

# Sony PlayStation 2



The PlayStation 2 (PS2) is a sixth-generation console released by Sony Computer Entertainment on October 26, 2000 and it was retailed for \$299.99. It has the Emotion Engine CPU at 300 MHz with 32MB of RDRAM system memory and 4MB of eDRAM (VRAM). Its GPU was a custom Graphics Synthesizer, which ran at 150 MHz. It became the highest selling console of all time with over 160 million units sold. This system scrapes metadata for the "ps2" group(s) and loads the ps2 set from the currently selected theme, if available.

## Quick reference

- **Accepted ROM formats:** .iso, .mdf, .nrg, .bin, .img, .dump, .gz, .cso, .chd

Emulators
<a href="#">pcsx2</a>
<a href="#">libretro: pcsx2</a>
<a href="#">libretro: play</a>
<a href="#">play</a>

## BIOS

MD5 checksum	Share file path	Description
28922c703cc7d2cf856f177f2985b3a9	bios/SCPH30004R.bin	PS2 firmware binary
3faf7c064a4984f53e2ef5e80ed543bc	bios/SCPH30004R.MEC	PS2 common and regional settings (optional, can be created by PCSX2)
d5ce2c7d119f563ce04bc04dbc3a323e	bios/scph39001.bin	PS2 firmware binary
3faf7c064a4984f53e2ef5e80ed543bc	bios/scph39001.MEC	PS2 common and regional settings (optional, can be created by PCSX2)
9a9e8ed7668e6adfc8f7766c08ab9cd0	bios/EROM.BIN	EROM firmware binary
44552702b05697a14ccbe2ca22ee7139	bios/rom1.bin	ROM1 is an additional part of the BIOS that contains some extra stuff like ID's for DVD Player version etc.
b406d05922dac2eaf3c2e68157b1b468	bios/ROM2.BIN	Extra information only required for certain Chinese PS2's

## ROMs

Place your Sony PlayStation 2 ROMs in /userdata/roms/ps2.



The recommended format to save space maintaining full compatibility (starting Batocera v31) is [CHD](#).

## Emulators

### PCSX2

[PCSX2](#) is a free and open-source PlayStation 2 emulator for Windows, Linux, and macOS that supports a wide range of PlayStation 2 video games with a high level of compatibility and functionality. Although PCSX2 can closely mirror the original gameplay experience on the PlayStation 2, PCSX2 supports a number of improvements over gameplay on a traditional PlayStation 2, such as the ability to use custom resolutions up to 8192x8192, anti-aliasing, and texture filtering.

Batocera is shipping the latest PCSX2 Linux standalone binary. Check out the up-to-date [official compatibility](#) list for more information.

### PCSX2 configuration

Standardized features available to all cores of this emulator: `ps2.videomode`, `ps2.ratio`


ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS BACKEND</b> <code>ps2.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL 12, Software 13.
<b>SHOW BIOS BOOTLOGO</b> <code>ps2.fullboot</code>	Show BIOS animation when starting content. Can be disabled for the most games but some require playing this animation to successfully boot. ⇒ Off 0, On 1.
<b>VIDEO RESOLUTION</b> <code>ps2.internal_resolution</code>	Resolution scaling (2x for 720p, 3x for 1080p). Does not affect 2D sprites. Lower for <a href="#">GPU intensive games</a> . ⇒ 1x 640x480 1, 2x 720p 2, 3x 1080p 3, 4x 1440p 2K 4, 5x 1620p 3K 5, 6x 2160p 4K 6, 7x 2880p 5K 7.
<b>ANISOTROPIC FILTERING</b> <code>ps2.anisotropic_filtering</code>	Enhance the quality of distant perspective textures. ⇒ Off 0, 2x 2, 4x 4, 8x 8, 16x 16.
<b>SKIPDRAW HACK</b> <code>ps2.skipdraw</code>	Skips drawing some surfaces based on how likely they are to cause issues. This option may help with removing ghost images or other post-processing effect rendered incorrectly. ⇒ Off 0, 1 1, 2 2, 3 3, 4 4, 5 5.

