FPSE	Use	(likely) PEOpS OpenGL equivalent	Notes	Known games that need option
Framelimiter	game speed	Framerate limiter	OpenGL framelimiter	
Frameskip	game speed	frame skipping	new' OpenGL frameskip	
Print FPS	info	Framerate limit / frame skipping		
Original screen size	game speed	Resolution	I think FPSE defaults to the OpenGL "full screen" setting OpenGL has a 'keep aspect ration' checkbox - I think this setting checks that	
Adjust framebuffer access	special fix	special game fix - "adjust framebuffer access"	ONLY for FF7 battle cursor/battle swirl I believe this gas been superceded by schtruck 'ff7 cursor fix'.	**Final Fantasy VII**
Special upload detection	special fix	special game fix – special upload detection	**intense change; can cause problems (e.g. ChronoCross);** designed for for Tony Hawks & Soulreaver & Colin McRae – maybe others	**Tony Hawks** **Soul Eater** **Colin McRae**
Offscreen Drawing	compatibility / show more gfx	offscreen drawing	which "offscreen drawing"? Probably 'standard' - "does an easy check, if software drawing/coord tweaking is needed"	**<many Square Enix games>**
advanced blending	compatibility / enhanced color shading	advanced blending	"can make games look better, can be slow. Good ex: Spyro". Lighting effect commonly - when breaks can cause 'high contrast'	
Alpha Multipass (transparency / black lines)	compatibility / show more gfx	alpha multipass	Needed for some menus and text Can cause black rectangles around objects. "without it opaque textures can get transparent".	**Final Fantasy Tactics** **(many Square Enix games - not FF8)**
Mask Bit	special fix	Mask Bit	recommend leave off, usually "to avoid drawing into some parts of the screen". e.g. Silent Hill; most games don't need; disable for more vram this is an emulation of the mask bit on the PSX, if mask bit emulation doesn't work right can cause problems in game normally leaving it on is fine FF9 - "polygons which were drawn on top of mdecs looked upsidedown... enable mask bit to fix" - this killed fps for me, and dind't help that I saw	**Silent Hill** **FF9 - ? probably not worth it...**
32 bits rendering	enhanced gfx	Resolution	- Sets # of colors I think (32 bits vs 16bits color depth) - some people have reported this to fix things - 'garbage' on sides of screen, and other issues. Without it there was garbage, with it garbage is gone (still appears at times though) - In my testing I've not seen it significantly increase graphics - your experience may vary	
Anti Aliasing	enhanced gfx	<not part of PEOpS – a GPU driver usage?>	Anti-aliasing uses colors to make up for a lack of spatial resolution can increase gfx, makes games slower. I've not seen it make a significant diff this item was added at one point, but later removed due to slowdowns it is not available in current PC version of PEOpS plugin	
Texture filtering	enhanced gfx	Bi-linear (texture) filtering <but which one?>	which one though; there are 2 modes with 2 options each for 6 choices	
Old Frameskip	game speed	Framerate limit / frame skipping	either the internal FPSE frameskip, or the 'old' frameskip from OpenGL special fix - "skips only every 2nd frame"	
Frame Texture	special fix	special fix? texture quality? Framebuffer textures (for compatibility)?	11.14 update - "necessary for MGS and Codec drawing" (video cut scenes). 11.14 update sounds like 'misc' option. If it's texture quality instead, uses more bits/color? How many? If "framebuffer textures" (peops 'compatibility' section) then which setting?	
Special frame limiter	game speed	Use PC fps calculation	I'm not sure if this is something schtruck did, or if this is an implementation of the special fix pete implemented. It could be either internal FPSE framelimiter or OpenGL framelimiter special fix - "better fps limitation with some games"	
Manual Frame Limiter (Misc menu)	game speed	N/A	11.15 - sets maximum FPS	
Busy fix	special fix	special game fix – "Fake 'GPU Busy' States"	11.15 - "avoid somes blacks screen and help somes games to start" "toggles busy flags after drawing"	
Expand screen width	special fix	Expand screen width	"Shows the full area in Capcom 2D fighters"	**<Capcom 2D fighting games>**
G4 polygon cache	special fix	G4 Polygon cache	"ONLY for FF9 Battle mode ... Yellow Rectangle" "the yellow character selection rect in battle mode will be displayed"	**FF9 only**
odd/even bit hack	special fix	odd/even bit hack	"needed with epsxe 1.5.2 and older" plugin had internal hack prior to epsxe 1.52 to fix issue with epsxe if game is having lockups, this may help specifically for chrono chross status screen lock-ups	**Chrono Cross?**
Swap front/back detection	special fix	Swap front/back detection	"Speed freaks, Killer Loop"	**Speed Freaks** **Killer Loop**
Direct frame buffer access	special fix	Direct framebuffer updates	"Speed up in nasty frame upload situations" "games are uploading hundreds of single lines of screen data each frame" works with "certain cards/drivers (like my GeForce3 with Detonator 30.82)" primarily for especially for mdecs (video), especially some opening videos know for FF7, FF8, Persona 2. Opening scenes run at 1/2 speed without this. FF8 - specifically for initial mdec/video (intro before game starts) This setting seems to speed up up the cut scene to full speed... But it breaks it	**FF7** **FF8** **Persona 2**
disable coord check	special fix	Disable coord check	"Old coord compatibility mode" disables "detection of weird running wild polygons" enable "if you are having troubles (missing polygons, for example)" can assist with chrono cross possibly	**Chrono Cross?**
Remove blue glitch	special fix	Remove blue glitches	"Legend of Dragoon, Alpha Multipass needed"	**Legend of Dragoon**
Lazy update detection	special fix	lazy upload detection	for Dragon Warrior 7 & maybe others – flickering object in text boxes - text boxes won't get semi-transparent, & bkg will not be animated	**Dragon Warrior 7**
FF7 cursor fix	Special fix	(created by schtruck)	11.54 update - Fix for MALI400 OpenGL, set 'FF7 cursor fix' from video menu No more crash, will make working others games that crashed..." Thus fix may assist other hardware with the battle swirl also	Final Fantasy 7

