These screenshots are from my own system. A few of the pictures are incorrect, but I added some red text with the new options that I've found to be my new preferences. Make your own choices on some of them.

Mednaffe Emulator

Edit> Preferences>General tab



Edit> Preferences>Systems tab



Edit> Preferences>Navigation tab Leave all blank

Global Settings tab> Video

			Med	naffe		
File Edit 1	View Help					
	Global Settings					
Video						
Sound			Enable fullscreen			
Miscellaneous			Enable frameskip during emulation rer	ndering		
Key Assignme	ints	Attempt to disable desktop composition				
Input			Enable time synchronization for frame blitting			
Netplay			Synchronize OpenGL page flips to vertical retrace period			
State Rewindi	ng				_	
Slow-Forward	ling		Driver opengi			
Fast-Forwardi	ng		Deinterlacer	blend_rg	-	
Recording						
FPS Display			Display to use with fullscreen mode		- +	
OSD						
Paths						

Global Settings tab> Sound

1	Mednaffe							
File Edit	View Help							
Game List	Global Settings	Systems Logs						
Video								
Sound		💙 Enable sou	Chable sound output					
Miscellaneo	us							
Key Assignn	nents	Device	sexyal-literal-default		Playback rate	48000	-	+
Input		1244.000						
Netplay		Driver	sdl		Buffer time	0		. .
State Rewin	ding	Volume			Period size	0		+
Slow-Forwa	rding	votume			renou size			
and the second second								

Global Settings tab> Miscellaneous



Global Settings tab> Key Assignments> Basic CLEAR ALL PRE-EXISTING SETTINGS GO THROUGH EACH TAB AND CLEAR THEM ALL

Mednaffe						
File Edit View Help						
Game List Global Settings Systems Logs						
Video						
Sound	Basic Save States Movies	s Layers Devices				
Miscellaneous						
Key Assignments	Toggle in-game quick help screen F1 (Keyboard)					
Input						
Netplay	Select medium (CD, floppy disk, etc.)	tc.) F6 (Keyboard)				
State Rewinding	Insect/Eisst modium (CD Floppy dick atc.) E0 (Kaubased)					
Slow-Forwarding	inservejeccinedium (cu, noppy disk, etc.) P8 (keyboard)					
Fast-Forwarding	Reset	Button 11 (DragonRise Inc. Generic USB Joystick)				
Recording.						
FPS Display	Hard reset (toggie power switch)	F11 (Keyboard)				
OSD	Exit (the emulator or netplay chat mode)	Button 10 (DragonRise Inc. Generic USB Joystick)				
Paths						

Global Settings tab> Input

Mednaffe			
Update physical joystick(s) internal state in Mednafe	n even when M	Aednafen lack:	OS focus
Auto-fire frequency		- +	
Dangerous key action delay		- +	
Analan suis binany areas dabasting theories of			
Analog axis binary press detection direshold			
	Mednaffe Logs Update physical joystick(s) internal state in Mednafe Auto-fire frequency Dangerous key action delay Analog axis binary press detection threshold	Mednaffe Logs Update physical joystick(s) internal state in Mednafen even when M Auto-fire frequency 5 Dangerous key action delay 0 Analog axis binary press detection threshold	Mednaffe Logs Update physical joystick(s) internal state in Mednafen even when Mednafen lacks Auto-fire frequency Dangerous key action delay 0 + Analog axis binary press detection threshold

Systems tab> Game Boy Color> Emulation tab

		Me	dnaffe			
File Edit View Help						
Game List Global Settings Systems Logs						
Game Boy (Color)	Emulation					
GameBoy Advance						
Nintendo Entertainment System / Famicom	Enable	automati	c usage of th	is module		
Sega Game Gear						
Sony PlayStation	Emulated	GB type	auto		×	
Super Nintendo Entertainment System / Super Famicom (snes)						

Systems tab> Game Boy Color> Graphics tab> Fullscreen tab

	Mednaffe				
File Edit View Help					
Game List Global Settings Systems Logs					
Game Boy (Color)	Emulation Graphics Sound				
GameBoy Advance					
Nintendo Entertainment System / Famicom	Windowed	Fullscreen	Scaler/Filter	Shader	Blur
Sega Game Gear					
Sony PlayStation		and a second second			
Super Nintendo Entertainment System / Super Famicom (snes)	Horizontal resolution			- +	
		Vertical resolution		- +	
	St	aspect 👻			

