

Hi guys, I'm **Massihancer!**

here you can find a guide to set properly **RPCS3** (PS3 Emulator)

Feel free to support me too by Patreon, if you like :)

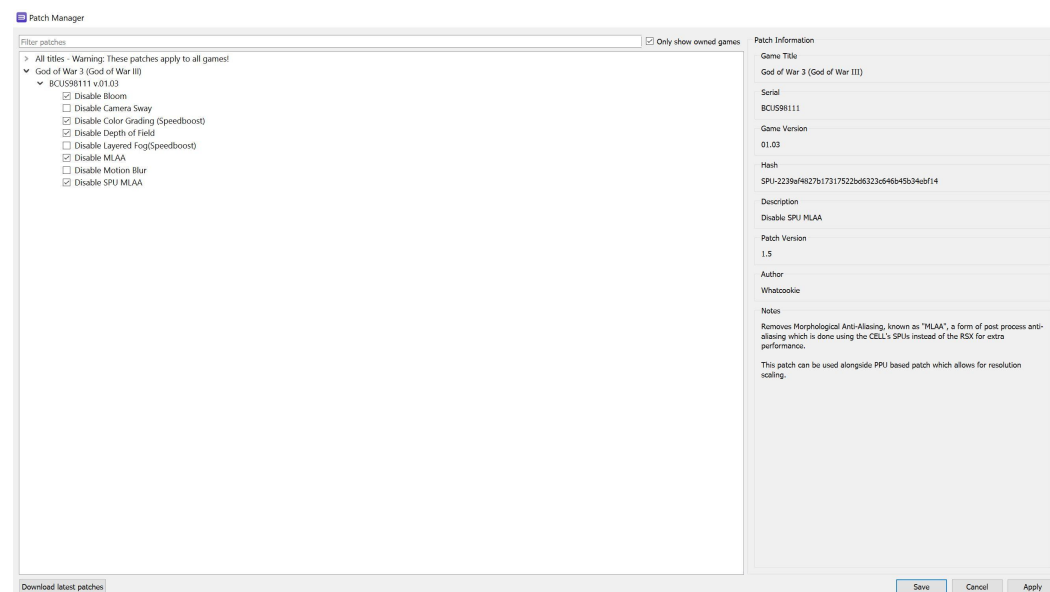
- <https://www.patreon.com/Massihancer>

First of all you have to download last version of RPCS 3 on this link:

- <https://rpcs3.net/> (remember that you should own a copy of God of war 3 before download any game and run it into the emulator)

- **Update the game to the last Patch 1.03** that is the most stable and it's needed to Disable some Game effects to improve performance and play the game @4K or 8K resolution.

- after that go to "**Game Patch Manager**", select God of war 1.03 and Disable: **BLOOM, COLOR GRADING, DEPTH OF FIELD** and both **MLAA** (the most important thing to get a proper upscaled resolution)



- after that SAVE and click to "**Create Custom Configuration**" and edit **CPU, GPU** and **Advanced Settings** (follow my settings in the images below)

*if your CPU can handle it, you could use also "TSX Instructions"

*Use 300% Resolution Scale to get 4K quality

*if you want the best you can try even + 600% for the 8K quality (RTX 3090 / amd 6900XT only) instead to improve performance you can try 200%

**"driver Wake-Up delay" can be set between 100 and 300 us

RPCS3 0.0.20-13140-1c014299 Alpha

File Emulation Configuration Manage Utilities View Help

Open Refresh FullScr Stop Start Config Pads List Grid Search...

Update Available!

Icon	Name	Serial	Version	Category	PlayStation Move	Supported Resolutions	Last Played	Time Played	Compatibility
	God of War® III	BCUS98111	01.03	Disc Game	Not Supported	480p, 576p, 720p, 1080p, 480p 16:9, 576p 16:9	January 8, 2022	21 hours(s) and 52 minute(s)	Ingame (2021-01-23)

Log TTY

```

- SYS: RPCS3 v0.0.20-13140-1c014299 Alpha | HEAD
- SYS: Intel(R) Core(TM) i7-6700K CPU @ 3.70GHz | 12 Threads | 15.93 GiB RAM | TSC: 3.696GHz | AVX+ | FMA3 | TSX-FA disabled by default
- SYS: Operating system: Windows, Major: 10, Minor: 0, Build: 19041, Service Pack: none, Compatibility mode: 0
- SYS: Found vulkan-compatible GPU: NVIDIA GeForce RTX 3090 running on driver 457.26.0.0
- SYS: Firmware version: 4.88
  
```

Settings: [BCUS98111] God of War® III

CPU GPU Audio I/O System Network Advanced Emulator Debug

CPU

PPU Decoder

- Interpreter (precise)
- Interpreter (fast)
- Recompiler (LLVM)

