

# Tutorial for Atelier Marie + Elie in English



Before following that tutorial, you must have in your possession an original copy of the Japanese game, in accordance with the Copyright laws.

The Atelier Traduction team doesn't support any illegal action, this tutorial is informational only. We hope you will be able to enjoy the work carried out by our translation team.

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## 1 - Dumping the ISO file

The first step is to dump all data from the game DVD to an ISO file on your PC, which will be patched afterwards.

Several programs can be used to create an ISO file, like “Alcohol 120%” or “ImgBurn”.

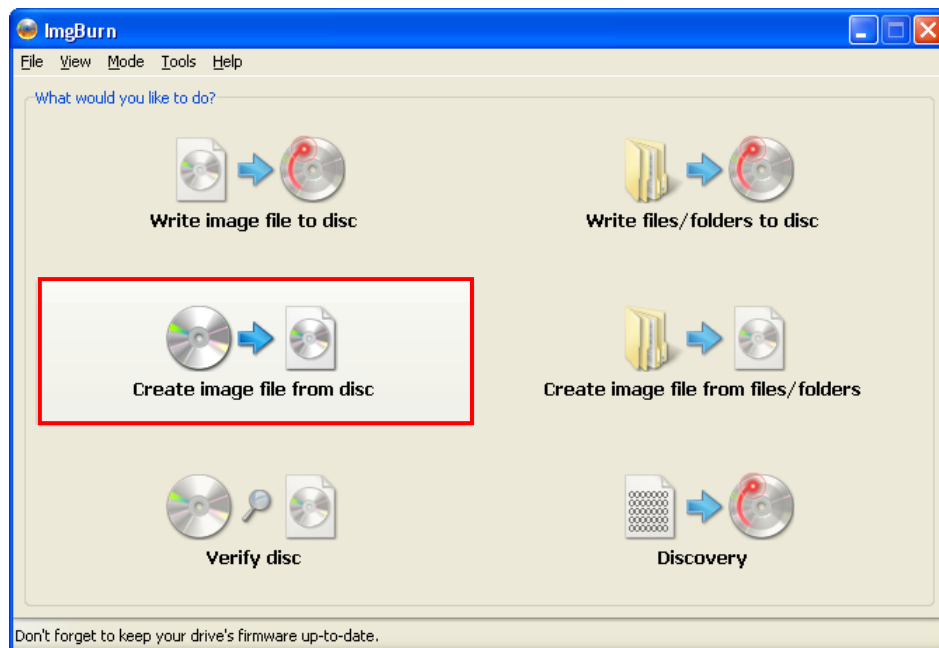
In this step, we will see how to create that ISO file with “ImgBurn”, which is an excellent and free software. You can download it here:

<http://www.imgburn.com/index.php?act=download>

You will need 1.35 GB of space in your hard drive to continue.

Put the Japanese version of Atelier Marie + Elie in a DVD/Blu-Ray drive of your PC.

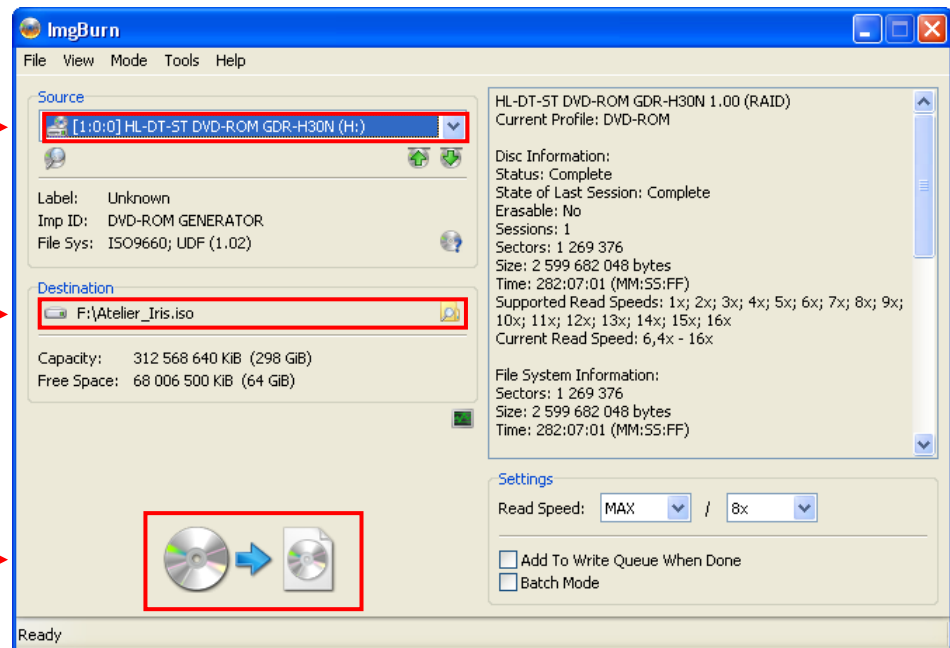
Run ImgBurn and follow the images below:



Choose the drive with the game DVD inside.

Choose the "ISO" file name to generate.

When you're ready, Click here to start the reading of the disk.



Your ISO file will be created in the chosen folder once this step is completed.

## 2 – Patching of game

Before continuing, you must have the English patch in your possession. If not, you can download it here:

<http://ateliertraduction.forumactif.org/>

Now, we're going to patch the game to English.

### 2.1 – Patching the game into English

You will need 1.44 GB of free space in your hard drive to continue.

Put the Japanese ISO file of Atelier Marie + Elie in the "Patch" folder, where the other patch files will be located.

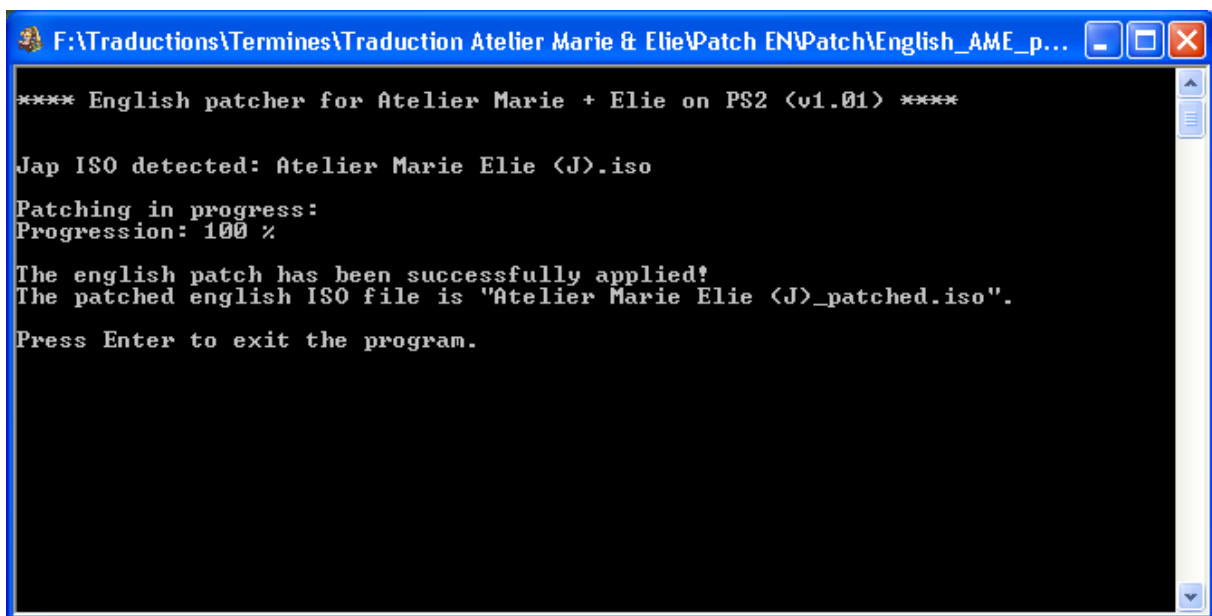
You should have the following files in the same folder:

- English\_AME\_patch\_v1.01.exe
- The Japanese ISO file of Atelier Marie + Elie

Run "English\_AME\_patch\_v1.01.exe".