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>ALIGN SPRITE (HACK) ps2.align_sprite</b>	Fix for removing vertical black lines in several games such as Tekken or Soul Calibur. ⇒ Off 0, On 1.
<b>VSYNC ps2.vsync</b>	Fix the heavy screen tearing in games (CPU heavy) ⇒ Off 0, On 1.
<b>MICRO VU SPEED HACKS ps2.micro_vu</b>	Good speedup and high compatibility; recommended but may cause issues ⇒ mVU Flag Hack: May cause bad graphics [Recommended] vuFlagHack, MTVU: May cause hanging [Recommended on 3+ cores] vuThread, Instant VU1: May cause some graphical errors vu1Instant, mVU Flag Hack + MTVU vuFlagHack, vuThread, mVU Flag Hack + Instant VU1 vuFlagHack, vu1Instant.
<b>GAMES CHEATS ps2.EmuCore_EnableCheats</b>	For cheating in games with Action Replay ⇒ Off disabled, On enabled.
<b>WIDESCREEN PATCHES ps2.EmuCore_EnableWideScreenPatches</b>	You must use a 16/9 RATIO and disable BEZEL ⇒ Off disabled, On enabled.
<b>AUTOMATIC GAMEFIXES ps2.EmuCore_EnablePatches</b>	Selectively use specific tested fixes for games. ⇒ Off disabled, On enabled.
<b>MANUAL GAMEFIXES ps2.EmuCore_ManualPatches</b>	These can cause compatibility or performance issues ⇒ Off disabled, VU Add hack - Fixes Tri-Ace games boot crash VuAddSubHack, FPU Compare hack - For Digimon Rumble Arena 2 FpuCompareHack, FPU Multiply hack - For Tales of Destiny FpuMulHack, FPU Negative Div hack - For Gundam Games FpuNegDivHack, VU XGkick hack - For Eremental Gerad XgKickHack, FFX videos fix - Fixes bad graphics overlay IPUWaitHack, EE timing hack - Try if all else fails EETimingHack, Skip MPEG hack - Skips videos/FMVs that freezes SkipMPEGHack, OPH Flag hack - Try if game freeze on same frame OPHFlagHack, Handle DMAC writes when it busy DMABusyHack, Simulate VIF1 FIFO read - Fix slow loading VIFFIFOHack, Delay VIF1 Stalls - For SOCOM2 n Spy Hunter VIF1StallHack, Enable the GIF FIFO - Wallace and Gromit, Dj Hero GIFFIFOHack, Preload TLB hack to avoid tlb miss on Goemon GoemonTlbHack, VU I bit hack - Scarface The World is Yours ScarfaceIbit, VU I bit hack - Crash Tag Team Racing CrashTagTeamRacingIbit, VU0 Kickstart to avoid sync problems with VU1 VU0KickstartHack.
<b>MULTITAP ps2.multitap</b>	Allows 5 or 8 maximum player support in games ⇒ Off disabled, Port1 port1, Port2 port2, Port1+2 port12.

## RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

### RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `ps2.videomode`, `ps2.ratio`, `ps2.smooth`, `ps2.shaders`, `ps2.pixel_perfect`, `ps2.decoration`, `ps2.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS BACKEND</b> <code>ps2.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>ps2.audio_latency</code>	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>ps2.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On <code>true</code> , Off <code>false</code> .