Systems tab> Game Boy Color> Graphics tab> Scaler/Filter tab> supereagle

		Me	dnaffe				
File Edit View Help							
Game List Global Settings Systems Logs							
Game Boy (Color)		Graphic					
GameBoy Advance							
Nintendo Entertainment System / Famicom			Windowed	Fullscreen	Scaler/Filter	Shader	Blur
Sega Game Gear							
Sony PlayStation				Internalation			
Super Nintendo Entertainment System / Super Famicom (snes)	merpolation						
	Special video scaler			hq2x	•		
		Sci	nlines with s	pecified opacity			

Systems tab> Game Boy Color> Graphics tab> Shader tab

		Mednaffe				
File Edit View Help						
Game List Global Settings Systems Logs						
Game Boy (Color)	Emulation Grap	hics Sound				
GameBoy Advance						
Nintendo Entertainment System / Famicom		Windowed	Fullscreen	Scaler/Filter	Shader	Blur
Sega Game Gear						
Sony PlayStation			On an Cit sharder			
Super Nintendo Entertainment System / Super Famicom (snes)			OpenGL shader	none		

Systems tab> Game Boy Color> Input tab> Port1 = Joystick 1

e	Mednaffe
File Edit View Help	
Game List Global Settings Systems Logs	
Game Boy (Color)	Emulation Graphics Sound Input Documentation
GameBoy Advance	
Nintendo Entertainment System / Famicom	Port 1
Sega Game Gear	
Sony PlayStation Super Nintendo Entertainment System / Super Famicom (snes)	Up Axis 1- (DragonRise Inc. Generic USB Joystick)
	Down Axis 1+ (DragonRise Inc. Generic USB Joystick)
	Left Axis 0- (DragonRise Inc. Generic USB Joystick)
	Right Axis 0+ (DragonRise Inc. Generic USB Joystick)
	Button A Button 0 (DragonRise Inc. Generic USB Joystick)
	Button B Button 1 (DragonRise Inc. Generic USB Joystick)
	Select Button 8 (DragonRise Inc. Generic USB Joystick)
	Start Button 9 (DragonRise Inc. Generic USB Joystick)
	▼ Autofire
	Rapid A Button 3 (DragonRise Inc. Generic USB Joystick)
	Rapid B Button 2 (DragonRise Inc. Generic USB Joystick)

Systems tab> Game Boy Advance> Emulation tab

Mednaffe					
File Edit View Help					
Game List Global Settings Systems Logs					
Game Boy (Color)	Emulation Graphics Sound Input Documentation				
GameBoy Advance					
Nintendo Entertainment System / Famicom	🚾 Enable automatic usage of this module				
Sega Game Gear					
Sony PlayStation	Optional BIOS ROM image /home/sysadmin/Arcade/GameBoyAdvance/bios/gba_bios.bin				
Super Nintendo Entertainment System / Super Famicom (snes)					

Systems tab> Game Boy Advance> Graphics tab> Fullscreen tab

1	N	lednaffe					
File Edit View Help							
Game List Global Settings Systems Logs							
Game Boy (Color)	Emulation Graph	ics Sound					
GameBoy Advance							
Nintendo Entertainment System / Famicom		Windowed	Fullscreen	Scaler/Filter	Sha	der	Blur
Sega Game Gear							
Sony PlayStation		Els else	entral secolution			4	
Super Nintendo Entertainment System / Super Famicom (snes)	Horizontal resolution					Ŧ	
		Ve	rtical resolution			+	
	Stretch to fill screen aspect			aspect	-		
			or for the X axis				
		Scaling fact	or for the Y axis	1.000000	-	+	