If the program doesn't run, disable your antivirus software.

If the patching is done successfully, the English patched ISO will be generated:



```
F:\Traductions\Termine\Traduction Atelier Marie & Elie\Patch EN\Patch\English_AME_p...
**** English patcher for Atelier Marie + Elie on PS2 (v1.01) ****

Jap ISO detected: Atelier Marie Elie (J).iso
Patching in progress:
Progression: 100 %

The english patch has been successfully applied!
The patched english ISO file is "Atelier Marie Elie (J)_patched.iso".
Press Enter to exit the program.
```

If the ISO file is not detected, that means the file is absent or incorrect.

### 3 – Playing the English game

You can play the game with the original PS2 hardware or the PCSX2 emulator. The game works perfectly and without issues either way.

#### 3.1 – Playing with a DVD-R in hardmodded PS2

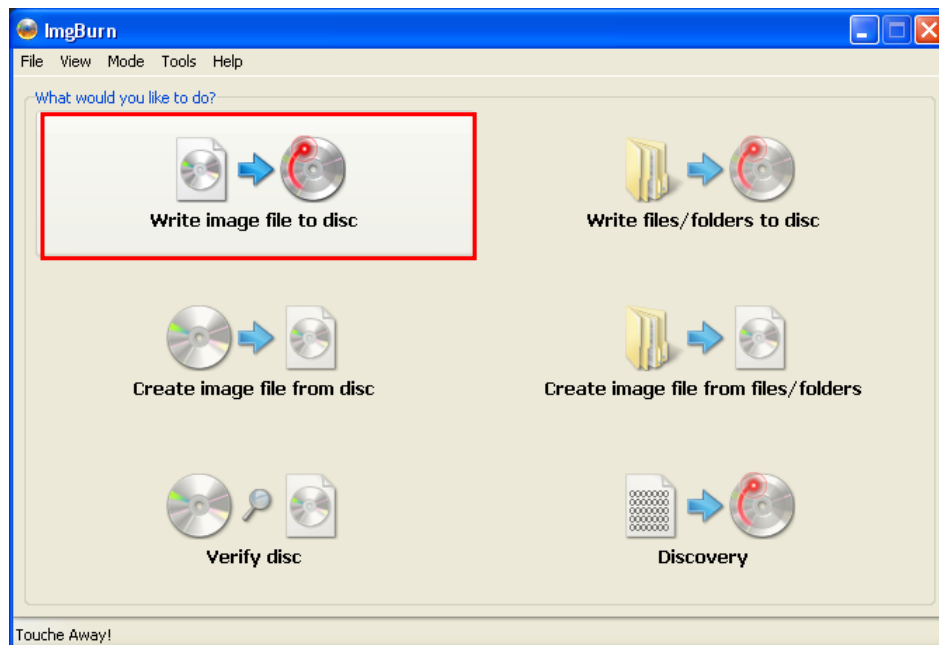
You need a DVD-R writer on your PC and a PS2 with a modchip which runs the PS2 games on DVD-R, or Swap Magic to continue. You should avoid DVD+R.

Several programs allow burning a DVD with an ISO file, like “Alcohol 120%” and “ImgBurn”.

Here, we will use “ImgBurn”.

Put a DVD-R in your DVD-R writer.

Run ImgBurn and follow the images below:

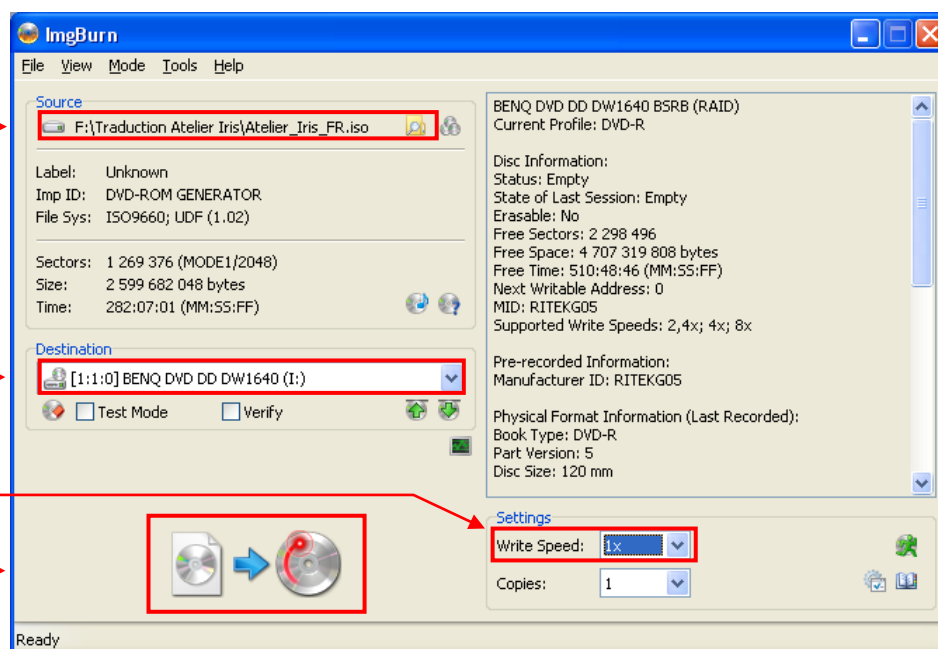


Open the ISO file of the English-patched ISO.

Select your DVD-R writer.

Put the Write Speed to 1x.

When you're ready, Click here to start the burning of the disk.



Once the DVD burning is complete, you can test your DVD-R on your PS2.

### [3.2 – Playing with Open PS2 Loader on PS2](#)

You can play the game through an internal HDD in the PS2 or an Ethernet cable linked between the PS2 and the PC with Open PS2 Loader. You will need a PS2 Network Adapter for both methods if you have a Fat model PS2, and you can only use the latter if you have a Slim model PS2.

The game has been tested on HD Loader and Open PS2 Loader and works perfectly when run through both apps:

- With HD Loader, you must activate **Mode 1** and **MDMA0**.
- With Open PS2 Loader, you must activate **Mode 1**.

However, no testing was done for playing the game through an USB thumbdrive or external HDD. Therefore, playing it this way is not advised.

If you want more information, search with the key words “HD Loader” and “Open PS2 Loader” on your Internet browser.

Some people got a white screen by transferring the game via Winhiip. If you have that problem, please use HDL Dump instead.

### 3.3 – Playing with the PCSX2 emulator on PC

If you don't have the means to play the game on a PS2 with the above methods and you have a high-performance PC with a good CPU (at least a Dual-core with 4 threads or Quad-core) and GPU, you can play it on the emulator.

As long as the emulator is properly configured, the game will run without any issues.

#### 3.3.1 – Installing PCSX2 with its first time configuration

The game needs a beta version of PCSX2 to work properly in the Hardware renderer mode, therefore it is recommended to use it for now. The game has been tested to run without issue this way.

The tests have been conducted with the beta revision “**v1.5.0-dev-2190-g91d8e7c7c**” (2017-08-31). Make sure to use that version or a more recent one.