### libretro: pcsx2

#### libretro: pcsx2 configuration

### libretro: play

#### libretro: play configuration

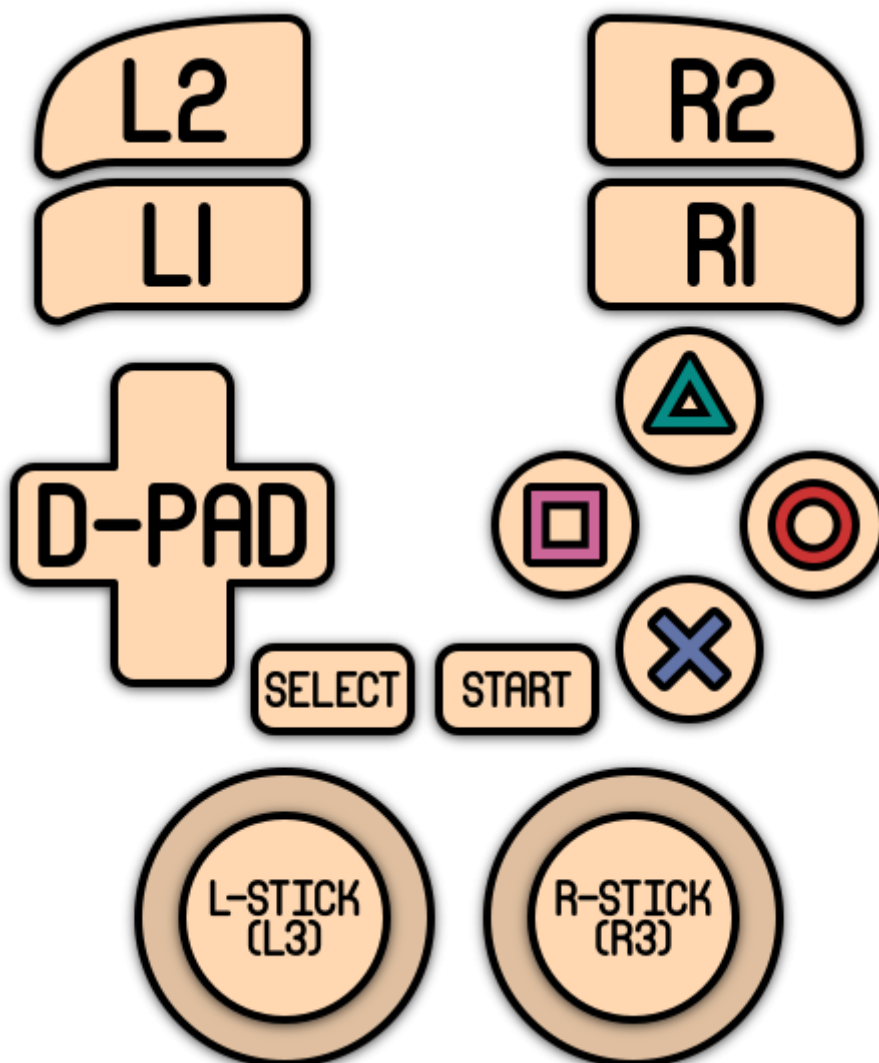
### play

#### play configuration

Standardized features available to all cores of this emulator: `ps2.videomode`

## Controls

Here are the default Sony Playstation 2's controls shown on a [Batocera Retropad](#):



## Troubleshooting



A lot of the special configuration for troubleshooting is done via `pcsx2-config` which you can reach via the [Batocera applications menu](#).

## Performance

PS2 emulation with PCSX2 requires a relatively decent CPU with a good GPU for hardware acceleration. It will only work on x86/x86\_64 machines. Even if your Batocera system does emulate [Wii U](#) or even [PS3](#) games fine it may struggle with PCSX2 emulation in terms of graphic improvements or resolution upscaling. You can find some [PC performance measurements and recommendations on this page](#).