PEOpS OpenGL Plugin Setting		Info on setting		
resolution	partial	size of screen; color depth; aspect ratio		
texture handling	hard coded	2xSai (need vram) or 'stretched' (needs filtering)		
texture quality	hard coded	# of bits per color (more bits, better color, but slower): - Driver default - 4 bits - 5 bits (no alpha multipass option) - 8 bits		
Bi-linear (texture) filtering	partial	Standard & extended (remove black lines), with and without sprite filtering (for text), or with/without sprite smoothing (6 options total)		
Framerate limit / frame skipping	yes	Framerate skipping – old version skipped every other frame, new version does better checking		
Offscreen Drawing	partial	detect drawings which are outside the front/backbuffer 5 modes from "off" (none) to "extended" (too much) Never use highest setting for FF8 / FF9 FF7 needs highest setting for all graphics to be shown FF8 needs 'enhanced' (lvl 4) for all battle statistics		
Framebuffer texture (i.e. "FBT") (see note below)	hard coded	To get whirling screen effects and psx motion blurring: - 0 – emulated vram – need full software vram primitives from framebuffer access & offscreen drawing – all software; very slow - 1 – black – fast; effectively disables special effect - 2 – GPU buffer – can be slow if GPU is slow - 3 – GPU buffer & software – doesn't need framebuffer; can be slow as it's partially software		
Framebuffer access ("Full Vram Primitives" - FVP) (see note below)	hard coded	psx is reading/moving the already drawn display to make special effects: - 0 – emulate vram - 1 – GPU (i.e. framebuffer) reads (designed to be used with 'emulated vram' to replace 'full vram primitives' to take pressure off CPU. Can also be used with 'GPU buffer') - 2 – GPU (i.e. framebuffer) moves (effectively a 'special fix') Can be used with "emulated vram" or "GPU buffer" - 3 – GPU (i.e. framebuffer) reads and moves (designed for Xenogears, also used for FF7) Can be used with "emulated vram" or "GPU buffer" - 4 – full vram primitives via software. Designed to be used with "emulated vram", but may be needed even if FBT is on other setting. (ex Final Fantasy Tactics) FF 8/9 will not work with GPU reads/moves		
advanced blending	yes	can make games look better, can be slow. Good ex: Spyro "Accurate PSX color emulation". I've seen this to be a 'lighting' effect in some games (Final Fantasy Tactics). When it doesn't work can produce 'high contrast' feel.		

