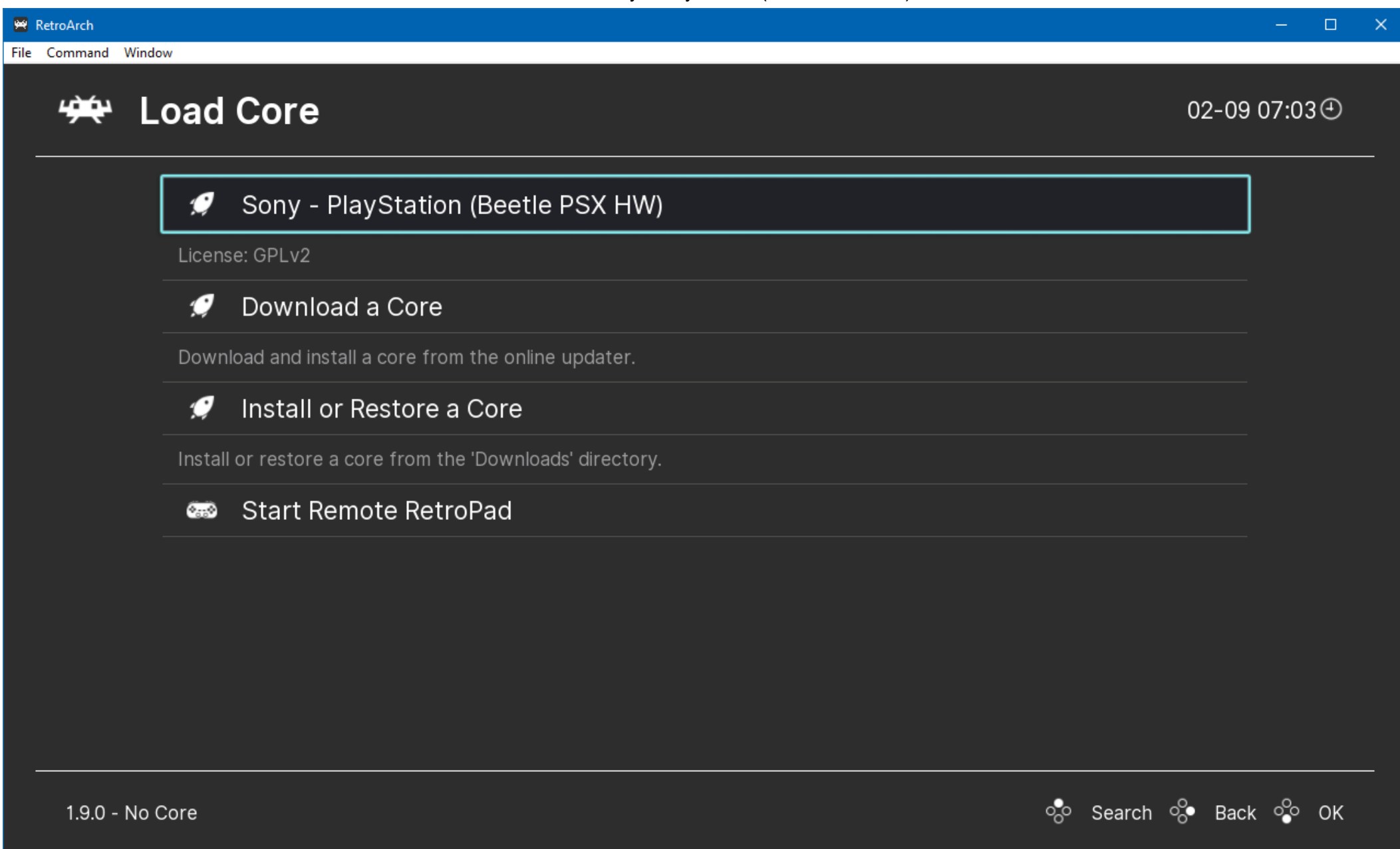
```
FILE "LOD1_USA.bin" BINARY
TRACK 01 MODE2/2352
INDEX 01 00:00:00
```

Now for the **playlist**. Once you've opened and saved all four files cue files create another new file with the extension as **.m3u**, mine will be called LOD_USA.m3u. Open up LOD_USA.m3u in a text editor and input all your CUE file names in order like below.

```
LOD1_USA.cue
LOD2_USA.cue
LOD3_USA.cue
LOD4_USA.cue
```

