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Hey guys, I have made some great performance improvements to God of War Chains of Olympus and Ghost of Sparta, something that was long needed for these games, but let's write some background info first, if you're interested to read them . Introduction. Both God of War games are very special in how they run on a real PSP, and therefore on PPSSPP too. They always try to render the maximum number of frames possible, even when the game is already running at over 60 FPS. For a real PSP this is not a problem, as the hardware can not actually reach 60FPS anywhere, but even if at some point it can do it, you wouldn't feel the extra frames because the PSP screen has a 60 HZ refresh rate. This is the same situation that happens when, for example, you play a PC game at 100FPS using a monitor with a refresh rate of 60 HZ: you will not see any visual difference (you may only get better input response) because the refresh rate is lower than your actual FPS and you will be just burning processing power. GoW PSP games had been very CPU demanding with emulators since the beginning, and this behavior is the main culprit. PPSSPP runs PSP games with a lot better internal performance than a real PSP, even while using the same PSP CPU speed, so both GoW games are almost always running at higher than 60 FPS in PPSSPP even if you see its green FPS counter always showing 60 FPS as max (this is a PPSSPP limitation). This is why the option "Prevent FPS from exceeding 60 (speeds up GoW)" was implemented by PPSSPP devs, a workaround to avoid rendering useless frames above 60 FPS, so we can get much better emulation performance. The problem is that this option is not perfect. Tests. I can easily tell the difference between different FPS in games, that is why I like so much to play them at 60FPS when possible . So while playing any GoW game on PPSSPP, I have always noticed that even when the emulator shows the game to be running at "60 FPS", the game feels like it's running at 40+ or 50+ FPS (like using some kind of forced frameskip), depending on what is happening in gameplay. After some research about this, I found an address in RAM for both games where a continuously calculated internal FPS value gets stored as a float; the addresses are (in CW Cheat format): - GoW Chains of Olympus: (UCUS-98653 @0x32D8C0), (NPUG-80325 @0x32FAD8), (NPEG-00023 @0x32FAE8), (UCET-00844/UCES-00842 @0x32D8D0), (UCED-00971 @0x29B390). - GoW Ghost of Sparta: (UCUS-98737 @0x40EFC0), (UCES-01401/NPEG-00044 @0x410560), (UCES-01473 @0x410600), (NPEG-90035 @0x37ACC0). Then I wrote a simple assembly code to show the internal FPS value instead of the ingame red orbs indicator, and while playing the game and monitoring the value I noticed some things: - If you disable the Prevent FPS... option the game can run anywhere from 150+ FPS (ingame) to over 2000+ FPS!! (menus), which causes the bad performance I explained above; if you enable the option, the game is still running at 90+ FPS (ingame) and 300+ FPS (menus), so it is still rendering more frames than it should. The internal FPS you get depends on the CPU speed you have configured in PPSSPP options when you booted the game. - But there is more, while playing the game with the Prevent FPS option enabled, the higher the internal FPS (the one I found) value is over 60 FPS, the choppier the game runs. So for example, when you play the same scene at 65 vs 85 internal FPS, the games run a lot smoother at the lower speed. This is the forced frameskip I complained above. If you want to check this by yourself, you can change the PSP CPU speed to some value where the game stays close to 60 FPS but not higher (50+FPS, according to the green FPS counter in PPSSPP) and you will see that the game feels a lot better than the "fixed" 60 FPS you get with a higher CPU speed using normal settings. At this point, it's clear why I said the option is not perfect. As alternative workarounds for "better" performance, people use PPSSPP frameskip option, which is not a good idea in practice; others just decrease the CPU speed in PPSSPP to ridiculous values (66, 33, even 15mhz) to make the game "playable", but the end result is just sad: a game randomly jumping anywhere from 10+ to 50+ FPS. But... I didn't write this post as a complain, this is all about information and, of course, posting