You can download a beta version of the emulator here:

<https://buildbot.orphis.net/pcsx2/>

You need to install the [Visual C++ 2015 \(x86\) runtime package](#) to run it.



**You need a PS2 BIOS file for the emulator. We can't supply that file due to legal reasons, you must search for it yourself.**

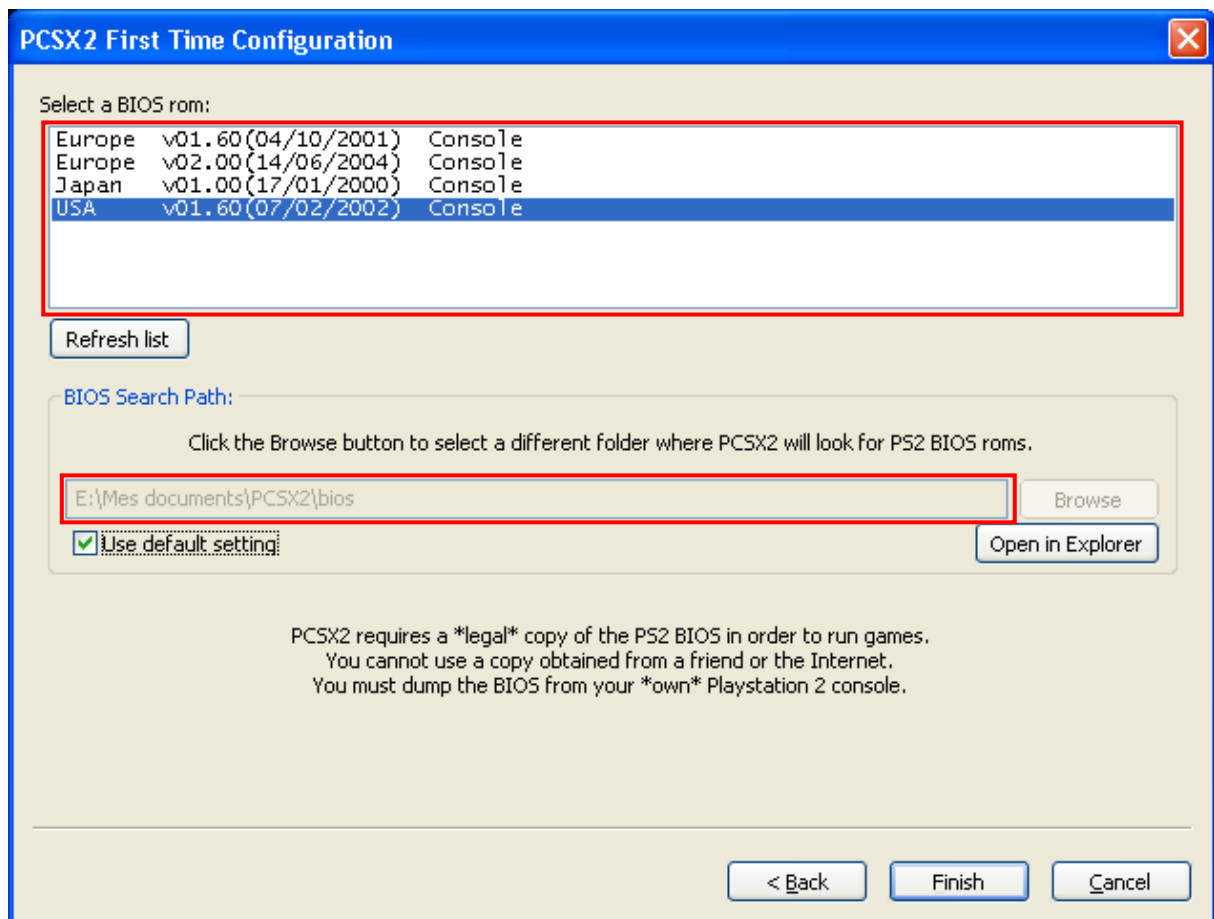
Copy the contents of the archive where you want. There is no installation.

Run the “pcsx2.exe” file.

The first window shows the language selector, click on “Next”.

The second window shows the plugins configuration, click on “Next” for now.

The third window asks for a compatible BIOS for the emulator:



In the explorer, go to the path shown in gray and copy the PS2 US bios file(s) there.

Click on “Refresh list”. If the PS2 US bios file is correct and placed in the correct folder, you will see a list of BIOS, like above.

Select a US region BIOS from the list and click on “Finish” to go to the main menu of PCSX2.

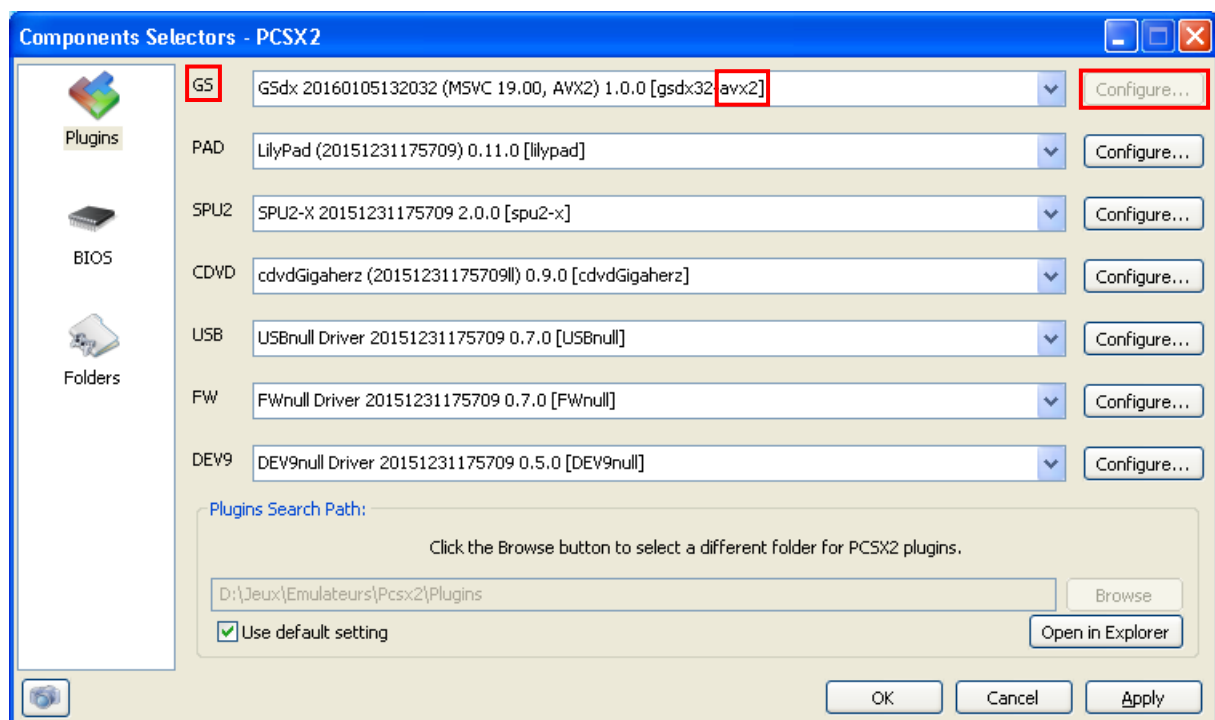


### 3.3.2 – Configuring the PCSX2 plugins

On the main menu of PCSX2, click on “Plugin/BIOS Selector”.