Systems tab> Game Boy Advance> Graphics tab> Scaler/Filter tab> supereagle



Systems tab> Game Boy Advance> Input tab> Port1 = Joystick 1

	Medr	affe
File Edit View Help		
Game List Global Settings Systems Logs		
Game Boy (Color)		Sound Input Documentation
GameBoy Advance		
Nintendo Entertainment System / Famicom		Port 1
Sega Game Gear		
Sony PlayStation	uram (mar)	Axis 1- (DragonRise Inc. Generic USB Joystick)
Super mintendo Entertainment Systemy Super Pan	Room (sites)	Avisti (Desea Disalas, Casaria, USD, Jaustida)
	Dow	Axis 1+ (Diagoniose inc. Generic OSB Joysuck)
	Lef	t Axis 0- (DragonRise Inc. Generic USB Joystick)
	Righ	t Axis 0+ (DragonRise Inc. Generic USB Joystick)
	Button A	Button 0 (DragonRise Inc. Generic USB Joystick)
	Button B	Button 1 (DragonRise Inc. Generic USB Joystick)
	Shoulder I	Button 5 (DragonRise Inc. Generic USB Joystick)
	Shoulder F	Button 6 (DragonRise Inc. Generic USB Joystick)
	Selec	Button 8 (DragonRise Inc. Generic USB Joystick)
	Star	Button 9 (DragonRise Inc. Generic USB Joystick)
	▼ Autofire	
	Rapid #	Button 3 (DragonRise Inc. Generic USB Joystick)
	Rapid E	Button 2 (DragonRise Inc. Generic USB Joystick)

Systems tab> Nintendo> Emulation tab

	Mednaffe				
File Edit View Help					
Game List Global Settings Systems Logs					
Game Boy (Color)	Emulation Graphics Sound Input Debugger Documenta				
GameBoy Advance					
Nintendo Entertainment System / Famicom	🚾 Enable automatic usage of this module				
Sega Game Gear	Scan Filename for (U),(J),(E) strings to en/dis-able PAL emulation				
Sony PlayStation	Enable PAL (50Hz) NES emulation				
Super Nintendo Entertainment System / Super Famicom (snes)	Enable Game Genie emulation				
	Game Genie ROM gg.rom				

Systems tab> Nintendo> Graphics tab> System tab

	Mednaffe	
File Edit View Help		
Game List Global Settings Systems Logs		
Game Boy (Color)	Emulation Graphics Sound Input Debugger D	
GameBoy Advance		
Nintendo Entertainment System / Famicom	System NTSC Windowed Fullscreen	Scaler/Filter Shade
Sega Game Gear		
Sony PlayStation	Correct the aspect ratio	
Super Nintendo Entertainment System / Super Famicom (snes)	Clip left+right 8 pixel columns	
	Remove 8-sprites-per-scanline hardware lin	út
	First displayed scanline in NTSC mode	s — +
	Last displayed scanline in NTSC mode	231 - +
	First displayed scanline in PAL mode	• - +
	Last displayed scanline in PAL mode	239 - +

Systems tab> Nintendo> Graphics tab> Fullscreen tab

	Mednaffe		
File Edit View Help			
Game List Global Settings Systems Logs			
Game Boy (Color)	Emulation Graphics Sound		
GameBoy Advance			
Nintendo Entertainment System / Famicom	System NTSC W	indowed Full	lscreen Scaler/Filter
Sega Game Gear			
Sony PlayStation	Uncino	intal recolution	• - -
Super Nintendo Entertainment System / Super Famicom (snes)	HUIZO	ntatresotucion	• — т
	Ver	tical resolution	• - +
	Streto	ch to fill screen	aspect 🗢
		or for the X axis	

Systems tab> Nintendo> Graphics tab> Scaler/Filter tab> hq3x

Mednaffe						
File Edit View Help						
Game List Global Settings Systems Logs						
Game Boy (Color)	Emulation Graphics Sound Input Debugger Documentation					
GameBoy Advance						
Nintendo Entertainment System / Famicom	System NTSC Windowed Fullscreen Scaler/Filter Shac	fer Blur				
Sega Game Gear						
Sony PlayStation	Interpolation 0					
Super Nintendo Entertainment System / Super Famicom (snes)						
	Special video scaler 🛛 hq2x 🛛 🔻					
	Scantines with specified opacity					
Super nintendo Entertainment System / Super Parintoin (Snes)	Special video scaler hq2x -					

Systems tab> Nintendo> Input tab> Global tab

	Mednaffe						
File Edit View Help							
Game List Global Settings Systems Logs							
Game Boy (Color)		Sound Inpu	t Debugg				
GameBoy Advance							
Nintendo Entertainment System / Famicom		Global	Port 1	Port 2 E	Expansion Port		
Sega Game Gear							
Sony PlayStation	Disable four-score	emulation					
Super Nintendo Entertainment System / Super Famicom (snes)	of above root acone	CITALOUT					

