


# 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.

|                         |  |
|-------------------------|--|
| <b>shortname</b>        | ps2  |
| <b>emulator/core(s)</b> | PCSX2  |
| <b>rom format(s)</b>    | .iso .mdf .nrg .bin .img .dump .gz .cso .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 8192×8192, 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.

### Configuration

| setting                   | description  | recommendation  |
|---------------------------|--|---|
| ps2.fullboot              | Show BIOS animation when starting content  | Can be disabled for the most games but should be enabled when you experience problems |
| ps2.EmuCore_EnablePatches | Enable automatic game fixes  | Can be enabled to apply safe game fixes automatically                                 |
| ps2.align_sprite          | Fix for removing vertical black lines in several games   | Enable per game for affected titles like Tekken or Soul Calibur                       |
| ps2.internal_resolution   | Resolution scaling (2x for 720p, 3x for 1080p)   | Choose depending on your CPU/GPU. Lower for <a href="#">GPU intensive games</a>       |
| ps2.skipdraw              | 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 | Enable per game if you experience graphical errors                                    |

## ROMs

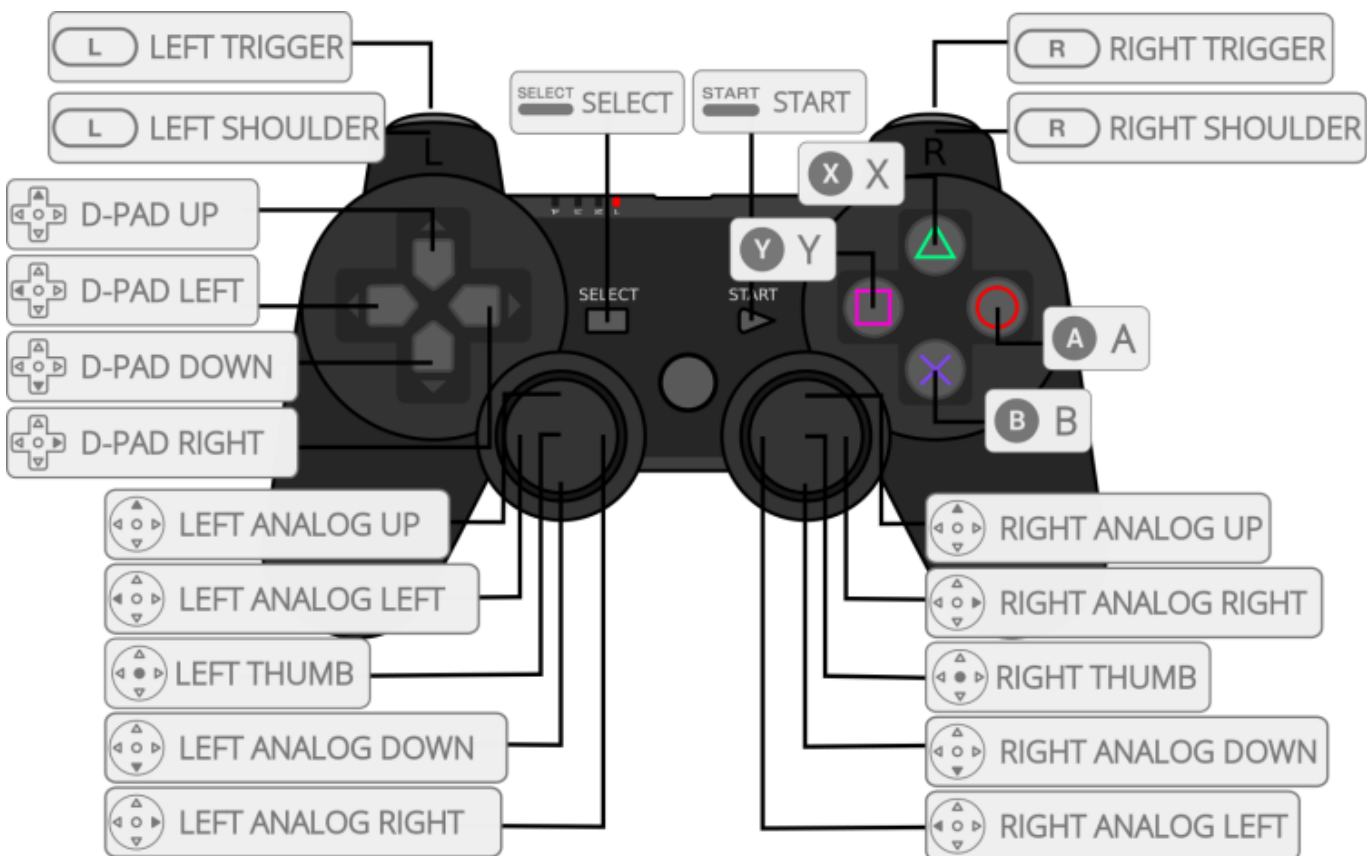
Place your Sony PlayStation 2 ROMs in /userdata/roms/ps2/.



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

## Controls

The default button mapping to the PS2 controller is as following:



## 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.

## 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

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 `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](#) and use the search function on that wiki to find information for the affected game.

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Last update: **2021/06/04 20:37**