#### 3.3.2.1 – Configuring the Video (GS) plugin



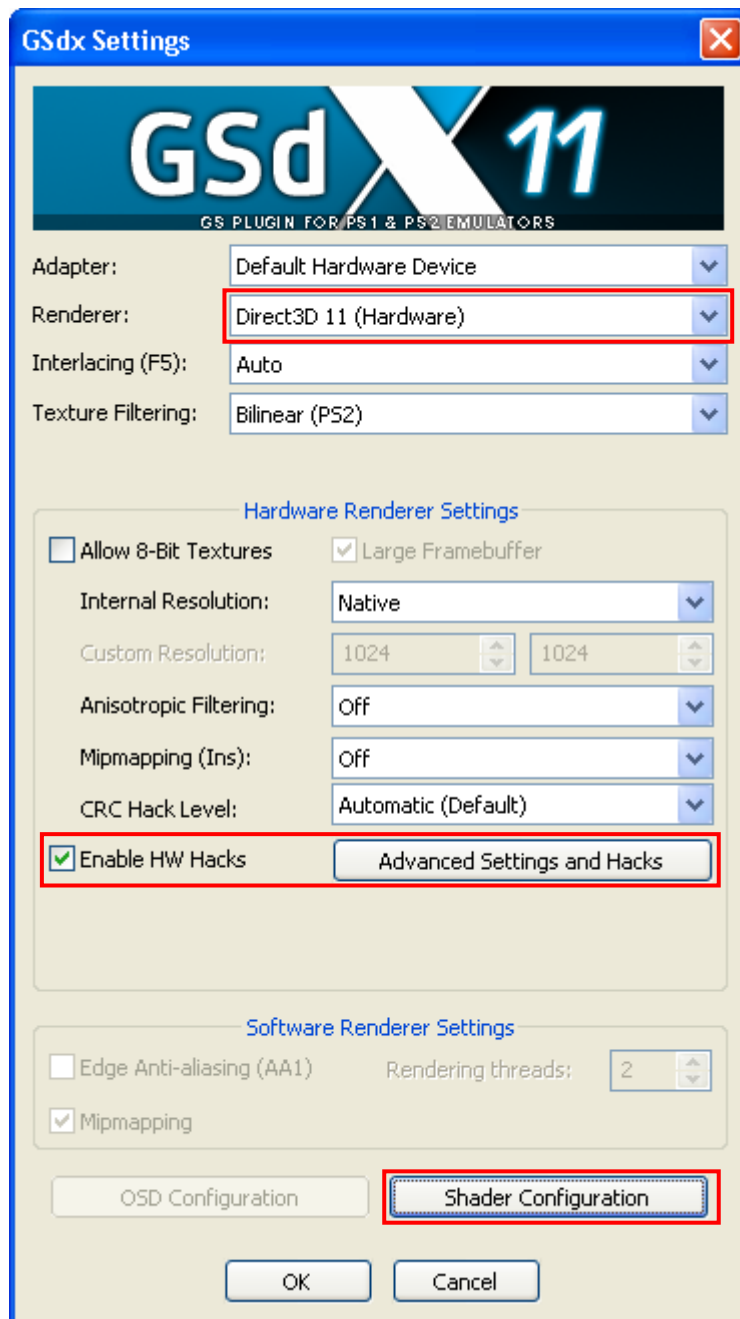
Choose a GS plugin in the drop-down list to the right.

Depending on the CPU of your PC, several plugins may not appear in the list. Take the best ideal GS plugin for your CPU.

Best plugin -> AVX2 -> AVX -> SSE4 -> SSSE3 -> SSE2 -> Worst plugin  
(this is indicated in the red boxed location above).

After choosing the plugin, click on the “Configure...” button at its side. If the button is grayed out, click on “OK” to return to the main menu and then go back to the “Plugin/BIOS Selector” menu.

If you get an error message, you must choose another plugin.

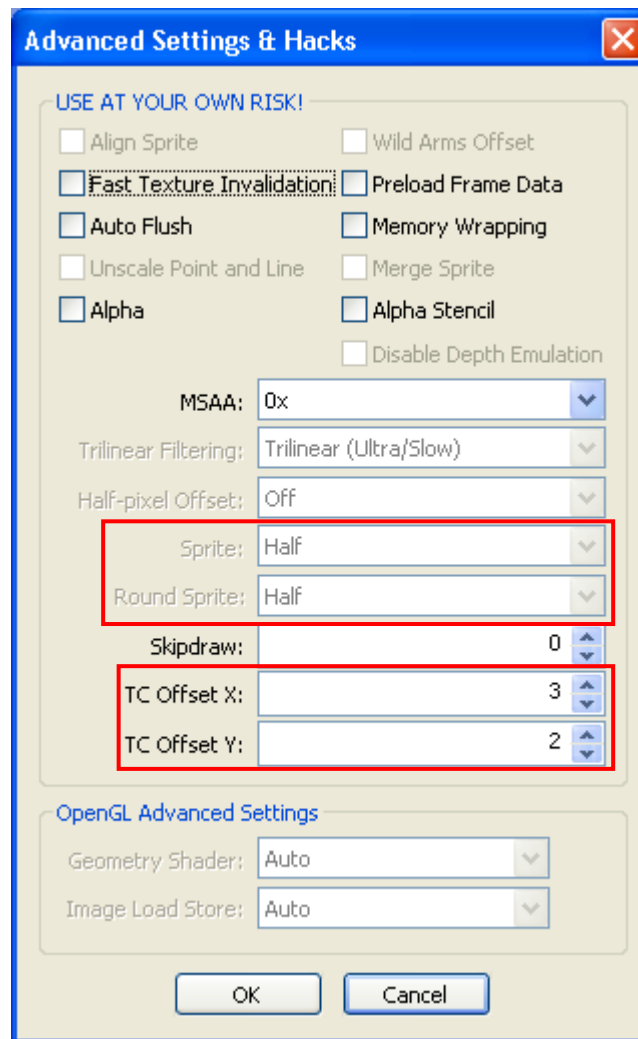


The “Hardware” renderer is the fastest and the game will work without any bugs with it as long as you have configured it with the proper settings.

Select “Direct3D 11 (Hardware)” in “Renderer”. If your OS or your graphics card is not compatible with Direct X11, select “Direct3D 9 (Hardware)” instead.

Check “Enable HW Hacks” and click on the “Advanced Settings and Hacks” button.

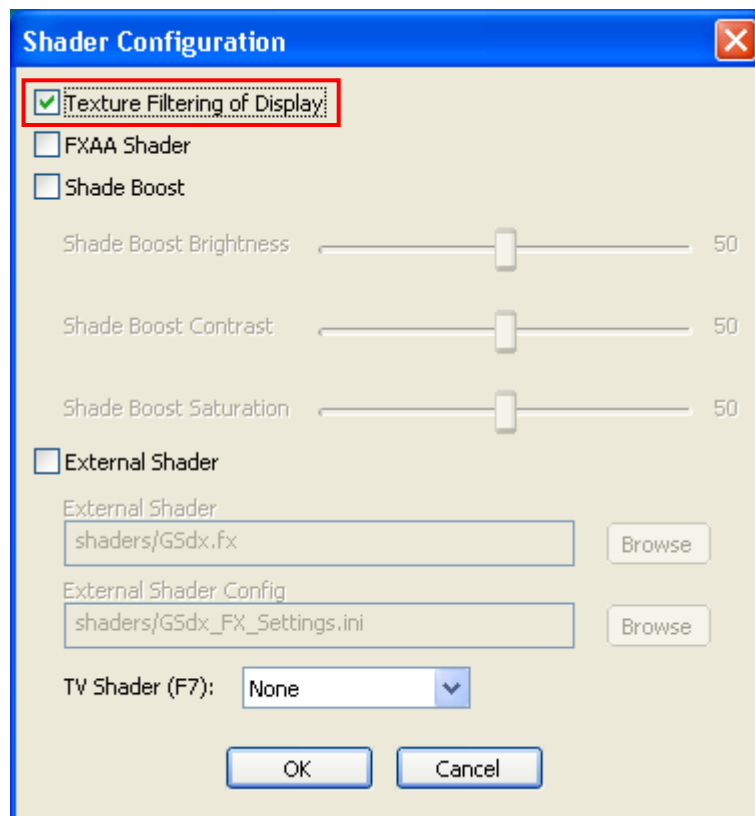
**IMPORTANT: Please keep all the other settings exactly like the screen above if you don't want graphics bugs!!!**



Enter "3" in the "TC Offset X" line and "2" in the "TC Offset Y" and click on "OK" to go back to the "GSdx Settings" window. Doing this will prevent some graphics-related bugs.

