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main

InoriRus Update README.md 6129b6e · May 22, 2022 27 commits
_build update build scripts Jan 20, 2022
bin add launcher Jan 17, 2022
source release 0.1.0 May 21, 2022
.gitignore Initial commit Dec 1, 2021
LICENSE Initial commit Nov 12, 2021
README.md Update README.md May 22, 2022
appveyor.yml release 0.1.0 May 21, 2022

README.md

build

passing

Kyty

PS4 & PS5 emulator

The project is in its early stage.

[Vladimir M](#)

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Graphics for PS5 is not yet implemented

It is possible to run some simple games for PS4

There maybe graphics glitches, crashes, freezes and low FPS. It's OK for now.

Features that are not implemented:

- Audio input/output
- MP4 video
- Network
- Multi-user

Path to Savedata folder is hardcoded and can't be configured. System parameters (language, date format, etc.) are also hardcoded.

Screenshots

Building

Supported platforms:

- Windows 10 x64

Toolchains:

- Visual Studio + clang-cl + ninja
- Eclipse CDT + mingw-w64 + gcc/clang + ninja/mingw32-make

Supported versions:

Tool	Version
cmake	3.12
Visual Studio 2019	16.10.3
clang	12.0.1
clang-cl	11.0.0
gcc (MinGW-W64 x86_64-posix-seh)	10.2.0
ninja	1.10.1
MinGW-w64	8.0.0
Eclipse CDT	10.3.0
Qt	5.15.0

Define environment variable named QT5_DIR pointing to the proper version of Qt

MSVC compiler (cl.exe) is not supported!

External dependencies:

- Vulkan SDK 1.2.198.1
- Qt 5.15.0

About

PS4 & PS5 emulator

- [Readme](#)
- [MIT license](#)
- 263 stars
- 35 watching
- 10 forks

Releases

 1

- v0.1.0

Latest

May 22, 2022

Packages

No packages published

Languages

C++

98.8%

Other

1.2%