a solution . I managed to limit the internal FPS of both GoW games to a fixed/stable 60 or 30 FPS (your choice) by inserting vblanks (1 for 60FPS and 2 for 30FPS). I'm not totally sure if this was the best way to do it, but AFAIK this is what the game developers should have done in the first place, and it works great so far as you will see. Performance comparison. For the next performance comparison, I am running the first level from Chains of Olympus in the the exact same scene with the game paused (like when a hint appears, still running), unlimited emulator speed and using all the same emulator settings unless the changes specified: IMG1^ No cheat. Prevent FPS: OFF, Internal FPS: 161, CPU speed: 555Mhz, PPSSPP VPS/percentage: 66/108% - - - - - IMG2^ No cheat. Prevent FPS: ON, Internal FPS: 87, CPU speed: 555Mhz, PPSSPP VPS/percentage: 117/193% - - - - - IMG3^ Fixed 60 FPS. Prevent FPS: OFF, Internal FPS: 60, CPU speed: 555Mhz, PPSSPP VPS/percentage: 162/270% - - - - - IMG4^ Fixed 60 FPS. Prevent FPS: ON, Internal FPS: 60, CPU speed: 555Mhz, PPSSPP VPS/percentage: 161/267% - - - - - IMG5^ Fixed 60 FPS. Prevent FPS: OFF, Internal FPS: 60, CPU speed: 266Mhz, PPSSPP VPS/percentage: 158/262% - - - - - IMG6^ Fixed 30 FPS. Prevent FPS: ON, Internal FPS: 30, CPU speed: 555Mhz, PPSSPP VPS/percentage: 152/505% Observations from the images: - As you can see from pictures 1 and 2, PPSSPP shows 60 FPS as max even when the game is internally running higher than that. - By comparing the picture 1 with the number 2, you can see the performance benefit of enabling the Prevent FPS option: 193% (option ON) vs 108% (option OFF). - By comparing picture 2 with pictures 3-4-5 you can see the performance benefit of using the fixed 60 FPS cheat vs only enabling the Prevent FPS option: ~267% (fixed 60 FPS) vs 193% (Prevent FPS option OFF and fixed FPS cheat OFF). - By comparing the pictures 3-4 with the number 5, you can see that there is no performance difference between 266 and 555 Mhz (or higher) in CPU speed when you're using the cheats and the game is already running at a fixed 30/60 FPS. - Picture number 6 shows how easy should be to run the game on weak hardware with the 30 FPS cheat: 505% (fixed 30 FPS) vs 267% (fixed 60 FPS). The higher the percentage is, the better/more efficient the game is running. You can expect the same performance gains in GoW Ghost of Sparta. As a nice bonus, the use of either 30/60 FPS cheats completely fixes the sky flickering issue; it was caused by the unstable default framerate behavior. Cheats. Please, read the How to use from below before using the cheats. v God of War - Chains of Olympus [USA-UMD/EUR-UMD], UCUS98653.ini / UCES00842.ini Code: _S UCUS-98653 / UCES-00842 _G GoW CoO [USA/EUR] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00D0200 0x0001A378//Jump-0x10 _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C16F9 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C16F9 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0010 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0020 _L 0x2001A388 0x0A200E01//Jump _L 0x2001A38C 0x34040000//FPS _L 0x2001A390 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00D0200 0x0001A378//Jump-0x10 _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C16F9 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C16F9 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0010 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0020 _L 0x2001A388 0x0A200E01//Jump _L 0x2001A38C 0x34040001//FPS _L 0x2001A390 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x0001A388 _L 0x2001A388 0x8FBF0010 _L 0x2001A38C 0x03E00008 _L 0x2001A390 0x27BD0020 _L 0x10003800 0x00000000 v God of War - Chains of Olympus [USA-PSN], NPUG80325.ini Code: _S NPUG-80325 _G GoW CoO [USA-PSN] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00D1671 0x0001F690//vblank _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C1671 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C1671 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001A31C 0x0A200E01//Jump _L 0x2001A320 0x34040000//FPS _L 0x2001A324 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00D1671 0x0001F690//vblank _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C1671 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C1671 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001A31C 