If "Sprite" and "Round Sprite" are not grayed out, put "Half" for these two ones.

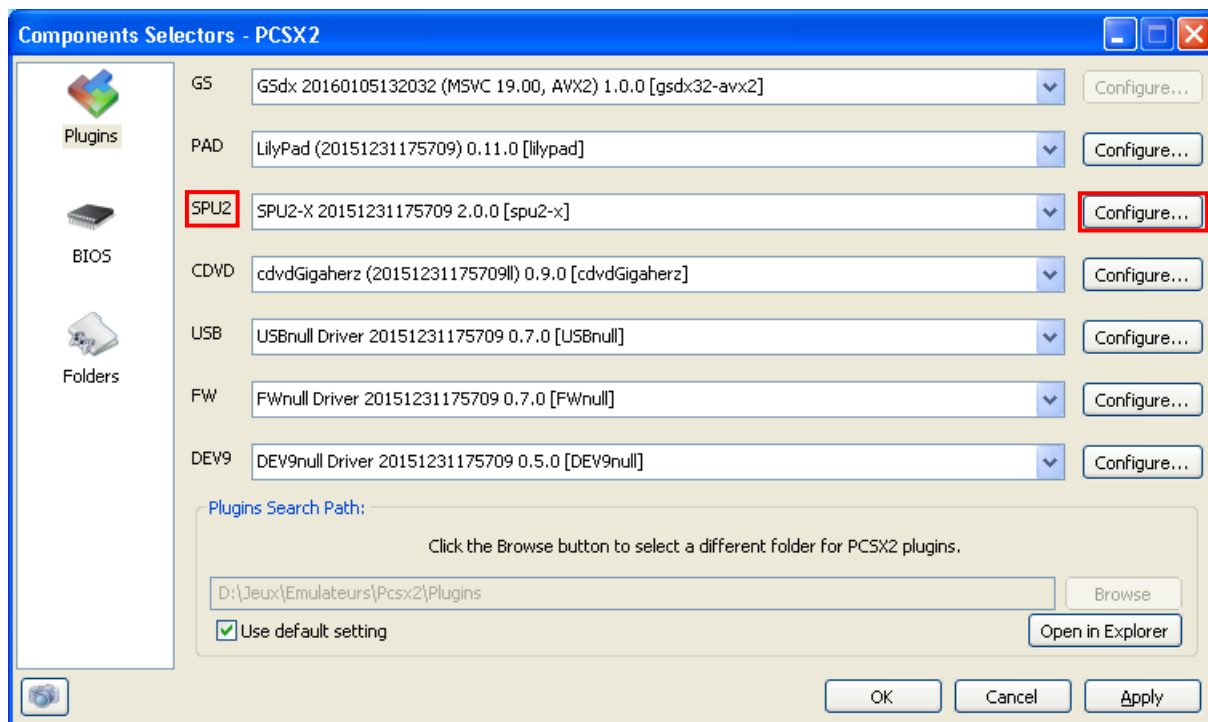
Click on the "Shader Configuration" button.



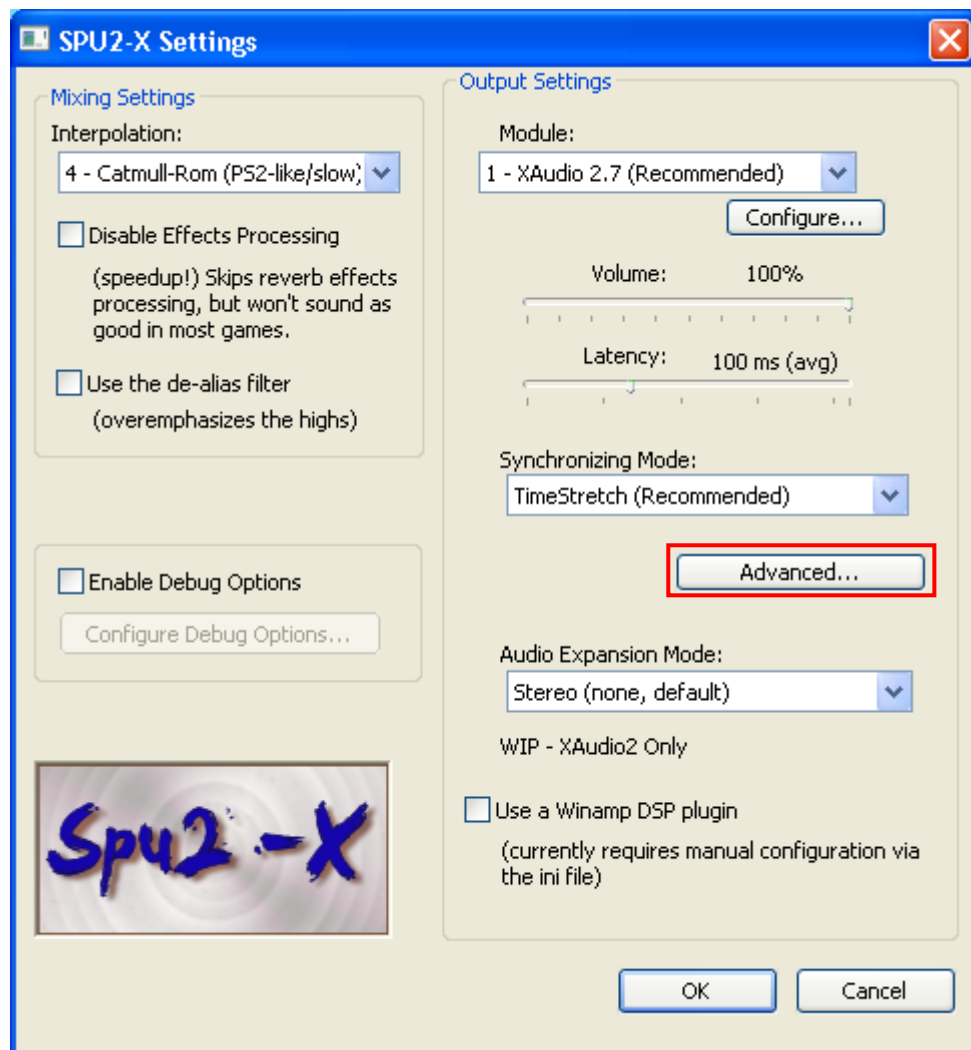
Check “Texture Filtering of Display” and click on “OK” to go back to the “GSdx Settings” window. This enables display filtering for the game.

Click on “OK” to finalize the configuration of the plugin.