Systems tab> Nintendo> Input tab> Port1 = Joystick 1

	Mednaffe
File Edit View Help	
Game List Global Settings Systems Logs	
Game Boy (Color)	Emulation Graphics Sound Input Debugger Documentation
GameBoy Advance	
Nintendo Entertainment System / Famicom	Global Port 1 Port 2 Expansion Port
Sega Game Gear	
Super Nintendo Entertainment System / Super Famicom (snes)	Input device gamepad 💌
	Up Axis 1- (DragonRise Inc. Generic USB Joystick)
	Down Axis 1+ (DragonRise Inc. Generic USB Joystick)
	Left Axis 0- (DragonRise Inc. Generic USB Joystick)
	Right Axis 0+ (DragonRise Inc. Generic USB Joystick)
	Button A Button 0 (DragonRise Inc. Generic USB Joystick)
	Button B Button 1 (DragonRise Inc. Generic USB Joystick)
	Select Button 8 (DragonRise Inc. Generic USB Joystick)
	Start Button 9 (DragonRise Inc. Generic USB Joystick)
	▼Autofire
	Rapid Button A Button 3 (DragonRise Inc. Generic USB Joystick)
	Rapid Button B Button 2 (DragonRise Inc. Generic USB Joystick)

Systems tab> Nintendo> Input tab> Port2 = Joystick 2

	Mednaffe
File Edit View Help	
Came List Global Settings Systems Logs	
Game Boy (Color)	Emulation Graphics Sound Input Debugger Documentation
GameBoy Advance	
Nintendo Entertainment System / Famicom	Global Port 1 Port 2 Expansion Port
Sega Game Gear	
Sony PlayStation	Input device asmenad
Super Nintendo Entertainment System / Super Famicom (snes)	hiput device gamepad
	Up Axis 1+ (DragonRise Inc. Generic USB Joystick)
	Down Axis 1- (DragonRise Inc. Generic USB Joystick)
	Left Axis 0+ (DragonRise Inc. Generic USB Joystick)
	Right Axis 0- (DragonRise Inc. Generic USB Joystick)
	Button A Button 0 (DragonRise Inc. Generic USB Joystick)
	Button B Button 1 (DragonRise Inc. Generic USB Joystick)
	Select Button 9 (DragonRise Inc. Generic USB Joystick)
	Start Button 8 (DragonRise Inc. Generic USB Joystick)
	✓ Autofire
	Rapid Button A Button 3 (DragonRise Inc. Generic USB Joystick)
	Rapid Button B Button 2 (DragonRise Inc. Generic USB Joystick)

Systems tab> Sega Game Gear> Graphics tab> Fullscreen tab

	Mednaffe						
File Edit View Help							
Game List Global Settings Systems Logs							
Game Boy (Color)	Emulation Graphics Sound Input I						
GameBoy Advance							
Nintendo Entertainment System / Famicom	Windowed Fullscre	en Scaler/Filter	Shader	Blur			
Sega Game Gear							
Sony PlayStation	Horizontal resolu	tion 0	= +				
Super Nintendo Entertainment System / Super Famicom (snes)			3110				
	Vertical resolu	tion 0	- +				
	Stretch to fill so	reen aspect	•				

Systems tab> Sega Game Gear> Graphics tab> Scaler/Filter tab> supereagle

	Medn	affe				
File Edit View Help						
Game List Global Settings Systems Logs						
Game Boy (Color)	Graphics					
GameBoy Advance						
Nintendo Entertainment System / Famicom	w	indowed	Fullscreen	Scaler/Filter	Shader	Blur
Sega Game Gear						
Sony PlayStation			Internalation		-	
Super Nintendo Entertainment System / Super Famicom (snes)			merpolation			
		Spe	cial <mark>vide</mark> o scaler	hq2x	•	
	Scan	lines with s	pecified opacity			

