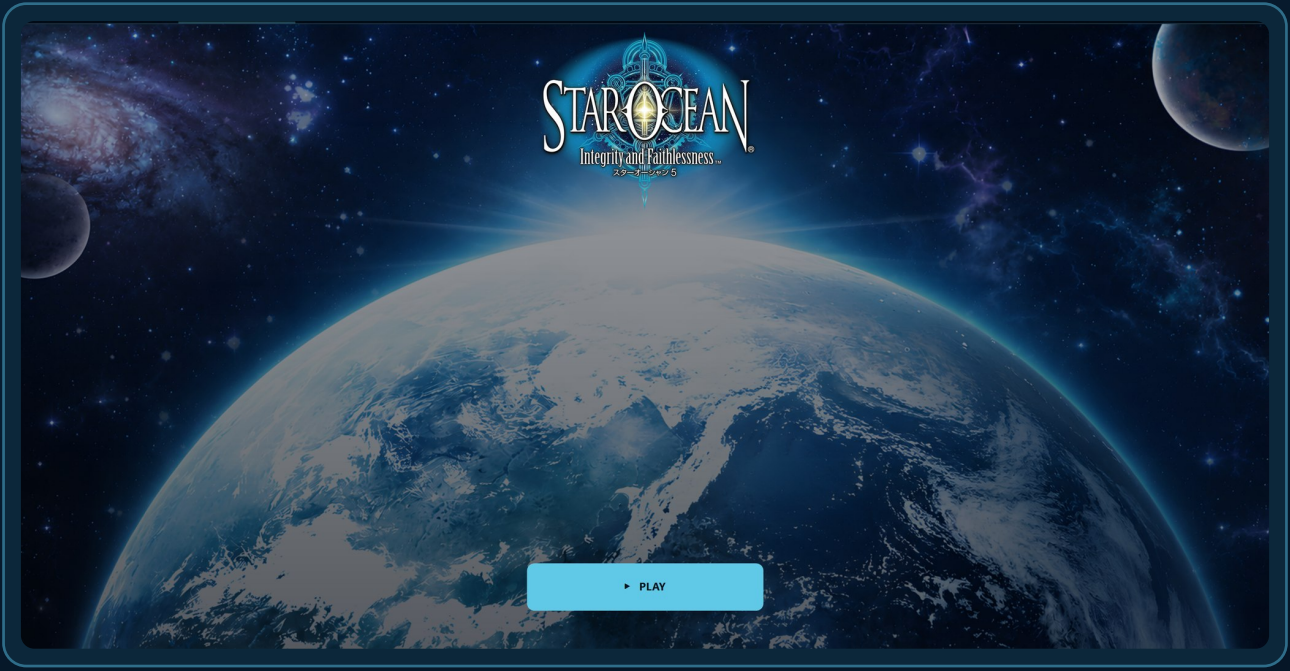
START HERE.
PLAY SMARTER.

The essential actions, shortcuts and technical terms — in plain English, without the deep dive.



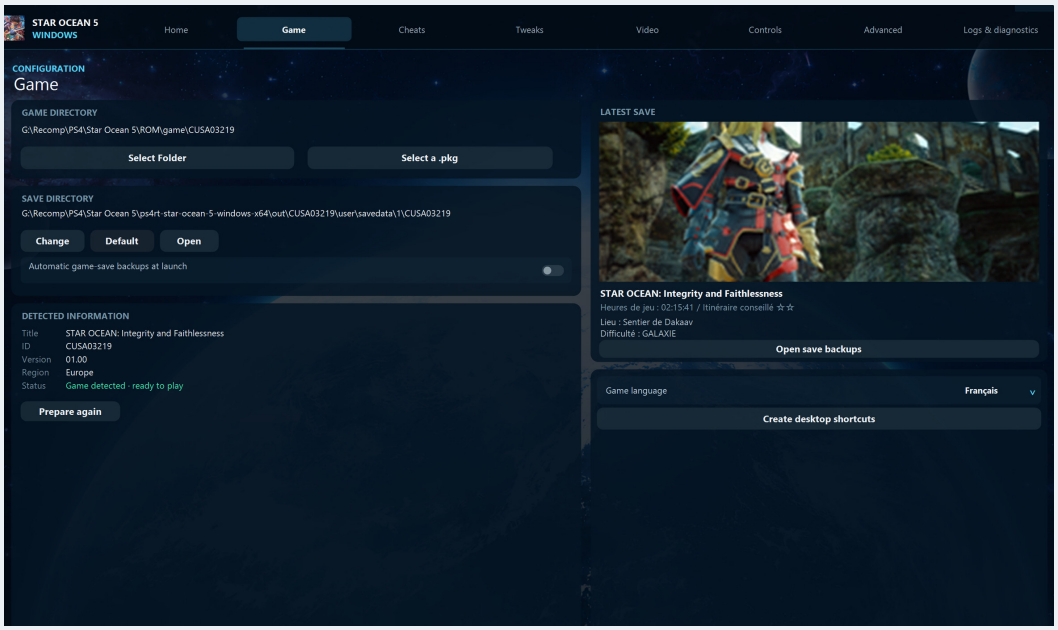
01 / YOUR FIRST SESSION

From folder to first play.