### 3.3.2.2 – Configuring the Audio (SPU2) plugin

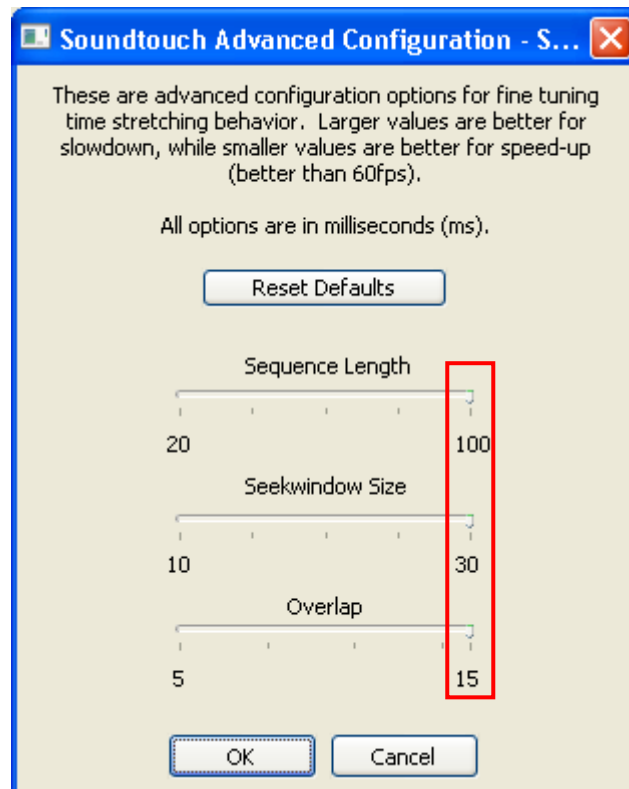


Keep the original SPU2 plugin and click on the “Configure...” button at its side.



Configure the plugin as shown in the image above.

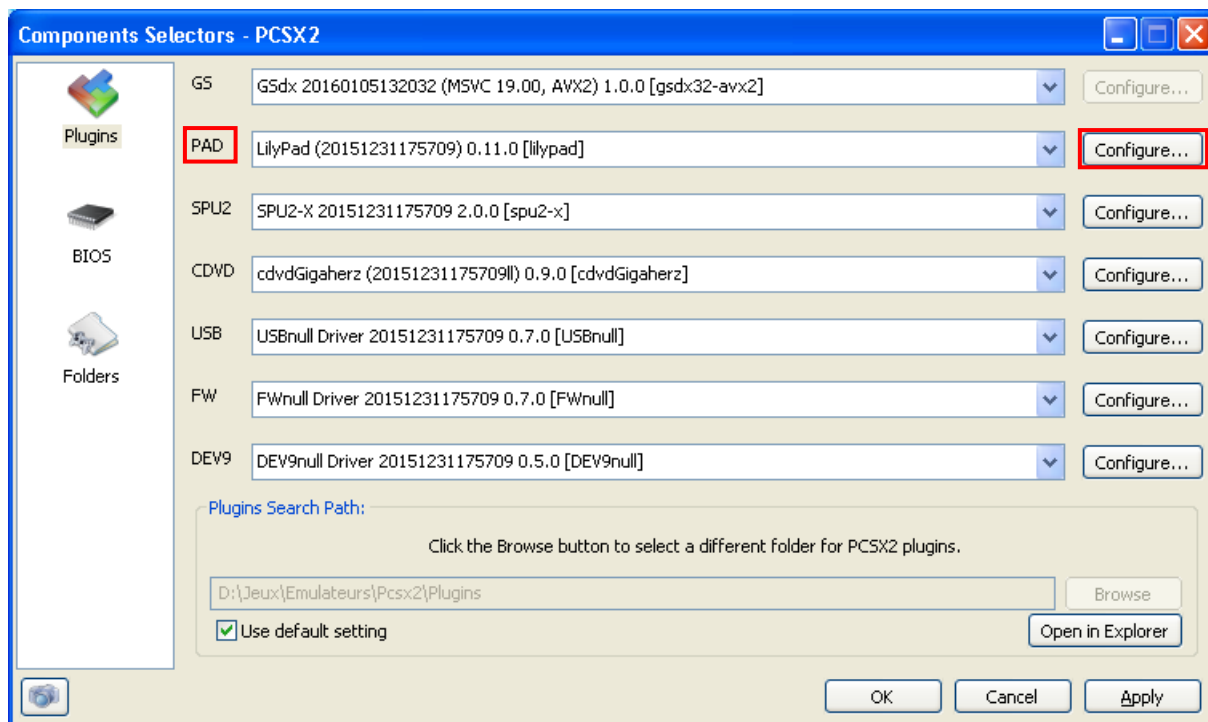
Click on “Advanced...”



Slide the three cursors to their maximum value and click on "OK" to go back to the "SPU1-X Settings" window. This will keep the sound from distorting during the game.

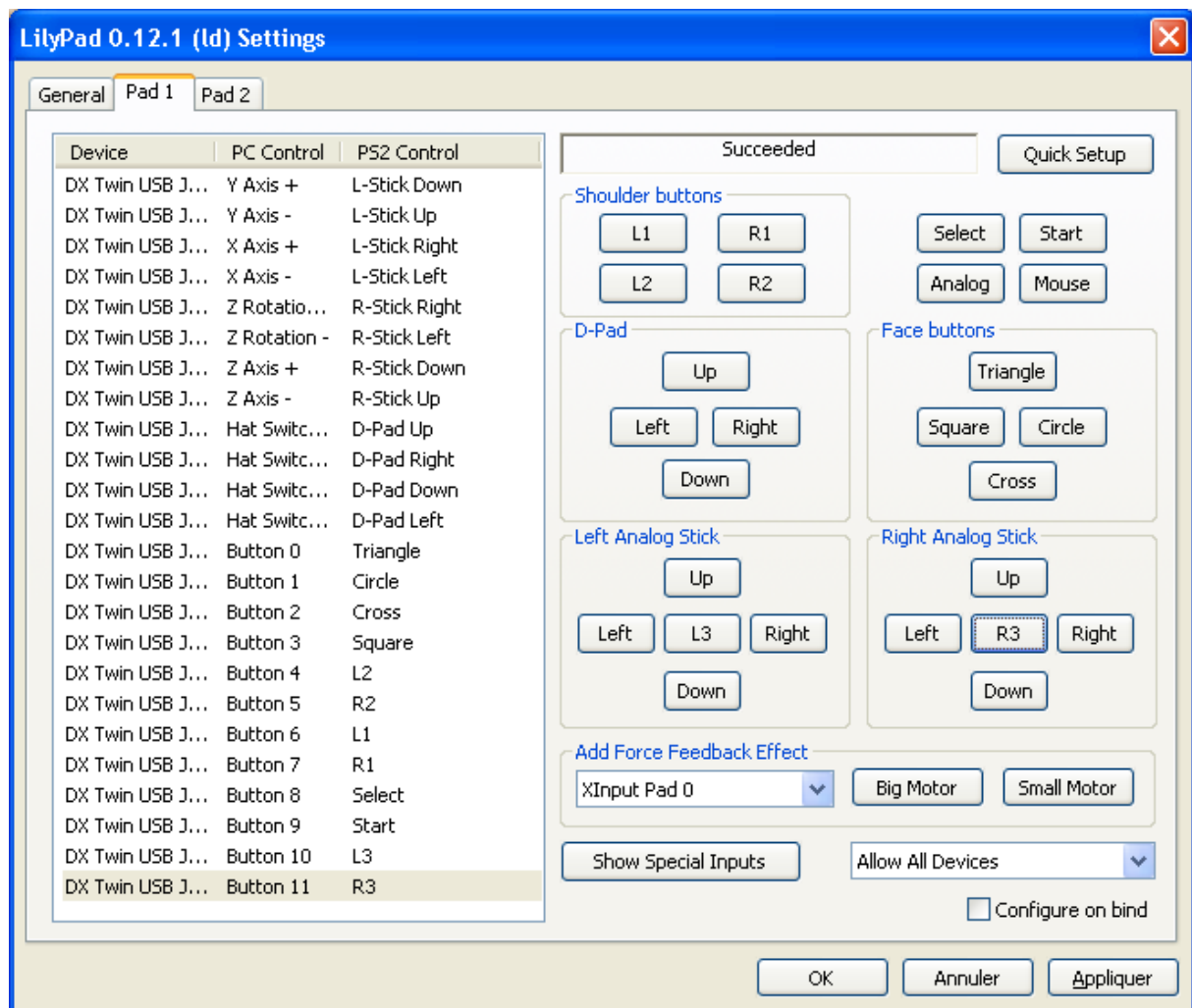
Click on "OK" to finalize the configuration of the plugin.