Systems tab> Sega Game Gear> Input tab> Port1 = Joystick 1

	Mednaffe							
File Edit View Help								
Game List Global Settings Systems Logs								
Game Boy (Color)	Emulation Graphics Sound Input Documentation							
GameBoy Advance								
Nintendo Entertainment System / Famicom	Port 1							
Sega Game Gear								
Sony PlayStation Super Nintendo Entertainment System / Super Famirom (spes)	Up Axis 1- (DragonRise Inc. Generic USB Joystick)							
sayer mittendo Entertaminent system (rsayer ramiton (sres)	Down Axis 1+ (DragonRise Inc. Generic USB Joystick)							
	Left Axis 0- (DragonRise Inc. Generic USB Joystick)							
	Right Axis 0+ (DragonRise Inc. Generic USB Joystick)							
	Button 1 Button 0 (DragonRise Inc. Generic USB Joystick)							
	Button 2 Button 1 (DragonRise Inc. Generic USB Joystick)							
	Start Button 9 (DragonRise Inc. Generic USB Joystick)							
	▼ Autofire							
	Rapid Button 1 Button 3 (DragonRise Inc. Generic USB Joystick)							
	Rapid Button 2 Button 2 (DragonRise Inc. Ceneric USB Joystick)							

Systems tab> Sony Playstation> Emulation tab

Mednaffe –								
File Edit View Help								
Game List Global Settings Systems Logs								
Game Boy (Color)	Emulation Graphics Sound Input Debugger Documentation							
GameBoy Advance								
Nintendo Entertainment System / Famicom	🖉 Enable automatic usage of this module							
Sega Game Gear	Enable BIOS ROM image sanity checks							
Sony PlayStation	Enable CD (image) sanity checks							
Super Nintendo Entertainment System / Super Famicom (snes)	Attempt to auto-detect region of game							
Default region to use in a State								
	Japan ROM BIOS 😵 scph5500.bin							
US ROM BIOS 🧹 /home/sysadmin/Arcade/PS1/bios/scph5501.bin								
	Europe ROM BIOS 🥸 scph5502.bin							

Systems tab> Sony Playstation> Graphics tab> Fullscreen tab

Mednaffe							4	
File Edit View Help								
Game List Global Settings Systems Logs								
Game Boy (Color)		Graphics						
GameBoy Advance								
Nintendo Entertainment System / Famicom		System	Windowed	Fullscre	en Sc	aler/Filter	Shader	Blur
Sega Game Gear								
Sony PlayStation			the state and all as				- 1 C	
Super Nintendo Entertainment System / Super Famicom (snes)			Horizontal re	solution			Ŧ	
			Vertical re	solution			+	
			Stretch to f	ill screen	aspect		-	
				he X axis				

Systems tab> Sony Playstation> Graphics tab> Scaler/Filter tab> 2xsai

	Medna	affe						
File Edit View Help								
Game List Global Settings Systems Logs								
Game Boy (Color)	Graphics							
GameBoy Advance								
Nintendo Entertainment System / Famicom	System	Window	wed	Fullscre	en	Scaler/Filter	Shader	Blur
Sega Game Gear								
Sony PlayStation				Netlers -			-	
Super Nintendo Entertainment System / Super Famicom (snes)			incerp	olation				
		Spei	cial video	o scaler	hq2	2x	•	
	Scanli	ines with sp	pecified	opacity <mark>=</mark>				

Systems tab> Sony Playstation> Input tab> Port1 = Joystick 1

	Mednaffe
File Edit View Help	
Game List Global Settings Systems Logs	
Game Boy (Color)	Emulation Graphics Sound Input Debugger Documentation
GameBoy Advance	
Nintendo Entertainment System / Famicom	Global Port 1 Port 2
Sega Game Gear	
Sony PlayStation	
Super Nintendo Entertainment System / Super Famicom (snes)	Emulate memory card
	Crosshairs color for lightgun 0xFF0000
	Input device gamepad 👻
	D-Pad Up Axis 1- (DragonRise Inc. Generic USB Joy
	D-Pad Down Axis 1+ (DragonRise Inc. Ceneric USB Joy

Systems tab> Sony Playstation> Input tab> Port2 = Joystick 2

	Mednaffe	
File Edit View Help		
Game List Global Settings Systems Logs		
Game Boy (Color)	Emulation Graphics Sound Inp	It Debugger Documentation
GameBoy Advance		
Nintendo Entertainment System / Famicom		Global Port 1 Port 2
Sega Game Gear		
Sony PlayStation		
Super Nintendo Entertainment System / Super Famicom (snes)	Emulate memory card	
	Crosshairs color for lightgun	0x00FF00
	Input device	gamepad 🔻
	D-Pad Up	Axis 1+ (DragonRise Inc. Generic USB Joystick)
	D-Pad Down	Axis 1- (DragonRise Inc. Generic USB Joystick)

