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## How to play ps3 controller on ps4

Can I Play PS3 Games On PS4? Does PS4 play PS3 games? That’s the question which many people have been asking for a while now, and guess what, we have the answer for you right here.Does PS4 Play PS3 Games – Can I Play PS3 Games On PS4?The answer is, somewhat sadly, no you cannot play PS3 games on PS4. The reason why you cannot play PS3 games on PS4 is because the PS3 was built using the Cell CPU architecture which, when taken in tandem with a raft of other custom components, meant that the PS4 could not play PS3 games straight out of the box.The PS4 and PS4 Pro by comparison use a lot of the off the shelf PC parts, whereas the PS3 did not, hence why PS3 games simply will not work on PS4. There is however, a workaroud of sorts, just like playing online roulette for money.Related Content – Sony PS5 Complete Guide – A Total Resource On PlayStation 5Sony has launched the PlayStation Now service which allows you to stream PS3 gameplay to your PS4.This works by having a number of PS3s hooked up to a server and when that server streams the game to you in a video stream. You then interact with that game using your controller and the video stream returns to the server to let it know that an interaction has taken place, before firing back the response to the player.All of this occurs extremely quickly and in a matter of milliseconds, but the quality of the stream and the responsiveness of it both entirely depend on the quality of your internet connection. The faster the better. You can catch the full list of all PS3 games on the PlayStation Now service right here.If you’re worried about the PS5 not playing PS4 games don’t be – Sony have already confirmed that the PS5 will have backwards compatibility and play PS4 games right out of the box. You’ll be able to use your existing PS4 saves and play against PS4 players online, too.As far as PS3 games though, nothing has been announced – but the fact that the PS5 follows the same architecture path as PS4 and PS4 Pro, means that out of the box compatibility with PS3 games will be unlikely. Video game console remote control function Remote PlayDeveloper(s)Sony Interactive EntertainmentInitial release2006; 16 years ago (2006)Stable release(s) [±]Windows PC2.5 / October 2, 2017 (2017-10-02)[1]Android2.5.0 / October 3, 2017 (2017-10-03)[2]MacOS2.5 / October 3, 2017 (2017-10-03)[3] Operating systemPSP, PS Vita, PlayStation 4, PlayStation 5, Android, Windows, macOS, iOSTypeEntertainmentLicenceFreewareWebsiteOfficial websiteRemote Play is a feature of Sony video game consoles that allows the PlayStation 3, PlayStation 4 and PlayStation 5 to transmit its video and audio output to another device; previously this could only be a PlayStation Portable or PlayStation Vita. In 2014, it was expanded to include the use of PlayStation TV, Xperia smartphones and tablets (Z2 and later), and PlayStation Now. In 2016, it was expanded to Microsoft Windows PCs and macOS. Finally, iOS and Android are supported. Support for remote play of PlayStation 5 games to other devices was added in November 2020 just prior to the new console's launch. Similar functionality is provided on Nintendo's Wii U console, using the Off-TV Play function. This feature essentially allows compatible home console games to be played on the handheld. While seldom implemented on PS3, Remote Play is a mandatory feature on all PS4 games, except for games that utilize peripherals such as PlayStation Move. Concept Sony defined Remote Play as follows: "Remote Play allows a PSP system to connect wirelessly to a PS3 system and transfers some functionality of the PS3 to the PSP system. With remote play, a PSP system may access files that are located on the PS3, as well as, play certain software titles ..." [4] Sony later amended this definition to apply between the PlayStation 4 and PlayStation Vita as well.[5] The premise of Off-TV Play on the Wii U is similar in concept, in how the video game console does all of the processing, but sends the image and sound straight to the Wii U GamePad's screen instead of a television screen.[5] Similarly, in the case of Remote Play, the PlayStation 3 or PlayStation 4 do all of the processing, but transmit the image and sound to the PlayStation Portable or PlayStation Vita screens and speakers.[5] While typically in reference to Sony consoles and handhelds, it has been used in different ways as well. In April 2010, a firmware update was released for the PS3 that allowed Remote Play between it and the Sony VAIO brand desktops and laptops and Sony Xperia brand smartphones and tablets as well.[6] Background PS3 to PSP Interactivity between Sony's home video game consoles and handheld video game console is traced back as far as 2006, prior to the PlayStation 3's launch, when journalists noticed a PlayStation Portable icon, with the title "Remote Play", on pre-release versions of their PS3.[7] The functionality was officially revealed just prior to the PS3's launch in October 2006, at Sony's "Gamer's Day" event, where Sony demonstrated the ability to transfer the PS3's output to a PSP instead of a television, through showing downloaded PlayStation games and movie films being transmitted to a PSP's screen and speakers.[8] Sony announced that all original PlayStation games would support the feature, but they had to be digital, not disc-based, media from the PS3's internal harddrive.[9][10] This later changed by the end of 2007, when a firmware update made it so any original PlayStation game was compatible with Remote Play, even disc-based ones.[11] Despite Sony's early emphasis on Remote Play and original PlayStation game support, it was used very sparingly between the PS3 and PSP, with very few PS3 titles allowing for its use. The feature was even removed from several titles before their final release, most notably Gran Turismo HD and Formula One Championship Edition.