Everything you need to launch safely without digging through dozens of settings.

> **Before you start** — Windows 10/11 x64, a working Vulkan 1.3 driver, a compatible computer, the **complete** extracted Windows package, and **your own** supported PS4 game files or supported local PKG. No game content is included.

1. **Extract the entire Windows player package** to a writable folder. Keep the `bin` folder and assets together.
2. **Run Star Ocean 5 Launcher.exe** at the package root (not a copied executable).
3. **Open Game** and choose the extracted game folder containing `eboot.bin`, `sce_sys` and `sce_module` — or import a supported local `.pkg`.
4. **Wait for validation and preparation.** CUSA03219 is the tested European edition; other recognized editions may show an untested warning.
5. **Check Video and Controls**, then choose **Home → Play**. Start simple; fine-tune once gameplay is stable.



IMPORTANT

Save caution: live game saves and backups are different. Exit the game before replacing live saves; close the launcher before replacing protected backup snapshots. Keep an external copy before testing changes.

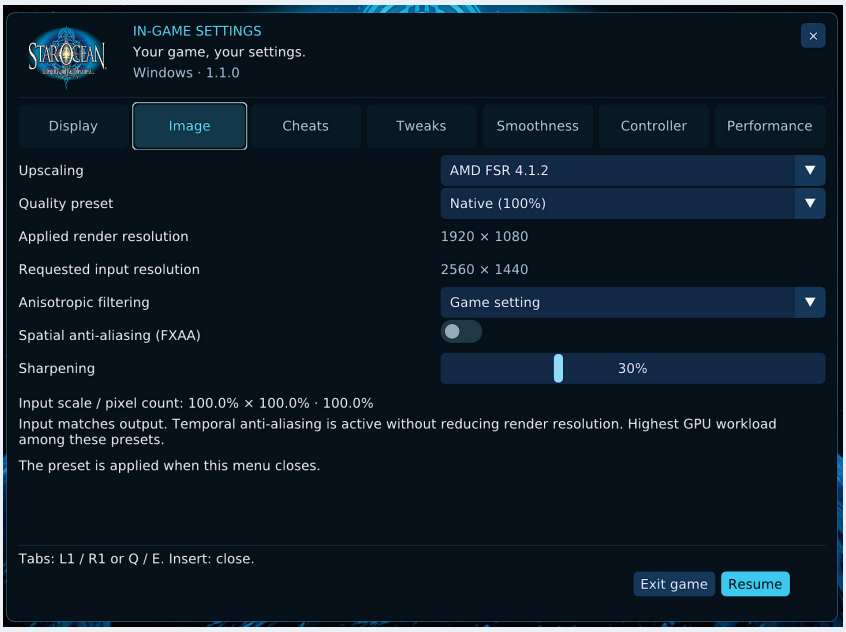
02 / EVERYDAY KEYS

Shortcuts that save time.

What you want	Keyboard / mouse	Gamepad
Open / close Cockpit	`Insert`	**L2 + R3** (LT + right stick click)
Switch menu tabs	`Q` / `E` or click	**L1 / R1** (LB / RB)
Confirm / back	Click the control; `Escape` cancels exit confirmation	**Cross / A** · **Circle / B**
Return to the game	**Resume**, top-right X, `Insert`	**Resume** or the opening shortcut
Change exploration leader	`O` / `P` (when enabled)	D-pad left / right (when enabled)
Game acceleration ×5	Hold `F2` (if enabled in Advanced)	Hold **R2 + L2** (if enabled)
Copy all diagnostics	`Ctrl+A` then `Ctrl+C` in Logs	Use launcher controls

USEFUL TIP

Changes that need a restart: custom 3D projection ratio, anisotropic filtering, GPU/target monitor, input bindings and interface language. Most overlay, VSync and supported image settings can be adjusted live.



03 / GOOD FIRST SETTINGS

Choose what actually helps.