0x0A200E01//Jump _L 0x2001A320 0x34040000//FPS _L 0x2001A324 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x0001A31C _L 0x2001A31C 0x8FBF0000 _L 0x2001A320 0x03E00008 _L 0x2001A324 0x27BD0010 _L 0x10003800 0x00000000 v God of War - Chains of Olympus [EUR-PSN], NPEG00023.ini Code: _S NPEG-00023 _G GoW CoO [EUR-PSN] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00D166F 0x0001F690//vblank _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C166F _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C166F _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001A31C 0x0A200E01//Jump _L 0x2001A320 0x34040000//FPS _L 0x2001A324 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00D166F 0x0001F690//vblank _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C166F _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C166F _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001A31C 0x0A200E01//Jump _L 0x2001A320 0x34040000//FPS _L 0x2001A324 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x0001A31C _L 0x2001A31C 0x8FBF0000 _L 0x2001A320 0x03E00008 _L 0x2001A324 0x27BD0010 _L 0x10003800 0x00000000 v God of War - Chains of Olympus BETA [EUR], UCET00844.ini Code: _S UCET-00844 _G GoW CoO BETA [EUR] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00D0200 0x0001A378//Jump-0x10 _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C16F8 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C16F8 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0010 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0020 _L 0x2001A388 0x0A200E01//Jump _L 0x2001A38C 0x34040000//FPS _L 0x2001A390 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00D0200 0x0001A378//Jump-0x10 _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2C16F8 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2C16F8 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0010 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0020 _L 0x2001A388 0x0A200E01//Jump _L 0x2001A38C 0x34040001//FPS _L 0x2001A390 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x0001A388 _L 0x2001A388 0x8FBF0010 _L 0x2001A38C 0x03E00008 _L 0x2001A390 0x27BD0020 _L 0x10003800 0x00000000 v God of War - Chains of Olympus Demo [EUR], UCED00971.ini Code: _S UCED-00971 _G GoW CoO Demo [EUR] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00D0200 0x001A3D10//Jump-0x10 _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2A034A _L 0x20003810 0x00000000 _L 0x20003814 0x0E2A034A _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0010 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0020 _L 0x201A3D20 0x0A200E01//Jump _L 0x201A3D24 0x34040001//FPS _L 0x201A3D28 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x001A3D20 _L 0x201A3D20 0x8FBF0010 _L 0x201A3D24 0x03E00008 _L 0x201A3D28 0x27BD0020 _L 0x10003800 0x00000000 v God of War - Ghost of Sparta [USA-UMD], UCUS98737.ini Code: _S UCUS-98737 _G GoW GoS [USA-UMD] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00DDC67 0x000205DC//vblank _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FDC67 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FDC67 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040000//FPS _L 0x2001B114 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00DDC67 0x000205DC//vblank _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FDC67 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FDC67 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040001//FPS _L 0x2001B114 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x1001B10C _L 0x2001B10C 0x8FBF0000 _L 0x2001B110 0x03E00008 _L 0x2001B114 0x27BD0010 _L 0x10003800 0x00000000 v God of War - Ghost of Sparta [EUR-MULTI5-UMD], UCES01401.ini Code: _S UCES-01401 _G GoW GoS [EUR-MULTI5-UMD] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00DE13C 0x000205DC//vblank _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FE13C _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FE13C _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040000//FPS _L 0x2001B114 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00DE13C 0x000205DC//vblank _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FE13C _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FE13C _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040001//FPS _L 0x2001B114 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x1001B10C _L 0x2001B10C 0x8FBF0000 _L 0x2001B110 0x03E00008 _L 0x2001B114 0x27BD0010 _L 0x10003800 0x00000000 v God of War - Ghost of Sparta [EUR-MULTI5-PSN], NPEG00044.ini Code: _S NPEG-00044 _G GoW GoS [EUR-MULTI5-PSN] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00DE14D 0x000205DC//vblank _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FE14D _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FE14D _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040000//FPS _L 0x2001B114 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00DE14D 0x000205DC//vblank _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FE14D _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FE14D _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040001//FPS _L 0x2001B114 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x1001B10C _L 0x2001B10C 0x8FBF0000 _L 0x2001B110 0x03E00008 _L 0x2001B114 0x27BD0010 _L 0x10003800 0x00000000 v God of War - Ghost of Sparta [EUR-MULTI3-UMD], UCES01473.ini Code: _S UCES-01473 _G GoW GoS [EUR-MULTI3-UMD] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00DE173 0x000205DC//vblank _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FE173 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FE173 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040000//FPS _L 0x2001B114 0x00000000 _C0 30 FPS [Fixed] _L 0xE00E001E 0x10003800 _L 0xE00DE173 0x000205DC//vblank _L 0x10003800 0x0000001E _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2FE173 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2FE173 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x2001B10C 0x0A200E01//Jump _L 0x2001B110 0x34040001//FPS _L 0x2001B114 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x1001B10C _L 0x2001B10C 0x8FBF0000 _L 0x2001B110 0x03E00008 _L 0x2001B114 0x27BD0010 _L 0x10003800 0x00000000 v God of War - Ghost of Sparta Demo [EUR], NPEG90035.ini Code: _S NPEG-90035 _G GoW GoS Demo [EUR] _C0 60 FPS [Fixed] _L 0xE00E003C 0x10003800 _L 0xE00D0200 0x000182BC//Jump-0x10 _L 0x10003800 0x0000003C _L 0x20003804 0x10800003 _L 0x20003808 0x00000000 _L 0x2000380C 0x0E2D9AE4 _L 0x20003810 0x00000000 _L 0x20003814 0x0E2D9AE4 _L 0x20003818 0x00000000 _L 0x2000381C 0x8FBF0000 _L 0x20003820 0x03E00008 _L 0x20003824 0x27BD0010 _L 0x200182CC 0x0A200E01//Jump _L 0x200182D0 0x34040001//FPS _L 0x200182D4 0x00000000 _C0 Unlimited FPS [Default] _L 0xE0040E01 0x000182CC _L 0x200182CC 0x8FBF0000 _L 0x200182D0 0x03E00008 _L 0x200182D4 0x27BD0010 _L 0x10003800 0x00000000 How to use: - Before using the cheats (60/30FPS), you MUST increase the CPU speed in PPSSPP to a very high value (666 Mhz or higher is perfect), then reboot the game to make it effective. If you are already playing the game using savestates, save the game on a save point like in a real PSP, set the high CPU speed and reboot the game. Don't load anymore a savestate saved while having a lower CPU speed. - You should disable the cheat after you see that it has already been applied to the game. You can use the "Create a game config" option when you boot your GoW game, so this CPU speed (and other settings) will only work for this game. Additional details: The high PSP CPU speed is needed because of how the cheats I made work: It's like enabling double buffered v-sync: it makes the game use an internal frameskip to previous "steps" in the FPS that the game can internally run with the available PSP CPU power (1 step less while using the fixed 60FPS cheat and 2 less while using the 30 FPS cheat), for example: - 60 FPS cheat, if the game is internally running higher than 60 FPS, it will run at a fixed 60FPS. - 60 FPS cheat, if the game is internally running lower than 60 FPS, it will run at a fixed 30FPS. - 30 FPS cheat, if the game is internally running higher than 60 FPS, it will run at a fixed 30FPS. - 30 FPS cheat, if the game is internally running lower than 60 FPS, it will run at a fixed 20FPS. My test on a REAL PSP, which runs the games at lower speeds than PPSSPP, shows that: - 60 FPS cheat, if the game is running lower than 60 FPS, it will run at a fixed 30FPS. It's almost the same as with PPSSPP so you can imagine other variations, the difference is that the PSP can not always exceed the high FPS needed to avoid the "steps" to lower speeds. I tested the cheats for some time looking for negative side effects and I did not get any problems