[12] Most titles were small PlayStation Network-only titles. The late 2007 PS3 title Lair was notable for being one of the few original, physical Blu-ray disc releases work between the PS3 and PSP. PS3 to PS Vita In late 2011, just prior to the launch of the PlayStation Vita, video game website Eurogamer published a rumor stating that a firmware update for the PS3 would provide Remote Play compatibility for all PS3 games when using Remote Play between a PS3 and Vita.[13] The premise seemed plausible, with websites reporting that Sony had shown working demonstrations of the concept prior to the rumor at the Tokyo Game Show, showing LittleBigPlanet 2 and Killzone 3 supporting the feature.[14][15] Despite this, the rumor was declared false by Sony, who said that the feature had to be implemented on the software side by developers on an individual basis, not on a hardware level.[16] PS3 to Vita Remote Play went on to be rarely implemented as well. It retained any games supported by PS3 to PSP Remote Play support, including all original PlayStation games, but was again rarely used by actual PS3 games. Only a few games supported it, namely HD Remasters such as The Ico & Shadow of the Colossus Collection and the God of War Collection.[17] President of Sony's Worldwide Studios for Sony Interactive Entertainment Inc. Shuhei Yoshida summarized the issues with PS3 to Vita Remote Play: "The single biggest issue, why there are not many PlayStation 3 games that support Remote Play, was that it was optional – the system didn't do much. The game has to set aside some memory or CPU to be able to do that, and usually, memory is the most precious resource that [development] teams fight amongst each other for. So when it comes down to the priorities, these are features that are very easy to drop." [18] Despite this, unofficial hacks to the PS3 firmware have been reported to unlock the Remote Play feature in a number of PS3 games with varying degrees of success. Games such as Battlefield 3[14] and BioShock Infinite[19] have been shown to technically be feasible, though still impossible to do without unofficially hacking the PS3's firmware. PS4 to PS Vita In June 2013, Sony announced that all PlayStation 4 games would be compatible with Remote Play with the PS Vita, with the exception of games which conceptually would not work, such as ones that heavily revolve around PlayStation Eye use.[18] Otherwise, contrary to PS3 to PS Vita Remote Play, PS4 to PS Vita Remote Play is designed on a hardware level, meaning that all games are automatically compatible, and it is only up to developers to make sure the controls adapt well to being played on a Vita instead of a DualShock 4.[18] This iteration of Remote Play was developed by Gaikai,[20] who also developed PlayStation Now.[21] Remote Play on the updated PlayStation Vita 2000 was shown at Tokyo Game Show in 2013.[22] Other variants PS4 firmware update 1.70 introduced full remote play functionality for the PlayStation TV, allowing users to play PS4 games in a separate room or house, on a television set with a PS TV device remotely connected to the PS4.[23][24] Remote Play with the PS4 is available for Android smartphones and tablet computers running Android 5.0 Lollipop or later, and requires a DualShock 4 in order to play games. The service was made available on 28 October 2014, exclusively on Sony's Xperia Z3 series phones, [25][26] and was expanded to Sony's older Z2 series a month later.[27] In October 2019, support was expanded to all Android smartphones with the release of PS4 system software 7.00.[28] With the release of PS4 system software 3.50 on 6 April 2016, Remote Play was made available on Windows PCs and macOS.[29] A DualShock 4 controller is required to use it, and must be connected through a USB cable or wirelessly via a separate accessory. 1080p streaming is available when using a PS4 Pro model. Cloud gaming and Remote Play are some of several Gaikai-powered streaming services announced for the PlayStation 4 through its PlayStation Now service [30] Cloud gaming differs from Remote Play in that Remote Play allows games on home devices to operate remotely over a wireless network,[31] while cloud gaming refers to a game that resides on a distant server rather than on a user's device.[32] Support for PlayStation 5 games was added to the app in early November 2020, just prior to the console's launch on November 12, 2020.[33] Software compatibility In 2007, Sony made all original PlayStation games, when played on a PlayStation 3, compatible with Remote Play on the PSP.[11] Additionally, Sony has announced that all PlayStation 4 games will be playable on the PlayStation Vita.[5] Beyond these two scenarios, Remote Play was a feature that was sparingly implemented in games. The below chart indicates instances when Remote Play on PS3 is an available feature. Game PSP Compatible PS Vita Compatible Aqua Vita/Aquatopia Yes Yes Anarchy: Rush Hour Yes Yes Bejeweled 2[34] Yes Yes Bionic Commando Rearmed[35] Yes Yes BlazBlue: Calamity Trigger[36] Yes Yes Chaos;Child Yes Yes Chariot No Yes FirstPlay Yes Yes God of War Collection[17] No Yes Gundemonium Recollection[37] Yes Yes High Stakes on the Vegas Strip: Poker Edition Yes Yes Ico & Shadow of the Colossus Collection[17] No Yes The Idolmaster: Gravure For You! Vol. 9[38] Yes Yes Imabikisō[39] Yes Yes Lair[40] Yes Yes LEGO Batman[41] Yes Yes Life with PlayStation Yes Yes Mainichi Issho[42] Yes Yes Misato Katsuragi's Reporting Plan Yes Yes Peggle[43] Yes Yes Peggle Nights[43] Yes Yes PixelJunk Eden Yes Yes PixelJunk Monsters Yes Yes PixelJunk Shooter Yes Yes PlayTV Yes Yes Robotics:Notes No Yes Retro/Grade[44] Yes Yes SingStar[45] Yes Yes SingStar Vol. 2[46] Yes Yes SingStar ABBA[47] Yes Yes SingStar Viewer[48] Yes Yes Tokyo Jungle[49] No Yes VidZone[50] Yes Yes Weekly Toro Station Yes Yes Zuma[51] Yes Yes See also PlayStation Now Off-TV Play Xbox SmartGlass References ^ "Remote Play for Windows". Windows Store. Microsoft. Retrieved October 28, 2017. ^ "PS4 Remote Play for Android". October 3, 2017. Retrieved October 28, 2017. ^ "Remote Play for Mac". October 3, 2017. Retrieved 28 October 2017. ^ "Remote Play for PS3 and PSP". Support.us.playstation.com. Archived from the original on 2013-07-10. 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