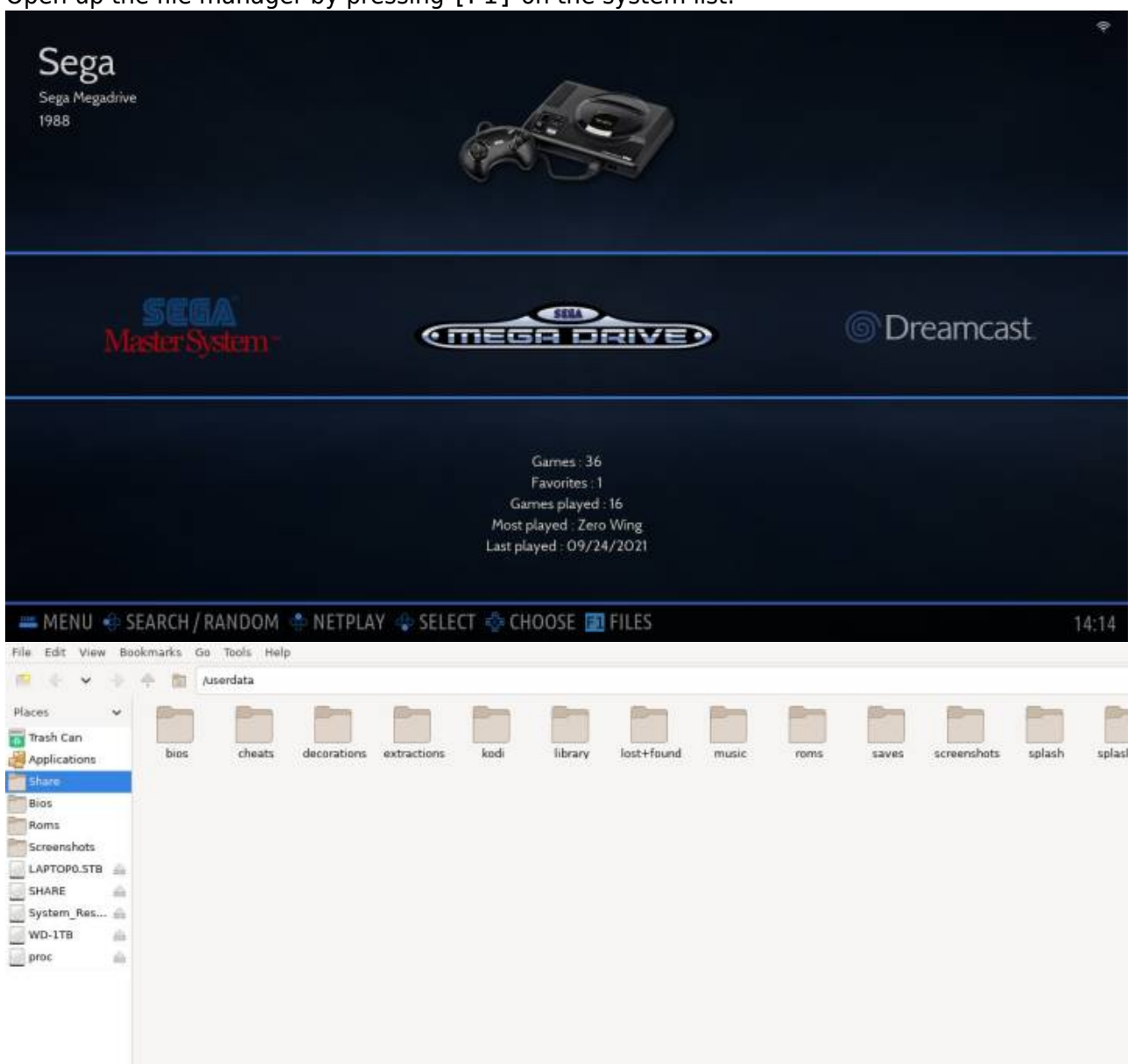
If you still have trouble try to keep the original resolution and default emulation settings. Some games need high-end, possibly [overclocked CPUs](#) or [powerful GPUs](#), whereas some games run even on [weak processors](#).



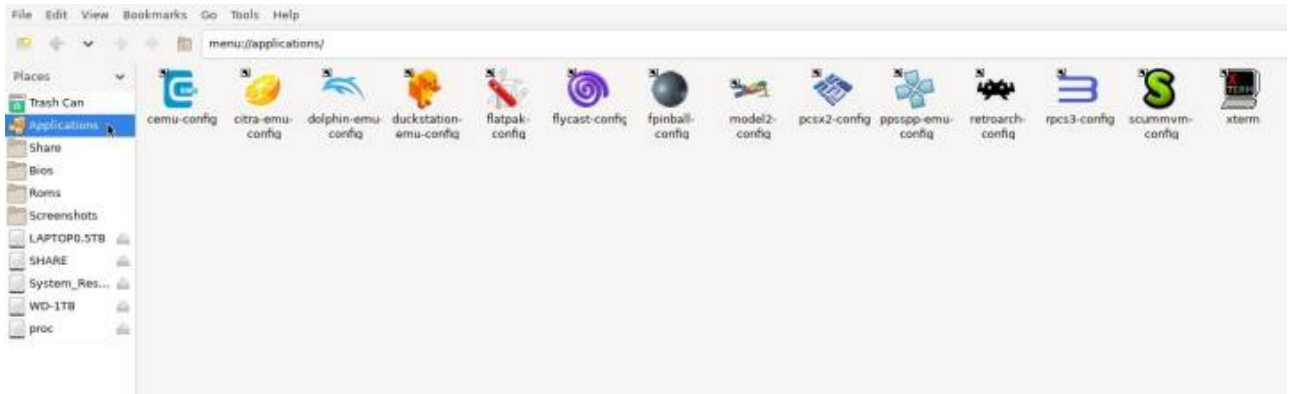
The [PCSX2 Wiki](#) offers tons of well documented guides and optimizations for specific games - just use the search function on that wiki to find your desired game guide.