FPSE	Use	(likely) PEOpS OpenGL equivalent	Notes	Known games that need option
alpha multipass	yes	Can cause black rectangles around objects. "Draws opaque texture pixels the way it should be" "without it opaque textures can get transparent" some games menus need it or they will be transparent (e.x. Final Fantasy Tactics)		
Mask Bit	yes	"to avoid drawing into some parts of the screen". e.g. Silent Hill Disable if not needed for move vram this is an emulation of the mask bit on the PSX, if emulation doesn't work right can cause problems. normally leaving it on is fine		silent hill
misc - line mode	no	A funny mode, just displaying lines		
misc - scan lines	no	emulating the display of a TV screen		
misc - Unfiltered framebuffer updates	maybe	disables filtering in mdecs (videos) (makes them faster)		
misc - Force 15 bit framebuffer updates	no	for mdecs (videos) – less colorful, faster rendering		
misc - color dithering	no	If using 16Bit colors you can enhance shaded objects. Some slowness will be incurred		
misc - screen smoothing	no	blur the whole screen so 2D backgrounds will look less pixelated		
misc - disable screen saver	no	"disable screen saver and power saving modes. not available in Win95/WinNT"		
special game fix-adjust framebuffer access	yes	ONLY for FF7 battle cursor/battle swirl		0001 - epsxe andriod
special game fix-direct framebuffer updates	yes	"speed up for nasty frame upload situations". Specifically for: FF7, FF8, Persona 2, others: opening / mdecs (videos) If mdecs (video) runs good with it – it's ok. If not, don't use fix will cause unfiltered (more pixelated) mdecs		
special game fix - Ignore Black Brightness	no	"fixes black screens in Lunar" "repair the black screens when entering a house or a menu"		0004 - epsxe android
special game fix - Swap front/back detection	yes	"Speed freaks, Killer Loop"		0008 - epsxe android
special game fix - Disable coord check	yes	"Old coord compatibility mode"		0010 - epsxe android
special game fix - Remove Blue Glitches	yes	"Legend of Dragoon, Alpha Multipass needed"		0020 - epsxe android
special game fix - Mixed Software FB Access	no	"Faster FB access on some systems / ATI" GFX cards applicable if frambuffer access is set to 1 (reads), 2 (writes), or 3 (reads&writes) "minimizes the real vram reading to a minimum" - uses software drawing method instead of hardware, but also minimizes the amount of software framebuffer access done		4000 - epsxe android
special game fix - Use PC FPS calculation	yes	"Better FPS limitation with some games"		0080 - epsxe android
special game fix - Use old frame skipping	yes	"Skips only every second frame"		0100 - epsxe android
special game fix - G4 Polygon cache	yes	"ONLY FF9 battle mode...Yellow rectangle"		0200 - epsxe android
special game fix - Fake subtractive blending	no	"Needed by some (buggy) OpenGL ICDs" subtractive blending - advanced gfx mode. plugin automatically tries to dectect if gpu can do it, and if so will implement some cards report they can, but they really can't. this fix forces cards to NOT use the advanced subtractive blending gfx mode		
special game fix - lazy upload detection	yes	for Dragon Warrior 7 specifically (not 100% perfect)		0400 - epsxe android
special game fix - odd/even hack bit	yes	"needed with epsxe 1.5.2 and older"		0800 - epsxe android
special game fix – Expand screen width	yes	"Shows the full area in Capcom 2D fighters"		1000 - epsxe android
special game fix - use old texture filtering	no	"fixes black area with some cards" (GPUs) new filtering may cause black areas on some cards, this will enable the old filtering style which should avoid that (ver 1.71 release notes)		0002 - epsxe android
special game fix – special upload detection	yes	address an issue where there's missing screens in some games for "splash" screen upload detection _Only_ activate the new fix when you are missing important information screens Can cause issues (e.g. ChronoCross)		2000 - epsxe android
special game fix – Use low-res FPS timer	no	for buggy motherboard chipsets		0040 - epsxe android
special game fix – "Fake 'GPU busy' states"	yes	toggles busy flags after drawing		

To get whirling screen effects and psx motion blurring: combination of framebuffer access and textures:

framebuffer textures - for special effects
framebuffer access - for additional special effects

a) set framebuffer textures to "emulated vram", then all special effects will be controlled by "framebuffer access". Set it to "enable full vram primitives (FVP)" to show all gfx, emulated via software. Finally enable off-screen drawing.
- Fhe 'framebuffer read' is designed to replace the FVP – it lowers need for CPU. It's not perfect, and can cause problems (specifically FF8 & 9)

b) set framebuffer textures to 'gfx card buffer' (one of the options). GFX card handles most special effects
- frambuffer access can be set to 0, that's the defaul way to use 'gfx card buffer'
- Alternately, any of the framebuffer access "GPU / GFX card" options can be used with this setting - can provide some additional graphics.
- The higher the resolution, and the higher the color depth (texture quality), the more memory needed
- Has potential to have better quality than option (a). Pete says it will "give you the effects in nice looking hi-res, with good speed ... if you gfx card/driver can handle it"

c) set framebuffer textures to 'gfx card buffer & software'. (framebuffer access can be set to 0 – emulate vram)
- sometimes this setting is more accurate than option (b)

(a) Generally the most compatible choice, and shows most gfx. Will work on every system, but it will be very slow if not enough CPU power (1GHz+)
(b) will prolly work only with certain gfx cards with a good speed (GeForce :)...
(c) is kinda a compromise: there will be little gfx card accessing (good for
slower gfx cards), and more software drawing instead (which will need some CPU power).

btw, if not using option (a), some games will work better/faster with (b), others may need (c) instead.

| Anti-aliasing is a technique for improving spatial resolution at the cost of luminance resolution. Dithering is a technique for improving luminance resolution at the cost of spatial resolution | | Note that Dithering and Anti-aliasing are opposite functions. Dithering uses spatial resolution to make up for a lack of colours. Anti-aliasing uses colours to make up for a lack of spatial resolution. | Full Scene Anti-Aliasing (FSAA) vs line anti-aliasing (or 'point' anti-aliasing). Pete's OpenGL plugin used to do the line anti-aliasing (AA) but it caused slowdowns on most cards so he got rid of it. People that wanted AA had to enable it in the drivers of their GPUs (making it FSAA). | |