Systems tab> Super Nintendo> Graphics tab> System tab

	Medn	affe		
File Edit View Help				
Game List Global Settings Systems Logs				
Game Boy (Color)	Graphics			
GameBoy Advance				
Nintendo Entertainment System / Famicom	System	Windowed	Fullscreen	Scaler/Filter
Sega Game Gear				
Sony PlayStation	Correct the	aspect ratio		
Super Nintendo Entertainment System / Super Famicom (snes)	Enable hor	rizontal blend (blu	ır) filter	

Systems tab> Super Nintendo> Graphics tab> Fullscreen tab

	Medn	affe					
File Edit View Help							
Game List Global Settings Systems Logs							
Game Boy (Color)	Graphics						
GameBoy Advance							
Nintendo Entertainment System / Famicom	System	Windowed	Fullscre	en Sca	aler/Filter	Shader	Blur
Sega Game Gear							
Sony PlayStation		Understaller	eralution			4	
Super Nintendo Entertainment System / Super Famicom (snes)		Horizontal I	esotucion			300	
		Vertical re	esolution			+	
		Stretch to f	ill screen	aspect		-	
			the X axis				

Systems tab> Super Nintendo> Graphics tab> Scaler/Filter tab> hq3x

	Medna	affe				
File Edit View Help						
Game List Global Settings Systems Logs						
Game Boy (Color)	Graphics					
GameBoy Advance						
Nintendo Entertainment System / Famicom	System	Windowed	Fullscre	en Scaler/Filte	r Shader	Blur
Sega Game Gear						
Sony PlayStation					_	
Super Nintendo Entertainment System / Super Famicom (snes)		Incer	polation			
		Special vid	eo scaler	hq2x	-	
	Scanli	nes with specifier	d onacity			
		inca and approximately	a opticity -			

Systems tab> Super Nintendo> Input tab> Port1 = Joystick 1

Mednaffe
Emulation Graphics Sound Input Documentation
Global Port 1 Port 2
Input device gamepad 🔻
Up Axis 1- (DragonRise Inc. Generic USB Joystick)
Down Axis 1+ (DragonRise Inc. Generic USB Joystick)
Left Axis 0- (DragonRise Inc. Generic USB Joystick)

Systems tab> Super Nintendo> Input tab> Port2 = Joystick 2

	Mednaffe
File Edit View Help	
Game List Global Settings Systems Logs	
Game Boy (Color)	Emulation Graphics Sound Input Documentation
GameBoy Advance	
Nintendo Entertainment System / Famicom	Global Port 1 Port 2
Sega Game Gear	
Sony PlayStation	installation [
Super Nintendo Entertainment System / Super Famicom (snes)	inpuc device gamepad 👻
	Up Axis 1+ (DragonRise Inc. Generic USB Joystick)
	Down Axis 1- (DragonRise Inc. Generic USB Joystick)

Game List tab> Add Folder button

Add each System's Arcade rom folder.

Stella Emulator

Options> User Interface> Look & Feel tab

User interface setti	ngs		
Look & Feel Laun	cher		
Theme	Dark	¥	
Dialogs font (*)	Nedium	~	HiDPI m
Dialogs position	Centered	۷	🔳 Center i
List input delay			300 ms
Nouse wheel scroll			4 lines
Double-click speed			500 ms
Controller repeat de	lay 📕 👘		400 ms
Controller repeat ra	te minimum		20 repeats/s

Options> User Interface> Launcher tab> ROM path

User interface settings	?
Look & Feel Launcher	
ROM path "/Arcade/Atari/Games/	
Launcher width Indonesia 900px Launcher height Indonesia 600px Launcher font Medium V	🗌 Follow Launcher path
ROM info width mmm 35%	
Image path "/Arcade/Atari/snaps	shots/