With that said, what if you're experiencing unusually low performance on hardware that should otherwise be running it at full speed? Sometimes the configuration file gets corrupted and resets to using "all defaults" according to PCSX2, which is to say *not good*. You can reset your configuration by doing the following:

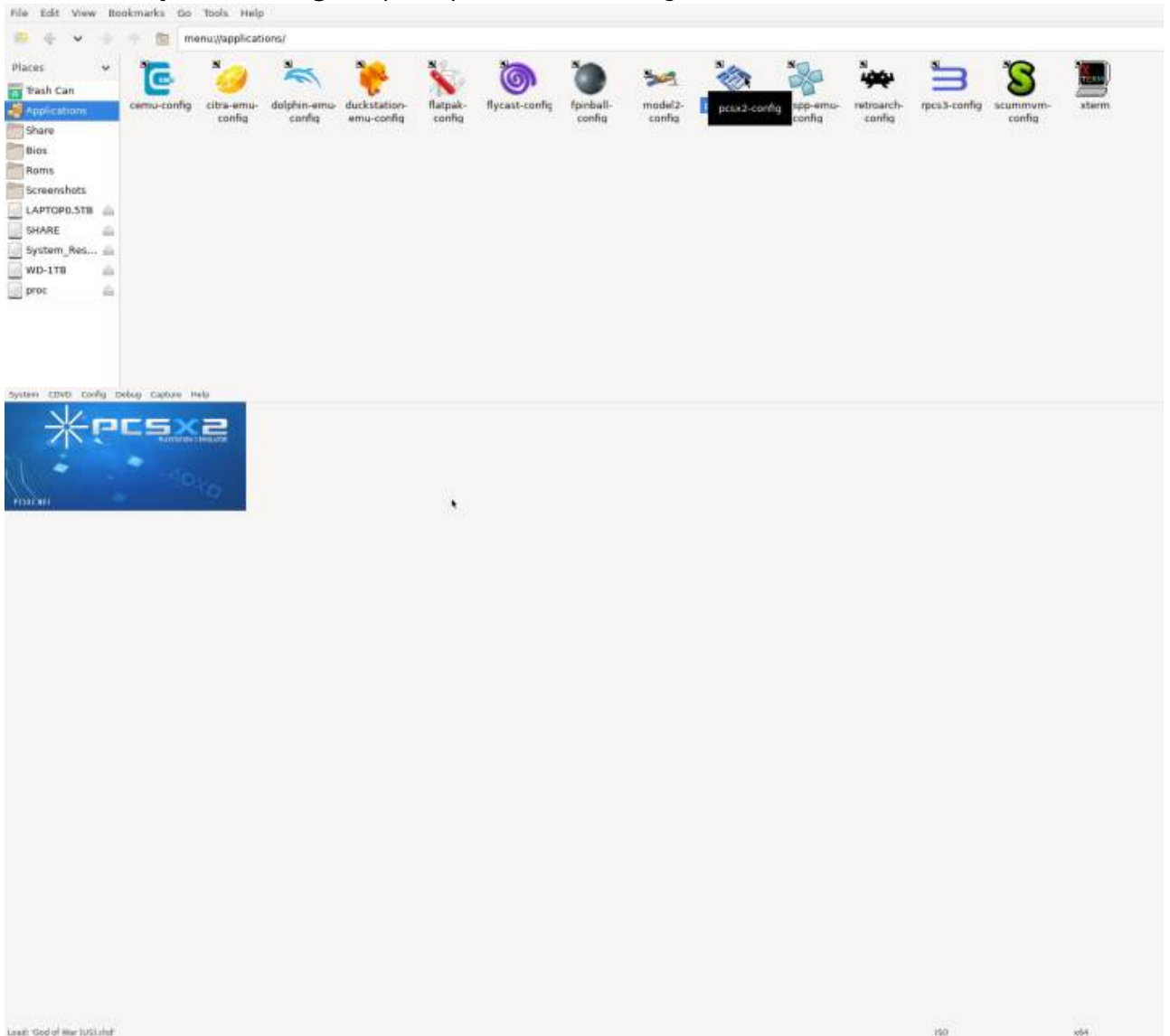
1. Open up the file manager by pressing [F1] on the system list.