Your goal	Where to go	Keep in mind
Get the best display size	Launcher → **Video** / Menu → **Display**	Output resolution = size sent to your monitor.
Improve FPS	Menu → **Image**, then **Performance**	Try a supported reconstruction preset; check what is **applied**, not just selected.
Sharper picture	Menu → **Image**	Sharpening changes contrast, not original texture detail. High values may accentuate shimmering.
Smoother motion	Menu → **Smoothness**	VSync limits tearing; an FPS cap does not create more frames.
More comfortable camera	Menu → **Tweaks → Camera fixes**	Light damping / Damped follow soften positional camera motion, but do not lock camera height.
Ultrawide HUD	Launcher → **Tweaks → HUD preset**	Select a compatible JSON layout. Do not use Stretch to window as a HUD fix.
Check the real upscaler	Menu → **Performance**	Use **Active upscaler** and Applied render resolution.

At 4K output: Native (100%) requests 3840 × 2160 internally; Quality about 2560 × 1440; Performance 1920 × 1080. A smaller input may run faster, but results vary and can be refused in some scenes. DLSS Native (100%) is labelled **DLAA** when active.

IMPORTANT

Do not confuse these: Output resolution (monitor signal), **internal render resolution** (the 3D image produced before reconstruction), and **HUD layout** (positions of icons/text). They are separate.

04 / PLAIN-LANGUAGE GLOSSARY

Technical words, decoded.

Vulkan 1.3
The graphics API the Windows runtime needs to speak to your GPU and its driver.

GPU / driver
Your graphics processor / the software that allows Windows and the game to use it.

FPS / frame time
Images displayed per second / milliseconds each image takes. Roughly 16.7 ms per frame equals 60 FPS.

Upscaling / reconstruction
A technique that builds a higher-resolution output from a lower-resolution scene input.

AMD FSR / NVIDIA DLSS
Alternative reconstruction systems. A provider must pass compatibility checks to run.

DLAA
DLSS-based anti-aliasing at the native requested scene size, rather than upscaling from a smaller image.

Preset (Quality, Balanced, etc.)
A rule for the requested scene input size. It is not a complete graphics-quality profile.

Requested vs applied
What you selected vs what the engine actually accepted. Fall back is possible.

VSync / frame cap
Synchronizes frame presentation / limits target frames per second. Neither guarantees stable performance.

Shader cache / async shader
Saved compiled graphics programs / a way to reduce some first-use stalls; async may briefly omit effects.

HUD / JSON preset
On-screen interface / a structured text file describing supported HUD positions, scales and visibility.

PKG / eboot.bin
A PS4 installation package / the game executable found in an extracted PS4 title folder.

Title ID / APP_VER
PS4 game edition identifier (such as CUSA03219) / its content version — separate from Windows player version.

Anisotropic filtering / FXAA
Improves eligible textures at slanted angles / smooths some final-image edges (can blur fine detail).

Frame stall / performance capture
A long frame interval / a diagnostic recording of timing and hardware-related evidence.

05 / IF SOMETHING GOES WRONG

A quick troubleshooting route.

Symptom	First thing to try
Game not detected	Choose the actual game directory, not its parent. Check `eboot.bin` and `sce_sys`.
Missing program / DLL	Re-extract the **complete** player package. Don't run a copied stand-alone EXE.
Preset failed / black picture	Return to a known working provider or disable reconstruction; export a diagnostic.
Slow / unstable frame rate	Reproduce the same scene, compare providers, check frame time and applied input size. Capturing evidence is not a performance fix.
HUD badly positioned	Verify ratio and compatible JSON layout; refresh presets. Some elements remain unmapped.
Save not detected	Check the displayed save path, game Title ID and save-slot folders.
Fidel doesn't follow	Restore Fidel as exploration leader. The location-dependent issue is still known in 1.1.3.

Collect a useful performance report

1. Launcher → **Advanced** → enable **Performance capture tools**.
2. **Logs and diagnostics** → enable **Capture next session**.
3. Play, reproduce the issue briefly, and leave through in-game **Exit game**.
4. Open the captured `.csv` and matching `.json`, and **Export report** from Logs.
5. Keep files local unless you choose to attach them to a report; capture is not uploaded automatically.

> **Where to read next:**
> **01_Cockpit_Launcher_Guide.pdf** for setup, files, updates, saves and diagnostic capture.
> **02_In_Game_Menu_Guide.pdf** for every gameplay tab, render presets, status fields and restart rules.

Reference: Windows player 1.1.3 / source screenshots from the 1.1.0 interface. This companion explains the documented behavior; compatibility and actual performance depend on the game edition, selected output, driver and runtime validation.