### 3.3.2.3 – Configuring the keyboard or the controller



Keep the original PAD plugin and click on the “Configure...” button at its side.





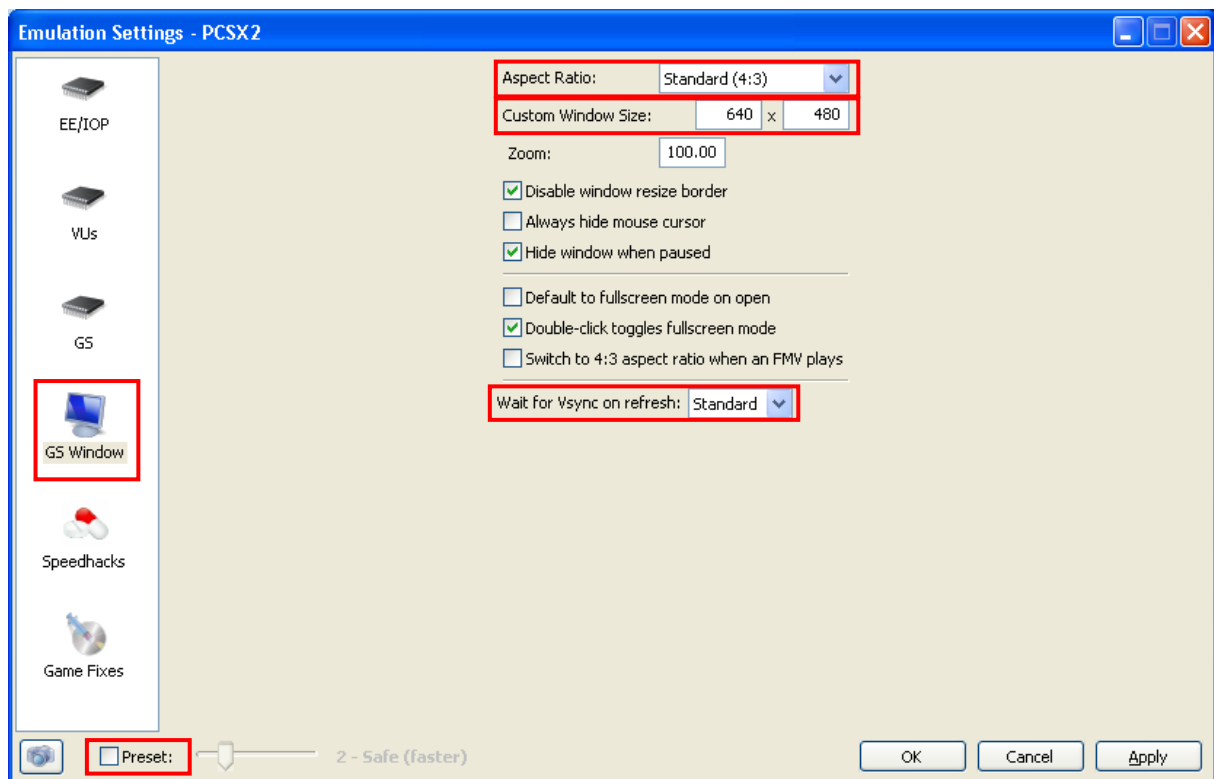
After selecting the “Pad 1” tab, you can configure the first virtual pad of the PS2 with the keyboard or a controller connected in your PC.

Click on a button on the window and push a key from your keyboard or a button from your controller to assign the button to it.

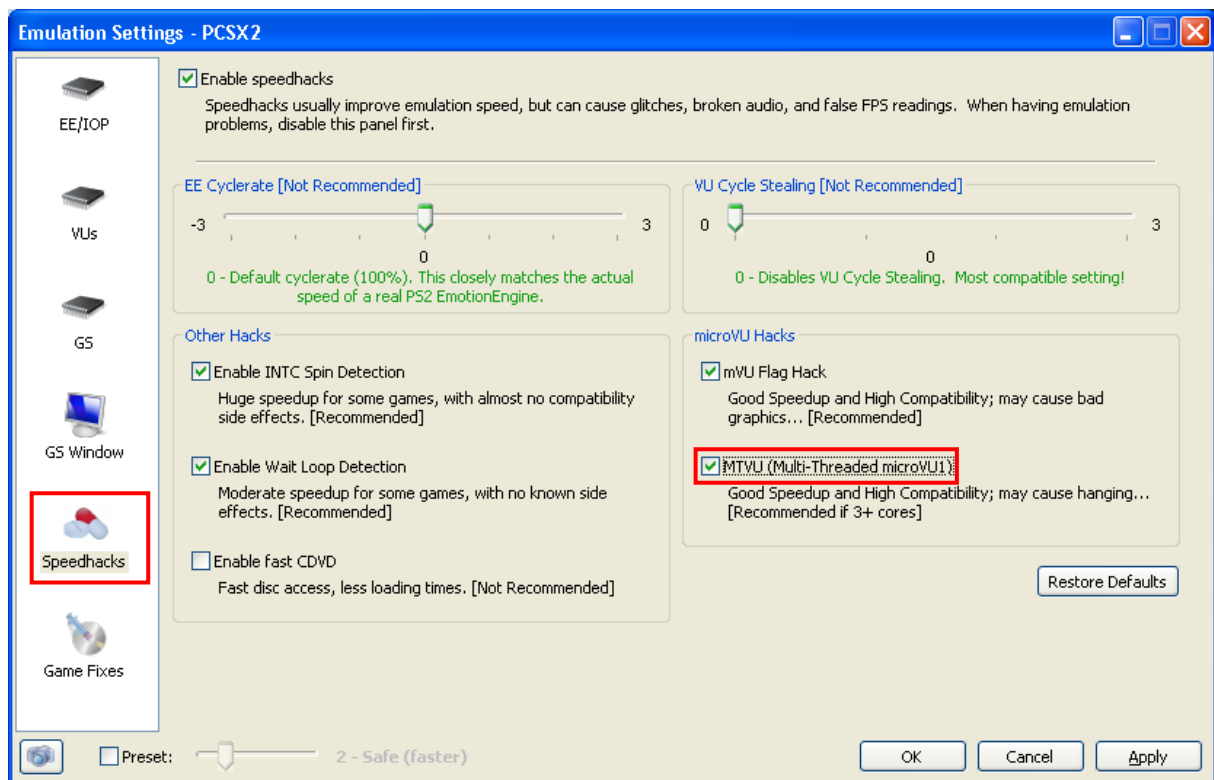
When you have finished configuring the buttons, click on “OK” to finalize the configuration of the plugin.