Options> Snapshots> Save path



Options> Video & Audio> Display tab



Options> Video & Audio> TV Effects tab

Display Palet	tes TV Effe	cts Audio
TV mode Disable	d 🗸	
Sharpness 💻	50%	
Resolution	50%	
Fringing	50%	
Bleeding 💻	50%	
Phosphor for	all ROMs	
Blend 📕	50%	
Scanlines:		
Intensity	110	Mask Standard

Options> Video & Audio> Audio tab



Options> Emulation



Options> Input> Event Mappings tab **Quit** = yellow Exit game button **Reload** = red Reset game button **Select** = white Select button **Reset** = white Start button



Options> Input> Devices & Ports tab



Options> Input> Event Mappings tab> Joystick ERASE EXISTING MAPPINGS WHEN CONFIGURING Left = Joystick 1 Right = Joystick 2

Input settings		
Event Mappings Devices & Ports	Nouse	
Events Joystick	~	
Left Joystick Up	^	Nap
Left Joystick Down Left Joystick Left		
Left Joystick Right		Erase
Left Joystick Fire Left Booster Top Booster Button		Reset
Left Booster Handle Grip Trigger Right Joystick Up		
Right Joystick Down Right Joystick Left		
Right Joystick Right Right Joystick Fire		
Right Booster Top Booster Button	~	

PPSSPP emulator

Settings> Graphics tab> Backend = Vulkan Render res = 2x PSP Fullscreen = check

Settings> Controls tab> Control mapping> CLEAR PRE-EXISTING STUFF SO THERE'S NO CONFLICTS Pause = yellow exit game button

Games tab> choose games folder

PCSX2 emulator

Go through wizard on first run to define paths to Bios and Game folders. Controller mapping defaults to the keyboard, so just proceed through that section, we'll edit later.

System> Settings>

R	Interface	Behaviour			
	Constitut	✓ Inhibit Screensaver	✓ Create Save State Backups		
0	Game List	Confirm Shutdown	✓ Save State On Shutdown		
÷	BIOS	Pause On Start	Pause On Focus Loss		
Л	Emulation	Enable Per-Game Settings	Enable Discord Presence		
K	Graphics	Game Display			
む)	Audio	✓ Start Fullscreen	Double-Click Toggles Fullscreen		
٥٠	Memory Cards	Render To Separate Window	🗸 Hide Main Window When Running		
æ	Network & HDD	Disable Window Resizing	✓ Hide Cursor In Fullscreen		
Ě	F-14	Preferences			
Ľ	Folders	Language:	system Language [Default]		
Ψ.	Achievements	Theme:	Dark Fusion (Gray) [Dark]		
-	Interface	Speed Control			
6	Incenace				
	Game List	Normal Speed:	100% [60 FPS (NTSC) / 50 FPS (PAL)]		
	Game List	Normal Speed: Fast-Forward Speed:	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)]		
	Game List BIOS	Normal Speed: Fast-Forward Speed: Slow-Motion Speed:	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)]		
	Game List BIOS Emulation	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)]		
	Game List BIOS Emulation Graphics	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter System Settings	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)]		
╗Ӥ╬╡╲╗	Game List BIOS Emulation Graphics Audio	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter System Settings EE Cycle Rate:	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed)		
』/D # ≠ K ? i	Game List BIOS Emulation Graphics Audio Memory Cards	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: V Enable Speed Limiter System Settings EE Cycle Rate: EE Cycle Skipping:	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed) Disabled		
◍▯╬╡◩흫▯◍	Game List BIOS Emulation Graphics Audio Memory Cards Network & HDD	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter System Settings EE Cycle Rate: EE Cycle Skipping: Affinity Control:	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed) Disabled Disabled		
▣⊕⊟중⊇₩U₩	Game List BIOS Emulation Graphics Audio Memory Cards Network & HDD Folders	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter System Settings EE Cycle Rate: EE Cycle Rate: EE Cycle Skipping: Affinity Control: ✓ Enable Multithreaded VU1 (MTVU)	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed) Disabled Disabled ✓ Enable Instant VU1		
ġ◨╬╡┫┎╶┋┇╋╝┆	Game List BIOS Emulation Graphics Audio Memory Cards Network & HDD Folders Achievements	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: I Enable Speed Limiter System Settings EE Cycle Rate: EE Cycle Rate: EE Cycle Skipping: Affinity Control: I Enable Multithreaded VU1 (MTVU) Enable Cheats	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed) Disabled Disabled V Enable Instant VU1 Enable Host Filesystem		
M (I) (II) (II) (II) (II) (II) (II) (II)	Game List BIOS Emulation Graphics Audio Memory Cards Network & HDD Folders Achievements	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter System Settings EE Cycle Rate: EE Cycle Rate: EE Cycle Skipping: Affinity Control: ✓ Enable Multithreaded VU1 (MTVU) ■ Enable Cheats	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed) Disabled Disabled ✓ Enable Instant VU1 Enable Host Filesystem		
┙ѼѼ╡┛҄҄҄҄ Ҽ҄ ҇ ҇Ѳ҄ӪѸ	Game List BIOS Emulation Graphics Audio Memory Cards Network & HDD Folders Achievements	Normal Speed: Fast-Forward Speed: Slow-Motion Speed: ✓ Enable Speed Limiter System Settings EE Cycle Rate: EE Cycle Rate: EE Cycle Skipping: Affinity Control: ✓ Enable Multithreaded VU1 (MTVU) Enable Cheats Frame Pacing / Latency Control Maximum Frame Latency:	100% [60 FPS (NTSC) / 50 FPS (PAL)] 200% [120 FPS (NTSC) / 100 FPS (PAL)] 50% [30 FPS (NTSC) / 25 FPS (PAL)] 100% (Normal Speed) Disabled Disabled V Enable Instant VU1 Enable Host Filesystem 2 frames		