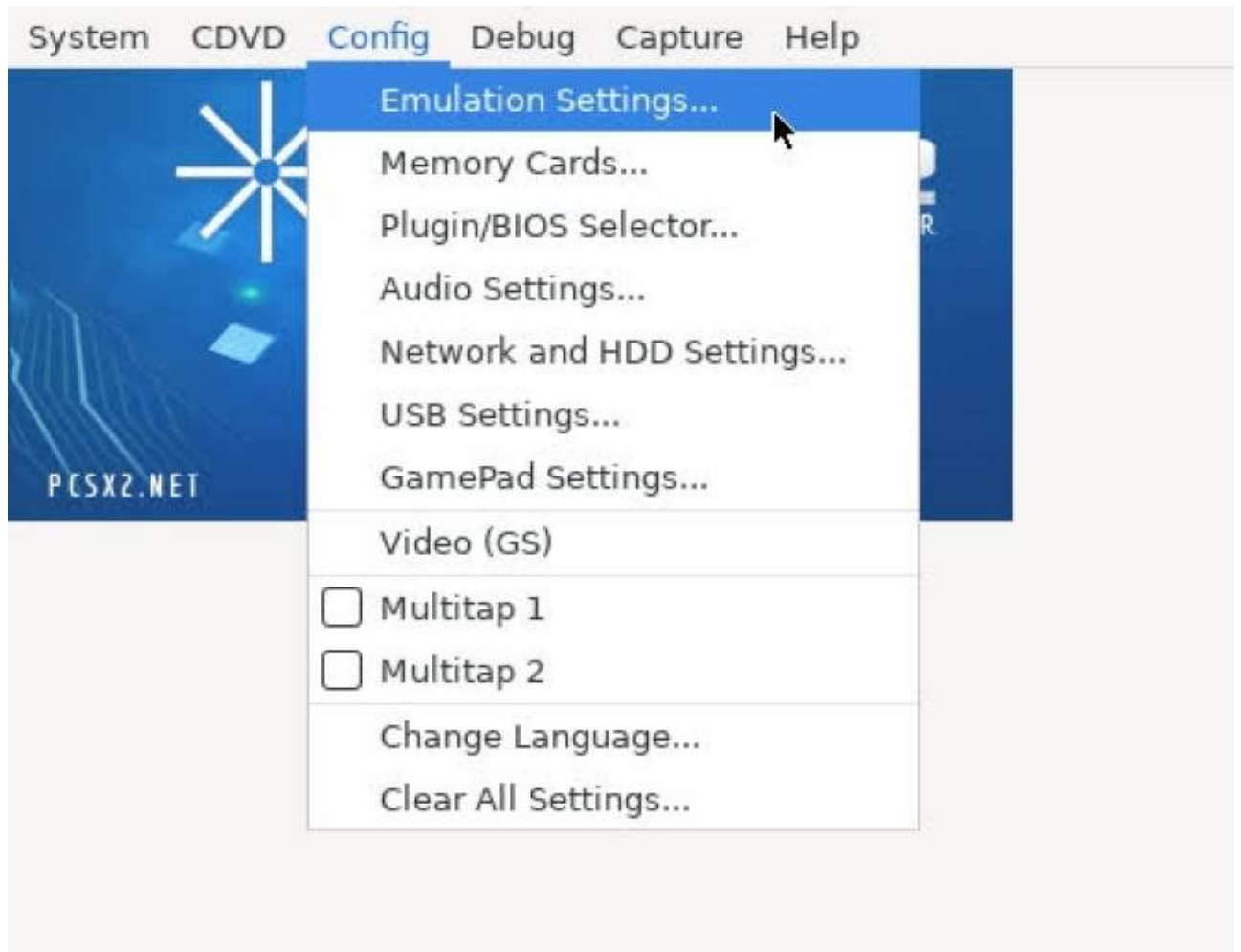
2. Click **Applications** in the top of the sidebar on the left.