in PPSSPP (game speed is perfect and there are no other issues). I got a crash once in a real PSP, but this cheat is not made to be used with it, this is only for emulators. In case you have a highly clocked i7 CPU paired with a top of the line GPU (a powerful PC, you get the idea) and you think that you're already getting a smooth/constant 60FPS without these cheats: you're wrong. You should at least use the fixed 60 FPS cheat even with powerful hardware, this way you avoid the previously explained forced frameskip and can play these GoW games at a real silky smooth 60 FPS, and all by still using less hardware resources than without using the cheats. In conclusion, you MUST use a high CPU speed value (like 666Mhz or higher) so the game is always running at FPS higher than 60FPS, this way you get both cheats (60/30 FPS) to run like they should. If you check the performance comparisons from above, you can see that while using the cheats, there is no performance difference between using 266 and 555 Mhz (or even 999Mhz) as CPU speed if the game is already running at 60FPS, but using 266Mhz will make the game run at a fixed 30 FPS at some points where it can't keep over 60 internal FPS so don't use low CPU speeds. TL;DR: Grab the performance cheats in the Cheats section from above, but you MUST read the How to use section before you try to use them. This is a long post, I will edit it later with random corrections and I have to port the cheats to other game regions/releases too, so please do not quote this whole post. I have made other similar speed improvements/bug fixes to other PSP games too and I will post them at some point on a master list post or something. If you have questions or feedback about this post, just post them here. Enjoy. forums.ppsspp.org/showthread.php?tid=4799&pid=123500#pid123500 : Permanently patch a PSP game with CW cheats. 05-23-2020, 08:55 AM (This post was last modified: 12-30-2024 02:09 PM by Verymelon Benda.) Verymelon Benda Saramagrean Posts: 148 Joined: Aug 2015 Reputation: 3 God of War: Chains of Olympus - Upscaling texture pack. Upscaling textures pack for God of War: Chains of Olympus, support all region zone. √ Progress 99% ========== Download • KTX2 Pack (Included Mipmap) [Recommended] Google drive here... ---------- • PNG Pack Google drive here... • PNG Pack (Compressed Reduce Bit Depth) Google drive here... • Addition File for PNG Pack (Fix Missing Textures - Extract & Replace Old File) Google drive here... ---------- • Use PPSSPP latest git build version from here... ---------- How To Install? Just Drag & Drop Into PPSSPP Screen. ========== 07-03-2020, 11:11 AM Post: #2 EXDEATH Junior Member Posts: 5 Joined: Feb 2020 Reputation: 0 RE: God of War: Chains of Olympus - Upscaling texture pack. Hi there! What region is this for? Also, will you do upscaling for GOS? 07-04-2020, 09:30 PM (This post was last modified: 12-31-2024 02:41 AM by Verymelon Benda.) Verymelon Benda Saramagrean Posts: 148 Joined: Aug 2015 Reputation: 3 RE: God of War: Chains of Olympus - Upscaling texture pack. I made from US region but it should work for all region too. and texture pack for GOS, it's here. 08-03-2020, 02:12 PM dianacenteno Junior Member Posts: 1 Joined: Aug 2020 Reputation: 0 RE: God of War: Chains of Olympus - Upscaling texture pack. good good 05-25-2022, 01:08 AM Post: #5 ToiChikito Junior Member Posts: 1 Joined: May 2022 Reputation: 0 RE: God of War: Chains of Olympus - Upscaling texture pack. How do you install the pack? 06-05-2022, 01:58 PM (This post was last modified: 12-31-2024 02:43 AM by Verymelon Benda.) Verymelon Benda Saramagrean Posts: 148 Joined: Aug 2015 Reputation: 3 RE: God of War: Chains of Olympus - Upscaling texture pack. (05-25-2022 01:08 AM)ToiChikito Wrote: How do you install the pack? U can install texture pack via PPSSPP, just choose texture pack zip file and press install button. 