PCSX2 1.2.0

Frequently Asked Questions

Section I: General questions about the project

What is the aim of this project?

The aim of this project is to emulate the PlayStation 2, allowing people to play their PS2 games on a pc. This requires having an original PlayStation 2 console (for the BIOS) and of course having the original games as well.

Is the project open source?

Yes, the project is open source, and it is licensed under the GNU General Public License v3.

Can I help the project?

Sure you can, please refer to this thread HERE.

Is the release package complete?

Can I play out of the box?

No, the release package is not complete.

You need to do at least 2 things before you can play:

- First, you need to put in your own BIOS. Dump your PlayStation 2 BIOS from your own console. The BIOS dumper is HERE.
- Second, you need to configure the plugins in the emulator. You can use the official guide found HERE.

- (Optional) Third, you may need to update your DirectX in order for GSdx to work. GSdx is our suggested graphics plugin. Update DirectX with the web installer HERE.

Section II: General questions about the emulator

What are the requirements for using this emulator?

Minimum

- Windows/Linux OS
- CPU that supports SSE2 (Pentium 4 and up, Athlon64 and up)
- GPU that supports Pixel Shaders 2.0
- 512MB RAM

Recommended

- Windows Vista/7 (both 32bit and 64bit supported)
- CPU: Core 2 Duo, Core i3/5/7, Phenom II (all at 3.4Ghz+)
- GPU: 8800GT or better
- 1GB RAM (2GB if on Vista / Windows 7)

Does the emulator support 4 cores?

Starting with release 1.0 we offer a speed hack that runs Vector Unit 1 on its own thread for a nice speedup. It isn't working with every game but most titles will be fine.

GSdx in software rendering can use extra processing threads / cores for a moderate speedup.

Why is my CPU load less than 100%?

Windows load measuring looks at all available CPU cores. By the nature of multi-threading no complex software such as PCSX2 can usefully load all cores to 100%. This does NOT mean PCSX2 isn't using the full power of your CPU, it is normal.

Is SLI/Crossfire useful?

No plugin is programmed to use more than one GPU.

Why not use CUDA to make things faster?

CUDA works best with many parallel threads, something PCSX2 does not use.

So even if we got CUDA support, it would probably run very slow.

Is game X playable?

There is a compatibility list on the site, HERE.

If you're lucky, your game has been tested before and you can check the status there.

Do PS1 (PSX) games work with this emulator?

No, this emulator currently only works with PlayStation 2 games.

In order to play PS1 games, you will need a PS1 emulator such as the popular ePSXe.

My game worked in an earlier version, and now it does not, why?

Due to changes in the emulator some games may not work as well as they did in the previous release, as you will find with most emulation projects, you fix one game, you can break another somewhere.

Why is the emulator so slow?

Because the PlayStation 2 is a complex console with a lot of parts which must be emulated at the same time; for a better explanation refer [to this thread.](#)

Where can I get BIOS and Games?

You have to get your BIOS from your own PlayStation 2 console.

You can use games from your collection, acquire them from a game store or use EBay / Amazon for some older titles.

How do I play a game?

1. Dump your own BIOS and put it into the BIOS folder.
2. Configure the emulator (read section 3 below).

3. Get your PS2 game disc ready, or make an ISO of it for faster access (the free "ImgBurn" software works great for this).

4. Configure the CDVDrom plugin or the internal ISO reader to point to your ISO/disc.

5. Choose System->Boot CD/DVD.

How do I compile the SVN source?

Read the compile guide [HERE.](#)

Keep in mind that while you can post bugs about your own compiled SVN revisions, we do not offer support for them.

When will the next version be released?

It will be released when it is ready.

Don't waste your time and ours asking about that, okay? ;)

Section III: Configuration questions

How can I configure the emulator?

Please refer to the official PCSX2 guide [HERE.](#)

What about the frame limiting options?

The frame limiting options are often necessary for an enjoyable experience. Read out the explanation in the configuration dialogue, it's very detailed.

What is the normal speed for PlayStation 2 games?

NTSC games have a normal speed of 60 frames per second.

PAL games have a normal speed of 50 frames per second.

Note that these speeds are unlike what happens in normal PC games. Sound, graphics, AI, everything is clocked to that speed.

A NTSC game running at 30 frames per second is truly going at half the speed it should be.

What are these gamefixes?

Gamefixes are, like the name says, special fixes for certain games. PCSX2 comes with a set of known gamefixes enabled

by default. You can also manually enable some to check if they fix

a problem in your specific game.

Are speed hacks safe?

Speed hacks are, like the name says, hacks that make games go faster.

Use speed hacks at your own risk, they **will break** many games.

NOTE: Do NOT report bugs unless you also tried the game with "Nothing" selected.

What about the advanced options?

Advanced options can break games spectacularly sometimes. The help included in the configuration dialogue is very detailed, read it.

What about the plugins?

We included the latest stable versions of the best plugins out there in the package. You will need to configure them. Refer to the guide.

Why is the sound bad?

The sound plugin may have to "time stretch" the audio to account for the game running too slow or too fast.

Make sure your pc can run the title at full speed and keep the frame rate limiter enabled to avoid stretching.

Section IV: Useful links

BIOS Guides:

- [Reichfuher's guide to dumping your PlayStation 2 BIOS](#)

Error/Problem Guides:

- [Will PCSX2 run fast on my computer?](#)
- [Why is PCSX2 slow?](#)

Memory Card Guides:

- [Convert GameFAQ saves to PCSX2 memory card with MyMC (new)](#)

How do I use patches in general?

- [How pnach files work](#)

How do I play online?

- [How to play online guide](#)

How do I run precompiled Pcsx2 binaries on 64 bit Ubuntu without a 32 bit chroot?

- [[Howto] PCSX2 on AMD64 Ubuntu](#)

How do I make my PS3 controller work under 64bit Windows?

- [PS3 Controller on 64 bit windows 2.0!](#)