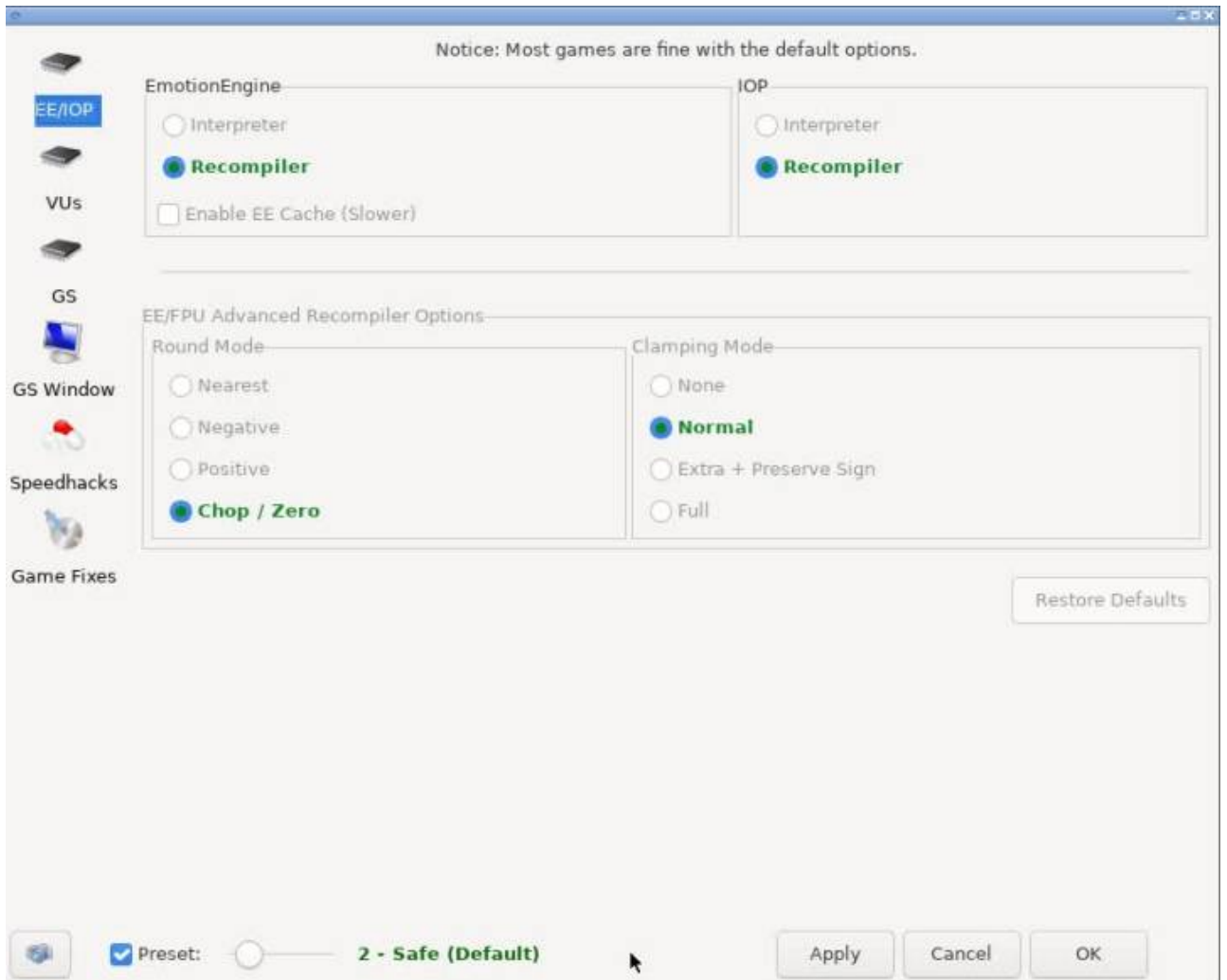


3. Double-click **pcsx2-config** to open up the PCSX2 configuration tool.

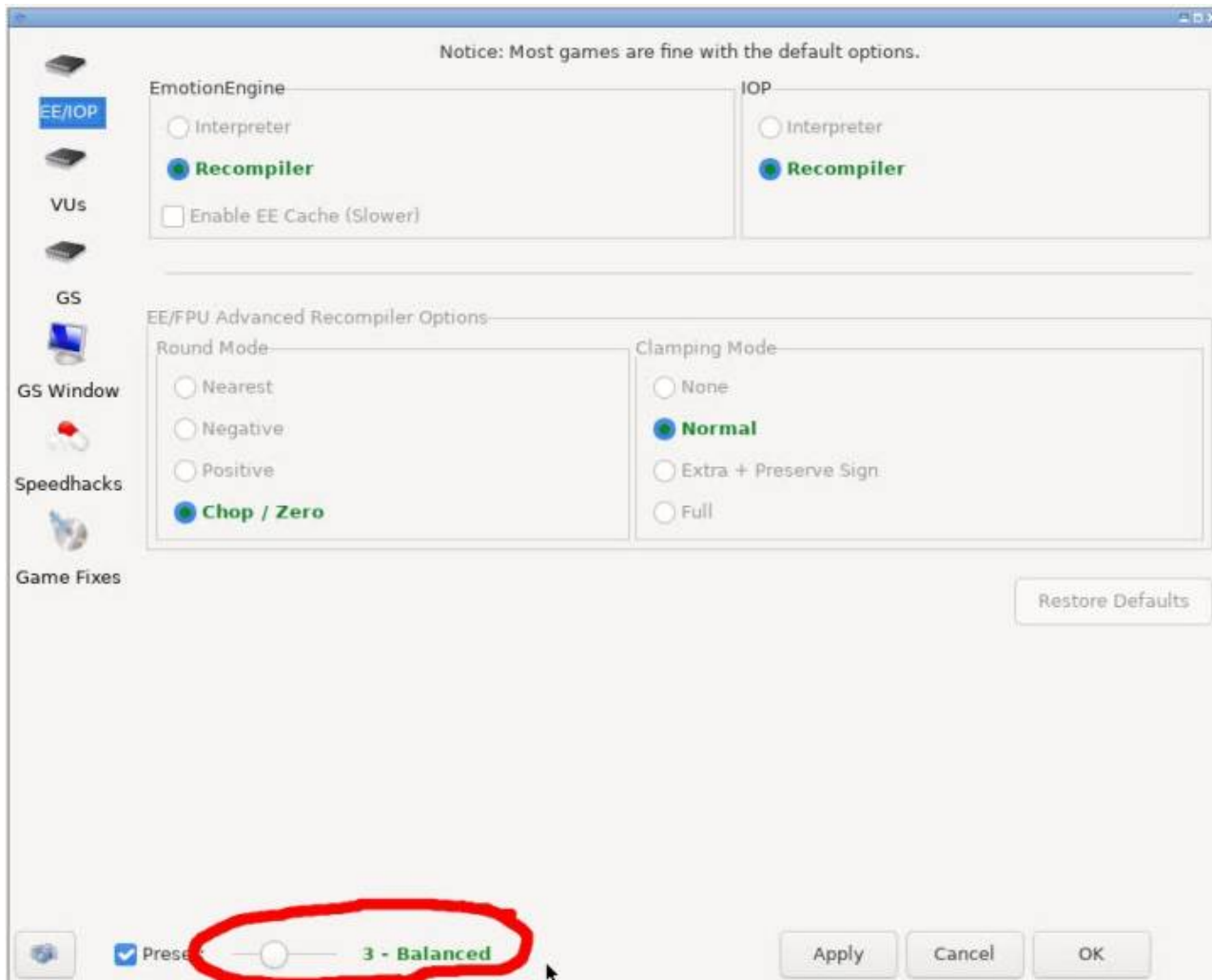


4. Navigate to **Config** → **Emulator settings...**





5. Slide the preset at the bottom of the window to the right until it says "3 - Balanced". On older, single/dual-core machines you may want to slide this back to the default of "2 - Safe".



6. Press **Apply**. Quit PCSX2 with [Ctrl]+[Q] or by using the **File** menu.

7. Test out your game. 😊

### Intermittent warped audio

Due to how the synchronizing function of the audio plugin works, even when running games on a computer that is capable of going way above 100% speed in a stable fashion, random bits of time-stretched audio can be heard occasionally or even frequently.

A good workaround is to set the audio syncing method to *Async Mix* via pcsx2-config. This can cause A/V sync issues with certain games and is **not recommended with rhythm games**. Do not set it to None as it basically does the same thing as Async Mix but has more issues.

### Specific game does not boot/graphical issues

Be aware that some games relies on BIOS to get start-up parameters and thus may not work correctly with disabling the BIOS start animation. Therefore you should enable the boot animation in the first step for problematic games with **SHOW BIOS BOOTLOGO** ps2.fullboot=1.

Also ensure that automatic gamefixes are enabled in Batocera. If you still have problems take a look at the official [PCSX2 Wiki](https://wiki.batocera.org/) and use the search function on that wiki to find information for the affected

game.

## Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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