12-30-2024, 02:12 PM Verymelon Benda Saramagrean Posts: 148 Joined: Aug 2015 Reputation: 3 RE: God of War: Chains of Olympus - Upscaling texture pack. Update 30/12/2024 + Add KTX2 Pack. + Add Fix Missing Textures in PNG Pack. 03-26-2025, 08:02 PM ReecePPSSPP Junior Member Posts: 3 Joined: Mar 2025 Reputation: 0 RE: God of War: Chains of Olympus - Upscaling texture pack. Some UI elements still seem to be pixelated/low quality. Same result on both versions of the texture pack 03-26-2025, 08:52 PM ReecePPSSPP Junior Member Posts: 3 Joined: Mar 2025 Reputation: 0 RE: God of War: Chains of Olympus - Upscaling texture pack. If you're willing to have a look at it I seem to have some textures missing/not working. Tried it on both versions of the pack. Game ID: UCES00842 03-26-2025, 09:11 PM ReecePPSSPP Junior Member Posts: 3 Joined: Mar 2025 Reputation: 0 RE: God of War: Chains of Olympus - Upscaling texture pack. If you're willing to have a look at it I seem to have some textures missing/not working. Tried it on both versions of the pack. Game ID: UCES00842 Date added: 2023-08-02 01:57:05 The Groves of Persephone. In Greek myth, before the pure souls could enter the Elysium Fields, they would first come to a grove of black poplars and sterile willows. This was the Grove of Persephone. Here, the souls would meet with Hades and his wife Persephone. In God of War: Chains of Olympus[] In God of War: Chains of Olympus, the groves lie beyond the Temple of Persephone. In search of his daughter, Kratos enters the grove after traversing the temple. There, he finds Persephone, who tricks him into draining all of his power into the Forsaken Tree in order for him to enter the Elysium Fields. There is a portal to Elysium within the groves, as well as the tree. Gallery[] 03-04-2013, 07:35 AM (This post was last modified: 04-11-2013 02:42 PM by GuilhermeGS2.) cyclonmaster Member Posts: 200 Joined: Nov 2012 Reputation: 5 God Of War:Chains Of Olympus Run well on Windows. A little bit slow. But it run and playable. I'll update picture later. I believe it should run well on Android too but slow. Don't have free space on my phone to try it. 03-04-2013, 08:04 AM sfageas Top Tester Posts: 2,601 Joined: Feb 2013 Reputation: 53 RE: [Windows] God Of War Chain Of Olympus playstore will freakout lol 03-04-2013, 08:56 AM turkamir Member Posts: 103 Joined: Feb 2013 Reputation: 1 RE: [Windows] God Of War Chain Of Olympus WoW! so cool i'll test it on android soon! World can be so nice with kind Lg Optimus 3D Max 03-04-2013, 09:18 AM wonbikun Junior Member Posts: 22 Joined: Dec 2012 Reputation: 0 RE: [Windows] God Of War Chain Of Olympus Test on android ,playable but game run slow 10-15 fps My device: JXD s5110, Rom ICS. From to Vietnam 03-04-2013, 09:20 AM sfageas Top Tester Posts: 2,601 Joined: Feb 2013 Reputation: 53 RE: [Windows] God Of War Chain Of Olympus at least it runs thats the priority 03-04-2013, 09:24 AM (This post was last modified: 03-04-2013 09:25 AM by wonbikun.) wonbikun Junior Member Posts: 22 Joined: Dec 2012 Reputation: 0 RE: [Windows] God Of War Chain Of Olympus Yes , I believe it will run faster in v0.7... My device: JXD s5110, Rom ICS. From to Vietnam 03-04-2013, 09:30 AM sfageas Top Tester Posts: 2,601 Joined: Feb 2013 Reputation: 53 RE: [Windows] God Of War Chain Of Olympus a bit yeah but always theres room for improvements 03-04-2013, 09:31 AM srdjan1995 Senior Member Posts: 604 Joined: Nov 2012 Reputation: 12 RE: [Windows] God Of War Chain Of Olympus Awesome! One of my favorite game is working! Also Ghost of Sparta. Fucking awesome! PC Specs: GPU: AMD Radeon R9 270X 2GB GDDR5 (Sapphire Vapor-X) CPU: AMD Ryzen 3 1200 3.9GHz (OC) RAM: 8GB DDR4 2400 MHz MB: ASRock AB350 Pro4 OS: Windows 10 PRO x64 03-04-2013, 09:31 AM Henrik Administrator Posts: 2,047 Joined: Jun 2012 Reputation: 154 RE: [Windows] God Of War Chain Of Olympus I will definitely have a look and see if I can make this faster 03-04-2013, 09:33 AM srdjan1995 Senior Member Posts: 604 Joined: Nov 2012 Reputation: 12 RE: [Windows] God Of War Chain Of Olympus (03-04-2013 09:31 AM)Henrik Wrote: I will definitely have a look and see if I can make this faster Awesome man. Also check Ghost of Sparta too. PPSSPP is best! PC Specs: GPU: AMD Radeon R9 270X 2GB GDDR5 (Sapphire Vapor-X) CPU: AMD Ryzen 3 1200 3.9GHz (OC) RAM: 8GB DDR4 2400 MHz MB: ASRock AB350 Pro4 OS: Windows 10 PRO x64 03-04-2013, 01:51 PM (This post was last modified: 03-04-2013 02:13 PM by Merivex.) Merivex Playstation Vita Posts: 173 Joined: Nov 2012 Reputation: 2 [Android] God Of War Chain Of Olympus Game : God Of War Chain Of Olympus File Format : CSO Device : Xperia Play Compatibility : Playable PPSSPP Version : v0.6-941-gd6fb8b3 Run Really Slow Like Photo SlideShow Attached File(s) Thumbnail(s) Smartphone : Samsung Galaxy S4 Console : Playstion Vita PSN ID : Merivex95