SPU Decoder

- Interpreter (precise)
- Interpreter (fast)
- Recompiler (ASMJIT)
- Recompiler (LLVM)

Additional Settings

- Enable SPU loop detection
- Accurate xfloat
- Full Width AVX-512

TSX Instructions

Disabled

SPU Block Size

Mega

Preferred SPU Threads

Auto

Thread Scheduler

Operating System

Settings: [BCUS98111] God of War® III

CPU GPU Audio I/O System Network Advanced Emulator Debug

GPU

Renderer

Vulkan

Graphics Device

NVIDIA GeForce RTX 3090

Aspect Ratio

16:9

Framelimit

60

Anisotropic Filter

16x

Anti-Aliasing

Disabled

ZCULL Accuracy

Approximate (Fast)

Default Resolution

1280x720 (Recommended)

Resolution Scale (Disable Strict Mode)

50 800

300% (3840x2160) Reset

Resolution Scale Threshold

1 1024

1x1 Reset

Upscaling

- Enable FSR Upscaling

RCAS Sharpening Strength

0 100

0% Reset

Shader Mode

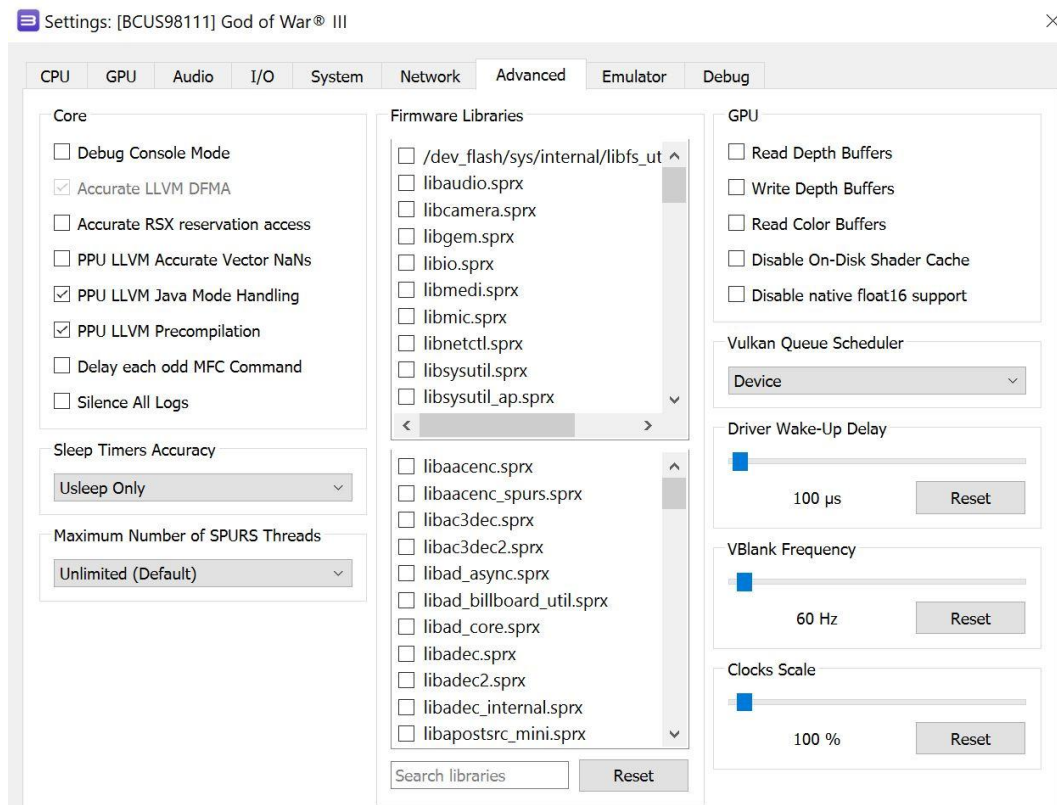
- Legacy (single threaded)
- Async (multi threaded)
- Async with Shader Interpreter
- Shader Interpreter only

Number of Shader Compiler Threads

Auto

Additional Settings

- Write Color Buffers
- Strict Rendering Mode
- VSync
- Stretch To Display Area
- Enable 3D
- Disable Vertex Cache
- Multithreaded RSX
- Asynchronous Texture Streaming



- After that SAVE and APPLY Changes, DONE! :)

Now you can install Reshade selecting RPCS3.exe as Vulkan API and then use **my Reshade Preset** that add again all the Disabled Effects through Post-processing using the true GPU Power + Ray Tracing effects including better Ambient Occlusion and (rough) Reflections.

If you have few more have questions or need help, you can find on “my Discord page” if you are already a Patreon.

Cheers! :)

Massihancer