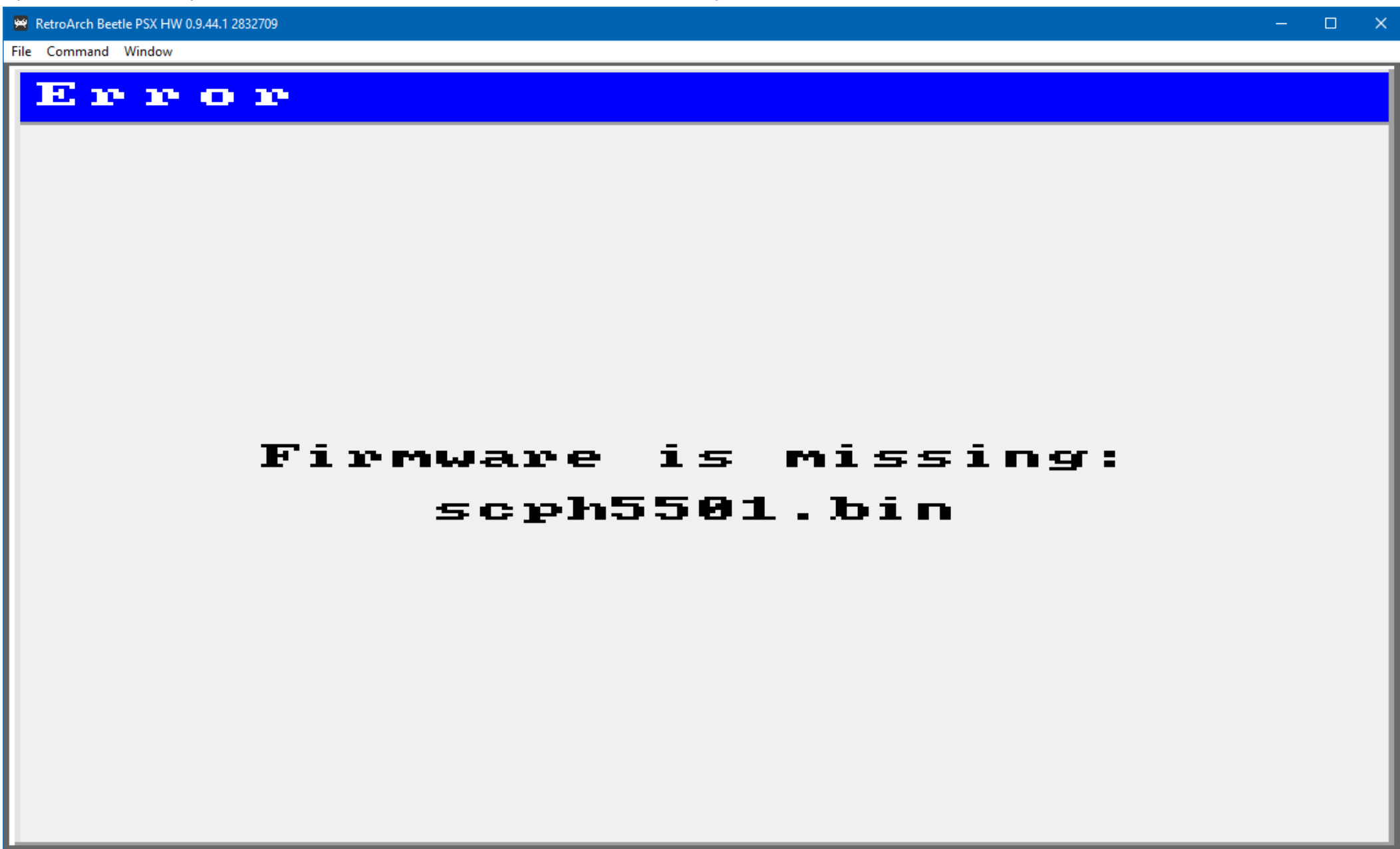
Once you are done you should have a folder with your disc images that look like this.