1940 - 1944				
Interface	Renderer: Automat			
Game List	Adapter: (Default)			
∰ віоs			0. h 0	
Emulation	Display Renderin	ig Texture Replacement	Post-Processing OSD	Re
Granhirs	On-Screen Display			
	OSD Scale: 100%			
ちり) Audio	Show OSD Mes	sages	Show Speed Percentages	
● Memory Cards	Show FPS		Show Resolution	
Network & HDD	Show CPU Usag	je	Show GPU Usage	
	Show Statistics		Show Indicators	
	Show Settings		Show Inputs	
\mathbf{Y} Achievements	Show Frame Tir	mes	🗸 Warn About Unsafe Setti	ngs
Interface				
	Renderer: Vulkan			
Game List	Adapter: Intel(R) Iri	s(R) Plus Graphics 640 (Kaby	Lake GT3e) (KBL GT3)	
E BIOS	Display Rendering	Texture Replacement	Post-Processing OSD	Reco
Emulation	Internal Resolution:	Native (PS2) (Default)		
Graphics	Minmanning:	Automatic (Default)		
」) Audio	Texture Filtering:	Rilinear (PS2)		
Memory Cards	Trilinear Filtering	Automatic (Default)		
	Aniantear Pittering.			
Network & HDD	Anisotropic Filtering:	Off (Derault)		
Folders	Dithering:	Unscaled (Default)		
' \C ' Achievements	Blending Accuracy:	Basic (Recommended)		
	Texture Preloading:	Full (Hash Cache)		
	Spin GPU During Readbacks		Spin CPU During Readbacks	

Settings> Hotkeys>

CLEAR ALL PRE-EXISTING TO PREVENT CONFLICTS Shut Down Virtual Machine = yellow exit game button Reset Virtual Machine = red reset button

Settings> Controllers>

CLEAR MAPPINGS BEFORE CONFIGURING

RPCS3 emulator

Configuration> GUI>

UI Stylesheets	Log	UI Options
Kuroi (Dark) by Ani	👻 🖌 Maximum log blocks	📕 Show Welcome Screen
Apoly	1000	📕 Show Exit Game Dialog
0449 0	Maximum TTY blocks	📕 Show Boot Game Dialog
UI Colors	1000	Show PKG Installation Dialog
Use custom UI Colors		Show PUP Installation Dialog
Gamelist icons		🧧 Show Obsolete Settings Dialog
		📒 Show Duplicate Buttons Dialog
Save manager icons		🔲 Show Restart Dialog
Trophy manager icons		Check for updates on startup
		No
		Discord
		Use Discord Rich Presence

Configuration> Emulator>



Configuration> Audio> Convert to 16-bit> check

Configuration> GPU>



Configuration> Shortcuts>

File> Add Games>