### 3.3.3 – Configuring the emulation settings

On the main menu of PCSX2, click on “Emulation Settings”.



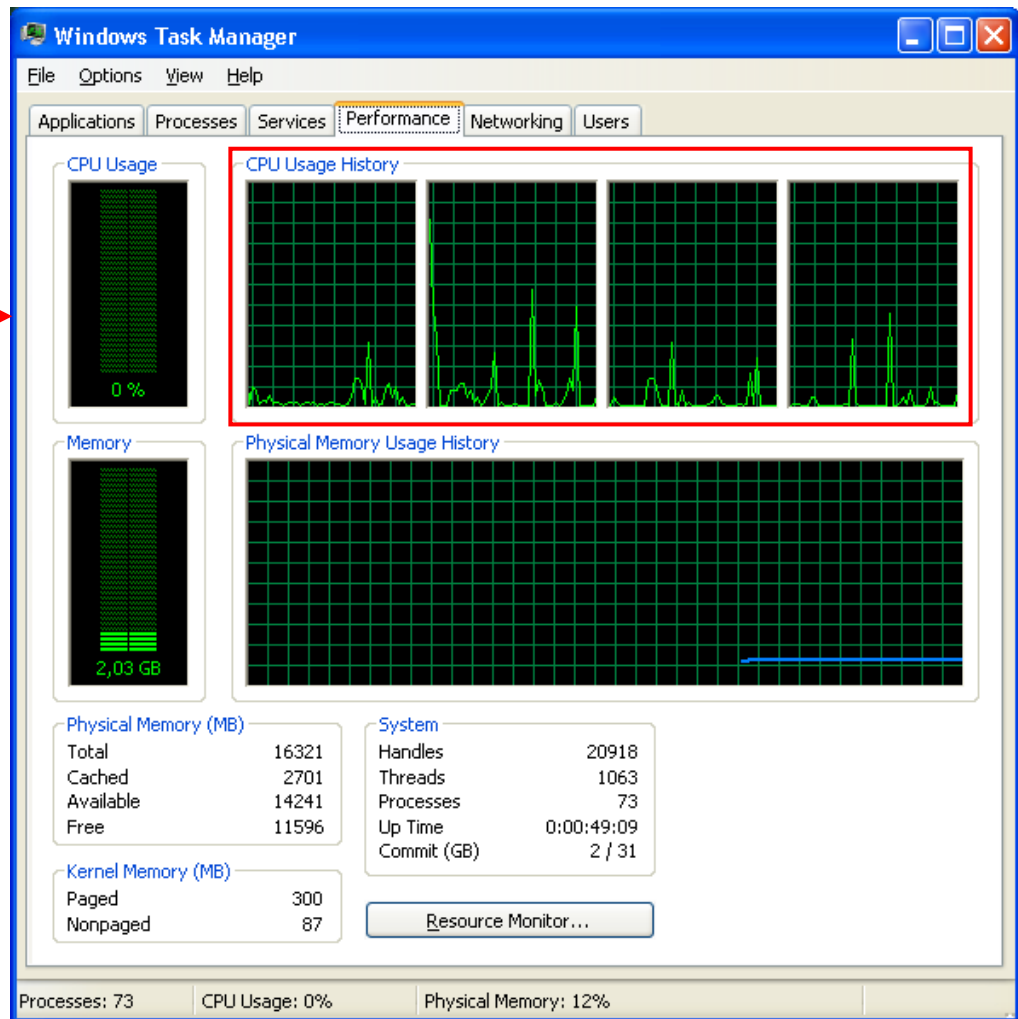
In the “GS Window” tab, **uncheck “Preset”** and put “Wait for Vsync on refresh” on Standard. The “Custom Window Size” must be put to 640 x 480 and the “Aspect Ratio” to “Standard (4:3)”.



If your CPU has 3 threads or more, you can go to the “Speedhacks” tab and check “MTVU”. Don’t try this if your CPU has less than 3 threads.

To know that number, push the key “ctrl-shift-esc” in the same time.

Here, the  
CPU has  
4 threads

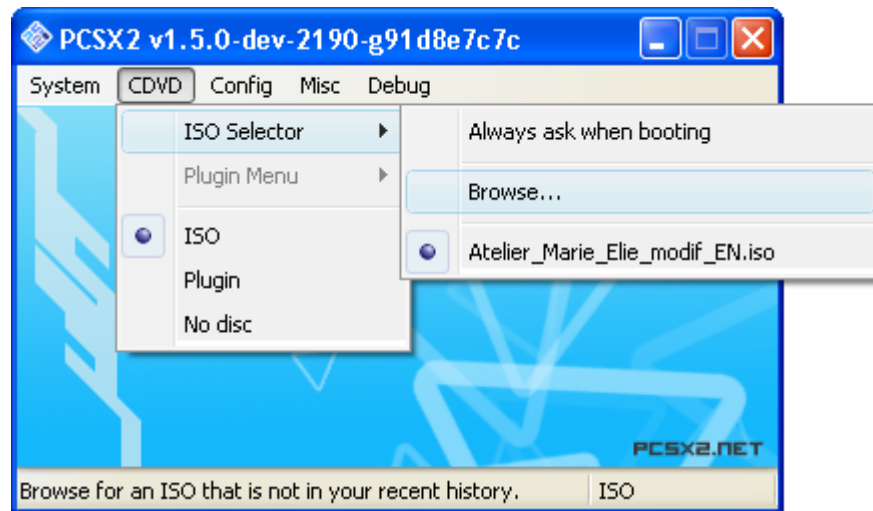


If you have more than 2 diagrams in the window like above, you can check “MTVU”.

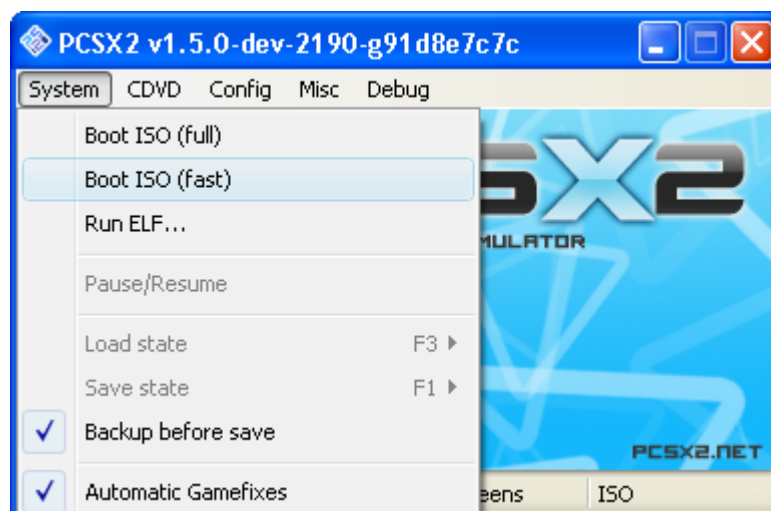
Click on “Ok” to finalize the settings.

### 3.3.4 – Running the game with the PCSX2 emulator

On the main menu of PCSX2, click on “Browse...” like the image below. If you can’t do it, uncheck “Always ask when booting” before.



Choose the English patched ISO file of Atelier Marie + Elie.



Click on “Boot ISO (fast)” to run the game. From now on, you’ll have to click there to play.

You can put the game window in full screen by double-clicking on it.