 LOD_USA.m3u	2020-05-31 3:07 AM	M3U File	1 KB
 LOD1_USA.bin	2017-05-31 2:28 AM	BIN File	473,586 KB
 LOD1_USA.cue	2018-04-28 7:37 PM	CUE File	1 KB
 LOD2_USA.bin	2017-05-31 2:30 AM	BIN File	562,510 KB
 LOD2_USA.cue	2018-04-28 7:36 PM	CUE File	1 KB
 LOD3_USA.bin	2017-05-31 2:30 AM	BIN File	546,069 KB
 LOD3_USA.cue	2018-04-28 7:36 PM	CUE File	1 KB
 LOD4_USA.bin	2005-12-16 9:33 AM	BIN File	730,669 KB
 LOD4_USA.cue	2018-04-28 7:37 PM	CUE File	1 KB



Now go down and select Load Content. Navigate to your newly created [m3u](#) file and select it. In the future you can go down to History to select your m3u file again.

If you see this screen you need to put the appropriate **BIOS** file in the **RetroArch\system** folder. Please refer to the BIOS section to set this up.

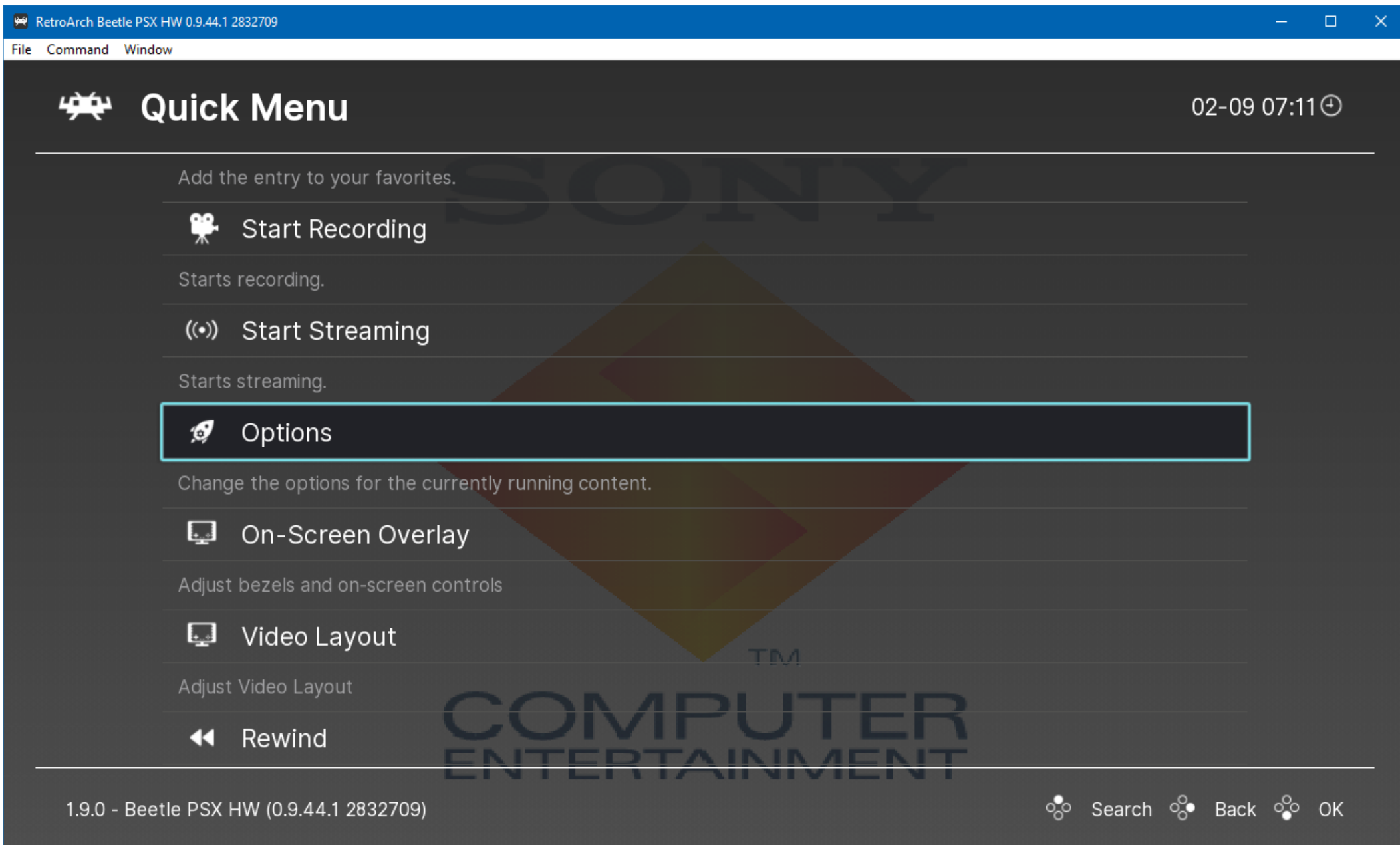


RetroArch should have loaded the game and you should see the PSX Startup Screen. Hit F1 to open the menu again, you should be on Quick Menu and can continue on to the next step.



7) Core Settings

From the Quick Menu select Options.



Change the following settings

Category Option	Setting	Notes
Video Internal Resolution	2x - 16x	Change based on your GPU's performance. 4x is the recommended minimum.
Video Texture UV Offset	On	
Video Dithering Pattern	Off	
Video Texture Filtering	Nearest or xBR	Set it to nearest (no filtering) if you like the crispy pixels and no visual errors. xBR requires a modern GPU but provides the least amount of visual errors compared to other filtering options.
Video Exclude 2D Polygons from Filtering	*Opaque and Semi-Transparent	*Only use if you do not use Nearest texture filtering. Fixes some graphical glitches but it is basically like using nearest filtering on some 2d components.
Video Multi-Sampled Anti Aliasing	2x - 16x	Change based on your GPU's performance. 2x is the recommended minimum
Video MDEC YUV Chroma Filter	On	
PGXP PGXP Operation Mode	Memory Only	PGXP fixes PS1's wobbly polygons
PGXP PGXP Primitive Culling	On	
PGXP PGXP Perspective Correct Texturing	On	
Options CPU Dynarec	Max Performance	Only set to Max Performance if you are struggling to run the game.
Options CD Access Method	Asynchronous	
Options CD Loading Speed	2x	You can set it higher but you may run into issues.
Memory Card Memory Card 0 Method Memory Card Shared Memory Card	Mednafen On	This will keep one memory card for all games.
Input Analog Self-Calibration	On	

Controllers should be automatically setup and detected. If something is wrong with them or you are using your keyboard head to Settings > Input > Port 1 Controls. Use left and right on Device Type to change it to Dual Shock. You can setup your keyboard bindings below. If you want to setup your controller plug it in now and start changing the key bindings below.

RetroArch Beetle PSX HW 0.9.44.1 2832709

File Command Window



Port 1 Controls

02-09 07:54 

Device TypeDualShock

 Analog to Digital TypeNone

 Device IndexDisabled

 Set All Controls

 Reset to Default Controls

 Save Controller Profile

 Mouse Index0

 B Button (Down)(Key: z)

 Y Button (Left)(Key: a)

 Select Button(Key: rshift)

 Start Button(Key: enter)

1.9.0 - Beetle PSX HW (0.9.44.1 2832709)

 Search

 Back

 OK

Once all the following settings are set press ESC twice to close the emulator to save all the settings.

Make sure to always close RetroArch like this otherwise your memory cards might rollback.

FAQ

Q: I didn't have Shared Memory Cards turned on how do I keep my save?

This is assuming you went from Disc 1 to 2 and your save is now gone.

1. Go to the **RetroArch/saves** folder and copy your **Legend of Dragoon Disc 1.srm** or **Legend of Dragoon Disc 1.mcr** file to another location.
2. Open RetroArch and load Disc 1 of Legend of Dragoon.
3. Hit F1 and go into the Memory Card subcategory and change the following two settings.

Memory Card Memory Card 0 Method	Mednafen
Memory Card Shared Memory Card	On

4. Once this is saved, quit RetroArch, open it back up and load Disc 1 of Legend of Dragoon.
5. Head back to the **RetroArch/saves** folder, you should now see **mednafen_psx_libretro_shared.0.mcr**.
6. Close RetroArch once again.
7. Delete the **mednafen_psx_libretro_shared.0.mcr** in **RetroArch/saves**. Rename your **.srm** or **.mcr** of disc 1 file that you copied elsewhere to **mednafen_psx_libretro_shared.0.mcr** and copy it to the **RetroArch/saves** folder.
8. Open RetroArch and now load Disc 2 of Legend of Dragoon. Your previous disc save will now be there.